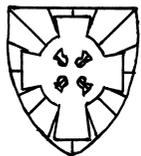
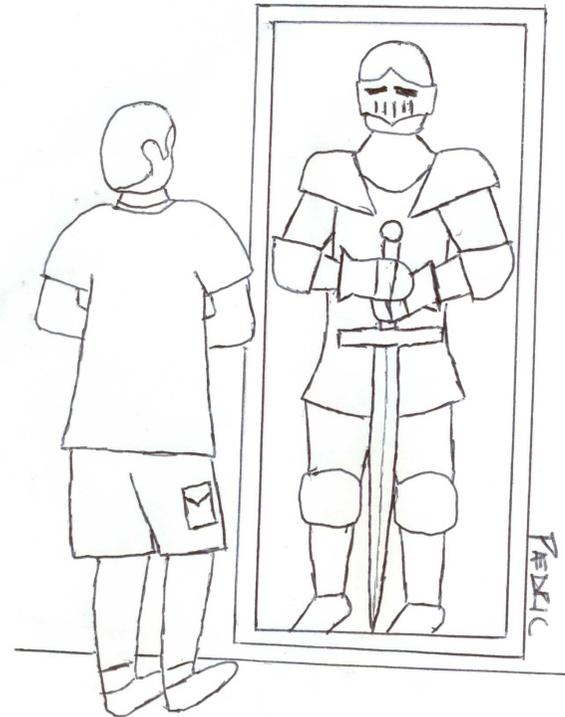


The Shadow Knows
c/o Pat Mullins
1811D Potomac Place
College Station, TX 77840

The Shadow Knows

September AS XLV (AD 2010)
Special Newcomer's Edition



Newsletter for the Shire of the Shadowlands
The Capital of Ansteorra

Their Royal Majesties

Jean Paul de Sens &
Gilyan Alienora Clonmacnoise
crown@ansteorra.org

Their Royal Highnesses

Ulsted the Unsteady and Ebergardis von Zell

coronet@ansteorra.org

Calendar of Events

(From the Kingdom Calendar)

September 2010 (A.S. XLV)

3-6..... Gothic War XIX - Trelac/Black Lake (San Angelo/Midland/Odessa, TX)
Seawinds Defender - Seawinds (Corpus Christi, TX)
10-12..... OPEN
17-19..... Defender of the Fort - Raven's Fort (Huntsville, TX.)
Triumpe of the Eclipse V - Mooneschadowe (Stillwater, OK)
24-26Loctoberfest II - Loch Soilleir (Clear Lake, TX)
Fair of the Harvest: Fall of the Dragon - Chemin Noir (Bartlesville, OK)

October 2010 (A.S. XLV)

1-3..... The Battle of 3 Commanders - Rosenfeld (Tyler, TX)
8-10..... Namron Protectorate – Namron (Norman, OK)
Gates Edge Fall Event - Gates Edge (Houston, TX)
15-17..... The Judgment of Paris – Bjornsborg (San Antonio, TX)
22-24..... Axeman VI - Skorragardr (Shawnee, OK)
The Shannon River Raid - Loch Ruadh (Benbrook, TX)
War of Ages - Ffynnon Gath (San Marcos, TX)
29-31Samhain Celebration - Eldern Hills (Lawton/Ft. Sills, OK)
Bryn Gwlad Baronial - Bryn Gwlad (Austin, TX)

Populace Meetings

Tuesday September 07, 2010	7:00PM	Kaitlyn's house
Tuesday, October 05, 2010	Time TBA	Rudder T 601
Tuesday, November 02, 2010	6:30 PM - 7:45 PM	Koldus 111

<u>Practice</u>	<u>Time</u>	<u>Location</u>	<u>Contact</u>
Archery	Sun 3:00PM	Austin's Colony Park	Ronald ronald_the_archer@yahoo.com
Chivalric	Thur 7:30PM	Spence Park	Lord Bastian jed.tressler@gmail.com
Rapier	Thur 7:00PM	Spence Park	Don Connor benjamin.white@gmail.com

Guilds

<u>Guild</u>	<u>Time</u>	<u>Location</u>	<u>Contact</u>
Brewers	2 nd &4 th Wed 6:30PM	Catan's House	Josef cj2308@yahoo.com
Blacksmithing	1 st Wed 6:30 PM	Bastian's house	Josef cj2308@yahoo.com
Cooking	3 rd Wed 7:00PM	Isabelot's House	HL Isabelot isabelotdeforess@gmail.com
Dance	Sun 7:00PM	256 G. Rollie White	Lady Morina elwenaduialloth@yahoo.com
Scribes	2 nd &4 th Mon 7:00PM	Kaitlyn's house	Lady Luciana pchanjeni@sbcglobal.net

Officers of the Shire of the Shadowlands

Seneschal

Sir Rhodri ap Gwythyr
Paul Foster
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Treasurer

Lady Kolfinna inn Kyrie
Kira Langsjoen
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Herald

The Shire of the Shadowlands does not
Currently have a branch herald.
If you need assistance with heraldry please contact
the Orbis Herald (Southern Regional Herald) at:
southern@herald.ansteorra.org

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This is *The Shadow Knows*, a publication of the Shire of the Shadowlands of the Society for Creative Anachronism, Inc. (SCA). *The Shadow Knows* is available from Pat Mullins, 1811D Potomac Place, College Station, TX, 77840 or online at <http://shadowlands.ansteorra.org/>. It is not a corporate publication of the Society for Creative Anachronism, Inc. (SCA) and does not delineate SCA policies.

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The Shadow Notes

There will be a fighter practice on Sunday, Sept 12 at Austin's Colony Park at 1:00PM. Several dukes and other knights are expected to attend. This will be an excellent opportunity to get advice and instruction from some of our kingdom's best fighters.

The guild and fighter practice schedule may be subject to change as new and returning members make their needs and preferences known.

Make plans to join the Shadowlands encampment at The Battle of Three Commanders the first weekend in October. This will be our newcomer's camping trip for the year, along with a day trip to Lochoberfest.

Start making plans to attend the Coronation of Ulsted V and Ebergardis III the first weekend of November. The Shadowlands will be hosting this momentous event, and there will be much to do, both in preparation and the day of the event.

Due to construction, Fighter Practice this year will be held in Spence Park near the gazebo, on the A & M campus behind the Koldus Building.

Useful Websites for Newcomers

<http://sca.org/> - SCA Inc. web page
<http://ansteorra.org/> - The Texas/Oklahoma Kingdom web page
<http://shadowlands.ansteorra.org/> - the Bryan/College Station chapter web page
<http://groups.yahoo.com/group/shadowlandssca/> - the Shire email list used for discussion, announcements, and activity planning

Thanks and Credits

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Officer Reports

From the Seneschal

Greetings and Welcome to the Shire of the Shadowlands, Capital of Ansteorra from the Seneschal's Office!

The Seneschal acts as the local business manager for the group and can help facilitate answers to SCA questions. The Seneschal schedules Shire activities and helps keep the group on course. With that in mind, please consider getting or renewing your SCA membership at www.sca.org online or via the paper membership form. Please contact me if you need assistance. The group's continued existence relies on your membership and participation.

This fall is planned to be an exciting, fun-filled, but busy fall. Upcoming events the Shire is planning to attend as a group include Lochoberfest on September 25 and Battle of Three Commanders on October 1-3. Almost every weekend this fall up to Thanksgiving has an event or activity that a local Shire member is attending. Get your kit together and come play! The local Hospitaler, Alfrun, can help get you started. Various newcomer meetings are in the works to acclimate new members to the SCA.

In addition, the Shire has been awarded the honor of hosting the next Coronation of Ulsted and Ebergardis on November 6. Join the local yahoo group to stay apprised of all the details and how you can help. There will be ample opportunities to create decorations, prepare feast items, and plan for this big local event. Contact Lady Morina (A&S Minister) or Kaitlyn to volunteer.

Time to gear up for a momentous fall tournament season!

--Rhodri and Kaitlyn
Seneschal (and deputy)

From the Treasurer

Kolfinna kyrri, mundanely: Kira Langsjoen, reporting in as the Shadowlands Treasurer. As the title leads you to surmise, my job includes keeping records of all the financial transactions of the Shire, reporting those transactions monthly/quarterly/yearly to the Regional Treasurer and informing the populace of our current standing. The Shire currently has \$5,162.40 at our disposal, and a portion of that has already been budgeted for November's Coronation. Just a reminder: If you have been approved to spend shire monies, even if it's been accounted for in the yearly, or the coronation budget, you still need to fill out a check request form. This keeps my records from jumping out of control.

With Gratitude,
Kolfinna

From the Hospitaller

Welcome to all newcomers just discovering our Shire, and welcome back to everyone returning from their summers away! The coming months are filled with a myriad of activities for both our Shire and our kingdom. If you would like to attend one of these events, but require supplies (clothing, feast gear, rides, etc.) I would be delighted to help you. Please make liberal use of our email list for any questions or concerns that need to be addressed!

In service,
Alfrun Gunnvarardóttir

From the minister of Arts and Sciences

Hey all, this is your local Minister of Arts and Sciences, Morina O Donovan. There are a variety of art and science activities that take place in the Shire, and my job is to keep track of them all. In addition, I'm here to help people get involved in the arts and sciences. If there's an activity that you would like to get involved in, come talk to me and I can help you find a group to get you started. If you have questions about an existing guild, such as meeting times or locations, feel free to call or email me. We currently have active guilds for dance, cooking, brewing, blacksmithing, and charter painting. Check the calendar or the shire website for more details.

~Morina O'Donovan

From the Armored Combat Marshal

Greetings and Welcome;

In the month of September, we will be holding several armored combat opportunities in the Shire. Every Thursday evening at 7:30 we will be training new and experienced fighters alike on campus at Spence Park, by the gazebo. If you are new to armored combat and want to learn, bring yourself, some water, a gym towel, closed toed shoes, and groin protection (that's a cup for the boys). We have loaner equipment to start everybody with. We will also be having a more advanced practice on September 12th at 1:00 in Austin Colony Park. This will be for those who are up to full speed sparing or better to fight, and a great opportunity to watch and get advice for those not at that level yet.

Hope to see people out at practice, even if just to be social.

Bastian Eisengart

From the Rapier Marshal

Do you envy swashbucklers?

Have you always wanted to learn to fence?

Here's your chance! Every Thursday at 7 PM at Spence Park, (the big grassy space between Koldus and the Alumni Center behind University Center Parking Garage) we will be instructing in the noble Arte of Defense.

We will gather starting at 7 pm, with instruction to begin at 7:30. We have a decent supply of loaner gear so you do not need your own equipment to start out. Please wear loose comfortable clothing since we will be moving around quite a bit, long pants, a long sleeved shirt and shoes that you are comfortable exercising in, men will also need an athletic cup. If you have fencing gear, bring that as well.

All levels of experience and interest are welcome. We will be instructing all semester long.

See you there!

Connor MacGillivray, Instructor
Marshal, Shire of the Shadowlands

From the Archery Marshal

First, let me introduce myself to any newcomers who may be reading this newsletter. In the SCA, I am known as Ronald fitz Robert, or if you prefer, I am mundanely know as (MKA) Ron Denton. I am the archery marshal for the Shire of the Shadowlands. As archery marshal, I supervise all official shire archery activities. If you are interested in **target archery** or **combat archery**, please feel free to contact to me.

I hope all of you had a great summer. Fall tournament season is upon us, so the next couple of months are going to be busy! We have events every weekend starting on September 17-19 with Defender of the Fort. There will be ample opportunities to show off your prowess in target and combat archery.

I know you are all awesome archers, but should you feel the need to improve your already stellar skills, **archery practice**, for the month of September, will be from 5 – 7 PM every Sunday at the Austin's Colony Park archery range. And as note to newcomers and/or new archers, the

shire has loaner archery equipment to get you started toward your addiction to archery and archery marshals will be available to provide instruction and support. See you there.

Ronald

From the Chronicler

Greetings, and welcome to the SCA! The Chronicler is responsible for publishing a monthly newsletter to keep the local populace up to date on coming activities, and make a record of what has happened over the past month. I am always looking for submissions to include in *The Shadow Knows*, so if you have any artistic talent or creative writing talent, please help me out by submitting something for publication.

In service,

Lord Pædric OMullan

From the Historian

The Shire of the Shadowlands is one of the oldest groups in the Kingdom of Ansteorra, and one of the oldest (maybe the oldest) Shires in the Knowne Worlde. The Historian's job is to preserve the Shire's history for those who come after us. Someday the names and deeds of our current newcomers may well be added to our illustrious history. Please keep me informed of any awards received by Shire members, as well as any competitions won.

In service,

Lord Pædric OMullan

From the Web Minister

Greetings and well met! Welcome!

I have been in the process of updating the look and organization of the Shire's web pages. My progress has stalled a bit so not all pages have been updated to the new look.

If you are leading any activities please let me know if the meeting details need to be updated and what you would like to have listed. Please also check your contact information and let me know any corrections, additions or removals you wish to make to your entries. I can be contacted at vs.shadowlands@gmail.com.

Once again, welcome back to the Shadowlands! And have a great semester.

--Francois

A Glossary of SCA Terms

Compiled by Lord Pædric OMullan

Attend – listen up, be quiet and pay attention

Autocrat – see Event steward

Bard – someone who performs bardic

Bardic – Singing, storytelling, etc. (the performing arts)

Barding – what a well-dressed horse wears. Do not confuse this with bardic

Barony – a large local group headed by a Baron and/or Baroness

Canton a small local group under the supervision of a barony

Chivalric combat – combat by armored fighters, also called armored or heavy fighting

Court – a gathering at an event for the purpose of making announcements, giving recognition, etc. Usually held by the Crown, or in their absence, by another ranking noble

Crown – the King and Queen, or their hats

Crown Prince/Princess – the winner of the last crown tournament and his/her consort. After ~3 months as crown prince/princess, they will become crown

Crown Tournament – A tournament held twice a year to determine the heirs to the crown

Event steward – the person responsible for planning and organizing an event

Feast – a meal prepared by the group hosting an event. The feast fee is not usually included in the site fee

Feast gear – utensils for eating feast, usually at least a plate, bowl, cup, knife fork and spoon

Feastocrat – see feast steward

Feast steward – the person responsible for planning, organizing, and cooking a feast

Garb – period costume

Gate – where you check in and pay your fees. Sometimes called Troll

Guild – a group which gathers to study a specific aspect of medieval or SCA activity, e.g. dance, cooking, charter painting

Herald – a person responsible for disseminating information. May be speaking for the King at court, calling combatants to the list field, or making general announcements around site

Heraldry – The formalized system of colors and symbols originally used to identify fighters on the field of combat

Hold – stop what you are doing and freeze in place. There is, or may be a dangerous situation near or involving you. Most commonly heard on the list or melee field, but sometimes heard elsewhere.

Kingdom – the largest administrative group size in the SCA; kingdoms vary in size from part of one US state, to several states, to all of Europe. Each kingdom is ruled by a king and queen

Lay on – you may begin fighting now

Lists – tournaments, or the field on which they take place

Mundane – from the modern, everyday world

Naked – Not wearing garb at an event, i.e. wearing mundane clothes

Oyez – hey, listen to me, I'm about to make an announcement.

Usually said by a **herald**

Period – generally, the time period between 400AD and 1600AD, the time periods encompassed by the SCA

Populace – the combined membership of a group. Most local groups have populace meetings once a month. Not to be confused with the homonym populous, an adjective describing how many people there were (as in 'we had a very populous populace meeting, there were thirty people there.)

Principality – an administrative group smaller than, and encompassed by, a kingdom. A principality is ruled by a prince and princess, who are still subject to the king and queen

Province – a large local group, similar to a barony, but without a baron and baroness

Rapier combat – a late period combat form similar to modern fencing; also called light fighting

Revel – Party

Seneschal – the leader of a group within the SCA; a group's legal representative

Shire – a medium-sized local group

Troll – see **gate**

What to Take to Your First Event

By Lord Pædric O'Mullan

It is possible to show up at an SCA event with nothing but a sense of adventure, and beg or borrow everything you need to get through the weekend. I wouldn't recommend it, but it's possible. That said, you don't really need a lot of stuff to have a good time.

One of the first rules of the SCA is that everyone attending an event must make an attempt to wear period costume, so the first thing you will need is garb. This need not be a complete Elizabethan outfit, or a perfect, documentably authentic 9th century Irish costume. If you can sew, and have access to a sewing machine, you can make a simple t-tunic in just a few minutes. A t-tunic, sweatpants, and sneakers will suffice for your first event. In fact, some people never advance beyond this basic garb. Another possibility is to check with the local Hospitaler. Most groups have a Hospitaler's chest of loaner garb. You can usually make **advance arrangements** to borrow garb, either from the local Hospitaler, or from the Hospitaler of the group hosting the event.

The next thing you'll need is some kind of cup. A plain ceramic coffee cup will work, or you can check at a second hand shop for pewter, tin, or ceramic tankard or goblet. You will also probably want to bring basic feast gear, such as a plate, bowl, and silverware. A dollar store plate and bowl and mismatched silverware will do.

Bring an ice chest if you can, stocked with bottled water and whatever else you might want to drink (please no alcohol if you are under 21). Don't forget something to eat. Many events serve a Saturday evening feast for an additional fee, but for breakfast and lunch you may be on your own.

You will probably want something to sit on. A wood and canvas folding director's chair is period, (more or less) but if you don't have one any folding lawn or camp chair will do. A big pillow, blanket, or even a towel is better than sitting on the bare ground.

Bring sunscreen.

That covers the very basics for a day trip event in fair weather. If you plan to camp, or if the weather might not be great, you'll need some other stuff.

If you are planning to camp, you'll need camping stuff. Duh. A tent, bedding, flashlight, etc. Bring toiletries, such as soap, toothbrush and toothpaste, deodorant. If you can, find out if the site has running water. If it doesn't, bring enough water for cooking, cleaning etc. Always bring a towel. Bring toilet paper, just in case. Mosquito repellent might also come in handy.

If it is going to be cold or rainy, you will probably want a cloak. If you don't have a cloak (and I know few people do at their first event) bring a blanket to wrap up in. Bring some extra warm clothes, such as a long johns or a sweat suit, which you can wear under your garb. If nothing else, a modern mundane jacket is better than frostbite. If it might rain, bring an umbrella. It may not be period, but it will keep the rain off.

Don't forget to take any medications you might need, especially allergy meds, asthma inhaler, bee sting kit, etc. Most SCA events are held outdoors in a nature setting. Ibuprofen or Tylenol is probably a good idea.

You might want to bring something to help pass the time. Some possibilities include: an embroidery project, knitting, juggling balls or pins, musical instruments, or period games such as chess, checkers, pente or mancala.

If you like photography, take your camera. You're sure to find something to take pictures of. Plus, it will make it easier to explain the SCA to your parents and mundane friends.

Most important, be sure to take your sense of adventure. It may be hot and steamy or cold and rainy, but with a sense of adventure, you'll have fun no matter what happens.

What to Expect at Your First Event

By Lord Pædric O'Mullan

It's Friday. You made it through your last class of the week, and now it's time to go to your first SCA event. After loading up the car (don't forget your sense of adventure) and topping off the gas you're ready to hit the road.

After an hour, or two or three, and a wrong turn, or two or three (Google Maps is your friend) you arrive at the event site. Usually the first thing you'll see is a big tent or pavilion by the side of the road. If it is after dark the tent will probably be well-lit. This is the gate, where you will pay your site and/or feast fees. You should get a receipt, and you may also get a site token. Your first SCA doodad.

When you are through at gate, it is time to set up camp. If you are camping with a group, you look around to find where the earlier arrivals have set up, or if you are the first, you look for a space big enough to fit later arrivals. Pitch your tent, and then it's time for supper, unless you ate on the way.

Now it's time to put on some garb, explore, and maybe meet your neighbors. Remember, always ask permission before entering someone else's camp. Over here there's a group sitting under a pavilion drinking, talking, laughing, and having fun. It's a revel. Over there is a group around a campfire singing telling stories, reciting poems. They're having a bardic circle. In the distance you hear a drum. No wait drums. Several of them. Maybe there's Middle Eastern dancing. Maybe it's just noisy people with drums. You won't know 'til you get there. Finally, you find your way back to your camp. It's time for bed. You crawl into your tent, wishing the drums will stop. Eventually they will.

It's Oh-My-God-thirty in the morning, and some joker is standing right outside your tent yelling. "Oyez, oyez! Armor inspection is now open at the list field. Morning court will commence in thirty minutes!" Don't throw things at him. That's the site herald, announcing upcoming activities. Unless the herald says "now" take time announcements with a grain of salt. You're on SCA time. Morning court **may** be in thirty minutes. It may be in an hour and thirty minutes. More likely later than sooner. There's probably time for breakfast.

As you're finishing breakfast, the site herald comes by again. Morning court is about to begin. Time to grab a chair and head for the list field, find a spot near the main pavilion and watch court.

Morning court is mostly a time for announcements about the coming day: a tentative schedule of activities (remember that everything is

still on SCA time), where the activities can be found and who is in charge of them, and any other needed information. If a fighter is to be knighted that day, it is often done in morning court so he can be announced in the tournament by his new title. Sometimes a few other awards may be given as well.

During the day there will be many things going on, often several at the same time. Typically, there is a chivalric tournament at the list field, followed by a rapier tournament. There may be an arts and sciences competition, at the main hall if there is one, or under a pavilion. Often there is an archery competition, in a location separated from the other goings-on, for obvious reasons. Sometimes there is a knife, ax, and spear, or "live weapons" competition. If there is to be a bardic competition, it may be during the day, during feast, or at a bardic circle during the evening.

Try to checkout as many of the activities and competitions as you can. The fighting is fun to watch, but there is so much else to see. Be sure to check out the entries in the A&S competition, beautiful items hand-made using period materials and methods. The archery and live weapons ranges often have loaner equipment, and may let you try your hand or even compete. If there are merchants, spend some time perusing their wares. Merchants often have useful items such as cups, feast gear, belts, and pouches at reasonable prices. They often have garb as well, but remember that you can make garb, or have it made for you, at a fraction of what the merchants charge.

If you want to get more involved, there are many ways you can help out. The tournaments always need list heralds. If you have a loud voice, you are perfect for the job. Just find someone who looks like they know what they are doing and volunteer. If they're not the right person, they can probably point you to someone who will be happy to teach you the basics, then coach and support you as you go along. If you like to meet new people, volunteer to help at the waterbearers' pavilion. These are the people who try to make sure everyone stays hydrated, a vital service on a warm day. If you like to cook, check with the kitchen. They can usually use an extra pair of hands.

In the afternoon, there is usually a lull in the activities, as everyone rests or gets ready for court. Court may be held before, during, or after feast, depending on the schedule and the preference of the Crown or other presiding nobles.

During court, the winners of the day's competitions are recognized. Local members and others may be called before the assembled court to receive awards for service or awards for skill in combat or the arts and sciences. The organizers of the day's event are usually thanked for

their efforts, as well. Often the crown will recognize everyone who is attending their first event (that's you). Courts can range in length from less than a half hour to several (!) hours, but most courts last about an hour or less.

Most, but not all, events include a Saturday evening feast for a reasonable price. There are usually a limited number of feast servings available. If they are sold out, or if you choose not to get the feast, you may have to drive into the nearest town to get something to eat. Or you can plan to cook for yourself.

If you do get the feast, you're likely in for a treat. Feasts vary widely, depending on the group, event, and feast steward (head cook). Feasts may be potluck, or served buffet style. More often the feast is served to you at table in several removes, each consisting of several dishes. There may be bread with cheese or flavored butters, one or more types of soup, and an assortment of meat dishes and vegetable dishes, with a final remove of one or more types of dessert. You may not like every dish you are served, but you are almost sure to find something you like.

After court and feast things usually start to wind down. People who day-tripped leave for home. Others will go to bed early. There may be assorted revels, drum circle/haflas, or bardic circles. There might be a ball, a torchlight tourney, or even a performance of a play. Some people will stay in their camps and play games, drink, or just sit and talk.

There's not usually much going on on Sunday mornings. Occasionally there are activities scheduled, or some of the fighters may do pick-up fights to improve their skills or face fighters they don't see very often. Most people will just eat breakfast, pack up and head for home, looking forward to a hot shower and a long nap.

Remember that the SCA is an educational organization. If you see anything that attracts your interest, feel free to ask questions. Don't be rude, but try not to be shy either. Everyone at every SCA event was once a newcomer and most will go out of their way to make you feel welcome, and to answer questions about what they are doing or what you have seen. The hard part is sometimes getting SCA people to stop talking about themselves and their interests.

This article describes the activities that may be found at a tournament event, probably the most common event type in the SCA. However, it is by no means the only type. There are melee events, where group combats are fought, and collegiums, where classes in arts and sciences, and sometimes combat skills are taught. There are balls, where music and dancing are the primary attraction. Most important, there are WARS, large, multi-kingdom events which general include just about every activity the SCA does.

Who's That in the Hat?

A Field Guide to Identifying Rank in the SCA

By Lord Padric O'Mullan

Part of "playing the game" in the SCA is learning and using the "Courtly Graces", including knowing who is who and what to call them. All of these people have earned their titles, and some people take them very seriously.

The Crown

The king and queen are, for six months, the sovereign rulers of the Kingdom. One of them earned the right to rule by winning a crown tournament. They may be identified by the crowns they are wearing, large brass crowns with ten-pointed black (sable) stars. They should be addressed as "Your Majesty," "Your Grace," or "Your Majesties." When talking **about** the King or Queen, call them "His /Her Majesty," "Their Majesties," or simply "The Crown."

The Crown Prince and Princess

The Crown Prince and Princess are next in line for the throne. One of them was the winner of the most recent Crown Tournament. They may be identified by their coronets, which are not as tall as the King and Queen's, but have the same sable star. They will serve as Crown Prince and Princess for about three months, after which they will become King and Queen. For three months out of each reign there is no Crown Prince or Princess. They may be addressed as "Your Royal Highness," "His Royal Highness," "Their Royal Highnesses."

Duke and Duchess

A duke or Duchess has reigned as Crown two or more times. They wear coronets with groups of three strawberry leaves. They may be addressed as "Your Grace," "My Lord Duke," "My Lady Duchess," "Duke/Duchess (Name)."

Earl or Count and Countess

Someone who has reigned as Crown once holds the title of Earl, Count, or Countess. They wear coronets with embattled or dovetailed projections. They may be called "Your Excellency," "His/Her Excellency," "My Lord Earl/Count," "My Lady Countess," or "Earl/Count/Countess (name)."

Viscount and Viscountess

Someone who reigns as a territorial Prince or Princess becomes a Viscount or Viscountess at the end of their reign. Although there are no Principalities in Ansteorra there have been and may still be some who have received the title in another Kingdom. Their coronets have one, four or six semi-circular projections along the top. They may be called "Your Excellency," "His/Her Excellency," "My Lord Viscount," "My Lady Viscountess."

Baron and Baroness	Barons and baronesses are by far the most common nobility in the SCA. Barons and Baronesses may be Landed (ruling over a Barony) or Court (Awarded by the Crown.) Their coronets may be flat-topped or have points or pearls, or may have other distinctive shapes. There's even one shaped like a sea serpent. A landed baron or baroness will usually have the arms of the barony on their coronet. They may be addressed as "Your Excellency," "His/Her Excellency," "My Lord Baron," "My Lady Baroness," "Baron/Baroness (name)."
Knights	Knights are peers of the realm. They have shown great skill in chivalric combat, and are knowledgeable in chess, dance, and the Courtly Graces. They have sworn fealty to the Crown. Knights can be identified by the white belt, spurs, and/or gold chains that they wear. Address them as "Sir," "Sir Knight," or "Sir (name.)" For a female knight, "Dame" or "Dame (name)" can be used, but almost never is.
Master-at Arms	A master-at arms is equal in every way to a knight, but for whatever reason has not sworn fealty to the crown. They wear a white baldric over the shoulder instead of the white belt. Call them "Master," Master (name)," "Mistress," or "Mistress (Name)."
Master and Mistress	The other peers of the realm are Masters and Mistresses of the Laurel or of the Pelican. Laurels have shown excellence in an art or science, or, more often, several. They wear a medallion depicting a laurel wreath. Pelicans are awarded for prolonged and dedicated service to the Kingdom and the SCA in general. They wear a medallion depicting a pelican rending its breast. Both Laurels and Pelicans should also be knowledgeable in chess, dance, and the courtly graces, as are knights.
Grant of Arms	A grant of arms is a mid-level award. It may be given for service (Star of Merit), Arts and Sciences (Iris of Merit), chivalric fighting (Centurion), rapier fighter fighting (White Scarf), or archery (Arcus Majoris). Holders of an Iris or Star of Merit, or an Arcus Majoris are referred to as "Honorable Lord/Lady," or sometimes as "His/Her Lord/Ladyship." Centurions are called "Centurion (name)", and wearers of the White Scarf are called "Don/Donna (name)."
Award of arms	The award of arms is the lowest level of award which carries a title. There are many different types of award of arms, too many to name them all here. The holder of an award of arms is rightfully addressed "Lord/Lady (name)," or "My Lord/Lady."

Having said all this, most people will understand if you get confused about titles. If you have a problem keeping track of them all, just call everyone (except, hopefully, the King and Queen at least) "milord" and "milady". Most people won't take offence.

A Who's Who of the Shire of the Shadowlands

This is not a complete listing of Shire membership, but covers the officers and most guild principals, among others...

Alfrun Gunnvarardóttir is a Viking lass who recently took up the mantle of Shadowlands Hospitaler. Her interests include dance, music, charter painting, and textile work. If she's at an event and it's before noon, she's probably still asleep. If it's after noon, she's probably taking a nap.

Lord Bastian Eisengart is the shire's Knight Marshal (meaning he is in charge of safety at the local armored fighter practice and local run events with armored combat). He is also the host for the blacksmithing aspect of benders. You'll likely meet Bastian if you attend the shire's dance practices, brewing nights, cooking guild meetings, event planning sessions, or most anything else the shire does. He's the odd looking one with the shaved head and long beard (as opposed to the odd looking one with the shaved head and no beard, or the odd looking ones with hair). But don't let his intimidating facade fool you (it's not very intimidating, but we like to humor him, sometimes) he's a nice guy with a big laugh and always happy to give a ride when he can. You may have to put up with his random biology facts, or his creative spontaneous story telling (the BBS, just listen for the "I'm making this up" disclaimer), but it's worth it. Bastian is an armored combatant, cook, dancer, maker of chainmail, and builder of "things."

Lady Catan ingen Míchíl is a 9th century Irishwoman. Her interests include most crafts concerning yarn and thread, and she will readily teach inkle weaving, knitting and Kumihimo (Japanese braiding). She is also fascinated by all the techniques used in painting charters. She plays the recorder for dance practice and will often join the dancers for a whirl about the floor (bransles and Italian are her favorite). She keeps hoping someone will move into the Shire that knows how and is willing to teach Middle Eastern Dance.

Don Connor MacGillivray is a courtier in the court of Elizabeth I and has holdings in Scotland, Germany and a house in London. He frequently travels to various courts throughout Europe for both

personal business and in service to his Queen. He prefers the relative comfort of travel over land than by ship and prefers to travel in the company of ladies who require protection against the unsavory elements that all too often reside in low places. He is skilled at arms, practices often and is frequently called upon to lecture on the both the art of defense as well as on matters of comportment, that so often serve as a noble's shield in courtly matters. He is well versed in dance and etiquette, a scholar of the arts of war and governance and considers himself to be somewhat of a philosopher of natural science.

Within the SCA, Connor originally hails from the Kingdom of the East and is a member of their Royal Majesties Order of the Golden Rapier for his prowess at arms and skill at instruction in the art of defense. He has previously served as master instructor at the Carolingian Academy of Defense and as a Lieutenant in the Gryffon Guard, before his relocation to the Kingdom of Ansteorra. He currently serves Ansteorra as Rapier Marshal for the Shire of the Shadowlands and is a member of the Order of the White Scarf of Ansteorra.

Lord Faolàn of Shadowlands is a young archer of indeterminable gender who does not appreciate being addressed as "milady." This member of the shire is used as a unit of measure, being five feet tall and weighing 100lbs. At events, Faolàn can usually be found at the archery range wearing a back quiver over a Shadowlands tabard.

Honorable Lady Isabelot di Forens is the head of Shire's the cooking guild. She is also the Kingdom Exchequer, and a surgeon at large.

Lady Isolde die Waeyer is a wealthy young woman living in Antwerp in the early part of the 16th century. Her late husband, Heer der Waeyer, was a merchant who made his fortunes in the first economic boom of Antwerp and sought a much younger wife, in hopes of children and an eventual family business empire.

Tragically, Heer der Waeyer died before these dreams could come to fruition, of causes unknown. Any assertions that Lady Isolde, the good-looking household cook or a carefully-placed bit of hemlock had anything to do with Heer der Waeyer's death are most certainly malicious falsehoods. Ahem.

Within the SCA, Lady Isolde resides in the Barony of Stargate, more commonly known as Shadowlands South. When not acting in her not-terribly-official role as a Southern Ambassador, Isolde enjoys making things in kitchens (mostly messes and noise), feeding anybody who stands still long enough, costuming, dancing, and other miscellaneous domestic arts and sciences.

Josef Gustavson is an 11th Century Viking. He is our local blacksmith and brewmaster, and thus heads both branches of the Benders Guild. Josef is a Yankee, but we like him anyway...

Mistress Kaitlyn McKenna is a 15th Century Burgundian lady trapped in marriage with an old Welsh knight. She is recognized for her skills in creating clothing, hats, fiber arts, and dance by the Order of Laurel. She is recognized for her efforts in many officer positions, but especially as an Exchequer, by the Order of the Pelican. Kaitlyn is a master instigator, inspiring and helping others to achieve their own goals in all aspects of the SCA. Not currently an officer in Shadowlands, she is mentor and support for many who are. Look for a friendly lady with very long hair.

Lady Kolfinna inn kyrii is the Shire Exchequer. She is a rapier fighter and also dabbles in drumming, sewing, chain mail, fiber arts, and almost any other hand craft she can make time for.

Lady Luciana Pesce is in charge of Charter Painting in the Shadowlands. Luciana also answers to the name Jellyfish. She is interested in dance, sewing, and many of the other arts and sciences. She has dabbled in both chivalric and rapier fighting. Luciana is very friendly, if a bit odd. You can ask her about anything other than directions and, even if she doesn't personally know your answer, she can at least tell you the right person to talk to. If you

want something done, make sure she writes it down or email it to her, otherwise she will probably forget.

Lady Morina O'Donovan is an Irish woman from the mid-14th century. She enjoys music, dance, cooking, garbing, and various other fibers arts. She also has a strong interest in Japanese arts, particularly early period. She is the Shire's Minister of Arts and Sciences and also runs the local dance group.

Lord Oringr Ketilsson, called Orin, is a Norman Viking of the early 10th century. Never one to settle in one place for very long, Orin took to the waves, answering the call of those who would have his shield. He traveled throughout Europe, eventually down the Volga and to the famous city of Mikligaror (Constantinople), where he, like so many before him, joined the ranks of the Varangian Mercenaries.

While in the East, he discovered the beauty of the women, and more specifically, the beauty of their dancing. He learned to play the darbuka, a style of dumbek, so he would be able to play for the dancers, thus affording him a better view. Orin's skill with the drum was soon evident, and those who wanted to learn came to him requesting he teach them what he knew; he was eventually recognized in court for his skills with a drum and for teaching drumming.

Orin is honing his fighting skills, currently seeking out those who can teach him to be a better fighter. In addition, he and has picked up brewing, believing mead to be a gift from the gods, and wishing to honor them in every way by making and drinking mead in their name as often as possible.

Although he currently lives in other lands, he still considers his original farmstead his home, and tells people that he is now and forever will be, from the Shadowlands.

Lord Pædric OMullan is a late Elizabethan street performer and sometime Shakespearean actor. He can usually be identified because he'll be wearing some combination of red, blue, and/or yellow, the

colors of his arms. Pædric is the Chronicler and Historian for the Shire of the Shadowlands. His interests include (but are not limited to) Bardic (performance arts), Heraldry, calligraphy and illumination, pewter casting and drumming. He's the one who wrote this wonderfully informative newsletter you are reading.

Sir Rhodri ap Gwythyr is an 11th Century Welsh Knight. Fostered young to a Frankish noble, he had the chance to learn many different cultures and ways. He somehow survived the First Crusade, during which he was taken as squire and trained in combat by a Scottish Duke. Recognized for his efforts in many different roles by the Order of the Pelican, he has also served on the Board of Directors of the SCA. Currently the Seneschal of the Shadowlands, he is very big and easy to spot.

Ronald fitz Robert is the Archery Marshal of the Shire of the Shadowlands. He participates in both target and combat archery. He makes crossbows, bow strings, bolts, and arrows. Ronald does general leather working and makes leather chivalric armor. He also has a variety of other crafting skills and is generally willing to aid others with building and craft projects.

Mistress Shanahan the Fey is a Norsewoman of strong Celtic descent from roughly the 12-13th century with a heavy dose of the Middle East thrown in for spice. She is a trader who has been around for a long, long time and has seen a great many things in a great many places.

In the SCA, she was one of the original Nine Founders of the Stargate, back when there was no other group in Texas or Oklahoma. She received an Order of the Laurel before they started to recognize the art form it was received for. Then she was most known for her beadwork and embroidery, though over the years she has dabbled in a wide range of arts and sciences.

This Month in the Middle Ages – September

1. In 1378 The new government of Florence, Italy takes office
2. In 1022 Death of Maelsechlainn II "the Great," High-King of Ireland
3. In 1529 Suliman "The Lawgiver" occupies Buda, Hungary
4. In 626 Li Shimin, posthumously known as Emperor Taizong of Tang, assumes the throne over the Tang Dynasty of China.
5. In 1093 Archbishop Anselm served with a writ to answer charges by the King
6. In 1522 Return of Magellan's fleet
7. In 1191– Richard I of England defeats Saladin at Arsuf during the Third Crusade
8. In 1504, Michelangelo's *David* is unveiled in Florence.
9. In 1087 Death of William I, "the Conqueror," King of England
10. In 1067 Death of Godgifu, (Lady Godiva), wife of the Earl Leofric of Mercia
11. In 1227 Plague strikes the 5th Crusade, of Fredrick II, ending the Crusade
12. In 1294 Mongol paper money introduced in Persia
13. In 533, General Belisarius of the Byzantine Empire defeats Gelimer and the Vandals at the Battle of Ad Decimium, near Carthage, North Africa.
14. In 1131 Coronation of Fulk as King of Jerusalem
15. In 921, Saint Ludmila is murdered at Tetin at the command of her daughter-in-law.
16. In 1400 Owain Glyndŵr is declared Prince of Wales by his followers.
17. In 1179 Death of St. Hildegarde
18. In 1400 Welsh rebels under Glyn Dwr take town of Ruthin
19. In 1558 Death of Charles V, King of Spain
20. In 1414 The Emperor of China receives a giraffe in tribute from Bengal, India
21. In 1558 Death of Charles V, King of Spain
22. In 1414 Nicholas Merbury, Master of Gonnes, receives orders to build more guns for Henry V, King of England
23. In 1230, Ferdinand III, King of Castile, accepts Crown of Leon
24. In 622, the Prophet Muhammad completes his hijra from Mecca to Medina.
25. In 1513, Spanish explorer Vasco Núñez de Balboa reaches what would become known as the Pacific Ocean.
26. In 1480 First Inquisitors appointed to serve in Spain
27. In 1066 William of Normandy, "the Bastard," set sail from France
28. In 1106 the Battle of Tinchebrai – Henry I of England defeats his brother, Robert Curthose.
29. In 1515 The Swiss Confederation signs a peace treaty with France
30. In 1294 Revolt of Madog ap Llywelyn; Caernarvon Castle taken by rebels