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A LETTER FROM OUR BARONAGE

Greetings unto the Populace of Shadowed Stars –

We would like to thank everyone for all their help at Mounted War Games. The event was a success in so many ways due you all your hard work. We were very excited to see so many of our Stars be recognized in both the Kingdom Court and Baronial Court. We were pleased to honor the following good gentles in our Court; Lord Velos who received the Award of the Sagittarius and Lady Aoife – Award of the Lyra. We also recognized Lancer Gwendolyn with scroll of our gratitude for her service for 10 years of running the Equestrian activities at Mounted War Games. We were brought to tears as our seneschal of so many years Lord Mael stepped down and we will address those grievances of donut plugs etc; Master Fergus has brought forth with our new seneschal Lord Marshall in our next Court.

We were able to give our thanks to the Champions of this past year, as they passed the torch to our new Champions. These gentles will be representing us, the Barony and our Kingdom; home and abroad as we travel thru the lands.

- Equestrian - Lady Kolfinna
- Archery – Lady Aoife
- Thrown Weapons - Lord Faelan
- Heavy Combat – Master Fergus
- Arts & Sciences – Lord Velos
- Rapier – Lord Andries

We will be traveling to events for the next couple months to their Highnesses Coronation and then to Their Crown Tournament. We will be traveling to the east side of the Kingdom to celebrate Middle Marches being a Barony for 50 years! We are hoping to attend as many practices as we can during the week. We understand that the ongoing pandemic effects everyone's decisions regarding attending events. We encourage and support you in your personal safety choices for participation.

We are looking forward to the upcoming holidays and spending time with our chosen family. Yule will be here before we know it; if you have an award recommendation please let us know as soon as possible as we are preparing a Baronial Court list.



One Midrealm!
Ronan & Hadley
Baronage of Shadowed Stars

Photo by Hjalmr Njalsson



Photo by: Brian Mahocker

BARONIAL CALENDAR AT-A-GLANCE

Baronial Practices and Chats:

A&S Zoom Chats—1st Monday of the Month, 7-8 pm EDT.

A&S Classes—Please see Facebook, schedules vary

Unarmored Combat — Rapier on Wednesday Evenings, 6-8 EDT

Armored Combat—Tuesday, 6-8 EDT

Archery—Thursdays, 6-8 EDT

Thrown Weapons—Nothing Scheduled at this time

Business Meetings

October 25th

November 22nd

NOTE:

For the times, locations, class information, and most up-to-date info on these and other Shadowed Stars activities, please visit the Baronial Calendar online at: <http://shadowedstars.midrealm.org/calendar>.

Also check recent posts on the Shadowed Stars Facebook group page for last-minute updates and possible cancelations or schedule changes.

A Word
from Your
New Ba-
ronial
Seneschal

Warder
Rashid al-
Sanna

Photo Courtesy of
Leandra Corzi



Hello and many greetings to my baronial family. My name is Rashid al-Sanna and I am our barony's new Seneschal. First I would like to thank the outgoing seneschal Warder Mael Duin for his years of dedicated time and service to our local group and wish him well in his retirement from the position.

For those of whom that are interested in my background I've been an active member of the Society since 2013. In 2016, I assumed the role of Constellation Rapier XO, and then served a time as the commanding rapier officer for Constellation. Currently I am serving as the Midrealm Chief of Staff for our Rapier Army. Go Midrealm!

This short introduction is to avail myself to those in our group in regards to the rules and regulations of the SCA and as well as how mundane laws apply to our activities. Please think of me as the "go-to" person when it comes to the legalities of the game and the one responsible to help sort out any questions you all have about current Kingdom and Societal policies.

These current ages have been trying but rest assured I'm here to act as a guide to the ever changing nature of the regulations and rulings in regards to our game. At the end of the day I'm here to make sure we are having fun within the framework of the Kingdom and greater Society.

YIS,
Warder Rashid al-Sanna, AA, CCK, APF, CBR

Draco
Invictus!

Master
Fergus
Macpherson

Photo Courtesy
of Leandra Corzi



Draco Invictus!!

We have survived another Mounted War Games!! We had approximately 200 people and over 20 equines in attendance. Some might put the success of the event on the presence of their Majesties and Highnesses, but I believe it was the people of the Barony that truly made it a success.

Lancer Gwendolyn and Lady Kolfinna put a lot of effort in to making the weekend great for the equestrians that joined us. The intense schedule and ability to adapt to the weather, allowed our guests to enjoy an aspect of the SCA we don't get to see enough. I saw smiles from the participants and the spectators. The SCA is so much more than Rattan and Fencing.

As to those to aspects of the event... both activities brought their own numbers in from far and wide. I can not say for sure about the Fencing numbers, but we had more Rattan fighters attending than many years combined (the TOC doesn't count). New and old people showed up to enjoy the activities scheduled by Sir Pellinor. I don't want to leave anyone out, but I did not get to view much from gate. Everyone worked so hard to make this a successful event.

The most important thing, to me, was seeing so many members of the Barony recognized for their years of work. Among my many interests in the SCA, the success of the group and awards to it's members are the most precious to me.

In service,
Master Fergus MacPherson

Midrealm Awards

Muirenn
ingen
Fáelchon
Úi Clérigh

Photos by
Leandra Corzi

I'll start by listing the Midrealm Order of Precedence. This lists all the awards in order of prestige. The order of precedence may differ slightly from kingdom to kingdom. Awards other than peerages and Awards of Arms will have different names in different kingdoms, but most kingdoms will have the same basic award structure.

- King/Queen
- Prince/Princess
- Territorial Prince/Princess
- Heir/Heiress of Territorial Principality
- Duke/Duchess
- Count/Countess
- Viscount/Viscountess
- Territorial Baron/Baroness
- Order of Chivalry/Laurel/Pelican/Defense/Rose
- Court Baron/Baroness
- Order of the Dragon's Heart
- Orders of the Greenwood Company/Bronze Ring/White Lance/Gold Mace/
Evergreen
- Grant of Arms
- Orders of the Willow/Silver Oak
- Awards of the Purple Fret/Queen's Favor/Doe's Grace/King's Chalice
- Orders of the Dragon's Tooth/Dragon's Barb/Cavendish Knot/White Cham-
fron/Red Company
- Order of the Gaping Wound (Closed)
- Award of Arms

Middle Kingdom Awards that carry no precedence:

- Order of the Royal Vanguard
- Award of the Sapphire
- Award of the Dragon's Treasure
- Award of the Silver Acorn
- Award of the Baton
- Award of the Dragon's Flight
- Award of the Dragon's Teeth
- Award of the Grove
- Award of the Purple Fretty
- Royal Augmentation of Arms
- Kingdom Augmentation of Arms

(http://middlewiki.midrealm.org/index.php/Order_of_Precedence)

All awards on the same line are equal to one another in precedence. When people have multiple awards, their highest award determines their place in the Order of Precedence. When multiple people have the same award, the herald must look at the date the award was given in order to determine who has precedence over the others. Those with the earliest award date are listed first.



King/Queen: This is decided by rite of combat during a Crown Tourney. Whoever wins Crown Tourney, along with their consort, become king or queen after serving as Prince/Princess for six months. They also reign as King/Queen for six months at a time.

Territorial Prince/Princess: The winner of Crown Tourney, along with their consort, is crowned Prince/Princess during court at the Crown Tourney event. They reign as Prince/Princess for six months as a sort of internship before taking on the role of King/Queen.

Heir/Heiress of Territorial Principality: When Midrealm has a principality, which is a group within Midrealm that wants to become its own kingdom, a coronet tourney is held to determine the ruling Prince/Princess in the same way a crown tourney is held to determine the next king/queen. After a time, principalities become kingdoms, and their coronet tourney becomes a crown tourney.

Duke/Duchess: This is an honorary title that is conveyed on someone who has been king/queen at least twice.

Count/Countess: This is an honorary title that is conveyed on someone who has been king/queen at least once.

Viscount/Viscountess: This is an honorary title that is conveyed on someone who has been a Territorial Prince/Princess.



Order of Chivalry: This was the first peerage created by the SCA. It is for those who have shown continued prowess and skill in the field of armored combat. The candidate must be considered the equal of his or her prospective peers with the basic weapons of tournament combat. The candidate must be voted into the order by the Peerage and approved by the Crown. Once becoming a member of the Order of Chivalry, the person can take the title of Knight or Master/Mistress of Arms, depending on their preference. Typically, Knights swear fealty to the Crown, but Masters/Mistresses of Arms don't.

Order of the Laurel: This is peerage for arts and sciences mastery. It was the second peerage created by the SCA. The candidate must have attained the standard of excellence in skill and/or knowledge equal to that of his or her prospective peers in some area of the Arts or Sciences. Furthermore, the candidate must have applied this skill and/or knowledge for the instruction of members and service to the kingdom to an extent above and beyond that normally expected of members of the Society. The candidate must be voted into the order by the Peerage and approved by the Crown.

Order of the Pelican: This was originally part of the Laurel Peerage. It was decided that a separate service peerage needed to be created, so the Pelican and Laurel became two separate peerages. The candidate must have attained the standard of service to the Society or any of its branches equal to that of his or her prospective peers, which is above and beyond that normally expected of members of the Society. The candidate must be voted into the order by the Peerage and approved by the Crown.

Order of Defense: This is for those who have shown continued prowess and skill in the field of rapier combat. A candidate must be voted into the order by the Peerage and approved by the Crown.

Order of the Rose: This is for the consorts of the Crown Tourney winners when they step down as King/Queen. This didn't used to be an automatic award, but has become customary in Midrealm. This is the only peerage that does not convey a Grant of Arms.

Court Baron/Baroness: This is a title typically given for service to the Crown above and beyond that normally expected by the Crown's subjects. These are usually given by an outgoing King/Queen at the end of their reign.

Order of the Dragon's Heart: This is conveyed to those who have performed services on behalf of the Middle Kingdom above and beyond service normally expected of subjects of the Crown.

Order of the Greenwood Company: Given to those that have shown excellence in two of three areas of archery, thrown weapons, or ranged weaponry; skill, service, and the arts and sciences.

Company of the Bronze Ring: Given to those who have shown excellence and leadership in rapier combat and who have trained others in these skills.

Company of the White Lance: Given to those who have shown excellence in two of three area of equestrian activities; skill, service and the arts and sciences.

Order of the Gold Mace: Given to Companions of the Order of the Red Company who have shown both excellence and leadership in melee and/or tournament combat, and who have trained others in these skills.

Order of the Evergreen: Given to those who have both taught and shown excellence in one or more of the arts, sciences or research.

Order of the Silver Oak: Given to those that have shown proficiency, but not yet mastery, in one or more of the sciences or in research.

Award of the Purple Fret: Given for long and devoted service to a group, office, or kingdom.

Award of the Queen's Favor/Doe's Grace: Given to those that have demonstrated courtesy and chivalry on or off the field, as well as kindness to those around them. It was originally called the Queen's Favor and could be bestowed by the Queen to anyone she chose. The award was renamed the Doe's Grace in 1988 in honor of Duchess Eislinn the Patient; the doe was a prominent charge on her arms.

Award of the King's Chalice: Given to those that have displayed excellence and authenticity in their chosen fields.

Order of the Dragon's Tooth: Given to those who have performed dramatic deeds in the Arts Martial on behalf of the Middle Kingdom, above and beyond service normally expected of the subjects of the Crown.

Order of the Dragon's Barb: Given for proficiency on the field of archery, thrown weapons, or ranged weaponry; or exemplary service in furthering such field.

Order of the Cavendish Knot: Given to those who have shown proficiency on the field of rapier combat or exemplary service in furthering such field.

Order of the White Chamfron: Given to those who have shown proficiency on the field of equestrian activities or exemplary service in furthering such field.

Order of the Red Company: Given to those who have shown proficiency and leadership in melee and/or tournament combat.

Order of the Gaping Wound (Closed): Given to those who, on the field of Society combat, had suffered a hurt requiring surgery or other hospital care. This award can no longer be given.

Award of Arms: There are many reasons to receive an Award of arms. It is usually the first award someone receives in the SCA. It usually means someone saw you do something they liked, so they recommended you for an award.

Middle Kingdom Awards that carry no precedence:

Order of the Royal Vanguard: This is given to all King's Champions when they step down from service. We have a few of these in the barony.

Award of the Sapphire: This award is given to those who exhibit courtesy, grace, and honor to people of all ranks and exemplifies what it means to be the embodiment of the dream. This is even rarer than a peerage. The only person in our group who has this award is Master Jean Paul Pierrepont. Someone who is not a part of our group, but frequently attends our events who has a Sapphire is Kamil ibn Abd al Malik al Maghibi al Sahih. He received his Sapphire for doing Royalty Room guard duty for almost an entire event.

Award of the Dragon's Treasure: This is a youth award and is given for exemplary service to the kingdom.

Award of the Silver Acorn: This award is given to youth of the kingdom who have displayed enthusiasm and effort in the arts and sciences.

Award of the Baton: This award is given to youth of the kingdom who have displayed chivalry and enthusiasm in the martial arts.

Award of the Dragon's Flight: This award is granted to a branch, guild, or other organized group of the Society for excellence in group archery, thrown weapons, or ranged weaponry.

Award of the Dragon's Teeth: This award is granted to a branch, guild, or other organized group of the Society for excellence in group fighting.

Award of the Grove: This award is given to groups who have shown proficiency in the arts and/or sciences or exemplary service in furthering such field.

Award of the Purple Fretty: This award is granted to a branch, guild, or other organized group of the Society for excellent service. The Shadowed Stars demo crew has a couple these.

Royal Augmentation of Arms: This award is typically for service to the Crown above and beyond the call of duty. You cannot recommend someone for this award, and it is solely at the discretion of the Crown.

Kingdom Augmentation of Arms: This award is given for long and dedicated service to the kingdom above and beyond the call of duty, and when no other award would adequately convey the esteem in which the recipient is held by Crown and Kingdom. You cannot recommend someone for this award, and it is solely at the discretion of the Crown.

(<http://wales.midrealm.org/heraldry/awards.htm>)

I hope this explanation has been helpful. If you have any questions, please, feel free to message me at shadowedstars.herald@midrealm.org.

Mounted
War
Games
X: A
Reason
To
Cele-
brate
Dame
Maggie
MacKeith

Mounted War Games X has come and gone and what an event we had! As His Highness Ullr said, we showed the best of what makes us One Midrealm at this event: equestrian, A&S classes and displays, merchants, archery, thrown weapons, children’s activities, great food, camping, rapier and rattan combat.

We had a lot to be happy about, not the least of which was our Baronial Transition. Along with our own, we were able to help Rivenstar celebrate theirs. We also saw many of our own folks and friends of the Barony recognized in both Kingdom and Baronial Courts. At the Midrealm court of Their Majesties Felix and Madeleina on Saturday evening, the following gentles were recognized:

New Territorial Baron and Baroness of Shadowed Stars: Ronan Haukrson and Hadley of Beckenham
Court Barony (for his service as the previous Baron of Shadowed Stars: Ulrich Halfdan Ulfsson

New Territorial Baron and Baroness of Rivenstar: Aendru of Rovenstar and Enkara
Court Baronies (for their service as the previous Baron and Baroness of Rivenstar):

Adam MacAoidh and Malie Bean MhicAoid

Dragon’s Heart: Morwenna Adeva of North Haven, Leandra Corzi and Gwendolyn of Shadowed Stars

Purple Fret: Hillary of Langeforde

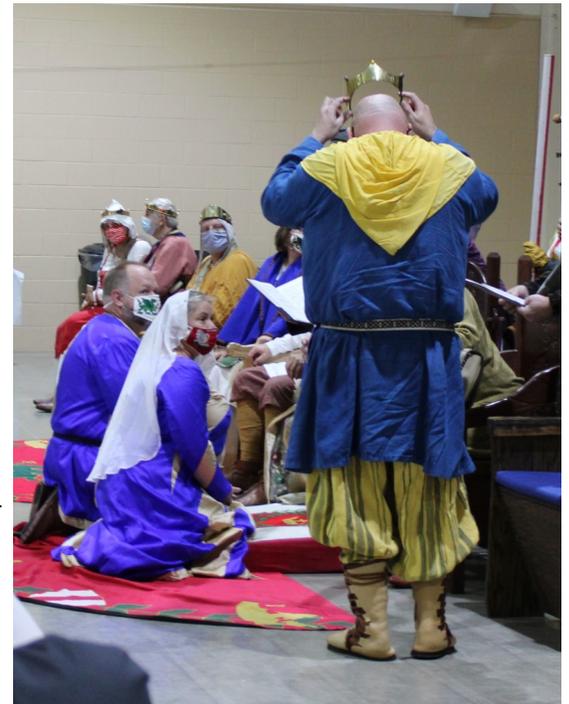
White Chamfron: Kolfinna von Voorburg, Katja Borsuska, Rosamund of Javaviller

Willow: Hjalmr Njalsson

Everyone who attended the event aid they had an amazing time, including the royal family! Thank you to everyone who worked so hard to make this event a success.

In Service,

Maggie MacKeith



Dying Work- shop in- structions

Lady Aoife
inghean
Eoghain

Arts & Sciences

Photo Courtesy
of Leandra Corzi



All dyes:

Prepare your fiber:

Use only protein or cellulose fabric or fiber

Scour material with washing soda to remove any dirt or oils

Rinse well

Mordant fabric unless you are only using Indigo

Alum mordant:

Use approximately 12% WOF (Weight of fiber) of Alum

Dissolve in boiling water

Add hot water enough to cover fabric or fiber

Add fabric or fiber and soak 1-2 hours

Rinse gently

Use immediately or dry for future use

Indigo:

20 grams Pre-reduced Indigo

50 grams Sodium Hydrosulfite

100 grams Soda Ash

4 gal warm water

Using a 5 gal bucket

Put warm water in bucket

Add Indigo and Sodium Hydrosulfite stir gently

Dissolve soda ash in small amount of boiling water and add to bucket

Stir gently along outer edge of bucket which helps bring the foam to the center

Skim foam or crust off the vat and set aside (move it to the side if it is not able to be skimmed)

Liquid should be green

Squeeze excess water from fabric

Enter the fabric into the vat and squish it around, keep it under the surface for a minute or two

Try not to stir up the bottom sediment

Squeeze out the fabric under the water so it does not hold as much liquid

Open up your fabric to oxidize the dye and it will turn blue.

Once it is fully oxidized you can re dip the fabric for darker color.

Rinse your fabric and hang to dry





Pull the fabric out of the vat without leaving it to drip over the vat

If you want to try to save the excess dye, collect it in a separate container. You do not want to introduce additional oxygen to the vat.

Open up your fabric to oxidize the dye and it will turn blue.

Once it is fully oxidized you can re dip the fabric for darker color.

Rinse your fabric and hang to dry

Onion Skins:

Cover onion skins with water

Simmer gently for 1 hour

Strain out skins

Add mordanted wet fabric or fiber

Soak 1-2 hours

Rinse with cool water and hang to dry



Mounted War Games Wrap Up

Andries von Surtburg der Erlund

Mounted War Games X was another great success. This year had unique challenges that we all had to work around. I'd like to thank all of the staff for the event, especially Their Royal Majesties, Their Royal Highnesses, and their chamberlains for all of their hard work, time, and sacrifice. We are all that make the dream alive and well.



The armored list had outstanding turnout with combatants from all regions of the kingdom represented. Sir Pellinor, our armored marshal in charge, hosted something for everyone over three days. Friday kicked off the fighting with a torchlight tournament. Saturday had a traditional five-man melee followed by a unique sword and spear melee two-man tournament. Sunday's tournament showcased contestants in a challenge to become the next Armored Champion. The barony saw one newly authorized fighter with his initial authorization. For the newest member of the Mid-realm army and the Barony, Yasha!



Photo by Brian Mahocker

The rapier list had its share of pageantry and skill. Fighters on Saturday showed off their skills in a competition for the prize of a hand-made fencing buckler as the showcase tournament. The list also saw many great lessons with open sparring and teaching throughout the day. Sunday's showcase was the Baronial Rapier Championship challenge hosted by Warder Mael. Fencers competed on the field but were also interviewed for worthiness by their excellencies Hadley and Ronan, and special guests Their Excellencies, Andreu and Ankara.

The Archery field was busy all weekend with Crown Rounds, skill shoots, and open range. Velos, our archery marshal, created a rather unique archery target that showcased his skills art skills in sculpting and creativity in making a ballistic target. Sunday also featured a challenge for the Baronial Championship.

The star of the show every year at Mounted War Games is the equestrian challenges. This year, despite the challenges of travel, left nothing short of excellence. As in previous years, riders from all over the kingdom as well as Calontir and Northshield arrived with their horses and mules to compete in four days of non-stop action. Games like Daiku and Buskashi ran late into the evening by arena light to round out the fun. Sunday also had a selection of a new champion. As part of the challenge, their excellencies participated as part of the course objectives. Her excellency handed a rider the baronial banner which was tied to a spear, held aloft by his excellency.



Photo by Brian Mahocker

Lastly, the creativity and artistry of the barony shone through with many classes for young and old all weekend. Activities for the children of the barony highlighted by a unique scavenger hunt by Lady Diana De Damiel kept children engaged throughout the event.

There are tomes more that could be written about all of the fun to be had at this year's Mounted War Games. All of it was made possible by the time and efforts of the many volunteers and staff.



Photo by Leandra Corzi

Mounted
War
Games

Pictures



Photos on this page Courtesy of Leandra Corzi



Photos on this page Courtesy of Leandra Corzi

Mounted War Games Equestrian Activities and Results

Lancer Gwendolyn of Shadowed Stars

Photos by Brian Mahocker

The Friday Challenge Course was overseen by Sofia Crivelli. 15 riders competed. Sir Sato of Calontir came in first place and Lady Kolfinna came in second. Sir Sato hosted a jousting training class on Friday afternoon followed by mounted archery and chariot archery, hosted by Gwendolyn. Four mounted archers competed; Duke Palymar took first place and Lord Reinmar took second.



After dinner, 8 riders participated in Tippet Tag. Lady Lucinda of Azuremont and Dash were named MVPs in the game. Lord Wolfgang von Metten and Sofia Crivelli set up a head to head challenge that evening. Ten riders challenged each other to multiple races and in the end, Lancer Eschina McDonyll was the overall champion and Mistress Lora Greymare came in second.

On Saturday morning, Their Royal Majesties Felix and Madeleina and Their Royal Highnesses Ullr and Annelyse lead the equestrian cavalcade (parade) throughout the event site, where all participating equestrians were announced into the arena. The Royals were then invited to compete in a friendly challenge among themselves, wielding swords in chariots. Their Royal Highnesses were victorious, cementing Their future place on the dragon throne. Lancer Eschina then hosted a challenge for the cart horse drivers and their passengers. Three carts drove eight passengers through the course, where Lord Boldewyn Rhineholt took first place, driven by Lancer Eschina and Max the Wonder Horse, followed by Lord Christian de Xavier in second, driven by Lady Geneva de St Martin and Red. After lunch, the armored combat fighters joined the equestrians to train the riders' mounts to be desensitized to the sights and sounds of melee fighting. Sir Sato and Duke Palymar guided this session while six riders sparred with the foot soldiers. Lady Rosamund's mount, Dixie was named MVP. Four riders donned armor and sparred in a Mounted Combat tournament. Sir Sato was the champion with Duke Palymar in second place.



After some rain delays, Lady Tulaith designed and hosted "The Plague Run", a pandemic-themed challenge course. Thirteen riders competed and Mistress Lora Greymare took first place with Lady Rosamund taking second. Following Royal Court and the investitures of both Shadowed Stars and Rlvenstar, Sir Sato hosted a game of Daiku. Eight riders competed as the heavy rains came down and Lady Lucinda of Azuremont and her mount Dash were named MVPs of the game.

On Sunday morning, our newly invested Baron and Baroness Ronan and Hadley rose with the sun and hosted a challenge for their new baronial equestrian champion. Lady Kolfinna designed the course and successfully defended her title to remain champion. The remaining field of equestrians attempted the course; Sir Sato was the victor followed closely by Gemma of Shadowed Stars. At the same time, Lord Wolfgang von Metten hosted a Skill at Arms course; Lancer Eschina McDonyll was the winner. That afternoon, people came together to prepare for the joust. Her Excellency Takaya from Rivenstar oversaw the lyst while Lord Christian de Xavier took the lead of the ground crew. Five jousters turned out for a skilled and proficient tournament. Sir Sato scored one point less than a perfect score for the victory and Lancer Gwendolyn came in second. Baronial Court that afternoon offered a brief respite for the equestrians while awards and praises were given and champions were named. Gwendolyn then set up a challenge course for 14 riders, where Lancer Eschina MacDonyll edged out the competition for the win, closely followed by Mistress Lora Greymare in second place. After dinner, seven riders saddled up to play an ornery game of Buzkashi. On Monday morning, another seven riders came out to compete in a handful of quick competitions: "Palfrey Pleasure Riding," Ribbon Race, Faux Hawk Ride, Goblet Carry, and Musical Heads.



Many equestrians received their first authorizations, some gained advanced authorization, while still more volunteered to reauth' given the long hiatus from the pandemic, including Her Royal Highness Annelise. First-timers to the SCA were welcomed by the equestrian community, including two youth riders. No major injuries or incidents occurred, save for a few "unscheduled dismounts."

I'd like to express my sincere gratitude to the barony members of Shadowed Stars who supported the event in more ways than one, marshals who designed and ran games or classes and oversaw many authorizations. Thanks to the equestrians and their support crew for getting all of the fine mounts to Mounted War Games, who deepend the field of skilled riders and drivers. Thanks to the volunteers who ground crewed; set up, reset, and tore down equipment or handed off weapons and cleared away manure. Thanks to everyone who made or provided gifts for the prize chest. Thanks to the official photographer, Brian Mahocker, for taking over 8,700 photos at the event. The weather was pleasant and the event atmosphere was refreshing to return as a community of like-minded people who enjoy participating in the SCA.



In service to the dream,
Lancer Gwendolyn of Shadowed Stars

Archery at Mounted War Games

Velos

Mounted War Games X

There was a great event over the course of Labor Day weekend! Mounted War Games X took place this past Labor Day weekend and with it some glorious time was had on the range, but archery was not limited to the range as there was mounted as well as chariot archery held on the equestrian field Friday!



While mounted archery is limited to equestrians who have authorized in mounted archery, chariot archery is open to all archers interested so long as they are competent shooting in a moving vehicle.



The participating archers illustrated their prowess as they slung arrows at targets from the backs of a horse, or inside a chariot pulled by magnificent steeds!

Over on the archery range there were several competitions and tournaments providing archers the ability to test their merit against fellow archers for the Constellation Regional (Saturday) and Baronial (Sunday) tournaments! The Constellation Regional tournament (starring Fred) was themed after Edgar Allen Poe's *The Pit and the Pendulum*, where archers were required to shoot a swinging pendulum (crescent-shaped blade) before it reached Fred.

Photo by
Leandra
Corzi



The archers participating in this tournament included: Kaine, Aoife, Velos, Alfarin, Draco, Dorothea, Fáelán, Ellbrig, Sebastian, and Tanin. Each archer illustrated great skill as Fred made it through the entire tournament without having an arrow so much as glance his sickly-pale skin, alas there could only be a single winner, and thus Fáelán won the title of Constellation Regional Champion!

While Fred made it through the tournament, he did not make it through the event and is currently still in recovery.

The Baronial Tournament held on Sunday, tested the participants ability to hit a rather small target from various distances, twenty, thirty, and forty yards. The theme of the Baronial Tournament was "Hear no evil, see no evil, speak no evil." In which archers had to shoot the missing part of the corresponding clay head.



Speak no evil was placed at the thirty-yard, hear no evil was place at the forty-yard, and see no evil sat at the twenty-yard distance. This rigorous challenge had seven participants: Fáelán, Alfarin, Gunnar, Zilia, Aoife, Velos, and a participant from the Barony of Sternfeld Ellbrig. Each archer lined up at the thirty-yard shot two arrows and moved to the next distance, finishing at the twenty-yard, six arrows, two per clay head. Rounds past as each challenger desperately attempted to take the lead, but



inevitably there can only be a single champion of the barony. Thus, Aoife illustrating determination, grit, passion, and enthusiasm was appointed as the Shadowed Stars Baronial Archery Champion! Mounted War Games X always holds a plethora of marvelous activities, and this year was no exception, the preparations for next year have already begun and I look forward to seeing you at Mounted War Games XI!

Coloring Pages



Interior of apothecary shop, 1537

NLM Image ID: [A030275](#)

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Septima etas mūdi
Imago mortis

CCLXIII



Morte nihil melius. vita nil peius iniqua
 O pma mors boim. reſces eterna laborū
 Tu ſenile iugum domino volente relaxas
 Vincitorūq; graues adimis ceruice carbenas
 Exiliumq; leuas. ⁊ carceris hoſtia frangis
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 Atq; immota manes. nulla exorabilis arte
 A primo prefixa die. tu cuncta quieto
 Ferre iubes animo. promiſſo ſine laborum
 Te ſine ſupplicium. v. t. ⁊ eſt carcer perennis

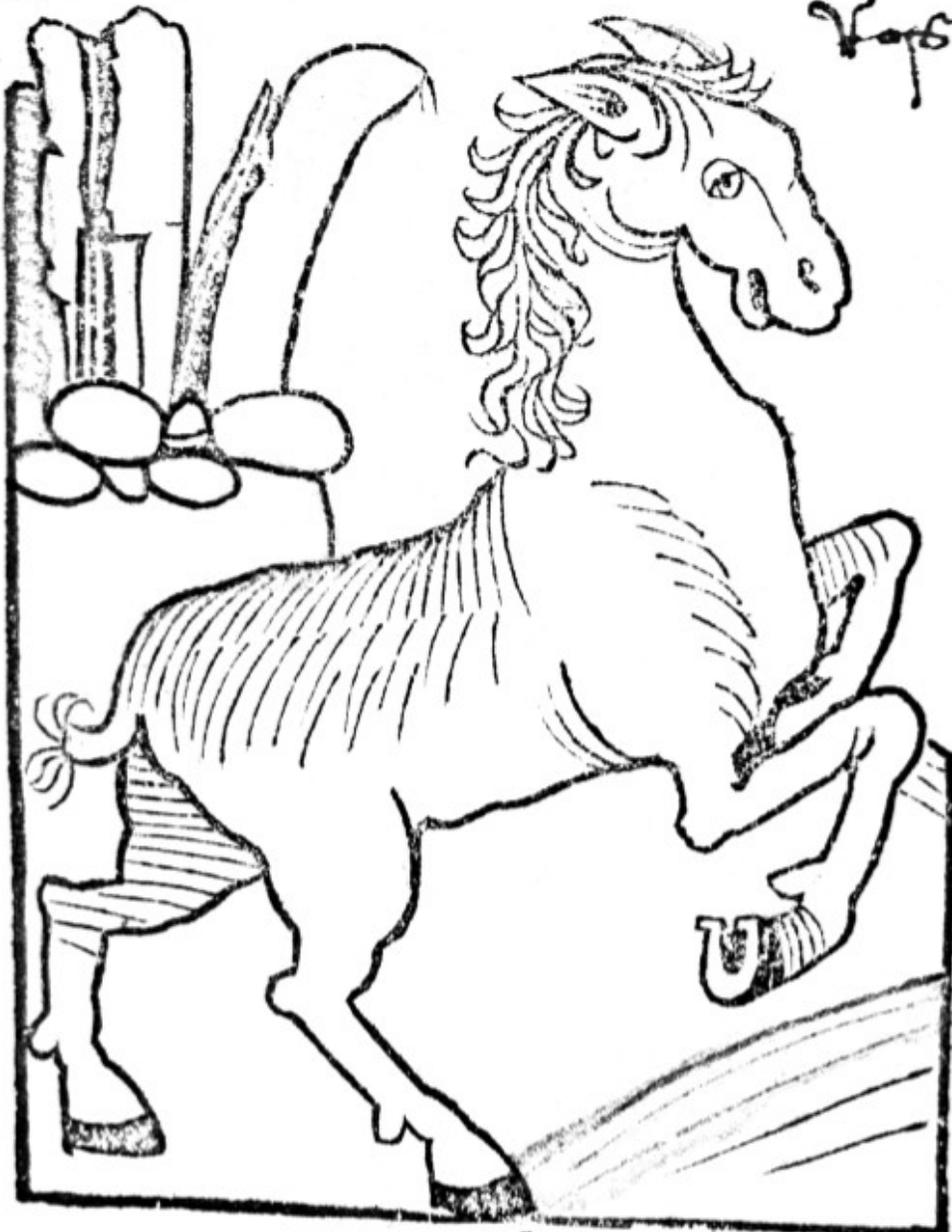
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Knitting for the Novice

Lady
Cassandra
of
Wyndha-
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Photo Courtesy
of Leandra Corzi



Some Thoughts on Knitting for the Novice Knitter

Thought One: There are many good books out there that will give you good instructions on how to cast on and do basic stitches, some better than others, however even with the aid of these books finding yourself a 'knitting mentor' will give you someone to go to when you are having trouble.

Thought Two: Knitting needles come in many materials and in recent years I have noticed that the metal ones that I have bought are just slicker than the old metal ones I own, therefore I would recommend for the novice knitter that you see if you have some older metal ones around in the right size for the project. Other choices of material for knitting needles that I would recommend for the novice are bamboo or wood or even plastic. If you have no alternative but new metal knitting needles, invest in a set of needle caps, nothing is more frustrating than picking up your knitting and having several stitches go sliding off the needles.

Thought Three: Casting on stitches, there are several ways to cast your stitches onto the needles, and some projects will want you to use a particular method to cast on which is the method that should be used for that project, however for the novice one of the easiest ways to cast on is to make a slip knot and place it on the needle then take your other needle and knit a stitch with that loop then transfer that stitch to the needle with the first one, then knit a stitch with your second one and transfer until you have the number of stitches you need.

Thought Four: Keeping count of your stitches and your rows is a must. You can get simple plastic rings to slip onto your knitting needles when you are casting on every so many stitches. I recommend every ten or twenty stitches, and trust me if you are casting on three hundred stitches and just put on stitch two hundred seventeen when someone knocks on the door you will be glad you can count my tens or twenties to find where you stopped.

Also after you have the number of stitches you need cast on if the pattern you are working has repeats you can reposition those rings to mark your repeats of the pattern.

That brings us to counting rows, there are several types of row counters you can buy, some of them can be put on your needles which are what I would recommend to the novice.

Thought Five: Gauge, most patterns will recommend that you knit a small square with the knitting needles and yarn you are going to use and see if it comes out to a certain size. This is important because very seldom do two knitters knit with the same tension, and novices often have difficulty at first keeping the tension on their yarn even.

Thought Six: Most knitting patterns are combinations of a very few basic stitches, learn to knit, pearl and yarn over first. Then start to explore cables, bobbles, twists, slip stitch knit pass stitch overs, which usually come from manipulating the knit, pearl and yarn over.

Thought Seven: Dropped stitches and miss counts in the pattern happen. They can be fixed usually with a little careful work. Remember that knitting mentor I mentioned, this would be one of the times to call your mentor.

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- ◆ If you would like to create a regular or semi-regular column or have ideas of things we can include in future issues, please contact us at chronicler@shadowedstars.org!



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- ◆ **Submit by Dec 20, 2021, for inclusion in the next issue.**

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- ◆ Release Form types:
 - * Creative - For all articles, poems, original artwork that is not a photograph, and the like // We bring this to you and we keep on file.
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 - * Model - For the recognizable person(s) in the photograph(s) // You get signed by people in your submitted photograph, turn it in with your photo, and we keep on file.
- ◇ Model Release Forms are available for download from midrealm.org/chronicler.
- ◇ **If you are unable to print needed Release Forms, please let the Chronicler know and they will be supplied for you.**
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 - ◇ Submit as many photos as you can of our Barony activities as well as events and happenings of the SCA groups around us!
 - ◇ Needed with Submission: Name of Event, date, location, SCA titles and names of those in the photo
 - ◇ Appropriate Model Release forms for those who are recognizable
- ◆ Images from the internet:
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