

NEW MEMBER'S GUIDE



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Anyone is welcome to point out any error or omission that they may find.

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WELCOME TO ADRIA!

It is certainly our pleasure to provide this New Member's Guide to you. We hope it answers many of your questions and raises just as many new ones. Most of all, we hope it inspires your participation in Adria. If you have any comments about anything in this Guide, or if you would like to add anything you believe our new members would be interested in, please contact the Crown. Being a new member is an exciting time! Everything is new, different, and fascinating. That's what The Adrian Empire is all about. Even those of us who have been in Adria for years are constantly finding new information, ideas, articles, items, and (especially) people that add to everyone's enjoyment and enrichment.

ADRIA IS LEARNING

As a new member you have an opportunity to learn and develop new skills and experience a different way of life. In recreating the Medieval and Renaissance periods, you can appreciate the fine arts such as painting, costuming, music, dance, theatre, and feasting. You can wield a blade and experience fierce hand-to-hand combat. Most importantly, you'll meet wonderful like-minded folk who all bring something special to the Empire. We hope you make as many good friends in Adria as we have!

ADRIA IS SHARING

Often, work needs to be done by everyone in order to create an amazing experience. This may mean helping someone get into armor, setting up a demonstration for the public, designing and building a scale model of a siege engine, or simply cleaning up after an event. Our members enjoy sharing their special talents and skills with the rest of the Empire and with the public at large. We hope you will make use of the resources we offer, and that you will make a positive contribution of your own that will add to the enjoyment of others. You'll want to participate in many events and appreciate the benefits everyone gains from the results. The best way to meet and get to know people in the Empire is by volunteering and offering to help out. For example, offer to help take down and set up at an event, offer to assist with sign-ins or other administrative activities, etc.

THIS MANUAL

Like most manuals, this is a "living" document. This means that the document is in nearly constant revision to keep up with the most current information possible. This is not the "end-all" manual on how things are done, but merely a guide to help new members get started in Adria, and a reference for older members for finding information in other manuals. As such, the information presented here should be used to get creative juices flowing. This manual also points to our full manuals where you can find detailed information on particular subjects. References to approved manuals and other resources are given where available.

QUESTIONS

If you have trouble finding something, have questions (hopefully lots!), or just want to share a good story, please feel free to contact your Hospitaler and let them know. This New Member's Guide has been put together to serve you as you begin to explore the richness of this new world you've stumbled upon!

PUBLICATIONS



Our Imperial newsletter, the Adrian Herald, contains:

- Contact information
- Schedules of tournaments, meetings, and other events
- News from each region
- Articles about combat, archery, and the arts and sciences

You are encouraged to submit articles that you think would be of general interest: fiction, books, recipes, humor, poetry, artwork, recordings, local stores, mail-order companies, renaissance fairs, etc.

Your local chapter or region may have a newsletter as well and would also appreciate your articles.

THE MODERN MIDDLE AGES

A love of Medieval and Renaissance combat, arts, and politics has brought us all together to ensure that the Age of Chivalry lives on. We're pleased to welcome you to the Empire of Adria. We hope this short introduction will provide you with enough information to know what questions to ask and the best person to ask them of.

TIME FRAME AND SETTING

The Adrian Empire is a nonprofit educational organization dedicated to the study and recreation of Western European culture between the years 793 and 1625. Our members work to recreate the arts, skills and culture of this era. We have also begun to include other cultures that interacted with the Western Europeans during that time frame. This exciting development means there is now even more rich history, culture, and tradition to explore!

THE NAME "ADRIA"

The name "Adria" comes from the annals of Medieval History. During the Medieval time period an attempt was made to form a new Kingdom that would go by the name Adria. Due to stormy seas and a lost treaty, it came to be known as The Kingdom That Never Was.

WHERE IS ADRIA?

Adria has a number of chartered subdivisions, with hundreds of members throughout the United States.

BACKGROUND

The Adrian Empire officially began in March of 1987 when the Founding Viscounts decided to start a new Medieval game in which the players could fight with steel weapons. The group has evolved through a number of incarnations to its present existence as a nonprofit educational organization.

CORE VALUES

Shared commitment to a common purpose, values, and operating principles strengthens the Organization and the relations we share within and through it, and makes even our loftiest goals achievable. Therefore, we enthusiastically adopt, and will live by, the following:

Statement of Purpose

We endeavor to enlighten our communities by providing a mechanism to explore the lifestyles and societies of the period of history commonly referred to as The Age of Chivalry.

Core Values

- Integrity
- Fairness
- Loyalty
- Respect

Operating Principles

- Always serve the best interests of our communities
- Measure actions by what is in the best interests of the Organization
- Communicate openly, honestly, and directly
- Be visionary: Encourage innovation and learn from our mistakes
- Be positive: Seek solutions and be open to the views of others
- Support each other in balancing work, family, and community
- Support and reward excellence, teamwork, productivity, and growth
- Be accountable and honor commitments
- Promote research, education, and publication relevant to those cultures falling within the influence of Western Civilization within our period of history



DIVISIONS OF THE EMPIRE

Adria is divided into chartered subdivisions, each with geographic borders. You are a member of the chartered subdivision where you physically live for the majority of the year. Within those chartered subdivisions, there are also "Estates". These are free-association groups of people that band together by choice. They are the political units that help decide how Adria should be played.

CHARTERED SUBDIVISIONS

Each subdivision (Kingdom, Archduchy, Duchy, or Shire) of the Adrian Empire is independent, but we are all part of the Adrian Empire and subject to Imperial Law. You may find significant differences in customs, interests, laws, and pursuits in the different subdivisions. This gives each subdivision its unique personality. All chartered subdivisions have borders, but what a subdivision is called depends on the number of members it has. The larger the subdivision is, the more freedom its members have to make laws, etc.

Subdivision	Minimum Size	Crown
Shire	5 members	Viceroy
Duchy	20 members	Duke/Duchess
Archduchy	50 members	Archduke/Archduchess
Kingdom	100 members	King/Queen
Empire	Everyone!	Emperor/Empress

Cantons are another type of chartered subdivision. A Canton is formed by the local ruling nobles, usually in areas too far away for them to govern conveniently. The ruling noble does this for administrative reasons and assigns deputy ministers to help the region run smoothly.

ESTATES

As a new member of the Empire, you are considered to be an independent member of your chartered subdivision. This will change if you decide to join an Estate. Each political subdivision has different philosophies, politics, and approaches to playing in Adria. Talk to members of different groups before making any decisions about joining. You are, of course, free to form your own Estate as long as the requirements are met.

Estate	Minimum Size	Estate Head
House	5 members	Lord/Lady
Barony	15 members	Baron/Baroness
County	35 members	Count/Countess
March	50 members	Marquis/Marquessa

Some of these Estates are considered Estates Minor, which have a voice only on a local level. Some of the larger Estates are considered to be Estates Major, which have a voice on the Imperial Estates. The Crowns of the local region seat the Estates. Being a member of an Estate allows you the opportunity to participate in the voting process and to be a part of shaping the game. We are a feudal society, and your needs will be more efficiently attended to if you have a liege lord or lady (someone who heads a larger political body) to go to for help.

Of course, being a member of an Estate is only one way to have a voice on the Estates and to have some say in how Adria is run. In time, you can also become a Knight or a Crown (or even a retired Crown). These are called unlanded Estates, and they also have a voice on the Estates.

More information:

Voting process and the estates: Lex Adria Imperium, Chancellor's Manual

Terms of address and regalia: Armigerous Rights

RANK

As a paying member of Adria, you are rewarded for much of what you do. Rewards are given in the form of points. As points accumulate, you can become eligible for knighthood. There are 4 areas of knighthood: Archery, Arts, Combat, and Ministry. Each area has 3 levels on the way to knighthood and 3 levels of knighthood after you become a Knight.

KNIGHTS

Each chartered subdivision holds a monthly Crown event (or a canton event) that includes tournaments in combat, archery, and the arts. Archery tournaments are often held separately because they may require special arrangements for the archery range. Landed nobility and Ministers achieve points for knighthood by completing certain duties in their chosen area.

Paths to knighthood, by rank:

Archery: Yeoman Archer, Bowman, Marksman, Knight Archer, Knight Forester, Knight Warden

Arts and Sciences: Apprentice, Journeyman, Master, Knight Robe, Knight Master, Knight Doctor

Combat: Yeoman, Guardsman, Sergeant, Knight Bachelor, Knight Banneret, Knight Champion

Ministry: Clarke, Rector, Chamberlain, Knight Minister, Knight Civil, Knight Premiere

As always, if you have any questions, talk to the Hospitaler or the appropriate Minister. If you don't know who that is, ask anyone!

More information:

Paths to knighthood, and requirements: Lex Adria Imperium

Rules for competing: Arts and Sciences Manual, Combat Manual, Missile Weapons Manual

Keeping track of your points: Steps to Knighthood forms

SQUIRES AND LADIES-IN-WAITING

Once you have decided which area, or areas, you are interested in, you may want to consider becoming a squire to someone with a knighthood in that area. Any knight may take a squire, but squiring to a knight artisan makes perfect sense if your primary interest is in the arts (for example).

Ask questions and become familiar with the game before considering any formal allegiances.

Becoming a squire is a great honor as well as a great responsibility. It is never taken lightly. Unless the person you are considering squiring to is a good friend, you owe it to yourself (and your potential liege) to consider this carefully. There is no disrespect in telling someone that you are not yet ready for squirehood. It is also never an insult to ask, but be prepared for a possible “no”. Many knights and squires have their hands full and can't take on the additional responsibility.

HERALDRY

In Adria, we love the spectacle of a medieval tournament. Bright colors, banners, pavilions – all those wonderful accents! You can tell by looking at the banners and shields who is in attendance, whether they are a knight, or a subdivision.

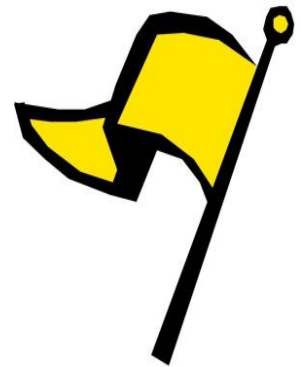
We encourage you to design your arms, so they can be displayed as soon as you earn the right by achieving your first level of knighthood. In the meantime, you are welcome to fly banners, pennants and gonfalons – just use a plain color of your choice.

Fair warning: Heraldry is a different way of looking at the world, with its own language and rules. There are plenty of people in Adria who love and study heraldry, and they love to talk about it, so feel free to ask for help in designing your arms.

More information:

Designing and registering arms: Heraldry Manual

Displaying arms: Armigerous Rights



TYPES OF EVENTS

There are many types of events that happen all the time in Adria. You will need to sign waivers, sign up for activities and competitions, and a site fee may be required. We will now discuss several kinds of Adria events, and what to expect.

TOURNAMENTS

Each month in your area, there will be at least three tournaments (often held at the same event): Archery, Combat and Arts. In the Combat tourney, you will have the chance to test your skill in shinai, rapier/Rawlings/cut-and-thrust, and armored combat. In the Arts tourney, you can display your handicraft and have your skills rated and critiqued. In the

Archery tourney, you will test your skills with a bow and compete against others for marksmanship. By participating in these tourneys, you'll be sharing your skills with others and learning from them as well. You'll also be progressing on your path to knighthood. By winning these tourneys, you'll be earning the respect of your peers and accomplishing some of the major requirements of knighthood. For safety reasons, you may not be able to enter a Combat or Archery tournament until you understand and follow our safety rules (see manuals). The Combat marshals or Archery range masters can help you. (Talk to them before the event if possible, so they have plenty of time to help you.)

DEMONSTRATIONS

Often, we demonstrate our fighting and artistic talents to the public. These demonstrations are a way of teaching others about the Middle Ages and recruiting new members. These demos can happen at libraries, schools, scout jamborees, parks, or local festivals. Participating in demos is a great way to show off your skills and let others know about the Adrian Empire. Upcoming demos are often announced at local Adria events or via social media.

FIGHTER PRACTICES

Most areas have a weekly meeting where members can practice their fighting skills. This is also a great place to find out about upcoming events and discuss costuming, arts, and so on. Other informal gatherings are fairly common. Ask around, or host such a gathering yourself. It is a great way to get to know people.

COURT

Court is an opening or closing ceremony held by those in charge of an event. Courteous behavior and respect are important during Court. Court can be a lot of fun, with all sorts of announcements, performances, awards, and entertainment. Sit near the front so you'll be able to see and hear everything that goes on. Watch how others act. After Court, ask someone to explain anything that you didn't understand. If you must speak while Court is in session, keep your voice low so as to not disrupt the rest of the Court. If you are called before the Crown, please remove all weapons. Make a reverential bow and kneel when you approach. If you need to address the populace (the audience), ask the ruling Crown politely for permission. Once permission is given, step to the side. (You don't want to stand in front of the Crown!) Face the populace, speak clearly and loudly enough to be heard by all. Finally, when you are dismissed from Court, turn back to the Crown, bow again, walk backwards a few steps, then turn around and return to your seat. Often, if announcements are to be made in Court, the information is given to the Herald before the opening of the Court. This allows for things to run a bit smoother as the time can be better managed. The formality, or informality, of a Court can vary by region, custom, or event. Not all Courts are rigidly formal with lots of pomp and circumstance. Sometimes Court is very informal and funny. Be prepared for the unexpected and remember to be courteous, even during an informal Court.

COLLEGIA

Collegia (classes) are a way for Adrians to share what they know. Classes usually last about half an hour, and can cover any topic from the Middle Ages and the Renaissance. Classes are usually advertised in advance, and everyone is welcome to attend. If you've got something to teach, you're welcome to do that, too!

More information:

Events: Check newsletters, talk to the Hospitaler

Tournament rules: Arts and Sciences Manual, Combat Manual, Archery Manual

YOUR FIRST EVENT

The more you participate, the more you'll enjoy Adria. There's always more to learn and more events to learn it in. Don't worry if you can't be at every event. We'll be here when you can attend!

MEETINGS AND EVENTS

A meeting is where members of Adria carry on the regular business of the local group. This could be a fighter practice with other activities going on, a demonstration, an arts collegium, or an Estates meeting. Customs vary as to whether garb is worn at local meetings, but usually it makes the meeting more fun to come in garb.

An event is a gathering publicized in the Adrian Herald (local newsletter, or opening/closing Court) that has been sanctioned by the local Crown. This includes the monthly events such as Combat or Archery tournaments. Medieval or Renaissance garb is worn at events.

INTRODUCE YOURSELF

When you go to your first meeting or event, go up to someone and introduce yourself. Explain that you are new and ask to be introduced to the Hospitaller. This is the person who can give you the most help when you're just beginning to learn about the Empire. You'll be given an informal tour of the area and introduced to people who are working on projects. Everyone will be happy to talk about what they are doing. If you see a skill or craft that interests you, ask the Hospitaller to introduce you to someone who is willing to teach it.

Working on a project, playing a game, or learning a craft is a great way to meet others at an event. You might find out that other meetings are held where those who practice that craft gather to share information and help each other. Adria is geared toward participants more so than spectators, although spectators are always welcome.

FEELING LIKE PART OF THE GROUP

Ask your Hospitaller to help you learn what you need to know. Volunteer to help at any event. It's always appreciated and you can make new friends while enjoying the event.

WHAT TO BRING

For outdoor events, bring a blanket, chair or stool to sit on. Bring water or other beverage, especially if you will be in combat or on warm days. Bring a hat or other sunshade on hot, sunny days (especially if you are fair-skinned). Wear garb appropriate for the event, season, and location. For overnighters, bring a sleeping bag and overnight gear. For Archery or Combat, bring appropriate equipment (if you have it). If you're not sure what to bring, just ask!

FEASTS

Sometimes a feast will be served at an event. If you wish to eat earlier, bring along your own food. Otherwise, make sure you've made a reservation, if required. Bring feast gear (utensils, plate, bowl, napkin, and drinking container). Try to avoid modern-looking containers or cover them so that they do not overly detract from the Medieval feast setting. Beverages are usually served, but many people bring their own.

ATMOSPHERE

We try to do everything we can to create a Medieval/Renaissance setting. We want to feel as though we have stepped back in time. If you have modern items (like lawn chairs and ice chests), try to cover them so they look more Medieval. Smoking is not permitted in event areas, but may take place outside of visual boundaries (cigarettes didn't exist in the Middle Ages). Soda cans are also not permitted in the event areas, but soda may be drunk from period-type drinking vessels (made from wood, pewter, glass, etc.).

At evening events (and overnights), use candle lanterns instead of flashlights. Bring your drum or guitar, and leave your iPod or cell phone at home or in your vehicle. Try to avoid modern slang and discussing modern activities and objects. If you need to talk to someone about these sorts of topics, take them aside so as not to disturb other people. If you would like to pepper your speech with Elizabethan phrases, by all means do so!

ETIQUETTE

Courtesy and honorable behavior is at the core of the Empire. It is always best to be too polite! Show respect by addressing others with their proper title, as that title was earned through skill, excellence, or long service. When the King or Queen are present, make a graceful bow or curtsy as you pass them or as they pass you. Be sure not to block the view of the King or Queen. If you don't know a person's title, a respectful inquiry is never refused. Of course, you can always use "Milord" or "Milady" until you know exactly what to say.

CROWNS, CORONETS, CIRCLETS



In Adria, there is no difference between a crown and a coronet, except for the person wearing it. That doesn't help the new person recognize others, but it is more historically accurate. How fancy your headgear was depended on how much money you had. The easiest thing to remember is that a crown (or coronet) has points on it. A circlet is a plain band of metal. If someone is wearing either one, they have some sort of title.

RECOGNIZING & ADDRESSING NOBILITY

Medieval societies were highly structured with a hierarchy of ranks: Kings, Dukes, Barons, Knights. Adria has a similar system. While Adria does not regulate chains and other jewelry, there are a few ways to tell if someone should be addressed a particular way. Look at their head. Are they wearing a crown or a circlet? Look at their waist. Is their belt blue? Red? Green? Yellow? Watch how other people react. Are they bowing? Take your cue from other people. Use this table to help learn to identify and address people properly.

Title	Regalia	Addressed as ...
Emperor/Empress	Crown	<i>Your Imperial Majesty</i>
Imperial Prince/Princess	Coronet	<i>Your Imperial Highness</i>
King/Queen	Crown	<i>Your Royal Majesty</i>
Prince/Princess	Coronet	<i>Your Highness</i>
Archduke/Archduchess	Crown	<i>Your Royal Grace</i>
Duke/Duchess	Crown	<i>Your Grace</i>
Count/Countess Royal, Founding Viscount/Viscountess	Coronet	<i>Your Grace</i>
Marquess/Marchioness, Count/Countess, Viscount/Viscountess, Baron/Baroness, Baron/Baroness of the Court	Coronet	<i>Your Excellency</i>

3rd-level knight (Champion, Doctor, Premier, Warden)	Gold spurs, Blue belt, Flies a standard	<i>Sir or Dame</i>
Viceroy/Vicereine of a Shire	Coronet	<i>Your Excellency</i>
2 nd -level knight (Banneret, Master, Civil, Forester)	Silver spurs, Blue belt, Flies a standard	<i>Sir or Dame</i>
Lord/Lady, Lord/Lady of the Court	Circlet	<i>Your Lordship/Ladyship</i>
1 st -level knight (Bachelor, Robe, Minister, Archer)	Silver spurs, Blue belt	<i>Sir or Dame</i>
Lord/Lady Protector		<i>Your Grace</i>
Viceroy/Vicereine of a Canton		<i>Your Lordship/Ladyship</i>
Squire	Red belt	<i>Squire</i>
Man-at-Arms	Green belt	<i>Master</i>
Lady-in-Waiting	Personal favor	<i>Mistress</i>
Page	Yellow belt	<i>Page</i>

COMBAT

We are one of only a few live steel-fighting groups, giving you a feel of fighting that's as close as you're likely to get! Come out and see the different fighting styles so you'll know which ones you like. To participate in combat, you need to have appropriate equipment beyond the weaponry. There are 3 types of combat: Shinai, Rawlings / Rapier / Cut-and-Thrust, and Armored.

SHINAI

This is the basic training style, and the basis for the other types of combat. It will get you used to having the weight of a weapon in your hands. It consists of a bamboo sword (shinai) and minimal armor.

RAWLINGS/RAPIER

Rawlings has the same rules as Shinai. Rapier is intended to depict late Renaissance swordplay. You can earn a 1st-level combat knighthood by winning Rawlings or Rapier tournaments. Light armor is required.

CUT & THRUST/ARMORED COMBAT

More extensive armor and more robust weapons are required for these heavy steel types of combat. These are the classic "suits of steel" and heavy swords tournaments. Both are considered Knightly combat forms.

BASIC ARMOR

For Shinai and Rapier/Rawlings, you need elbow pads, cup, leather gloves, kneepads, gorget (neck protection), and mask. For Cut-and-Thrust and Armored, you'll need chain or plate armor and helm. See our Combat Manual for details.

More information:

Talk to the Minister of Joust and War or the Crown Marshal

Armor and weapon standards: Combat Manual

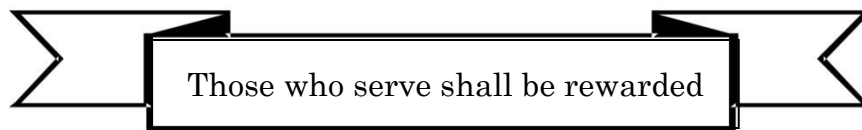
Rules of combat: Combat Manual, Marshal's Manual

MINISTRY

Adria recognizes that medieval Europe could not have functioned without its ministers. There is a path to knighthood in the Ministry. If you take on certain jobs, you will receive points, which can accumulate toward knighthood, the same as Combat, Archery, or the Arts and Sciences.

The Ministries can be either one-time services at an event (marshalling the list field, manning the sign-in table, etc.), or it can be a recurring job (steward, chronicler, hospitaler, etc.). Either way, you can earn one participation point per month.

Initiating a demonstration and making it happen is another way to earn Ministry points. There are lots of ways to earn points, so ask around!



More information:

Type of jobs: Imperial Estates Writ #20

Local ministries: Talk to the local Crown or Hospitaler

ARCHERY

Archery in Adria includes both Target Archery and Combat Archery. Neither style of archery includes the use of modern accessories on the bows (no compound bows, modern sights, etc.). Target archers have monthly tournaments with set distances for the targets. Combat Archery uses modified arrows (quite accurate, but not painful) to bring an element of realism to the battles.

More information: Missile Weapons Manual

ARTS AND SCIENCES

Many of the joys in Adria are found in the study and appreciation of the Arts and Sciences. Throughout the Empire, many talented artisans and scholars share their products with the other Imperial subjects. At tourneys, you'll see illuminated manuscripts, weaving, cooking, music, dancing, song, poetry, costuming, armor smithing, painting, woodworking, jewelry making, astronomy, political science, mathematics, history, physics, medicine, and other recreations of period artistic endeavors and scientific research. Talk to the artisans and feel free to try your hand at some of these fascinating pursuits. Knighthood in the Arts and Sciences is greatly honored and is not easily attained. During local Collegia, classes in many different art forms are held. The way to reach knighthood in the Arts and Sciences is by completing projects. Once a project is completed, it is submitted to a panel of judges who will rate it on its complexity and craftsmanship. Since Adria is a place to learn about the Middle Ages, a project will also be rated on its authenticity (how close to Medieval/Renaissance is it?). The judges will provide hints, compliments and suggestions to the artisans.

More information: Arts and Sciences Manual

DEVELOPING A PERSONA

Many members of Adria create a Persona (a personal history) they would have had if they had lived "back then". Creating a Persona is a great way of immersing yourself into the Middle Ages, and helps create a special atmosphere at events.

NAME

Find a name that evokes the sort of image you are looking for. Many members can help you find a period name. There are also a number of Internet resources for doing research on period names. The SCA Rialto archives has a great resource known as the Medieval Names Archive at <https://www.s-gabriel.org/names/>.

ORIGIN

Your choices are open to any culture that would have been known to Western Europe from 793 to 1625, which includes most cultures other than most Native American tribes, Hawaiian, Australian, or Central African. Certain fringe cultures were known to Western Europe, but there was no real interaction with them. When a stray traveler visited Europe, they took great care to blend in. Consider this carefully if you are thinking of having your Persona hail from one of these fringe cultures (such as Far-Eastern).

HISTORY

What dietary, clothing, religious, or social differences does your Persona have? How does your Persona interact with others? Think about mood, disposition, interest, appearance, and dress. (A grim, grumpy, or offensive Persona will put people off and limit your acceptance.) What did your Persona experience before coming to Adria? Consider family size, background, childhood events, military service, travels, apprenticeships, and education. Were you a shepherd, innkeeper, merchant, blacksmith? Something else? Why do you participate in arts, combat, archery, or ministry? Did you have a family, friends, an employer or employees? Were you a member of a guild? What were your career or educational goals? What was your path in life (i.e., knight, king/queen, etc.)? What is your own path to knighthood?

COSTUMING 101: BASIC GARB

When you attend events, you should be in Medieval or Renaissance clothing. Your costume doesn't have to be elaborate, but it should look as Medieval/Renaissance as possible. Many subdivisions have loaner costume items available. Contact the local Hospitaler or the Crowns to find out if there is something available in your local Adria chapter.

SOME BASICS

It is normally easier to start out with some early-period costume because there are few seams, and the tunics can easily be patterned off of modern garments without having to buy a pattern. In period, the most typical fabrics used were of solid-colored wool or linen. While you aren't required to use those fabrics, ideally your fabric should attempt to replicate the look and flow of those fabrics. The following guidelines should help get you started.

Tunics were usually a pullover with a round neckline (which could have a small slit if needed to get the head through). A tunic was often slit at the front or sides to the top of the thigh (not to the waist) and closed by a button or brooch (never laced).

- Women:** Typically Medieval women wore long tunic dresses, and often a white veil.
- Men:** Typically Medieval men wore a thigh-length (or longer) tunic over hose. Women's cotton leggings or sweat pants with the elastic taken out and the fabric sewn tighter in the leg are good starter "hose".
- Everyone:** Simple black or brown slippers, shoes or boots are fine to start (please avoid tennis shoes). Belts, pouches and hoods are optional accessories for both genders.

SOME SOURCES

Linen fabric is available on-line at <http://www.fabrics-store.com>, and many online wholesale websites carry wool fabric. Walmart, JoAnn, and other fabric stores usually have discount fabrics. Check the \$1.00/yard stores, too.

Some modern patterns can be altered to be more authentic. These include McCall's 8827 and Simplicity 7761. The tunics can be lengthened for women. Period Patterns produces a good one called "Tunics 650-1310 A.D. No. 16." Other historic costume patterns are available for at <http://www.sewingcentral.com>. Cynthia Virtue provides good instructions on making a tunic at this website: http://www.virtue.to/articles/tunic_worksheet.html.

Here are some links which have information on basic costume:

http://www.virtue.to/articles/in_depth_garb.html

<http://rosaliegilbert.com/index.html>

<http://www.medievalists.net/2014/10/29/make-medieval-costume-four-minutes/>

<http://www.medievalwarfare.info/reenactment.htm>

Links with information and pictures of extant (still existing) costume:

<http://www.virtue.to/articles/extant.html>

<http://www.personal.utulsa.edu/~marc-carlson/cloth/bockhome.html>

RESTRICTIONS

Only titled nobility wear metal circlets or crowns. Only knights wear blue belts and spurs, and may display personal arms (heraldry) larger than six inches on the longest edge. Only Squires wear red belts. Only Men-at-arms and Ladies-in-waiting wear green belts. Only Pages wear yellow belts.

FANTASY

As much fun as it is to dress up in fairy wings or Errol Flynn pirate coats, this type of clothing isn't for Adria. There are lots of choices that are every bit as much fun as fantasy costumes. Explore your options!

More information:

Clothing restrictions: Armigerous Rights

Guidance and examples: Internet search engines, using the keywords "medieval" "costume" or "clothing"

CONTACTS

Adria has many ways for you to get your questions answered, and to get to know more about Adria. You are welcome to talk to anyone!

HOSPITALER

Every region has a Hospitaler whose job it is to answer your questions. They will have a list of the local Ministers. They should also have copies of the manuals and guides. Most importantly, if they don't know the answer to your questions, they can point you to someone who does!

TOO BUSY TO TALK

If someone is busy at the moment, they may guide you to someone else who can help you. This isn't meant disrespectfully; people can be very busy at local events. Many of the Ministers are on tight schedules at events and often have their hands full. If several people are talking, and someone raises a hand when you approach, it is a good sign that they are in a meeting and would like you wait a moment before interrupting.

Sometimes a Crown will request "proper respect." This, too, isn't meant to be insulting. Remember that we are recreating a Medieval/Renaissance atmosphere; approaching a Crown with a hearty slap on the back would have gotten you thrown in prison – or worse!

THE INTERNET

If you have a computer or mobile phone/tablet with Internet access, you can very easily find information and answers. If you don't have this type of access, don't fret – just pick up a phone or talk to people at your local Adria events.

The Adrian Empire has an Imperial website: <http://www.adrianempire.org/>. Our website has much of the information you will be looking for (manuals, Frequently Asked Questions, etc.). These are provided in PDF format.

Links are provided to the various regions, and to the Ministers (both regional and Imperial).

There are a number of e-lists that are very active. Some are regional e-lists, and some are geared toward various interests. Some are restricted to Ministers only, but most are open to all. The Imperial Webmaster or your local Hospitaler can provide you with a listing of these e-lists (most are through Yahoo Groups, and 95% contain the keyword "Adria".)

Adria is also on Facebook! Find us at <https://www.facebook.com/OurAdrianEmpire/>. Many local chapters have their own Facebook group and/or Web presence. Talk to your local Hospitaler for more info!

NEWSLETTERS

Adria publishes a monthly newsletter, called the *Adrian Herald*. The *Herald* contains many official announcements, as well as news and photographs from all over the Empire. The newsletter will be published on the Imperial website.

Many of the regions also publish regular newsletters. Some regions have their newsletter online, and some have them printed out. Check with the local Hospitaler for more information.

More information: Publications Section at the beginning of this Guide