



Adrian Empire

New Member's Guide

1999 Edition

Written by

Sir Robert "Jestar" de la Fonteyne
Royal Hospitaller of Esperance

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FORWARD:

This manual, like most manuals, is a “living” document. This means that the document is in nearly constant revision and change to keep up with the most current information possible. This is not the “end-all” manual on how things are done. It is merely a guide to help new members get quick information on getting started in Adria and for older members as a reference for finding information in other manuals. As such, the information presented here should be used to get the creative juices flowing. It also points to further detail in the full manuals on particular subjects. References to approved manuals and other resources are given where available.

GREETINGS FROM THE HOSPITALER:

Welcome to Adria!

You're just now at a very 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 to 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. And, more than anything, you'll meet wonderful like-minded folk who all bring something special to the Empire. I hope you make as many good friends in Adria as I have!

Adria is sharing. Often, work needs to be done by everyone in order to enjoy the fruits of our labor. This can be 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 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 get to know others in the Empire is by volunteering. Look through this New Member's Guide and then turn to the "Who to Talk to" section. Find a Ministry that interests you. Ask someone to introduce you to the Minister and you'll be on your way to getting involved in some event!

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!

Welcome to Adria, and enjoy the game! Thanks for joining!

I would like to thank Sir Duriel Caliban van Hansard for the first edition of this guide, Sir Magus Bawndernish for the second edition of this guide, as well as Sir Roy William "Coda" MacCoda von Seiken and Lord Nigel the Byzantine for their help with the "Recognizing Nobility" section. A very special thanks goes out to the Captains and crew of the H.M.S. Hedgehog for their review and comments on this manual.

Sir Robert "Jestar" de la Fonteyne
Royal Hospitaler of Esperance

INTRODUCTION & OVERVIEW:

Welcome to the Modern Middle Ages! A love of Medieval 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 1150 and 1603. Our members work to recreate the arts and skills of this era. We have also begun to include other cultures that interacted with the Western Europeans during our time frame. This exciting development means there is now even more rich history, culture, and tradition to explore!

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.

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 society containing hundreds of members throughout the United States.

CORE VALUES:

Core Values of the Adrian Empire, Inc.

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.

YOUR FIRST MEETING OR EVENT:

A meeting is where members of Adria carry on the regular business of the local group. This is usually a fighter practice with other activities going on as well. It could also be a demonstration, an arts collegium, a household meeting, or an Estates meeting. An event is a special gathering publicized in the Adrian Herald and/or local newsletter to invite people from more distant groups. Medieval garb is worn at events. Customs vary as to whether garb is worn at local meetings, but usually it makes the meeting more fun to come in garb.

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 Hospitaler. 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 is glad to talk about what they are doing. Ask your Hospitaler about what's going on. If you see a skill or craft that interests you, ask the Hospitaler 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.

The Empire is a re-enactment and recreation organization, intended for participants more so than for spectators (although spectators are always welcome!).

Keep asking questions! Ask your Hospitaler to help you learn what you need to know to feel a part of the group. Volunteer to help at any event; it's always appreciated and you can make new friends while helping everyone enjoy the event. Cleanup goes faster if everyone pitches in!

Ultimately, your involvement depends on you. The more you participate, the more you'll enjoy your time in Adria. Of course, 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!

GEOGRAPHICAL & POLITICAL DIVISIONS OF THE EMPIRE:

Each subdivision (kingdom, duchy, or shire) of the Adrian Empire is independent, but we are all gathered under the Imperium and subject to Imperial Law. You may find significant differences in customs, interests, laws, and pursuits between them that give each subdivision its unique personality. As a new member of the Empire, you are considered to be an independent member of the Royal Household headed by the King and/or Queen of the Kingdom (or Duke and/or Duchess of the Duchy, or Viceroy of the Shire) that you geographically live in for the majority of the year. This can change when you decide to join a household. A household, headed by a Sire, consists of at least 5 members. Groups include the following:

Shire	headed by a Viceroy	1 - ??? (special)
Household	headed by a Sire	5 members
Barony	headed by a Baron/Baroness	15 members
County	headed by a Count/Countess	35 members
March	headed by a Marquis/Marquise	50 members
Duchy	headed by a Duke/Duchess	20-49 members (special)
Kingdom	headed by a King/Queen	100 members
Empire	headed by the Emperor/Empress	Everyone

Each political division has different philosophies, politics, and approaches to playing the game, and you should talk to members of different groups before making decisions about joining one. You are, of course, free to form your own Household, etc., without joining any of the larger groups. Being a member of a Household 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.

The voting process and the political bodies are explained with more detail in the Bylaws, a copy of which may be obtained from your Hospitaler (the Keepers of the Manuals!).

RANKS AND HOW THEY ARE ATTAINED:

Further details on this subject can be found in the Bylaws.

Knighthood:

A paying member is eligible to earn the requirements needed for Knighthood in Combat, Arts, Archery, and/or Ministry. Each region holds a monthly Crown Event, which includes tournaments in combat and the arts. Archery tournaments are often separate events because they often require special arrangements for the archery range. Landed nobility and Ministers can achieve Knighthood by fulfilling their duties. Please contact your Hospitaler for the handbooks related to Combat, Arts, Archery, and/or Ministry office for more detailed information.

Squiring:

Once you have decided which area (or areas) you are interested in, you may want to consider becoming a squire to a member holding a Knighthood in that area or a man-at-arms to a squire. Any knight may take a squire, so squiring to a knight artisan makes perfect sense if your primary interest is in the arts. It's wise to ask questions and become familiar with the game before considering any formal allegiances.

It is always advisable for new members to get to know a good number of the people in your area before swearing fealty. Becoming a squire or man-at-arms is a great honor as well as a great responsibility and is never taken lightly. So, unless the person you are considering squiring to is a good friend, you owe it to yourself and your potential liege to consider the honor carefully. It is certainly no disrespect to someone to simply tell him or her that you are not yet ready. 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 an additional responsibility.

EVENTS:

What to Bring:

For outdoor events, you might want to bring a folding chair or a blanket to sit on. Bring water or another 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 overnight at outdoor events, bring a sleeping bag and overnight gear.

Occasionally 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, small containers of seasonings, a small cloth (in case the table is uncovered), and a drinking container. Try to avoid modern-looking containers or cover them so that they do not overly detract from the setting. Bring a bag to put your dirty feast gear in after you've eaten. Often beverages are served, but many people bring their own, including alcoholic, if permitted.

Usually smoking is not permitted indoors, but ask someone who is in charge as policies vary from event to event. Cigarettes didn't exist in our time period and detract from the authenticity of the setting. Flash photography can be very distracting, especially during a performance. Usually, those who wish to take photos do so at the end of an event or performance. Ask about the policy on flash photography. Just like cigarettes, photography sometimes just isn't appropriate.

Fighter Practices:

Most areas have a meeting scheduled on a weekly basis where members can practice their fighting skills. This is also a great place to find out about approaching events and discuss costuming, arts, and so on. If you don't know about the weekly practice in your area, contact your Hospitaler for more details. Other informal gatherings are fairly common. Ask around, or host such a gathering yourself. It is a great way to get to know people and to learn.

Demonstrations:

Occasionally, 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. Participating in demos is a great way to show off your skills and let others know about the Adrian Empire. Upcoming demos are announced at court or at other events, and in local newsletters.

Court:

A Court is held by those in charge of an event or by the royalty in the area. Courteous behavior and respect for ceremony are important during Court. If you are called before the Court, remove all weapons. Make a reverential bow and kneel when you approach. If you need to address the court, ask it politely of the ruling crowns. Once you are given permission to address the court, speak clearly and loud enough to be heard by all. Finally, when you are dismissed from Court, bow again, walk backwards a few steps, then turn around and return to your seat.

Court can be a lot of fun, with all sorts of announcements, performances, awards, and entertainment. If you can sit near the front, you'll be able to see and hear everything that goes on and watch how others act. After Court, ask someone to explain anything that went on during Court 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.

The formality, or informality, of a court can vary by region, custom, or the event. Not all courts are rigidly formal with lots of pomp and circumstance. Sometimes the court is very informal and funny. Be prepared for the unexpected and remember to be courteous even during an informal court.

Tournaments:

Each month in your area, there will be at least two tournaments: Combat and Arts. In some areas, the new Archery tournament might be held. In the Combat Tourney, you will have the opportunity to test your skill in shanai, renaissance (schlager), and/or hard suit (steel). In the Arts Tourney, you can display your handicraft and compete with others. 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 way 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 display an ability to participate safely. The Combat Marshals or Archery Range Masters can assist you here.

For further details on the Arts, Combat, or Archery tournaments, please refer to the appropriate manual and be sure to speak to the Minister in charge if you still have questions. Knowing what the rules are, is the easiest way to begin to have fun and participate.

COSTUMING 101: BASIC GARB

When you attend an event, you should be in medieval clothing, what is commonly referred to as Garb. Your garb doesn't have to be elaborate, but should at least look somewhat period. Sometimes you can even call someone in advance and find out if loaner garb is available. If not, the following guidelines should be helpful:

For women: A plain-colored long skirt and a peasant-type (large, billowy) blouse. Plain slippers or boots, please avoid tennis shoes.

For men: Plain-colored trousers (not jeans) or dark colored sweat pants are often acceptable, and a peasant-style shirt. Plain slippers or boots, please avoid tennis shoes.

It's up to you to come up with costumes, but there are plenty of people willing to help out. Ask the Royal Minister of Arts & Sciences about historical costume books that can give you ideas about what the styles were during your time period. There are members who, for a very reasonable fee, will make costumes for you.

Restrictions:

Only the titled nobility wears metal circlets or crowns.

Only Knights wear blue belts and spurs.

Only Squires wear red belts.

Only Men-at-arms and Ladies-in-waiting wear green belts.

Only Pages wear gold belts.

Special groups wear necklaces of chain links without medallions or other pendants.

Refer to the section on Recognizing & Addressing Nobility of this handbook to learn more about other restrictions.

SPEECH & ETIQUETTE:

In order to recreate a Medieval event, try to avoid modern slang and discussion of mundane 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!

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. If you don't know a person's title, a respectful inquiry is never refused. When the King or Queen are present, make a graceful bow or curtsy as you pass them or as they pass you. Also show courtesy to the Royal Thrones, even if they are empty. Be sure not to block the view of the King or Queen.

PUBLICATIONS:

The Imperial newsletter, the *Adrian Herald*, contains contact information, a schedule of Tournaments, meetings, and other Events, news from each Kingdom, Duchy and Shire, and articles about Combat, Archery, and the Arts. You're encouraged to submit articles that you think would be of interest, such as fiction, books, recipes, humor, poetry, artwork, recordings, local stores, mail-order companies, renaissance fairs, etc. Your area may have a local newsletter as well and would also like to see your articles.

Recognizing & Addressing Nobility:

This section is in complete revision. The information presented here was taken from previous versions of the New Member's Guide, corrected where possible, and is used as a placeholder for the updated information when it becomes available.

Please refer to your Sovereign of Arms for any questions you might have. They also have a very comprehensive manual on Heraldry that may help you in your quest for knowledge. Also refer to the Bylaws for more information.

Medieval societies were highly structured with a hierarchy of ranks: Kings, Dukes, Barons, Knights. Adria has a similar system. Use the following reference sheet to help learn how to identify and address people properly.

RECOGNIZING AND ADDRESSING NOBILITY:

Title	Regalia	Addressed
Emperor / Empress	Gold Chain / Crown	Your Imperial Majesty
King / Queen	Gold Chain / Crown	Your Royal Majesty
Prince / Princess	Silver Chain / Crown	Your Highness
Duke / Duchess	Gold Chain / Crown	Your Royal Grace
Lord / Lady Protector	Gold Chain	Your Grace
Earl / Contessa	Silver & Black Chain	Your Grace
Marquis / Marquise	Gold & Black Chain / Crown of 2 points	Your Excellency
Viscount / Viscountess	Silver & Black Chain	Your Excellency
Knight Champion / Knight Master / Knight Premier	Gold Spurs / Blue Belt / Gold & Black Chain	Sir / Dame
Count / Countess	Black Chain	Your Excellency
Viceroy	????	Your Excellency
Baron / Baroness	Black Chain	Your Excellency
Lord/Lady Baronet	Circlet of Silver & Gold 1"	Lord / Lady Baronet
Knight Bannerette / Knight Doctor / Knight Civil	Silver & Gold Spurs / Blue Belt / Black Chain	Sir / Dame
Sire	Black Chain	Sire / Señor / Señora
Knight Bachelor / Knight Robe / Knight Minister	Silver Spurs / Blue Belt	Sir / Dame
Lord / Lady	????	Lord / Lady
Squire	Red Belt	Squire
Man-at-arms / Lady-in- waiting	Green Belt	Master/Mistress
Page	Gold Belt	Page

ARMOR & WEAPONRY:

One of the most visible activities in Adria is the Combat. There are four types of Combat:

Shinai:

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

Renaissance:

Light & Heavy Rapier (schlager). You can earn a Combat Knighthood by winning a Renaissance Tourney. Light armor.

Armor & Steel:

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! Heavy weapons, heavy armor, lots of noise.

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. For Shanai and Renaissance, you need elbow pads, cup, leather gloves, kneepads, gorget (neck protection), and mask. For Armor & Steel, you'll need chain or plate armor and helm.

The Minister of War & Joust can give you more details. Also, please refer to the Combat manual.

Archery:

A recent addition, there is now both tournament and combat archery available in many areas. Please refer to the Archery manual or speak with the Minister of Archery for details.

ARTS & SCIENCES:

Many of the joys in Adria are found in the study and appreciation of the Arts & 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, scale model construction, 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 & Sciences is greatly honored and is not easily attained. In some kingdoms, classes in many different art forms are held.

Please see your local Arts & Sciences Minister and the Arts & Sciences manual for further details.

DEVELOPING YOUR PERSONA:

Members of Adria create a persona, which represents the type of person they would like to have been if they had lived in the Middle Ages. When you're developing your persona, consider the following:

Origin:

You can choose from any nationality that would have been known to the French Court from 1150 to 1603. That opens up your choices to just about any culture other than most Native American tribes, Hawaiian, Australian, or Central African.

Name:

Find a name that evokes the sort of image you're looking for. Many members can help you find a period name. There are also a number of online, Internet, resources for doing research on period names. The SCA Rialto archives has a great resource known as the Medieval Naming Guides at <http://www.panix.com/~mittle/names/index.html>

Previous History:

What did your persona experience before coming to Adria? Consider family background, size & conditions, childhood events, military service, travels, apprenticeships, and education.

Personality:

How does your persona interact with others? Think about mood, disposition, interests, appearance, dress, and so on. [One caution: a grim, grumpy, or offensive persona will put people off and limit your acceptance. If that is the persona that you really want to do, do it, but be prepared for negative reactions.]

Occupation:

Is your persona a shepherd, actor, hunter, innkeeper, merchant, blacksmith, or something else? Why does he or she participate in the arts, combat, archery, or ministry?

Cultural Differences:

What dietary, clothing, religious, or social differences does your persona have?
Associations & Relations: Does your persona have a family, friends, an employer, employees?

Aspirations:

What are your career, family, & educational goals? What is your persona's path in life (i.e., knight, king/queen, etc.)? What is your path to Knighthood?

YOUR COMMENTS:

It certainly has been my pleasure in providing this New Member's Guide to you. I hope it answers many of your questions, raises just as many new ones, and inspires your participation in our game. If there are any comments you have about anything in this guide (or that isn't in this guide!) that you think other new members would be interested in, please contact me at the email address below. I would like to make this Guide something that helps new members quickly feel right at home in Adria.

Thanks again for joining!

Sir Robert "Jestar" de la Fonteyne
Royal Hospitaler of Esperance
jestar@webworldinc.com