

# **FREE COMPANIONSHIP OF THE SWORD (Corsairs)**

## **Domain Charter and Rules**

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

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## TABLE OF CONTENTS

I. Purpose of this Document .....	2
II. Domain Status .....	2
III. Name .....	2
IV. Purpose .....	2
V. Heraldry .....	3
VI. Icons of the Corsairs .....	3
VII. Membership .....	3
VIII. Ranks .....	3
IX. Ships .....	4
X. Petition .....	4
XI. Mutiny .....	4
XII. Justice .....	5
XIII. Division of Labor .....	5
XIV. Feudal Obligations .....	5
XV. Children .....	5
XVI. War .....	5
XVII. Amendments .....	5

## I. PURPOSE OF THIS DOCUMENT

The Corsairs, as a group, had and has an existence which is apart from the Adrian Empire, Inc. It was originally conceived as a Faire group, and invited to join Adria in 1989. This is not unlike the Domain of Fletcher which still maintains its Faire identity, or the Domain of O'Corra which has an independent Clan identity including members in other Games besides Adria. The purpose of this document is to set forth Laws for Corsairs in the Adrian milieu as a Domain. It is intended that these Laws be enforceable by those Adrian Governmental bodies with jurisdiction to enforce Domain Laws. These laws are to be distinguished from the Corsair Compact which governs the Corsairs in general, and not necessarily the Corsairs as an Adrian Domain.

## II. DOMAIN STATUS

It is the intent of the Adrian Corsairs to be governed by our Domain Laws, and the Laws of the Adrian Empire. We submit ourselves to the Authority, and Protection of the Adrian Empire, understanding that we cannot have one without the other. We have met the minimum requirements for Domain Status as defined by Phillip IV at his coronation; stable membership for a period of a year or more, a consistent set of rules, and heraldry.

## III. NAME

The Name of the Domain shall be the "Corsairs" or alternatively, the "Free Companionship of the Sword." Its Members shall be known as "Corsairs," or "Companions," or "Free Companions."

## IV. PURPOSE

We as the Corsairs shall direct ourselves to the following purposes:

- A. To develop and maintain a currency/mercantile system independent from the Mundane World to bolster the sense that we have truly sailed into the Middle Ages;
- B. To become learned in the songs and history of the period such that we may sing and tell tall tales, thus furthering the illusion that between events, we still exist, thrive, and adventure in the Middle Ages;
- C. To study the nautical aspect of the Medieval History such that we may recreate it for the benefit of the Populace.;
- D. To build mock-ships to stimulate the feeling of truly being at a Medieval Port;
- E. organize ourselves after a fashion to be found in Medieval Times among Seafarers, and to interact with Subdivisions, Associations, and other Domains in a manner one would expect from a private Medieval fleet;
- F. research and recreate Medieval Sports, especially those with a nautical bent;
- G. To provide ceremony, pomp, and circumstance for court functions, especially processions, and sword arches;
- H. To provide educational and entertaining adventure for our Children, and to provide Parents with some Freedom and Relief.

## V. HERALDRY

Sable Field. Estelle d'Etienne Argent in Ebime with Anchor Argent Charge.

## VI. ICONS OF THE CORSAIRS

Those who were Corsairs (although not necessarily Adrians) before May of 1993, are called "Icons" and are entitled to special privileges as outlined below. Also, the Admiral/Captain Supreme of the Corsairs may designate further Icons for the purposes of easing Corsair expansion into regions where Corsairs are scarce. Dame Corinne and Sir Maximillian Johan von Falkenburg were designated Icons when they signed up at Banner War, 1994. Further Icons have been designated since.

## VII. MEMBERSHIP

Membership in the Corsair Domain is open to all members of the Adrian Empire who wish to further our purposes, and are able to assist in doing so. The Corsairs are a non-exclusive Domain. That is to say that Corsairs may be members of other Domains as well, so long as membership in those other Domains does not thwart the purposes of the Corsairs.

## VIII. RANKS

The ranking Captain shall be known as the Captain Supreme, until such time as the Corsairs have four ships, at which time the ranking Captain shall be known as the Admiral.

On any ship, any Corsair who is nominated by five others may ask the Captain of that ship for permission to become an Ensign. See **Chapter X Petition** for details on how permission is obtained. Upon obtaining the rank of Ensign, the Corsair may begin the construction of a ship. After three months, the Ensign may ask the Captain Supreme/Admiral for permission to take a crew (at least ten Corsairs and a second Ensign) and set sail. Icons need not wait three months, but may capture a ship immediately if they choose. Furthermore, Icon Crews need not be greater than five members (excluding Ensigns). Icons still require permission to set sail. Ensigns who set sail become Captains. In no event may Ensigns set sail if the Captain of their original ship would have fewer than eleven crew remaining (or five, in the case of Icons).

Non-ranking male Corsairs, because they are mariners, are called Seamen. Non-ranking female Corsairs, because of their vocal prowess, are called Minstrels.

Minstrels/Seamen wear favors in the background color of their ship with one vertical stripe in the stripe color of their ship. Ensigns wear two stripes. Captains wear three stripes. The Admiral wears four. All Corsairs of two stripes or more are called Officers. Squadrons of ships may be commanded by Captains whose favors shall bear three stripes and a star. Such Squadron Commanders may be appointed by the Admiral. Captains may also promote crewmembers aboard their vessels to appropriate ranks of the Medieval Period by allowing them to add stars to their favors.

## IX. SHIPS

Every ship must have:

- A rigged sail using at least one yard of cloth emblazoned with the symbol of the ship.
- Two colors – background and stripe.
- Its own song.
- Its own Oath and must swear the Sword Companion's Oath to the Captain Supreme/Admiral.
- Its own set of Blocks.
- Two Captains; a military Captain, and a Captain of Protocol (except for the Captain Supreme/Admiral, who is both on the flag ship).
- A Crew list on which its Crew shall sign (said Crew list may be in the nature of a Corsair contract.)

No ships may be launched without meeting the above requirements.

## X. PETITION

All petitions per **Chapter VIII** by Corsairs of their Captains/Admirals must be made in open Court. Any Captain may refuse the request of a Crewmember as per **Chapter VIII**. Should this happen, the Crewmember has the right of challenge. Challenge must also occur in open Court, and may take the following forms:

- Single combat with the Captain/Admiral (or their Champion)
- Mutiny (the challenger's followers against those of the Captain/Admiral)
- Original bardic
- Hebrew at fifty paces
- Other (but it had better be good)

The challenger chooses the method and style of the challenge. If the challenger wins, the petition is granted and no hard feelings. If the challenger loses, the Captain/Admiral shall mete out a penalty as is deemed fitting at the moment. Suggestions are:

- Lashes from the Crew
- Indoctrination as the Captain/Admiral's personal Cabin Companion
- Induction for use as an inanimate object for the day (e.g. table, mast, etc.)
- The petition may not be renewed for one month.

## XI. MUTINY

Actually, an Officer's commands may be controverted by public challenge, but the Officer may choose the method and style of challenge. An Officer may even be replaced in this manner. Mutinies can be fun if they are rare. Don't overdo it. Ships can only function if command chains are relatively stable. As a rule, mutinies should not happen more than once a year.

## XII. JUSTICE

Any Corsair has a right to a Captain's Mast with the appropriate Captain (military or protocol). This is an ad hoc Court presided over by the Captain of the appropriate ship and held at the Main Mast. Captains have unlimited power to interpret and enforce the Laws set forth in this document, with the exception that all such Laws are subject to Adrian Law. Appeals may be made to Squadron Commanders or the Admiral, but are very likely to be summarily denied absent a severe case of abuse of discretion. The chapter is in no way intended to abridge or restrict a Corsair's right to appeal issues of Domain Law as provided by Adrian Law.

## XIII. DIVISION OF LABOR

In challenges and War, the Military Captain is ranking. In Court, and ceremonial situations, the Captain of Protocol is ranking. When in doubt, if given conflicting commands, call a Captain's Mast.

## XIV. FEUDAL OBLIGATIONS

It is the duty of the Officers to maintain discipline while not interfering with feudal ties. This is a narrow tightrope. Walk it carefully.

## XV. CHILDREN

Each ships' Captain will assign at least one adult Kidder who shall be entrusted with the crucial functioning of dealing with the kids.

## XVI. WAR

In war, if all Corsairs are arrayed on one side, one ship must be sent to the other side. If only one ship is involved, the ranking Captain/Admiral must choose an appropriate number of Corsairs to send to the other side.

## XVII. AMENDMENTS

Captains and the Admiral shall have the right to meet and change the Compact by Majority Agreement. Meetings need not be formal.