

Tales from the Mist

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From the Seneschal, Kali Raqs Xahar

Greetings unto the populous of Wintermist. Coronation has come and gone, and now we can look forward to a new reign with their new Royal Majesties Patrick and Kara! Even though I myself was not able to attend coronation, I would love to see more Wintermistians there. If we have any desire to become a barony one day, having a good attendance at court is important. We have six months to think about the next one. As an artist myself, I'm already thinking of what I can donate for a presentation. We have a large number of greatly talented people without our shire, and coronation is a fantastic opportunity to really show off what you can do. It doesn't even have to be anything big, award cords and other largesse are greatly appreciated and always needed. If you don't have an idea of what to make, or donate, you can always talk to Tahira and she'll be more than happy to come up with something. Let's make the next coronation a goal to shoot for, with as many of us there that can make it, and a presentation for both of their Majesties, stepping up and stepping down.

From the Chronicler, A'isha al-Raqqasa

We returned from Potrero in one piece and had a good time while we were there despite the cold. As merchants our household gets to experience a slightly different side of war than everyone else. We never see the fighting, but so many people stop by the booth and chat with us allowing us to come away with even more friends and acquaintances. In the evenings we wander around finding groups and join the revelry

This time we experienced a little event in merchant's row called the Trading Carpet where one person has an item they put up for trade, perhaps telling a story about that item, and each person who likes that item presents their own i in exchange. The original presenter decides which item he likes best or asks for them to sweeten the pot with a little more and a trade is made. I found out about it last minute, so I was unable to contribute to the trade, but we had a good time seeing what was being presented by our fellow merchants and hearing stories about the items.

If you've never made a Potrero, they occur every May. I highly recommend this war. It's one of my personal favorites.

From the Fellowships:

Sewing: The most recent Clothier's meeting was very successful. We had a couple new sewers who did not work on a project but got some questions answered by one of the experienced seamstresses that came. My thanks to Lady Beatrice and Irma who offered their expert advice. We learned an easy way to make a T-tunic and one was completed by the end of the day. Huzzah!

The next scheduled meeting is on June 10th at 2 pm, following fighter practice. That seems to be a good time for people so I will continue to host on Sundays at that time, though specific dates will vary due to out of town events. I invite everyone to bring a project along, and a machine if you have one, though there are 2 sewing machines and a serger at the house. I will have instructions on how to make a coif for those who are interested. Remember, in most of the medieval time periods some type of head covering was used by men and women at all times - Estrith

String: Next meeting will be devoted to making Largesse. Bring blue, white, orange and black embroidery floss, your kumihimo card, lucet fork, or cardweaving looms and we will help everyone get set up making things for the royals to pass on to the worthy populace. —A'isha

June 2012 issue
AS XLVII

Shire of Wintermist,
Kingdom of Caid

Wintermist Calendar

- June 13: Business Meeting—Tony's Pizza on Mt. Vernon Ave 7:00 pm
- June 14: Newcomer's meeting at Collette's home 6pm
- June 16: Metal and Woodworking fellowship 10am
- June 19: Fellowship of the String 6:30pm at Bolo's House
- June 28: Bardic Practice at Brendan's house
- June 24: Patriot's Park: **MOCK TOURNEY!**
- Sundays at **10 am** Fighter Practice at Patriot's Park



Caid Calendar

- June 15-17: Nordwache Anniversary and Investiture
- June 16: Gyldenholt Anniversary and Investiture
- June 23: Queen's Champion Archery and Throw Weapons, Altavia
- June 30: Altavia Equestrian Championship
- June 30: Caid Archery Open
- July 7: CP Prize, Gyldenholt

Heralds Report for June XLVII

By Manus leDragonier

Consider this Heraldry Part 1: Colors and Metals for beginners and others for devices. In the SCA we use two metals and five colors for making our devices. We also use three furs, mainly as field treatments. The two metals are gold and silver but we use the French terms for the colors and metals. So gold is Or and silver is Argent. The colors are red (Gules), green (Vert), blue (Azure), purple (Purpure) and black (Sable). The three furs are white with black spots (Ermine), black with gold spots (Erminoise) and blue and white marks (Vair).

The general rule is that you cannot put color on color or metal on metal. This is to make the colors and metals stand out and to be clearly seen. (Think of a stop sign as a sample of this principal). An example of this would be a red shield with a gold eagle as a legal device. A black shield with a red horse head would not be acceptable. This may seem to be correct but the contrast blurs between the red and black especially in poor light or at a distance.

Now some of you may be scratching your heads and saying buuuut there is contrast. Well we are playing a game and I am afraid that the SCA when it was formed dumbed down the rules of heraldry for its' members. Now for my heresy (you can get the pitchforks and prepare to burn me at the stake) as I believe we should increase the color spectrum by adding as separate colors orange, light blue and pink (all used in "period") as well as copper or brass as a metal. This increase to the heraldic pallet would make passing devices much easier. The society now has as many or more coats of arms than existed in our period of play using the English system.

I have no devices or names going to the College of Heraldry this month except for the two guilds for shire awards. These are the Guild of the Gillyflower for service to the shire: Or a five petaled flower Gules, pistil Argent. Also the Guild of the Vane for fighters: Or Six swords points to center Gules. Since these are considered badges they only need one clear visual difference to pass I expect success with these submissions.

Meet Your Neighbor

For this interview, I spoke with Lord Miklos Bako, which I learned is pronounced Mee-closh Bah-koh. His persona is that of an 11th century Hungarian living in the Carpathian basin outside of Constantinople, before the city's fall. During that time period there were a lot of people living and travelling along the Silk Road spreading goods and ideas all throughout the region. Turkish and Latin cultures seemed especially influential at the time. He chose his persona for several reasons, the household he joined when starting out were Magyars and his wife's actual heritage is Hungarian and they decided to explore their history and culture.

Miklos found the SCA in 2005 through a coworker who was a member. They frequently conversed about sword fighting. Miklos had studied Japanese swords for 12 years and his coworker lamented the loss of light weapon combat which used Japanese practice weapons. The man invited them to several events and eventually guilted them into going to Estrella 28, aka Mudstrella, in which they had an absolute blast despite the bad weather and muddy conditions. They continued to attend Estrella until they met a Wintermistian, Cormac working Troll who told them of our shire. The rest of their household has since moved to Atenveldt, but Miklos and family happily reside in Wintermist.

Miklos's favorite event is our 3 1/2 Baronies Event because they could let their kids have fun without worrying too much about them.

He says his favorite part of the SCA is the booze, though honestly he believes that something interesting happens when you put people together that have a common interest in history; the time, means and opportunity to meet up; and courtesy is considered one of the most important aspects in the group. Put them all together and you end up with an interesting mix of people that you love to spend your time with.

His favorite activity is Brewing because it contains all the geek things about science and all the booze things about booze. Leatherwork is a close second.

His current plans are to spend some time observing households that function, and watching how people serve within the society to see what motivates people to do what they do. With this knowledge he hopes to someday effectively run a household; have a camp that is comfortable and friendly for visitors; and to recruit into the local group. He also wants to expand his crafting skills so that he can make things more than for just himself.

Tzouhla and Tayir From the Journal of Michael of Wintermist

Maius Ano Domini 1233

The Pass of the Iron Gate in the Tian Shan Mountains is a dangerous place, but it is the only pass through the mountains for hundreds of miles. The Silk Road here is a narrow path carved into sheer rock walls that tower so high that we can not see the sky above them, while the Peacock River rushes and roars hundreds of feet below us.

In the pass is a small fortress with gates of iron manned by a small contingent of soldiers over seen by Cen Shen, an official of the Great Khan. It is a lonely post and Cen Shen asked our party to spend the night and have an evening meal with him. We gladly accepted, as the Iron Gate Pass is hard and dangerous and it would be fool hardy to travel at night. After the meal of roasted goat with stewed figs there was entertainment. The women danced and the minstrels played music and then Cen Shen told us the story of Princess Tzouhla and her lover Tayir which I have written down here for reading.

Once long ago in the Kingdom of Yanqi there lived a princess by the name of Tzouhla, who loved a goat herder by the name of Tayir. Tzouhla and Tayir had grown up together playing under the watchful eyes of Tayir's mother, who was also Tzouhla's maid. As the years past, the two children grew and so did their love until it had grown as strong and deep as the sea. The King of Yanqi did not approve of his daughter loving a commoner and so had sent Tayir away to herd the goats in the pasture, but this did not stop the two young lovers. In the morning Tayir would play his horn so that the music would drift down the valley and Tzouhla would wake knowing he was thinking of her, and in the afternoon when the princess took a walk she would make sure to walk by the goat pasture so that they could see each other. In the evening Tayir would come to see his mother at her maid chambers and at night would retire to his childhood bedroom where, through a small hole in the wall that they had discovered as children, he and the princess would whisper plans to escape to the lands on the other side of the Iron Gate Pass where they could marry and be happy.

The King, seeing that his daughter was now a young woman, decided that she should be married to the King of the neighboring Kingdom. But Princess Tzouhla refused, saying that she would never marry anyone but Tayir. The King, very distraught over his daughter's refusal, sought the advice of Karchan, his minister, who advised the King to send soldiers to Tayir's camp and kill him. The Princess would then forget her childish affair and marry the neighboring King. So it was decided, but the Princess's maid had overheard the plans to kill her son and ran to tell the Princess.

Princess Tzouhla, upon hearing what her farther and Minister Karchan had planned, ran out to the stable, saddled the King's stallion and rode ahead of the soldiers. The Princess arrived at Tayir's camp and warned him of her father's treachery and that it was now time for them to ride through the Iron Gate Pass together, into the lands beyond. Tayir jumped up behind her in the saddle and together they started toward the pass, but Karchan and the soldiers saw them and gave chase. The great stallion was faster than the soldiers' horses, but with both of them to carry they could barely stay ahead of their pursuers. When the two lovers reached the pass, they discovered that the gatekeeper had closed the iron gate, and that they were trapped. With Karchan and his soldiers closing in, Tzouhla turned to her lover Tayir and said if they could not be together in this life, they would be together in the next. She turned the stallion to the gorge of the Peacock River and kicked him into a hard run toward the cliff's edge. The stallion gave a mighty jump, but no horse can match the gorge of the Peacock River, and so Tzouhla and Tayir fell to their deaths in the raging river below.

Minister Karchan stared in disbelief as the Princess and her lover disappeared over the edge of the cliff and quickly sent soldiers down to the river to search for them. The King upon hearing the news rushed to the Peacock River only to find Princess Tzouhla and Tayir lying dead, still wrapped in each other's arms. The King then understood how true their love had been and how his schemes had brought them to their doom. He and the soldiers built a pair of stone covered tombs on the edge of the Peacock River so that the two lovers might lie next to each other for all eternity.

The next day as we were leaving we passed a pair of tombs on the edge of the river and each of us remembered the tale from the night before. Many a prayer was silently said for the pair that had died there for true love's sake.

Dear Herald:

I've seen you up at front during a business meeting, besides this, what else does a herald do in the SCA?

A herald has three basic jobs in the SCA. First and foremost is "to be the voice of the King" which broadly translates as to being the master of ceremonies-town crier- and ring announcer for SCA events. At court the herald will announce events in the order that the King (or event autocrat) wishes to proceed. The herald will also make announcements during the course of an event to inform the populace of what is going on. During tournaments the herald will announce the fighters and the results of each round of combat. The business meeting is a lot like court in that the herald will ask the populace if they have business for the meeting and inform the seneschal so that they can be called upon during the meeting. The second job for a herald is to help the people to pick names and devices (coats of arms) to make their enjoyment of the Society better. The third job of the herald is to educate not only about heraldry but the SCA.

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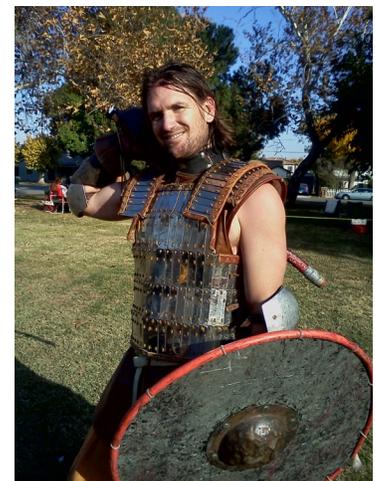
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Current Champion of
Wintermist and Protector of
the Flock



Sir Helgi Hrafnfaedhir

Photo by Isha

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