

Newcomer's Quest



Kingdom of Atlantia

Greetings and well met, traveler!

You have entered the fair lands of Atlantia, where honor, courtesy, and chivalry flourish, and the past is alive once more. This booklet will guide you on a lighthearted quest. Each task will help you learn our customs, meet our people, and find your place in our great and noble kingdom. Complete the challenges at your own pace, in one day, or over your first few events. Your reward will be friendship, knowledge, and perhaps even a small token from Their Majesties when your Quest is done.

-Baroness Margaret Lad, OP
Kingdom of Atlantia Chatelain

How It Works

1. Read the tasks in this booklet. Some tasks can be done at local meetings, while some need to be done at an event.
2. Complete each one in any order you wish.
3. Ask a friendly person (your mentor, chatelain, or new friend or acquaintance) to mark your task as complete.
4. Show your completed booklet to your group Chatelain or the Kingdom Chatelain for a prize and welcome token.

You don't have to do everything at once, savor the journey.

Learn more at:

<http://sca.org> and <https://atlantia.sca.org/>

Original booklet created for the Kingdom of Artemisia by reddit user Habbrockson
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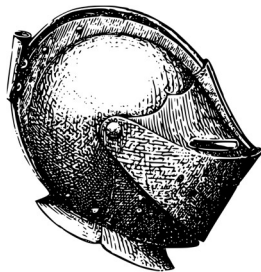
Quick Tips for Success

1. Garb First, Fancy Later - Start with simple, comfortable clothing that looks pre-17th century from ten feet away. Perfection can come with time.
2. Hydrate Often - Always carry a water bottle or period-style mug. Many events are outdoors and active.
3. Ask Questions - The SCA is full of people eager to share knowledge. Don't be shy, we love to talk about our passions!
4. Bring a Chair or Blanket - Court, fighting, and bardic can be long; it's nice to have your own seat.
5. Eat Like it's the Middle Ages (If You Want) - Feasts are part of the culture, but you can also bring your own snacks in a wooden or pewter bowl for a period look.
6. Find the Chatelain - This officer's job is to help newcomers feel welcome and answer questions.
7. Don't Stress About Persona - You don't have to have a perfect name or backstory right away.
8. Offer to Help - Setting up chairs, helping with feast prep, or carrying gear is a great way to meet people.
9. Be Kind to Yourself - No one expects you to know everything. Every King, Queen, Laurel, Knight, and Pelican was once new.

Lastly, enjoy the Dream - Let yourself be swept up in the pageantry, laughter, and camaraderie of the SCA!

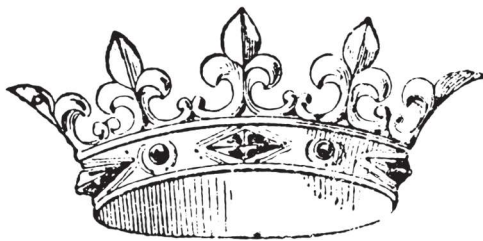
1. Learn about SCA Courtesy

- Learn how to bow or curtsy to the Crown.
- Find out the meaning of the phrase “Vivat!”
- Try using period greetings such as “Well met” or “Good day, good gentle.”
- Find out what makes Atlantia unique in the Known World.
- Ask a longtime member for a favorite kingdom story.



2. Hail to the Crown

- Learn the names of the King and Queen of Atlantia.
- Find out what titles you should use to address them.
- Observe Court (even for a short while) to see how we honor our people.
- Find someone (who doesn't look busy) who is wearing a Crown or Coronet. Ask them about what it represents (King, Queen, Prince, Princess, Baron, Baroness, etc.) and learn the title associated with it.



3. Make a New Friend

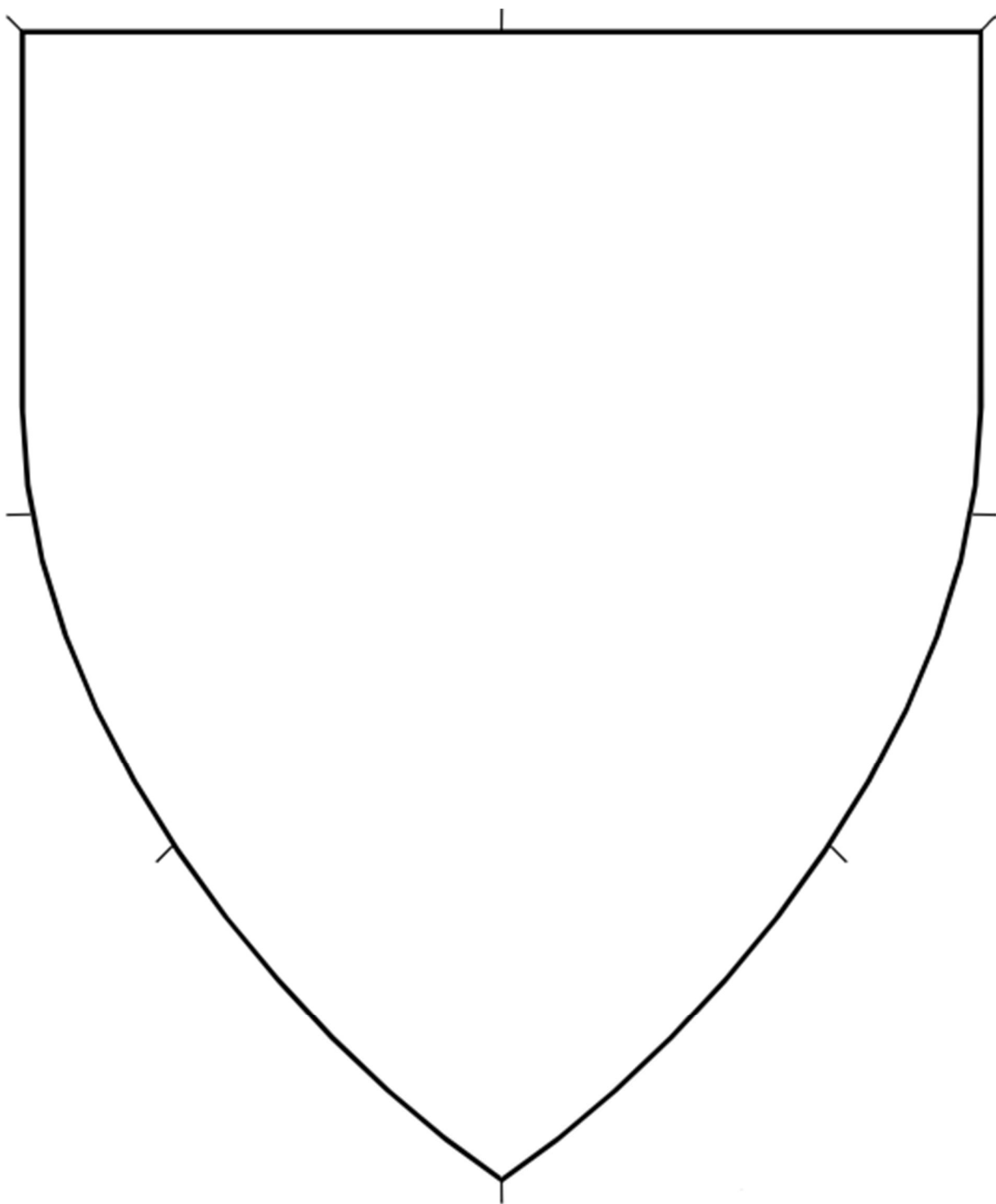
- Introduce yourself to at least three people and learn their SCA names.
- Ask what they enjoy most about the SCA.
- Write their names here so you remember them.
- Share a meal, snack, or drink with someone at the event.
- Learn one thing about medieval feasts or SCA dining customs.
- Bonus: Try a medieval-inspired dish!

4. Find Your People

- Visit at least three different activity areas:
 - Heavy fighting or fencing
 - Arts & Sciences (A&S)
 - Archery or thrown weapons
 - Merchants' row
 - Bardic or storytelling
- Ask someone to explain what's happening.
- Try one hands-on craft or activity: weaving, calligraphy, illumination, embroidery, or anything offered.
- Ask an artisan what they love most about their craft.
- Attend a bardic circle or listen to a performer.
- Learn the first line of a popular SCA song, poem or toast.
- Bonus: Join in if you feel brave.

5. Hear the Call of the Herald

- Find out what the cry of “OYEZ!” (pr. Oh-Yay) means.
- Listen to a herald make an announcement.
- Learn who some of the heralds are and ask them what they do.
- Spot at least five different coats of arms (devices).
- Ask what the colors and symbols mean.
- Try to sketch one you like or draw an idea of what yours could look like on the next blank page.



Appendix A: SCA Jargon

If you've just joined the Society, you may find conversations and event announcements hard to follow at first. SCA participants, chapters and offices all assume names with a historical flavor, and there's a whole vocabulary for everyday things as well. You'll get used to it quickly, but here are some of the most commonly used words to start with.

PEOPLE

SCAdian (SKAY-dee-an) – as a noun: a member of the Society for Creative Anachronism. Also: SCAer. Used as an adjective to mean “of the SCA.”

Gentle – any person, not gender-specific. M'lord and M'lady are the gendered equivalent. These terms can be used if the rank of the individual is unknown.

Populace – the inhabitants of a kingdom or local group; the people present at an event.

Royal Peers – Viscounts, Viscountesses, Counts, Countesses, Dukes, and Duchesses. A Viscount/ess has served as Prince/ess of a Principality. A Count/ess has served as King/Queen of a kingdom once, and a Duke/Duchess has served more than once.

Rose – A member of the Order of the Rose. The name given to Consorts upon the successful completion of their first reign as King or Queen.

Peers – companions of the Chivalry, Master of Defense, Laurel, and Pelican.

Chivalry – fighters recognized by the King and Queen (Society) for mastery of skill on the heavy combat field. Companions of the Chivalry are Knights, who swear fealty to the Crown, and Masters-of-Arms, who do not. Also referred to as “belted” fighters. “Unbelted” fighters are those fighters who are not members of the Order of the Chivalry.

Squire - a student in a formal relationship with a Knight or Master of Arms.

Master of Defense (MoD) – someone recognized by the King and Queen (Society) for mastery of skill on the rapier field.

Cadet – a student in a formal relationship with a Master of Defense. You may also hear the term Ensign or Provost.

Laurel – someone recognized by the King and Queen (Society) for mastery of an art or science.

Apprentice – a student in a formal relationship with a Master or Mistress of the Laurel.

Pelican – someone recognized by the King and Queen (Society) for great service to their Kingdom and the SCA.

Protégé – a student in a formal relationship with a Master or Mistress of the Pelican.

Minister – the gender-neutral version of Mistress/Master for officer names.

Mistress/Master – title used by companions of the Orders of the Laurel and Pelican, and Masters-of-Arms. Also part of some office names, i.e., “Mistress of the Lists”, “Master of Arts & Sciences”.

Dame - an alternate title used by female members of the Orders of Chivalry, the Laurel or the Pelican who do not wish to use the title “Mistress” or “Sir”.

OFFICERS

Autocrat / Event Steward – the person in charge of an event. Sometimes you will see the suffix “-crat” added to other words to identify the person running the activity (e.g. Feastocrat, Merchantcrat, Nastycrat). However, many people prefer to try to use real words from the Middle Ages.

Chancellor Minor / Minister of Youth / Page School Chancellor / Minister of Minors (MoM) – officer in charge of children’s activities.

Chamberlain – officer in charge of inventorying/maintaining/storing a SCA chapter’s property.

Champion – an individual representative of a particular activity. This individual can be chosen by Baronage or the Crown OR they can win the title of champion in competition. This individual typically accompanies their Baronage or Crown into Court. They can also serve in other capacities as assigned. Some examples of champions: Baronial Heavy Champion, Kingdom A&S Champion, Queen’s Rapier Champion, etc. The official title and responsibilities of champion will vary by group.

Chatelain(e) / Hospitaller – an officer who helps new members learn about the SCA. Generally in charge of recruitment and retention of members.

Chirurgion (pronounced ky-RUR-jun) – a person who can administer first aid at events.

Chronicler – the editor of a group’s newsletter.

Constable – this office, which exists in some kingdoms, has varied responsibilities which might include making sure that the entry gate is manned, ensuring that SCA and modern laws are followed, or taking care of “Lost and Found”.

Deputy – the assistant to an officer. For example: the Deputy Chatelain of a Barony is the assistant to the Chatelain of that same Barony.

Exchequer (Chancellor of the Exchequer) – the officer serving as treasurer for a group or kingdom.

Herald – officer who helps participants come up with SCA names and armory; or, the official who makes announcements on the field, or is the Master of Ceremonies for court. Local group heralds are called Pursuivants.

Marshal – a specially trained person who oversees combat activities for safety purposes. A Knight Marshal holds this office in a local group. The Earl Marshal holds this office in a principality or kingdom.

Mister of A&S (MoAS) – the officer in charge of Arts & Sciences activities of a local group of Kingdom.

Minister of the Lists (MoL) – the officer in charge of administering those combat activities that require an authorization at Events.

Seneschal – the officer serving as “president” of a local group or kingdom. Acts as the group administrator and legal representative of the SCA.

Warlord – the individual in charge of organizing a local group or Kingdom’s army (heavy and/or rapier) for War.

Web Minister – the officer in charge of the local group of Kingdom website.

GEOGRAPHY

Kingdom - area ruled by a King and Queen (typically covering several U.S. states or Canadian provinces and can be as large as countries or collections of countries). Minimum members required 400.

Principality - area within a kingdom ruled by Prince and Princess (large area sometimes comprising entire states). Minimum members required 100.

Region - equivalent of principality without ceremonial representative.

Barony - area administered by a Baron and/or Baroness, the ceremonial representative(s) of the Crown. Minimum members required 25.

Canton - local branch reporting through a barony (local chapter, which may be on the way to becoming a shire).

Province - equivalent of barony without ceremonial representative.

Riding - local branch reporting through a province.

Shire - local branch reporting directly to a kingdom or principality. Minimum members required 5.

College - institutional branch based at a school, research facility, etc. (may be a part of a larger local group or report directly to a principality or kingdom).

Stronghold - institutional branch based at a military installation (may be a part of a larger local group or report directly to a principality or kingdom).

Port - institutional branch based at a military installation in situations where groups of members will be detached for long periods, as with ships at sea (may be a part of a larger local group or report directly to a principality or kingdom).

TYPES OF EVENTS

Coronation - the event where the Crown Prince and Princess, heirs to a kingdom, are crowned.

Crown Tournament - the tournament held to determine the next heirs to the kingdom.

Investiture – the event at which the new Prince and Princess of a principality (or the new Baron and Baroness of a barony) are installed.

Twelfth Night – an event celebrating the holiday of Epiphany (January 6). It is scheduled at the beginning of January. Attendees wear their finest garb, and friends exchange gifts.

Schola / Collegium / University / Ithra – events where classes are taught on a variety of subjects.

War - a gathering at which the main activity is one or more battles for large groups of participants, involving the use of fields, woodlands, or other broken terrain. War events can also include other martial activities, along with classes, court, dancing, performances, and merchants.

GENERAL TERMS

Anno Societatis (abbreviated “A.S.”) – The dating system we use in the SCA (translates to “In the Year of the Society”). May 1, 1966 was the first day of the year A.S. I, and May 1st is “New Year’s Day” for each Society year. The years are usually depicted in Roman numerals.

Arms (or device) -- the heraldic emblem that identifies a person or entity.

Award of Arms – a Society-wide award given by the royalty. Recipients can use the title “Lord”, “Lady”, “Noble”, or “Nobilis” before their names.

Arts and Sciences – crafts and skills of the Middle Ages/Renaissance which we research and practice in the SCA. Also referred to as “A & S”.

Authorization – the process that participants in heavy combat, rapier combat, equestrian, combat archery, and siege weapons must complete in order to be allowed to participate in these activities at official events.

Bardic Circle – an informal gathering for singing and storytelling. Anyone who attends is welcome to perform appropriate material, but you can just sit and listen if you prefer. A bard is a person who sings, tells stories, recites poetry, etc.

Blue Card – an SCA membership card printed on blue cardstock, indicating that the card holder has a signed waiver on file at the SCA offices.

Court – a gathering where the King and Queen of a kingdom make announcements and present awards. Rulers of principalities hold Principality courts, and landed Barons and Baronesses hold Baronial courts.

Dayboard – lunch, served at some events.

Demo – a demonstration of the activities in the SCA. SCA participants will usually perform martial activities as well as arts and sciences for the public.

Dragon – slang sometimes used for cars.

Dry/Damp/Wet Site – alcoholic beverage policies. Dry sites allow no alcohol. Damp sites permit wine, beer, and mead, but no hard liquor. Wet sites do not restrict alcohol. “Discreetly” damp or wet means that the site is normally dry, but the owners will permit alcohol as long as the labeled containers are kept out of sight and are removed at the end of the event. Of course, at any site, local laws regarding alcohol consumption must be followed.

Event – any official Society gathering. You’re welcome to go to any that are listed in the newsletter. You can take part in the activities, although some (mainly martial arts) take special training, and you’ll need to be “authorized” by a marshal before you can take part in those.

Farspeaker – slang sometimes used for telephones. A ringing phone is sometimes referred to as a singing or chirping bird.

Feast – an elaborate meal, usually served in the evening, sometimes accompanied by entertainment.

Feast Gear – a place setting for a feast: at least a plate, bowl, goblet, spoon and knife. You can also include a napkin, fork, tablecloth, candles, etc. Assume you’ll need to bring basic feast gear for any feast unless the announcement says you don’t.

Garb – clothing based on that worn in the Middle Ages or Renaissance. Required at all events except some local meetings and activities – but your first attempt doesn’t have to be fancy! Many local chapters have loaner garb called Gold Key – contact their Chatelain(e).

Gate – the place to check in or buy at-the-door admission to an event. See also: Troll.

Gold Key – a collection of loaner garb and gear for the use of newcomers, generally maintained by the Chatelain(e).

Halflings – children (or sometimes, “smalls”). The terms come from modern fictional works. In the Middle Ages, children were referred to as ... children.

Heavy Weapons – combat done by armored fighters, with rattan versions of swords, polearms, and spears.

HOLD! - a cry meaning "Stop whatever you are doing and freeze in place until you see where the hazard is!" Normally used during combat, but it's been extended to cover all forms of activity.

Household – a voluntary association of friends or people with a common interest. Can be organized under whatever rules the members jointly accept. Households have no formal standing in the SCA.

Light Weapons or Light Combat - in some kingdoms, refers to rapier combat (fencing).

Lists / List Field - the roped-off area for combat. Also called "the eric". The List Table is the location where competitors sign in and where the Minister of Lists keeps track of the paperwork necessary to actually run the tournament.

Melee – martial combat with many participants on each side.

Mundane – used to mean "non-SCA", "everyday", "in real life". We encourage the use of the word "modern" instead, as we're aware that "mundane" can sound insulting.

Non-Member Surcharge – an additional \$5 (US or Canadian) paid by adult event attendees who are not card-carrying members of the SCA.

On-board – attending an event and eating the feast provided by the sponsors. The "on-board" price includes the site fee. (Assume you'll need to bring other meals unless the event flyer says otherwise.)

Off-board – attending an event and bringing your own dinner. The "off-board" price includes the site fee, a seat at a table, and sometimes bread and butter and some kind of beverage.

Order of Precedence – the order in which the populace of a Kingdom is numbered according to their highest award and when it was received.

Oyez (OH-yay) – an attention-getting call, usually preceding an announcement, which means to stop talking and listen.

Period – of the time period studied in the SCA (the Middle Ages and Renaissance); also, authentic.

Persona – the Middle Ages / Renaissance person that you are posing as. Your persona can be detailed or simple – starting with the time period and country you are from, all the way to knowing the details of your persona's place in society or your family history.

Porta-castle/Privy - portable chemical toilets found at outdoor events.

Post-revel – a get-together after the event (or "revel"), for socializing and unwinding, sometimes held in someone's home.

Proof of SCA Membership – a photocopy of your membership card (blue card) or of a recent kingdom newsletter label .

Regnum – in some kingdoms: a listing of Society branches or a listing of officers.

Removes – sometimes used as a synonym for "courses" at a feast. ("Remove" is actually a post-period term for a dish served during a course that is later removed and replaced by a new one.)

SCA Name – the name someone uses in the Society.

Scribe - A person with artistic talent in the area of calligraphy and/or illumination, who gives of their time and talent to create award scrolls for recipients of armigerous awards.

Site – the place the event is being held.

Site Fee – the cost of admission to an event. Does not usually include the cost of the feast.

Sumptuary Laws -- laws that describe and sometimes proscribe regalia -- i.e., who can wear or display any specific type of regalia, what rank they must be to do so, etc.

Troll – the place to check in or buy at-the-door admission to an event. Staffed by the “troll” or “troll staff”. Also see “Gate”.

Tournament/Tourney - a competition in SCA fighting or fencing. Some types of tournaments are: *Pas d’Arms*, Bearpit, Double-Elimination, Round-Robin, and Ransom tourneys.

Waiver – a release of liability form signed when you purchase SCA membership. A blue membership card indicates that you have a signed waiver on file with the SCA, Inc. Non-members and members with white membership cards must sign waivers at events and martial practices.

SCA Newcomer Information

<http://socsen.sca.org/society-chatelaine/newcomer-resources-and-information/>

<http://atlantia.sca.org/offices/chatelain/welcome-to-the-sca>

More Vocabulary

<http://www.goldenstag.net/MiscSCA/glossary.htm>

Titles and Equivalents

<http://heraldry.sca.org/titles.html>

Newcomers Quest 2025

King Athos and Queen Alianora

