

# The Runestaff

A Newsletter for the Barbarian Freehold Alliance

Summer - 2010

## Great Western War Issue

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### Chronicler's Commentaria

This issue is brief in order to get it out before the GWW Althing. This is going to be a unique gathering: a big High Chieftain's Court, almost all(?) of the eight chiefs meeting to talk to the Tanist candidates, a kidnapping, "Mayhem Down by the Lake" hosted by Macha's Hearth; a large mercenary contingent fighting for Their Majesties of the West. Ah, I love it when barbarians get together! See you at Great Western War!

Anyone can contribute to this publication so if you have an announcement, story, poem or whatever, please send it to me.

### High Chieftain's Notes

So here I am once again writing a few notes to the membership.

### **Freehold Flyer**

The Flyer that was thought of and talked about at Estrella and over the net was put together and did very well at Potrero. While we don't know to what extent they were used I do know that several were picked up. So we

need to do this again for GWW. For those members who would like to see a copy please talk to our Chronicler.

### **Tanist**

I have initiated the procedure that will start the work on verifying the Successor to the position of High Chieftain

### **40th year**

In the next Runestaff I will discuss some ideas for having a 40th year Freehold event.

### **Budget**

This will be discussed again at GWW, so all Chiefs, Chieftains, and Officers should either be there at the Leadership meeting or should have sent in some form of thought on the matter.

The Freehold spends \$200 to \$400 a year doing the things that the membership wants. War stuff, Award medallions, Printing, Misc. This keeps coming out of the Leadership pockets.

THIS NEEDS TO STOP!

To date, since I became High Chieftain, we have spent \$100 on printing, \$225 on misc, \$225 on Medallions, and \$1050 on war. I have put forth some suggestions that would raise some funds (would not cover all the expenses) and it would at least cover some of the expense.

So I need ideas put forth and some solutions. - -and no, donations don't work, which is why I have put several other ideas out there.

## **Chiefs**

At Estrella there were two new Chiefs created. So congratulate:

Chief Brother Thomas

Chief Elric

If you think someone has met the requirements to be a Chief, contact the Chiefs and put forth the person as a possible candidate.

## **Althing**

There will be an Althing at GWW. Remember that we need 10 people in attendance and three holds represented. There will be discussion on ways to get money for the Alliance. Any additional business will need to be brought up in session when the acting Lawspeaker requests.

Right before the Althing there will be a High Chieftains Court. Any other business people want brought up should be brought to the High Chieftain before the court as there are a few bits of business to accomplish.

## **Publications**

Remember folks that the Newsletter is on the website, as are recent back issues. The revision of the Member's Handbook is now complete; it also will be on the Website. As will the timelines and other publishable material.

## **Current Althing Agenda**

1. Get money for the Alliance
2. ?????

So until next Runestaff, GWW, or Estrella,

Timotheus  
High Chieftain

## **Bard of the Freehold**

This office is now vacant with the last Bard of the Freehold becoming inactive, so there will be a Competition at GWW, after the Althing. The competition will be judged by the Lawspeaker, the High Chieftain, and the Freeholders present. The winner will become the new Bard of the Freehold.

### **Parameters of the Competition:**

A Bard is someone who can do any of the following; Sing songs, tell stories, recite poems, and write songs or poems.

If a Bard wants to enter the competition they must inform the Lawspeaker before the Althing at Estrella.

The Bards will have 10 minutes in Round One and Two. They will be chosen at random to perform. At the end of each round the Populace will vote on who they think was the best and this is counted as one vote. The votes by the Lawspeaker and High Chieftain will also count as one each.

Round Three will be the same except it will be only 5 minutes long.

The High Chieftain will announce the winner. If there is a tie then The Bards will have 2 minutes in Round Four. They will be chosen at random to perform. At the end of the round the Populace will vote on who they think was the best and the votes by the Lawspeaker and High Chieftain shall be stated aloud and the winner called forth.

### **Duties:**

- 1- Serve a minimum of 3 years.
- 2- Wear the Ziggy Favor and at Wars go Barding to several encampments.
- 3- At Wars or Freehold Events the Bard will spend 30 minutes to an hour Barding for the High Chieftain and Guests. (Most likely after Althing at War or after Banquet at Freehold events)
- 4- Be added to the Bardic History of the Freehold.
- 5- Set up and run next Bardic Competition.

### **Perks:**

- 1- Free Dinner at the main banquet at Freehold events.
- 2- Ziggy Favor with Harp.
- 3- Permanent title of Freehold Bard when you step down.

## **Crystal Magic Of the Arrow of Caid Series**

By Timotheus Zacharia von Schloss Zwilling

So there you were reading the Arrow of Caid and you noticed that there appeared to be magic in use in a few places. But there was no explanation for it. Below is an explanation of Crystal Magic, its history and uses.

2000 years before the story "Arrow of Caid" took place women started discovering that certain white crystals brought them good fortune in relation to their home and family. These crystals seemed to perform "household magic", and indeed many households whose female heads carried these crystals seemed to have fewer illnesses and injuries, more bountiful harvest and livestock, and better beer. Only women were able to use these powers and since they were very faint and difficult to actually prove society accepted their uses. However women everywhere started searching for and carrying these white household crystals.

The average house crystal was the size of a small bead. The size did not seem to matter, rather the purity of the crystal was the important factor in strength. In fact, if the crystal had more than 6 flaws it usually was rather useless. Additionally some women seemed to have more of an aptitude than others and this ability to use the crystal was also an important factor in the crystals power.

As women discovered more about their abilities with the House Crystals the training moved from the hearth to the schoolroom where the female teachers would help their young charges with their Household Crystal abilities. Through trial and error and word of mouth this training was refined and codified. An attempt was made to reach each girl before the age of 12 so that she could be found and trained, so that she reached her maximum potential.

### **Noticeable powers**

**Fertility-** The House Garden is always green.

**Healing-** Family members rarely get sick.

**Fire or Heat-** Under correct circumstance will keep something from freezing.

**Seer-** Can sense happenings from the house dog or cat with a range of 150 feet.

**Well being-** Within 5-10 feet of wearer, a feeling of well being.

1000 years later or 1000 years before Arrow of Caid the uses of four other Crystals were discovered. But while every woman could use a house crystal, it was a much smaller group of women that could use these other crystals. In fact less than .1% of women out of a population of 15,000,000 could use the new crystals. While this meant that about 5,000 women could possibly use them it took the ability to discover who these women were and to get them trained. An interesting effect that was noticed after a generation or two was that while the average person aged till 50 years old, a "Crystal" user aged till 75 years old.

The new "Powers" that these crystal users had upset society. This was a change in power and in what was perceived as an "illusion" was now shown to be very real. So a very sudden shift in roles started to happen. Women were excluded from roles in government if they had any of the crystals.

Yet, some of the very powers that took them out of government also involved them in the running of society. As doctors they were able to diagnose better and even bring about healing faster. They were able to help farmers and bring about better crops due to the cooling of weather. Due to an ability to spot liars they were even used by the courts in difficult cases.

In the area of schooling several classes developed over the years. There were of course the beginning classes to get a woman started in the use of any crystal but now there were also two more classes. One was taught about the time a girl was 11 or 12 and helped show just what their potential in other crystal use was. The other was taught those few girls from ages 13-15 on the use of these new crystals.

### **Noticeable powers**

#### ***CHALCEDONY / BLUE / WIND (AIR) / KNOWLEDGE, ANIMALS***

**Seers**---Can "look" through the eyes of a bird or animal they have an affinity with

**Truth**---Must be touching to compel truth.

**Zephyr**- -Control of the wind to bring about a light breeze.

**Visions**- -Glimpses of Future events. The trick is understanding what is happening.

**PRASIOLITE / GREEN / WATER /  
INTUITION, WISDOM**

**Precipitation-** -Causes some amount of moisture to drop in area, enough to wet the plants.

**Cloudburst-** -Causes a light drizzle for a brief period.

**Intuition-** - A feeling of “Good” or “Bad”.

**AMYTHYST / PURPLE / EARTH /  
NURTURE (HEALING), FERTILITY**

**Fertility-plant-** - Appears to upgrade the level of production in “blessed” fields

**Medical---**Can diagnose 90%

**Reality-** - Control of the mind or (illusion)

**CITRINE / YELLOW / FIRE /  
EMOTIONS, DEFENCE**

**Detect Magic-** -Can detect the vibrations that come with the use of a crystal.

**Fire or heat** –Must have light, heat cup water to a light warmth.

**Shield-** - Seems to delete “house”magic within site of user..

**Energy drain-** - Drains energy as in light fatigue.

**Finding Your Inner Barbarian – pt. 5**

We want to revisit the film arena and take a look at some more of the movies that focus on our time period of choice, the early medieval centuries. So far the horizon is bleak for big-budget films set in the early medieval period but there has been a boom in History Channel productions mixing scholars and re-enactors. The most obvious choice of DVD’s from the History Channel is, of course, *The Barbarians Pts. I & II*. These vignettes are about an hour and one half to two hours long. They do a high level survey of the following barbarian cultures: Vikings, Goths, Mongols, & Huns (Pt. I), Vandals, Saxons, Franks & Lombards (Pt. II). These are extremely well done overviews of the respective cultures; every hold should have a copy of the disc that refers to the culture that they portray.

From that happy note I have to give you a warning. Yes, I know that the History Channel has produced a title called “*The Dark Ages*.” [We have already had the discussion about why I detest this term] Some bits of this are very good; I believe that a lot is a composite featuring footage from earlier productions like *The Barbarians*. But unless you are listening quite carefully to muttered dialogue you finish with the impression that the “Dark Ages” extends through the period of the Crusades. This production could have been a lot better and more carefully put together. If you show it at a hold meeting, be prepared to have to edit it or do some explaining of the ‘history’!

**Upcoming Articles**

The Care and Feeding of a Hold

Freehold Bard Report

Arts Report

Finding Your Inner Barbarian – More History

The New Website by our Webmaster

# S I N N I

## High Chieftain

Thane Timotheus Zacharia  
...Chieftimotheus@gmail.com

## Conclave of Chiefs

### Chiefs

Atar Bakhtar... atarbaktar@aol.com  
Charissa...sonyablue1@juno.com  
Lynnette de Sandoval ... lynnette@dame.sca.org  
Morgan mac Maelain...msmullins3@earthlink.net  
Siobhan ingen Camsroin...msmullins3@earthlink.net  
Ulfblood...goldengrotto@nctv.com  
Elric...elric@dreugantor.com  
Brother Thomas...giugio@q.com

## Alliance Council

### Officers

Arts and Sciences... Vacant  
Bard of the Freehold... Vacant  
Ceann Caid... Morgan mac Maelain See Chiefs  
Ceann Atenvelt... Aongois  
aonghais@yahoo.com  
Chronicler... Morgan See Chiefs  
Herald... Vacant  
Lawspeaker... Siobhan ingen Camsroin See Chiefs  
Warlord... Aongois See Ceann Atenvelt See Ceann  
Atenvelt  
Lieutenant and Aide de Campe  
Brother Thomas See Chiefs  
Regional Battle Commanders:  
Ulfblood – K. West - See Chiefs  
Faziel – K. Caid ??/ ??  
Webmaster...Lynnette... See Chiefs

### Chieftains

Galen the Mad Falcon Weyr  
(Mid)...kumo@tc3net.com  
Ninian Brigids Hold (An Tir/ Aten)...  
No Info  
Elric Dragons Keep (Outlands)... See  
Chiefs  
Atar Great Desert Hold (Caid)... See  
Chiefs  
Morgan Seabhac Saillte (Caid)... See  
Chiefs  
Duncan Maldwins Hold (Aten)... moses  
333@hotmail.com  
Ulfblood Clan Blood (West)... See Chiefs  
Damon & Catriona Machas Hearth (Caid)...  
dnasokol@yahoo.com

### Allied

Wulfric Wulf Guaard (Aethel)...  
Lairdwulf@aol.com

# Holds

### Active

Brigid's Hold	An Tir/ Atenvelt
Maldwin's Hold	Atenvelt
Seabhac Saillte	Caid
Macha's Hearth	Caid
Great Desert Hold	Caid
Dragon's Keep	Outlands
Falcons Weyr	Midrealm
Clan Blood	West

### Allied

Wulf Gard	Aethelmarc
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## FREEHOLD ALLIANCE HISTORY

### 1982

#### [**Bold events-pure Freehold**]

Jan 30 **Quest for the Bjornsdaleholm Bear. The Quest took place in the Perilous Woods of Los Osos- a dim oak-haunted place where trolls and fabulous beasts lurk in the shadows, and where, we fear, our bear has strayed. Teams of 5 made up of 1 sorcerer (magic to be provided), 2 fighters (using boffers), one peasant, and one chosen from several provided.**

Runestaff #4

Feb 13-15 Burro Creek War. The 7<sup>th</sup> of the "Caid-Aten Wars". (Estrella having not created yet) The Freehold put 4 teams in the field.

Runestaff #5

March Runestaff #6

April 17 Caid Crown Tourney—Co-Autocrat of the event.

24 Crown Prints Prize--Host the Revel.

Runestaff #7

May 15,16 War in Tarnmist . **20 Freehold Pavilions on site.** Erekoze made Court Baron. (Well, this is the legend. See below for the actual event) At this war, the Freehold defeated both Kingdom armies on the field. This was the height of Freehold armed power and as the rest of the Known World came to use and understand some of our methods we would slowly slip back to the use of the Arts and Service to show who we were.

Runestaff #8

June Runestaff #9

July 17,18 **4th Althing hosted by Ravenhold. Attendance numbered 75. Please see the Article on the event elsewhere. Several problems caused by the attitude between the Mainstream SCA and the Alliance members. Bitter letters and accusations about improper involvement of other groups. This problem will take about 6 months to straighten out.**

Law #8.

The 5<sup>th</sup> Bard of the Freehold is Thorson Danske.

Runestaff #10

Aug. Runestaff #11

Sept 4-6 War in Isles. The Freehold put 7 teams into the field.

Runestaff #12

Oct 30-31 **Octoberquest-fest. Much like the quest for the Bear there was much fun and games. This was more along the lines of a Halloween event.**

Runestaff #13

Nov **1st Ravenhold Harvestfest- Attendance numbers 40.**

Runestaff #14

Coronation. King of the West, Paul of Belletrix, attended the Caidan Coronation. He called forth Erekoze and made him a Court Baron for all the fine work Erekoze accomplished in creating the Barbarian Freehold Alliance. Not to be outdone the King of Caid, Adrian Buchanan, called Erekoze up and created Erekoze a Court Baron for the creation of the Freehold. (Court Baron titles back then were only Kingdom specific not good outside your kingdom.)

Dec 18 **Mongolian Birthday and Yule held at Los Angeles Science Fiction and Fantasy Society. Contests, food, Party.**

Runestaff #15 - 2<sup>nd</sup> editors are Labraid and Saundby  
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Chief Ulfblood's 'Fancy Ziggy'



## The Barbarian Freehold Alliance

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The purpose of this publication is to help coordinate the activities of the Alliance and for its education and enjoyment.

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Editor: Anyone??

The Barbarian Freehold Alliance is a non-territorial alliance of Households, Ships, and individuals within the SCA who have a special interest in Viking, Celtic, Mongolian, or any other non-standard feudal European culture.

The main goals of the Alliance are to pursue and advance our understanding of these cultures and their customs, artistic skills, chivalry, honor, and combat. We also provide a proving ground for new members, a place where members and non-members may be taught.

Being non-territorial allows anyone from anywhere in our Known World to belong to the Alliance, while still allowing them to belong to and participate with their local groups.

We operate the Freehold as a Household of households.

We have found over the years that we tend to be a much closer knit group. This means that some of our events tend to be almost a gathering of "Family". It is our hope that you will find a place among our family and help it grow.

**Website :**

**<http://barbarianfreehold.pbworks.com/>**



### Art credits

Siggy: Bob Winterer