

The Mighty Shire of Dregate

# THE UNOFFICIAL CREAKINGS

October 2010

In This Issue:

- Uppity Women of  
Medieval Times  
By Vicki Leon

- Poetry

- Tricks

- Treats



## Their Royal Majesties of An Tir

Tiernan Mor Dal Cais and  
Miranda Faoltiarna



## Their Royal Highnesses of An Tir

Crown Prince Skeggi Hrafensfuri and  
Crown Princess Taisia of Ma Elring

### Dregate Shire officers

- Seneschal:** Honorable Lord, Sir Lochlan MacLean  
**Exchequer:** Master Killian Carrick  
**Chatelaine:** The Shire of Dregate  
**Herald:** Lord, Squire Dalbach MacDara  
**Arts & Sciences:** Companion Osagarow of Karokorum  
**Meeting Chronicler:** Companion Osagarow of Karokorum  
**Print Chronicler:** Open  
**Master of Stables, Equestrian, List:** Lady Nora of Dregate  
**Chamberlain:** Open  
**Iron Key:** Lord Broc Aillig  
**Gold Key:** Lady Thorhalla  
**Great Boke:** Lady Mellisa MacCampbell  
**Warlord:** Honorable Lord Conual the Carrick  
**Chirurgion:** Open  
**Water Bearer:** Open  
**Web Master:** Honorable Lord Cerdic Stuart

### Shire Champions

- Heavy Armored Combat:** Honorable Lord, Sir Lochlan MacLean  
**Arts and Sciences:** Lord Squire Dalbach McDara  
**Bardic:** Honorable Lord, Squire Ihon Macfearn  
**Archery:** Honorable Lord Senesu  
**Rapier:** Lord Squire Dalbach McDara  
**Equestrian:** Lady Nora of Dregate

### Shire Defenders

- Heavy Armored Combat:** Honorable Lord, Sir Lochlan MacLean  
**Bardic:** Lady Seraphine Raleigh  
**Archery:** Lord Latinus Balsamon  
**Rapier:** LaVern  
**Stick Equestrian:** Quinlan McLean

### Kingdom of An-Tir



### Central Region The Shire of Dregate



### The Creakings October 2010

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# Upcoming Events

## October

All Champions	October 01-03	Dregate
<b>Baron Dyon's Memorial Tournament</b>	October 01-03	Wastekeep
Gilbert O'Gormley Memorial Archery Fest	October 08-10	Vulcanfeldt
Golden Swan	October 08-11	Appledore
Fall Equineox	October 15-17	Cranehaven
Octoberfest Toys for Tots Tourney	October 16	Wealdsmere
*Harvest Celebration	October 23	Ambergard

## November

<b>Baroness' Birthday</b>	November 6	Lions Gate
Machiavelli and TUTR classes	November 12-14	Danescombe

Would you like to make an announcement? Send it to [dregate@yahoo.com](mailto:dregate@yahoo.com)

\*(Baronial meeting)



## Dregate General Meeting Minutes



September 26, 2010  
In Attendance: Conuil, Dalbach, Aelfwyn, Teagan, Tio, Cerdic, Fitzroy, Ihon, Dubheassa, Lachlan

### Officer Reports;

**Equestrian:** Oso reports from the lands of the East attending personal busi-

ness; There will be no Equestrian Champions competition next week at All Champions Event. Her business may keep her afar as well, and has asked Mondu to stand in as Drop Dead Deputy Autocrat in her stead along with the aid of Lady Teagan.

**Exchequer:** Killian reports; wrote a check for storage in 8/16 #2004. Somehow the check has vanished and not been cashed; so we will void the check and issue a new one + 3 more months of storage fee.

**Herald:** Dalbach reports helping a couple local and a few removed members to work on their heraldry. Web Guy; brought some "unofficial" creakings newsletter. The website looks great and is very up to date. Get on facebook and checkout the Dregate Page. Check out twitter.

**Seneschal:** Lachlan reports that all is going well regarding upcoming events, reports, etc etc. Chamberlain; Ihon reports that the Chamber is lain!

**Upcoming events:** Champion's All Weekend, Oct 1 -3: Current Champions Reporting;

**Dalbach;** Rapier, everything is going good so far. Have more entrants than we've had in awhile.

**Dalbach:** A&S; not sure how many are entering yet. Would like to see more and hear more about who is attending / competing.

**Tio:** 5 minutes!!! Format is set up, has asked to have Butts brought onsite for tournament on Sunday.

**Lachlan:** Heavy tournament format is on the dregate.com website. Please read carefully and ask as many questions as you like.

Bardic; Ihon announced that all is in place for the bardic competition. Documentation is not necessary, but appreciated.

**Killian;** asks all to please read up on the website regarding the baronial discussion if you are at all

interested. There will be another Baronial discussion at Harvest Feast in Ambergard if at all interested.

### New Business:

Hour of Anarchy has been Scheduled for the 7<sup>th</sup> of November @ 1pm at the Warlords Keep (dojo) potluck, and fighter practice to follow. We decided to make this date and time to avoid cramming it in between people being in and out of town with both mundane and SCA related events in October. Dubheassa and Ihon brought a large stout banner blank to donate to the Shire. Huzzzah and many thanks!

### Calendar: NOVEMBER 2010

Cumulative Practices: Lachlan will look into using Virginia Grainger Gymnasium or multi-purpose room for Omak/Okanogan based practices. We will use the Dojo for Tonasket based practices.

For now NO PRACTICES SCHEDULED IN OCTOBER

Nothing else to report or discuss  
Meeting adjourned at 2:15pm

## The Shire of Dregate Instant Tapestries

Would you like to donate some favorite photos of past events? Submit them to the Creakings [dregate@yahoo.com](mailto:dregate@yahoo.com)



## Uppity Women of Medieval Times

By Vicki Leon

[www.vickileon.com](http://www.vickileon.com)

### Nicolaea & Alice Samuel

The worst centuries to be female occurred in mid-Renaissance, when the label "witch" meant torture and a 50-50 chance of execution for hundreds of thousands of Europeans. It was a war without borders, a campaign of social control and terror waged mainly against women. While da Vinci painted and Shakespeare wrote, while hundreds of holy women like St Catherine won acclaim, thousands of women got burnt alive.

Many were healers, doing work valued by the community. A French healer named Nicolaea, for instance, who'd learned to be a plague-ridder the hard way-in lieu of a fee, her mentor had raped her.

(Nicolaea got the "bonus" of an illegitimate son to raise.) Later, in 1587, her mentor was convicted of being a witch. Soon after, Nicolaea was hired to plague-rid Dommartin castle, carried out the job, and got paid. But then an official's wife became ill. Who you gonna blame? The plague-buster with a witch for a mentor, naturally. Nicolaea and son were imprisoned. Talk about a lose/lose situation-if Nicolaea let the patient die, she'd be blamed and beaten. If she acted, she'd be providing "proof she was a witch." As often happened in witch hunts, her son turned on her. Caught trying to escape, he said, "Beat her to get the truth!" They did just that, until Nicolaea finally agreed to treat the invalid. Under her care, the woman got well; at a certain point, mother and son were told they could go. They were almost out the gates of the castle when they were seized by local authorities, locked up, and reinterrogated. At length, Nicolaea lost her fight, saying whatever they wanted to hear. In the fiery final act, mother and son were burnt at the stake together.

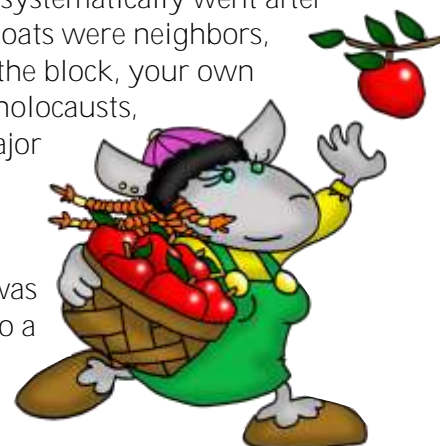
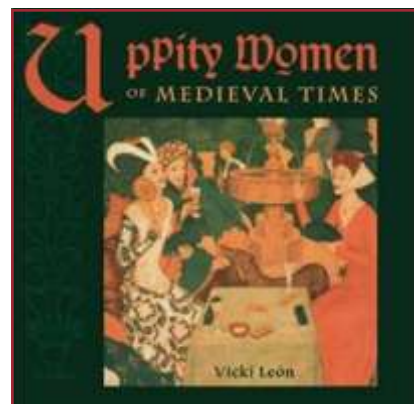
Kids played a big role in witch trials-sometimes as victims; mothers, it was believed, passed witchcraft down to their daughters. As a result, toddlers went to prison. Children as young as eight got executed. Mostly, however, in this panicky climate of belief that the devil was using female witches to destroy male-dominated European societies, children became

accusers, pressured and/or encouraged to give evidence against adults.

One infamous case involved five English girls, the Throckmorton sisters, who accused Alice Samuel, an elderly villager, of bewitching them-and later, their servants. Today we'd probably label the girls' fits, shrieks, and sneezing attacks as ploys to get attention and avoid homework. In 1592, however, people believed this sort of "evidence" was "proof" of witchcraft. Dreams were "proof" too. Lady Cromwell, a nosy friend of the family, confronted Mrs. Samuel, called her a witch, and cut off a hank of her hair. (Hair-burning was thought to reduce magic powers.) That night, Lady C dreamt a cat tried to tear away her flesh-a feline clearly sent by Alice. Cromwell went on to "prove" Alice's powers by having fits, then dying.

Eventually the sisters convinced Mrs. Samuel she was a witch. Alice even came to believe she'd used six pet chickens to hex the kids and kill Lady Cromwell. This would all be sublimely ridiculous if it hadn't been fatal. At the trial, a jury found Mrs. Samuel (plus her daughter and husband) guilty; they were hanged. Their property was awarded to Lady Cromwell's husband-a windfall that was the motive behind many a witch accusation.

Medieval times ran red with persecutions-against Jews, Moslems, Native Americans, religious heretics. But the witch craze systematically went after women. The scapegoats were neighbors, the herbalist down the block, your own mother. Like other holocausts, the witch craze's major weapon is memory. So remember Nicolaea, and Alice Samuel, and what was done to them, and to a hundred thousand more.



Greetings Dregate.

I wish to let it be known that I am thankful and appreciative of the friendship and support you have given my lady Seraphina Raleigh, myself and **now my cadet Conner "Dog" Dogshanks. It meant a great deal to both Dog and myself to have conducted his cadetting ceremony at the Dregate Revel.**

As Dregate members we felt it was important to start our journey together as don and cadet at home.

The Dregate Revel is where I met my don, Herr Lyall Von Fuchs, it is where my cadet brothers Dalbach MacDara and Cerdic Stuart live. To us, Dregate shall always be home and all of its members our family.



*"And wear it tight!"*

During the ceremony, Lyall gave Dog my cadet scarf, the one I wore with pride for 10 years. He felt as I did that my scarf could only go to a Dregate member who knew Eowyn. During her final ceremony, I placed a bit of her into my scarf so she would remain with me. She served as a reminder to fight safely and with honor. Lyall and I felt she should go with Dog on his journey as a cadet.

Over the years things change, but the core of Dregate remains. This shire is a family, one that I shall always cherish. Thank you.

Andrew Williams  
Order of the White Scarf  
Seneschal to Ambergard  
Cobb Champion of Appledore  
Eternal Dregater



*Don Andrew takes Alvar Guerro, of Lyonsmarche, as his student at the 15th Annual September Revel*



For all the latest information and schedules visit:



**www.dregate.com**

**Product Details**  
43" Blade  
\$168.95

**Specifications**  
Overall: 49 1/4"  
Blade Length: 43"  
Weight: 2lb 5oz

**Product Details**  
37" Blade  
\$168.95

**Specifications**  
Overall: 43 1/2"  
Blade Length: 37"  
Weight: 2lb 3oz

**Rapier**

The Schiaeger Rapiers utilize a popular swept hilt, modified to accommodate our schiaeger blades in 37" (SH1099) and 43" (SH1098) lengths. These tapered blades provide a superior balance compared to the traditional parallel-sided schiaegers, making for a faster sword. Both are SCA legal in An-Tir

Our Renaissance-style Rapiers trace their origins to early 17th century Europe, where swordplay with the Rapier was considered an essential part of a gentleman's education and was often used in resolving gentlemanly disagreements. Blades generally originated in one of the blade making centers such as Toledo or Solingen, but many differences in styling and hilt materials resulted from the local manufacture of hilts all over Europe. Made by Hanwei.

**Key Features**  
\* High-carbon steel blade  
\* Excellent balance  
\* Button-tipped

10% of sales will be donated into the coffers of the Shire of Dregate.

**Worlds of Whimsy**

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## Ancient Origins of Halloween

(as lifted from the History Channel website)

Halloween's origins date back to the ancient Celtic festival of Samhain (pronounced sow-in).

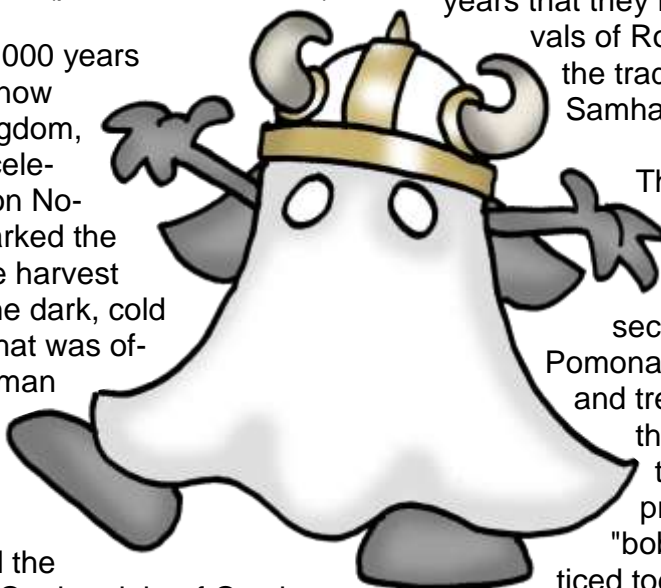
The Celts, who lived 2,000 years ago in the area that is now Ireland, the United Kingdom, and northern France, celebrated their new year on November 1. This day marked the end of summer and the harvest and the beginning of the dark, cold winter, a time of year that was often associated with human death. Celts believed that on the night before the new year, the boundary between the worlds of the living and the dead became blurred. On the night of October 31, they celebrated Samhain, when it was believed that the ghosts of the dead returned to earth. In addition to causing trouble and damaging crops, Celts thought that the presence of the otherworldly spirits made it easier for the Druids, or Celtic priests, to make predictions about the future. For a people entirely dependent on the volatile natural world, these prophecies were an important source of comfort and direction during the long, dark winter.

To commemorate the event, Druids built huge sacred bonfires, where the people gathered to burn crops and animals as sacrifices to the Celtic deities.

During the celebration, the Celts wore costumes, typically consisting of animal heads and skins, and attempted to tell each other's fortunes. When the celebration was over, they re-lit their

hearth fires, which they had extinguished earlier that evening, from the sacred bonfire to help protect them during the coming winter.

By A.D. 43, Romans had conquered the majority of Celtic territory. In the course of the four hundred years that they ruled the Celtic lands, two festivals of Roman origin were combined with the traditional Celtic celebration of Samhain.



The first was Feralia, a day in late October when the Romans traditionally commemorated the passing of the dead. The second was a day to honor Pomona, the Roman goddess of fruit and trees. The symbol of Pomona is the apple and the incorporation of this celebration into Samhain probably explains the tradition of "bobbing" for apples that is practiced today on Halloween.

By the 800s, the influence of Christianity had spread into Celtic lands. In the seventh century, Pope Boniface IV designated November 1 All Saints' Day, a time to honor saints and martyrs. It is widely believed today that the pope was attempting to replace the Celtic festival of the dead with a related, but church-sanctioned holiday. The celebration was also called All-hallows or All-hallowmas (from Middle English Alholowmesse meaning All Saints' Day) and the night before it, the night of Samhain, began to be called All-hallows Eve and, eventually, Halloween. Even later, in A.D. 1000, the church would make November 2 All Souls' Day, a day to honor the dead. It was celebrated similarly to Samhain, with big bonfires, parades, and dressing up in costumes as saints, angels, and devils. Together, the three celebrations, the eve of All Saints', All Saints', and All Souls', were called Hallowmas.



BRAWNY BRAWLERS BEAT FOAM FROM BOW

LACHLAN LAND WASTER LANDS ON THE MORROW  
WOAD AND RED  
SPEED AND STORM IN ARM  
SPEAR CATCHER FROM DEER KILLER IN HAND

SERPENTS TONGUE BEAT AND TWISTED FROM IHON'S  
GREAT FIREY VOX  
STEADFAST SQUIRE, GREAT RAVEN'S WATCH  
SMILING ONE EYED DEATH

GARVIN, ANVIL, FATHER  
CHILD RAISER  
HIS WRATH UNDOES WICKED

KILLIAN STOUT SCOT  
BEACH BREACHER  
OVER BOW TO SAND  
FATHER'S NAME IN HAND

CONUIL  
WARLORD  
SAYS LESS  
KILLS ALL FLIGHTING ON FLEET SODDEN AND WIDOWED  
FEET

CERDIC FAST DEATH DEALER  
WITHOUT ARMOR BUILDS BRAVERY TO MERE BABES  
FATHER, FRIEND, BROTHER

SUNESU BLOOD RED BELT NOT YET ONE WEEK OLD  
ANKLE CRUSHER  
FATHER  
GOOD HEART BUSY MIND  
TRUE DEATH DEALER WHEN BALANCE ABIDES

KENNETH  
YOUNG  
GOLDEN EYES YOUNG  
SQUIRE IN THE NEW MOON  
SON, NEPHEW  
LIGHTNING IN HAND, STRIKER OF ANY AGAINST AGING  
UNCLE

TARTAN WALL  
LAND USURPERS, FIREY PLAID DEATH IN ROWS  
WOAD UPON SULLEN BROWS  
PIKES FLASH IN READY FLAME  
SHIELDS BANG  
SWORDS FLAIR

TARTAN WALL 15 YEARS FROM NOW BACK TO CELE-  
BRATE  
BLOOD STAINED GROUND AGAINST ENEMIES OF LIONS  
SABLE  
GIVER OF FRIENDSHIP TOO MANY  
TAKERS OF LIVES WHEN STRONG KINGS CALL

TARTAN WALL  
IMMEASUREABLE  
FOREVER  
WELL KILTED WARRIORS  
WRATH & REIGN

-Sir Lachlan MacLean

## A Simple Waster of Time



Anachronism	Greygoose	Shire
Antir	Heavy	Society
Archery	Herald	Yeoman
Arts	Hourofanarchy	
Bardic	King	
Cadet	Knight	
Champion	Lancer	
Courtesan	Laurel	
Creative	Medieval	
Don	Pelican	
Dregate	Queen	
Equestrian	Rapier	
Exchequer	Science	
Feast	Seneschal	
Gallant	Sergeant	



## Game Corner

### Shut the Box

can be played by any number of players although it is most enjoyable with two, three or four. Some people even play the game solo as a pastime akin to patience. As played traditionally in English pubs, Shut the Box is a gambling pastime with each of the players paying an agreed amount into the "pool" at the beginning and the winner collecting the pool at the end of each round. However, it isn't necessary to gamble in order to play the game.

A round of the game consists of each player taking one turn. A player takes a turn by repeatedly throwing the dice until the player cannot continue.

Each throw of the dice is taken as follows:

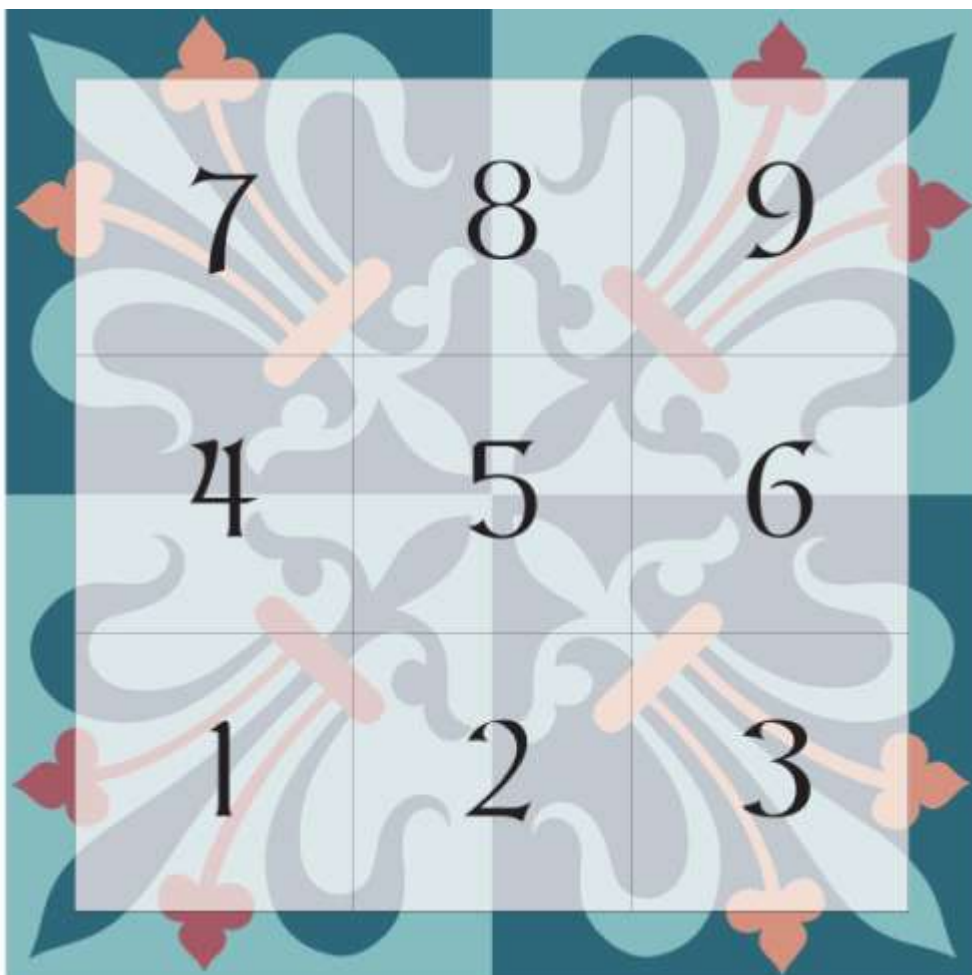
If 7, 8 and 9 are all covered, the player decides whether to throw one die or two. If any of these 3 numbers are still uncovered, the player *must* use both dice. The player throws the die or dice into the box and adds up the pips. The player must then cover up a set of unique uncovered numbers that add up to the sum thrown. So for instance, if the total pips is 8, the player may choose one of the following sets of numbers as long as all of the numbers in the set are available to be covered:

8, 7 & 1, 6 & 2, 5 & 3, 5 & 2 & 1, or 4 & 3 & 1

The player then does exactly the same thing with a second throw and so on.

Once a number is covered up, it stays covered so, eventually, the player will throw a total for which it is not possible to find a set of uncovered numbers. When this happens, the player scores the sum of the numbers that are still uncovered. So if the numbers 1, 5 and 9 are uncovered and the player throws a 4, with options 4 or 3 & 1, the turn finishes and the player's score is 15.

If anyone succeeds in shutting the box i.e. closing all the numbers, that player wins outright immediately and receives double the stake from all players. Otherwise, after each player has taken one turn, the winner of the round is the player with the lowest score.



# The Shire of Dregate All Champions Event

October 1-3 2010

Tonasket Rodeo Grounds, 35 Clarkston Mill Rd Tonasket

Once again, Dregate locals and honorary members will meet in honorable combat for SIX championships- Archery, Arts and Sciences, Bardic, Equestrian, Heavy, and Rapier Each reigning champion will determine format for their discipline. Lists for each competition will be at gate, and proof of membership will be required to put your name on any list. There will be no exceptions, please come prepared. Campers welcome, fires allowed only to the extent the rodeo grounds grass will not be scorched.

Tiki torches okay, provided they are attended. Horses not allowed on grassy area at any time. Dogs allowed, please clean up after them and keep them out of other gentle's camps.

Site fee: Adults \$8, NMS(5\$) applies. Children 15 and under \$5, children 6 and under free. Single Day fee Adults \$5, NMS (5\$) applies Children 15 and under \$3, children 6 and under free.

No extra charge (or NMS!) for horses.

Tentative schedule as follows- (if one tournament ends before tentative time, we will move to the next tournament.)

**Set up** Friday October 1<sup>st</sup>, beginning 4pm. Soup and sop will be provided by autocrat. Tavern games and darts under shelter. Scavenger hunt for kids will begin.

Saturday October 2<sup>nd</sup>

**Heavy inspection** 10 am, **Heavy tournament** begins at 10.30 am. *Reigning Champion: Sir Lachlan MacLean.*

Following Heavy tournament; **Potluck lunch** with **Bardic Tournament** to take place during this meal.

Reigning Champion: HL Ihon Macferen. **Please bring a potluck dish to serve 10.**

**Rapier inspection** 4pm, **Rapier Tournament** begins at 4:30.

*Reigning Champion: Lord Dalbach MacDara.*

End of tournament until dark: Equestrian practice and/or Archery practice

Sunday October 3<sup>rd</sup>

**Equestrian warm up** 9:30 am, **Equestrian Tournament** begins 10:00am *Reigning champion: Lady Nora*

**Arts and Sciences:** right after Equestrian; between 11 and noon.. Populace bring your lunch and hear the

A and S competitors discuss their entries. *Reigning Champion: Lord Dalbach MacDara.* Theme outline: make a tool your persona would use, give a brief synopsis of your persona, and document how the tool fits your persona.

**Archery:** 2pm *Reigning Champion: HL Senesu Chinua.*

**Site clean up:** right after Archery tournament until finished. Site closes 6pm.

Autocrat: Companion Oso Ujin (mka Kim Jacobs) 509-486-1021 cell 509-846-3093

