

Understanding the Language

Here is a collection of some of the words that we use in our game quite frequently. They can seem a bit like jargon at first, so we have put together some modern translations for you! Please also note, that there is an extensive collection of combat related language at the back of the combat manual.

Autocrat – The autocrat is the person in charge of the event and daily proceedings at the event. They are the go to person for concerns that arise, determining cost, feast arrangements, battle scenarios etc.

Bardic – Bardic is an oral entertainment tradition that occurs around the campfire at events. It includes singing, dancing, drumming, jokes, story telling etc.

Bracers – Bracers are a form of wrist protection that is optional during archery. They are extremely effective in preventing “string burn” from the bowstring hitting your wrist upon release. They have also been adopted into the realms of combat fighting for protection or for decoration.

Buckler – A buckler is a shield.

Court – Court is the formal proceedings prior to events and during closing to events in which awards are handed out, the autocrat explains the format of the event, familiarity with important site contacts is explained etc.

Eric – The eric is the fighting field space.

Feast Gear – During most weekend events, and some day events there is often a feast provided or a potluck feast. Standard feast gear includes silverware, a bowl, a plate, and a tankard. Each person is expected to bring their own feast gear to the table.

Garb – Garb is the costuming and period clothing that we wear.

Gorget – A gorget is neck protection that is required for all combat.

Hold! – Hold is a command that can be yelled by anyone on or off of the fighting field. It is an immediate cry used to alert everyone to a possible danger (ie. a baby or dog is about to enter into the archery range, a buckler is in the way of a fight, a weapon has been damaged during play, the fighters are getting too close to the spectators etc.) Most holds will occur during the fighting portion of events, however a hold can be used for anything at all. When a hold is called it is expected that everyone stops their actions, fighters will kneel on spot if on the field, and everyone quietly pays attention until the danger is announced and removed.

Line is Hot – This is a command that is yelled when archers are about to release their arrows during tournament or practice shooting. It is a warning to others and it is mandatory to stay behind the archers at all times when the line is hot.

Naked – You are considered naked if you are not in garb.

Persona – The name and history that you develop for your personal character that you wish to play at in the society. To help come up with names, go to: <http://www.s-gabriel.org/names>

Pray Attend – Please listen!

Quiver – A quiver is used to hold archer’s arrows.

Rapier – A rapier is a steel musketeer-style blunted sword. You use a rapier in “**Ren**” or renaissance fighting.

Shinai - A shinai is a style of combat and is also a kendo stick weapon.

Site Fee – Some events require a minimal event fee to cover the cost of location (site) rental. These events for our shire include Insurrection in Amorium (Grand Forks) in August, and Silent Knight in December at the People Place in Vernon.

Range Master - A range master is a person qualified to run the archery range and conduct shooting practices and tournaments. You cannot shoot without a range master present for safety reasons.

Tankard – A tankard is a style of medieval cup that is used for drinks. They are especially handy for disguising modern cans.