

*The Society for  
Creative Anachronism  
A Hero's Quest*

(a.k.a. A beginner's guide checklist)



**Hello Adventurer! Welcome to the SCA, Society for Creative Anachronism, a group dedicated to living out what we call “The Dream” by recreating the best parts of the middle ages! This Quest, should you be courageous enough to take it on, will lead you through the Society’s many activities. This goal is to help familiarize yourself with how the club operates and how to have fun! This quest will take time, maybe even up to a year! But the SCA is a grand adventure and will take time to learn and grow.**

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**A heart-felt thank you to the Outlands Deputy Chatalaines for this Quest:**

***Kingdom Chatelaine Sir Alexander MacAndrew***

***Southern Deputy, Lord Ilo de Faux***

***Northern Deputy, Lady Kára Snæbjörn***

***Kingdom Events Deputy, Baroness Morgan Cheyney***

***Gold Key Deputy, Lady Bella***

***Lady Lisette, Barony of Caerthe***

***Lord Yngve Hjalmsson, Barony of Unser Hafen***



## Connect (Explore!)

**Your adventure starts here, the lay of the land! To get your bearings, visit [SCA.org](http://SCA.org). This is the Society's main website and has information about the SCA, membership, and finding your local group. It also has the rules that guide the SCA and its members called Corpora. Find and read “New to the SCA. What are some insights or surprises you have learned?”**



**Now find your Kingdom on the SCA.org website.**

**My Kingdom's name is:**

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**Navigate to your Kingdom's website. Your kingdom website might give you various ways to connect, via blogs, newsletters, or social media sites. Sign up and start connecting with your Kingdom! There you will also find important information like the calendar of events, information about officers, and most importantly, your local group.**

**Many cities and towns have Chapters of the SCA such as Kingdoms, Baronies, Colleges, Shires. Membership size and society impact determines what type of group your local chapter falls under.**

**My local groups name is:**

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**Find your way to your local groups website. Here they will tell you about the group's officers as well as a calendar of weekly activities and upcoming events.**

**The site will also tell you how to connect to its local newsletter and social media sites.**

**I have signed up for the local newsletter which is called**

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**Now find and sign up on your areas Facebook groups. Most of the day to day communication is done here.**



**Congratulations! Now you have the lay of the land. The SCA, Kingdom, and Local websites will help you connect to people, activities and information on your Quest.**

**Often people ask, “How do I get started in the SCA?” or “Do I have to buy a lot of stuff or own armor?” No, the first step is to just go to a local practice or activity. The SCA is a volunteer-run organization filled with talented people. They are eager to meet you and to help you on your journey. It is time for you to Meet your Group. Welcome Home!**

**Draw a map of your kingdom below, and mark where the groups are in your kingdom.**



## Meet your group

Attend a populace meeting (Once per month meeting of local members)

While there:

Meet the Seneschal (Leader of Local group)

The Seneschal is like the president for your local group. Hero, you must search out the Seneschal, and learn about their duties as a Seneschal.

Name \_\_\_\_\_

Date \_\_\_\_\_

Duties:



### **Meet the Chatelaine (new person liaison)**

**The Chatelaine is like the welcome party for new people for your local group. Hero, you must search out the Chatelaine, and learn about their duties as a Chatelaine.**

**Name** \_\_\_\_\_

**Date** \_\_\_\_\_

**Duties:**

**Meet the B/B (special to Baronies, they represent the Crown on a local level)**

**Some cities have a large enough populace to need Crown representation year round. Naturally the King and Queen can't be everywhere at once so Barons and Baronesses are selected by the crown after a populace polling to hear the thoughts of the people.**



**Notes from meeting B&B and group officers:**



## **Learn more about your group**

**Attend an Arts and Sciences day – this will help in creating your garb for persona.**

**Things learned/observed:**

**Attend a bardic activity - sing, dance, drum, storytelling, or just watch and listen.**

**Things learned/observed:**



**Attend an archery practice - shooting not required but great exposure to that group.**

**Things learned/observed:**

**Attend a rapier practice - fighting not required but great exposure to that group.**

**Things learned/observed:**



**Attend a heavy practice - fighting not required but great exposure to that group.**

**Things learned/observed:**

**Attend an armoring session - see armor being made and perhaps try your hand at swinging a hammer. Making a gorget for yourself is a great place to start!**

**Things learned/observed:**



**Attend an equestrian practice (if your group has them) - riding not required, but great exposure to the group. Meet the equestrians and their horses.**

**Things learned/observed:**

**Attend an officer meeting - this is a chance to meet the local officers and see how many people do service in the SCA.**

**Things learned/observed:**



# **Create yourself**

**Create a persona (who do you want to be?)**

**Create your very own name and device. Contact a herald to get started registering your name and device.**



Create a set of garb from the skills you picked up at A&S or skills you already have!

Garb Checklist (fill in some details in the blanks):

☐ Basic outfit (this can be as simple as a basic t-tunic)

☐ Accessories (Optional)

☐ Headwear\_\_\_\_\_

☐ Jewelry\_\_\_\_\_

☐ Bag\_\_\_\_\_

☐ Belt\_\_\_\_\_

☐ Footwear (will come with time)

\_\_\_\_\_

☐ Undergarments (Optional)

\_\_\_\_\_

Other ideas? Hoods, Cloaks, or items that might match your persona?



**Don't forget your feast gear! Useful for more than just feasts, you can feel in-persona at any event or meeting when you have your mug or goblet!**

**Feast Gear Checklist:**

☐ **Mug/Goblet/other drinking**

**vessel**\_\_\_\_\_

☐ **Plate/Trencher**\_\_\_\_\_

☐ **Utensils**\_\_\_\_\_

☐ **Carrying**

**bag/basket**\_\_\_\_\_

**Take a look around and see what items other people have that might be useful. A chair to sit in? An umbrella for sunny days? Write some of the things you see below. Just remember, it has taken these folks years to acquire all of these items, so there is no rush.**



## **Attend a Local Event**

**You have been attending local practices, but the SCA doesn't end there. Now it is time for you to take you new skills and possessions and attend a local event. Events are where we get to "play" the SCA. You local events are also a place to host members from other groups who come to visit your shire or barony.**

**Information about event (Times, Dates, Costs can be found on local group and kingdom pages)**

**Volunteering to help at an event is a great way to meet people.**

**Service ideas Checklist:**

- ☐ **Help with set up**
- ☐ **Help with take down**
- ☐ **Serve at a feast**
- ☐ **Help with gate**

**What did you think? Maybe you feel ready to help an event steward run your next local event?**

**Things learned/observed:**



## **Attend another groups Event**

**Traveling to other groups is a great way to support those groups and to meet new people. The more you travel, the bigger your community of friends will become and the more you will learn about how different groups play the SCA.**

**Information about event (Times, Dates, Costs can be found on local group and kingdom pages)**

**What are some of the activities you participated in at the event?  
What did you learn?**



## **Attend a Kingdom Event**

Several times a year your kingdom will get together for special events like, Crown Tournament, Coronation, and other various competitions. Some kingdoms have an annual large kingdom event. It is a great place to meet members from all over your kingdom. It is also an opportunity to attend a kingdom court and see people receive awards for various deeds.

Information about event (Times, Dates, Costs can be found on local group and kingdom pages)

What are some of the things you have learned about different stations in the SCA, and of courtly graces?



## **Know the rules of the Society**

**These are the documents used to govern the Kingdom of the Outlands. The Governing Documents of the SCA (referred to as "Corpora") have the highest level of precedence, followed by Outlands Kingdom Law, which covers the duties of the various officers and the day-to-day functions of the kingdom. (Nota bene: Federal, State and local laws \*always\* have precedence over the rules of the SCA. These are just the rules we use to govern the workings of the SCA, Inc., and the kingdom we play in.)**

**Find and read the Society's Copora Document at [SCA.org](http://SCA.org). What are some things you have learned from this document?**

**Find and read your kingdom's laws on your kingdom's website. What are some things that are different than the SCA's Copora?**



## Meet the Peers

**Meet a Knight – In days gone by, there existed many orders of knighthood which recognized the skill and honor of their members. In the service of their King, and in the defense of the noble ideals of chivalry embodied in their Queen, did these orders achieve their exalted rank. The Society created the Order of Chivalry, which consists equally of the Knights and Masters of Arms, to recognize outstanding martial achievement and the attainment of those qualities and abilities which are a mark of a Peer. Members of the Order of Chivalry are mighty warriors, but they are also skilled in the arts, and have given of their time to the benefit of the common weal. As such, they have been recognized as Peers of the Realm.**

**Name** \_\_\_\_\_

**Date** \_\_\_\_\_

**What are some of the things you learned from the Knight?**



**Meet a Laurel – Since olden times, life was often made more gracious and history preserved, through the works of artists and craftsmen. Untold hours were spent in the creation of master works that would outlive them in beauty and service, for the love of the art alone. In the second year of the Society the Ancient and Honorable Order of the Laurel was ordained and instituted; the fit mark of a Peer recognized for excellence in the arts and sciences. A companion of the Order of the Laurel is an artisan, but also has knowledge of the martial sciences and the wellhead of chivalry from which they flow, and has given of time and works to the benefit of the Common Weal.**

**Name** \_\_\_\_\_

**Date** \_\_\_\_\_

**What are some things you learned from the Laurel?**



**Meet a Pelican – Within the fellowship of the Society four orders of great merit have been created to honor those who have excelled in Arms and Chivalry, in Arts and Letters, in Service to the Realm, and in Rapier and Courtly Comportment. A companion of each of these four orders is one whose skills are freely manifested and willingly taught, whose efforts on behalf of others are unstinting and above all, who is an example of courtesy and grace. The Order of Chivalry honors martial achievements in armor; the members of the Order are the swords of the King. The Order of the Laurel honors those skilled in Arts and Sciences who create works of service and beauty. The Order of Defense honors those wielding the deadly rapier and with noble comportment. In the sixth year of the Society, there was called into being the third great order of Peerage: The Right Noble Order of the Pelican, to salute those who distinguish themselves in areas not otherwise recognized: by their sustained and exemplary service to the Society.**

**Name\_\_\_\_\_**

**Date\_\_\_\_\_**

**What are some things you learned from the Pelican?**



**Meet a Master of Defense – Throughout history there have been those men and women who excelled in the use of myriad weapons and skills of the art of Defense. They stood the trials of their guild, rising from novice to journeyman, aspiring to the vaunted rank of a Master or Mistress of Defense. In the 50th year of the Society, there was created the Order of Defense to recognize those of great skill and perseverance. In the Kingdom of the Outlands, a Master or Maestra of Defense shall be one who has demonstrated skill in the use of the rapier and/or cut-and-thrust combat, and in the study of the Art and Science of Defense, who is generous with their talents and knowledge, and who has dedicated their skills and efforts to benefit the Society and the Outlands, as befits a Peer of the Realm.**

**Name** \_\_\_\_\_

**Date** \_\_\_\_\_

**What are some things you learned from the Master?**



## Conclusion

**Congratulations on completing your quest! Now the real quest begins. I am sure you have found, the Society for Creative Anachronism is a group that likes to do things. What are the areas you have found that you want to pursue? Combat? Arts and Sciences? Service? What events would you like to attend next?**

**We are glad that you have decided to join us on this adventure.**

**Welcome home.**



**Artwork by: Joshua Maze (Valentine)**