



The Mudpuppy

The official newsletter of the
Barony of Settmour Swamp

A.S. LII (Year 52) of the SCA

July, 2017

**Welcome to our new MOL:
Lady Jocelyn Wulf Le Queynte**
**Welcome to my new Deputy Chronicler:
Aife Bean Mhic Íomhair**



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Awards to Swamp Member at SRWC

Southern Regional War Camp Settmour Swamp Kudos

<https://eastkingdomgazette.org/2017/06/16/unofficial-court-report-southern-region-war-camp/>

Officer Meeting— July 19, 2017

The next officer meeting will be at the home of our Seneschale, Lady Judith bas Rabi Mendel and Magister Galefridus Perefrinus.

This meeting is delayed one week due to vacations.

Date: Wednesday, July 19

Time: 7:30pm

Location: 3 Morris Place, Towaco, NJ



Baroness & Baron Letter

As you all know, Pennsic is this month, and we are very excited to spend time in intimate contact with the Barony. This will be our first time camping with anyone aside from our household at Pennsic, so please be patient with us while we learn the ropes and adjust to the changes.

We would like to make a strong showing at opening ceremonies, not for praetorian, not for bragging rights; its just more fun to process and hang around when you are all there. Please join us, bring your friends, come help us hold our banners and keep each other company as the tin hats kick off our merry war!

We are looking forward to camp life, the party, and hopefully some shenanigans with other baronies from our area. We have a busy schedule, supporting our champions in various competitions, the dinner with the other Baronies that happens every year. Our court, Great Court, my goodness there is so much to do and see! Please let us know if you are doing anything that would be aided by the presence of your Baron or Baroness and we will add it to our considerations.

We are walking a large site shortly for a demo, located at a festival called Canal Walk. It is a large festival run by a gentleman who is very interested in what we do. You can check it out here: <http://www.canalday.org/>. There is music, activities, fireworks. Your officers are checking out the site to see what activities we could field. After we have some idea, we would be very pleased if you guys would check your calendars and see if you can make it. We should always be prudent and enthusiastic when it comes to opportunities to show the public who we are and what we do.

Lastly, about a month after Pennsic we have an event! Check it out here: <http://eastkingdom.org/EventDetails.php?eid=3180> (see also page 7). This is a great event that brings crafters and fighters together in an atmosphere of pagentry and fraternity. We are told this event will also be a royal progress this year, and it will also be the site of our Baronial A&S Championship! We hope you can make it and we look forward to seeing you there!

Baroness Teresa & Baron Jonathan





Seneschale Notes

With a bit of breathing space, hopefully you've been able to turn your attention to upcoming events.

There's a **Novice Day** in nearby Tappan, NY, hosted by Rusted Woodlands as one possible event to attend.

And many of us are starting to get ready for **Pennsic**, checking camping gear, counting chemises and shirts, repairing clothing and armor, making piles.

Then on August 19th we've been asked to participate in a **demo of the SCA** at **Canal Days** in Wharton, NJ. Check it out at canalday.org As we learn more about it, you'll be seeing emails through the yahoo group, and postings on the barony's Facebook page.

The next event we're hosting will be **Brennan & Caoilfhionn's Ducal Challenges** (see page 7) on September 9th. So take advantage of the slight break, recharge and get ready. I hope to see you at these events.

Yours in service,
Lady Judith bas Rabbi Mendel



Swamp Pennsic Party by Aife

This year is shaping up you be one of our strongest showings ever! Come, enjoy, show your Baronial pride.

Event Name:

Deities and Demigods: *The Hades Hoedown*

Date(s) and Times:

Thurs, Aug 10 At O' Dark Thirty

Location:

E12 - The Barony of Settmour Swamp

Mavens: Natal'ia Bolotnikova, Dalek Bolotnikov, Yagyu no Kagetoki and Jon Renwick a'Bheithir

Additional Info:

Please join the Gods and Goddesses, Mortals and Monsters, Deities and Demigods in a glorious shindig! Come and walk amongst the divine on their ways down into the pits of the Underworld where Hades awaits, welcoming all with a Southern twang y'all! Come on down for a night of impassioned revelry, fiery dancers, merry singers, and complex challenges- each with their own satisfying reward. So dress up and throw down for a celebration worthy of worship!



Pennsic Baronial Camp

Greetings from the Baronial Pennsic Camp!

Pre-registration for Pennsic is now closed! If you have not pre-registered with the Barony, you will not be able to camp with the Barony.

The Settmour Swamp Party is **not** shifting dates this year; it will still be on Thursday night of War Week, after Baronial Court. It will likely be moved for next year, however. Contact the party czar (Natal'ia) if you have opinions or suggestions on that topic.

The camp will hold a social early in War Week, maybe Monday afternoon (punch and pie). Please come and meet your neighbors! Further updates as our news desk gets them.

All camp members:

Fill out your [camp form](#) by July 10! Every member of camp 14 or older must fill out the form. (Yes, you can fill it out on behalf of your loved one, but if they end up with a chore they don't like, it's on you.)

Refresh yourself on the [camp rules](#).

New to Swamp Camp? Read the new [welcome pamphlet](#)!

If you've invited newbies to join us this year, make sure they've done all of the above.

If you're on Facebook, please do join the "Camping with the Swamp at Pennsic 46" group.

See you soon!

Vika and Elizabeth

Pennsic Event Information

<http://www.eastkingdom.org/EventDetails.php?eid=3150>





Swamp Pennsic Social

Greetings Swamp Campers!

As Pennsic rapidly approaches we wish to remind you all of the Swamp Pennsic Social occurring at Swamp Camp(E12) on Monday of War Week, August 7th, between the hours of 2-4 PM. The Camp Leadership Team of Beth and Vika and the Baronial Family of Teresa, Jonathan, and Oskar welcome you to a potluck soiree!

It is our hope that experienced Swamp Campers will be on hand to welcome and advise the new Swamp Campers. You can and explain to them why camping with the swamp is so special!

There may already be some delicious punch waiting for you but Please bring a dish or drink to share and a story to tell! If you don't have any stories ask someone to tell you the one about Master Ali and the can of easy-cheese, its a guaranteed ice-breaker. We look forward to seeing you all there!

YIS, Swamp Camp Leadership Team





Brennan & Caoilfhionn's Ducal Challenges

September 9th, 2017

Hosted by **Barony of Settmour Swamp** - Pittstown, NJ

The tournament season begins in Settmour Swamp. Duke Brennan and Duchess Caoilfhionn again present their Ducal Challenges. This event will feature prize tournaments for both armored and rapier combatants. Each combatant is asked to donate a prize to the pool showcasing their art or a piece of art they have commissioned.

The tournaments will be fought in 4 round robin pools, with each pool advancing 4 combatants. The top 16 combatants will then fight a double elimination tournament down to the semifinals. The finals will be fought with rotating weapons forms.

The winner of the tournament will have first pick of the prizes for that tournament. The second prize pick will go to the artist/sponsor of the first prize picked. Then, the second finalist in the tournament will pick, and so on. Those combatants wishing to sponsor an artist (as opposed to make their own prize entry) may connect on the FB page for the event: <https://www.facebook.com/events/1393358880731261/> or by emailing Brennan.

In addition to the martial activities, we have plenty for the Arts & Sciences. Their Excellencies Settmour Swamp will hold a competition to select the Barony's new A&S Champion. Also, there will be a youth A&S point run by Mistress Naomi bat Avraham. Details on both are forthcoming.

Their Majesties & Their Excellencies Settmour Swamp will have courts following the end of the tournaments and prize selections.

Prize suggestions include (but are not limited to):

- Armor pieces
- Inkled Trim
- Appropriate artwork
- Banners
- Glass beads
- Jewelry
- Scrolls (blanks)
- Garb
- Feast Gear/Pottery
- No Alcohol (per site rules)
- No IOUs!!

A hearty dayboard will be served. The site runs a cash bar outside near the tournament fields
There is no feast.

Tournaments start PROMPTLY at noon.

<http://www.eastkingdom.org/EventDetails.php?eid=3180>



Tale of Samarlan by Constantine

Come to me, you who would listen, come and hear the tale of Samarlan, founder and father of the Sahortari. Hear his tale, and know that it is true.

When the world was young, before the kings of the East sat their many-colored throne, before the wolves of the South had begun to speak, before the men of the steppe had left their tents and set forth into the wide world, Samarlan walked the realms of the land, and saw all that there was to see.

Samarlan walked alone across the land. He had no companions, no family, no lover or child. He did not feel the desire for such company on his travels. All that he desired was good food, a good story, and the stars above him.

He had found wonders uncounted, walked the riverbanks and named the nameless waters, and crossed the Earthways that rose into the sky, rising to the terrace above, and descending to the terrace below. But it was not enough.

He had built the shrine to the Lord of Madness and emerged unscathed. He had tamed the wild Dawn-dragons. He had acquired fame enough that any clan would gladly have counted him amongst them. But it was not enough.

Eternally, he was plagued by a turbulent soul, never satisfied, never ready to retire. He always moved on, to the next story, the next feat, the next page in a life many pages long.

It was during his long journey, his endless solitude, that a man appeared to him, clad in a travelling cloak.

“Good traveller,” said the brown-skinned stranger, “are you the Samarlan of whom so many speak?”

“I am he,” the wanderer Samarlan spoke in reply.

“The Samarlan who built the shrine to the Lord of Madness and Tea, and emerged with mind and body intact?” The stranger persisted.



Tale of Samarlan by Constantine (continued)

“I am he.” Samarlan spoke again.

“The Samarlan who, hearing of the untamed Dawn-dragons, went into the north and forced them to heel? Who made them subservient to mortal men? You are he?” The stranger continued, his voice ever more hopeful.

“I am,” noble Samarlan spoke once more, “but I would desire to know who wishes to know me, for that is tradition between equals.” And it was, for in those days there were not yet kings ordained by the favor of gods or men. “So I ask you, who wishes to know that I am who I am?”

“I am a messenger, good Samarlan, sent by the people who dwell in the forests of the north. They have need for your aid, for adversity hounds them, and has hounded me on my journey to seek you out. A demon has come from beyond the mortal realm, and has begun to hunt the people who dwell amongst the trees, beyond the plains and rivers of the midlands. It has called forth two of its unholy brethren to aid it in its cruel quest. We are few, and cannot fight them. Will you aid us?”

Samarlan remained deep in thought as the stranger told his story, and came to his decision after only a moment.

“I will go with you,” he spoke, “for I have never seen the lands beyond the plains. I have made it my desire to see all that there is to see, and learn all that there is to learn, and I have not seen those lands or heard their stories. Thus shall I accompany you, and thus shall I free your people from such torment. But first, I would have your name.”

“I am Alesrad, son of Alradam, son of Sulafan, good Samarlan.”

“Then lead on, Alesrad, son of Alradam,” clever Samarlan said, “take us north, to the forest beyond the midlands.”

And so the two traveled north, past the nameless rivers, and past the windswept hills. As they walked,



Tale of Samarlan by Constantine (continued)

the plains grew golden, the skies more blue, and they passed into the plains that lay south of the forest. They strode past tall, leaning trees and winding rivers. They walked among the beasts of the grassland and lay under the stars each night. As they drew nearer to the forest, the grass became green, the rivers clearer, the skies still a deeper blue than any Samarlan had seen.

“Alesrad, you are truly fortunate to call this place your home. It is beautiful beyond what I could have dreamed.” Samarlan looked up into the sky as he said this, marvelling at the colors of the sunrise.

“It is a beautiful place, good Samarlan,” Alesrad said, “but it remains besieged, and its beauty is diminished for the danger.”

“Aye,” Samarlan replied, “but soon the three vile demons shall be vanquished, and your land freed once again. Then the sun shall rise on a place that is inviolate. The land shall be made secure, its people safer than ever they were, and I shall continue my vigil among the rivers and valleys.” And he meant it, and had every intent to make it so.

Their journey took them farther north, and the trees grew taller, and the roots began to armor the ground in weight and sap, twisting and intertwining in a great tapestry that spanned the whole of the forest.

“Beware, good Samarlan,” spoke Alesrad, “for the first demon haunts the trees of this place. It is as a terrible wolf, preying on all who cross it.”

“Fear not, Alesrad,” spoke clever Samarlan, “for I know how to slay a wolf, demon or mortal.” And so Samarlan walked into the trees and grass, and searched the woods for any sign of the terrible beast. He searched for two days before he found a sign. There was blood in the grass and on the trees of a grove deep within the woods.

“Not the blood of a hunt,” Samarlan mused, “but of a meal, consumed by a beast to satiate its cruel



Tale of Samarlan by Constantine (continued)

hunger. If this be not the demon I seek, then I am not a hunter.” And so he waited, and as night fell, he heard a wolf’s call as the beasts of the wood fled even farther from the grove. He remained. The very birds grew silent in fear, and the moon was covered by clouds. He remained. Even as the trees were pushed aside to allow a massive shape entrance, he remained.

The wolf stood before him in its terrible glory, the height and again of a man from the East, its shoulders broad and its teeth as knives. It carried in its cruel jaw the mangled remains of some unnamed victim, but whether it was animal or beast was impossible to say. Samarlan watched as it ate the bloody carcass, uncaring that the blood stained the soil and grass, and as it lay down to rest amidst the vile signs of its carnage, Salarman crept forward, past the now-red grass and the bloodstained leaves.

He carried a vine from the woods coiled ‘round his arm, having woven it into a thick rope in anticipation of the beast’s size. He unwound it as he drew near, and wrapped it lightly around the beast’s neck. Then, climbing upon its gargantuan back, he pulled.

The demon-wolf woke in a fury as crafty Samarlan pulled the rope tight ‘round its throat, and it struggled for eight hours before succumbing, the great man who slew it climbing from its still form. Returning to Alesrad, he spoke, “Your people need fear no longer the wolf, for its bite was no use when its foe could choke its breath. It lies dead in the Grove of Red Grass, and shall trouble them no longer.” And it was, and we know it is so, for the Grove of Red Grass, known to some as Bloodtree Grove, stands today in the forest, marking the truth for all to know.

“Good Samarlan, it is a wonder that you have succeeded,” spoke Alesrad, “but two more demons remain, and they shall surely be far more cunning and cruel than a simple beast.”

“Indeed,” spoke Samarlan, “but what demon stands next in our path?”

“One demon is as two, good Samarlan.” Alesrad spoke as they strode the forest paths. “They are a



Tale of Samarlan by Constantine (continued)

great black horse, with eyes like burning coals in the hearth. One head stands where it should, but the second stands on its back, and spits sharp fire. They have eight legs to carry them as fast as the wind can fly, and they have jaws that could break a man's spine if they had but a chance. This foe is far more dangerous than the last."

"Fear not, Alesrad," spoke courageous Samarlan, "for there are ways to best a foe without using one's own hand." Samarlan walked to the cliffs where the demon-horse rode, on the northern coast, and began his search. For four days he scoured the land, seeking his terrible foe.

On the fourth day, he found the beast amidst the fruits of its vile labors. An empty village, where once life and knowledge had grown, now lay burnt and broken all around the beast. Its first head snorted as it patrolled its grisly realm, and its second head spat fire with each breath. As it walked 'round the ruins of the town, Samarlan saw that it rarely strayed near the cliffs, seeming to almost fear the fall. A plan formed in his clever mind as he waited for night.

As night fell, Samarlan struck. Wielding a heavy branch taken from the woods, he dealt a heavy blow to the demon's side, waking it rudely from its dreamless slumber. It snorted and cried out in anger and pain, spitting fire at the wanderer who attacked it, but Samarlan merely stepped aside, away from the flames, smiling a proud smile befitting more a prideful gladiator than the clever man he was. The demon took his smile as insult, and leapt upright, charging him with flaming eyes.

Samarlan was attacked by the creature seven times, stepping from its path each time, and the beast became ensnared in such a rage as to shake the heavens, its whole purpose dedicated to destroying Samarlan. Then, as the beast charged for the eighth time, Samarlan put his plan into place. He stepped aside, leaving the cruel horse to run over the cliffside.

As it fell, the terrible creature's second head spat such flame that the cliffs were made as glass. As Samarlan returned to Alesrad, he said: "Your people need fear no longer the horse, for its speed was for naught



Tale of Samarlan by Constantine (continued)

when it fell and struck the rock of judgement. It lies dead at the foot of the cliffs, and shall trouble them no longer.” And it was, and we know it is so, for the Obsidian Cliffs in the North stand tall today, and weather each storm or tide with unwavering strength.

“Good Samarlan, may your wonders never cease!” Alesrad cried out joyfully. “But one demon remains, and then this land shall be free of their tyranny! Joyous days come near where you walk, good Samarlan!”

“Indeed,” noble Samarlan laughed, “but what is this last demon, Alesrad? What is my final foe?”

“It is a terrible serpent, good Samarlan,” Alesrad spoke as they walked the groves and streams, “with golden scales and a lion’s mane. Its eyes are as marble, its teeth as spears. It commands the wind and rain, and lays waste to the land with but a word.”

“Then it speaks? As a man would, should he not be rendered dumb?” Samarlan asked.

“It speaks, good Samarlan,” Alesrad replied, “as though it were a man, when clearly it is not. It is more terrible and powerful than any creature I have seen. This shall be the cruelest battle by far.”

“Fear not, Alesrad,” spoke crafty Samarlan, “for if it thinks as a man like it speaks as a man, then like a man it may be outwitted.” And so Samarlan walked to the lake where the serpent made its lair, and searched for any sign of the great demon. For eight days, he waited. For seven nights, he made his camp, not daring to light a flame. On the eighth night, the beast appeared.

The serpent was thrice the length of a man, its scales glittering like a curtain of coins, its talons gleaming like silver swords, its eyes flashing like shining pearls. Its head was crowned and wreathed by a thick golden mane, like those of the lions that dwell the plains. It came from the trees, its belly never touching the earth as it swam through the air. It coiled itself above the lake, throwing its gaze across the still waters as it sat



Tale of Samarlan by Constantine (continued)

above.

“Who walks the base earth ‘round my domain?” The beast’s voice was as thunder, rolling down the hills and vales and gorges with a might unyielding. “Who disturbs me in my hour of rest, and would risk their own life in doing so? Show yourself, that I may know the trespasser.”

Samarlan stood, and strode to the water’s edge, unarmed and unarmored, and called out to the demon.

“Lion-serpent, I walk the base earth! I disturb your slumber! I am but a humble wanderer who, hearing tales of your magnificence, could not bear to deprive myself of the sight of you! And my eyes do not lie, for you are truly great and terrible as the stories told.”

The serpent laughed, its voice as the rolling tide.

“Such flattery is refreshing, but I have no need for it, dustling. If you wish to retain your life and mind, you had best find some new way to impress me.” Its eyes smiled as its mouth could not. “Otherwise, I do believe that you might make for a tasteful morsel.”

Samarlan, without his voice being broken by fear in the least, managed to reply.

“Then perhaps I might ask you a single question, Lion-serpent, if I may.” He stepped up to the water’s edge. “What if I were to take but one drink of water before you took me? I have traveled far, and my throat is dry and painful. Before you devour me, serpent, at least let me drink.”

The serpent coiled ‘round itself eight times as it thought, never touching the water. Then, it turned back to Samarlan.

“Very well, dustling. You may drink of the waters, and then I shall have you.”

Samarlan, praising the serpent’s mercy, bent to take a drink of the waters of the pool. But his eyes



Tale of Samarlan by Constantine (continued)

never left the serpent, and as the water came to his lips, he saw it lunge towards him as though it were a lightning bolt. Samarlan, knowing that the beast was not honest, stepped to the side, and took hold of its mane as it passed. He pulled himself upon its neck, and wrapped his arms around its jaw.

He had heard of the serpent demons that dwelled in the land between worlds before, and so knew that each had a single scale under the chin, reversed from the others, that, if pulled out, would cause the serpent to die. He felt the serpent's jaw as it flew, trying to shake him loose from its mane, until he found the single, reversed scale.

And, with all his might, he pulled.

With a sound like a thunderbolt, the scale came loose, and the serpent fell, cursing and screaming, into the waters. Samarlan threw himself from the serpent's back, landing at the water's edge, and looked back as the scaled demon sank beneath the surface, and the pool became calm again.

And, finding he was thirsty, he drank of the waters of the pool, which we know as the manaspring called Scalestone Pool, thus proving that this battle is true.

In the days to come, the power he gained from the pool would be needed, as the first years of his kingdom had just begun.

But his rise to the throne, and his time as king of our people, are tales for another time.

End of the first four tablets...

Constantine Argyris of House Leviathan

Et in Media Nocte Narwhal Stabile

(The Narwhal Bacons at Midnight)



Officer Meeting Notes May, 2017

2017 May 10 Baronial Officers' Meeting

Present: Alexander, Galefridus (arrived late), Judith, Ursula, Mabel Fortune, Jonathan, Teresa (taking minutes), Jehannine, Wulfgar, Emidio, Mabel Fortune, Caera, Maerhild, Kasia, Lu An-Hua

We had a quorum.

Minutes from April 19, 2017 were approved.

Upcoming Events

Quest:

- The question about whether dogs are permitted has been resolved. We can have dogs as long as they follow the same rules from previous years (on leash, cleaned up after, not taken near yellow house)
- Charis' Spanish feast menu has been posted in the event menu. We all agreed it looked delicious and had the variety needed for people on different diets.
- Our contact for firewood hasn't responded yet.
- We studied a map of the site and discussed the placement of different activities.
- o Does thrown weapons need to be at the baseball diamond? That's a lot of space for an activity that happens only for a few hours.
- o We decided to move thrown weapons to the archery field, and use the baseball diamond for some Artisans' Row folks. This arrangement allows them to camp near their displays so they can protect their equipment.
- o Artisans' Row will be split between 2 locations, the baseball diamond and the pavilion. There will be signs directing people to both places.
- o Noise—
 - ✦ Pavillion is the loud area. There is no way to avoid it because the building magnifies sound. People camping near the pavilion will be considered to be in the loud area.
 - ✦ The quietest area will be along the driveway, near the entrance, behind the baseball diamond.
 - ✦ Less Quiet will be next to them, along the road, in line with the pavilion.
 - ✦ The Not Quiet area is between the Less Quiet and the Loud areas.
 - ✦ Troll and Rachel's food booth will be where they usually are. Same with merchants.
 - ✦ Map will be updated with changes from this discussion.
 - ✦ Champions



Officer Meeting Notes May, 2017 (continued)

- o Ursula hasn't heard much from the thrown weapons champion yet.
- o Ursula was advised to tell the champions the amount they have to spend on their targets and stuff. That way they won't overspend the amount allocated in the budget.
- o Champions should be communicating with the baron and baroness, okaying with them the type of competition they are planning and its details. If they need money, Ursula should be given a budget in writing from the champions. This has been a problem in the past; best not to have surprises.
- o Details
- o Pop-ups needed for Artisans' Row, troll, MoL. Troll and MoL also need a table each.
- o Parking. At Ducal Challenge event the Elks didn't want cars lining the entire drive. We kept having to tell folks to move their cars.
 - ✦ Would work best if people park head in instead of parallel parking.
 - ✦ Fighting and fencing will take place under the trees, not the sand pit. Heavy on Saturday; fencing on Sunday. They need a pop-up and a table.
 - ✦ Volunteer list will be posted online.
 - ✦ The list shows which jobs are already filled, and which need people to help with
 - ✦ The Elks provide toilet paper and paper towels.
 - ✦ Monitors for the bathroom will make sure those places and the portajohns stay nice. They will get the supplies from the Elks as needed.
 - ✦ The Quest is being designed by Galen.
- o Jonathan is talking to Galen because Orlando can't make it. Orlando was going to be an obstacle.
- o Props are being worked on by Galen. He wants to keep the details of the quest itself secret so helping him needs to be carefully worked out.
- o Galen had counted on a crew of people to help, but they vanished. Erec L'Claire is helping some. We might be able to do some work at the next A&S cooking get-together.
- o Silent auction
- o See discussion below with Chamberlain's report.
- o Brennan suggested we move the auction to Ducal Challenge.
 - ✦ After discussing this idea, it was decided that participating in the auction tends to be a quick process, and it would not conflict if it were held at the same time as the quest.
 - ✦ Aurelia volunteered to do the auction.



Officer Meeting Notes May, 2017 (continued)

- ✦ Evelina and Matthais have helped in the past.
 - ✦ We could sell some items from the crowded storage locker. (See discussion below.)
 - ✦ We should put out notices telling people to look through their homes for items to donate
- The money raised this time can go to replacing baronial kitchen supplies. (See below.)

Report from Chamberlain

Emidio reported that items from Crown have been returned to the storage locker.

- The locker is very full. The bottoms of the new list stands fill the aisle between the shelves. To get at anything, they have to be moved.
 - o One solution is to get rid of some of the stuff in the locker we are not using. The items could be sold in a Swamp auction instead of just throwing it away.
- ✦ Jehannine recalled that at the old Quest site there was a flea market across the street that was very popular. At the new site we've been doing silent auctions.
- ✦ Possible things to think about getting rid of:

Bins of fabric

- v Maerhild said some of the fabric was for making generic garb for Gold Key.
- v Some could be sold at a solar event.

Bins of children's fighting gear.

- v We should reach out to Frederick/Jonathan Fox to see what of this stuff we should hold on to before we get rid of any of this.
- v Let's see if anyone is interested in any of it at Quest. What's left from that we may just get rid of.

- We discovered that a number of kitchen items had become moldy. The knife rolls were thrown away. Fortunately they had time at Mudthaw on Friday to run all the knives through a sanitizing wash using the site's dishwasher.

We discussed briefly what it would take to replace those items. Judith said knife rolls cost around \$29 at Restaurant Depot. Jehannine said that Carillion used a case with slots for knives. The arrangement made it easy to see if any knives were missing. Some of the knives we have in the baronial stuff need to be replaced with better ones. The barony also needs some other cooking utensils.

Other Business:

Officer Elections:



Officer Meeting Notes May, 2017 (continued)

Maerhild is stepping down from serving as chatelaine. Her hard work in this position is much appreciated. Jehannine was elected to be the next chatelaine.

Mudthaw – Broken Gate:

- The church was paid by us for the repair of the broken gate.
- The man who accidentally damaged the gate sent a check to cover the cost to Wulfgar. He was very apologetic and happy we had covered the cost with the church. He's planning to come to another event soon. Jonathan suggested comping him if he comes to Quest.
- The check from him was given to Mabel to deposit, reimbursing the barony for the check we wrote to the church.

Upfront Expenses for Swamp Camp at Pennsic

- The camp mommies (Elizabeth Talbot and Vika) incur a number of expenses before Pennsic. They include payment for the storage locker, the cost of renting tent and tables, firewood, coffee, ice, water, propane, garbage bags, tea lights, tiki torch fuel, shower supplies, poison ivy killer, stuff to repair the sink/stove/shower. In past years the barony has given them money before Pennsic to cover these costs. We then get fully reimbursed from camp fees, but those don't get collected until Pennsic. None of the money goes toward the camp party—those funds are kept separate.
 - o Judith studied the budget sheets Elizabeth sent her today. She found that for four years, the cost before Pennsic has varied from \$900 to \$1,800.
 - o Any money left over from camp fees goes to help with next year's Pennsic costs.
 - o The group discussed the topic at some length. Brennan compared what the group he camps with does. Judith had talked with the camp mommy for Carillion who said Carillion has money left over after Pennsic every year which they save and use for the expenses for setting up camp the next year before the fees are paid.
 - o One issue is that Pennsic is not technically a baronial event.
 - o In the past we've made advances to cover the initial costs and then been reimbursed. Is this the best way to continue doing things?
 - o Alexander compared Pennsic with doing a demo or workshop. According to Pennsic rules, anyone who wants to can camp with the Swamp (unless there has been an issue).
 - o Camp fees go back into the baronial bank account. Party funds are handled totally separately, and never are deposited into the baronial bank account. If there is money left over from camp fees, it goes to pay for things the barony flat out pays for, like the tower.
 - o Do the major vendors (like for the tent) have to be paid before Pennsic?
 - o Judith suggested we plan on approving upfront costs every year and plan for it in our yearly schedule of meetings.



Officer Meeting Notes May, 2017 (continued)

o We all agreed that the camp mommies should not be expected to pay the expenses out of their own funds; it's too much.

We did not know exactly how much Vika and Elizabeth need this year. It was agreed Judith would find out and email the officers who would then vote on that amount.

Pennsic

- To help with getting people to preregister, Alexander is planning to have his laptop at Quest and will help people with their registrations. Since many people there will be camping, it should be easier to calculate the size of their tents. Alexander will also have a measuring tape. We all applauded this effort to get people to register at Quest.

- People were encouraged not to wait until the last day of preregistrations to do it since the Pennsic website has a history of crashing on that day.

In recent years it has taken hours of work by the same people each time to put up the Swamp Tower. This year they propose to wait until War Week to put it up when more people will be there and it shouldn't take as long to construct as a result.

Storage Unit

- We have taken over the storage unit that Philip the Facetious used to rent. The Society is recommending that groups not store their stuff in people's garages and basements. It often works out well, but it's possible if the owner of the garage leaves the SCA that it may be difficult for the group to retrieve their stuff. This is the first time our barony has committed to paying a recurring expense. It costs \$143/month and includes insurance and 24-hour access.

o The difficulty is that the location is remote for a number of people in the barony. This becomes an issue when volunteers are needed to return stuff to the storage locker after an event, and it can mean a couple more hours of those people's time to travel there and home.

o Comparison shopping revealed that what we are paying is much lower than it would cost if we moved to another location closer to where more people live. It was agreed to keep using the locker we have.

See discussion above under Chamberlain's report for details about the amount of stuff stored in the locker now, and the impact of adding the new list poles.

Volunteers

- We love our volunteers, but we need to be sure to give clear instructions on how to do whatever task they are doing.

We agreed that we should write up an instruction sheet on how to work at troll. Judith drew up something last year after running troll at Quest. A committee will be formed to work on this project, including Ursula, Caera, and Judith. Mabel will also be included because she has never worked at troll and will ask questions to help us clarify the instructions.

A&S Cooking



Officer Meeting Notes May, 2017 (continued)

Galefridus reported on that the last planned A&S event was supposed to take place at a park with outdoor cooking facilities. At our last meeting we decided to provide the rental money up front and the people attending the cooking day would reimburse the barony. He made arrangements with the South Mountain Reservation in West Orange, but now the weather is turning really nasty. The park won't give us a refund, but they will give us a rain check. He's working on another date. In the meantime he will check whether we can again use the Montville First Aid building to meet and talk about cooking and work on Quest obstacles. He'll check tomorrow and let everyone know.

Report of Recent Events

Alexander had to leave before telling us about **BGI**.

Galefridus reported on **Crown Tourney**. The event went well. The original plan was to do a lot of setup on Friday, but it rained heavily that day so all the setup was done early Saturday morning and went smoothly. 344 people came, lower than we hoped for, probably because of the bad weather. We thought 500 might attend and had planned for a break-even of 375. He managed to reduce the costs for the event—for example, instead of renting a tent for dayboard we used the veranda of the Grange Hall; and instead of renting a dumpster we used a service provided by the 4H that cost less.

A week before the event, we heard from the site that they did not think we were renting the field where the lists were going to be located. Fortunately Galefridus was able to resolve the issue and we had all the spaces we had planned on. Troll worked well—we had enough volunteers to make the process run smoothly. Ahead of time we had gotten the names and membership numbers for all the combatants and their consorts so their sign-in was quite streamlined. The lines were never long. Having everyone go through troll before parking their cars ensured that everyone registered.

We had only a few problems, besides an occasional smattering of rain. The directions on the kingdom calendar (inserted automatically) sent people to the wrong place, but fortunately it was not far away. The written instructions on the event announcement were correct, but we did not know of the problem with the Google Maps directions before the event so could not warn people not to follow them. The other problem was with tallying up the cash taken in by troll. Caera can't get it to reconcile correctly, and since the amount is so even, it's likely it is a math problem. Miles will be asked to look over the paperwork with her and see if he can't find the problem—he's good at that. Galefridus is still waiting to get receipts and money back from the dayboard cook. Once he has that and the total from troll, he will be able to calculate whether we made any profit. He thinks we made around \$100, but half of whatever we make must be shared with Kingdom since the event is a royal progress. A number of people were in charge of various parts of the event, and it all ran smoothly thanks to their help and those who volunteered.

Officer Reports

Exchequer: Miles was not there since he was just returning from his honeymoon. His deputy, Mabel Fortune, was given money to deposit and receipts for him to process, including \$100 from selling baronial bumper stickers. Judith will be communicating with him about what checks need to be written, deposits made, and other tasks that need to be done. Kingdom has become fussier about getting nonmembership fees to them on a strict schedule and we are overdue with BGI NMS check.

Webminister: Ursula said that Kingdom wants all the officers to use the official emails they have been assigned. In the past it worked to have emails forwarded to people's personal accounts, but that isn't allowed



Officer Meeting Notes May, 2017 (continued)

any more. The problem is that the kingdom email system isn't easy to use and (as Judith recounted) doesn't always work, depending on your location. Judith said she can't sign in when she is visiting family in Maryland or staying in Massachusetts. It makes the requirement that we use this system difficult to comply with when there are days and weeks when she cannot get onto the system. Apparently Kingdom wants everyone on the correct server, but there is no way for the end user to know what server they are using. Brennan volunteered to help with this after Quest and said it is relatively easy for him to set it up correctly.

Chamberlain: See earlier in minutes.

Meeting adjourned. The next meeting will be June 14, again at Jonathan and Teresa's.

With thanks to Teresa for taking minutes.

Chronicler Notes

The July issue of the Mudpuppy is dedicated to welcoming my new **deputy chronicler, Aife Bean Mhic Iomhair**. Aife completed two articles for this issue of the Mudpuppy and also recorded the proceedings at the June Officers' meeting and prepared the final meeting notes. The June meeting notes will be published after approval at the July Officer meeting.

I would also like to welcome a new author, **Constantine Argyris of House Leviathan**, who shared his wonderful Tale of Samarian.

Feel free to contact me with ideas for an article. I am happy to help.

Baroness Ursula of North Woods,

Chronicler

I see the newsletter as capturing the history of the Barony of Settmour Swamp. By comparison, FaceBook is like a cocktail party where chaotic information floats rapidly by and can't be found a week later. We are after all a history group. **The newsletter captures the HISTORY of our HISTORY group.**



Note: all artwork, photos and creative articles are used with permission. Each item is marked with a number. The numbers refer to the list of contributors which is shown on the last page of this issue.



Did You Know:

By Ursula of North Woods

The **East Kingdom Calendar**

<http://www.eastkingdom.org/EventListing.html>

Fifteenth-century Dance

Google has scanned a book on dance in the fifteenth century.

Fifteenth-century Dance and Music: Choreographic descriptions

<https://books.google.com/books?id=tAzD6zoTeQ4C&printsec=frontcover#v=onepage&q&f=false>

Society for Creative Anachronism **Newcomer's Portal:**

<http://welcome.sca.org/>

A **Newcomer's Guide** to the SCA:

<http://www.sca.org/officers/chatelain/pdf/NewcomersGuidePages-low.pdf>



Ursula, Pete & Orlando Designed Settmour Swamp Tee-shirt

Interested in ordering a "BARONY OF SETTMOUR SWAMP" tee-shirt? Then just call the toll free number below to speak to a **CustomInk** Sales Associate to place your order: **800-293-4232**

Call CustomInk and reference the previous order number **7397591**. The sales associate will then place your order using your email account and preferred shipping address. CustomInk will require your credit card information as well as your billing address information to complete payment.

<http://www.customink.com>

Note: Two Designs are available: request either the "TREE" or the "TOWER" design. High resolution images of these designs are available in the April, 2016 Mudpuppy.

http://settmourswamp.eastkingdom.org/mudpuppy/media/The_Mudpuppy_-_2016-04.pdf



Karin Jacobsdotter Designed a Settmour Swamp Mug



Karin Jacobsdotter designed a mug and a beer stein with Settmour Swamp logos. You may purchase one for yourself from **Zazzle**. Karin suggests you use a coupon code to reduce the price. Shipping costs can be reduced by ordering several at one time. All royalties will be donated to the Barony of Settmour Swamp.

<http://www.zazzle.com/mug-168521169520261667>



Tuesday Night Fighting & Rapier Practice & A&S

The **heavy weapon practice** and **rapier practice** meets most Tuesday nights.

We will also be hosting an **Arts & Science (A&S) gathering** to work on various projects for the Swamp. Or just come and watch, or bring a project of your own. All are welcome. There will be fencing and room for heavy weapons practice if a marshal is available.

Contact [Orlando](#) with questions.

Location:

The Glen Gardner Youth Center
16 Hampton Rd
Glen Gardner, NJ, 08826

Time:

Tuesdays 7:30 pm to 9:30 pm

Recommended Donation is \$5 to help offset the cost of the practice site.



Caterina's Arts & Sciences (A&S) and Calligraphy

Mistress Caterina Giaocchini (Kasia) is hosting

Arts and Sciences (A&S) get together on THIRD Fridays, at 7:00 pm

Calligraphy and Illumination (C&I) workshop FIRST Sundays, at 7:00 pm

55 Hillcrest Ave, Morristown, NJ 07960

917-968-9321

Bring whatever you are working on and come **chat and hang out** with others doing their thing.



Nutley Heavey Weapons Fight Practice (photo by Ioannes)

The **heavy weapon practice**, Nutley, NJ.
Contact **Ögurr Aðalbrandarson**
marshal@settmourswamp.eastkingdom.org

Location:

Franklin Reformed Church,
45 Hillside Crescent
Nutley, NJ 07110

Day/Time:

Wednesdays 7:30 pm to 10:30 pm

Donation are welcome

to help offset the cost of the practice



6. Ioannes

Archery Practice

Archery Practice is lead by Baron Thorlaeifr Hvitskegg each Sunday
Contact Thorlaeifr with questions.

Location:

**Archery is suspended.
Seeking a new location**



The Officers Of Settmour Swamp

Baron	Baron Jonathan Miles baron@settmourswamp.eastkingdom.org 908 644 4599 - (no calls after 9pm)	Invested March 2017 Expires March 2021
Baroness	Baroness Teresa Ana Perez baroness@settmourswamp.eastkingdom.org 908 644 0004 - (no calls after 9pm)	Invested March 2017 Expires March 2021
Seneschale	Lady Judith bas Rabbi Mendel seneschal@settmourswamp.eastkingdom.org (973) 214-5356	Elected November 2016 Expires November 2018
Sinking Tower Pursivant	Lady Ceara MacKieran herald@settmourswamp.eastkingdom.org	Elected November 2015 Expires November 2017
Deputy Herald	Lady Jehannette Bouchart	Volunteered June 2017 Expires June 2019
Knight Marshal	Ögurr Aðalbrandarson marshal@settmourswamp.eastkingdom.org	Elected March 2016 Expires March 2018
Exchequer	Lord Miles Boweman exchequer@settmourswamp.eastkingdom.org	Renewed November 2016 Expires November 2018
Chronicler	Baroness Ursula of North Woods chronicler@settmourswamp.eastkingdom.org	Renewed April 2016 Expires April 2018
Deputy Chronicler	Aife Bean Mhic Íomhair	Volunteered June 2017 Expires June 2019
Webminister	Lord Dalek Bolotnikov webminister@settmourswamp.eastkingdom.org	Seeking EK Warrant
Deputy Webminister	Baroness Ursula of North Woods chronicler@settmourswamp.eastkingdom.org	Warranted March 2016 Expires December, 2016



The Officers Of Settmour Swamp (continued)

Minister of A&S	Mistress Caterina Giaocchini moas@settmourswamp.eastkingdom.org.	Renewed December 2016 Expires December 2018
Deputy Minister of A&S	Magister Galefridus Peregrinus	Volunteered 2016 Expires 2018
Deputy Minister of A&S	Lady Sofia Zhirinskaia Susanrae@gmail.com 239-4059283	Volunteered April 2017 Expires April 2019
Minister of Lists (MoL)	Lady Jocelyn Wulf Le Queynte mol@settmourswamp.eastkingdom.org	Elected June 2017 Expires June 2019
Chatelaine	Mistress Jehannine chatelaine@settmourswamp.eastkingdom.org	Elected May 2017 Expires May 2019
Fencing Marshal	Don Orlando Sforza fencing@settmourswamp.eastkingdom.org	Elected January 2016 Expires January 2018
Captain of Archers	Honorable Lord Thorlaeifr Hvitskegg archery@settmourswamp.eastkingdom.org (908) 406-0143 (No calls after 9pm)	Renewed December 2016 Expires December 2018
Chamberlain	Lord Emidio Di Arquata Chamberlain@settmourswamp.eastkingdom.org PHONE	Elected April 2017 Expires April 2019
Youth Combat	Vacant	Vacant
Chancellor Minor	Vacant	Vacant (organize activities for children and teenagers)
Thrown Weapons Marshal	Vacant	Vacant
Canton of Gryphonwald (Middlesex Cty, NJ): Seneschale	Failenn Finn gryphonwald@settmourswamp.eastkingdom.org	Renewed March 9, 2016 Expires March 9, 2020



Combat	Date/Time	Location	Contact	Notes
Fighter Practice	Wednesdays 7:30 pm - 10:30 pm	Nutley, NJ. Franklin Reformed Church, 45 Hillside Crescent Nutley, NJ 07110	Ögurr Aðalbrandarson marshal@settmourswamp.eas tkingdom.org	Other fight practices: Fighter Practice group at Yahoo!Groups; Donation are welcome to help offset the cost of the practice site.
Fighter Practice	Tuesday evenings 7:30 pm to 9:00 pm	Glen Gardner Youth Center 16 Hampton Rd Glen Gardner, NJ, 08826	Ögurr Aðalbrandarson marshal@settmourswamp.eas tkingdom.org	Also fencing and Arts& Science; suggested Donation are welcome to help offset the cost of the practice site.
Fencing Practice	Tuesday evenings 7:30 pm to 9:00 pm	Glen Gardner Youth Center 16 Hampton Rd Glen Gardner, NJ 08826	Orlando Sforza rapierdon@comcast.net (908) 850-8690 (No calls after 9pm)	Also heavy fighting and Arts & Sciences; Donation are welcome to help offset the cost of the practice site.
Archery Practice	Sundays 1:00 pm - 4:00 pm	Seeking a new location	Thorlaeifr Hvitskegg archery@settmourswamp.e astkingdom.org (908) 406-0143 (No calls after 9pm)	
Thrown Weapons Practice	Sundays 1:00 pm - 4:00 pm	Seeking a new location		



Art	Date/ Time	Location	Contact	Notes
Caterina (Kasia) A&S Thingy	THIRD Friday 7pm	55 Hillcrest Ave. Morristown, NJ 07960	Mistress Caterina (Kasia) mas@settmourswamp.eastkingdom.org 917-968-9321	Caterina announces meetings on the Swamp email list and on the Swamp Facebook page.
Caterina (Kasia) Calligraphy & Illumination	FIRST Sunday 7pm	55 Hillcrest Ave. Morristown, NJ 07960	Mistress Caterina (Kasia) mas@settmourswamp.eastkingdom.org 917-968-9321	Caterina announces meetings on the Swamp email list and on the Swamp Facebook page.
Archery	By Appointment	Pittstown, NJ	Elizabeth Hawkwood hawkwoode@gmail.com	Email Baroness Elizabeth Hawkwood for directions

Events and Activities are also announced on the Barony website:

<http://settmourswamp.eastkingdom.org/>

Courtesy copies are sent to:

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seneschal@eastkingdom.org
archivist@sca.org

Publication release forms:

<http://www.sca.org/docs/library.html>
<http://www.sca.org/docs/pdf/ReleaseFormsFAQsPRINT.pdf>

Links:

[The Barony Of Settmour Swamp](#)
[Settmour Swamp On Facebook](#)
[Settmour Rapier On Facebook](#)
[Canton of Gryphonwald](#)
[East Kingdom Website](#)
[SCA Membership](#)



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