



# THE RIVENVALE REVIEW



The Shire of Rivenvale's Quarterly Newsletter (Apr 2017 - June 2017)

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### Acting Dancemaster

Lady Lettice Spindler

### Acting Youth Officers

Nuria of Rivenvale &  
Rose Coldrake of Rivenvale

Serving Trumbull, Mahoning & Columbiana Counties in Ohio

## Calendar of Shire Events

### April 2017

- 1 - Spring Training & North Oaken Arts & Sciences Faire
- 4 - Weekly Meeting - Monthly Business Meeting & Pot Luck
- 11 - Weekly Meeting - Archery & MIT paperwork / Dancing
- 18 - Weekly Meeting - Illumination / Officers Meeting / Open Projects
- 25 - Weekly Meeting - Lecture Early Period Shoes, pattern being made.

### May 2017

- 2 - Weekly Meeting - Monthly Business Meeting & Pot Luck / Revel
- 9 - Weekly Meeting - Bog/Tube Dress
- 16 - Weekly Meeting - Thrown Weapons / Dancing
- 23 - Weekly Meeting - Illumination
- 30 - Weekly Meeting - Leatherwork Early Period Shoes (Viking Style)/ Herbs

### June 2017

- 6 - Weekly Meeting - Monthly Business Meeting & Pot Luck
- 13 - Weekly Meeting - Dancing / Festival Prep
- 17 - Warrenshire Festival
- 20 - Weekly Meeting - Newcomers Welcome Night / Thrown Weapons
- 27 - Weekly Meeting - Brewing or Vintning

If you are interested in a specific topic not listed, please contact one of the Shire Officers with suggestions. If you wish to lead a session please let us know.

*(If you find that you do not wish to participate in the evenings' scheduled activities, feel free to bring whatever you are working on.)*

For the latest and most current event & meeting information, you are invited to browse the Shire's calendar at: [www.Rivenvale.org](http://www.Rivenvale.org).

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### Chronicler

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### Vacant Positions:

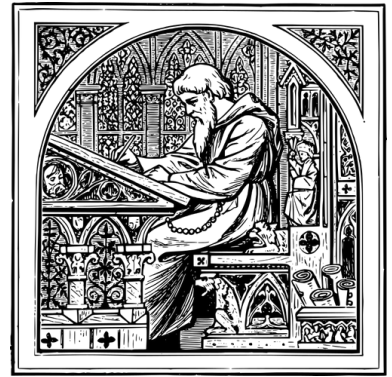
- Rapier Marshall
- Deputy Chronicler
- Deputy Seneschal

If interested, in any of the above,  
please contact our Seneschal

## From the Chronicler

My first issue of the shire newsletter! Knowing this may be seen by possibly three or even four people, I have dedicated the weeks prior to publication for research and reflection.

Part of my research has consisted of reading all the prior shire newsletters I had at my disposal. This proved to be entertaining and enlightening. One trend that stood out in the vast majority of issues was the ceaseless appeal for article submissions. Realizing this has provided me a sort of freedom. I know it will be unproductive to resort to the pleading and begging that is often required to pull a few words from my fellow shire members. My solution will be to lead by example. As I enjoy the sound of my own voice and sight of my own words, I plan to write about the topics I enjoy reading and researching. If along the way I can inspire others to add their words to our publication all the better!



In this and coming issues, I look forward to sharing my enjoyment of persona development, mead and ale making, games and whatever new activity is of interest to me.

I hope you enjoy this addition of the Rivenvale Review.

Humbly Yours, Friar Gillis

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# Making Acerglyn



It goes without saying everyone in the SCA knows 'mead' and that it is made from honey. It is also safe to say most everyone in the SCA has at least heard of Metheglin (spiced mead very simply put) and Melomel (made with honey and fruit).

What about an Acerglyn? I will have to admit this was new to me as well. After a short amount of reading, I am convinced this is something that may have to grace one of my carboys this coming fall.

Acerglyn is a made of honey and maple syrup. According to Cathleen Vought of *Wine Making Talk*, Acerglyn is a mead made of honey and maple syrup that does an amazing job of capturing those flavors and memories while creating a complex and unique flavor.



Combining the rich flavors of maple syrup and the additional fermentation power of the honey, acerglyns tend to be preferred as a sweet or semi-sweet mead, often sweetened on the back end with more maple syrup as the fermenting process tends to drive off some of the flavor.

Here's a recipe that I will use to make two gallons:

- 2 quarts maple syrup
- 2 to 2.5 pounds of light honey OR a dark honey that will compliment the maple syrup flavor
- 1 tsp acid blend or juice and zest of 1 large lemon
- 1 tsp yeast nutrient
- 1 package of champagne yeast
- Water to fill to gallons

I typically mix the ingredients together except for the yeast, and heat it over the stove to a light boil to get the syrup and honey to dissolve well, then let it cool and add it to the carboy, reserving a cup or two to proof the yeast in. I'll drop in the yeast, let it go until the fermentation has stopped, and then add another pint to another quart of maple syrup in the carboy I'm racking into to provide additional sweetness and flavor, along with potassium sorbate so that the fermentation doesn't take off again.

I allow it to age in the carboy for 2-3 months, then bottle and drink.

# Persona Corner

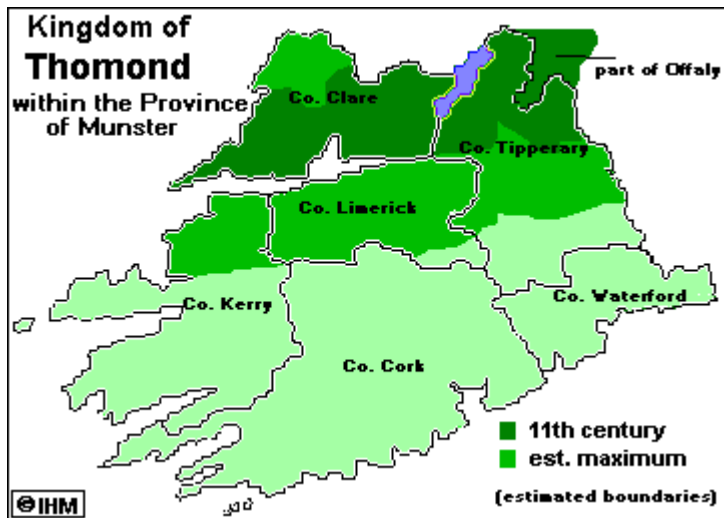
Shire members were asked about their own personas and if there were items such as garb, accessories, or other items that complement their persona.

Lady Áine ingen Uí Briain took this question to heart and answered as follows:

Áine lives in approximately the year 1100 in the Kingdom of Thomond in what is now known as County Klare, Ireland. She belongs to the Clan O'Briain, a descendent of Brian Boru, a high King of Ireland. The piece of clothing that Áine holds dear is her country tartan sash. It is a true Irish tartan, imported directly from Ireland, and is the true tartan of Klare. Áine left Thomond to travel to Dublin and live with her Uncail

Sean and Aintin Brigid, as her athair (father) wished her to marry a wealthy but aged local land owner. Áine supported herself by accepting commissions from Master Scribes to assist with illuminating various prayer books for the Dublin Irish Aristocracy. Dublin was often full of unrest, as it was settled jointly by the Irish peoples and the Vikings, who had been clashing and fighting over the prosperous port. One

day, Áine was out in the market place selecting flowers and herbs to mull into paints, and was accosted by two burly Vikings who wished her harm. A strong, handsome Black Irish (half Irish/half Viking) man defended her and beat the attackers thoroughly. His name was Frøkn mac Cannech



# Persona Corner

## Friar Gillis

Gillis MacLachlan was believed to have been born in 1270 at St. Cecilia's Abbey on the Isle of Wight. While born in the Abbey, Gillis was raised in Wooton Bridge, a small village some miles away. Life on the Isle of Wight was generally uneventful, you could say often enjoyable during the Rule of Countess Isobella. Following her death, the Crown acquired the Isle. Following several discrete scandals, circumstances caused Gillis to leave the Isle and begin life on the road. Gillis became a Franciscan friar later in life than most young men and has often found the devout life to be challenging to say the least. Friar Gillis has been in a continuous journey of penitence for many years. Part of this journey has been a pilgrimage that he has been called to complete. Friar Gillis is currently in the process of preparing for one of these journeys. One of the items he needs to replace is his pilgrim bag.



The term pilgrim bag generally refers to a shoulder bag for carrying items on the long trek to the Holy Land or pilgrimage location.

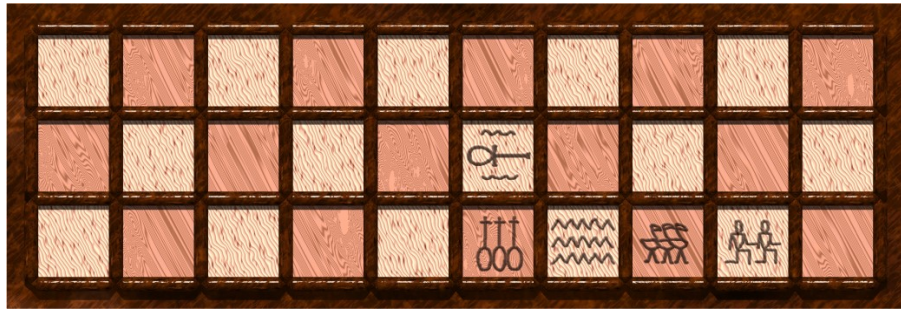
This is an example of one of Friar's upcoming projects.



# Rules of Senet

Senet (or Senat or Sen't) was a game played by the ancient Egyptians (okay so this is bit of stretch as a medieval game, however it is a great deal of fun and could have conceivably been played in our time) It could be considered an early ancestor of Backgammon. It is not known how the game was played exactly but they can be deduced to a certain extent and the following is a popular conjecture.

Equipment:



A Senet board

consisted of three rows of ten squares set in a rectangle. In one corner, the square that is assumed to be the final square has a single stroke, the next one along in the row, two strokes, the next one three strokes, the next a diagonal cross and the fifth one along a symbol with a circle and cross. It is assumed that these were squares 26 to 30 of a 30 square track that started in the opposite corner, went along one row, travelled back down the middle row and finished along the row ending in these special squares. Square 15 also often contained a symbol and was called the House of Re-birth while square 26 with a cross and circle symbol is known as the House of Happiness and square 27 with the cross is known as the House of water.

Each person has five pieces of contrasting hue or contrasting pattern. The movements of the pieces are determined by the throw of four split twigs with a dark face on one side and a light face on the other (binary lots).



# Rules of Senet

## Preparation

Pieces are placed on the first ten squares of the first row with the colors alternating.

## The Play

Players take turns to move a single piece per throw of the split twigs viz:

- 0 light faces up - 5 and an extra throw
- 1 light face up - 1 and an extra throw
- 2 light faces up 2
- 3 light faces up 3
- 4 light faces up 4 and an extra throw

A square can only be occupied by one piece at a time. If no pieces can move, the turn is passed. If a piece lands on an opposing piece, the opposing piece is moved back to the square that the attacking piece started the move from.

The House of Happiness cannot be passed over. Every piece must land upon it before preceding onward. The House of water is to be avoided - when a piece lands on this square, the piece is returned to the House of Rebirth.

Pieces can only bear off the final three squares by throwing the number indicated on the square.

The first player to bear all pieces off the board wins.

