

The Quest of Saint Hugh



*Series seven of challenges by the
Barony of Shattered Crystal
to help entertain and educate
new & current members of the SCA*

The Quest of Saint Hugh

Many years had passed since the coronation of Hugh I of Banished Minds. Sebastian Cadfan Armstrong, the great scholar, was now retired and in seclusion and service at a monastery. Yet one day there arrived a messenger from his good friend...er friend...King Hugh Izzit. It bade him to come and give him much needed council in his last days. There was no way to refuse for Hugh had sent men and carriages to help whisk Sebastian away.

Upon arrival, Lord Amrstrong saw His Majesty, Hugh, sitting, somewhat slouched, upon his throne, aged and worn.

“Ah! My eyes may be somewhat faltering but they can always tell the intelligent gleam of my good friend, confidant, and advisor, Lord Armstrong. Come, come closer, I have need of your wisdom one last time.

“My friend, I am old...perhaps too old and thus my time is becoming shorter and shorter. Yet before I leave this world, I wish to do some things for my kingdom. Some things that will help it continue onward and farther into greatness. Lasting monuments, not like statuary, but to be an inspiration to my people, and my son, here, who will one day take my place.”

“In order to do that, Your Majesty, you must first learn what you can do, what you can inspire your people to do, what you can lead them to do, what their skills are, what their assets are, what they believe in, and what they will do. Then you be able to bring something monumental to your people.”

“Ah, again, your wisdom shines like a beacon in the darkest night. Do us a favor of once again writing a list for us to follow.”

And Hugh called forth a scribe to assist Lord Armstrong, who did provide one last list to the man Hugh I, King of Banished Minds. At Hugh’s bidding and provision, Lord Armstrong

Use this space for notes & signatures, if needed.

stayed, living in the castle to assist Hugh with these tasks.

Not long, but none too shortly after—either, the quests completed, Hugh passed on and his son rose to become king of the lands, Wot the First of Banished Minds. Shortly after Hugh's death, Wot and Sebastian had a discussion.

“Good, Lord Armstrong. I want you to know that my father valued your advice and education above all others. He has made it clear that you are to be provided for here, until your dying day. And the people of the land, well they too are appreciative of your council and advice, which is why they have said unto me and I have proclaimed it, that upon your death you and he shall be buried in our great cathedral.”

“Cathedral? But I'm neither monarch nor clergy, I shouldn't be buried there.”

“Ah, but you will be a saint, like my father is to be.”

“Your father is to be a saint? How do you know this?”

“My father was a man of action, but he did it with great planning, writing things out much like your lists that you provided to guide him. It was said the day of his passing that death surely came from pure exhaustion. He would always be at this list or that, be at this task or that, be at this, be at that, he would always be at it...surely he was under the syndrome of being be-at-it-fied. To which our Archbishop stood up and proclaimed. ‘If he is be-at-it-fied, then he is a saint... Saint Hugh of Banished Minds!’”

Lord Armstrong was not sure which would give out first at this moment, his legs, his stomach, or his mind.

“But being as you helped provide all this great council that helped make this kingdom what is today, it was only logical to assume that you must be given half the credit for all that has been accomplished, must be stricken with the same holy syndrome, and therefore a saint and shall be

buried next to my father when your time comes.”

Late that evening, picturing Saint Hugh in heaven, waiting to greet him and sitting next to him saint and saint for all eternity, Lord Armstrong snuck out of the castle, rode to the other side of the neighboring kingdom, and became a follower of the “old ways.” He also took a vow that unto his dying day he would never again provide anyone with a list of things to do.

Can you join Hugh on this quest and complete this list of items yourself? Where you are working with or for someone, politely ask that person to print and write their name down on the line of that item to verify it’s completion. (ie... once your name is chosen correctly, ask the Pursuivant or assisting Herald to sign on that line next to your persona’s name.)

Enter a Kingdom A&S Competition (have a judge; local, regional, or Kingdom MOAS sign off if available)

Mentor a person in your specific art/science/or martial art (Have this person sign off after a few lessons)

Learn the lineage of royalty your persona’s region (provide clippings or copies of your research here.)

Assist in cooking a feast (Have the Feast Steward sign off or one of the other kitchen staff do so.) _____

Spend an entire day at camp/home living in period style & persona. (Make an attempt to do everything period. Make a make shift ice chest for the day, use only candles (or battery candles if need be for camping rules...) , period time pieces, figure out what a day would consist of, cooking, cleaning,

etc and attempt to put all your research to use. Please note, do not do things like turn off your fridge and let mundane food go to waste, or not take/use modern medical medicine or machines if needed throughout the day. Follow precautions when camping. Above all make sure your are safe and healthy, then worry about whether it is period or not. Do not place yourself in jeopardy for any reason. Have someone who attended or assisted in your day sign off here.)

You’ve learned a little about animal husbandry, now look up in a bestiary some of the more supernatural beasts folks thought might have existed and tell us about one of your favorites. Was it a superstition, a heraldic animal, what?....

Attempt to fill out and answer as many questions as you can on the Chatelain(e)’s 20 page "Persona Worksheet" (Get this from the Chatelain(e) fill it out, or present it to us. Astound us with all you have learned about how you would live in the Middle/Renaissance Ages. You do not need to answer every question, just give it a really grand running start and attempt to find an answer to everything you can. Attach a copy with the booklet when you turn it in.)

The biggest challenge of all: SUGGEST, SUGGEST, SUGGEST!!! (This little set of challenges is by no means set in stone! If you feel there are challenges we missed, or they could be grouped in a better manner, different style, please, offer these suggestions on the back pages. What else would you like to learn of the middle ages, how else can we get members to explore or learn those concepts?) _____

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