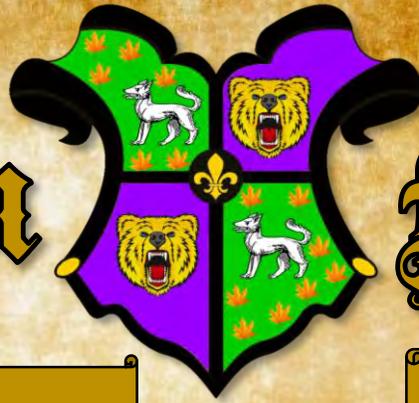


The Adrian Herald

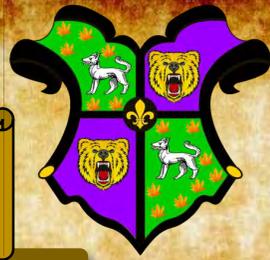


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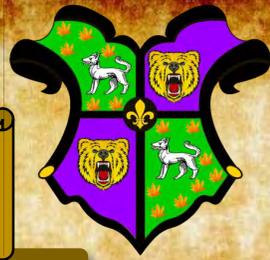
Greetings

Hello Adria

Happy New Year and welcome to 2018. We hope you are as excited as we are about everything the new year brings. We have come together once more in common purpose, goals, and passions to explore the meaning of the Dream of Adria. Out of these explorations we have become bound in brotherhood with a desire to improve ourselves, leave a worthy legacy for our descendants and make our forebears proud. To accomplish these ends we must often labor arduously for the common good, forge new and exciting bonds, and always be in the service of the people of Adria. This Year we are introducing new tools to help promote the chapter events, teach and spread the Dream of Adria.

We will be continuing with the 3rd Annual Imperial Challenge Pathway to International Championship - back with popular demand. We are very excited to see the best of the best of Adria from all corners of the Empire compete in Archery Arts and Combat.

We look forward to seeing you all
Sir Desmond & Dame Babette
Emperor and Empress of Adria



Ministers

Your 2018 Imperial Ministers

Archery: *Sir Tomas Blackbeard Downey*

Arts and Sciences: *Sir Callon Bryn Corey*

Chancellor (Legislative and judicial matters): *Dame Edelinne d'Orsay*

Deputy Chancellor *Dame Elizabeth Blacksword*

College of Arms (Heraldry): *Sir L'Bet'e de Acmd*

Crown Marshal: *Sir Mourngrym - Arawn de Mordington*

Hospitaler: (New members and information) *Squire Mari Ru*

Joust and War: *Sir Eric McKiver*

Justicar: *Dame Freydis Dahlia*

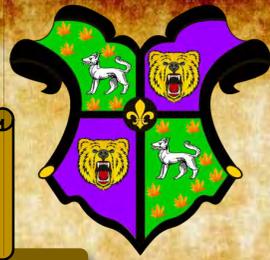
Publishing:

Database Administrator *Sir Terrin Greyphis*

Chronicler & Mailings *Christopher Logan*

Rolls: *Dame Katelyn of Kincora*

Steward: *Sir Lawrence Anthony*



March 2018 IEM

Greetings unto the Imperial Estates!

March's Imperial Estates Meeting will be held in Baltimore Maryland, on March 24 and 25.
Please see below for further meeting and hotel details.

Yours in Service,
Edelinne d'Orsay Imperial Chancellors

General Meeting Information

Hampton Inn & Suites Arundel Mills/Baltimore 7027 Arundel Mills Circle, Hanover,
Maryland, 21076, USA

+1-410-540-9225

Register Online at

https://secure3.hilton.com/en_US/hp/reservation/book.htm?execution=e1s1

Group Code: EAI

Deadline to Register 2/22/18

Airport:

Baltimore/Washington International

Shuttle Transportation:

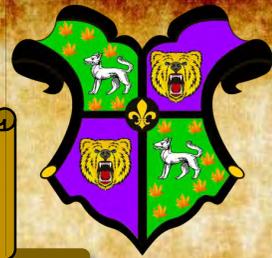
Call 410-540-9225

Reservations:

Olivia Thompson | Sales Manager
Hampton Inn & Suites Arundel Mills
7027 Arundel Mills Circle
Hanover MD, 21076
(P) 410-540-9225 ext: 5004
Groups Code EAI

Adrian Room Rate:

\$109 a Night



November IEM Minutes

CALL TO ORDER at 9:58 AM, November 4, 2017

APPROVAL OF MINUTES – [Approved](#)

CROWN BUSINESS

CRB1. Charter Amendments

Reductions: [None](#)

New Charters:

[Shire of Loch Fyn, within New York](#)
[Shire of Iberia, within Georgia](#)
[Shire of Normandy, within Florida](#)

Elevations: [None](#)

Amendments:

[Amendment of Lancaster withdrawn](#)

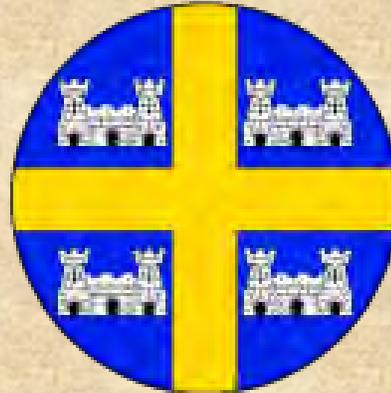
Dissolved:

[Shire of Somerset](#)

CRB2. Restructuring Associate Membership

Part A – [Passed](#)

Part B – [Failed](#)



CHANCERY BUSINESS

CHB1. Court Reports: [None](#)

CHB2. Election of Board of Directors President – [Christina Cox Elected](#)

CHB3. Consideration of amendments to the 2016-2017 Imperial Budget: [None](#)

CHB4. Consideration of the proposed 2017-2018 Imperial Budget – [Approved](#)

CHB5. Review of Associate Memberships per Bylaws III.B.4 – [See CRB2](#)

OLD BUSINESS

OB1. Amend IEW-13 to include crossbows – [Approved as Amended](#)

OB2. Amend IEW-17 (Combat Manual C&T Armor reqs) – [Approved](#)

OB3. Clarify the Order of Precedence of the Adrian Empire – [Moved to NB1](#)

NEW BUSINESS

NB1. Clarify the Order of Precedence of the Adrian Empire – [Discussed](#)

EMERGENCY BUSINESS

EB1. Exception to Law – [Reschedule July IEM to 2nd or 4th Weekend](#) – [Passed](#)

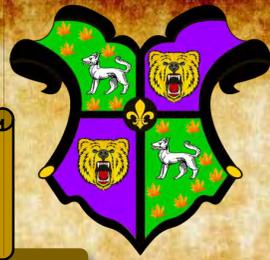
DISCUSSION ITEMS

D1. Requests for Bids – [Discussed](#)

D2. Responsibility for Tracking Honors and Advancement – [Discussed](#)

NEXT MEETING OF THE IMPERIAL ESTATES To Be Announced; bids due Nov. 30

ADJOURNMENT at 11:10 AM, November 5, 2017



Imperial Challenge 2018

Greetings unto the Empire,

The goal of this tournament is to find the best of the best in each of these three disciplines, Combat, Arts and Archery. We have identified aspects in each that we feel best address what it takes to be well rounded and useful in Adrian Life. These scenarios will repeat every month and be the same ones you will face at the semifinals and similar to the finals.

There are a few pieces of information we must put forth first, followed by the scenarios, then an FAQ with many of the questions that have been put forth to us.

First:

Only paid members of the Adrian Empire may enter a tournament.

Any member entering must have been a paid member for at least 4 months prior to January first 2018 to enter first round. For the second round a paid member must have joined at least 4 months prior to May 1, 2018.

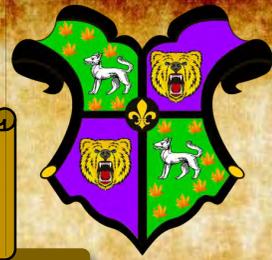
This is a combined list, any qualified member may participate. (Website is considered a verification point.)

This is an Imperial Tournament, regional variances in rules sets do not apply.

The Imperial Crown shall be the sole arbiter and interpreter of the rule sets involved. No Combatant, Marshall, Crown Marshall, MJW, Auto Crat, or Crown shall supersede our interpretation of Adrian Law as it pertains to this tournament. As always Clear and Present Safety concerns must prevail.

Lastly, We hope That all take the opportunity to try something new. It is very much understood that not all chapters have steel fighters or daggers or even use regular targets. There are at times adversities; it is our hope that within each chapter members pull together to Support each other and those wishing to participate. Crowns if you know members who have spears, perhaps ask them to support the chapter by letting them be used. This is a time of Renown and the Champions will not be just Sir or Dame ..., they will be From your Region representing you Chapter. Please help and support each other!

*We look forward to the coming year with great tales and feats,
Emperor Desmond & Empress Babette
Good Luck!!!!!!*



Imperial Challenge 2018

Their Imperial Majesties invite one and all to participate in the Third Annual Imperial Champions Challenge -Pathway to International Championship ! In each discipline (Archery, Rapier Combat, Steel Combat, and Arts), the winner from each of the 5 regions will be subsidized to attend the 2018 IST (International Steel Tournament) held in Las Vegas.

For Archery, Rapier, and Steel, each Chapter will add a special “paid” tournament to their regularly scheduled monthly events. (A separate sign in and steward sheet will need to be done for this.) Archery, Rapier, and Steel tournaments each have an entry cost of \$20/person per Round (\$5 / month). (For Arts, entries will be judged at the Chapter level once in each round, for an entry cost of \$20/person; see Arts rules for further details.) These funds will be pooled to help subsidize the final champions. Last year’s Champions may not enter the same tournament this year.

Timeline:

Round 1: January 2018 - April 2018. Each month, each Chapter will report its champions in Archery, Rapier, and Steel to the Imperium. Each Chapter’s Arts champion will be reported to the Imperium following local judging in April. The person in each Chapter with the highest ranking will compete at Banner War (May 26-27) to be the first round semifinalist for that region.

Round 2: May 2018 - August 2018. The monthly Archery, Rapier, and Steel champions and the Round 2 Arts champion for each Chapter will be reported to the Imperium, as described above. The person in each Chapter with the highest ranking will compete at Imperial Crown War (September 1-2) to be the second round semifinalist for that region.

Semi-Finals: Imperial Crown War. Semi-finals will be held at Imperial Crown War (September 1-2). The winners in each discipline will be the finalist for that region.

Finals: International Steel Tournament. Each region’s finalists will then go to IST for the final battle to be named the Adrian Empire Champions of Archery, Rapier, Steel, and Arts.



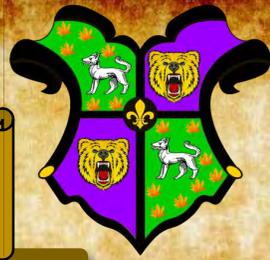
Winners will receive:

Bragging rights

Title of Baron/Baroness of the Imperial Court

Free Lifetime Membership

ETERNAL GLORY



Imperial Challenge Archery 2018

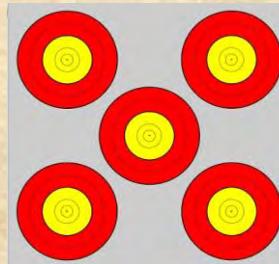
International Archery Champion Pathway

Standard Shoot: 30 (Thirty) yards, Standard 60 cm Target, 10 in center leading out to 1 point, 6 arrows.

Speed Round: 30 (Thirty) yards, 30 seconds, Standard 60cm Target, 10 in center leading out to 1 point, 6 arrows.



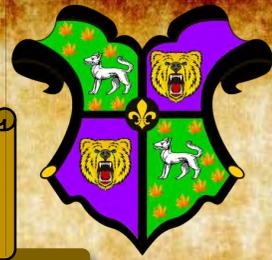
Accuracy round: 20 (Twenty) Yards Using a 40cm standard “5-spot” target. The goal is to place one arrow in each of the five targets, with sixth arrow being a bonus. You are only allowed to have no more than two arrows in one of the targets. Example: target 1,2,4,5 each has one arrow and target 3 has two. Or two arrows in target 1 and one in target 3, and the rest if the targets empty.



Blue = 4 points, White 5 points (multi-color targets Red = 4 points, Yellow 5 points)

**** (For local events Archery is the only champions tournament where everyone can shoot in “one” of the scenario’s for time consideration. Champion participants must be scored separately and have /paid the tournament fee beforehand, no after the fact entries or back paying).

The Highest Combined Score of all three rounds shall be declared the Winner for the month. The Highest Combined Score of all 4 months will be declared the Chapter Champion and Go on to represent their Chapter at the Regional Semi-Finals.



Imperial Challenge Rapier 2018

International Rapier Champion Pathway

Round Robin Style Combat



Three Rounds:

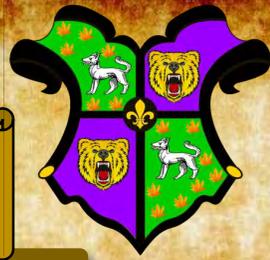
All Combatants must face all other combatants 3 passes each in the following forms

- Single Sword Round
- Sword and Buckler Round
- Paired Sword Round

Standard Scoring Applies to each pass. 1 point per Kill shot. Refight all Doubles

All Weapons and Armor requirements shall follow the Tournament Rule set per manual of Combat.

The Highest Combined Score of all three rounds shall be declared the Winner for the month. In the event that a combatant enters a Local Monthly Tournament unchallenged, they will accrue 1 point for the month. The Highest Combined Score of all 4 months will be declared the Chapter Champion and Go on to represent their Chapter at the Regional Semi-Finals. (Must have participated in a minimum of 2 local monthly Imperial Challenge Tournaments and Scored a minimum of 4 points total to advance) In the event of a Tie, for Chapter Champion at the end of the 4 month Season, the 2 Tied combatants shall face off in a single pass of each of the 3 above forms to determine the Chapter Representative.



Imperial Challenge Steel 2018

International Steel Champion Pathway

Round Robin Style Combat



Three Rounds:

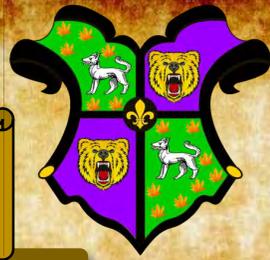
All Combatants must face all other combatants 3 passes each in the following forms

- 2 Hand Great Sword
- Single Hand Weapon and Shield
- Spear -Max 7 foot. Thrusting Only

Standard Scoring Applies to each pass. 1 point per Kill shot. Refight all Doubles

All Weapons and Armor requirements shall follow the Tournament Rule set per manual of Combat.

The Highest Combined Score of all three rounds shall be declared the Winner for the month. In the event that a combatant enters a Local Monthly Tournament unchallenged, they will accrue 1 point for the month. The Highest Combined Score of all 4 months will be declared the Chapter Champion and Go on to represent their Chapter at the Regional Semi-Finals. (Must have participated in a minimum of 2 local monthly Imperial Challenge Tournaments and Scored a minimum of 4 points total to advance) In the event of a Tie, for Chapter Champion at the end of the 4 month Season, the 2 Tied combatants shall face off in a single pass of each of the 3 above forms to determine the Chapter Representative.



Imperial Challenge Arts 2018

International Arts Champion Pathway



As with the Combat and Archery tournaments, the goal of the Imperial Champions Arts Tournament is to showcase the skills and talent of our artisans and find the best of the best.

Similarly, to Combat and Archery, the Arts competition can be broken down into two qualifying rounds, followed by semifinal competition at Imperial Crown War and final competition at National Steel Tournament.

Round 1:

-Artisans have the months of January through April to be working on the project they plan to put forth for the tournament. Entries are limited to individuals only (no group projects!), and one entry per artisan. (Note: One project/entry does not necessarily mean one object. For example, an outfit would be considered a single entry but may be comprised of several garments.)

-During the month of April, the entries will be judged at the chapter level. Because each entry represents the culmination of four months' work, the tournament entry fee at this stage will be \$20. The artisan awarded the highest score will advance to represent the chapter at the regional level.

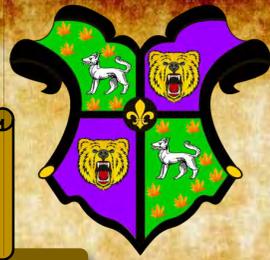
-At Imperial Banner War in May, each chapter's representative will submit their entry for judging in the regional competition (entry fee: \$5). The artisan awarded the highest score in each region will be selected as the Round 1 representative for that region. (In the case of combined war sites, a regional representative should be chosen for each region according to the typical regional breakdown. E.g., an East Coast combined war site should select a Northeast and a Southeast regional representative.)

Round 2:

-Artisans have the months of May through August to be working the entry they plan to put forth for the tournament, with the same limitations described for Round 1 above.

-During the month of August, the entries will be judged at the chapter level. Because each entry represents the culmination of four months' work, the tournament entry fee at this stage will be \$20. The artisan awarded the highest score will advance to represent the chapter at the regional level.

-At Imperial Crown War in September, each chapter's representative will submit their entry for judging in the regional competition (entry fee: \$5). The artisan awarded the highest score in each region will be selected as the Round 2 representative for that region.



Imperial Challenge Arts 2018

International Arts Champion Pathway

Semifinals -Imperial Crown War

-At Imperial Crown War in September, the Round 1 and Round 2 winners for each region will be judged by a new set of Judges (entry fee: \$5), and the entry with the higher score will be selected to represent that region in the Finals.

Finals -International Steel Tournament

-At International Steel Tournament in October, the finalist from each region will submit their entry for judging. The artisan with the highest score will be selected as the Imperial Arts Champion.



**** FAQs: ****

Q: Is this challenge offered at each of the levels of Arts?

A: No. Just like for Combat and Archery, this is a combined rank challenge.

Q: Do I get points for this?

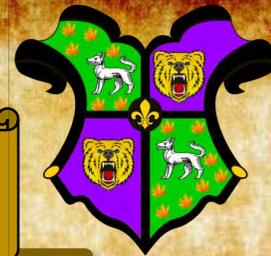
A: As with the Combat and Archery lists, no tournament wins (or masterworks) are awarded as part of the Imperial Challenge Tournament. A participation point may be awarded, subject to the monthly limitations on such points as set forth in the Manual of Rolls & Lists, and subject to the limitations for resubmission of arts entries as set forth in the Manual of Arts & Sciences.

Q: Can I enter the same project at multiple stages in the Imperial Challenge Tournament?

A: Yes! Because the Imperial Challenge does not award tournament win or masterwork credits toward advancement, you may enter the same project repeatedly.

Q: Do I have to enter the same project, unchanged, throughout all stages of the Imperial Challenge Tournament?

A: No. Artisans are free to alter or improve upon their project, or start over entirely, at any stage. However, be cautious in scrapping your hard work! Bear in mind that your competitors will likely have been fine-tuning their entries since the beginning of the competition.



The Great Company Mortis

The Great Company Mortis, Mercenary Guild:



"Journey with us to strange and exotic lands, meet the fascinating natives, 'kill them' and be 'p aid' to do it! Enlist today with the Company Mortis, founded-1992 Vega (ECS), recognized in Adria-1997 Aragon (including Cantons of Desert Haven and now Outremar), 2004 Albion (now Glymmore), 1998 Umbria, 2004 Isle de Mort (then Cypress), 2006 Somerset, 2011 Auroch's Fjord, 2014 Albion-Rayonne (including Canton of Reno in 2015), 2015 Cathair na Cailte; annual events-Fools' War (1st held as Fools' Tournay in 1993) and Day of the Dead (1st held in 1995), many guests have enjoyed these events so much they have reinvented them in their home chapters; founding members of the Imperial Brotherhood of Mercenaries Domain 2005, recognized by TIMs Aislynn and Wright; awarded the Imperial Crown Seal of Excellence 2006 by TIMs Ashliinn and Pavo.

Device: sable, a Skull Mortis, argent. Badge: fieldless, the Skull Mortis, argent. Founder's Badge: fieldless, the Skull Mortis, or (reserved for Sir William); gules (reserved for Sir Arthur). All members are granted the right to incorporate the Skull Mortis in their arms.

Articles of the Companies:

Article I Name

The name of this Imperially recognized Guild is the Great Company Mortis.

Article II Authority and Structure

Each chapter and canton of the Empire may have its own company of at least 5 members if it is recognized by the Great Company and their chapter Crown. All chapter and canton

guilds are companies of the Great Company.

Article III Membership

Any member of the Adrian Empire may join who will not cost that company members. One may not join if two members swear they would rather quit than serve with the candidate. The candidate is welcome to apply to any other company or reapply in the future. A member must fulfill any contract he has personally accepted, he cannot merely return any consideration he has accepted. A member may resign at any time, but may not rejoin if he has an unfulfilled contract. A member may be expelled by a Court Martial.

Article IV Officers, Selection, and Duties

The Great Company shall have a Captain-General elected by a majority of the

Council of Captains, who shall minister to and represent the Great Company, and any officers needed, as appointed by the Captain-General.

Each Company shall have a Captain or Co-captains elected by a majority of the company, who shall minister to and represent the Company, and any officers needed, as appointed by the Captain(s).

Article V Council of Captains

The Council consists of the Captains of each company, they shall elect the

Captain-General, each company shall have one vote for each five current members of the respective company.

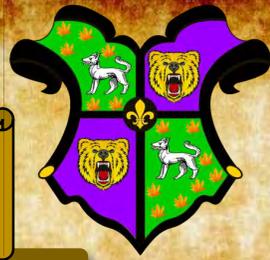
Article VI Court Martial

A Court Martial consisting of the three most senior members willing to serve who are not directly involved in the issue, may be convened by the Captain to interpret the articles, arbitrate disputes, or discipline members. Decisions shall be made by a majority and punishments may include expulsion. A Court

Martial of the Great Company may be convened by the Captain-General, and consist of the three senior Captains willing to serve.

Article VII Enactment

These articles were adopted by the unanimous consent of the founders, and may be amended as needed by a majority of the members.



Knight Premier Dame Edelinne



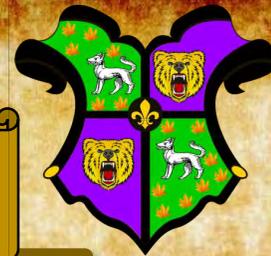
Greetings, Your Adria

Through my participation in and service to the Adrian Empire, I have seen myself grow as a member, as a Knight, and indeed as a person in all aspects of my life. By the guidance and patience of my peers, I have raised the bar for my own behavior and become more discerning and charitable to others. I have learned both to receive counsel graciously, and to voice counsel when I feel it is needed. Along this path, I have served my Kingdom and the Empire, I have learned from and contributed to the learning of others, and I have striven to reflect the values I cherish most - integrity, respect, justice, and honor. Every day, the importance of my oath impressed itself further upon my mind, guiding my steps however slowly toward the Chivalric Ideal.

Yet, the more I reflect upon my journey to Knight Premier, the more I see that I have only begun to walk my path. The challenges and experiences before me offer such a wealth of opportunities to learn, teach, and serve that my meager accomplishments dwindle to a speck. I aim to continue to walk the path of Chivalry for the remainder of my life's journey.

*Yours in Service,
Edelinne*





Being Young In Something Old

BEING YOUNG IN SOMETHING OLD

By Bailey Caldwell

I have been asked what is it like being a young adult in Adria. This was a question I had never contemplated. Being a young adult in Adria has been a very fun yet also very challenging. I have gotten the opportunity to go on some amazing adventures and meet some amazing people. I have also been challenged in so many ways beyond what I could have ever anticipated. While I have been a member for almost 20 years now I am only now just learning what it truly means to be a knight in our great game. I grew up around many people who taught me what chivalry is and what it means to have true honor.

Even though I am an adult, I still get lost sometimes and I need to be guided in the right direction. Life can be overwhelming. When times get tough I know I can always look to the lessons I have learned in Adria and apply them to any situation that arises. If one comes that I have not experienced I know there are others who have that I can seek guidance from. A large majority of Adria is populated with members who are older than I am. Their experience is valuable if not a little daunting. Being young also means being stubborn and making one's own mistakes.

I have heard many a time that "you should not do that" or "that's not a good idea". From these people I have asked why? What in your experience has given you this insight? These people that I call family, because that is what Adria truly is, have always given me the straight

answer and advice that they feel would help me the best. They have saved me from making a large number of mistakes and errors that would have caused me heartache or strife. I know that I always have people who can answer any question that I might have or help train me in the ways of combat, arts, archery, and chivalry.

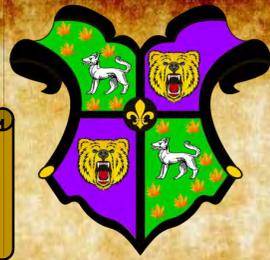
Having people with so much experience around makes life not only easier but safer because you know that you will always have a support system. That is what also makes Adria so special to me. It is a support system that I can always count on. I know that no matter what crosses my path they will always have my back and do whatever it takes to protect and guide me in this game but also in my everyday life.

Now that I'm all grown up, it's time for me to make my own name and follow the example set by those who came before me. It is now my time to show the next generation of Adria's what one can learn from this game and how it can apply to our personal lives as well. There are so many wonderful people in this game of ours. That I will still need guidance from and I know that I will have it if only I ask. To those other young adults out there like me I ask "So what does Adria mean to you?"



-Kaiya Damarite

Imperial Hospitaler Deputy



Valkyrja

What is Valkyrja?

Valkyrja is an apolitical Domain of Adria's dedicated to supporting and defending all aspects and disciplines of Adria. Originally a Multi Chapter Coalition United in common cause at times of war, they have since grown to reflect a life style shared by the members that place and defend the virtues of the Adrian Empire. Anywhere the standard of the Valkyrja is flown, is a place the is open to all Adrians.

Members are either a combatant, or actively support combatants. They are all archers, or support the archers. All members are highly encouraged to enter arts every other month at least and are often first to offer to judge arts. And of course, holding or supporting those in ministry positions.

All members that are selected and nominated for membership are active in spreading the dream of Adria through service to the Empire, being very active in fairs, demos wars and local events. The goal of Valkyrja membership is to attain Knighthood in all 4 Disciplines (Combat, Arts, Archery, Ministry - Croix Fleury is the highest honor of a Valkyrja) as a part of their oath, they have forsaken mercenary ways and cannot be bought for any price. As laid out in the Valkyrja Oath:

Valkyrja Oath

As a Valkyrja, I will develop my life for the greater good of Adria in Arts, Archery, Combat and Service. I will never be cowardly, or cruel to friend, foe, or stranger, I will place character above riches, and concern for others above personal wealth, and as such will never accept coin or barter for my Loyalties. I will never boast, but cherish humility instead. I will speak the truth at all times, and forever keep my word. I will defend those who cannot defend themselves. I will honor and respect all men and women, royalty and commoner alike. I will uphold justice by being fair to all. I will be faithful in love and loyal in friendship. I will abhor scandals and gossip-neither partake nor delight in them. I will be generous to the poor and to those who need help. I will insure that no friend, foe or stranger ever goes hungry, thirsty or cold for as long as I am capable of long of doing so. I will forgive when asked, that my own mistakes will be forgiven. I will live my life with courtesy and honor from this day forward in the name of Adria. So Swear I.

Membership: Since its founding in 2013, the Valkyrja ranks include over 90 members- and growing.

Joining: Any Member of Adria in good standing is eligible for membership. To be a candidate for membership, the candidate must be sponsored by a Current Named member of Valkyrja in good standing.



Final Court

The Final Court of Sir L'Bet'e and Dame Gabriele

On November 4 2017 over 120 members of the Adrian Population gathered for the final court of Sir L'Bet'e & Dame Gabriele and the Coronation of Sir Desmond & Dame Babette at the feast halls within the lands of the Kingdom of Glynmore and Archduchy of Albion Rayonne. Thank You to Dame Elizabeth Blacksword, Sir Iollan and your team for making a wonderful event and evening.

Special Awards to:

Dame Katelyn received the Imperial Order of the Comet.

Baron von Gelder of Umbria received the Imperial Crown Companion.

Sir Eric McIver received the Imperial Crown Companion.

Squire Geoffrey Haberdasher received the Imperial Crown Companion.

Dame Lysle Anne Niquette Vogel of Argyl received the Imperial Crown Companion.

Captain Trinity receiving the Order of the Empress' Grace.

Sir Klaus van Isbjerg the Imperial Order of the Golden Cross.

Dame Milisent de Lilley received the Order of the Golden Spoon.

Dame Jaylyn DuLoc received the Imperial Order of the Harp.

Sir Jesan received the Imperial Order of the Lion.

Dame Edelinne d'Orsay received the Imperial Order of the Nebula.

Sir Titus Draconis received the Royal Order of the Queen's Guard.

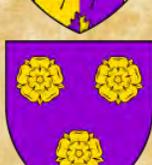
Sir Flint received the Imperial Order of the Quill

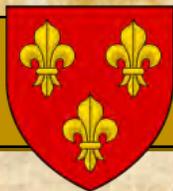
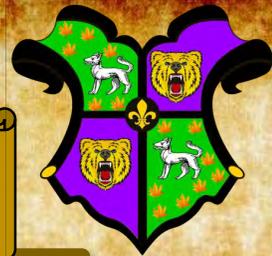
The Shire of Drachetor received the Rising Star of Adria.

Dame Elizabeth Blacksword & Sir Keyin Blacksword received the Royal Star of Adria.

Sir Gregor Pent Graf vonSchongau received the Imperial Order of the Talbot

CONGRATULATIONS TO EVERYONE!!!



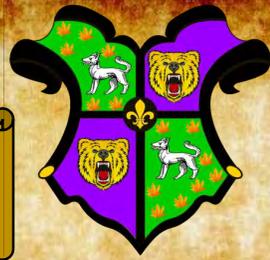


Coronation Time



The Coronation of Sir Desmond and Dame Babette
Emperor and Empress of the Adrian Empire.





The Church of Fools

Church of Fools

"So, this is the part where I'm supposed to tell you about the Church of Fools events and publish pictures.

Events?

We have one a year and it's called "Fools War" and it's awesome.

Pictures?

That takes effort. Easier to drink and make fun of the Church of Adria.

In fact, one of the mottos of the Church of Fools is "that takes effort" and it's usually uttered when someone doesn't want to do something. Like post pictures.

See how that works?

So what is the Church of Fools exactly?

A Church based around mockery of stuffy churches.

A family of like-minded individuals who enjoy the lighter side of Adria, drinking, being silly, drinking, playing pranks, drinking...did I mention drinking?

Formed many years ago by his holiness Saint Puck, the Church now has members spawning all corners of the Empire

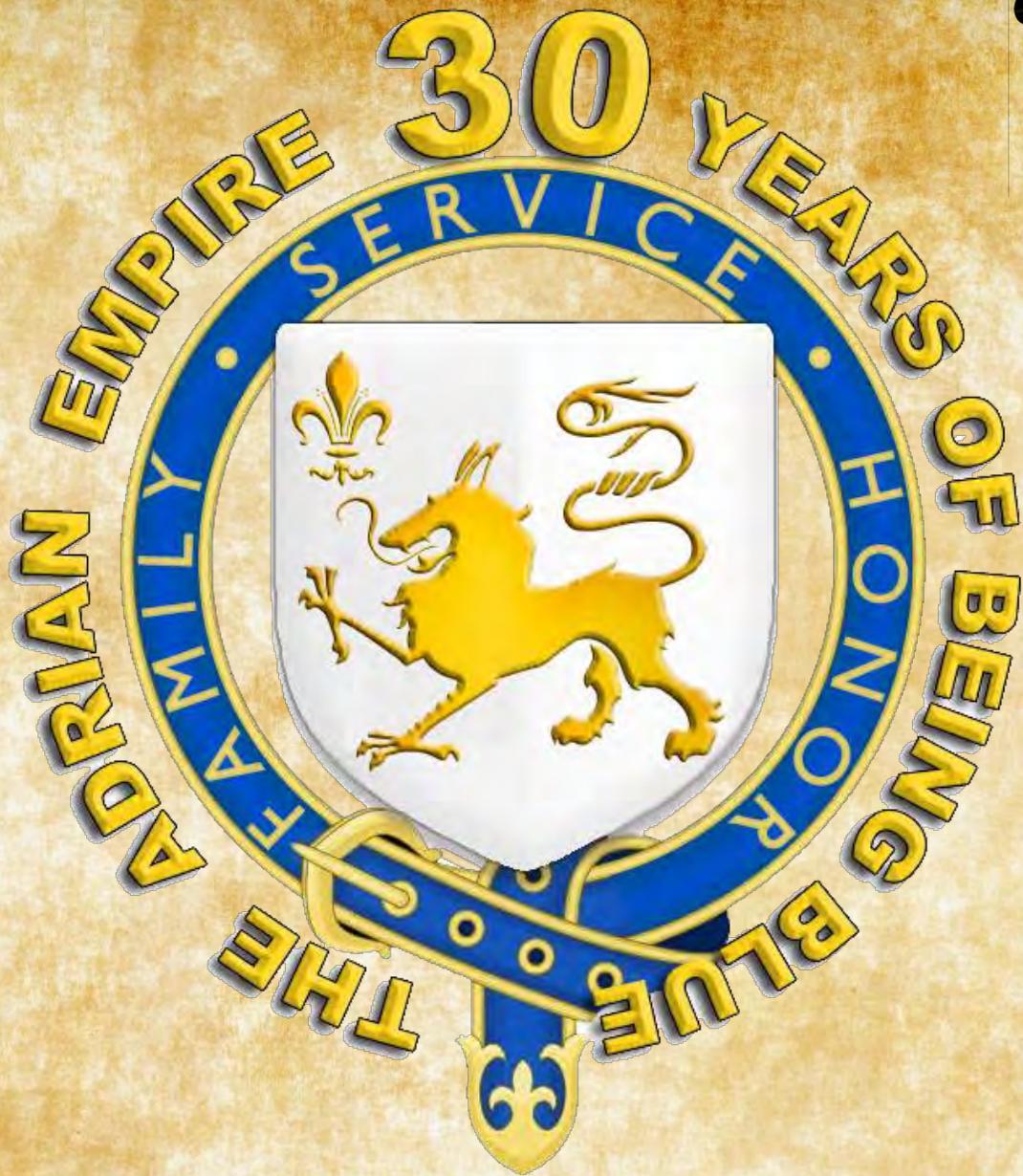
"So, that's it? You guys goof around and drink. Big whoop." Well, yes. And no. Clear as mud, right?

Some people just won't get it, and that's ok. But if this sounds enticing to any of you reading this, feel free to talk to one of our members to learn more about the Church and its ways.

But be warned, we don't take "just anyone" and as some of you may have seen, there is always some form of "initiation" to become a member.



*A fool to the Dream,
Friar Fafnir
Cardinal
The Church of Fools.*



So Say We in True Love and Fun
Desmond and Babette

