

THE BARDIC CHRONICLES

Definitions of persons and functions in stories.

Bard:

A Sacred Artist who is technically either, and/or all a poet, musician, singer, actor, storyteller – knows history and sacred laws, serves as a diplomat between sacred and mundane and is the backbone of communication throughout the country of Cymru (Wales).

BARDIC DIVISIONS

The Bardic Council:

This consists of the Teachers and Administrators of the Bards. They decide what pieces of Bardic work shall become standard to learn and how laws shall function. They are the judges of the rest of the Bards and make all the most important decisions concerning them.

Their basic ranks are:

Head of Council & Chosen
Chief Advisor to the Head of Council
Advisors to the Head of Council
Members of the Council

Court Bards consist of:

Chief Bard & Second:

Court Bards know ritual and sacred law very well and sit at court when disputes or a need for interpretation of law is required. Their decision holds over the Lord or Lady if there is any question or conflict. In other words, Sacred Law holds precedence over mundane. Court Bards co-ordinate with Players, Sacred Singers, Sacred Dancer, Sacred Musicians, Heralds and Storytellers of an especial Court.

Other Bards consist of:

Wandering Bards:

Would at least know basic ritual and Sacred Law and would be very good at communication. They can virtually be any Bardic status including Head of Council.

Players:

Actors – who can be Bards, near-Bards or others who were once Runners but never qualified as a Bard. They tend to stay with one Troupe. Some Troupes attach themselves to a Court, others wander. When they wander, they help maintain the ley lines of the land. They often work closely with the Sacred Singers, Dancers & Musicians who also help maintain the ley lines.

Storytellers:

Can be Bards, near-Bards and occasionally a very talented once-Runner who may still make it as a near-Bard. They tend to be in villages or possibly in a town but rarely at Court as the Chief Bard and their Second can fill that role.

Heralds:

Those once Runners who never made it to Bard or near-Bard but have a good memory. They are always attached to a Court.

Near- Bard:

Very gifted but not quite a Bard. Very likely to become one. Must be ‘Gifted’ by another Bard through an initiation ritual.

Runners:

Bards in training who’ve had basic schooling having usually started their schooling as a child around ten or earlier. They become a Runner at about the age 15yrs. They stay a Runner until their early twenties unless found to be a Bard. Runners go on the road and are usually traveling with a Bard, but sometimes the older Runners will be on their own for periods of time – and/or if carrying messages to a specific end. Runners can also become ‘part of’ a Bardic Community, especially one of the Council Seats, if not qualifying as Bards – where they continue to learn and help maintain the Community through other means or talents (farming, husbandry, weaving, cooking etc.).

Bards can be ‘discovered’ at any age, but they are not truly ‘fully vested’ until an adequate amount of training is done. A ‘fully vested’ Bard wears a brooch on their left shoulder.

Sacred Singers, Dancers and Musicians:

Are 'not' Bards and though attached to the Bards have their own system, qualifications and standards/status within their ranks. They are often closely associated with/work with the Players and help to maintain the ley lines when traveling. They also may attach themselves to a Court or may wander, tending to stay with one particular group.

Healers:

Are not Bards, though Bards have their own methods of doing healing. Healers use herbology and other physical means as well as the use of tone and energy to do their healings. Their center of learning where they also maintain a Community is on the Holy Isle off the Northern West Coast of Cymru. On this Isle are Teachers of a Healer's (apprentice) final training where they will take an initiation to become a full Healer. On this Island is also the 'Librarian' who keeps and maintains the records of the Healers, both written and in memorization. Healers go out into the Country where-ever their service is needed. There are several at the Bardic Seats and Great Houses, though most choose to be attached to villages and towns. A Healer may take on an apprentice or two, though an apprentice does not become a Healer until they are initiated on the Holy Isle.

Wisewomen and Men:

Though most are women, the men are usually stronger at soul retrieval. All are part village Healer and Keeper of Village ritual and customs. They have the best working knowledge of herbs in their specific regions and Healers seek their help in attending their duties. Bards also consult with them when coming to a village or some towns. Court Bards will also consult them in the surrounding villages of their Court.

Greathouses:

Precursors to castles. I could use the term *Caer* but chose a word I felt would stimulate something visual in the Reader. They actually would be a building that would house a good number of people that might equal a small village within the confines of its walls. I usually picture it as a rectangle of apartments and halls with a main courtyard in the center. There would also be outbuildings nearby that would include stables and some servant quarters, though some servants slept on the floor of their masters' or mistress' apartments. There may have been two or more floors. Gwydion's Greathouse would have been almost a true castle, very sprawling with rings of apartments and 'roads' between those apartments. The amount of people would have come closer to a town in size. There would have been specific buildings only used as halls and there was a stone wall around this 'village' for protection.