



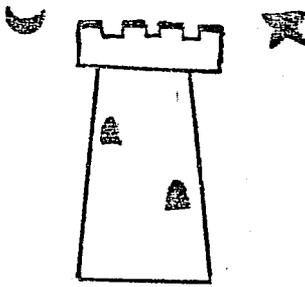
The

Palantir of

Barad-Duin

VOLUME
NUMBER





Volume 1 Number 1 March 30 1988
Editor - Nithanalorn

Court

Duke Ahrmaand
Ducal Consort Sylaina
Chancellor Nithanalorn
Champion Sionnach
Herald Sinjen

Ducal Guard

Captain Sudakahn

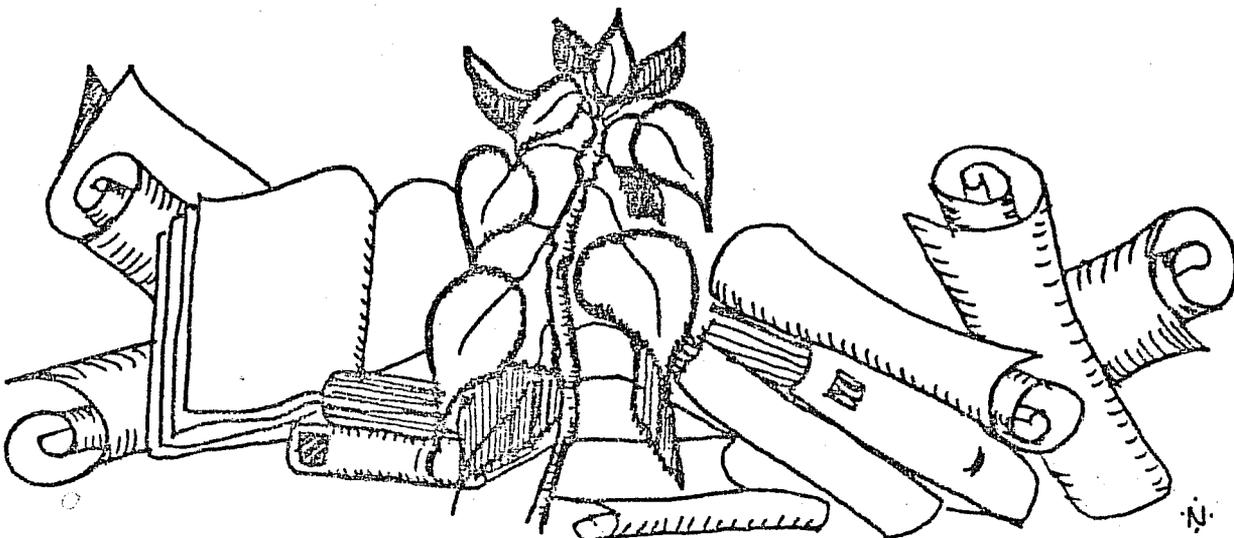
Arts/Sciences

Sylaina - Clothier
Heraldry - Raven
Art - Nithanalorn

Class Guildmasters

Assassins - Caduesan
Healers - Romeron
Magic Users - Nithanalorn
Warriors - Sinjen

Amtgard: Grand Duchy of Barad-Duin is a non-profit, non-sectarian medieval and fantasy role-playing society. Anyone may join, but you must be fifteen or older to participate in combat. Everyone is welcome at the battle games. For five dollars for six months or a dollar per month, you receive a vote at the allthing, a rule book, and the club newsletter. Dues go towards rulebooks, the newsletter, club promotions, special events, and tourney prizes. The Palantir of Barad-Duin is the official newsletter of the Austin Chapter of Amtgard and is published bi-monthly.



FANTASY

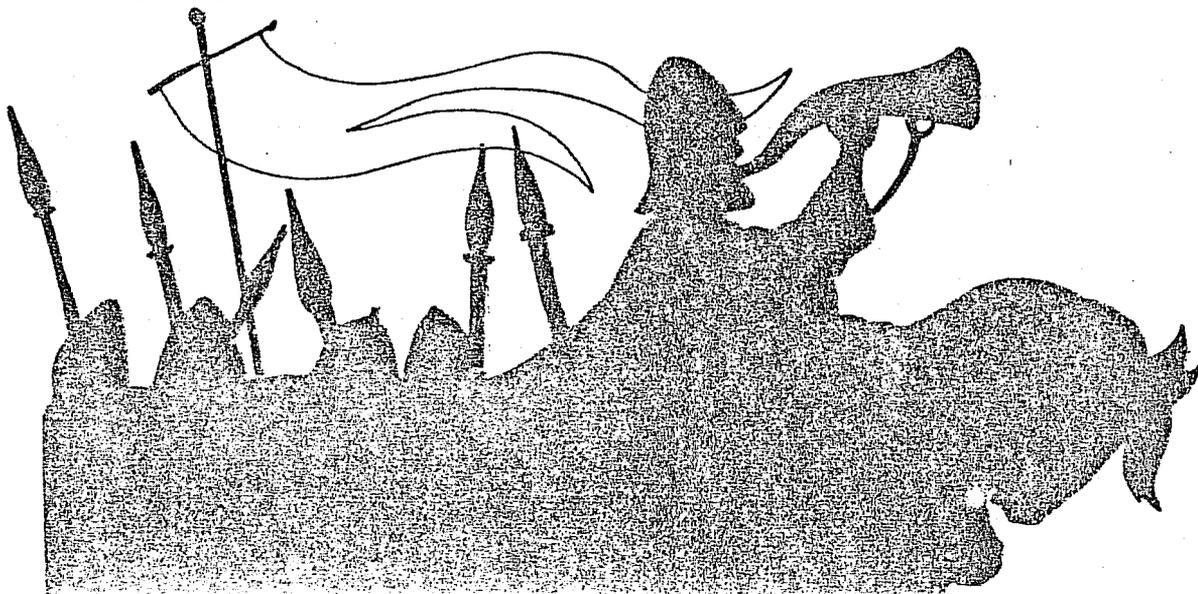
To many, Fantasy, this sub-creative art which plays strange tricks with the world and all that is in it, combining nouns and redistributing adjectives, has seemed suspect, if not illegitimate. To some it has seemed at least a childish folly, a thing only for peoples or for persons in their youth. As for its legitimacy I will say no more than to quote a brief passage from a letter I once wrote to a man who described myth and fairy-story as "lies"...

"Dear Sir," I said, "Although now long estranged,
Man is not wholly lost nor wholly changed.
Dis-graced he may be, yet is not de-throned,
and keeps the rags of lordship once he owned:
Man, Sub-creator, the refracted Light
through whom is splintered from a single White
to many hues, and endlessly combined
in living shapes that move from mind to mind.
Though all the crannies of the world we filled
with Elves and Goblins though we dared to build
Gods and their houses out of dark and light,
and sowed the seeds of dragons, 'twas our right
used or misused). That right has not decayed:
we make still by the law in which we're made."

Fantasy is a natural human activity. It certainly does not destroy or even insult Reason; and it does not either blunt the appetite for, nor obscure the perception of, scientific verity. On the contrary, the keener and the clearer the reason, the better fantasy will it make. If men were ever in a state in which they did not want to know or could not perceive truth (facts or evidence), then Fantasy would languish until they were cured. If they ever get into that state (it would not seem at all impossible), Fantasy will perish, and become morbid delusion.

Fantasy can, of course, be carried to excess. It can be ill done. It can be put to evil uses. It may even delude the minds out of which it came. But of what human thing in this fallen world is that not true? Men have conceived not only of elves, but they have imagined gods, and worshipped them, even worshipped those most deformed by their authors' own evil. But they have made false gods out of other materials: their nations, their banners, their monies; even their sciences and their social and economic theories have demanded human sacrifice...Fantasy remains a human right: we make in our measure and in our derivative mode, because we are made: not only made, but made in the image and likeness of a Maker.

- UNKNOWN



Honors Awarded

| DATE | RECIPIENT | AWARD | FOR |
|---------|-----------|-----------|-----------------------------|
| 3/12/88 | Sinjen | 1 Dragon | Costume |
| 3/12/88 | Caduesan | 1 Warrior | Winning the orb of Healing. |
| 3/12/88 | Sionnach | 1 Rose | Development of persona |
| 3/26/88 | Black | 1 Rose | Development of persona |

History update

(the long, long, long, long , long, long four weeks back)

- 3/1/88 The evil sorceror is defeated and thus begins the reign of his most noble Duke Ahrmaand. (see the story "THE BEGINNING")
- 3/5/88 The board of directors is formed.
- 3/5/88 First battlegame with 11 people in attendance.
- 3/12/88 Quest for the orb of healing and champions feast at the wizards keep.
- 3/19/88 Flag battles and a raid on Hunans restaurant.
- 3/26/88 Flag battles and discussion of some of the rules. Duke Ahrmaand announces that he must leave to finish a quest he took up long ago. His most beautiful consort will be ruling in his stead until the ducal tournament.



REFERENCE BOOKS

| Author | Title | Date | Price |
|---|---|------|---------|
| Douglas Gorsline not recommended | What People Wore | 1984 | 10.00 |
| Katherine S Holkeboer | Patterns for Theatrical Costume | 1984 | 22.95 |
| Line drawings, has basic patterns, watch for mistakes, | | | |
| Rosmary Ingram | The Costumers Handbook | 1985 | 9.95 |
| show basic sewing techniques for construction | | | |
| Carl Kohler | History of Costume | 1985 | 6.95 |
| study of actual pieces of clothing, some primary sources, good of | | | |
| German clothing | | | |
| James Laver | Costume through the Ages | 1967 | 8.95 |
| Vecellio Legare | Vecellios Renaissance Costume Book | 1967 | 16.25 |
| details are hard to see, all woodcuts | | | |
| Joan Mann | Fashion in Costume | 1984 | 20.95 |
| not very good for SCA | | | |
| Herbert Norris | Costume and Fashion | 1938 | |
| very good basics and good details, some things are out of date | | | |
| Blance Payne | History of Costume | 1965 | 37.50 |
| overview, portraits | | | |
| Douglas A Russell | Costume history and Style | 1983 | 12.95 |
| Primary Sources, some information on fabrics | | | |
| Christopher Rothero | Medieval Military Dress | 1978 | 13.70 |
| general outline, go to primary sources | | | |
| Lynn E Schurnberge | Kings, Queens, Knights, and Jesters | 1981 | |
| Margaret Scott | The History of Dress 1400-1500 | 1979 | |
| Carolyn Schultz and Janet Winter | Elizabethan Costuming | 1979 | |
| sewing techniques, basic patterns, overview | | | |
| Norah Haugh | Corsets and Crinolines | 1942 | |
| most of it to late for SCA but good author | | | |
| Turner R Wilcox | Mode in Costume | 1978 | |
| Pattern motifs for fabric and embroidery, variety and accessorie ideas | | | |
| Doreen Yarwood | European Costumes | 1978 | |
| nor primary sources, interpretation not always faithful to original | | | |
| Janet Arnold | A Handbook of Costume | 1980 | \$17.95 |
| Lists museum collections, good for research | | | |
| Juan De Alcega | Patterns of Fashion (1560-1620) | 1985 | 20.00 |
| patterns taken from actual garments, lots of pictures, very good | | | |
| Jane Ashelford | The Visual History of the 16th Century | 1983 | 17.95 |
| has portraits and some explanation of the garments | | | |
| Lucy Barton | The Common Man through the Centuries | 1961 | 15.00 |
| all drawings, but a good overview | | | |
| Elizabeth Birbari | Historic Costume for the Stage | 1975 | |
| good text, all drawings, no patterns | | | |
| Max Von Boehm | Dress in Italian Painting 1460-1500 | 1929 | 27.50 |
| shows details for chemise and shirts, some patterns | | | |
| Ornaments, ect | | | |
| unknown | | | |
| Peter Bucknell & M. Hill | Modes and Manners | 1927 | 50.00 |
| for advanced sewer, no explanation or instructions for sewing | | | |
| Braun and Schneider | Historic Costume in Pictures | 1975 | 7.50 |
| very slanted toward German, Published originally in 1800's so highly doubtful | | | |
| Iris Brook | Western European Costume Vol I | 1975 | 6.00 |
| all drawings, not really worth the money | | | |
| Millia Davenport | The Evolution of Fashion 1066-1930 | 1984 | 35.00 |
| for advanced sewer, some patterns, organized by English Monarchia, | | | |
| has good descriptions of cloth, colors, movement, ect. | | | |
| Unknown | Costume of Religion Orders in the Middle Ages | 1984 | 40.00 |
| lots of primary sources but very small, some text | | | |
| Katrine De Baillie | The Book of Costume | 1980 | 7.25 |
| Medieval Costume | | | |
| very general overview, written for SCA | | | |
| Herbert Druitt | A Manual of Costume as Illustrated by Monumental Drawings | 1906 | 20.00 |

A list of costuming books

by Louise Craig

THE

BEGINNING

by Nithanalom

"Owl! Watch what you're doing with that!" shouted a tall bearded human, "or you'll catch the whole damned forest on fire!"

"Hold your hot air. I swear it works, my grandmother wouldn't lie to me." said a small hobbit-like creature, waving a smoking branch wildly in the air. "She said the smoke keeps away all kinds of ticks, squiggly, yucky, fluttery..."

"...And woodsman, if you're not careful. Now just lie down and get some sleep, we've a long day tomorrow."

"But the fire is..."

"Don't worry about the fire, it won't be that cold tonight." The wind mourned long and low in the trees, causing the small hobbit to draw up his knees to his chest for warmth.

As the night moved on, the moon above would be the only witness to the companions' turn of fate.

Smoke, thick and black, billowed up from the campfire forming a pillar rising toward the night sky. The wind began to pick-up, causing the two sleepers to turn restlessly in their dreams.

The wind kicked harder, scattering bright embers from the campfire, sucking at smoke until it rose higher. The black column seemed to disappear.

Out of the shadows they appeared. Creatures so dark they looked like living shadows, save for the two pairs of glowing eyes which spoke of their unholy life. Boldly they stepped toward the dead fire and positioned themselves over the sleepers. Moving quickly and mercilessly, the phantom's hands

Above the wind, a low deep-throated moan caused the two friends to be startled from their sleep. Blinking their eyes open, the two, for an instant, saw a flash of steel, then darkness.

The magus looked carefully into his ball of crystal, which glowed with a faint light. Quietly he sat at his table in his laboratory. The room, filled with books and material of his art, helped to soothe him as he thought of the trouble this artifact has caused in its obtaining. From the beginning of this quest, the magus has found what a great cost he has had to pay and the time lost that can never be restored. "Those poor fools, if they only knew of what they had carried. Its a pity I had to dispose of them so quickly, but chances I cannot take." With a wave of his hand, the balls of light diminished, then blinked out.

"Master," cried a crippled goblin as he pushed his way into the chamber, "the shadow demons return!"

Mildly annoyed, the magus nodded. "I should reprimand you for your unannounced intrusion," he stated as he let his anger show. "Your lucky I'm in a forgiving mood tonight! When they reach the main hall have them wait for my arrival."

"By your wisdom," croaked the goblin as he bowed and hurriedly left the

Sighing wearily, the arch mage raised himself from his desk and carefully gathered his robes. Chanting silently a word of magic, the air about him shimmered and he vanished.

With a smell of burning sulphur, the shadow demons appeared in the audience chamber of the evil mage. Shifting with anticipation, he lifted his cowed hood, "Speak!" his voice echoing in the silence.

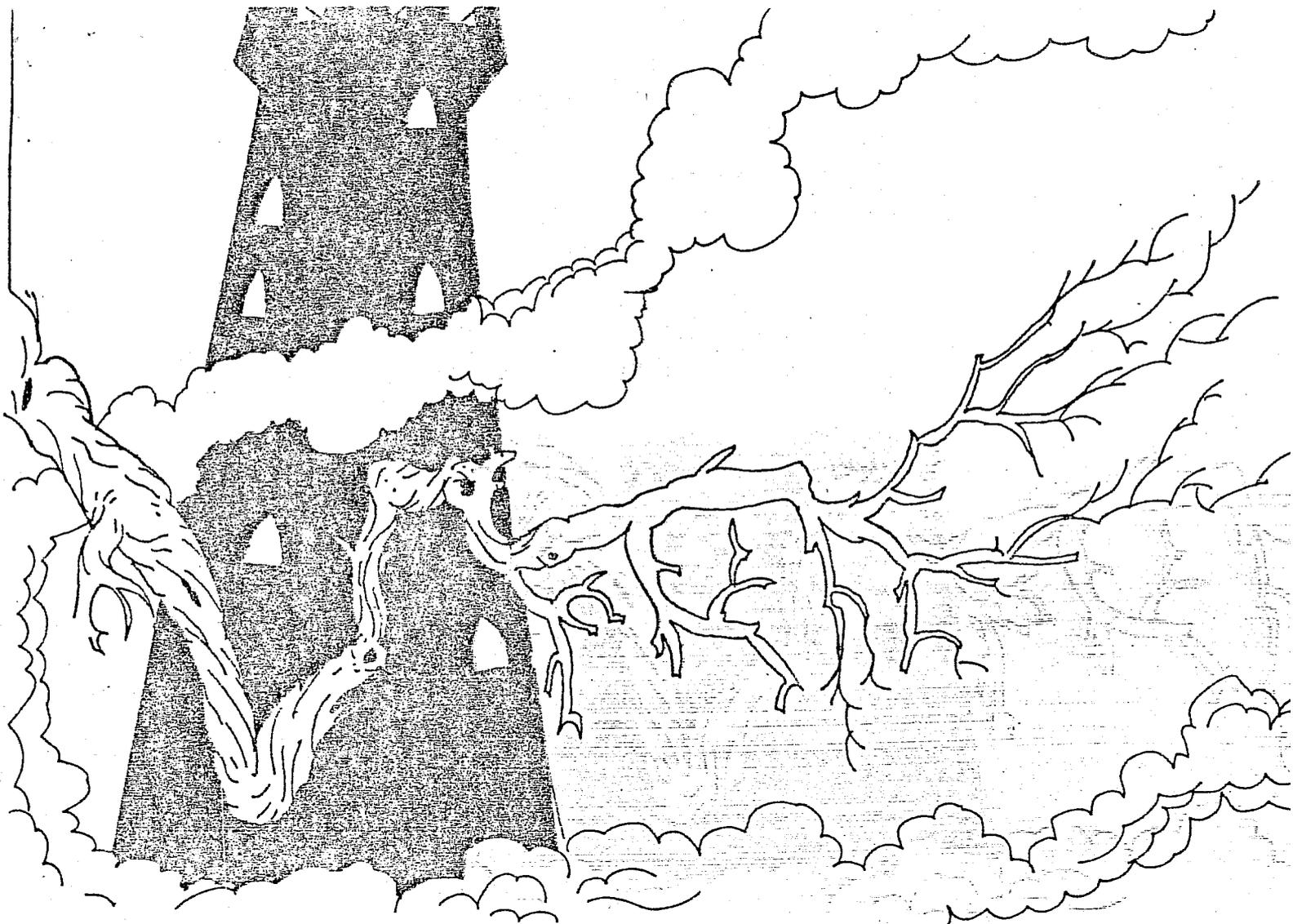
"Master, we have captured the device you seek."

"Show me," demanded the mage as he stood to gain a better view.

Carefully the demon held forth a blackened appendage and opened its fingers to reveal the object inside. Like the crystal of diamonds it appeared, and yet was more strong than adamant, so that no evil or good could mar its surface or break it. This which the mage beheld was the magical orb of the ancients that could heal with untold power and could even bring the dead back to life. This treasure was the last of five artifacts that the evil sorcerer needed to make his victory complete and control all of the middle provinces.

Eagerly he grasped the device and shrieked in triumph.

Thus began the reign of terror across the land. And in that time, the countryside was filled with shadows and bewilderment and men knew not how to lift the evil curse.



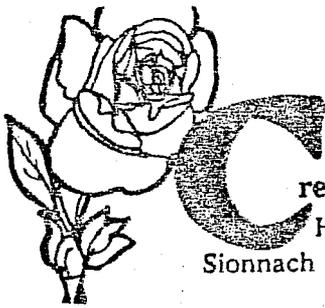
Using the artifacts, the mage twisted their magic to suit his own thirst for power and youth. Enlisting the aid of the lizard people from the eastern swamps whole villages were sacked and destroyed. Those who were useful were taken to quarries to dig out great monoliths to build his evil tower. Those which served no purpose met an untimely death strapped to his sacrificial altars.

There seemed to be no one who could stand forth and survive. All but a few of the barbarian tribes to the north had been destroyed, leaving only minor clans, too weak to be of any threat to the dark tower. Thus it stood, erected, to keep vigil over the land.

Ten years of the moon passed and the lands were still locked in sorrow and its people were chosen to

and wisdom faded. Life meant only survival. What little thoughts were directed at creativity sprang into being around the campfires at night, when those who could remember would tell the young of a fairer day, when life teemed upon the soil and in the waters. Life seemed without hope until out of the West came one who bore a light that pushed back the darkness.

To be continued.....
.....



Creating a Persona For Amtgard

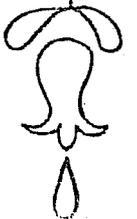
Hints and Ideas by Kris Andrews

Sionnach o' Ros Sidh, Champion of Duke Seregon

Everyone would like to live in a fantasy world, and that is exactly what Amtgard seeks to simulate. Amtgard is a world of medieval fantasy — a place where knights, lords, elves and sorcerers mingle on magical landscapes. And, in order to become a part of this world, you must create a new identity for yourself, and alter-ego who exists side-by-side with the other denizens of this fantastical place. Whenever the society meets, you BECOME this new persona, in dress and in speech, in attitude and in combat. As you play your character, you interact with the personae of other club members, in effect creating among yourselves the wondrous, imaginary society that is Amtgard. What follows are hints and guidelines that will help you in selecting the persona you will become to enter into this magical place.

The inspiration for your persona may come from any source — legends, history, fantasy fiction or your own wildest daydreams. For instance, if you like the idea of playing an elf, you may choose to be a traditional Germanic elf, a lighter, lither Tolkienesque elf, or even a sprightly Elizabethan spirit. Or perhaps a historical era appeals to you — a druidic sorcerer from ancient Ireland. Where you draw your ideas, with a little research you can learn how to dress, fight and most importantly, act in character. Remember that Amtgard is a world of MEDIEVAL fantasy, which roughly translates into any time period from prehistory to the Renaissance. While this may not mean much in fantasy fiction set on alternate worlds, at least the medieval spirit must be maintained (in other words, no laser toting space pirates, although a low tech warrior from a post-holocaust Earth might work). Also, while you may be inspired by actual fictional or historical characters, the persona you create must be original; so that while it is great to play a Cimmerian barbarian or an Arthurian knight, you cannot choose Conan or Sir Lancelot as an alter-ego. Beyond these considerations, however, the only limit to your persona is your own vivid imagination.

Something to keep in mind when selecting a persona is the Amtgard system of combat. In combat, there are several classes of character, such as warriors, barbarians, wizards, scouts, assassins, and so on. When you are on the battlefield you must elect to be one of these classes of character for that particular melee. However, in a different combat session (and there are usually no more than three at a weekly meeting) you may play a different character class. In other words, on week you might be in the mood to walk onto the battlefield as a heavily armored juggernaut, whilst the next week your fancy may be the elegance of a monk or the tenuous power of a thaumaturge. It is encouraged that you try each of the classes for yourself and experiment. For this reason, you may wish to choose a persona that can justify switching roles. For instance, elves are ideal for alternating between warrior, scout, and wizard. Likewise, an outdoorsman could equally be seen as a healer, archer, monk, scout or warrior. One crafty fellow could interchange as scout and assassin. But some combinations are harder (though naturally not impossible) to justify, such as a 10th century Danish viking (a classic barbarian/warrior) becoming a sly, unarmed magician (which would probably roll the eyes of fellow Amtgardians). Later, of course, to counterbalance your first character, (a small and slippery thief, let's say) you may create a second persona altogether, perhaps a knight who dabbles in the mystical arts. Initially, however, it is advisable that you develop one persona fully before spreading yourself (and your character's experience) out. Also, it is simpler at first to play a more physical (read: non-spell casting) character class in order to become accustomed with the rules of combat. Then, you may begin playing wizards and healers. Most importantly, keep in mind that these

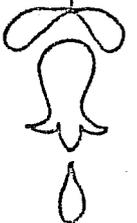


character classes are simply designed persona, but by no means a limiting or deciding one. The final factor in what your character is and does is your own, unique imagination.

Lastly, something to consider in choosing a persona is your personal, physical attributes. This is not to say that if you do not consider yourself particularly quick or large, you should not be an elf or a Zulu warrior. But let's face it, a six foot four inch, two hundred pound hobbit just does not work. While such a character might be amusing, it is better in the long run to select a persona that (roughly) fits your body type. Not only will this paint a stronger picture visually, but I think it will give you a more positive attitude about the character and about yourself. Many people are unaware of their own, physical potential and what better way to explore this than in the fun and harmless thronerooms and battlefields of imaginary Amtgard? The closer your persona matches your own physique, the less you will rely upon abstract rules to equalize yourself with other Amtgardians and consequently, the more of your own potential you will be able to utilize. Of course, we all know that the object of fantasy is to allow you to be something you cannot be in the mundane world, and this idea is reinforced here by insuring that you are actually BECOMING your persona at every meeting of the society. One of the useful attributes of fantasy is its power to allow you to explore yourself. This very act in itself becomes an adventure. Remember that not everything in fantasy is combat and the same is true in Amtgard. Select an alter-ego with which you feel comfortable, both mentally and physically, and that much more of your energy can be channeled into having fun.

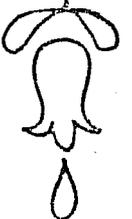
By now, you should have an idea of what type of persona you would like to create. From here you might want to perform a little research to come up with a background for your new self. As an example, let us say that you have chosen an Elizabethan elf as a race. This means that you will be much more magical in nature than say, a Tolkien elf, and you will be of the Oberon/Titania cycle. Minimal reading will tell you that these spirits were derived both from elements of classical mythology and elements of Celtic/Germanic legends. Now choose which (if not both) side appeals more to you, and explore it. For instance, your elf might be more Celtic in nature, a fairy tale rogue with a fleet foot and a flashing sword. Elizabethan elves as often as not had magical origins rather than biological ones: the birth of our example elf might have come say, at the dawn when the sun opened the petals of a rose in a fairy ring, a rose on which the mightiest warrior of Ulster in Ireland bled his final drop after falling to the superior numbers of his foes: the rose bloomed at sunrise and an elfin infant awoke at its center. A brief life story will come with a little day dreaming; our elf was raised by fairies and leprechauns but, alas, the influence of the warrior's blood (perhaps his "father", making him a half-elf?) drove him to explore the world of men, and he became a magical, capricious wanderer; until finally he came to the Grand Duchy of Barad-Duin and established himself as the Duke's Champion. The name should catch the spirit of the character: our elf has the name Sionnach o' Ros Sidh, which is Gaelic for Fox of the Fairy Rose. From his origin, it is easy to decide a personal motif, which will be the rose: his clothing will tend to be scarlet in color, often he will bear a flower for his lady friends, etc. With a little effort and much delight, a persona is created and fledged; in this case, the elf is the character played by the author of this article.

Not all origins have to be as colorful as this. You may choose to be a dwarf from a mountain army, or the grandson of a Roman Centurion left behind in Saxon England. You may even simply explain yourself as a Norse viking or a wizard in a tower. The more research and imagination you put into your persona, the more believable, interesting and downright fun it will be, both for you and for your fellow Amtgardians. After you have chosen and named your persona, you will have to form a mental image of what sort of clothing you will wear,



what sort of weapons you will use, what speech patterns would be appropriate, and so on. In short, think of what you will do to transform yourself into your new identity at a meeting of the society. At first, your costume need only be basic. There is a Clothiers Guild in the society with folds who can help to make an outfit for you. Some weapons will be provided by the club, but eventually you will want to make you own and personalize them to your character. The most important thing that you must provide at a meeting is a good understanding of who your persona is and a healthy desire to have fun being that character. I guess above all other pointers I have given in this article, this last one is by far the highest priority. If in creating a persona you use good sense, a dash of effort, and a heaping helping of your own unmatched imagination, there is no reason that you cannot, though your persona, live out that life that everyone wants, on the wide and magical landscapes of Amtgard.

Stormach & Uby *Rich*
Stormach & Uby

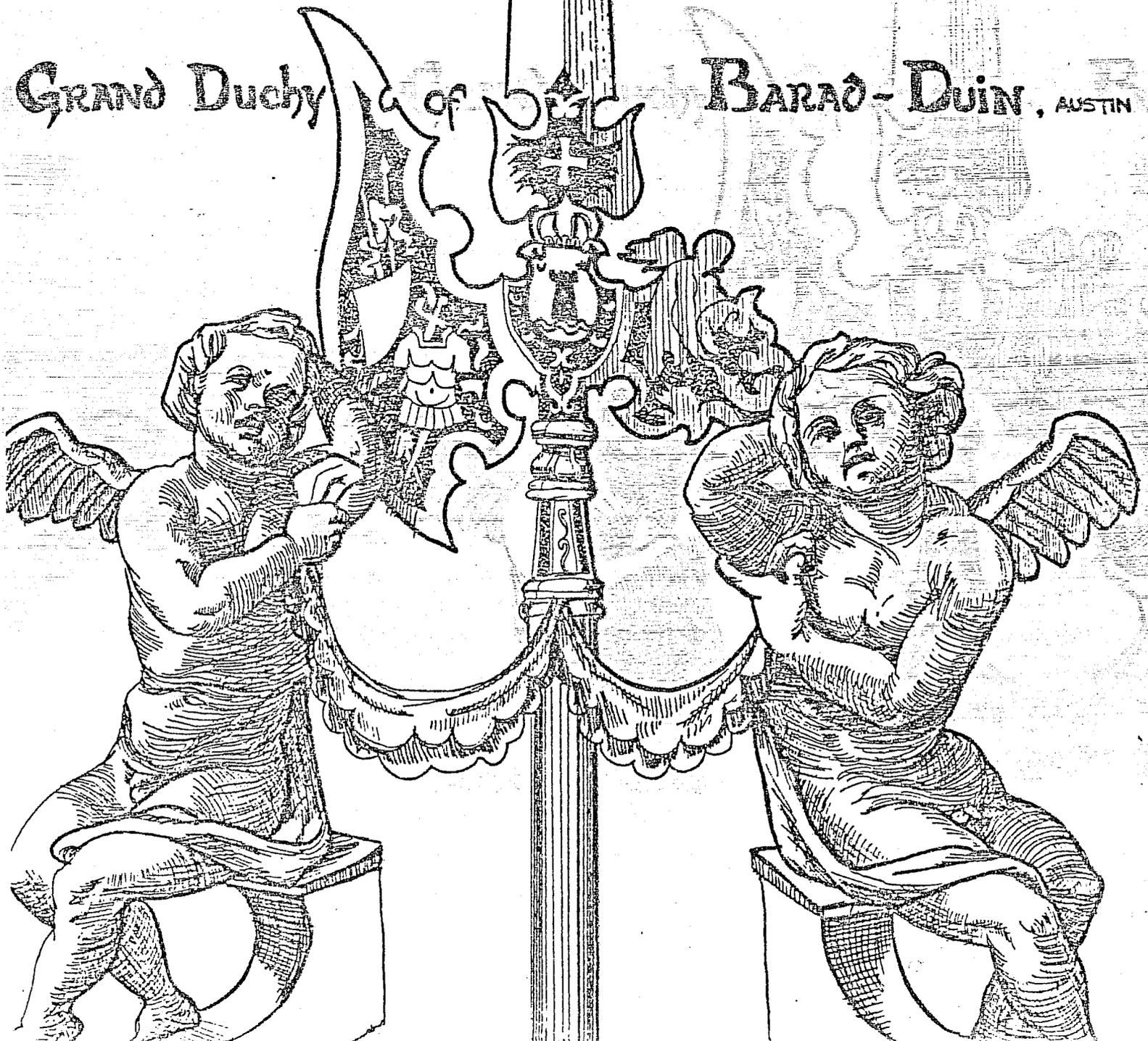


AMICGARD 19 88" CORPORA

GRAND Duchy

of

BARAD-DUIN, AUSTIN



The Corpora of Laws of Amtgard: Kingdom of the Burning Lands and the Duchy of Barad-Duin

Introduction: Amtgard is a vehicle for recreation, and many often lose sight of that. The Corpora of laws, and the rulebook of play are only guidelines to aid the interaction between the people who come to Amtgard for recreation. The ideal purpose of government is to serve the people, not the other way around. Some of the great philosophers have said that "man is greater than his institutions." No rulebook can cover every possible situation, and no person should be bound by constraints that he or she feels are in conflict with his moral standards. All the good ever done on this planet has been accomplished by people who stood up and dared to make their mark. This Corpora is an offering of service. Its many contributions were made by people who cared to contribute and who had the competence to make their ideas take shape. It is not engraved in stone. People, their relationships, change. Amtgard will change and hopefully, with the contributions of its best, it will prosper and grow. The pages within contain an offering of ideas and service, and I believe, there is quality and care here. However, it would be a gross presumption to state that any body of laws has any real precedence over the thinking and activities of a human being, for these same laws were only made by humans. Only a tyrant would attempt to force "the law" upon an unwilling person, and only a coward would submit to such treatment. He who would create must stand on his own two feet. We must monitor our thoughts and actions if we are to build anything positive in our lives, our relationships, and that unique corner of the world that we call "Amtgard".

-ARAMITHRIS-

EDITORS

1st edition - Nashomi

2nd edition - Nashomi and Aramithris

3rd edition - Aramithris

Addendum - Nithanalorn

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ADDENDUM 1988

Amtgard in Austin is very much the same as our Mother group in El Paso. We in Austin wished to create a Kingdom similar to that of the middle ages. Instead of declaring ourselves a separate Amtgard, we set up a Grand Duchy with a landed Duke to rule over the land in the Kings name. This will give the society a base in which it will be able to grow very large and stable. Having the exact laws and guidelines interaction will be attained with out discrepancy. The only change in the Corpora for our group will be:

Grand Duke instead of the Monarch

Chancellor instead of the Prime Minister.

Tournaments will be held every January and June.

Other than these few attunements the Corpora will remain virtually unchanged.

Yours in Service,
Master Lord Nithanalorn