# CHRONGICLES TRODUCTOUD

VOLUME 1, ISSUE 1

# AMPTGARD. BARONY OF IRONCLOUD

### COURT:

BARON - Gavvin Quinn SENESCHAL - Qintahr Woodhelven SCRIBE - Elionwy HERALD - Cedric

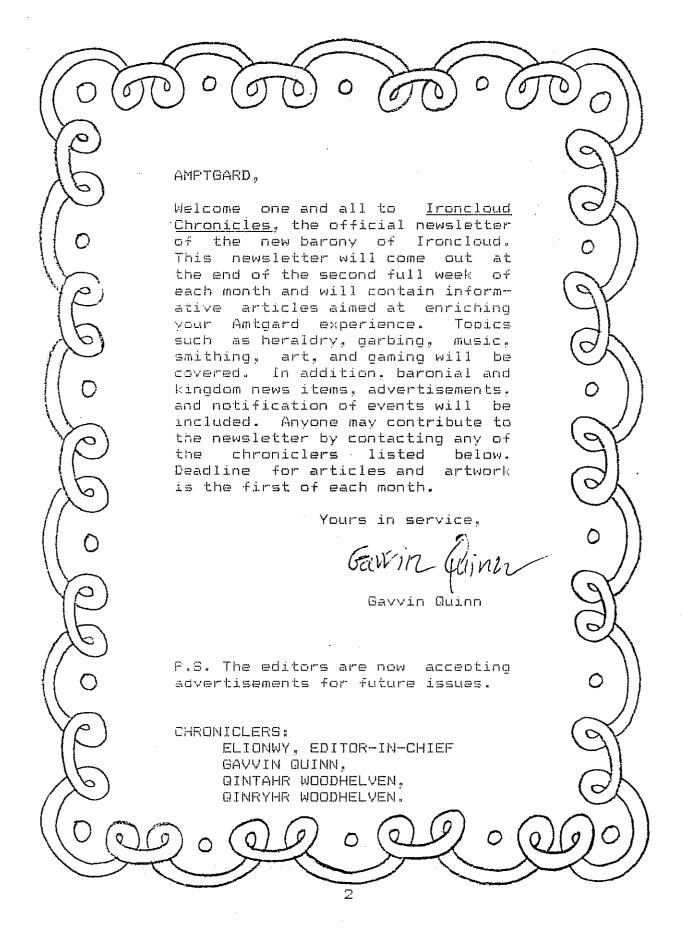
### BARONIAL GUARD:

Sirrakhis (Captain) Cedric Arvid White Lion

### CLASS GUILDMASTERS:

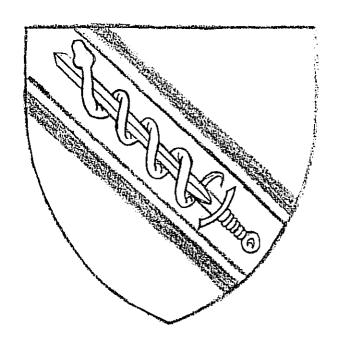
ARCHERS - Marco
ASSASSINS - Cedric
BARBARIANS - Christoph
DRUIDS - Gintahr Woodhelven
HEALERS - Ginryhr Woodhelven
MONKS - Sirrakhis
REEVES - Elionwy
SCOUTS - Lansidan
WARRIGRS - Gavvin Guinn
WIZARDS - C'Nedra

COLLEGE OF ARTS AND SCIENCES:
ARTS - Ginryhr Woodhelven
SCIENCES - Arvid
GLADIATORS - Gayvin Quinn

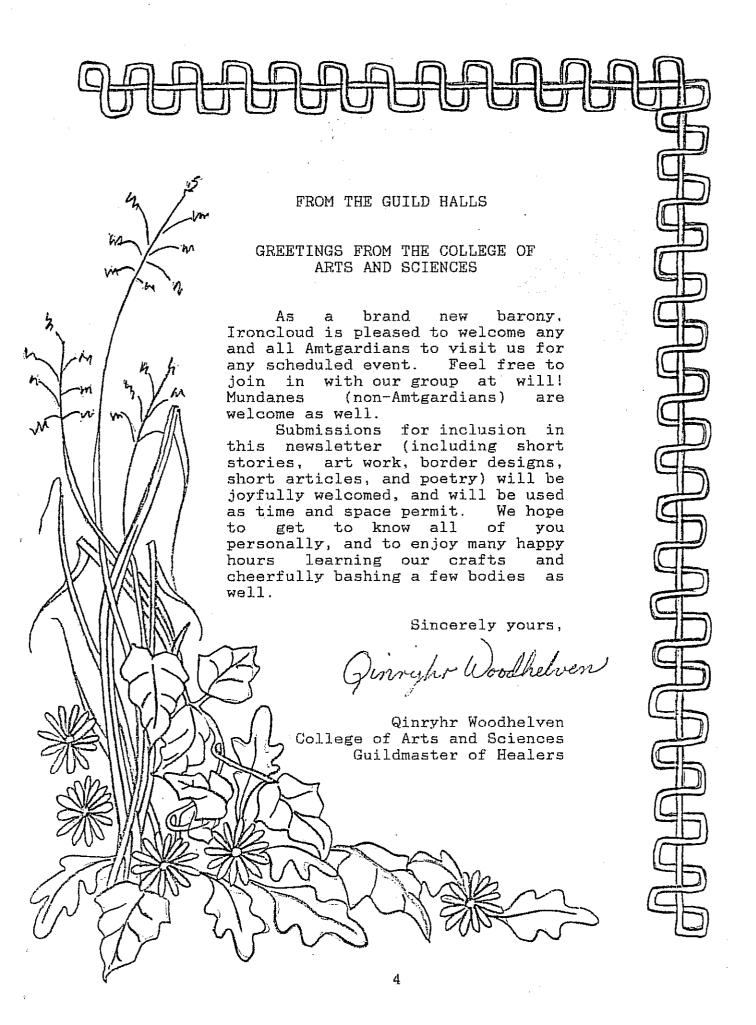


# TABLE OF CONTENTS OCTOBER 1989 ISSUE #1

OPENING LETTER	2
TABLE OF CONTENTS	3
FROM THE GUILD HALLS	4
A HISTORY OF THE BARONY OF IRONCLOUD!	5
THE TEN COMMANDMENTS OF RECEIVING AWARDS	8
POEM	9
CREATING A PERSONA10	D)
CALENDAR OF EVENTS1	
FAR-SPEAKER SCROLL10	6



*********	<***********************************	**
* CONTRIBUTOR	RS:	*
* QINTAHE	R AND QINRYHR WOODHELVEN,	*
* DUCHESS	REYNA, ELIONWY, GAVVIN QUINN,	*
* SIONNAC	CH O'ROS SIDH	*
* COVER ART:	QINRYHR WOODHELVEN	*
* ART: QINRYF	HR WOODHELVEN, ELIONWY	*
* CARTOONS: E	BLOODMOON	*
**********	·************************	**



A History of the
Barony of Ironcloud
As Rendered by Gintahr Woodhelven,
Seneschal and Guildmaster of Druids



pringing to his feet like a cat, Gavvin Quinn searched quickly for the most expedient escape route. Behind him, flashes of light from the liche's hellblast illuminated the forest, the shadows making a

mockery of the woodland's natural beauty.

Everything this twisted creature does is a perversion of life. Gavvin thought anguly. There must be a way to stop it. As his thoughts raced, the clamor behind him grew louder. Vibrations of the forest floor let him know just how close the fiend was behind him. Damn/ he thought. There's no way I can escape.

And that's when the ground literally gave way beneath his feet.

\* \* \* \* \* \* \* \*

Bow strung. Arrow knocked. Slowly. Calmly. Wait until the perfect moment. Wait until — Arrow flies. THUNK. A clean hit, and the deer goes down. Bloodmoon stands, triumph in his eyes. There will be plenty of food tonight.

The huge barbarian moves toward the deer, its eyes not showing any life. Good, Bloodmoon thinks, I killed it quickly. It didn't suffer. But as Bloodmoon draws nearer, the hair on the nape of his neck begins to stand. The red birthmark on his right eye, from which he gets his name, begins to ache.

Magic/ he thinks, but the huge barbarian has time for no more thoughts. In horror, he watches as the stag, still quite dead, bolts

upright and bounds away, faint tendrils of vapor leaving its nostrils.

\* \* \* \* \* \* \* \*

The fall did not hurt Gavvin; he knew how to take a fall. Nor did the demon liche's hellblast strike him, for the ground had swallowed him up before the fiend had seen him. He was, however, quite stunned.

The cavern he now occupied was completely carpeted in a thick, soft, green-tinged form of lichen; it glowed with a faint luminescence, throwing the light from below rather than above.

Before him stood a woman.

"Follow me," she commanded, her voice a low whisper. Gavvin had never seen anyone quite like her. Her skin was paler than that of a normal person, and (perhaps it was the odd lighting) appeared to be tinged a light blue. Her night-black hair also shone blue in the light, but it was none of these things that struck Gavvin as odd. It was her garb that drew his attention.

The lady wore a fine, silky cloak, iridescent in color. Gavvin would swear it was made of cobwebs. Underneath, she wore a simple tunic of cream color, with green-brown breeches. The staff at her side was of polished oak.

When Gavvin didn't respond, she reached down to help him stand. The warrior gently brushed her hand aside and helped himself up.

"No need to assist me, dear lady," he said, giving her a graceful, swooping bow.
"I am Gavvin Quinn." The woman nodded in acknowledgement.

"I am Ginryhr," she stated coolly. "Now you must follow me."

Slowly, the two made their way down the cavern.

\* \* \* \* \* \* \* \*

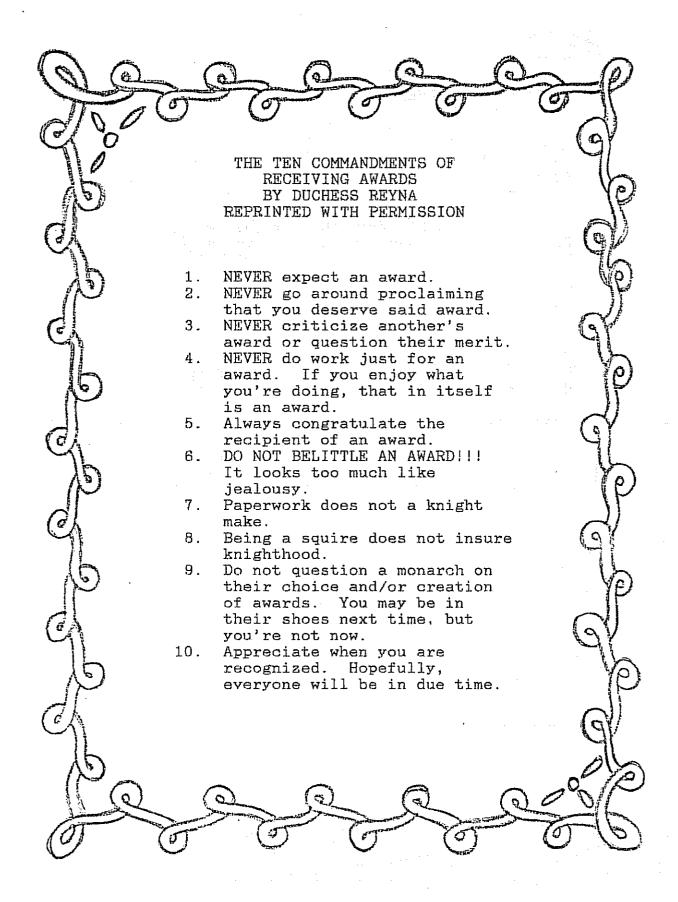
The plants were using him as their voice of pain. Through him, the forest cried out in agony as the demon liche reshaped their natures into things dark and vile. The pain had caused the left side of Qintahr's body to become nearly paralyzed.

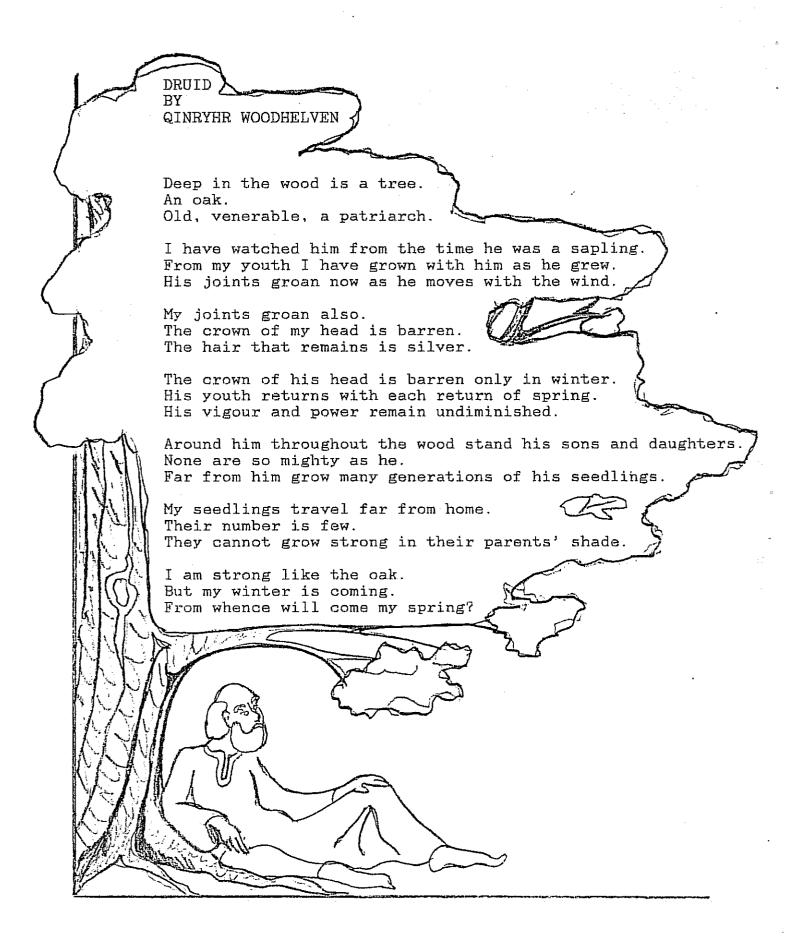
I hear you, my friends, he thought to them, I understand your pain, but I can be of no use to you if you treat me thus. In truth, Qintahr was not paralyzed (there was too much pain for that), but any movement at all sent waves of agony throughout his body.

He had been in this condition for several days now, ever since the unseen threat that walked the forest arrived. Qintahr did not know about the liche, he only felt the effects of its dire spells on the flora. Had either he or his sister been aware of the fiend's presence, they would have probably confronted it by now (and lost their lives in the process). But neither he nor Qinryhr knew what was causing the destruction: so she had gone out to investigate, leaving Qintahr alone. Both knew it was necessary to put an end to the threat as soon as possible, but now Qintahr grew worried.

The pain increases hourly, and Willow has not returned. (Willow is the forest name for his sister; his is Oak.) Suddenly, the half-elf's body doubled over in torment. Qinryhr, I need you?

(TO BE CONTINUED ...)





# CREATING A PERSONA FOR AMPTGARD Hints and Ideas by Kris Andrews Sionnach o'Ros Sidh

veryone would like to live in a fantasy world, and that is exactly what Amtgard seeks to stimulate. Amtgard is a world of medieval fantasy — a place

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

The inspiration for your persona may come from any source — legends, history, fantasy, fiction, or your own wildest day—dreams. For instance, if you like 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. Wherever you draw your ideas, with a little research you can learn how to dress, fight, and (most imortantly) act the character.

Remember that Amtgard is a world of MEDIE-VAL fantasy, which roughly translates into any time period form prehistory to the Ren-

While this may not mean much fantasy fiction set on alternate worlds, least the medieval spirit must be maintained. other words, no laser-toting space pialthough a low-tech warrior from post-holocaust earth might work. Also, while vou may be inspired by actual fictional historical characters, the persona you create must be original; so while it is great play a Cimmerian barbarian or an Authurian knight. you cannot choose Conan or Sir Lancelot as an alter edo. Beyond these considerations, however, the only limit to your sona is your own vivid imagination.

Something to keep in mind while selecting a persona is the Amtgard system of In combat, there are several classes of such as warriors. characters - barbarians. wizards, scouts, assassins, and so on. 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 a different character class. In other words. one week you may be in the mood to walk onto the battlefield as a heavily armored juggernaut, whilst next week you may fancy the elegance of a monk or the tenuous power of thaumaturde. It is encouraged that you each of the classes for yourself and experiment. For this reason you may wish to choose persona that can justify switching roles. For instance, elves are ideal for alternating warrior, scout and wizard. between wise, an outdoors man could equally be seen as a healer, archer, monk, scout, and warri-One crafty fellow could interchange as an assassin and scout. But some combinations are harder (though naturally not impossible) to justify, such as a 10th century Danish Vikino (a classic barbarian/warrior) becoming a sly, unarmed, magician (which would probably roll the eyes of fellow Amtoardians). Later, of course. to counterbalance your first character (a small, slippery thief. let's say) you may create a second persona altogether, perhaps a knight who dabbles

mystic arts. Initially, however, it advisable that you develop one persona before spreading yourself (and your character's experience points) out. Also, it simpler to play a more physical (read: spell casting) character class in order to be accustomed to the rules of combat. Then you may begin playing wizards and healers. importantly, keep in mind that these character classes are simply designed persona, by no means a limiting or deciding one. factor in what your character final .does is your own, unique imagination.

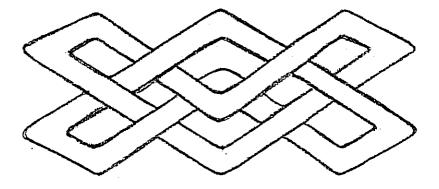
Lastly, something to consider in persona is your personal, physical This is not to say that if you attributes. do not consider yourself particularly quick or large, you should not be an elf or a Zulu warrior. But let's face it. A six foot four inch, two hundred bound hobbit just does work. While such 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 attitude about yourself. positive people are unaware of their own, physical potential and what better way to explore this than in the fun and harmless thronercoms battlefields of Amtgard? The closer persona matches your own physique, the you will rely upon abstract rules to equalize vourself with other Amtgardians and consethe more of your own potential auently, be able to utilize. Of course, we will that the object of fantasy is to allow be something you cannot be iп to world, and this idea is reinforced here by insuring that you are actually BECOM-∨ ⇔um persona at every mesting of One of the useful attributes society. fantasy is its power to allow you to explore yourself. This very act in itself becomes an Remember that not everything adventure. fantasy is combat and the same is true Amtoard. Select an alter-ego with which you feel comfortable, both mentally and physically, and that much more of your energy can

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 that you have chosen an Elizabethan elf as race. This means that you will be much more magical in nature than say, a Tolkian elf, and you will be of the Oberon/Titania cycle. reading will tell you that these spirits were derived both from elements of classical mythology and elements of Cel tic/Germanic legends. Now choose which (if not both) side appeals more to you, explore it. For instance, your elf might be more Celtic in nature, a fairy tale roque with a fleet foot and a flashing sword. Elizabethan elves as often as not had magical origins rather than biological ones: birth of our example elf might have come sav. 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 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 leorechauns but, alas, the influence of the warrior's blood (perhaps his "father". making him a half-elf?) drove 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 soirit of character: our elf has the name Sionnach o Ros Sidh, which is Gaelic for Fox of Fairy Rose. From his origin. it is easy design a dersonal motif, which will 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 much delight, a persona is created 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. may even simply explain yourself as a Norse Viking or a wizard in a tower. 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 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 vourself into your new identity at a meeting of the socie-At first, your costume need only There is a Clothiers Guild in basic. society with folks who can help to make outfit for you. Some weapons will be provided by the club, but eventually you will want to make your own and personalize them to your - character. The most important thing 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 auess above all other pointers I have given in this article, this last one is by far the highest oriority. If in creatino a persona you use sense, a dash of effort, and a heaping appd helping of your own unmatchable imagination. there is no reason that you cannot, through your persona, live out that life everyone wants on the wide, magical landscapes of Amtgard.



# CALENDAR OF EVENTS

## OCTOBER:

14TH (SAT.) WEAPON MASTER'S
TOURNEY

18TH (WED.) FIGHTER PRACTICE
AND GAMING

21TH (SAT.) BATTLE GAMES AND
COURTLY GRACES

25TH (WED.) FIGHTER PRACTICE AND
DANCING (TENT.)

28TH (SAT.) WEAPONS AND/OR

ARMOR CONSTRUCTION

## MOVEMBER:

1ST (WED.) FIGHTER PRACTICE AND DANCING (TENT.)

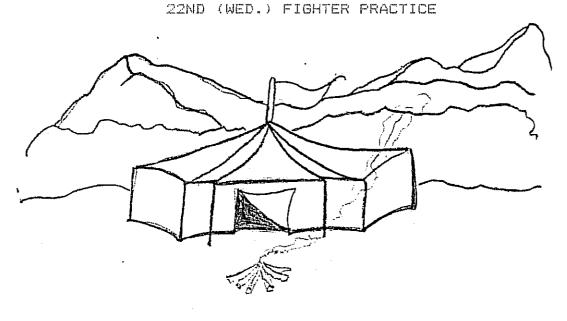
4TH (SAT.) HERALDRY AND PERSONA

STH (WED.) FIGHTER PRACTICE AND DANCING (TENT.)

11TH (SAT.) BARONIAL INVESTITURE AND MEDIEVAL DANCE

15TH (WED.) FIGHTER PRACTICE SLAUGHTERBALL

18TH (SAT.) BATTLE GAMES



# FAR-SPEAKER SCROLL

Gavvin Quinn (Bryan Hamilton)264-4015
Qintahr Woodhelven (Sean Hanson)941-2529
Sirrakhis (Tony Hunt)
Cedric (Bill Hatcher)381-5611
Marco (George Krenzke)262-6346
Arvid (Martin Krenzke)262-6346
Christoph (Chris High)398-5458
Lansidon Forestwind (Sam Butler)941-2529
Dinryhr Woodhelven (Mary Butler)941-2529
Kathryn Bloodstone (Katie Butler)941-2529
Elionwy (Sharon Huston)262-1772
C'Nedra (Amy Gibson)
Bloodmoon (Malcolm Harris)941-5927
White Lion (Jerry Bradley)(scroll lost)
Gillian (Charlotte Huston)262-1772
(Jerry Smith)
(Melbern Butler)

