

The Chronicle Gateway

AUGUST - SEPTEMBER 2000



WARSTORIES: JULY 2000

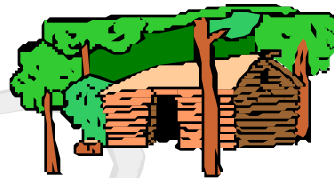
Inside this issue:

<i>WARSTORIES: July 2000</i>	1
<i>RULES REVISION: Bank Reform</i>	2
<i>WARSTORIES: August 2000</i>	3
<i>THE RUMOR MILL</i>	5
<i>RULES ADDITION: Burning Wealth</i>	7

Find us on the web at —
[www.shadowpath.com/
gateway](http://www.shadowpath.com/gateway)

The Rams Head gathered in Amik expecting to spend time in the town founded by Robin Goodfellow. However, small groups of the adventurers began to disappear, causing great concern until at last all had been whisked away. The Rams Head found itself reunited in a strange land by means of a "new" Robin Goodfellow, a bard named Falshann (*Alex Grey*).

Led by Falshann, and following a road through a misty forest, the Rams Head came to a small village populated by a handful of people. Some were very pleased to see strangers, while others were quite suspicious. It was



Hawkton In The Woods

soon learned that everyone else in the village, called Hawkton, was gone. The Mayor (*Kevin Stein*) complained that everyone had left because the place had fallen on hard times. However, the town huntsman, Neric (*Bob Hollister*) contended that "night terrors" and "shadow creatures" had stolen the rest of the town's inhabitants. None of Hawkton's natives could remember

things like the name of the next closest town, but all had certain concerns that seemed to override everything else. The captain of the town guard, Gerard (*Mike Shoenberger*) was very concerned about a certain thief. Neric was obsessed with a "black stag" that he blamed for his father's death. The flirting Anya (*Anita MacHamer*) seemed unduly distressed about her missing locket, while the Mayor was very concerned about recovering his family's fortune. Only the quarrelsome couple that ran the local tavern (*Eileen Malony, Jason Rownd*) seemed relatively

(Continued on page 2)



FROM THE FRONT DESK

My, oh my...where to begin? There have been so many changes since the last Chronicle that its probably best to start at the beginning.

As you probably already know, Alex is no longer moving to California, but in one very real way at least he has decided to move on. With a ton of freelance work on his desk, a new teaching position, and a long-desired move into multimedia production looming on the very near horizon he's decided to step away from Gateway completely, at least as a Gamemaster. Alex and Dawn are both going to continue to play Gateway, but from this point forward the responsibility for the entire

Gateway game in my (Tom Dowd) hands.

Yipes.

This means that I am now responsible for not only plotting and orchestrating the monthly Gateway session, but I am also in charge of the rules (which is where my earlier

(Continued on page 4)

Warstories: June 2000

(Continued from page 1)

normal.

One of the first expeditions was composed of Tyberious (*Dan Silver*), Sionnach (*Mike Tydereck*), Kestrel (*Eric Domnic*), Vincent (*Rich Grey*), and Tabitha (*Cindy Busch*). Captain Gerard led them to a series of caves in order to find his nemesis; a thief named Terry. Upon reaching the caves, the party encountered several undead bandits. Although Sionnach was knocked unconscious, the party was victorious. Afterwards, Vincent was about to enter another cave when the opening collapsed. A quick inspection showed that it had been rigged to do so. Undeterred by this trap, the party moved the rocks and proceeded inside, only to face a large bear-like creature, which was fought and defeated. The party continued to explore the caves and the surrounding area and eventually found the remains of a campsite. A note from Terry was there, teasing Gerard by claiming he was too late to catch the wily thief.

Later, a second expedition was organized to pursue the elusive Terry. Autumn (*Dawn Nystul*) Tabitha, Tyberious and Sionnach again followed Captain Gerard, this time to an abandoned farmhouse. After searching through the house, the party spied a small shack out back from which Autumn heard noises. The party surrounded the shack and entered, finding a young man sitting inside. Battle began and the young man was eventually subdued. However, as Gerard approached to proclaim he was under arrest, Terry disappeared into thin air.

Meanwhile, an expedition was organized to find Anya's locket. Andor (*Rob Wilson*), Hunter (*Vicki Martin*), Retic (*Dan Grendel*), and Vincent went to help her look for it. Eventually it was located next to a large rock in the middle of a river. Being an outdoorsman, Hunter cautioned the others to hold up while she tossed some meat into the water by the rock. As she expected, the water churned in a feeding frenzy of aquatic creatures. In addition to these, the eyes of a larger creature appeared just below the water. Hunter took another piece of jerky and went to the shoreline, offering the meat to the creature in the water. It cautiously approached, its large salamander-like head looking from side to side. When close enough, it lashed out a six-foot tongue – but wrapped it around Hunter's hand instead of the meat. While she tried to uncoil the tongue, Retic deftly leapt over

the creature and made it to the rock with the locket. He then slipped and put one leg into the water, which was immediately set upon by the smaller creatures.

While Andor guarded Hunter in case the confused large creature became actively hostile, Vincent decided to attack the little ones that had set upon Retic by casting a spell that upset the riverbed violently. His spell naturally enraged the larger mother-creature, who proceeded to yank Hunter off her feet and draw her hand into her mouth. Retic grabbed the locket and headed back to the shore while Hunter pulled a dagger with her free hand and jammed it into the creature's mouth to discourage it from biting down. The mother creature let go of Hunter, who pushed herself toward shore, an action that simply launched her full force into the arms of the approaching Andor. The Crusader's quick reflexes prevented them both from tumbling back into the water. Vincent continued his magical assault on the creatures in the river, further enraging not only the mother creature but also his fellow party members. Retic was later overheard heatedly asking Commander Owl (*Corrie Hrubes*) what

(Continued on page 6)



RULES REVISION: Bank Reform

Under the current rules, any gold that is left over at the end of a Session (after Between Time allocation, spending, and so on) and Banked suffers a 50% loss. You must also take all the gold that you Banked, and Bank it again at the end of the last session, against at a 50% loss. This halves whatever money you have Session after Session, in

a continuing downward spiral.

Starting with the October Session, you have the option of "withdrawing" only the gold you want to from the amount you currently have Banked. When you deposit your remaining gold at the end of a Session it is still reduce by 50%, but any amount that you have Banked and do no touch *does not get reduced*.

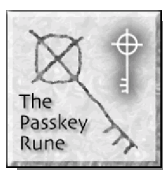
So, Luther ends a session with 14 gold, which he Banks. Since he's "depositing" it, half of the gold is "lost", leaving him with 7 gold. At the start of next session, he

takes his normal Wealth (10 gold) and withdraws 4 gold from the Bank. He now has 14 gold in his pocket, and 3 in the Bank. If nothing changes, and he deposits the 14 again, he'll have access to 17 gold at the beginning of the next Session.

You can only withdraw money from the Bank at the beginning of a Session, so plan wisely. And please, give the Archivist advance warning so he can prep your character's envelope appropriately.

WARSTORIES: AUGUST 2000

A new era for the Rams Head began as Zayven, a being of tremendous power and hidden nature, announced that he had forged new keys and offered their power,



sometimes for a price. Using a system of runes developed by Zayven, the members of the Rams Head walked through the doorways of mundane taverns and appeared at their destination.

Through the offices of several Gatekeepers, Zayven's "Keys of Mystery" could be used to open three types of portals. Tavern Portals would take you to another tavern, presumably close to a place you wanted to visit (such as Wellspring). Portals of Need would take your party to a place where heroes were needed, while Portals of Desire would take you somewhere to fulfill some need of your own. For these latter portals however, Zayven demanded tribute to even consider opening them. He might agree, he might decline... and you might not get your tribute back. With no great dilemma facing them and portals available upon request, those of the Rams Head worked to resolve personal problems, further private goals, and see to those needs long ignored.

To these ends, the Cabal had a meeting to discuss membership requirements and responsibilities. Another topic was the rumor that a Cabal member had endangered his fellow party-members by the careless use of magic. During this meeting, Zebadash (*James Citta*) suggested that it would be worthwhile to invite the Pantheist god Talos to witness this gathering of the Cabal. The group consulted with Saint Bax (*James Silverstein*) who suggested a suitable offering to Talos, which was later supplied by Xander (*Omar Gonzalez*). Against his better judgement, Bax petitioned the presence of Talos on behalf of the Cabal. Malachi (*Jason Rownd*) has since remarked that such an action was "certainly not our brightest move." An emissary of Talos appeared and promptly chastised the gathering for bothering Talos with the requests of non-believers. A very one-sided discussion soon followed regarding the futility of asking favors of gods when you yourself are godless. Many of the Cabal are said to be looking anew at their positions regarding faith.

Others also had goals...Knight Commander Owl Darkhunter (*Corrie Hrubes*) wanted to recover her named sword, "Glory," lost to the Dark Elves during the defense of Paralor. She petitioned Zayven for a Portal of Desire and was accepted. Grace (*Jo Ann Ciszewski*) one of the Zayven's Gatekeepers, opened a portal for the Commander and her chosen companions; Lord FitzRobert (*Mike Shoenberger*), Endraken (*Rob Wilson*), Oly (*Lori Curley*), and Kantr (*Tony Hrubes*). The party was transported to a poor village and as the startled villagers pointed and spoke among themselves, a language disparity became obvious.

Suddenly a loud horn was heard by all. A procession approached the village that was apparently expected, but dreaded. It included four horseman and two wagons, one of which was made of metal. A scream was heard from within the village and soon everyone saw a woman being dragged, kicking and screaming, toward the town gate. At this point, debate began amongst the Rams Headers as to the woman's purpose and fate. Regardless, Commander Owl made it clear that she intended to refuse the woman to these newcomers. Lord FitzRobert greeted



Tavern Day!

the caravan and discovered that their leader, Desric, spoke a broken form of Kalethi. The party learned that the struggling woman was to be a sacrifice to a giant who "protected" the town. Commander Owl's decision was firm, so some of the other party members offered to take the young woman's place. Desric did not care who went, just as long as somebody rode unconscious in the wagon. Kantr agreed to go, but didn't want to be in the iron wagon or unconscious. Unfortunately, Desric insisted.

With Lord FitzRobert riding shotgun with Desric on the wagon, and Kantr unconscious inside, the party traveled to the giant's home. During the journey, Lord FitzRobert bribed Desric to help them with the giant's guards. Upon arriving at the castle, Desric ordered the guards to leave. Kantr was carried to a dungeon cell, and Lord FitzRobert met the giant. As Owl, Endraken, and Oly tried to follow, the giant released a horde of black shapes that subdued them and carried them inside.

Meanwhile, Kantr regained consciousness and escaped from his cell. He came upon the dark creatures as they were taking his fellow expedition members before the giant. Kantr quickly revived Commander Owl and battle ensued. The other party members were awakened and the bribed Desric joined against the giant. Victory eventually came to those of the Rams Head. Afterwards, Owl found the sheath that once contained Glory, and upon their return to the Ram's Head, her named sword magically appeared within.

Those long standing members of the Rams Head might remember that Reynn (*Rob Nicholls*) has suffered from a painful curse for quite some time. Saint Bax did an intercession on his behalf and said that the Pantheist

(Continued on page 4)

Warstories: August 2000

(Continued from page 3)

goddess Alanara would remove his curse if Reynn would do some great boon for Her. Reynn petitioned Zayven for a Portal of Desire to fulfill this boon and the Master of the Gates accepted. Gathering a group composed of himself, Thorn (*Dawn Nystul*), Esmay (*Lis Shoenberger*), and Alejandro (*Jon Marcus*) the erst-while "Innkeeper" set out to earn his boon.

The party appeared in a small town with several corpses in view. As Alejandro went toward one to examine how the person had died, it began to move. Running through the town, the party discovered that it was filled with these disease-ridden zombies. They found temporary sanctum in the Town Hall, where the party found some dozen survivors. However, suspicious began to grow as these "survivors" were found to be uniformly healthy as well as extremely good-looking. Then, as a horde of zombies attacked the front door, these survivors revealed their true nature as cultists by chanting a spell that inflicted several diseases upon Alejandro. Battle commenced that ended with Esmay casting a devastating magical attack at ground-zero. While this took care of the zombies and some of the cultists, it downed Reynn and Thorn as well. To make matters worse, the zombies died very explosively, showering disease-ridden filth upon anyone nearby. Fortunately, the healing powers of Alejandro and Esmay were able to deal with the situation.

Revived and restored, the party tracked the missing cultists through a secret passage to the sewers beneath the town. There they found the cultists chanting about a large pool of garbage, sewage, and unspeakable filth. When the party charged, the cultists smiled and as a group pronounced "Welcome to Wellspring!" The cultists were quickly subdued and Alejandro cast Cure Disease upon the disgusting pool. Unknown to the party, this pool had been consecrated to the Pantheist goddess of Corruption. While the material of the pool fell to inert dust, Alejandro was cursed with a number of painfully debilitating diseases. Fortunately, Alejandro later took a Tavern Portal to a temple of Alanara and was

cured. Due to the party's success, Reynn was also cured of his sensitivity to pain.

Not all the portals that day were for personal goals, as some sought out adventure. Lord Sebastian Poe-Kerrigan (*Brian Curley*) requested a Portal of Need and took with him Oly, Anja (*Robyn Hollister*), Saint Bax (*James Silverstein*), and the draekor Vraken (*Mike Maloney*). They appeared in the middle of a hostile winter landscape and all suffered from the freezing temperatures and bitter winds, especially Lord Kerrigan who wears little more than a robe these days.

The party eventually came upon a small village built over a frozen lake. The heroes discovered that the villagers were starving because they could no longer fish. Apparently the gods of Fire and Ice were fighting, and the Ice Queen was winning. The villagers worshiped the god of Fire and thus were suffering from his decline. The party then learned that each deity was represented by a nearby icon; Fire by a large burning rock and Ice by a large

(Continued on page 7)

From The Front Desk

(Continued from page 1)

Yipes! came from...) More on that in a sec...

In terms of running the game, we've got a great, capable bunch of folks taking over from where that other great, capable bunch, Alex, Dawn, and Flake, took us all. Eileen Malony and James Silverstein are taking over the Coordinator and Archivist positions, respectively. Both have been with the Gateway game *forever* and know the ins-and-outs of how things work around here.

Eileen, as Coordinator, is responsible for contact and setting up new players, handling certain aspects of arranging the site for the next session, and managing the food wrangling once we get there.

James, as Archivist, is responsible for maintaining and updating all the character sheets, processing relevant Between Time Actions, and being all-around "rules go-to guy" at the Sessions.

Tom (me), as Gamemaster, well I do everything else - I orchestrate the chaos, supervise the Rules (including consulting with Alex since he knows them better than anyone and it would be *stupid* not to), supervise all character plots and character

creation, oversee Session planning and plotting, and act as ringmaster at the sessions.

There's another person we need to recognize as well, and that's Chad Brinkley. For years now, Chad has been lending his story expertise and critical eye to the game and a significant part of what lives and breathes about Gateway can be attributed to, though some might say *blamed*, on him.

Chad's going to continue that relationship with the new Staff (thank god) but I'd like to give him a more formal title than the odd and some-

(Continued on page 10)



THE RUMOR MILL...

Greetings again! Phantor returns with more dirt than you can shake a shovel at! Though there's nary a rain cloud in sight, the skies above Phantor's quaint villa has been rattling with thunder. Phantor wonders what *that's* all about but onward we must go...

Phantor's ears twitch at the news that **Karial the Sineater** (*Chad Brinkley*) (can someone help him with that?

Please? It's almost as bad as all those fanatics that eat only *plants*) is wanted in Argoth for his recent, shall we say, intensive questioning of a certain over-exuberant merchant banker in Talos Argoth. Now since Phantor has been forced at profit-point to pay some rather exuberant late fees recently (and a tip of the skullcap to **King Arthon Jurel-Blacksteel** for "recommending" certain recent changes to the banking guilds of Vathos) one has to wonder if Karial's approach to negotiation is all bad?

Has anyone seen **Kayla** (*Joanne Cisweski*) recently? Phantor has a note pinned to his coat to remind him to let Kayla know when ever anything about dwarves gets muttered near him. Well, a few weeks ago some outlaws apprehended in western Evangar told the sheriffs that nabbed them that they seen a group of dwarves sneaking their way across country one night pretty recently. The sheriffs made note of the comment and continued the execution. Any interesting choice for one's last words, eh?

Endraken (*Rob Wilson*), now there's a name that Phantor suspects we'll be hearing quite a lot about in the coming years. A right personable, gregarious, social, even helpful fellow, by all accounts. Isn't that right **Jacko**?

Speaking of **Jacko** (*Lou Klozik*) what is the Loremaster Extraordinaire doing with his wealth these days? Not too long ago, when Phantor needed some example of living well or luxuriant decadence the name Lord Jacko D'light was sure to appear quickly. But, sadly, those days seem to be gone...or is he just preparing for one last great hurrah...?

It seems that it falls to Phantor to report that **Segial** (*Doug Tabb*) has fallen back to his old ways and was recently seen talking to some cats in a small town in southern Vathos. The cat's seemed quite intent on listening to his blathering (something about rainfall and the size of **Reman's** shoes...) and remained there with the aged magician for quiet some time. Perhaps someone should tell them that Segial is not the kind of individual they should be associating with...

Autumn (*Dawn Nystul*) has been seen recently flitting about the towering shelves of the Academy in Zurek while various scholars rush about finding out whatever she asked of them. Phantor believes the effort is good for these normally reclusive scholars, not only are they getting much needed exercise climbing up and down the ladders so frequently, but the presence of the lithe Wood Elf prompted more than a few of them to actually bathe for the first time in quite some time...

Phantor hears that a council of Druids was held with the last dark moon on the shores of what was Thallarin. Well, perhaps Phantor should say that a council of Druids was *almost* held then. Seems nearly none showed up and those that did were unclear why they'd been called there in the first place. Phantor finds this odd, given the current popularity of the Druidic faith among the common folk. Is there something more going on here than meets the eye? Has the Elder Druid shat in the woods?

And what is this Phantor hears about a recent black eye given to the Falcon Guard in the Royal Court of the King? Seems the King was looking to send a delegation to one of the City-States in Kellar and made the suggestion that someone from the Falcon Guard, perhaps even **Arthur** (*Josh Rowe*) himself. Immediately, nervous

jitters abounded as various advisors rushed forward to counsel their liege. After a few moments of quiet whispering the King was heard to exclaim "Really? I had no idea..." When conversation resumed the suggestion of the Falcon Guard was not brought up again... How very interesting.

Phantor's travels took him through southern Vathos recently where it must be reported there seems to be an uprising of sorts going on. No, dear ones, relax, not politics, but something nearly as frightening - *the dead*. Phantor hears that in outlying areas the recently deceased (and not so) have been stirring from their soil and wandering off. So far, they don't seem to be making much trouble for the local countryside, but when the dead walk one knows that things are not going to stay calm for long...

Poor **Sebastian Poe-Kerigan** (*Brian Curley*), Phantor hears that the poor man hasn't been the same since his recent visit to the Ram's Head Tavern. Word has it that his dear wife has been caring for him day and night at their estate in White Falls helping him get over what ails him. Phantor, however, has also heard that its not his *physical* health that his wife is concerned about, but rather his *mental*. While the White Falls lands have previously been the site of much ranting and raving, one does have to wonder about its Lord and Master wandering about carrying a child's play ball...

Cormir Winterborne, currently the most prominent member of the lineage that held Kaleth under its thumb for oh so many generations has recently returned from what's been described as a triumphant tour of the courts of Kellar. Phantor has also heard that key among his delegation was **Bishop Lannela Fredo** of the Church of Dain in Zurek. Hmm... Winterbornes and priests of Dain trav-

(Continued on page 7)

Warstories: May, 2000

(Continued from page 2)

rules the Rams Head had regarding duels.

Another expedition composed of Oly (*Lori Curley*), Luther (*Zach Rowe*), Arthur (*Josh Rowe*) and the new Druid, Green (*Rob Nicholls*) went out with Neric to hunt for venison. They encountered some of the creatures that the huntsman had warned everyone about. Luther was able to identify them as "shadow wolves", beasts that are supposed to roam the edges of Limbo. Although the fighting was tough, the party managed to defeat these "wolves" and return to the village.

Hearing that creatures of Limbo were stalking the town caused some to speculate that the village of Hawkton was not actually in the normal world. This prompted the Innkeeper's wife to lead expeditions to perform rituals to "nail down" the village. More undead bandits and shadow creatures were encountered in the course of these expeditions. Other expeditions left to find the Mayor's gold and to kill the "black stag"; both of which were successful.

One of the last expeditions that day was composed of Green, Commander Owl, Sionnach, and Esmay (*Lis Shoenberger*). Leaving the village in the fading rays of dusk, the party set out to find the "heart" of the strange forest surrounding Hawkton. Green's ties to Nature eventually lead them to an area filled with tracks of unnatural growth. Beyond these, they could see a camp of some kind, but the earth trembled as they approached. Warned by this, Green opened himself to the natural forces there and discovered a formidable tree-guardian watching the place. Promising that they were here to help, Green convinced the guardian to let them pass into the camp.

Within the camp they found more examples of unnatural growth and the remains of magical experiments. From the clues left there, the party was able to piece together that the former inhabitants had created the means to force Nature to their will and thus impose an unnatural state of being in its place. After realizing this, a totem appeared before them. Green could tell that this totem was indeed the "heart" of the forest. After several stumbling starts, Green was able to figure out that a ritual was needed. Taking the totem, the party returned to the village.

Night had fallen and everyone was inside the local tavern as the villagers were

nervous about being outside after dark. Dinner was served and Neric announced that Anya had agreed to marry him. Then, as Green was about to explain about the needed ritual, all of the villagers fell unconscious. A strange ghostly figure came into the tavern and took all of them except the innkeeper and his wife. Later, it was surmised that those whose goals had been fulfilled (the locket, the stag, etc.) were freed from the place.

Finally Green had everyone's attention and could explain about the unnatural state of Hawkton. A ritual was needed to invite "Nature to take its course" and set things right. Volunteers agreed to participate in the ritual while others stood guard. As the ritual began, the Innkeeper's wife approached and berated Green about destroying her home. The druid tried to explain that Nature needed to be reasserted and that hopefully Hawkton would survive. This was not enough for the wife, who then drew an obviously evil dagger and sank it into Green's shoulder before she was restrained. Green began the ritual, calling for Nature to return to this place and asking the others involved to speak about those natural things they loved most. During this, strange pow-



RULES ADDITION: Burning Wealth

point of Wealth that you burn.

Burning Wealth can be done at the start of the game, at the end of the game or as part of a Between Time action. When you Burn Wealth you reduce your Wealth by 3 or more points. For every point you lose you get gold equal to what your Wealth was at that point. You must also spend 1 pts of Karma for each

For example, Montego buys a magic sword from Rhianna during a session for 200 gold. He only has 140 gold at the end of the session so he decides to Burn Wealth to come up with the rest of what he owes her. Montego's Wealth is 24. Reducing it from 24 to 23 gets him 24 gold, from 23 to 22 gets him 23 more (47 so far) and going from 22 to 21 gets him 22 more (69 total). He only needs 60 of the 69 he gained by Burning off 3 points of his Wealth so he pays Rhianna and Banks the other 9.

Obviously, this is more useful for characters with a high Wealth. It turns your Wealth into a kind of long term bank. I don't think characters will Burn Wealth all that often but it will make it possible to do things that have been tricky or impossible until now.

Burning Wealth does not require a specific Between Time Action to accomplish.

This rule goes in to effect at the beginning of the October Session.

Warstories: August, 2000

(Continued from page 4)

lake creature. The Rams Headers decided the best thing to do was put the two icons together for a final battle. They chopped the ice under the rock until it fell into the water, whereupon the lake creature swallowed it. This apparently ended the long-standing battle between the gods and the villagers were once again able to catch fish. After feasting upon much fresh fish, the party returned to the Tavern.

One of the final events of the day involved Malachi's goal to traverse something called the Labyrinth of Time. Apparently, in a different time, one Merrick Ambrose rose to power and became the dark entity known as Mox. While Mox had been destroyed by the Rams Head, the evil creature's power was so great that he had warped the destiny of a young Merrick to follow the same path to power, and thus Mox would rise again. Malachi was informed by the Master of Games that if nothing was done, Merrick would traverse the Labyrinth of Time and emerge as a new Mox.

Through a Portal of Desire provided by Zayven, Malachi learned that to find the Labyrinth he would have to find and resolve three instances of Rams Head members experiencing "loops of Time". Once this had been done, an emissary of Tim informed Malachi that another step was needed - he must convince those of the Rams Head to help create an artificial paradox by repeating exactly some typical tavern activity three times in a row. After some serious negotiating, Malachi was able to get this assistance.

As a final "test", the emissary requested Malachi to ask those present which three events of the past "should not have happened". Despite some argument that Time should not be tampered with, Malachi was bombarded with suggestions. Armed with these, the chronomancer met with the emissary yet again, who asked that one of these events be chosen. Malachi thought that Segial should not have gone to Paralor, for this led to the darkening of Vandalay, who later united the Dark Elves. Reman (*Marc Blumburg*) Arthur (*Josh Rowe*) Mariveaux (*Lori Ralston*) and Segial (*Doug Tabb*) traveled with Malachi to the time and place of Segial's first visit to Paralor.

Malachi would later admit that "Time is a fickle mistress with a stubborn sense of Her own destiny," for while the party did stop Segial from meeting Van-

dalay, the high-elf guardian of Paralor was driven to the darkness by their presence in Paralor. However, by means of some unknown mechanism, the party was able to imprison Vandalay and the Dark Elf tower in a tenuous paradox of Time. While this episode did appear to end the threat of the Dark Elves, it undid all the mental progress that Segial had made, reducing him to the addle-minded mage he was before. Fortunately this ordeal was apparently enough to let Malachi complete the Labyrinth of Time and free Merrick from his possible destiny as Mox.

The last bit of news learned that day was not the best, as Baroness Rhianna (*Eileen Malony*) was introduced to Kulvor (*Alex Grey*) by her bodyguard Vraken. Kulvor explained that with the death of the Dragon of Despair, the Dragon of Vengeance had convinced the Draekor that those of Kaleth were "worthy opponents". Though it is unclear when their fleets will arrive, it does appear that another war is brewing.

Special thanks to those who took the time to respond to my request for material. And the winner of August's

The Rumor Mill

(Continued from page 5)

eling about talking politics...now where has Phantor read about *that* before...

Has anyone seen the new Robin Goodfellow, the bard **Falshan**? He was expected at the birthday party of a young friend of Phantor's but never showed, which was too bad since he puts on a brilliant magic lantern show. The party endured without him, though you can bet that **Davrem Amrose** (*Aaron Loeb*) would never have missed such an event...

Word has reached Phantor of Captain Korinth's continued illness and the remarkable success the good captain has had keeping the news from all but his closest companions. Word is that this illness is sufficient to keep him from the ship and sea that he loves and has him spending most of his time at his new island estate or attending Court with the King (which, truth be told, has some of His Highnesses

other advisor's more than a little ticked since the Captain continually, no some would say obsessively, advocates a significant increase in Kaleth's naval power in order protect our island Kingdom's interest here and abroad.)



POV: Commander Owl

As written and played by Corrie Hrubes

Mariveux opened the old, but still sturdy door. The usual sounds of drink orders, bar talk, & laughter filtered out. The usual smells, old ale, smoke from the fireplace, & damp wood, made my nose itch. It was an average, though rather crowded, tavern

We entered though the back, to prevent the patrons from being startled overmuch. We failed, with no real surprise on our parts. As we stepped in, a tray & some crockery hit the floor. Mariveux stooped to help the wench pick up the broken pieces. Our other comrade tossed a few coins to the barkeep to pay for the mess our presence had caused. Then, silence fell over the entire place, like the shadow of a Dragon passing overhead, to use an old cliché.

The crowd parted as we made our way to a suddenly empty table along one wall. Several patrons moved as if they wanted to bolt out the front door, but they were not certain they would make it before being caught. The undisguisable scent of fear wafted about us, mixing with the already aroma filled air. I could not pinpoint its exact source. It was, I realized, everywhere. To calm them down we ordered drinks. It seemed to help.

As if on cue, everyone began whispering at once. The barkeep even lifted a child up from behind the bar, saying to him, "We're famous." Slowly, most of the crowd realized we were not there for them & relaxed as best they could. They

found their seats again & tried to stop staring, while my companions & I continued to size them up.

While Mariveux spoke with several patrons, quickly locating one we needed, the third in our party made himself heard, in his own notable way. He carved a name into the tabletop & slammed his dagger in, up to the hilt.

After speaking to whom we wanted, we made to depart. I seem to recall the dagger, was still lodged in the table. I imagine, the next time I see it, there will be a glass dome over the thing & a placard saying, "Gray was here."

ONCE AND FUTURE RULES...

Between Time

COST: 6 pts

DIFFICULTY: 10

Restrictions: Specialist Chronomancers and Magisters Only

Limitations: Can only be cast once a session

Major Magic / Paradox Risk / Inflicts Aftershock

This is one of the most useful spells in the Chronomancer's arsenal. When cast on a cooperative target, it "borrows" the character's Between Time, which that character the ability to perform a Between Time Action during the current in-game session. Both the caster and the target must spend a point of Karma to make this work properly (2 points if the target intends to perform a Between Time Action that involves spellcasting). Any Ritual Magic costs must be paid out of whatever funds the target has on them when the spell is cast (they have no access to their Wealth).

The affected character vanishes at the end of the session and loses its Between Time (the character has already used it and goes to do whatever it was it did when the spell was cast). One of the most potent uses of this spell is the ability to give an Alchemist, Enchanter or Incanter the opportunity to create magical items on demand. It should be noted that unexpected results are often encountered when this spell is used with Divinatory magic.



Please note that this is presented solely as an unconscionable tease and does not represent final, approved, or active rules. So there.

Return to...

STRONGHOLD

December 10 - 11, 2000



Be
Ready.



Be Strong.



Be
Bold.



In Oregon, IL
Directions on the website

Be
Afraid...



THE JOURNAL OF THE
GATEWAY CHICAGO
CAMPAIGN

...is the newsletter of the
GATEWAY CHRONICLES, a live-action
role-playing game held in the Chicago area.

For information:

Game Info: (Eileen Malony)
coordinator@shadowpath.com

Newsletter Info: (Tom Dowd)
gateway@shadowpath.com

or,
Tom Dowd
515 Ford St.
Geneva, IL 60134



OCTOBER GAME

DATE: October 21st, 2000

LOCATION: Hollywood House

NOVEMBER: TBD (either 11/11 or 11/18)

DECEMBER: Dec 10 - 11 (Stronghold!)

This edition of the **Gateway Chronicle** was created by:

War Stories— Rob Nichols (and the Gateway players)

Layout, Production, and additional writing: Tom Dowd

Gateway Chronicles © 2000 Alex Grey

The Gateway Chronicles Staff

Creator, Architect, Sorcerer-King: Alex Grey (*alex@citizengray.com*)

Gamemaster: Tom Dowd (*gateway@shadowpath.com*)

Associate Gamemaster: Chad Brinkley (*brinkley@students.wisc.edu*)

Coordinator: Eileen Malony (*coordinator@shadowpath.com*)

Archivist: James Silverstein (*archivist@shadowpath.com*)



AND YOUR FAVORITES WERE...

...for the July 2000 Session—

PCs— Green (*Rob Nichols*)
Tyberious (*Dan Silver*)

NPCs— Eileen, Anita, and Kevin

Congrats all!

...for the August 2000 Session—

PCs— Segial (*Doug Tabb*)
Vraken (*Mike Malony*)
Malachi (*Jason Rownd*)

NPCs— Drew and Phil!

Congrats all!

FROM THE FRONT DESK

(Continued from page 4)

what goofy ones that have been tacked next to his name from time to time. Chad is now an Associate Gamemaster (yea, I'm not super happy with the term either and hopefully I'll have found a better one by the time you read this...oops, guess not). What does that mean? Well, it will mean different things for the different people that end up coming aboard the Gateway wagon to keep me sane and end up with the same title, but for Chad it means that he's going to be involved in long-term meta-plotting, session planning, and character Disadvantage exploitation. (Yep, those would be his slings and arrows you hear warming up in the background.)

There are going to be more valuable additions to the Staff that I'll be announcing in the coming months as they solidify. If you'd like to be involved in the running of the Gateway game on a permanent or semi-permanent basis, please contact me at gateway@shadowpath.com.

What else is going to change? Lord knows - nothing and everything is my guess. Time will certainly tell on that front.

The October Session (October 21st) at the Hollywood House is going to be a new player/new character day. If you know anyone who's interested in playing, this is their chance to step into a session that's tailored made for them. Also, if you have a second character that you've been wanting to introduce this is your opportunity as well. (Remember, the first stop for new players is the Coordinator, Eileen. As soon as this Session wraps we're going to begin banging the drum for new players, so be

prepared.)

The November Session will be either November 11 or November 18 and it will be held at Curt and Vicki Martins. We'll finalize that date at the current session. It will be a full Tavern Session, so be prepared.

Lastly, Stronghold is coming, and most of you know what that means. Stronghold is big, really big, and the current Staff has its work cut out for itself in order to at least come close to, forget surpass, what's been done before. You'll be hearing more about Stronghold soon, and we'll be asking you to commit to attending shortly as well.

That's it for now. Hope it ain't rainin'.

Tom Dowd and the Gateway Staff