

The Chronicle Gateway

AUGUST 2001



TALE OF THE DAY: JUNE 2001

Inside this issue:

<i>Portals, Portals, Everywhere</i>	3
<i>Charms, Wards, and Talismans</i>	5
<i>Reasonable Expectations for Players and Characters</i>	6
<i>In-Character vs. Out-of-Character</i>	7
<i>Favorite Players</i>	8

Find us on the web at —
www.shadowpath.com/gateway

Harmony (*Vicki Martin*) bounced through the portal to the Ram's Head in Amik. She waved to the patrons, but headed straight for Davram's house, a huge smile on her face and smelling faintly of chicken.

Davram was scribbling at the same passage he'd been scribbling at for the past months of his retirement and seemed incapable of getting past this one section. He looked up and smiled. "Hello to you! And why the smiles?" "Well," Harmony said tossing her bag into a nearby chair and plopping herself into another. I got to see dragon number two and let me tell you that Heroquest dragons are much much larger than real ones."

Davram looked down for a



Vengeance isn't quite mine...

moment and smiled slightly. "I'm sure they seem to be... and more dangerous. Tell me, how did this come to pass?"

"Well, we were all dragged to Segial's (*Doug Tabb*) new house or old house or something to find a way to put the Dragon, Vengeance, to sleep. That was the plan. Somehow, Segial had managed to wedge the Tavern Portals open so we could use them.

"So, they got a Spellsinger (*Chad Brinkley*) to do a Heroquest for us. You see,

there's this legend about Valdar and the Dragon Oblivion. It seems that Mordrekar got bored one day and woke the Dragon up, thinking it would be a good idea to pass the time and give himself a worthwhile opponent. Well, he finds out that the Dragon is not only a worthwhile opponent, but an undefeatable one so he calls to his children for help. Valdar shows up (of course) and Mordrekar told him that they can't beat the dragon with force of arms so he needs to go get Talos and find out what else they can do...

"You with me so far?"

"Yes, I know the story well, but go on. Tell me the tale, please, young Minstrel. Particularly anything that re-

(Continued on page 2)



FROM THE FRONT DESK

It feels like I only just said this not too long ago, but its true again—"the more things change, the more things stay the same". Chad Brinkley has successfully defended his thesis and has moved on to the crucible of the Atlanta Federal Penitentiary system (hmm...that sounds wrong...). Chad will be sorely missed, but we hope to be able to pick his brain from time to time once he settles in (right, Chad? Right?).

To both fill in the huge gap Chad leaves behind as well as to expand the breadth and depth of the Game Staff we've added two new members. Now, this will be old news by the time you read it because once again "real life" intruded and prevented us (me) from getting this

Chronicle into your hands before the August game, but so it goes.

Marc Blumberg has come over to the dark side after flirting with it at various times during his long history with Gateway (the hat-skirt remains a classic piece of lore...). Marc has a lot of experience writing and gamemastering

(Continued on page 6)

Tale of the Day: June 2001

(Continued from page 1)

gards milady wife." He seems quite eager to hear the tale, like any man in a tavern excited to hear one of her tales.

Harmony perked up. "Well, I told you the first part of Valdar and the dragon, Oblivion. Apparently, Rissisin (*David Simpkins*), Gretchen (*Margaret Landieth*) and Mistress Esmay (*Lis Shoenerberger*) had realized that we had to portray this Tale in a Heroquest to put the Dragon, Vengeance to sleep. The Tale has several parts and the Spellsinger took different groups of us to tell each part so that if we, like Valdar, were successful, Vengeance would sleep again, however, if we failed, Vengeance would be free to wreak her havoc on Kayleth."

She paused for dramatic effect. "So, first the Spellsinger took, Viscout Fitzrobert (*Mike Shoenerberger*), Thom (*Dawn Nystuh*), Nikomu (*Darci Stratton*), Xander (*Omar Gonzalez*), Cedric (*Joel Orbach*) and Alejandro (*Jon Marcus*). They found a golden goat the belonged to Theyla and when they returned it to her, she took them to the sky where Mordrekar and Oblivion fought. The battle was tremendous and Oblivion swallowed the sun, leaving everyone in darkness. Mordrekar told the group to find Talos in his library and seek for a way to defeat the Great Wurm and they did so. However, in the darkness, they were attacked by spirit beasts, which they soundly defeated, and, having told the first part of the tale, they returned to Segial's house.

"Now, Vengeance was not willing to lie still and allow the heroes to quest her to sleep so she sent Dreakor through open portals to besiege the house while all this was going on.

"The second part of the tale is where Valdar finds his way through the darkness into Talos' library and finds the God there. However, Talos does not care what his brother Mordrekar wants and is not initially willing to give up any of his secrets. Valdar convinces Talos that if Oblivion is not stopped, Talos own precious library would be vulnerable so the secrets are given. Valdar must have Alanara make a potion to make Oblivion vomit up the sun and then Maribeth must sing it to sleep. Armed with this knowledge, Valdar leaves the library."

She pauses again. "Am I going too fast?"

Davram shakes his head. "No, no, I follow well enough, Mistress Harmony. Please, continue."

Harmony gives him a strange look at the term 'mistress' and then continues. "So then, Gretchen, Malachai (*Jason Rownd*), Dameon (*Brendan Kelly*), Cedrick, Sir Datr'Mux (*James Citta*) and Angel (*Heather Pishko*) were sent via portal to Talos' library. In their search to find Talos, the found instead, Lord Raven, the Carrion Scholar. He was busily learning from some poor victim by eating his brains. He told the heroes they could only pass if they solved the riddle. Young Dameon did so handily and they were led to Talos' study, however, Dreakor warriors who were there to keep them from their quest beset them just outside the doors. Young Cedrick with magical help from his companions defeated the Dreakor Champion and they gained entrance to Talos. They convinced the God to give them the secrets they needed and as he gave them the same wisdom he gave to Valdar and they returned to Segial's sanctum.

"The next part of the story, Valdar seeks Alanara who has been captured by Resht, the

god of Murder. Valdar challenges the god to a duel and even though the god cheats, Valdar is victorious and Alanara is freed. She brews the potion for him in gratitude.

"From the Ram's Head, Angel, Arthur (*Joshe Rowe*), Knight Protector Owl (*Corrie Hrubes*), Rissisin, Alejandro and Luther (*Zach Rowe*) went and found themselves near Alanara's hospital. There, assassins set them upon. They triumphed over the assassins and then proceeded on. The door they went through was trapped, killing the Knight Protector instantly and Arthur and Luther valiantly faced the god of Murder while Alejandro and Rissisin fortified them with their magic and Angel snuck by and released Alanara from her cage. The Goddess was freed and drove off the evil god but not before he had killed both Arthur and Luther. Grateful for her rescue, the Goddess brought life back into the fallen except for Luther who, being godless, could not be saved. So it was a bittersweet victory when they returned with the potion, but with Luther's lifeless body."

She paused. "What happens to the souls of those who don't believe in gods?"

Davram stroked his chin, "It is a matter of much debate among scholars... I am fairly certain that their souls go to a special place in the Lands of the Dead for those who suffer from the sin of pride before the gods. Others believe their souls remain in some sort of limbo for all eternity. Others say they just die... Please, continue."

"Okay, well you know the next part of the story is how Valdar goes to find Maribeth to sing the song and finds out that she has been captured by Demaras who was trying to keep Hope from the world. Valdar makes a deal

(Continued on page 4)



THE RUMOR MILL

As the publishers of the *Gateway Chronicle* did not receive a manuscript from Phantor for this issue there is no current Rumor Mill. The editors promise that if Phantor is not heard from by the next edition some suitable though undoubtedly less fashion-conscious replacement will be found...



PORTALS, PORTALS, EVERYWHERE...

Since you asked, here's a quick review of the different kinds of Portals and how they work.

Tavern Portals

The simplest of Portals for the Gatekeeper to form, the Tavern Portal, opens a doorway from the Ram's Head Tavern to another Tavern somewhere in the known world. Like all Portals once requested from the Gatekeeper they take an indeterminate period of time for the "energies to come together" – which means the Game Staff needs time to determine who's going to run it, what's going to happen, and when and where its going to run. When the Portal is about to become available there is usually a five to ten minute warning.

Tavern Portals do not have visions, though normal divinatory spells and miracles can be used about them. Tavern Portals do, however, require someone who has been to the Tavern on the far side to at least once step through the Portal with the departing group. (There is, however, nothing to stop them from turning right back around and returning to the Ram's Head once they've stepped through.) The Gatekeeper can only keep the Tavern Portal open long enough for five or six characters to step through, though it might be possible to get more through under the right circumstances.

Tavern Portals are translocation portals, so they do cause Aftershock when appropriate. There is no Word of Recall, but anyone that steps through can use the standard method of getting to the Ram's Head Tavern to return there.

Though not debilitating, a Tavern Portal is taxing for the Gatekeeper or Keymaster that opens it, so some sort of gratuity is expected. Some may actually charge a fee, as is their prerogative, as compensation for the stresses they undergo.

Portals of Adventure

Formerly known as Portals of Need, these Portals basically live up to their name. When opened, these Portals take the group that steps through to some adventure. Big or small, important or trivial, it's hard to say what a group will encounter on the far side of a Portal of Adventure. Usually, Portals of Adventure are unrelated to the current events of the Tavern, but that is not always the case.

Any group of characters can request a Portal of Adventure from the Gatekeeper. Like all Portals once requested from the Gatekeeper they take an indeterminate period of time for the "energies to come together" and the Game Staff to get organized. When the Portal is about to become available there is usually a five to ten minute warning.

There are no visions associated with Portals of Adventure since there's no way of telling where the Portal is going until it actually goes, though normal divinatory spells and miracles can be used about them. The normal limit on the number of characters that can pass through a Portal of Adventure is five or six, though it might be possible to get more through under the right circumstances.

Portals of Adventure are translocation portals, so they do cause Aftershock when appropriate. All Portals of this kind have a Word of Recall chosen or sensed by the Gatekeeper when the group is sent out. The Word of Recall can be spoken by any member of the group but all members must agree to end the Portal or the Word does not work. Unconscious or dead characters automatically agree.

These Portals do put a great deal of strain on the Gatekeeper and so it is within his right to ask for some form of reasonable compensation for his efforts.

Portals of Fate and Fortune

Unlike the other kinds of gateways, Portals of Fate and Fortune (once known as Portals of Opportunity) come apparently unbidden and unanticipated. There is always a purpose beyond a Portal of Fate and Fortune, a reason that it exists, and there is usually something more purposeful or important about it. Portals of Fate and Fortune often tie into one or

more of the plots revolving around the Tavern and its characters.

When a Portal of this type is coming the Gatekeeper is gifted with a vision related to the Portal approximately one half-hour before it arrives. Five to ten minutes before the Portal opens the Gatekeeper is warned again. Its up to the Gatekeeper to determine by what criteria it's decided which group will go on a Portal of Fate and Fortune. The normal limit on the number of characters that can pass through a Portal of Adventure is five or six, though it might be possible to get more through under the right circumstances.

Portals of Fate and Fortune are translocation portals, so they do cause Aftershock when appropriate. All Portals of this kind have a Word of Recall chosen or sensed by the Gatekeeper when the group is sent out. The Word of Recall can be spoken by any member of the group but all members must agree to end the Portal or the Word does not work. Unconscious or dead characters automatically agree.

These Portals *do not* put a great deal of strain on the Gatekeeper but it is often customary for him to receive some form of reasonable compensation for his efforts.

Portals of Desire

Portals of Desire are capable of almost anything, within reason. They are in many ways "little wishes" that allow a group of players the opportunity to attempt almost anything. There are limits to what a Portal of Desire can accomplish and in some cases to where it can send the traveling group, but the list of what can be accomplished with a Portal of Desire is far greater than its limitations. Players can use Portals of Desire to gain items, information, solve problems, exploit weaknesses, and find solutions to problems that beset them. It must be noted that the energies of this kind of Portal attempt to satisfy the desires of the requester but success or satisfaction are not guaranteed. It might, however, be possible to shift the possible outcome of a Portal of Desire by taking other actions... Like all Portals once requested from the Gatekeeper they take an indeterminate period of time for the "energies to come together" and the Game Staff to get organized.

(Continued on page 7)

Tale of the Day: June 2001

(Continued from page 2)

with Demaras that if the God can sway him from his purpose, he will abandon his quest, but if not, he frees Maribeth. Since Valdar was Unyielding, he easily maintained his sense of purpose throughout the torture and Maribeth was freed.

"So, the Ram's Head sent out Kantr (*Tony Hurbes*), Rhianna (*Eileen Malony*), Sionnach, (*Mike Tyderek*) Retic (*Dan Grendel*), Kayla (*Joann Cizewski*) and Gheren (*Mike Skyhorse*) to rescue Maribeth. They walked through a swamp where all were tempted and taunted in the hopes of driving them from their quest. Well, all but Kayla. They then found a bridge where a Black Knight challenged them to a duel before he would allow them to cross. Kayla was the first to challenge him and the first to fall. When Kantr pulled her back to heal her, Retic stepped forward, saluted the knight and then shoved his heavily armored opponent off the bridge where he sank like a stone allowing the party to cross. There, they met with Demaras who said she would allow them to take Maribeth if one of their number endured her torture and proved their dedication to the quest. Kantr volunteered and was subjected to much pain and suffering, causing the others to restrain Rhianna from rushing to his aid. When all was said and done, Maribeth was released and taught them all the song needed to put the Dragon to sleep.

"I kinda wanted to go on that Portal, but I'm a bit young to have that kind of resolve, I think so I went on the next one. I don't think I'd deal with torture very well."

Davram nodded. "No one should have to endure torture -- though I fear with age you will find there are many things that torture you... It becomes not so... not so alien. Please, continue."

"Okay, so finally, Valdar must trick the Wyrms into drinking Alanara's potion. Realizing that he is not a trickster, he decides he must gain Vanosh's aid. The Trickster has gotten himself caught in one of Urgo's traps. Valdar frees him with the promise of his aid. The Trickster attempts to go back on his deal but Valdar reminds him that if Oblivion swallows the world, Vanosh will have nowhere else to play and the Trickster agrees to help.

"I got to go on this one with Viscount Fitzrobert, Gheren, Sir Datr'Mux, Tabitha (*Cindy Busche*) and the famous high elf Daelean Lai (*Akira Barnes*). Gheren tracked the Trickster who had been wreaking havoc in Urgo's realm and we rescued a bear who was too fat to get out of his hole, returned the mane to a lion and prevented him and a unicorn from tearing each other to pieces, convinced a peacock to return to his wife and fought a bunch of carnivorous apes. Each creature we aided, gave us a token. We finally found Vanosh in one of Urgo's cages. We told him we would let him out if he agreed to help. He agreed, but Urgo came demanding why we were setting him free after all the things he'd done. We showed him all the tokens from the creatures we'd aided and he let us have Vanosh. I told Vanosh we would not let him out of the cage until AFTER he'd helped us. That way, he couldn't go back on his deal.

"Valdar's story ends with Vanosh tricking the Dragon to take the potion, the Dragon coughing up the sun and Maribeth singing it sweetly to sleep.

"The final group who would be the ones to actually face Oblivion were Kayla, Mistress Esmay, Aiden (*Erik Dominik*), Alejandro, Arthur, me and Retic. I had Vanosh in his cage, Kayla and Retic knew the song and Arthur had the potion. Vanosh, still in his cage, told Mistress Esmay how to prepare the most delicious chicken ever and had Arthur put the potion in it. It smelled really really good. So good that it attracted 2 wyverns. With Kayla, Arthur, Retic and Mistress Esmay, they were hardly a threat. We traveled on and found an army of Dreakor standing between our destination and us. Vengeance seemed bound and determined to stop us. Retic volunteered to lure the Dreakor away so we could pass swiftly on. He and the still caged Vanosh and ran towards them screaming curses in their language and the Dreakor chased them.

"Taking advantage of the distraction, we ran as fast as we could toward the epic battle we could hear. However, 6 dreakor champions set upon us. There was really nothing I could do to help since my skill with a weapon is miniscule and I don't have any type of healing or destructive magics. However, I can run so I snatched the chicken from Kayla and while they kept

the Dreakor busy, I ran as fast as I could toward the combat."

She took a deep breath. "I can't even begin to describe how big Oblivion was. It's eye was the size of a lake. It's nostrils huge mountain caverns and the mighty Mordrekar was a bothersome speck beside it. I was terrified and when it smelled the chicken and turned those huge eyes in that even huger mouth toward me, I did the only thing I could. I threw the chicken as far as my strength would let me. The dragon snapped it up in an instant and raised a paw to smash me into the ground. Mordrekar slammed into it just in time but the shock of it sent me sprawling.

"I looked around for my companions and discovered they were still not close and I hadn't been taught Maribeth's song. The Dragon began to convulse and spew forth planets and lakes and mountains and I went to my knees and prayed to Maribeth to teach me the song so that I could do what had to be done. Suddenly, it was in my head and as the huge Serpent finally coughed up the sun, I sang with all my might and then the others were there and Kayla was joining me and we sang and sang until the Dragon swayed and then fell."

There was a pause. "Now, I'd read the story and knew that the Dragon would go to sleep so when it fell, I began to run as fast as my legs could carry me because a Dragon that huge will take up a lot of room when it falls. Alejandro and I fled and barely escaped the falling Wyrms, the impact sending us sprawling, but not so lucky were our companions: Mistress Esmay, Aiden, Arthur and Kayla, all of whom were crushed to death beneath its bulk.

"Back at Segjal's Keep, Alejandro kept them from dying but they were all horribly crushed and broken like someone's forgotten dolls. He says he thinks they'll live. He's taking them to wellspring with Baroness Rhianna, Kantr and Nikomu, all of whom were nearly slain by the Dreakor invading Segjal's keep."

She sighed. "It was a very bloody bloody time but we won and Vengeances sleeps again. Kaleth is safe."

She paused. "Oh, and then there was some weird news about the King and Queen being alive, even though I was pretty sure she was dead... Oh, are you going to Wellspring now?"



CHARMS, WARDS, AND TALISMANS

In order to cut down on the confusion concerning Charms, Wards, and Talismans, when they work, how they work, and how many can be worn in what combination, we're going to change some of the surrounding terminology and rules to make things simpler (we hope). Before the September session, one of the Game Staff will go through each character enve-

lope and swap out an old item card for a new correct one.

Charms, Wards, and Talismans are small magic items that have to be worn in order to be effective. A character can only wear 1 Charm, 1 Ward, and 1 Talisman at any given time. All other restrictions will be removed from the existing spell descriptions and this Restriction added.

Charms

Charms are magic items whose effects are voluntarily triggered by the wearer. Sometimes the wearer can only trigger a Charm under specific circumstances, but it is always his choice.

For Example – *A Luck Charm lets the wearer Retest any Test results in an Uncontested Failure, but he gets to decide when to use it.*

Wards

Wards are automatically expended when the conditions that trigger their effect are met. The wearer has no choice; the Ward must trigger if the condition is met.

For Example – *A Life Ward is automatically triggered when a character is supposed to have been killed in battle, stabilizing him so he can be healed.*

Talismans

Talismans are effectively always "on" and not expended when used.

For Example – *A Minor Talisman of Tracking increases the wearer's Tracking Rank by 1. The item is effective as long as the character wears it.*

Wearing Items

Some characters have a lot of items. Some players forget what items they have. To avoid any confusion, we're providing all players with an "Active Defensive Items" envelope. Please put the Charm, Ward, or Talisman that you want on your character and active in this envelope. These are your character's only active items – the one's in his or her pocket will not protect him. Oh, and there's no "forgetting" to put one there or changing one before a expedition (or whenever). If its not there its not there.

Inscribed Items

Enchanters who can Inscribe can use Marking spells to create items with the same effects as Charms and Wards. These items may take any number of forms, but they are treated in all other ways as a Charm or Ward created by the equivalent Create Charm or Create Ward spell.

Also please note that "Mark" now denotes a spell that creates a Charm or Ward, while "Rune" is reserved for the group of spells that enhances weapons and armor.

Name Changes

This means that...

Deathwards become *Death Wards*

Luckstones become *Luck Charms*

Blood Stones become *Soul Wards* (though oft referred to by the old name)

Gillian's Knot becomes *Life Ward* (though oft referred to by the old name)

Shield Charms become *Shield Wards*

Lesser Blood Charms become *Lesser Blood Wards*

Greater Blood Charms become *Greater Blood Wards*

Lesser Spell Shields become *Spell Wards*

Greater Spell Shields become *Spell Charms*

There are no changes to the names of Talismans

Please note that spell names will change as well to reflect these changes.



REASONABLE EXPECTATIONS FOR PLAYERS AND CHARACTERS

Gateway is a pretty complex game. When everyone attends, we have about 40 players overseen by (currently) 5 Gamemasters, which is up one from four very recently. Even so, it takes a great deal of time and effort to get the game conceptualized, organized, and then written and prepared for play. Unfortunately, none of the Staff is able to work on the game in any other capacity than very very part time.

Everyone loves personal attention, there's no question about it, and there is nothing that the Game Staff would love more than to give each and every player/character one-hundred percent time and effort every game. It would be totally excellent, but I think we all know that's not going to happen.

The expectation, however, exists in some players that it *is* going to happen. We fear that these players are spending too much time waiting for, in a sense, the game to come to them. Last session, for example, a player asked one of the Gamemasters at the very beginning of the game if there was "going to be something for him" this session. Truth be told, the entire session and all of Gateway exists for him and each and every character all the time. To think and imply that there isn't "something for him" in every session in very real ways is, unfortunately a bit of a slight on the Game Staff and the time and effort put into putting the game together.

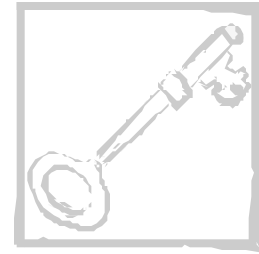
At any given time, there are a number of plots running around in and among the player/characters. There is (usually) very little reason that a character that is not involved in one of these plots can't become involved. Sure, there are sometimes in-game reasons and obstacles, but even these are malleable.

The somewhat unfortunate phrase "make your own fun" has been used and abused in the past. It has come to sarcastically mean that the player is going to have to find something to do himself because the Game Staff hasn't bothered to work up anything for them. We'd like to kill that phrase dead, but there is some truth in it (some).

Gateway is a group experience where Tales are told about characters (plural). If the thing you want most out of Gateway is a personal tale for your character and little or no involvement in the stories of other player/characters, or their involvement in yours, you are

going to be disappointed. Character stories are being written to specifically include or be able to encompass other characters in unexpected combinations. The Game Staff is working hard, and actually has been all along, to link many of those personal character stories in together in unobvious ways. It's possible that there's a story going on right now that involves some portion of your character's background that you are unaware of because you are not actively engaging other player/characters and their stories.

Is there something out there for your character? You betcha—so go to it!



From The Front Desk

(Continued from page 1)

what I guess we should describe as "pure LARPs" (Gateway being a hybrid style.) We can only profit from Marc's resourcefulness and slightly different point of view as Gateway approaches what looks like its (wow) fifth year? Yowza.

Given that, its only appropriate (ironic? destined?) that the creator of Gateway, Alex Grey should be joining the Game Staff again. Alex will, of course, be returning with his years of experience (everything I know about running Gateway I learned from Alex), in-depth rules knowledge (that's what happens when you write the darn thing), and flamethrower creativity, which can only be good.

What does this all mean? Immediately it means that we'll be working to up the "live action" quotient of the game in the form of non-player characters as well as Tavern-oriented plots and activities. This does not mean that we're going to be de-emphasizing Portals as a major element of the Gateway game, but rather we are going to be adding additional nuance on top of what we've already got running.

Additionally, we're going to be working hard on character backgrounds and plotting to set up more instances where characters find themselves involved with particular stories in ways that put them at odds with other player-characters. Now, when we say that we do not necessarily

mean in unavoidably aggressive, confrontational ways, though that might happen. There are a great many stories in the Gateway universe painted with a wide range of grays and players-characters may find themselves on a different side of an issue or situation than one or more other player-characters.

That said, the term "player vs. player" has been used a great deal with regard to this direction. First, let me assure those players that have asked that it does not mean that Gateway is going to turn into a "watch your back all the time" game overflowing with mistrust and angst. Hardly.

Since, however, we are setting up

(Continued on page 8)



IN CHARACTER VS. OUT OF CHARACTER

Sometimes it's hard to know when a piece of information or an action is in-character, out-of-character, or even in game. A couple of minor incidents in the last few sessions have led us to believe that a quick review might be in order. (Please, however, no one misunderstand. There is no sense on the part of the Game Staff that this is a significant problem or a huge issue, but it is probably worth going over again.)

Generally speaking, you should assume that any action or statement is in-character unless it's patently obvious that it's not. It is up to the speaking player/character to alert you as to whether or not it is in character or out-of-character.

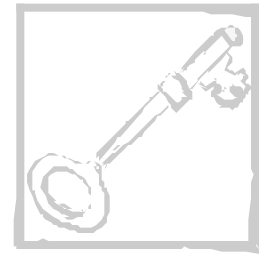
When initiating a conversation, character-to-character, you should use the other character's name in the opening greeting or sentence as a heads-up to the other player. Conversely, when you want to ask someone a question out of character it's best to use the player's name in the opening sentence, again as a considerate warning so the player knows how to respond.

Another area where things get tricky is when a player/character is relayed information from the Game Staff through another player/character or non-player character. In all cases, unless explicitly stated otherwise, all such information should be viewed as in game, or in character. If a decision is being made for out of game reasons, such as timing or staffing, then every effort will be made to let the players in question understand that there is a game issue involved rather than a story issue.

For example, a group of player/characters approach the Gatekeeper about getting a Portal of Desire to do something (it really doesn't matter what). If the Portal is not achievable for in-game reasons, then the players will be told that the Portal can't be done, but may not be told why. If the Portal can't be done for out of game reasons (again time, staffing, etc.) the players will be told that is the reason.

The difference? There may be a work-around or different approach in game for the in game reason something didn't work that the players can try to figure out. Bottom line is if it cannot be done for out of game reasons the players will be told so that they don't waste their time trying to figure out a work-around.

If, however, the players are told something can't be done, and in their minds or experience it should be doable then maybe there's some other way to try and do it, or perhaps it's a clue to some other mystery or problem that may or may not be related to the problem at hand...



Portals, Portals, Everywhere...

(Continued from page 3)

When the Portal is about to become available there is usually a five to ten minute warning.

There are no visions associated with Portals of Desire though normal divination spells and miracles can be used about them. The normal limit on the number of characters that can pass through a Portal of Desire is five or six, though it might be possible to get more through under the right circumstances.

Portals of Desire are translocation portals, so they do cause Aftershock when appropriate. All Portals of this kind have a Word of Recall chosen or sensed by the Gatekeeper when the group is sent out. The Word of Recall can be spoken by any member of the group but all members must agree to end the Portal or the Word does not work. Unconscious or dead characters automatically agree.

These Portals put a tremendous deal of strain on the Gatekeeper and so it is within his right to ask for some form of reasonable compensation for his efforts.

In General

The Portal system is pretty flexible and puts a great deal of story initiation and resolution power in the hands of the players. They are, however, difficult to manage and coordinate over the course of a session since they are for the most part player initiated and can be requested whenever and in any order. To that end, the Game Staff will try its best to keep the Gatekeeper informed of when we think a particular Portal will head out. This will always be tricky at best and may sometimes be misleading depending on other in-game events. We understand that it's difficult for players to decide what to do if they are waiting for a requested Portal and appreciate their patience. Players should feel free to ask the Gatekeeper or

one of the Gamemasters if there is any sense of when a particular Portal might run. Even if they cannot give you a solid answer on when it might run they may be able to give you a better answer on when it won't.

Portals may not ultimately occur for a variety of reasons. The Game Staff will always try as hard as it can to get all requested Portals out, but if there are too many that may not be possible. Whenever a Portal can't be run for organizational or timing reasons the Staff will make sure that the players involved know that is the reason so there is no confusion that some in-game occurrence is preventing it. That said, there may be reasons in-game that a Portal can't run, ranging from magical wards protecting the target to the targeting being "unavailable" or "away elsewhere." In all cases, unless explicitly informed that the reason a Portal isn't running is out-of-game the players should assume that the reason is in-game.

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

For information:

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

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

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



UPCOMING SESSIONS

September 22nd, 2001 (Hollywood House)
October 20, 2001 (Hollywood House)
November 17, 2001 (Hollywood House)



AND YOUR FAVORITES WERE...

... for the June 2001 session—

Luther (*Zach Rowe*)
Retic (*Dan Grendel*)

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

War Stories

Vicki Martin (and the Gateway players)

Layout, Production, and Additional Writing

Tom Dowd

Gateway Chronicle © 2001 Alex Grey and Tom
Dowd

The Gateway Chronicles Staff

Gateway Founder: Alex Grey
Game masters: Tom Dowd, Marc Blumberg, Chad
Brinkley, Alex Grey, Curt Martin, Rob Nicholls
Archivist: James Silverstein
Coordinator: Eileen Malony
Chronicle War Stories: Vicki Martin
Costuming Expertise: Vicki Martin, Lori Ralston,
Eileen Malony
Special Props and Assistance: Corie Hrubes,
Doug Tabb, Tony Hrubes, Robyn Hollister,
Curt Martin, Rob Wilson

Game Contact Information

**Session Registration, Attendance Questions,
New Player First Contact:**
registration@shadowpath.com

Ongoing Plotlines and New Character Concepts:
story@shadowpath.com

**Character Updates, Experience Point Spending,
Rules Questions:**
characters@shadowpath.com

General Information: *gateway@shadowpath.com*



THE POLITICAL SCENE

Currently, the order of influence with the Crown seems to be...

Royal
Argoth
Evangar
The Cabal

Each of the remaining factions seem to
have no greater impact than any other
when counseling the King.

From The Front Desk

(Continued from page 6)

player-characters in a potentially more confrontational atmosphere (most of which will be your own choice to indulge or not) we are expecting players and characters to deal more directly with each other and understand that actions will have consequences both with other player-characters and non-player characters. This also does not mean that the Game Staff is going to set out to aggressively screw over characters (well, no more than usual, and holders of the *Victim* Disad notwithstanding) but you may find yourselves confronted more with difficult decisions, situations, and choices than before. We will endeavor to never put a player-character in a "no-win" situation, but it may be possible for you to put your character into such a position depending on what you do and how you do it...or what you don't do. Failure to act

could have as significant, if not greater repercussions than acting

Think about what you do. Actions have consequences... as does inaction. The more things change the more they stay the same.

— Tom