

# The Gateway Chronicle



## FEBRUARY 2001

### WARSTORIES: JANUARY 2001

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It was Vanosh's day in the village of Starbridge in Vathos and the Rams Head met in the midst of the festival. The MC (*Marc Blumberg*) took charge of the day and announced that all nobility were to be commoners for the day and the commoners, nobility. Included in the nobility were Baroness Rhianna (*Eileen Malony*), Captain Korinth (*Dave Simkins*), Harcourt DeLortmane (*Akira Barnes*) and another noble (*James Citta*) and the King's Castellan, Nathan (*Bob Hollister*), who in the spirit of the day had gotten himself royally drunk prior to the festivities.

He then announced that a contest was on between the pantheist gods Vanosh and Xiandro. Whichever one of them won the day would win



*At the Starbridge...*

a boon of the other, but the boon was not named. The heroes were told they had to choose sides under champions of each god. Liam (*Kevin Stein*) was Xiandro's champion and the brightly colored Fellarie (*Robin Hollister*) was Vanosh's. Vanosh (*Jim Silverstein*) himself showed up to inspire his team.

Dameon Croft (*Brandon Kelly*) gathered Gerard, Carlos (*Dan Silver*), Harmony (*Vicki Martin*), and Luther (*Zach Rowe*) for an expedition to

find something that was lost. Shortly after appearing, they had several feet of snow dropped on them by a horde of snickering pixies.

The heroes dug themselves out and Luther became very distracted about something of his the pixies had stolen. The others noticed too that items of theirs were missing but by the time they had figured out exactly what had been taken, Luther was already in hot pursuit of the cloud of pixies.

With Dameon tracking Luther, they followed the pixie cloud through the mountains. Luther pressed on diligently even while being pelted by snowballs and threatened with avalanches. Bored with the chase, Harmony began to sing, her voice

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### FROM THE FRONT DESK



Welcome to February! I must first correct a serious serious omission on my part—I never properly thanked the crew that ran the January session so well—Mike Shoenberger, Lis Shoenberger, Rob Wilson, Doug Tabb, James Silverstein and all those who

NPCd—Lou Klozik, James Citta, Akira Barnes, Margaret Landreth, Marc Blumberg, Tony Hrubes, Ben Rowe, Phil Dybicz and of course any others I am bound to have forgotten. A grand time was had by all. Thanks again guys and gals! Photos should be online within the next week or so (along with images from Stronghold in December!)

In other news, as mentioned in an email, Rob Nicholls has joined the staff as a Gamemas-

ter as of this session. Welcome aboard Rob! (Be sure to give him a sorrowful pat on the back when you get the chance...) With Rob joining the dark side (at least openly) Vicki Martin has agreed to take on the responsibilities of crafting the WarStories section of the Chronicle, brave one that she is. So please forward any

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## Warstories: January 2001

(Continued from page 1)

ringing loudly in the silence and soon discovered that several pixies had picked up the tune and were singing along. She continued to sing while her companions build an enclosed snow fort. Once it was completed, Carlos used his skills to fix the entryway to the fort so that it would collapse on command. The heroes, some more reluctantly than others, joined Harmony in singing and dancing around and in the fort. This attracted the attention of all the pixies and it wasn't long before they zoomed en masse into the fort.

Carlos collapsed the entrance and Harmony managed to convince the trapped pixies that she and her companions had won the game and that the pixies had gotten several songs as payment and should return their things. The pixies reluctantly complied and Luther snatched up a brain in a jar and seemed much more content. The heroes then made a hole in their fort and let the pixies out.

In the first contest, offered by Vanosh, four people from either team created statuettes of clay. Then Vanosh gave them the gift of life, and they battled. On team Xiandro was: Korinth, who created a monster that (among other things) spat an immensely destructive "Blob of Death"

A barbarian named Modichai (*Curt Martin*) who created a worm with a spiked tail, Kariel (*Chad Brinkley*), who created a dragon he named Despair and Alejandro (*Jon Marcus*), who created a cannon, and a wall for it to hide behind. On Team Vanosh: Paxson (*Jason Herr*), who created an intricate death machine, Rose (*Corrie Hrubes*), who created a giant slug, Tristan (*Tristan Brandhorst*) and Vincent (*Rich Gray*), who created a spitting stinging Death Squirrel.

Though the battle was fiercely fought on both sides, it was team Xiandro that finally emerged victorious with Rose's slug monster being the last to fall.

Captain Korinth joined an expedition with Autumn (*Dawn Nystul*), Xander (*Omar Gonzales*), a water nymph and Modichai traveling to a Vathos. The Harbormaster tried to hire them to kill all the pirates who he said were stealing supplies. The heroes agreed to the task but instead of slaughtering the pirates outright, they went and investigated the ship and discovered that the pirates had made a deal with the harbormaster and the harbormaster gave them shoddy supplies. Korinth and Modichai got the two parties together and the son of Blacksteel threw his noble weight behind his heroic status to successfully resolve it. He also managed to convert four locals to Antarus through sheer bribery.

The next contest was Xiandro's battle of Warriors. Unfortunately, there were no warriors on Team Vanosh. The best they could do was Angel (*Heather Pishko*), who found herself terribly outmatched by Captain Korinth. Despite the use of illusions and some not very subtle trickery Korinth easily triumphed.

Vincent and Kariel were summoned out of the Inn in the nick of time to rescue a fair maiden who was in the process of being sacrificed. Apparently, those in attendance saw their fortuitous appearance as proof that they were gods. There, they were showered with gifts and offered lavish food, nubile maidens and anything their hearts might desire. This disturbed the two and they retired to luxuriously furnished suites.

In the midst of the night, Vincent heard 11 flawless emeralds call to him, begging him to unite them so he made them into a crown. He and Kariel were summoned again to witness gladiatorial games but the spectacle of the terrorized gladiators so disgusted Vincent that he caused the people to flee which was good since that's when a giant worm attacked the city. Thankfully for the citizens, Kariel slew it handily. Vincent reluctantly gave up his crown to the high priest and the two adventurers returned to the inn.

The heroes had decorated one wall with images depicting various monsters. It was part of the festivities. At one point, one of the monsters came to life in the Inn and was easily slain by the heroes.

Later that day, Rose arranged a portal that took her, Kestrel (*Erik Dominick*), Edgar, Angel and Luther. On said portal, they dealt with a demon who was trapped in a village by a

ward, and was tormenting the villagers. The demon had corrupted the local druid, who used his powers to turn the villagers into were-plant like creatures. They found and defeated the demon, before it could possess anyone else. Then several of the party members called upon Xiandro to reclaim his demon. Kestrel kept his distance during the supplication of Xiandro.

The next contest, also offered by Xiandro, was a Test of Will. Each side put forward a contender. Four members of the opposing team attempted to distract the contender in some way. Vanosh's contender was Tristan the ex-slave of the Dark Elves. Alejandro was Xiandro's contender. Alas, flashing and touching were outlawed as ways to distract the contenders. Somewhat surprisingly on this festival day, the distractions quickly turned dark. The non-Castellain (it was Vanosh's day, of course) was the first tempter. Nathan tried to break Alejandro with claims that his life had been misspent and useless. Nathan recounted the failures of those Alejandro had resurrected. But Alejandro was secure enough to resist this.

Next came Dameon Croft who "attacked" with an amusing display of faux martial arts. This actually came close to making Alejandro smile, but he recalled a Kobar, a true practitioner of those arts, and solemnity returned. Next, Harmony tried her wiles, but to no avail. And finally a goblin of Vanosh's (*Tony Hrubes*) put on a mirthful show, but with no effect.

Then Team Xiandro attempted to distract Vanosh's contender. Kariel drew his dagger and slowly slashed his wrists. When that failed to bring a response the Sin-Eater cut into his own chest and removed his beating heart. Tristan remained strong in the face of this horrid sight, and Alejandro rushed over to prevent Kariel's death. Then Liam spoke to Tristan, but his words were not audible to anyone else. Finally Irbor (*Lou Klozik*) put on a great act as a man with uncontrollable itching, but the contender still held firm.

As the contest was a draw, a "test-off" was decreed. Tristan raised the objection that while Alejandro only had to contend with

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## THE RUMOR MILL

Hello again to all of Phantor's friends! Its been a short while since we've scratched in the dirt together, but its time to make up for lost time! (And no, as much as Phantor would like to take credit for that as a well-crafted pun regarding **Malachi** that would be an out-and-out lie, which Phantor has sworn off of for some time now. Speaking of our temporal tempest, has anyone

noticed how quickly that "young" man seems to burn through apprentices? One brother magician of his whispered to me that he thought the chronomage might be "borrowing years" from his assistants. Oh, what a harsh thought...not that Phantor himself hasn't yearned for such talents himself...)

Sticking to magicians for a moment, word is out that the **Baroness Rhianna** has found herself so busy of late that she's looking for a clerk or assistant to aid in her ongoing endeavors. Phantor guess that the Draekor **Vraken** isn't one for taking notes and arranging dinner parties... Staying on the subject for a moment, Phantor saw the most choice bolt of white cloth in the market yesterday and was reminded of the Baroness. Rumor has it that Zurek's most eligible widow has been using a stick in both hands to beating off the suitors. Oh please, Baroness, just pick one... Phantor hasn't been to a good wedding in so long and that fabric would make a perfect gift...but then, you wouldn't be in white anyway, now would you?

And has anyone seen **Zebadash's** wonderful hat? Phantor hears that its been missing for some time and the magician will pay quite a handsome reward for its return...

Phantor hears that negotiations are taking place regarding the virtue of that delectable young lady, **Angel**. Hold out for a good price dear, because you know what pigs men turn out to be after they get what they want.

Speaking of virtue, Phantor hears that the stern looking **Knight Commander Owl** might have finally found someone to loosen the straps of her armor. Apparently some dashing noble of Evangar has taken quite a shine to the Darkhunter and is showering her with gifts of affection. If they time things right with Lady Rhianna, perhaps Phantor could attend a double wedding. Does anyone know if Owl should wear the white?

Now Phantor knows that adventuring can be hard on the body and the mind, but what has happened to **Vincent**, the self-styled "Lover of Jewels"? My dear boy, we all can appreciate a pretty stone, but the news to Phantor's ears is that you talk to yours. So the real question, Vincent, is this... do they talk back?

And what of **Carlos**, that entrepreneur with the outrageous accent? Phantor hears he recently "acquired" an item of incredible worth and is looking for a buyer. Oh, if only Phantor had a few more coppers to his name, as such an item would no doubt make a fine wedding present.

And have you seen the new clothes on that lovely hunk of manhood who is **Sionnach**? What has he been up to that he can afford such things? Is adventuring paying that well or does he have a patron? And if it is a patron, who is it? Let us know, Sionnach, as Phantor wants to know if your patron can be convinced to share...

Oh yes, and rounding off our little voyage on the sea of clothing, or rather the lack of them, what is the story with that new girl... the one they call **Nymph**? Phantor cannot find any one to tell him any history or gossip about this one. Is she someone's pet? Part of someone's harem? What does she do, besides make male heads turn as she passes by...?

It seems odd that Phantor must periodically do this, but it would seem that another frequenter of the Ram's Head Tavern has gone missing—**Castellan Nathan** of Stronghold, the repairs are done and your roses need trimming! Will you return someday or have you given up service to the King without even a "by your leave"?

Word has reached Phantor's delicate ears that the Duke Ardenmar of Vathos has begun a "spring cleaning" of his rivals and has been systematically orchestrating a loss in prestige of those nobles who do not dance when he says dance. Perhaps the Duke would have better luck if he called a different tune? Just a thought...

Staying with Ducal matters for a moment, Phantor hears that both the Dukes of Argoth and Zurek, Dukes Claridge and LeGarre respectively, are beginning to show their age and matters

of ascension are being to crop into the daily politics of both those Dutchies. Its clear who will step up after Devon Claridge passes on, but what of the Duke LeGarre? None of his heirs of blood have shown any knack for the politics of his position, which leaves the King in an awkward position, to say the least...

Lastly (on this topic), rumor around the Royal Court is that the King is soon to recognize Sangir as a formal Duchy but is requiring that he himself name the Duke (well of course, he is the King after all... does this mean that the Church was trying to wrestle control of that Royal Authority from him?) and is solely responsible for matters of political succession within Sangir. Should be interesting see where the next volley in this battle of wills lands...

Phantor received a nice little note the other day—scrawled on a huge leaf, but one supposes it comes with the territory—that the League of the Green has realized that is has lost its focus by allowing its members so much independence. Expect a recruitment booth setting up in your town quite soon...

And speaking of recruitment, who are the Covenant of the White Book? Phantor heard some magicians of my acquaintance mentioning having been approached by them recently. Some seem intrigued, some seemed offended. Should be interesting.

While back on the subject of magicians... is it true that the most influential group within the Cabal these days is in fact comprised of **Xandar**, **Zebadash**, **Reman**, and **Malachi**? But Phantor hears that some of the so-called "old guard" of the Cabal, you know the one's who were complicit in that organization's selling out to the Empire, are none to pleased with the influence the "young turks" (where does that phrase come from?) are exerting.

And for a closing bit of oddness, a source near and dear to Phantor reports that **Paxon**, the odd Priest of Talos (but one does follow the other, doesn't it?) recently walked into a tavern in Argoth, turned all the bar stools upside down, regarded his handiwork, and then left without saying a word. Its been three weeks, and the locals have left them that way...

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silly or tempting displays, he was being subjected to hurtful, disturbing attacks. After some discussion, the contest was allowed to proceed. While Team Vanosh berated Alejandro for allowing a member of the Ram's Head to suffer such pain, Team Xiandro zeroed in on Tristan's scruples and broke his resistance. The contest concluded in a much less merry fashion than had been expected.

During the day, many of the heroes took their chances at sticking their hand into the swirling void in the hopes of perhaps recovering something that was lost. It is said that several valuable and dangerous items were obtained in this manner in addition to a hail of needles and a day's rain. Harmony and Dameon Croft apparently spent a great deal of time there.

Later, in a contest unrelated to the two deities, the gambler, a visitor to the Tavern sponsored Harmony and whomever she might choose in a performance contest. Her opponents were Captain Korinth, Dameon Croft, Tristan and Alejandro who did a morality play about the temptation of Alejandro in a journey to hell. Harmony, Isabelle (*Anita Machhamme*), Cedrick (*Joel Orbach*) and the Father Bertrand (*Josh Rowe*) put on a puppet show about Turan, Hunter, Liam and a demon with a sword named Despair. All put forth heroic thespian efforts, but Harmony's puppet show emerged victorious.

After the show, Harmony was made MC and assured the others that she would be as impartial as her predecessor. At this point Magda (*Joanne Cizewski*) was struck by a vision of something huge and powerful awaking and coming for Nikomu (*Darci Stratton*). In spite of much prompting, that was all she could tell. Harmony nominated Captain Korinth to be in charge of defense and he quickly took charge of the situation.

Suddenly, the lights went dark. An eerie spirit form entered the inn, claiming it was an ancient force that had served Nikomu's people for generations and had awakened and was coming to find out if she was worthy of its service. With a little prompting from her companions, the Kytheri was able to prove her worth to the spirit.

The next contest was a race. Team Xiandro chose Autumn, Liam, Nikomu, Sionnach (*Mike Tydarek*) and Xander. They immediately chose Liam to lead them so as not to get distracted by arguments over what to do and which way to go. Both they and Team Vanosh began in a room with 9 archways. Liam chose quickly and the team was underway. They encountered a lavishly dressed gentleman who enticed them with food but they were not to be swayed from their task. Nor did the six gargoyles that came to life and attacked them sway them. They paused only long enough to heal. Their next challenge was a maze, but with the wisdom and knowledge of Xander (*Omar Gonzales*), it was passed without incident. Finally, with what seemed the exit in sight, the richly dressed gentleman appeared in their path. Liam charged down the hallway, accompanied by a rain of arrows from Autumn and followed closely by Sionnach and the foe was quickly dispatched. But the gods were not done with them yet. Sionnach used his great strength to bash open the door at the end of the hall and was rewarded by a shower of rocks on his head. The correct door led them to a room with a

pillar upon which was a ceramic bowl which was presented to Harmony as MC and victory was theirs.

Once they had returned, the final contest was announced. It was miniature golf. Vanosh set up a water hazard using the water Nymph (*Helene Ho*). Again the score was tied and each team was given one final shot. Modichai the barbarian scored a hole in one, in spite of the water hazard and won the final round for team Xiandro.

With Xiandro the victor, Vanosh conceded and it was revealed that Xiandro's prize was that all demons in the world of Men would be revealed so that Men would know them for what they were. There was, of course, much speculation about the havoc the newly revealed demons would wreak on those around them once their identities could no longer be concealed.

After that, a strange man (*Tony Hrubes*) approached Kestrel, challenging his wish to become a Crusader. He laid a handcannon on the table before him and told him that he was going to soon begin murdering Crusaders and that Kestrel now had a chance to use the handcannon on him and prevent him from going on the bloody killing spree he intended. As Kestrel pondered how to react, Kariel attacked the man from behind, taking him to the brink of death but not killing him and Korinth destroyed the handcannon by order of the King.

At that time, Xiandro (*Tom Dowd*), who had been disguised throughout the festivities, approached the noble, Harcourt DeLortman and escorted him to hell for trafficking in souls.



## THE POLITICAL SCENE

The political wrangling for the attention of the King seemed to cool down for a season. Support for the Cabal ran strong (as usual) and it's been noted that more Priest and Champions of the Pantheon have been seen in Royal Court lately. Currently, the order of influence with the King seems to be...

Each of the remaining factions seem to have no greater impact than any other when counseling the King. It should be noted that this represents no appreciable change from last season.

The Cabal  
The Pantheon  
Argoth  
Sangir (Church of Dain)  
Evangar  
Zurek



## PROCEDURAL CHANGES

Just when you thought you were getting comfortable with the old way of doing things, we're going to change the way some things work. Some of these changes alter or reverse previous changes, and some of them are brand new. All of them are being made as part of the Gateway Staff's ongoing effort to streamline some of the administrative aspects of the game, some of

which players actually see at a session and some of which you only see the result of. As always, if you have an opinion or observation of these changes please let us know.

Please note that we will be strictly enforcing all submission deadlines for Between Time and Character Experience spending.

Unless otherwise noted, these changes are effective immediately.

### CHECK IN

We're changing some of how we physically handle Check In as well as some of the procedures around it. Here are the parts that affect you or that you need to worry about—

- We're working at establishing a single location for Check In at Hollywood House so that every session its found in the same spot. We may have to experiment with where that location is at first, but once we find a spot that works for everyone that's where it'll stay.
- A Gamemaster will always be available at the Check In location to answer questions or handle character sheet issues. Our goal is to resolve any discrepancies or problems immediately, so if you have a problem let the Gamemaster on duty at Check In know right away. Please be sure to check your Gold to see that it includes \$\$ from Employed, Brokered, and so on.
- You will not be given your Character Envelope until you have paid your Site Fee.
- Each of your Characters will have his or her own envelope from now on. Everything of your character's goes in that envelope and stays there.
- For those of you who create items Between Time, your items will now be written up on the spot by the Gamemaster. We should have a copy of all web submitted Between Time forms on hand (those that made the deadline at least) which should include that list but please bring your own copy just to be safe.
- Your character's money will now be issued during Check In by the Game Staff manning Check In—it won't be crammed into your envelope.

We're introducing a revised Check Out form as well with this session, and a revised Check In procedure for next session. With the new form, next session's Check In should be smooth where this one's may be rough as we initiate the new system.

### CHECK OUT

We're also changing Check Out as well, primarily with a new Check Out form and a new process that goes with it. Here it is in a nutshell—

- In your Character Envelope will be **two** copies of the Check In/Check Out form. One is used for this session's Check Out and the other for Check In of the next session that Character plays in. You'll fill out the Check In session at the end of this session so all the information that you and the Game Staff will need for Check In next session will be done (with some small exceptions.) The form contains the instructions on how to fill it out, and at the end of this session we'll take a few moments to go over it.
- You will note that there is no place on the Check Out portion of the form for Experience Point expenditures. You cannot spend XP on this form any longer. The only way you can spend XP is by email to [characters@shadowpath.com](mailto:characters@shadowpath.com) or via the website **after** you have Registered to play that character at the next session. Any XP spending submitted before you Register for the next session with that character will be ignored. Why are we doing this? Bookkeeping. Right now, XP information comes into the Game Staff potentially through too many different avenues and in too many different forms. Quite simply, we are losing the data. By restricting the times and ways that XP can be spent we hope to be able to keep better track of the data for the nearly 100 active characters in the game.

- When you Check Out, you must hand your Check Out form and your envelope to either the Archivist or the Gamemaster working Check Out. They will verify your form, make sure everything that needs to be turned in is, and return your money to the treasury (ok, the box of coins). The amount of gold that you are owed for next session will be noted on your Check In form for next session. Your Check Out form will go into a pile while the Check In form will go into your Character Envelope along with your Character's stuff (item cards, etc.)

We're hoping that this revision of the Check In/Check Out form and the streamlining of the process will make Check In and Check Out easier and more effective for both the players and staff.

### BETWEEN TIME

For a while now each of your Characters has been allowed a Between Time even if they were not played in the current Session. We are revoking that policy effective immediately in order to reduce the paperwork (electronic or otherwise) and the load on the Game Staff between sessions. From now on, only the character that you played is eligible for a Between Time immediately following when he or she was played. In addition, the Between Time Action rules as posted on the website are now fully active. The Between Time Form on the website has been altered to reflect the revised rules. Please use this form for all Between Time submissions unless otherwise noted (such as for inter-character mail and so on.) Your characters will continue to earn Out Of Action awards as normal per session they are not played but they cannot earn Favor or perform any other Between Time Actions if they were not played the previous Session.

Additionally, we are shortening the Between Time interval from a half-year to three months or roughly one season.

If you have any questions, please speak to one of the Game Staff.

...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



## APRIL GAME

**DATE:** TBA (aiming for Weekend 3)  
**LOCATION:** TBA (aiming for Hollywood House)  
**Character Admin Deadline:** March 24, 2001 (firm)  
**MARCH:** Neverwhen/Gateway (Alex Gray)  
**MAY:** TBA



## AND YOUR FAVORITES WERE...

... for the January 2001 session—

**PC's:** Fellerie (*Robyn Hollister*)  
Kariel (*Chad Brinkley*)  
Korinth (*David Simkins*)

**NPC's:** Marc Blumberg  
Tony Hrubes  
Margaret Landreth

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

### **War Stories**

Vicki Martin (and the Gateway players)

### **Layout, Production, and Additional Writing**

Tom Dowd and Rob Nicholls

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### The Gateway Chronicles Staff

**Creator, Architect, Romeo In Black Jeans:**

Alex Grey (*alex@neverwhen.org*)

**Gamemaster:** Tom Dowd

**Associate Gamemasters:** Chad Brinkley,

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:** Corrie 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*

## FROM THE FRONT DESK

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post-session tales and remembrances you have to her. You can send them directly to her at [vk martin@ameritech.net](mailto:vk martin@ameritech.net) or via the [gateway@shadowpath.com](mailto:gateway@shadowpath.com) address. (Thanks again Vicki!)

In other news, as some of you may know, Alex Gray is going to be starting up another live-action game in the same "storyverse" as the Gateway Chronicles. He'll be going around and talking to some of you about it before and after this sessions, so please seek him out if you are interested. Note, however, that the two games are isolated story-wise. There will be crossovers between the two, but they will be Gamemaster and metaplot instigated—you will not be able to easily or regularly shift your characters in either game between the two. Everyone should talk to Alex, he's got some cool things up his sleeves...and some very very scary ones too...

With regard to scheduling, this game and Alex's game are going to be "alternating" on a funky schedule from this point forward. Here's the tentative plan –

March - Alex  
April - Gateway  
May - Both (two separate sessions)  
June - Gateway  
July (Stronghold) - Alex  
August - Joint Session  
September - Gateway  
October - Alex  
November - Both (two separate sessions)  
December (Stronghold) - Gateway

We should have a better long-term schedule with real dates and locations shortly. Also note that Alex's game will have its own Staff separate from the Gateway Chronicles staff, so direct all questions about this game as you have been and all questions about his to his Staff once he announces them. (And, schedules permitting, our Staff will see you at Alex's game sitting on the player-character side of the fence. We're stoked. <grin>)

Last but not least, please read the Procedural Changes section in this Chronicle. There are some new things going and you need to be up on how they affect what you do and when you do it. We're trying to streamline elements of the game process that you all don't normally see, but that means affecting some parts that you do see, so bear with us while we rearrange the ducks again and hopefully make our lives, and your lives, more productive. Adios!