

The Chronicle Gateway

JULY 2000

WARSTORIES: JUNE 2000

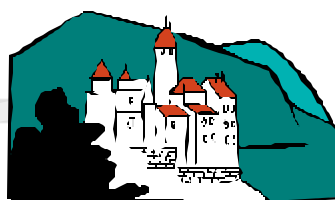
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The last gathering of the Rams Head began with our heroes being summoned to Paralor, the homeland of the High Elves. It has been known to some that Dark Elves had besieged this place and upon arrival, those of the Rams Head were told that Paralor was about to fall. Indeed, much of the place appeared to be faded and insubstantial, as if the land were but a ghost of its former self.

Our guide in Paralor, a high elf we will call our Host (Jason Rownd) explained that the land could be saved if the heroes of the Rams Head would visit eight sacred places and



Noble Paralor!

perform the tasks that they found there. However, they were warned that Dark Elves roamed the spectral streets and would be drawn toward large numbers of people, so small groups were advised.

One these groups was made up of Hunter (Vicki Martin) and Meredith (Eileen Malony) who set off for the Steel Stage, a place Hunter knew to be the practice area for

Bladesingers. The two found the faded Master of Balance engaged in a macabre "dance of death" as the Bladesingers performed a twisted version of their art. Hunter had to shut herself off from the song before she was drawn into the death-dance herself.

Ivan/Bax (James Silverstein), Reynn (Rob Nicholls) and a newcomer named Fionnvhar Mallon (Curt Martin) ventured to the Whispering Vault, the place where High Elves say those things that should not be said. They encountered a female Dark Elf outside who

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FROM THE FRONT DESK

If you are reading this Chronicle at the July game then you are in attendance at our first ever session at Camp Tuckabatchee in Ottawa, IL. Hope its not raining!

As this particular session proved, its sometimes harder to arrange a site than most people think. One of the requirements for using Camp Tuckabatchee was that the Gateway group provide a certificate of insurance covering \$500,000 in liability insurance to protect the camp if something happened to one of us. Normally, the groups that rent locations like Camp Tuckabatchee are

either business themselves or part of some larger organization, in which case its relatively simple to take the insurance onto their existing policy and be done with it. We're not that formalized and paid the price for it.

Initially we thought we'd be able

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Warstories: June 2000

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claimed to have built the Vault and was looking forward to any humans who partook of the knowledge within, for they would no doubt destroy themselves. The trio entered the Vault and were almost overwhelmed by the sounds of whispering voices. Eventually they found a faded High Elf within, who explained that something was missing. He then handed them a parchment that was later found to be a Translocation scroll. Before they left, the trio decided to try listening to the whisperers, praying with Bax for Talos' blessing before doing so. Yet despite these prayers, each of them was injured in some manner by what they heard.

Gehren (Mike Skyhorse) and Luthor (Zach Rowe) went to the Temple of Serenity, where they discovered a bell that should ring silence. However, the bell was not working as the silver hammer needed to strike it was missing. Phantom High Elves were busy putting up padding to try and maintain as much silence as possible. The group brought back a scroll that also proved to be one of Translocation.

Not content with fighting Dark Elves passively, Kantr (Tony Hrubes), Nikomu (Darci Straton) and Retic (Dan Grendel) went to the farm of Captain Gray to explain the situation. They found it very easy to convince the famous warrior to come out of retirement for a bit and engage the Dark Elves. Having instigated this avenue of attack, the group returned to the Rams Head.

Upon her return, Nikomu joined Hunter in going to the Evergreen Glade. There they followed a magical path until coming upon a blockage of huge fallen trees. Here the pair were attacked by wolves which were dispatched with ease. Then a phantom High Elf came forward and handed Nikomu a scroll. Again, it later proved to be for Translocation.

Soon thereafter, a dark elf (Kevin Stein) sporting a hand cannon strolled into the midst of the Rams Head. He claimed to be an emissary and explained that his purpose was to "dissuade" the heroes from aiding Paralar. He claimed that what was occurring was just "nature taking its course" and did not understand why the heroes were interfering. Though many, including Hunter, wanted to simply attack the dark elf, restraint was shown. At the request of everyone at the Tavern, the dark elf agreed to depart.

It soon became obvious that each of the eight sacred places in Paralar were missing vital things. The faded Masters of these places gave our heroes translocation scrolls to places where these vital things might be recovered. Naturally, this was easier said than done.

A group composed of Xandar (Omar Gonzales), Morgan (Cindy Busch), Arthur (Josh Rowe), Jacko (Lou Klozik), and Isabelle (Anita MacHamer) departed to find one of these vital items. In this they were successful, but then Dark Elves who wanted the item set them upon. Battle ensued in which Jacko was slain. Isabelle also almost died, except for the heroic actions of Xandar. She was seen fawning over the wizard for the rest of the day. The party returned with Jacko's body, but it was too late to stabilize the merchant. All thought him lost, but then it was discovered that he'd had a magical item that did what was needed and Jacko was later raised.

Segial (Doug Tabb) Ivan/Bax, and Reynn went to find the missing item for the Whispering Vault. They appeared in a laboratory of evil magics and discovered that this was the lair of Zayven. Not the one who now resides in Faire,

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THE GAMEMASTER'S VOICE

It's been noted a few times that when Alex and Tom play certain characters the players (that's you folk) sometimes get confused about whether or not it's the game-master or the character talking. Well, we're going to try and clarify which characters are which, what role they play, and how you should view them.

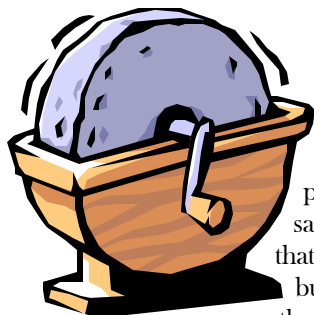
For Alex, Elestan and Khulvor are pure PCs. If you see Alex playing either of those characters treat them as full PCs and try and not ask Alex any rules or GM-related stuff. Alex will be playing those characters with 100% free will (god help us all). Gray on the other hand is pure NPC and lives solely for the tale. As Gray, Alex is also a GM, so feel free to bug him.

For Tom, Kedrik is now a full NPC (though he was once a PC). Tom doesn't

yet have any full PCs (give him time) but will shortly. As Kedrik he's also acting as a gamemaster, but with his new PC he will not be.

Master Garrilon and Alex's new character, whom you will meet at the July Session, walk the line between PC and NPC. Feel free to interact with them as you would a PC, but you should also think of them as game-master guides who are there to assist

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THE RUMOR MILL...

The ocean breeze is stimulating this time of year, and Phantor is very happy to have chosen this particular month to return from Kellar. Of course, the sailors would have Phantor believe that it was blind luck that the wind was at our backs and the sun our daily friend, but Phantor believes that it was the goodwill of all those that read these missives that propelled our fair schooner across the waves with such speed.

Fortunately, while Phantor played the gossip faeries remained ever diligent and pile of notes and letters were reading and waiting. So, without further ado...

An interesting item that appeared on Phantor's pile was a hand-written note, or at least the remains of a hand-written note, found in the trash following a meeting of some very mysterious gentlemen. Now, the note was torn and burned, but Phantor has had enough experience with such things to be able to determine that it has once been a list of names. Legible on the list, and underlined, was "**Reman**" (Marc Blumberg). What could this have been a list of? Well, its hard to say, but as far as Phantor can tell the legible other names on the list, and all crossed out, were all former Cabal members that disappeared just before the war with the Empire began. Well, Phantor will leave it for all you sweet things to figure out...

Since spending some time in Wellspring for having certain critical bits replaced and repaired, the wily lass **Tabitha** (Cindy Busche) has been seen returned there once or twice. Could it be that the rumors of some sort of involvement between her and acclaimed healer extraordinaire (and some say future Caretaker of Wellspring) **Alejandro** (Jon Marcus) are true? Well, some do point out that he does have the hands of a grandmaster...

And while on the subject of wily, is it true that **Zebadash** (James Citta) has obtained for himself a bodyguard? Given his way with the ladies Phantor must assume that a few of the broken hearts have decided to break his, or at least some other portion of his anatomy. Well, hell hath no fury like a woman scorned, so let us all reserve a brave salute for this new bodyguard, whomever he may be, and may he last longer than some other recent visitors to the Ram's Head Tavern...

Well, it would seem that **Lord Sebastian Poe-Kerrigan** (Brian Curley) has raised himself up from his drunken stupor and is out and about again. Could it be the ministrations of his dear wife the Lady Mysella who dotes over him like she actually cares for him? Or perhaps there is some other drive that has taken a grip on Lord Poe-Kerrigan (and who-ever came up with this foolish idea of hyphening surnames needs to be maimed!) and forced him to action. Word has it that he has been seen recently in Anik having less than kind words with **Robin Goodfellow** (Aaron Loeb) with his wife, the **Wizardess Esmay** (Lis Shoenberger) looking on. Phantor hopes that his lordship at least has the common sense (hmmm...is this where that phrase came from?) to further discuss this with the Goodfellow when Esmay is not around...

Phantor wishes for something to say about the lady **Oly** (Lori Curley), sometimes frequenter of the Ram's Head Inn, but alas there is nothing... That must change, however, as Phantor so does not like empty pages in a notebook...

And someone please tell **Kestrel** (Erik Dominick) that he owes a lad named "Kestren" an ale or two. Seems that Kestren was sitting in the Ram's Arse Tavern in Zurek when a pair of likely lads tossed him out onto the street and then around town for an hour or two. After realizing that they had the wrong man they were

right apologetic and left him a couple of silver for his trouble, but Phantor thinks he's a little more deserving than that, don't you?

Ah, **Vincent**, "Lover of Jewels" (Rich Gray), is it true that the jewels you love are not the one's most immediately think of? How else can your avoidance of the advances of a certain other damsel of the Ram's Head be explained? Surely someone as worldly and sophisticated as Vincent, "Lover of Jewels" could not be completely oblivious to what's going on...Could he?

Phantor, as one who's lovely lilies were trampled by Imperial Wolves during the War with the Empire certainly understands bloodlust and the unheard cries for vengeance, but for the Mirin sailor **Retic** (Dan Grendell) to heap the collective sins of an entire nation on one poor stooge and cut him down as he blinked seems a tad, well, extreme. What next? Do we butcher everyone who made the foolish, though perhaps understandable attempt to save their own asses or the asses of a loved one by attempting to deal with the Empire, especially when they have born the weight of Royal Justice and released? Perhaps the navies of Kalth will have to deal as abruptly and decisively with the Mirin "privateers" that have been wandering closer and closer to our shores...

Knight-Commander Owl (Corrie Hrubes) - perhaps this is all but the last time Phantor will be able to write that name in that manner? Word reached Phantor's well-formed ears whilst in Kellar that the famous warrior has been offered a high-ranking position, perhaps the highest-ranking, among the forces of the pre-eminent noble of those lands, the Marquis Summerville. For some, reason, however she has either refused or delayed responding to the Marquis offer, an

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Warstories: May, 2000

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but a strange and twisted version made up of the psychic scraps that Sarah sucked out of his tower so long ago. This Zayven was using dark blood magics to sustain his frail physical form, with the help of a Dark Elf child. The trio from the Rams Head negotiated with Zayven, Segial offering to use his powers to solidify Zayven's form in exchange for the mage's promise to forgo the "dark magics". The Dark Elf objected and Zayven slew her with a snap of his fingers. Zayven agreed and Segial held up his end. The Seal of the Whispering Vault appeared, but was flawed, indicating that while our goal had been reached, it had perhaps not been done in the best way.

Hunter, Kantr, Kestrel (Erik Dominick), Zebadash (James Citta) and the strangely solid Srinivasan (Mike Malony) went in search of the item needed for the Steadfast Defender of Paralor, a position vacant since the turning of Vandalay, the former GuardMaster of Paralor who had become a Dark Elf. The group appeared near the top of a ruined watchtower that had been obliterated by magical fire. It looked very similar to the type of ruins left behind by the Empire. Upon further investigation, Hunter discovered a wretched man hiding in the ruins who refused their offers of kindness. He claimed he was unworthy because he did not give the warning in time and thus was responsible for the deaths in the village beyond the watchtower.

While exploring the tower, the party noticed a group of Dark Elves approaching. At the sight of the heroes, a dark elf woman, whose black crystal sword screamed agony into the Bladesong stepped forward and demanded whatever the heroes had found. Naturally, combat ensued.

Hunter faced the woman and it became very clear that she was no match. Kantr ran first to the tower keeper and tried to help him, but was soon faced with a dark elf with a sword. The dark elves swarmed the sorcerers, destroying their mystical armor with the first blow. Srinivasan faded and his opponent's blade passed through him. Zebadash was slain after casting only a few spells and after Hunter fell, the dark elf bladesinger turned her attention to Kestrel.

Meanwhile, another of the dark elves pulled a hand cannon on Kantr. With his attention distracted, there was nothing the former gatekeeper could do to avoid the shot, but the wretched tower keeper, flung himself forward and took the blast instead. He moaned and rolled over, revealing a shield that had formed of his blood. The moment Kantr touched it, the group returned to Paralor.

Though Hunter and Zebadash had been stabilized, it was found that they could not be helped beyond that by any means available to the High Elves. However, Segial took matters into his own hands and brought both of them back.

Gehren, Retic, Luthor, and Morgan went to retrieve the silver hammer, which took them to a merchant's hall in Vathos. Seeing Morgan alarmed the merchants, but after explaining that they were from the Rams Head, things settled down. The merchants scoffed at their mission and went back to arguing over trade routes and agreements. After searching the area and not finding the hammer, they returned to the bickering merchants. At this point, the party realized the connection -- the hammer was used to bring serenity, and these arguing fools were anything but serene. So the group set about restoring some serenity by helping to settle the arguments. Retic advised improvements on sea routes, Gehren on the best land routes, Luthor pointed out some historical practices that no longer applied, and Morgan offered advice on pricing and other business practices. The merchants saw the sense in what was suggested and ceased their arguing, where-

upon the silver hammer appeared.

On their return, however, the party was pulled to another part of Paralor, where a pair of Dark Elves attacked. The dark ones were put down, but Morgan fell and Gehren stabilized her. Luthor nearly went down too, but consumed a powerful healing potion in the nick of time.

As the rest of the vital items were sent for and recovered, Andor (Rob Wilson) and Lord FitzRobert (Mike Shoenberger) suddenly appeared and called to Segial for a "miracle". They and others of the Rams Head - Commander Owl (Corrie Hrubes), Esmay (Lis Shoenberger), and Meredith - had been tricked into going with a Dark Elf to help him be "redeemed". It turned out this was a trap and only Andor and FitzRobert had escaped. Segial focused his powers and opened a portal to those left behind, sending Kantr, Zebadash, and Kayla (Jo Ann Ciszewskiz) to recover them. While the effort was valiant, it was to no avail, for the trio found Owl, Esmay and Meredith in the clutches of Vandalay, the fallen Defender of Paralor. After stripping them of their possessions, Vandalay allowed them all to return to the Rams Head. However, to punish them for opposing the Dark Elves, Vandalay insisted that one of them had to die. Meredith, Crusader of Dain, rose to this and gave her life for the others. The group returned with what was left of her body, minus her head and heart, which the dark elf kept for himself.

Dark clouds began to gather over the Rams Head as Paralor's "moment of truth" approached. The eight High Elven Masters were too weak to assume their posts and repel the threat, so those of the Rams Head were asked to stand in their place. Arguments over who should stand were bitter, but finally the choices were

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The Rumor Mill...

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act which has many of the Esteemed Noble's closest advisors pushing him to revoke his offer and rebuke her for her base manners. Now, Phantor knows personally that the Marquis is not one to take insult well so perhaps it is only a matter of time before that door slams irrevocably closed.

Is it true that **Hunter** (Vicki Martin) conceived and bore a child without Phantor having heard about this!! Phantor clearly must have a word with the gossip elves as they are consistently failing on the subject of children and births, case in point being their inability to obtain the name and sex of the child born to Robin Goodfellow and Esmay. Now, Phantor has since learned that information but is not going to pass it on to spite all those who failed to find out and drop a note...

(Whilst on the subject, Phantor hears that the good Esmay has been unable to conceive a child since the birth of her first. Having known someone in a similar circumstance, Phantor would recommend finding one of the druidic faith for assistance. Phantor hears that they are very skilled in the fornicative arts and more than willing to do all they can.)

Was that the lovely **Autumn** (Dawn Nystul) seem emerging from a wood in Evanagar looking annoyed and confused? A passing traveler, whom the lithe wood elf hailed, stated that he heard the nymph utter a string of expletives so fierce that he had to cover his mule's ears. Apparently, she uttered another string most foul when he told her which Duchy she was in that the milk of his cow turned sour in her utter. Then with a cute smile and a shouted "THANKS!" she bounced off into the woods again. The young man, who had been traveling to Sangir to enter the Dainite priesthood is said to now be reconsidering that life path...

Speaking of the Dainites, Phantor has confirmed that all their Priests and Crusaders have lost their miracles! Now, unofficially the Church is saying that it is all part of Dain's plan, but Phantor has heard that a group of high-ranking priests of Talos, including the respected **Paxon** (Jason Herr) claim that it is the doing of their Pantheist god! If this is true Phantor cannot imagine the Church of the Faithful cannot be happy. Could this be why a number of high-ranking Crusaders were recalled to Haven recently?

Speaking of staunch Dainite (sort of) Phantor understands that the swordswoman **Mariveaux** (Lori Ralston) has been frustrating a few of the more evangelical

Pantheists with her direct and simple faith in Dain. Interestingly, they seem to be attempting to "rationalize" the act of faith with her and fail to understand that they logic does not sway her. Let's hope that her faith holds when the truths about the dark and insidious plans of the Church of Dain come to the light! Er, did Phantor actually write that??

Word has also reached Phantor that the blackguard **Fionvhar** (Curt Martin) the aforementioned collaborator that Retic cut down has been offered protection by a high-ranking noble. Phantor is desperate to learn who this noble is, and if anyone has this juicy tidbit please drop a line. In exchange, Phantor will be kind to you for one month. Fair, yes?

It would seem that some of **Arthur's** (Josh Rowe) efforts to stabilize the Falcon Guard have begun to bear out. Phantor understands that though recruitment is not up, desertions are down and nearby townsfolk have taken to throwing only rotten fruit, rather than the fresh ones they had been sacrificing to express their feelings. Phantor jests, of course, but disarray does seem to run deep as many complain of a lack of leadership and

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The Gamemaster's Voice

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the player-character both in character and out. Now, this does not mean that you should simply go to either of these characters with all of your problems and do what they say, but you may want to consider their words as having more weight than say, Elestan's. Neither of these "guides" will deliberately mislead you, but neither will they simply tell you what to do and how to do it. They're there to provide wisdom and guidance, nothing more. You can also lean on Tom or Alex to act as gamemasters in either of these roles without feeling that you are impinging upon their playtime or their fun.

Yes, it's a weird fine line, but the "guide" provides the gamemasters with the opportunity to interact (to some extent) within the game and to nudge it along while being in-character. Another way to view it is that Kedrik, as a full NPC, cer-

tainly has his own agenda and may manipulate the PCs to get his way (yes, even a Saint has to be wily sometimes) whereas Master Garrilon does not have his own agenda. You'll have to be the judge as to whether a verbal sling or aside is meant as coming from Garrilon, Tom as GM, or Tom as Tom, but we think you can figure it out—if nothing else we'll enjoy watching you try. <grin>

To: HRH King Arthon Jurel-Blacksteel
From: Your loyal servant, Castellan Nathan of Stronghold

Your most gracious majesty:

Humble greetings from myself, after my most recent mission with the Ram's Head Tavern. It is with a heavy heart that I write to you today, despite the positive outcome of our efforts in Paralor.

First of all, the good news. Paralor had been taken over by the Dark Elves, and was beginning to fade from existence. The Dark Elves claimed that this was the natural order of things, yet seemed to be most anxious to hurry the destruction along. Certain denizens of the Ram's Head volunteered to take up the posts of guardians of ideal principals, though I think some took these posts out of ego and not ideals. Meanwhile, I alone took the time to delay the Dark Elves using a point of order that they had not considered.

The bad news, I am afraid, is of a rather dire nature. I shall attempt to remain objective in it's telling.

Several times over the course of our hours in Paralor, the heroes of the Ram's Head, myself among them, made forays into the streets of Paralor. We were called upon several times at the Hall of Heroes to defend the greatest of our mortal heroes. It seemed to work in bolstering the resolve available to these heroes. I also made two trips into the city alone. The first was to correct an imbalance in a tavern called Grayhaven, where the elves went to leave their troubles. I provided them with the name of a hero capable of bearing the great weight of the troubled nature of the tavern.

The second trip is, to me, the most vexing. Upon seizing a solution to delay the apparent Dark Elves insurrection, I devised a plan to present their leaders with a point of order. Unfortunately, this plan required me to go to the Dark Elf headquarters and speak to the infamous Vandalay, leader of the Dark Elves, and the most frightening being it has ever been my displeasure to encounter.

However, I asked several so-called heroes from the Ram's Head if one of them would come along with me, to defend me if it should be necessary. All refused. They disagreed with my methods, my ideals, my structure, and my opinion of the way they were handling things. I had earlier stated that they seemed very good at handling the big battles and such, but had no diplomatic skills, which could be handy in AVOIDING a fight, and solving their problems in a different way. They proved my point handily, by refusing to listen to me, refusing to aid me, and continuing to bicker amongst themselves. I was forced to go before the villain Vandalay on my own.

I returned, having delayed the Dark Elves some twenty minutes on their attack, a broken and battered man. The things that I saw, and the things that I went through, I hope that no one ever has to behold again. I believe that this Vandalay is the most vile, wretched, evil creature that ever walked.

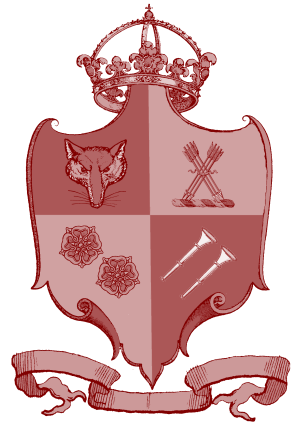
That said, it is with a heavy heart that I beseech you to consider the following. Please take into consideration the possibility of the dissolution of the Ram's Head Tavern. They have proven to me that while they perform their heroic acts, they have no use for structure or rules. And that, Your Most Royal Highness, is a dangerous statement indeed. I would even suggest exile for some of the more violent members of the Tavern, some of them are already of questionable character. I certainly think it would be necessary to take away the implicit approval that You give these ruffians. They may do glorious heroic acts, but at heart, they are ruffians and thugs, and perhaps should be treated as such.

I beg you, Your Most Royal of Majesties, to relieve me of the duties of returning to the Ram's Head for at least a year. I was very gravely wounded this past time, and am also heartsick with the betrayal I received. Please give me time to recover fully from this brutality, and allow me to continue to tend my rose garden and keep your beautiful Stronghold in working order.

In humble deference and abject humility, I remain
Your willing, and broken, servant,

Nathan.

Castellan of Stronghold Castle



Warstories: June 2000

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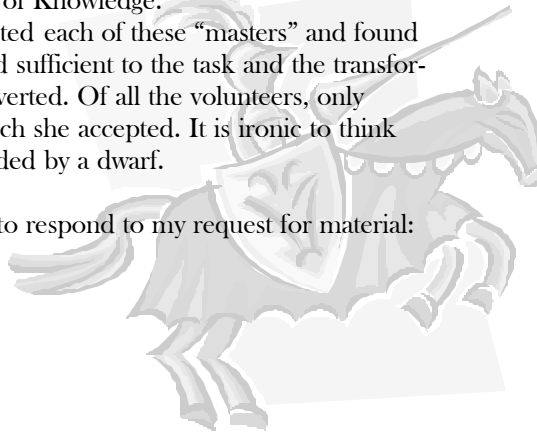
made as follows: Kayla as Steadfast Defender, Reman (Marc Blumberg) as Master of Balance, Srinivasan as Master of Serenity, Gehren as Master of the Paths, Hunter as Harbormaster, Reynn as Master of Shadows, Segial as Master of the Whispering Vault, and Ivan/Bax as Master of Knowledge.

The dark clouds became a storm that tested each of these “masters” and found many to be unworthy. But most were found sufficient to the task and the transformation of Paralor to a Dark Elf land was averted. Of all the volunteers, only Kayla was asked to stay in her position, which she accepted. It is ironic to think that the land of the High Elves is now guarded by a dwarf.

Special thanks to those who took the time to respond to my request for material:

Mike Skyhorse
Vicki Martin
Anita MacHamer
Tony Hrubes
Josh Rowe

Thank you all!



The Rumor Mill...

(Continued from page 5)

clear understanding of what the Falcon Guard stands for and exists to do or be. They claim that when they ask this question of their leaders they receive back only vague and incomplete answers...

The **Crusader Andor** (Rob Wilson) was one of the Crusader's seen recently in Haven, but his purpose, however, was clear. He was there on but a stopover and brief meeting with Prelate Kedrik before heading on to Talos Argoth to deliver the body of the fallen **Crusader Meredith** (Eileen Malony). Meredith, however, will apparently be the last Crusader interred in Talos Argoth as the Church is busily building a new Crusader Citadel in Haven. Some of the Church apparently resent the shift of the seat of the Church from Talos Argoth to Haven in Sangir while others embrace it since they believe it washes from them some of the stigma associated with the old Church of Dain.

Kantr (Tony Hrubes) has vanished again, hasn't he? It seems to happen every year about this time. Loyal followers of Phantor will remember that last year the rascally elf was finally found selling wares at a local faire! Is this perhaps his yearly “get away from it all” time, or is there something more insidious going on? Phantor demands an answer!

And many have noticed that **Caladan** (Stan Laff) seems to have vanished as well, shortly after building the new Ram's Head Tavern in Amik. Could the rumors be true that the diviner borrowed money from the wrong individuals (you would think that he would know better) and is now using all the divinatory powers at his disposal to stay one step ahead of them?

And for those who've asked, no **Faolain** (Barb Laff) has still not had her child, sired by the War God Mordrekar. The child has threatened birth a few times, but then refused to emerge. Priests of the Goddess Al-lanara, within whose temple Faolain lies, have been praying daily to their Lady for assistance...

Well, Phantor seems to have run out of space, so that is all for now. As always, if you hear anything let Phantor know so all can be told!



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.

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JULY GAME

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LOCATION: Hollywood House

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POVs— Bob Hollister

Layout, Production, and additional writing Tom Dowd

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AND YOUR FAVORITES WERE...

...for the June 2000 Session-

PCs— Segial (Doug Tabb)

Hunter (Vicki Martin)

Meredith (Eileen Malony)

NPC— Kevin Stein (2nd month in a row!)

Congrats all!

FROM THE FRONT DESK

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to attach the insurance to the homeowners/rental policy of one of our staff members. While technically true, it proved to be a major hassle finding out which insurance companies would do such a thing and how easily. In the end, after a couple of companies that originally said that they could manage the insurance finally fessed up that they couldn't we had to pay for an expensive last-minute stand-alone policy that has, completely truthfully, blown our budget for this event. Had we known a month or more in advance that we were going to have this expense (and that's when this whole insurance process started) we would have been able to manage it better but to have it come up literally three days before the event was draining, to say the least.

Anyway, here we are at Camp Tuckabatchee and we'll be back again in September for the weekend of the 24-25th. Since we'll have been at the site prior to that session we're expecting a more extensive and site-exploitive game in September. We're also exploring the option of starting the game Friday night and carrying through into Sunday. We'll let you know whether or not sanity prevails.

Stepping back one month to August, like the little box in the corner says we'll be back in the Hollywood House. Prior to that will be the special session that we're going to run at the Bristol Renaissance Faire, and we will let you know that date as soon as its set.

Ah, and coming soon to a website near you, is Phantor's Mailbox. It's a way that you can tip our favorite gossip maven to what's really going on at the Ram's Head Tavern. Phantor has the final say, but if we end up using a rumor that came exclusively from you we'll slip ya a Karma point.

Never say we aren't generous... or at least don't say it where we can hear you...

Till next time!

The Gateway Staff