

# The Gateway Chronicle



JUNE 2001

## WARSTORIES: APRIL 2001

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The members of the Ram's Head arrived in the ruins of the Tavern that had been run by the Vathos Mining Corporation. The oracle, Risisin Oreth (Dave Simpkins) was waiting for them there. Writings on the wall indicated followers of Xath were responsible. Shortly there after a body of a dwarf was found nearby.

A party formed to gather information on what had happened. Arthur (Josh Rowe), Vincent (Rich Grey), Gehren (Mike Skyhorse), Morgan (Cindy Busche), Anja (Robin Hollister) & Luther (Zach Rowe) tracked some prints back to a mine. It was being watched by orks and goblins that were no match for Vincent's magic an Anja's fire flask. All bore the symbol of Turan's army.



In The Ruins...

They brought this information back and the Gnome appeared and made Zebadash (James Citta) his gatekeeper. He set the members to translating some tablets Zebadash had gathered in an effort to solve the problem of the dragon, Vengeance. Unfortunately, mortal minds have difficulty grasping the draconic language and all who tried suffered various mental maladies. The Castellan (Bob Hollister) was seen honking his nose, Rook (Aimee

Dominik) just loved her invisible plaid cat, Gretchen (Margaret Landreth) was confusing men for women, Zebadash drank a lot of water, Xandar (Omar Gonzales) yelled his name any time anyone else said it and so on.

A portal went out later with Tyr (Jason Rownd), Gretchen, Jacko (Lou Klozik), Arthur and Tristan (Tristan Brandhorst). They were searching for a library in the outskirts of Kellar where they hoped to find the secret to putting Vengeance to sleep. It was a dilapidated building and the librarian had odd draconic looking eyes. They were viciously attacked by three Dreakor and Tyr was only saved from death by interven-

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## FROM THE FRONT DESK



Unfortunately, sometimes real life intrudes. When Alex's Tapestry game (as its now called) was first announced we worked up a nice little schedule of alternating months that we thought would allow people to take advantage of both games without taxing both their wallets and their Day Planners. Well, Gateway did not have the planned May session and the June one is running early in the month because May ended up being an impossible month for me and there was no way that I was going to be able to organize and oversee the game and do everything else. We entertained the idea of handing May

off to another GM Team but the progress and status of the Dragon plotline made that impossible. So, instead, we lost a session. We may try and make that session up later this year, but its hard to say right now how that will work out.

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## Warstories: April 2001

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tion of Sherendar. They returned badly beaten but with the knowledge they desired.

Griffin (Tom Dowd) stormed in screaming that no one had bothered attempting to rescue Hunter whom he was certain was being tortured by those who had held earlier him prisoner. Owl (Corrie Hrubes) who had just recently been made Knight Protector of Evangar, Daelean Lai (Akira Barnes), Srinivasan (Mike Malony), Arthur and Angel (Heather Pishko) portaled to find that the human bladesinger had been sold to an alchemist for experimentation. They invaded the lair, alarming the guards instantly and fought their way through traps and six thieves with potions of invulnerability to the lab of the alchemist himself. Realizing his defeat, the alchemist killed himself in a fiery suicide and set the entire lab afire. Owl shielded the badly beaten and unconscious Hunter from the blast with her own body and they dove through the portal only seconds before the entire place exploded.

Nolan Quintusaurius (Doug Tabb) stopped by to sell a few items and was very concerned that people were trying to translate the draconic. He stayed only long enough to sell his wares and then left.

Xiandru opened a portal for Liam (Kevin Stein), Cedrick (Joel Orbach), Vincent, Alejandro (Jon Marcus) and Kestrel (Erik Dominik) to hunt down and kill a demon. They emerged in a town in panic because a demon was ravaging the village. They tracked what they thought to be the demon and discovered instead the local priest who had been seduced by the succubus wife of the mayor and cursed into demon form. They rushed back to the mayor's house where the succubus was giving birth and slew her, the child, the diabolist mayor and his minions. Upon the death of the succubus, Xiandru lifted his curse on Cedrick.

Another item to be retrieved to help deal with the dragon was something called the black fang dagger. Kantr (Tony Hrubes), Esmay (Lis Shoenberger), Andor (Rob Wilson) and (others) went to retrieve it. They found many dead goblins and tracked them back only to discover a woman, marked by Turan driven mad by the encounter. Turan had murdered her husband and taken her child and she believed that the only way to slay the demon spawn was with the dagger. She was taken unconscious back to the inn because she was convinced that Turan was there and would not go willingly.

A portal later went out with Sionnach (Mike Tyderek), Tyr, Gheren, Xander and Vrexir (Shard). They were sent to save a soon to be champion of Valdar who had been kidnapped by a dark fae who called himself Nightmare and was determined to corrupt the boy to prevent him from fulfilling his destiny. Vrexir challenged the fae to an arm wrestling match for custody of the boy and lost. Not willing to accept that fate, Xandar began attacking the fae with spells and peeling off his own clothes shouting that the dark fae could not see him if he turned his clothes inside-out. After a few moments of pondering whether the advice of the

crazy, naked mage was real or another insanity brought on by the dragon tablets, Tyr sped to the child and began stripping off his clothes while Gheren consoled him. They defeated the fae and returned the boy to Valdar, but the priests informed them that all they had taught the boy was that cheating and underhandedness were more powerful than honor and valor. They returned with the Tears of a Saint.

Kantr, Andor and Rhianna (Eileen Malony) went on a brief portal to visit and discuss things with King Jurel. The king entertained Rhianna only briefly and then they returned.

When all the translating was done the Ramshead seemed to be left with three things it could do, fight the dragon head on, try to put it back to sleep, or wake the other dragons and hope a balance formed. After a heated argument and some physical threats the choice was made. The Ramshead would do the hardest of them and try to put the Dragon back to sleep.

Risisin then was struck with a vision of Vengeance burning the Kaleth capitol of Herrant to the ground. Just then, Vengeance himself made an appearance, swallowing the Ghost Moon which caused the Gnome to implode, leaving the skullcap and keys in Rhianna's hands.



## 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. Talk among yourselves.



## POV: OWL (Promotion)

Written by - Corrie Hrubes (Knight-Protector 'Owl' Whitewolf)

The High General asked her to consider... "I'd like you to consider the Knight-Protector's position..."

She had "considered" for weeks and was still nervous, but one does not say, "No." to Morgan Winterborne. Not, even, "No, thank you."

The Winterborne Palace, the Ducal seat of Evangar, originally the throne of Kaleth, a vast expanse of marble and gilded stonework, fantastic in scale.

Knight-Commander, 'Owl' Whitewolf was met at the inner gate by a secretary of the Duchess. He walked her through the great double doors, which marked the entrance. Where it had been noisy and overcast outside, inside was brightly lit, unusually crowded, but quiet compared to the city throng. Aside from being more busy than usual, the people they passed were dressed finer than normal, even for court. Owl walked as though she didn't see anyone, though, all the while, fully conscious of the many eyes that followed her, in friendly recognition, downright awe, and even poorly veiled mistrust.

The secretary led her through hall after hall, turning down one, seeming to backtrack around others. Owl enjoyed the tour, and the extra time she needed to gather her courage. He slowed, as they came to an ornate door. One of the guards signaled him. They turned away and continued their stroll through the palace.

After much winding it seemed they were back at the same door, only this time, the guard opened it and stood aside. Within the room were courtiers in their grandest finery. Owl suddenly felt out of place in her well-used plate mail. She had managed to get the worst of the dents out and spit shined her boots for the occasion. One did not go to court looking affright. A hand over Glory's pommel, she focused on the song he sang.

All bridges are meant for me to cross.

All roads are for me to walk.

I must not shy from win or loss.

Nor stop too long for talk.

"You always pick the most appropriate thing." She muttered.

"Yes." He replied. "Now get on with it."

Taking a deep breath she entered the room as though she did it every day. This was a family room of sorts, not as stuffy or formal as the Great Hall where dignitaries and nobles from other Duchies are met.

Moving quietly through the crowd, she located Lord Hammermill, Knight-Protector of Evangar, Commander of all of the armies of the Duchy. He was standing alone in a corner, plenty of empty space around him.

Lord Hammermill was an impressively large man, decked out in the formal regalia of the Knight-Protector. The ancient Dwarven plate mail served to make him look even larger than he was. His face creased from more than mere age, unreadable. His hair, flat, cropped short as some soldiers wore it. His eyes, deep blue. The kind, that take in everything. After all she had gone through since last they met, he still intimidated her.

She was planning to say something formal like, "My Lord, I challenge you for the position of Knight-Protector of Evangar." She had rehearsed that. Instead, what came out was, "You've been expecting me."

"Are you ready?" Came his soft reply, almost as if it were not meant for her.

All she could say was, "Yes" before her throat dried completely.

For better or worse the next few minutes would change both their lives.

He drew his sword in a flash, the speed startling.

Owl drew Glory and, as the challenger, struck first. A slow feint, beginning the combat at a crawl. She did not want to hurt this man. He served nobly and with honor and he wore his

title well.

He returned a glancing blow. She deflected it just as he had done hers.

Reminding herself she did not yet know his intention, she tapped lightly again. When he returned the same blow, she knew then, he did not want to hurt her either.

She struck again, a little surer this time, controlling the force, catching sight of the corner of his mouth as it turned up. She smiled back. They understood each other.

At some point he took control. Owl let him, certain that if he wanted, he could outdo her in sheer speed and experience, but that she had him for endurance and damage potential. He began upping the speed and the intensity of the combat.

There were sparks between their blades as the warrior dance escalated to what, to observers, must have seemed an incredible spectacle. She felt her heart pounding in her chest, saw the sweat come on his brow. Still they fought.

The world around them disintegrated. No random thoughts intruded. There was no sound but Glory's song, the clash of shield on blade, blade on blade. There was no one, save, each other. They knew, only the battle before them...

When the end came she was surprised again. She saw, in his eyes, the very moment he tired. By this point, the attention of everyone in the room was on the two warriors. Before anyone else could tell he was done, Lord Hammermill called a halt. He would not embarrass himself by continuing beyond the point honor demanded.

He nodded then, flipped the hilt of his sword to Owl, extending it, for her to take.

She snapped to attention, saluted him, sheathed Glory and accepted his blade into her hand.

He walked her over to the Duchess, introducing her formally as, "Someone worthy to be my replacement."

Owl felt her face warm, as much with his high praise, as with the afterglow of the fight.

The Duchess of Evangar had the Knight-Commander kneel before her, and swear a long oath, over the sword she now held. And when the oath was done, Her Grace said, "Rise, Knight-Protector of Evangar."

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

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## UPCOMING SESSIONS

July: no session  
Mid-July: cook-out and characters gathering  
Mid-August: date and location TBA  
September: date and location TBA



## AND YOUR FAVORITES WERE...

... for the April 2001 session—

PC's:

Ask Rob Nicholls, he knows...

This edition of the Gateway Chronicle created by:

War Stories

Vicki Martin (and the Gateway players)

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Corrie Hrubes

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Tom Dowd

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## THE POLITICAL SCENE

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

The Cabal  
Argoth  
Royal  
The Pantheon  
Evangar

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

## FROM THE FRONT DESK

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Sort of related, we are still looking for game sites alternative to Hollywood House. We're so needy of this that we've offered a bounty—if you find us a location and we use it we will waive your site fee at that location for the first three times we play there. Sweet deal eh? Only if you take advantage of it.

We're working on sorting out a variety of future dates and sites and will make that information available to you ASAP. (Having an alternate site would make this so much easier...) Also, the current plan is to have a Cook-Out and Characters session in mid-July, probably the 14th, the weekend before Stronghold Tapestry.

Speaking of Tapestry, if you aren't playing in it you should. Its different, its fun, and it feels different in interesting ways than Gateway. Give it a try for a few sessions, but it has to be a few sessions in order for you to get the feel for the rhythm of the thing.

Until next time!

TD