

The Gateway Chronicle



OCTOBER 2000

WARSTORIES: OCTOBER 2000

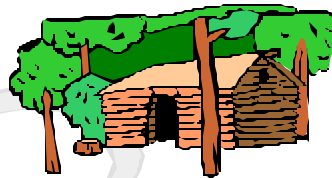
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gateway](http://www.shadowpath.com/gateway)

The Rams Head gathered once again to find that a new being... the enigmatic Gnome (Tom Dowd)... was in charge of the Portals. Many were surprised by this wizened creature, but through the assistance of the Dreakor Vrexir (Shard) the Gnome explained to all that he had won a "bet" with infamous Zayven and that the Gnome was now in charge of the Ram's Head Tavern. Amid apologies for not getting "the moons" right, the Gnome announced that the Tavern was to proceed and promptly appointed Reman (Marc Blumberg) as his Gatekeeper.

Besides the Gnome, there were a number of other new faces at the Rams Head.



At the Tavern...

These included the rough-looking Highwayman (Josh Rowe), the ominously named Darius Umbar (Jeremy Kredlo), the brooding Ciaran (Mike Shoenberger), the warrior Hagar (Jamey Martin), the roguish Maddy (Lis Shoenberger), the young Dameon Croft (Brendan Kelley), the fortune-telling Magda (Jo Ann Ciszewski), and the unassuming Ragesh Gaddow (Chad Lawson).

But of all the new faces, the most intriguing and disturbing had to be that of the skull-wearing Master Ambrose (Alex Gray). As some of the Rams Head knew, Ambrose had been on a dark path to become the evil Mox. However, due to the intervention of Malachi (Jason Rownd) and the Rams Head, Ambrose was freed from that path. Free for the first time in his life to choose his own goals, Ambrose eventually found his way to the Rams Head Tavern. One of Master Ambrose's first acts upon arriving was to recruit people for his Company of the Iron Star — Thorn (Dawn Nystul), Retic (Flake

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FROM THE FRONT DESK



Two big topics this time—the ongoing rules revisions and Stronghold!

As most of you should now, we've posted up the first pass of the Religion rules, in their entirety, on the website. If you have not gotten a look at them please head on over to <http://www.shadowpath.com/gateway> and look in the Rules section. There are new rules, revisions, and expansions for Priests and Champions/Crusaders of all the Faiths, plus special Advantages, most never before seen! Of special note is the new rules regarding Devout, Faithful, Faithless, Godless, and Virtuous. There are some significant changes to those Advantages and Disadvantages, and you are going to

want to know about them. Shortly, we're going to be asking everyone to commit to where they're characters stand—are they Faithful to a particular god or not, or do they renounce all of divinity with one well-timed spit? It matters now folks, so check the rules before we make you decide...

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Warstories: September 2000

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Grendel), and Darius all accepted his proposals of membership.

One of the first things to occur was a townsman crying for help and dragging in the body of a man who had obviously been shot several times with arrows. His last words were that he was searching for Captain Voorhees (Vicki Martin). The Captain, upon seeing the man, went pale. Apparently the man was the valet of a deacon not too far away and his death meant ill tidings for the deacon and the foster children who lived with him.

So it was that the Crusader Andor (Rob Wilson), Daemon Croft, Maddy, Mariveaux (Lori Ralston), and Kantr (Tony Hrubes) accompanied Captain Voorhees to the farmhouse of the deacon. As the party approached, they could see the house was surrounded by men preparing to set it to the torch. These bandits formed ranks and marched to the attack, but Andor's elven horse effortlessly leapt over the front line of men. Under the Captain's direction, Maddy and Kantr went around the house while Mariveaux and Voorhees faced the bandit line with Daemon's magic as support. The two women laid about them with skill and ferocity.

Maddy, in the illusionary guise of a cat, witnessed the bandit leader toss an oil lantern into the door of the farmhouse. As it burst into flame, he slammed the door and spiked it shut. Maddy grabbed the spike and tried to free it, however, this allowed the bandits to see through her illusion. Despite their attacks, Maddy clung to the spike, pulling it free just before she was subdued. Seeing her fall, Kantr shot a bolt of magical energy to distract the bandits from his fallen comrade.

Eventually the bandits were defeated and Voorhees sent Mariveaux into the nearby barn for a ladder and shouted encouragement to the screaming children on the upper floor. Andor leapt from his horse and crashed through one of the windows, running through the raging fire and thick black smoke to aid the children. Kantr used his command of fire sorcery to direct the smoke out a nearby window and dampen the flames as much as he could. When all was done, the children and the four unconscious adults were free of the fire and healed by the touch of Andor. However, it was discovered that one of the children that should have been there was missing. Captain Voorhees explained that the boy was the rightful heir of the County Farvale in Evangar and that she had promised, years ago to the boy's dying mother, to take the child away and keep him safe. It seems that the Countess feared for her child's life at the hands of his uncle, the current Count of Farvale, whose claim would be for naught once the boy was of age.

Meanwhile, the first of the Gnomish portals had departed and returned with grim news... the body of Lady Cassandra Darkwood, a deceased member of the Rams Head, had been stolen by a necromancer known as Vargon Kale, the former employer of the magician Kestrel (Eric Domic). Many speculated as to the reasons why, as some remembered that Lady Cassandra had died shortly after an "affair" with Mordrekar, the God of War.

About this time, a local boy of Amik stumbled into the Inn seeking aid. Apparently he had lost his cat, Patches, and had come with a few silver coins to hire "heroes" to save his pet. The Highwayman, Sionnach (Mike Tydere), Miette (Margaret Landreth), Liam (Kevin Stein) and Hagar were amongst those willing to go.

The party ventured to the boy's cottage where the Highway Man discovered tracks leading out of Amik. Encountering a number of childish booby traps along the way, those of the Rams Head began to think that the entire event was a game made up by the boy and his friends. However, these thoughts vanished as the party discovered that a band of goblins had captured the children and were getting ready to eat Patches. The skilled blades of those present made short order of the entire battle. The children were

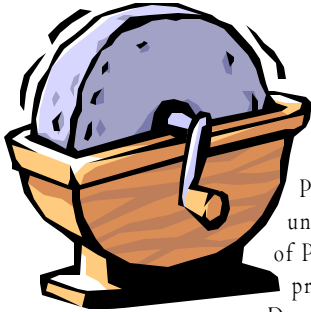
released and encouraged to run home as fast as their legs could carry them. However, Patches had escaped during the combat, requiring the party to continue tracking the elusive pet. They found the cat again being prepared for dinner... by a quartet of trolls. Battle again took place, though these enemies were much more difficult than the goblins. But eventually those of the Rams Head triumphed.

Patches was then seen in a tree next to a small green-bearded man. The man explained that Patches did not like the noisy children at the cottage and did not wish to return. One of the party talked Patches into coming back provided he got his own room. To this end, the adventurers "donated" all the money they had found on the expedition to Patch's family.

A short time later Reman had a second vision, something about a "scorched dove" and announced the coming of a second portal. Nikomu (Darci Stratton) and the Company of the Iron Star, led by Master Ambrose, gained this portal and proceeded through. After quickly dispatching a number of zombies inhabiting a dead town, the party proceeded to the local graveyard. Passing beyond a shattered archway, they found a single flower, the first living thing the group had seen entering their portal. Nikomu told the tale of a similar flower that sprang from the earth when the Goddess Allanara wept for the first mortal to die. Ambrose then prayed to the Goddess, fully aware of the irony given his former destiny. Allanara chose to allow the party to take the petals of the sacred flower, which were very valuable in releasing the tormented spirit of Lady Cassandra, whom they eventually found.

This party returned to find that the Goddess Criscal had visited the Tavern in their absence. Through the offices of Saint Bax (James Silverstein) Criscal had made it clear that she desired the Rams Head to find and return the missing spirit of Cassandra. Upon learning that the Company of the Iron Star had done just that,

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THE RUMOR MILL...

First, Phantor finds the he must apologize to all his wonderous fans out there (whomever you are.) Some things in Phantor's otherwise trivial existence have changed, an unexpected opportunity one might say, and its just sucked up all of Phantor's time. Next time, my salacious ones, Phantor promises to deliver all the goodies....

Doesn't it surprise anyone that someone as smart (and as handsome) as Alejandro would provide the Turendar with a permanent address to be found out, should they come looking? Perhaps he's gotten bored throwing his life(s) away for the unappreciative at the Ram's Head Tavern and is tired of waiting for the day when fate catches up with him...

Speaking of innovation, it seems that Arthur has begun to sweep the refuse out of the Falcon Guard, with one glaring exception —and long-term Phantor fans already know that name—the “reformed” Demonspawn Aladremory Bex. Is anyone actually fooled by him? Silly question, apparently.

In more pleasant news, Phantor noticed that one of the most interesting things with two legs and pointed ears is now seen frequently in Kaleth, even in seasons that are not her namesake. If Phantor can make a request of dear Autumn —please stop by and share some tea with an old one such as I. It will do wonders for the circulation.

Phantor is said to say that the most terrible rumors are slinking out of Amik these days. Seems that the “grand tale” may be over for Esmay and Davrem. Word is that the Goodfellow (hmm...) has been spending his days away from home while his long-suffering wife has retreated to her tower to console herself. Come now, Davrem! Where's the happy ending?

But no matter how messy their love-life may be it must pale in comparison to the one they call Hagar. Phantor hears the most amazing things about how he brought an entire Duchy to its knees (or something like that...)

Phantor knows that good King Arthon Jurel-Blacksteel is popular, but the crowd gathering at the door to his audience chamber has been particularly full these days. What is up, Phantor want to know, that would bring Baroness Rhianna, Lord Jacko, and the fetching Crusader Andor Orban all to his Majesty's doorstep in such quick succession. Would someone please drop Phantor a note? The suspense is unbearable.

Well, Thallarin may have sunk beneath the sea, but apparently it didn't take all of its legends with it. Nobles beware! Guard thy purses! The Highwayman rides again ready to separate the “unworthy” from the “ill-gotten gains” with the quick flick of a finely sharpened dagger. It is said he can be found on the roads of Evangar these days...

Phantor has it on good authority that the Church of Dain will apparently take anyone these days. Why just the other week that foul villain Kestrel, you know, associate of necromancers and all around bad, bad man, was seen being dragged through the streets of Haven in chains and then a few days later paraded about in all but finery! Well, if this is how the Church goes about filling up its pews Phantor is going to continue to drop his measly coppers in the collection box at the Temple of Vanosh...

Now this next bit is the most hush-hush, to be spoken only between Phantor and his most trusted confidants...it seems that Sir Korinth Heicourtson has entered into secret negotiations with the Mirin pirate, Retic, in order to “improve the navy” in Kaleth...or rather shall we say, “improve his own rank and wealth”. Shhhh... tell no one...

Since you've asked, Phantor has checked into the current state of health of Faolain and her little godling child...well, according to the Temple of Allannara where she lies, the child still refuses to be born! According to the priestesses, its clear that the lack of birth isn't due to some odd medical delay, but rather deliberate refusal to egress on the child's part! According to some, the child can even be heard (in the most embarrassing manner) telling

the Priestess just what he's going to do to them if they continue to try and pry him out...

Phantor has it on good authority that Malachi has been seeking out Temples of Talos. A word of advice, dear boy, from good old Phantor—they're usually very well defended. Phantor recommends sacking and pillaging a temple to Faria or Allannara if you know what's good for you...

Was that Miette seen flying out of a tavern window and into the bakery shop across the street recently in Vathos? And who was that brute of a man that exited the tavern shortly thereafter? And why where they both laughing?

Has someone finally done the service of dressing down Nathan, the Castellan of Castle Stronghold? It would seem the Castellan has not been seeing to his roses of late and the poor dears are suffering; suffering from that lack of that special fertilizer that only the Castellan himself can provide...

If Phantor remembers correctly, the domain of a Baroness is usually restricted to her own Duchy... So why is it that the Lady Rhianna has been nosing into politics in both Argoth and Evangar. Phantor believes that either her fellow nobles have had enough of her in Zurek or that the rumors of her being the next Queen are more accurate than first thought...

Phantor has just heard the most wonderful news—Vincent, Lover of Jewels, is getting out early for good behavior! Perhaps his friends at the Ram's Head Tavern will see him in again in no time at all...but Phantor recommends that they tie their purses closed twice over in case the dear boy decides that he's out of practice...

Vraken and Vrexir...Vrexir and Vraken...twins separated at birth! You decide....

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Saint Bax gave Master Ambrose a “favor” that Criscal had left as reward for whomever fulfilled this quest.

However, this visit by Criscal had quite vexed the Gnome, who explained that the presence of such power had disrupted his control of the Portals and that he might not be able to produce more of them. He then promptly departed to see if he could restore order to things.

Meanwhile, Captain Voorhees had set out with Mariveaux, Kantr, Vrexir, Vraken (Mike Malony), and Knight Commander Owl (Corrie Hrubes) to rescue the missing heir of Farvale. This party tracked the bandits through the countryside, eventually cornering them at a dangerous cliff-top. The desperate bandits threatened to kill the boy if the party did not retreat. Seeing no way of defeating the bandits without losing the boy, the adventurers retreated... but not very far. They tracked the bandits once more and ambushed them, rescuing the young heir. Despite the gentle prodding of the Dreakor, nothing new was learned about the person behind these bandits. So the party returned to the Inn, with Voorhees acting much like a lioness guarding her cub.

Shortly after this, another group was sent by horseback to a local shrine of Khell, the God of Fire and Vengeance. Rumor had it that an artifact seen in the hands of Kale the necromancer had been destroyed there. Xandar (Omar Gonzales), Saint Bax, Hagar, Rook (Aimee Dominick), Kestrel, and Hagar went out to check upon this rumor and were gone for some time.

While this party was out, High General Morgan Winterborne (Tom Dowd) arrived. The General said he had been told to be in Amik at that time by a letter signed “G”. He assumed that this meant Captain Grey, former Protector of the Rams Head and a warrior of great renown. After questioning Miette and finding that her father was not in attendance, he was most put out. It was at this point that Reynn (Rob Nicholls) put forth the idea that “G” could also stand for Gnome. Then news came that a large group of armed men had surrounded the town. Knight Commander Owl began rallying the heroes to defend Amik and went to confer with the General. Captain Voorhees joined them and informed General Winterborne on what had occurred that day in regards to her child-ward. A haughty nobleman, the Count of Farvale (Curt Martin) arrived soon after, announcing that it was his men which had Amik surrounded. He demanded the surrender of Captain Voorhees, accusing her of murdering his sister-in-law and kidnapping her son. The Captain stepped forward, explaining that the mother had died in childbirth and that she had taken the boy at his mother’s request. The Count dismissed these claims, making it clear he intended to execute Voorhees under his noble right to dispense Low Justice. As a commoner, Voorhees had little legal recourse.

However, the General stepped forward at this point and acknowledged the Count's authority but begged his leave for some unfinished business. He then knighted Captain Voorhees for her role during the War with the Empire. This made her nobility and thus robbed the Count of his ability to simply execute her. The General suggested trial by

combat to settle the matter. The duel took place, interrupted but once for the General to take care of the Count’s poisoned dagger. In the end, Sir Voorhees was victorious and General Winterborne took the Count into custody. The General then advised Sir Voorhees to consider herself the boy’s regent until such time as the Duchess of Evangar decided otherwise.

Xandar’s party then returned and informed everyone that they had found Kale at the temple of Khell. After fighting through his minions, they were about to deliver the coup-de-grace when a strange portal opened behind the necromancer and something or someone pulled him through. Prior to this departure, however, Kale had managed to burn Kestrel to death. But apparently in those final moments, Kestrel found faith in Dain, for the God of Man saved his life. What the future holds for Kestrel now remains to be seen.

The Gnome then returned to say that the Portals were disturbed beyond his power to repair, so the Rams Head would have no more portals that day. The membership expressed their appreciation, which made the Gnome so happy that he danced, truly a unique sight to behold.

Special thanks to those who took the time to respond to my request for material (and my apologies if I missed any of the new characters in the second paragraph). The winner of October’s Warstories award is Jamey Martin. He receives 2 Karma for his Warstories submission.

Return to...

STRONGHOLD

December 9-10, 2000*



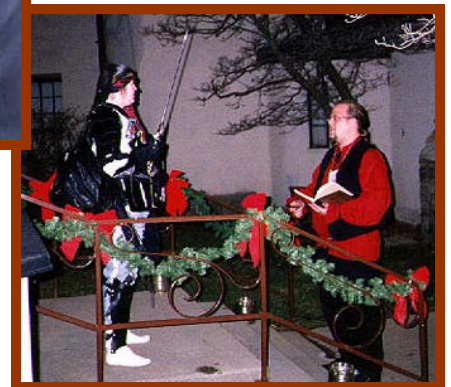
Be Ready.



Be Strong.



Be Bold.



In Oregon, IL
Directions on the website

Be Afraid...

*not the 10 11th that some idiot wrote last issue.

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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NOVEMBER GAME

DATE: November 11th, 2000
LOCATION: The Martin's (Aurora IL)
Character Admin Deadline: 11/1/00

DECEMBER: Dec 9-10th (Stronghold!)
Registration Target: 11/11/00

JANUARY: TBA

This edition of the Gateway Chronicle was created by:
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AND YOUR FAVORITES WERE...

...for the September 2000 Session—

Miette (Margaret Landreth)
Autumn (Dawn Nystul)

Harmony (Vicki Martin)
Jacko (Lou Klozik)

FROM THE FRONT DESK

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More rules and revisions are forthcoming—including sorcery, naming, necromancy, diabolism and more. Fortunately, we've been able to delve through Alex's copious notes on all these topics and get the rewrites out as quickly as we have. We're going to be continuing our pattern of releasing a new rule as Preview for comment, moving them into Playtest, and then adding them to the master rules set. Your input is invaluable during the first two stages, so please please read them when we put them up and let us know what you like or dislike. Once they're done, you've got to live with them <grin>.

Stronghold!

Do we need to say that again? Stronghold! Its on December 9-10th (not 10-11th as some fool has been posting) and preparations are in full gear. We are going to need a full staff of Judges and NPCs for this mind-twisting session, so please if you want to volunteer for duty email Tom at gateway@shadowpath.com ASAP. As soon as we have things organized we will let everyone know if we'll be needing them and in what role.

As you know, Stronghold is quite the extravaganza for the Gateway staff (the long hours are already beginning...) and we need your help in two areas—advance notice and advance money. Basically, we need to know that you'll be coming as early as possible so we can budget the event properly, arrange the site, and write the session to best effect. We would like to know if you are coming by the next game, November 11th. Please let us know before then, if you can so Curt doesn't have to come around and "interview" you after the November session...

Stronghold is also expensive—both for the site and for the preparation, so if you are able we would appreciate advance payment of some or all of your site fee at the November session. Our expectation, based on projected attendance is that the fee will be \$45 per person. (Sorry, some of our costs have gone up, including the Stronghold fee itself.)

That should just about do it for this time around. Time to get some sleep...

The Gateway Staff