

The Gateway Chronicle



OCTOBER 2000

WARSTORIES: SEPTEMBER 2000

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An urgent missive from Esmay (Lis Shoenberger) brought about the last gathering of the Rams Head Inn. Once all were assembled, she explained that her husband Davram, the former Robin Goodfellow, had long ago struck a deal with the Prince of Thorns of Faerie. As long as Davram was the Goodfellow, the Prince would protect the child of Davram and Esmay. Since Davram stepped out of the position in favor of Falshan, this protection no longer existed. Esmay had received notice... the Prince of Thorns was coming for her child. This prompted Esmay to request the aid of the Rams Head.

While waiting for the Prince to appear, another



Hawkton In The Woods

visitor came to the Rams Head in Amik... an emissary of Dain. This was a being few had seen before, a child of an angel and a human, known as an Angelspawn (Tom Dowd). The emissary explained that Dain was aware that some did not approve of his stance and wanted the Rams Head to explain why. He would agree to view three different scenes, of the Rams Head's choosing, to illustrate any

arguments. While some of the Rams Head turned away from this opportunity, many did not. The Angelspawn was shown various sights, such as Kithkirian's defeat of Mox and the destruction of the Dragon of Despair. The emissary also spoke at length with any who chose to do so, discussing points of philosophy. Finally, armed with certain arguments, the emissary returned to Dain... promising to let the Rams Head know about Dain's conclusion.

Meanwhile, another visitor was Knight Commander Westlake of Argoth (Curt Martin), whom some of the Rams Head had met during the Empire War. He had a

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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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secret mission he needed help with. His lord, the Duke of Argoth, had been taking a potion for his health and of late, it did not seem to be working as well. Westlake thought the alchemist preparing the potion might be tampering with the formula. He gathered Sionnach (Mike Tyderek), Miette (Margaret Landreth), Zebadash (James Citta), Green (Rob Nicholls), Luthor (Zach Rowe), and Mariveaux (Lori Ralston) to travel to the alchemist's summer home and find evidence one way or the other. Upon their arrival, Miette feigned illness to gain their entry to the estate. However, subtly was not the group's strong suit and combat with the guards eventually ensued. After breaking into the alchemist's lab, Luthor was able to examine certain notes and realize that some ingredients of the potion were not being used, thus making the finished product less effective. The party gathered this evidence and returned to Amik.

Eventually the Prince of Thorns (Chad Brinkley) arrived and explained his case. Since Davram had "broken his contract" the Prince felt it was within his rights to take Esmay's child to Faerie. However, he would not do this if the Rams Head would provide him with "four tales of strife". To help Esmay, the Rams Head agreed... not realizing what they were getting themselves into.

The first group was composed of Knight Commander Owl (Corrie Hrubes) Zebadash, Luther, Cedrick (Joel Orbach), Isabelle (Anita MacHamer), and Harmony (Vicki Martin). Armed with the Keys of the Undying from Segial's (Doug Tabb) bag, this party was sent down shadow roads to "release strife" from the clutches of the Empire. After making their way through many doors, grotesque creatures, and traps, the party finally entered a huge chamber. On a dais in the center was a crystal sarcophagus within which was a female figure. Upon opening the sarcophagus, the linens wrapped about the figure began to burn, filling the room with a horrendous stench. When the smoke cleared, the female stood up and smiled and the group with her golden-green eyes.

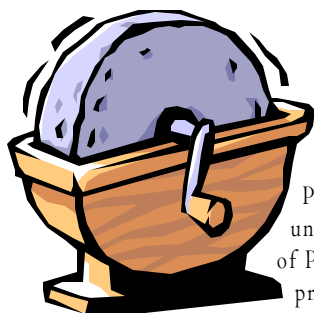
Many believe that something else happened in that chamber, but none of the participants seem willing to speak of it. Some say that Commander Owl has sworn them to secrecy...

The Prince sent another party to find a village suffering the deprivations of hordes of strange creatures. Unable to stop the hordes themselves, the party decided to free a

creature named Dread, even though this beast would demand a yearly sacrifice from the village. Deciding this was the lesser of two evils, the party did so and witnessed the beast known as Dread decimate the hordes.

The third group, composed of Mariveaux, Segial, Miette, Tyr (Jason Rownd), Lord FitzRobert (Mike Shoerberger) and Dreams Laughing (Dave Simkins) were given an item known as the Blade of Mourning. If an innocent had been slain, this weapon, if used to kill someone evil, would restore the innocent to life. They followed a shadow road to a town that was burning in the aftermath of a bandit raid. After risking life and limb to rescue townsfolk from the flames, the party was introduced to the weeping form of Rochelle D'Arte, a Knight of the White Rose. Her lover, Miles Tempelton, had been slain in the raid and his death had broken D'Arte's spirit. Despite her grief, the knight joined with those of the Rams Head in tracking down the bandits. The bandits proved to be too numerous however, and it was only by the means of an elemental summoned by Segial that the party prevailed. When the combat was over, only Tyr, Segial, Rochelle, and the bandit leader - One-Eyed Jack - were standing.

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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 fo r 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 hi s 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 ab out 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 appa rently 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....

Warstories: September 2000

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Rochelle then took up the Mournblade to avenge Miles' death by slaying the bandit leader, but Tyr held her back while Segial ordered his elemental to finish off the bandit. The two then gathered up their injured comrades and returned to the Inn.

The last group was made up of Esmay, Green, Sionnach, Endraken (Rob Wilson), Bax (James Silverstein), Baroness Rhianna (Eileen Malony), and Kayla (Jo Ann Ciszewskiz). They were sent to Kellar with the task of slipping a love potion to a girl who was to marry the Prince of Kellar. This would switch her love to one of the Prince's advisors and cause much strife. Unfortunately, the group came out in the middle of an audience chamber and had to announce themselves to avoid being thrown in the dungeon. Accepted as last minute guests for the wedding, they were also invited to dine with the Prince and his bride, who were great fans of the famous Rams Head. While they were supposed to be cleaning up for dinner, the party debated plans and problems. Bax even went so far as to channel the powers of Vanosh to help in the planning. Endraken was given the love potion with the idea of slipping into the bride's drink. Meanwhile, Esmay and Rhianna were concerned about the damage this act would cause to the Rams Head and to Kaleth, for the source of the potion would no doubt be obvious.

Dinner came and went, ending with Rhianna speaking privately to the Kellarian prince. She explained the whole story and the potion was eventually handed over. The party was still expected to attend the wedding, which they did. During this, unknown raiders attacked the place seeking to disrupt the ceremony. The party leapt to the couple's defense, ending with Rhianna swinging from a chandelier to land on an assassin. With the ceremony, successfully concluded, the party returned to the Inn.

During this, the Angelspawn returned to inform everyone that Dain had made a decision. He would let "his children play with matches" and learn the evils of the world for themselves instead of trying to remove those evils from their grasp. To that end, Dain would give up his objections to all magics and only fight those of "evil" nature. He would welcome the half-human races as being part of his sphere as the God of Man. And He would no longer harbor ill will to the other races as they did not fall within his sphere of influence. Just as the Pantheon vied for the souls of men, so too would Dain continue to do so. While many could not or would not see past their own pain and prejudice, everyone did pay heed to the emissary.

Then the Prince of Thorns came again. Ironically, all the groups succeeded except the one Esmay was on. Despite her attempts to dissuade him, the Prince of Thorns "acquired" the child. However, Jacko (Lou Klozik) asked for one last look at the child and the Prince obliged, opening a window through which the child could be seen. Jacko then quickly threw his drink of water at the babe, proclaiming "I bless you in the name of Dain!" The Prince of Thorns laughed at this ploy, but was then amazed to realize that the blessing had actually taken affect. The child was now under the protection of Dain and the Prince of Thorns could no longer claim him. The faerie left as the Esmay and the Rams Head contemplated the future.

Many things happened the next day in Amik. The first was knights of the Duke of Argoth arriving to demand those responsible for breaking into the alchemist's estate. Lady Rhianna and Lord FitzRobert were apprised of the situation and took a leading role in representing those of the Rams Head. It came out that Commander Westlake had no authority to do as he had and thus was arrested. With Bax's help, Lady Rhianna called upon the power of Theyla to get a message to King Jurel. It was later learned that the King, shocked at the news of the Duke's ailing health, was sending his own physicians and healers to look into the matter. Strangely enough, the alchemist causing such a fuss disappeared.

Another occurrence was word of a Draekor attack upon a nearby village. Several of the Rams Head went to its aid, only to end up playing some sort of violent Draekor sport. Though the Rams Head was victorious, it was a valuable lesson in the strengths and weaknesses of Draekor warriors.

Meanwhile another party fought off a group of goblins in the woods around Amik. This event was quickly followed by another party being "dusted" by faerie's and made to act like children. When this was over, Bax spoke briefly with an avatar of Allanara regarding what had been done to Esmay's child. The avatar indicated that the Pantheon would discuss it with Dain.

Eventually, the Angelspawn came again and declared that Dain was leaving the decision with the mother of the child... Esmay. While under the blessing of Dain, the child would be without magic, but could eventually do great things. Furthermore, if the child later wanted to choose a different faith, Dain would not object. But if the blessing were rejected, the child would belong to the Prince of Thorns once more. Esmay indicated that while she feared having her son grow up with his parents, she was unyielding in her desire for her child to have magic. Thus Esmay thanked Dain for His efforts, but ultimately rejected His blessing and thus the child was taken to Faerie.

Special thanks to those who took the time to respond to my request for material. And the winner of September's Warstories award is Vicki Martin. She receives 2 Karma for her Warstories submission.

Return to...

STRONGHOLD

December 9-10, 2000*



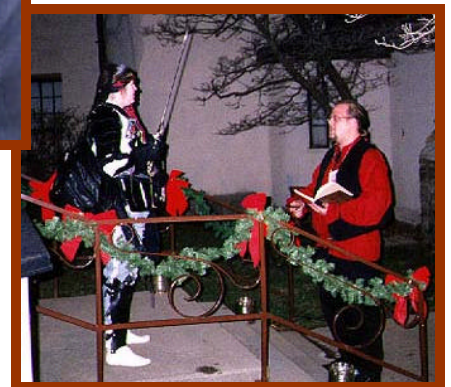
Be Ready.



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