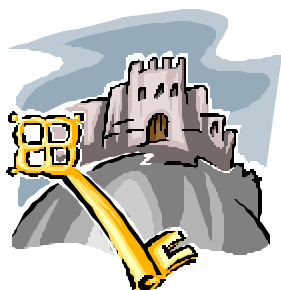


The Chronicle Gateway



SEPTEMBER 2001

TALE OF THE DAY: AUGUST 2001

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Even before arriving at the Ram's Head, Angel (Heather Pishko), Endraken (Rob Wilson), Cedrick (Joel Orbach) and Dameaon (Brendan Kelly) traveling along the coast of Argoth, were attacked and subdued by a large group of Dreakor who were raiding a seaside village. They sent the heroes on to the Tavern with the message that they want their goddess Vengeance back or there would be hell to pay. ...

Responding to the Ghost Moon, the patrons of the Ram's Head Tavern found themselves in a large and complex tavern nearing completion within the



Who hides behind the mask...? capital of Vathos, Madsar. It was also quickly revealed that there was a new Gatekeeper Vetterix (David Simpkins), who claimed to be working for an individual calling himself "Silvermask" who had helped Segial command the Portal energies when the Tavern last met to subdue the Dragon Vengeance. (Apparently Segial himself appeared at one point to confirm this but was not

seen by the Tavern at large...) The new Gatekeeper was a more forceful personality, and a little less altruistic than the Ram's Head regulars were used to, which created some consternation and confusion.

Through out the time that the Ram's Head was in session a wide and varied selection of well-known and not-so individuals dropped by. Some, all of them connected to the political scene in Kaleth in one form or another, seemed to have been "summoned" by Silvermask for some sort of meeting. Some were intrigued by
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FROM THE FRONT DESK



For good or bad, there's not a lot to be said game related this month. We're "turning on" the limited Resurrections rule under the auspice that each Resurrection a spirit goes through weakens or thins it and so it can only endure so many before it cannot be reclaimed. Every character has been given two "Soul Spark" cards which are to be destroyed when the character is Resurrected or "cheats death" by some means in some manner that uses a lot of Karma (Judge discretion.) No more cards, no resurrections. (Note that none of this applies to Raise Dead.) Characters

"earn" additional Soul Sparks by being around for a long time (1 card for every ten sessions the character is played in) and there are probably some in-game ways as well that have yet to be revealed...

In other areas, I gotta wag my
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this, others angered.

Among the first was a representative of Duke Ardenmar of Vathos who apparently came unbidden and was refused an audience with Silvermask. The emissary, Count Darkwater (Josh Rowe), left in a huff and it was not an auspicious start for those attending and wishing to speak with the Tavern's host.

Present early on was also Lady Tamara Arkenstone (Darci Stratton) who went around speaking to various patrons of the Tavern about the status of Thallarin. She told them that she represents a group of displaced nobles who would be willing and able to support various efforts by members of the Ram's Head Tavern to raise sunken Thallarin at some point in the future. There seemed to be some support within the Tavern for her efforts.

Around this time, Vetterix announced that Silvermask was sending out a Portal of Desire (his own) to retrieve something of value for him. The Gatekeeper had to make two attempts to open the Portal when the first one collapsed unexpectedly. This group departed and returned with the sought-after chest which it seemed had been secreted in an old Dwarven stronghold that had been overrun with goblins and other foul creatures.

Next to arrive was Lady Tessa LaVannier (Darci Stratton) of Argoth who had sat on the former Duke of Argoth's Privy Council. She mingled only a little, maintaining her attention on the once-again Count Nicholas FitzRobert (Michael Shoenberger) also of Argoth. Following her meeting with Silvermask, she departed quickly with a look of thought and concern on her face.

Green the druid (Rob Nichols) arrived shortly thereafter and began to confer with some members of the Ram's Head Tavern, including Ximene (Pat Skyhorse), Gehren (Mike Skyhorse), Winterwolf (Akira Barnes), and Autumn (Dawn Nystul) about the corruption affecting Kaleth's Heartwood. After discussing things, the group requested a Portal of Desire to try and resolve Gehren being stalked by a so-called "Master of the Hunt" who blamed him for the destruction of Thallarin. Taking along Dameon, they discovered that the members of the League of the Green who had died in the destruction of Thallarin had been turned into the Master of the Hunt and his wolves. The Huntsman himself turned out to be Antrim, former head of the League of the Green and Gheren's old teacher, who chided the outdoorsman about not doing anything about ending the corruption and foretold that he would be joining them soon. They returned without Green who apparently had not shown up on the far side of the Portal.

Following her came a mysterious man in ornate and arcane black clothes of an unfamiliar yet familiar cut and style to some in the Ram's Head. Though he introduced himself as Lector Gillian of the Cabal (Marc Blumberg) there were many in the Tavern who mistook him for a Lector of the Empire and attacked. This "pile-on" was initiated by Retic (Dan "Flake" Grendall) who drew steel and struck immediately upon seeing the Lector. Joining in the fracas was Dameon (Brendon Kelly), Lady Maddie (Lis Shoenberger), Cedric (Joel Orbach), and Sionnach (Mike Tyderek) who made an astounding "long jump" from where he stood on the other side of the Tavern, near Endraken (Rob Wilson). Knight-Protector Owl, acting in her capacity as Champion of the Tavern, quickly stepped in and subdued Retic and broke up the fight. Lector Gillian, amazingly enough, was unharmed by all this due to his employment of a special technique that allowed him to stack magical wards

and charms in a manner unknown to those at the Tavern. (Lector Gillian, it turned out, was the Gillian after whom the "Gillian's Knot" was named after...) The young Lawgiver and Priest of Shadros quickly stepped in to sort out the matter and insure that Retic was taken into custody while the Lector was quickly taken in to see Silvermask where he remained for some time, only to depart with a thoughtful and knowing smirk on his face...

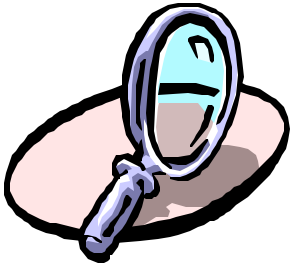
New to the Tavern was a mute by choice Nomad named Bendtu (Doug Tabb) who claimed his voice was possessed. Liam (Kevin Stein) spent a great deal of time trying to determine the origin of that possession and of the curse laid on the Kellaran seer, Magda (Joann Cizewski)

Arriving around this time an old Tavern regular, Elestan DuMar (Alex Gray) arrived, who seemed to be in good spirits himself while not too far into the good spirits (if you know what we mean). Elestan spent some time talking to a number of those in attendance about matters unknown though not all seemed pleased by his surprise visit...

The Tavern was then stirred by the arrival of Baron Nicholas Skye of Evangar, dispatched by the Duchess of Evangar in response to the summons that she had received. Skye was none-to-pleased to be there was sure to make everyone know it, including Knight-Protector Owl who he "ordered" to guard him while he was in the Tavern. The Baron also spent some time talking to the Baroness Rhianna (Eileen Malony) who seemed none too pleased by the attention.

Shortly thereafter, Rhianna departed on a Tavern Portal that she, Owl, and Autumn (Dawn Nystul) had worked with through a great part of the day to

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I Haven't the Foggiest Clue...!

By Marc Blumberg

Picture yourself on a grassy field with a football. You are with a few other players and you are surrounded by dense fog. You get the sense that the "other team" is somewhere out there in the fog trying to stop you.

What do you do?

Okay, for those of you that said "stand there for a while and see what happens" I will add that you arrived here determined to play football and paid good money for renting the ball and you don't have all day.

I expect many of you would consider trying to figure out where the goal was located so you could start moving towards it. It is also possible that you did not really come to play football - that you just like to be outdoors with your friends. Well, it would seem there is no single correct answer...

I have observed during my short tenure on the Gateway Chronicles staff that many players' plotlines are in a similar situation - stuck in the fog - and for a variety of reasons: don't have a clue, have a clue but don't know what it means, have a clue but don't know what to do with it, have a clue but don't believe it, or the ubiquitous "waiting for X" (where X is another PC or a Game Staff response). In some cases, the wait for one plotline may have lead to apathy in a different plotline, i.e., "If I can't get an answer for X, then I won't even try to get an answer for Y."

Sound familiar?

Okay, so what do we do about it? For one thing, getting plotlines moving towards the fog-shrouded goal requires some effort from everybody involved.

The players first need to determine which plotlines they are involved in, i.e., which goals are they trying to reach. It may be that old goals are not relevant any longer, or that new goals have been discovered. One problem I always wish on every player is having too many goals. If you find yourself standing on the field without at least one goal (my vision is that every player should have at least three things they are involved in at any given time), then you may need to step back and figure out why you are on the field. Why do you play? What kinds of things are you interested in? What kinds of things do you like to do? In addition to creating a new goal for yourself, perhaps joining another on-going plot is the best answer.

It is also really best to view plotlines as goals, and not think of them solely as expressed with capital letters - "The Find My Wife Plotline" or the "Save The World From The Monkey Pirates Plotline" - but rather as things you need to do or have done. Thinking about plotlines in all capitals may formalize things too much and make you think about them like they're a script playing out, which is not true.

In trying to catalogue your current goals and discover new ones, it may help to identify your individual LARP play style. Are you primarily a Gamer, who likes using character abilities to solve problems? Or do you tend to be a Role-Player, for whom maintaining character is the most important thing regardless of what you are doing? Or are you an Actor, whose focus is to create "scenes" for others to participate in and enjoy. Do you do it for the social experience every month? Do you just do it for the character advancement (Experience Points)? Most likely your individual play style is a mix of these five styles.

So part of lifting the fog is to determine what your goals are, and why you are on the field in the first place. The next step is very important: figuring out in which direction each goal lies. It is very likely that you don't know. That may not stop

you, although many people are hesitant to move blindly in the fog hoping to stumble across their goal that way. If you happen to be such a gutsy player, perhaps because the act of running appeals to you more than actually reaching the goal, then good for you! The Game Staff will do their best to reward you for taking a chance, although make no promises that you will emerge from the fog entirely unscathed...

However, even the gutsiest player could benefit from a vague sense of direction, if nothing else to avoid the yawning pits that lurk in the fog. Now, when I say "sense of direction" I am referring to Clues. Hopefully, for each goal, you have some piece of information to guide you towards finding that goal. Clues come in many forms, and - look out! - lots of times they are subtle. Sometimes Clues come from keywords, or rumors, or NPCs, or items to be identified, or books to be read, or topics to be researched, or even the location of the Ram's Head each month. If your goal is more investigation-oriented, you may be surprised to learn how many of the events going on in the background of the campaign leave an information trail. If you squint at things hard enough, you may be pleasantly surprised to find out that yes, there really is meaning there.

So the next step in finding a path to your goal is to take stock of your information and Clues. Now, it is likely that you do not have enough information to move forward. It may be that you need to seek out more Clues to advance. So how do you find more Clues, if you don't have a Clue? :-)

Well, lots of ways. Sometimes it is guesswork or trial and error, i.e., where do you think you might find the information? So try things, even if they may not work - you can sometimes learn something by not learning something. We try to be consistent in the game world I can't

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arrange. The Baroness took Sionnach with her as protection as she visited an ailing friend, rumored to be the Prelate of the Church of Dain, Kedrik Damondrar, an original patron of the Ram's Head Tavern.

As Baron Skye cooled his heels waiting to see Silvermask, another noble arrived, the Baron Savren Embray D'Gannin of Zurek (Marc Blumberg), rumored to be one of the front-runners for the vacant Ducal Seat of that duchy. The two Barons spoke briefly before D'Gannin was taken into to see Silvermask, much to Baron Skye's chagrin. Skye soon followed and then departed while D'Gannin remained for a time to talk with some of the patrons of the Tavern.

Around this time another Portal went out formed by Endraken, Cedric, Maddy, Angel (Heather Pishko) and Dameon apparently to rescue a kidnapped girl. This seemed to tie into some earlier visits and discussions by a stranger to the Tavern but in what way no one was saying...

The next notable arrival was the High General of Kaleth, Morgan Winterborne (Tom Dowd), who arrived more than a little annoyed by his summons. He chatted with a few from the Tavern for a time, including Castellan Nathan (Bob Hollister) who's presence perplexed him before he went in to see Silvermask. He didn't stay long, quickly storming out and summoning his aid who had been talking with Tyr (Jason Rownd). Winterborne raged at Vetterix that his master was "going to throw everything into chaos" with his "terrible choices". Baron D'Gannin chose to depart with the High General.

Lord DuVallier (Alex Gray) has also shown up to speak with Silvermask and spent some time talking to his surprised daughter, the Baroness Rhianna.

Finally, at the end of the evening, Silvermask revealed himself as Magister Lothmir Vamadrexus, the Duke of Vathos who had been banished to locations unknown

by Zayven for attempting to haphazardly "repair" the "damage" done by the evil Master of the Black Gates, Mox, some years before. Vamadrexus was back and had reclaimed his Ducal Seat, as well as control of the Ram's Head Tavern via some prior arrangement with its previous master, the Gnome. Vamadrexus, who is also the father of the Queen, explained to the gathered that he had his own uses for the Tavern and the Portals but intended to make them available as they had been to the patrons of the Tavern. He exited, but before he had gotten out of earshot, Lord Jacko D'light was heard to proclaim "The Ram's Head Tavern answers only to the King!", at which point the Duke of Vathos stormed back in to tell Lord D'Light that here in Vathos, he was the King.



THE RUMOR MILL

Phantor has not been well, it must be plainly said my precious ones. Fortunately health and wellness returns everyday, bit by bit, despite...well, let us just say despite things. But Phantor will come bouncing back, as always.

Where to begin, where to begin... Shall we start at the top and slum our way down? Phantor hears of a dressing down among the higher-uppities that was supposedly as entertaining as one of Master Goodfellow's best works. There's been some housecleaning and what was up must come down, if you catch Phantor's drift...

Staying with the unsightly for a moment (which, dear ones is a pun on what this note and the one before it are, not a comment on the note itself. Work it out if you can...) A noteworthy aspirant to higher title has become of the marrying mind. This individual has had some ups and down this upcoming union is certainly not one of love or even lust...unless we are talking about influence and prestige. Now, of course, some whom Phantor knows that are much more savvy about such things claim that said marriage will put said individuals right in the thick of upcoming things, don't you know? What thick? What things? We shall

all see, won't we young ones?

Well, I understand that the look on the face of the Baroness Rhianna D'Vaine was quite the sight when her long-unaccounted for and nearly forgotten father, Lord Anton DuVallier, showed up at the Ram's Head Tavern fresh from a rejuvenating time overseas. The two exchanged many pleasantries and seemed to be quite pleased with the reunion...of course there aren't many families where the long-away patriarch would just suddenly drop in on his Baroness daughter without warning...

Speaking of the Baroness, and the astute will have already noticed that

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CHARMS, WARDS, AND TALISMANS

In order to cut down on the confusion concerning Charms, Wards, and Talismans, when they work, how they work, and how many can be worn in what combination, we're going to change some of the surrounding terminology and rules to make things simpler (we hope). Before the September session, one of the Game

Staff will go through each character envelope and swap out an old item card for a new correct one.

Charms, Wards, and Talismans are small magic items that have to be worn in order to be effective. A character can only wear 1 Charm, 1 Ward, and 1 Talisman at any given time. All other restrictions will be removed from the existing spell descriptions and this Restriction added.

Charms

Charms are magic items whose effects are voluntarily triggered by the wearer. Sometimes the wearer can only trigger a Charm under specific circumstances, but it is always his choice.

For Example – A Luck Charm lets the wearer Retest any Test results in an Uncontested Failure, but he gets to decide when to use it.

Wards

Wards are automatically expended when the conditions that trigger their effect are met. The wearer has no choice; the Ward must trigger if the condition is met.

For Example – A Life Ward is automatically triggered when a character is supposed to have been killed in battle, stabilizing him so he can be healed.

Talismans

Talismans are effectively always “on” and not expended when used.

For Example – A Minor Talisman of Tracking increases the wearer's Tracking Rank by 1. The item is effective as long as the character wears it.

Wearing Items

Some characters have a lot of items. Some players forget what items they have. To avoid any confusion, we're providing all players with an “Active Defensive Items” envelope. Please put the Charm, Ward, or Talisman that you want on your character and active in this envelope. These are your character's only active items – the one's in his or her pocket will not protect him. Oh, and there's no “forgetting” to put one there or changing one before a expedition (or whenever). If its not there its not there.

Inscribed Items

Enchanters who can Inscribe can use Marking spells to create items with the same effects as Charms and Wards. These items may take any number of forms, but they are treated in all other ways as a Charm or Ward created by the equivalent Cre-

ate Charm or Create Ward spell.

Also please note that “Mark” now denotes a spell that creates a Charm or Ward, while “Rune” is reserved for the group of spells that enhances weapons and armor.

Name Changes

This means that...

Deathwards become Death Wards

Luckstones become Luck Charms

Blood Stones become Soul Wards
(though oft referred to by the old name)

Gillian's Knot becomes Life Ward
(though oft referred to by the old name)

Shield Charms become Shield Wards

Lesser Blood Charms become Lesser Blood Wards

Greater Blood Charms become Greater Blood Wards

Lesser Spell Shields become Spell Wards

Greater Spell Shields become Spell Charms

There are no changes to the names of Talismans

Please note that spell names will change as well to reflect these changes.



I Haven't The Foggiest Clue..!

(Continued from page 3)

tell you the number of times I have seen a character deterred from finding out information for a good in-game reason, and they just walk away frustrated, instead of (a) confirming that it is indeed an *in-game* reason for the rejection, and (b) stepping back and trying to figure out why they were rejected, i.e., who or what might be working against them. Really! There may be someone or something out there aware of your goal and actively thwarting you, or there may be something less active that's blocking the attempt. In my opinion, confirming the presence of an adversary is more solid information than if you had succeeded in the first place.

Of course it is frustrating to hit a dead end, but sometimes the frustration can be avoided by avoiding certain goals in the first place. For instance, try to avoid "unrealistic" or "unplayable" goals. While every goal can be made into something playable, some are easier to work with than others (for both you, the other players, and the Game Staff?). Some goals are set so high that fulfilling them will essentially force the character to retire - proceed at your own risk. Finally, and this is a weird one, avoid goals that are just plain Not Fun. Don't pursue a goal just because you started it. If a plot takes a bad turn on you, talk to the Game Staff about how to salvage it.

Getting back to finding Clues....

Another valuable source of Clues is other player-characters. The Gateway Chronicles has been going on for almost five years. With that much campaign history and many long-active characters, there is a treasure trove of information walking all around you in the Tavern, just waiting to be asked. Get to know the other PCs. Not just their abilities and affiliations, but their backgrounds as well. The Game Staff is making an effort right now to incorporate more PC background material into the game. That old story you wrote about your character three years ago may come back to pleasantly haunt you soon.

Finally, if you are really stuck in a plot without a Clue, talk to the Game Staff. It may be that a Clue is so subtle that you didn't notice it, or that due to a game foul-up the Clue was never delivered. Or sometimes, unfortunately, there is no Clue due to Game Staff backlog. All of these are fair reasons for not knowing how to pursue a plotline. It may be that for reasons of game-balance or pacing that some plotlines are not story-supported as much as others, but eventually we hope to cover all outstanding plot-lines that characters are willing to pursue. If there is an out-of-game reason that you are blocked or Clue-less, we ought to be able to tell you that, so you know the reason, and don't feel like you are banging your head against the wall.

Here's an example - you decide to gather some information to move towards one of your goals, and to do this, you intend to take a Portal of Desire. So you identify a reasonable destination, get a party together, come up with something with which to compensate the Gatekeeper, and then are told by him that he cannot send you on a Portal of Desire. You could walk away upset and frustrated. You might be thinking: "Clues don't do any good if I can't pursue them." You might be right.

Or maybe, there is an out-of-game reason for the rejection, e.g., there are only ten minutes left in the game, or there are no Judges to run the expedition. If this is the case, we should tell you so. If you are not clear, it is totally fair to step out of character for a second and clarify whether the reason is in-game or out-of-game. Why? Because we are hoping that you do not take an out-of-game rejection personally - it happened because of a real-life logistic shortfall. Also, because if the rejection

is in-game, then your character has the potential to do something about it: Why can't the Gatekeeper send you on the Portal of Desire? Did you offer him enough? Does he not like you? Is there something wrong with the Keys? Is there something blocking him? These are all things for you to find out, and who knows, the reason may be related to something you are involved in...

Up until now this article has discussed what players can do to clarify and pursue their characters' goals. But as I said earlier, getting plotlines moving towards the fog-shrouded goal requires some effort from everybody involved. The Game Staff members share responsibility for making sure Clues are available and plotlines move along. You have probably heard in the past that with such a large player base, it is difficult for the staff to keep up with everything. It's true - the players outnumber the Game-masters about 7 or 8 to 1, and many players have multiple characters, each with multiple plots. And there is precious little working time between game sessions. Seems hopeless, don't it?

Furthermore, there is a nasty Catch-22 with some plotlines. The Game Staff may give them lesser attention because the player(s) involved don't seem to be pursuing them, while the players may not be pursuing the plots because of Game-master inattention...?

But I think there are ways to make this work. First, it would really help the game if active plotlines were reinforced and Clues re-visited. In some cases, players need to make the decision to enter the fog. Second, we on the Staff need to keep the Clue machine churning, and keep the actual goals in mind. Third, players working together will tend to accomplish more than individuals, and it also indicates to the Staff where to give attention. Pursuing goals independently may not be efficient (and could be frustrating) although

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I Haven't The Foggiest Clue..!

(Continued from page 6)

it might eventually work. However, involving other players may be more fruitful and certainly more fun.

I have been striving (perhaps to the annoyance of others ?) to promote more character inter-action in the game. This doesn't mean fighting, although that could happen. But it does mean talking with others and more importantly setting courses of action. Create scenes. Plan expeditions. Watch what others are doing - it may be relevant to you. Spy on people. Sell information to people. Lie to people. Stop other people from doing all that stuff. Perform an in-game ritual. Perform an in-game religious service. Take a chance.

In summary, I leave you with two things:

1) As you play, I hope you consider "Why," i.e., re-visit your Goals: What is your character doing? What does your character want to be doing? What would your character like to stop doing?

2) As you play I encourage you to examine "How," i.e., steps you can take to get to your goals. There are many in-game mechanisms/resources to help you solve puzzles and overcome obstacles: Loremasters, Other PCs (abilities, backgrounds, items, etc.), Portals of Desire, and of course, the Gamemasters.

Let's see if we can cut through the fog together.

The Rumor Mill

(Continued from page 4)

Phantor is referring to her as Baroness, because that is what she remains, despite the recent regrettable vacancy in the Ducal Seat of Zurek. How can this be? Phantor's long-time readers must be asking, given the kind Baroness' close relationship with the King and his likewise affection for her? Well, Phantor hears that was the problem in a nutshell (and Phantor does so love those!) and the many of the remaining aristocracy of Zurek were bothered or jealous of her having the ear (and some still do refer to other body parts) of His Majesty and that she often went directly to him when she should have instead gone to Duke L'Garre... Well Phantor has no desire to make what of what and knows simply that the Baroness has always seemed very kindly and well-intentioned if not, well, a trite unfocused at times. (You can't solve all the world's problems, dear—leave some for the rest to take a hack at...)

Oh and this new Gatekeeper, Vetterix, seems bit of a topper, doesn't he? Quite imperious it seems to Phantor, and not the sort that you would expect for someone who is a Gatekeeper. (A quick word of advice—find a Loremaster or seasoned scholar, talk to them about what the word means and maybe a clue will come sailing in on little faerie feet...) But, Phantor is reassured since it seems that Eldred (has anyone bothered to hem his robe yet?) has taken an interest in matters everything will be just fine. Just fine, indeed...

Oh and what of that force of nature we all call Retic? What's to become of him? Tossed into a squallerous Vathosian jail, left to rot while the higher uppities of Vathos, Kaleth, and Mirin debate his fate... And then what is this Phantor hears, after languishing in a common cells for months he's up and taken away in the dead of night by guardsman wearing Duchy colors to where, it would seem, no one who should know, knows. All Lectors look alike to Phantor as well, so his sympathies ride with our favorite sailor.

Phantor also hears that the so-called "Guild Wars" are going from simmer to boil rather quickly, with an unexpected shift in the balance of late. Well, Phantor pays protection money so the peonies are safe, and encourages everyone else to do

the same. What's interesting is the number of so-called rogues who think they're going to be able to stay out of it. Very amusing. What is that adage about making and sleeping beds? Well, Phantor is sure the memory will return soon enough...

But what of the Ram's Head Tavern itself? If the word on the wind is correct it has changed owners...hmm...operators once again, rather abruptly. Well, Phantor always enjoys investigating a new eatery when the management changes as its bound to be a fresh and exciting time... and perhaps that will apply here. The new Master of the Tavern's return was a but unexpected to some and Phantor hears of much turmoil in finding a replacement for said Master's former, um, position. Regardless, Phantor has a few bits of advice for those patrons he'd been missing of late - Nothing is as it seems. That what once was can be again. Know your enemy as he knows you. Embrace the storm. Remember who your friends are. Always where comfortable shoes. And when one makes a deal, remember whom is on the other side of the table...

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

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UPCOMING SESSIONS

October 13, 2001 (Curt and Vicki Martin's) **NEW**
November 17, 2001 (Hollywood House)
December 8-9, 2001 (STRONGHOLD!)



AND YOUR FAVORITES WERE...

... for the August 2001 session—

Bendtu (Doug Tabb)
Magda (Joanne Ciswerski)
Retic (Dan "Flake" Grendall)

This edition of the Gateway Chronicle created
by:

War Stories
Vicki Martin (and the Gateway players)

Layout, Production, and Additional Writing:
Tom Dowd

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THE POLITICAL SCENE

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

Royal
The Druids
Argoth
Cabal
Church of Dain

Hmm, bit of a shift this time, though
the King seems to be remaining his own
man well enough.

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

From The Front Desk

(Continued from page 1)

finger—the response last Between Time for Warstories (now called Tales of the Day) was, quite frankly, terrible especially considering that Vicki Martin (our scribe) wasn't at that session and so couldn't fill in the blanks. That part of the Chronicle benefits everyone and adds a great deal to the sense of long-term continuity to the game and provides a touchstone to the past that is invaluable. But, as we've said before, we need your help to get it done because all of you are the only ones who know exactly what went on during a session. So please, help Vicki out next time. Its very appreciated.

Lastly there's a proposal on the "Welcome To" sheet that everyone should read. It

has to do with Between Time deadlines and such. Give it a browse and we'll follow this up on the website discussion board after the game. Speaking for this session prep time, the timeliness of Between Time forms was definitely a limiting factor in lining up the duck.

Have fun!

Tom and the Game Staff