

Appendix D Intro GateWar Scenario

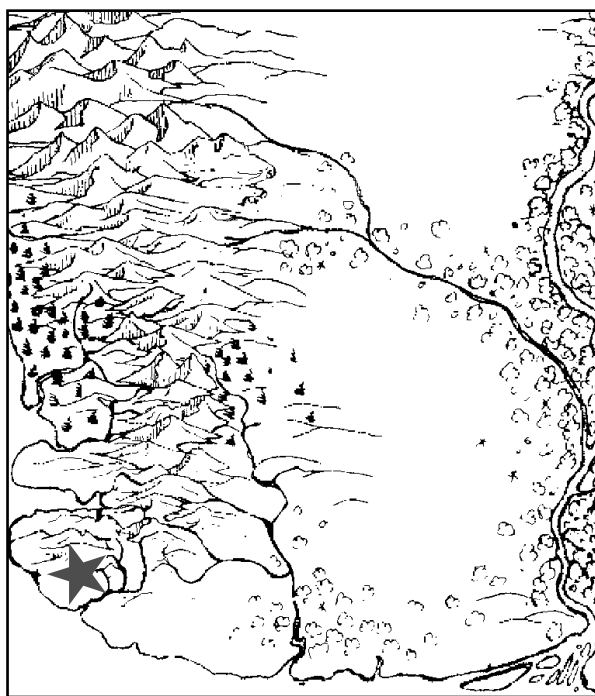
Situation

As the characters complete the required service in their respective militias, they are individually approached by Edself, a semi-famous sage from the Old Capitol who has a proposition for them.

If the characters will occasionally perform a few minor tasks for the elderly scholar, he will provide them with whatever sagely advice they may require, free of charge. It is truly an honor to be chosen by the son of a former Council Member, and with the added enticement of traveling under the shield crest of the Old Capitol, the characters can hardly refuse.

The crest symbolizes a mission or person of great importance to the old unified government. It will usually help slice through bureaucratic red tape, but may create trouble with those few who don't respect this symbol from the past.

Edself has given each character 25 CR, and rations for three days before sending them on their first quest for fun and profit.



Faine and Vicinity

Notes to the Game Master:

GateWar has been designed with ease of play in mind. The GM may give hints on the best course of action in a given situation either through the guise of the character's mentor, Edself by appropriate means, or when the characters have an Ingenious Idea. Remember, of course, that the characters must be in contact with Edself before he can pass on any sagely advice.

Players should not be allowed to use information their characters would not have—this is a role-playing game. However, if the player has in their possession a copy of the Vinyan Survival Guide they may reference it as long as their character allocates the appropriate actions. Each encounter will have additional information available which the GM should not freely disclose. The players will need to roll the appropriate Skill percentage to discover this bit of enlightenment (e.g., the appropriate Identify, Know Legends, or Ingenious Idea).

Rules for many possible actions have been provided in the GateWar system, but imaginative players are sure to think up something original. If the GM does not wish to develop rules for every new twist, he may just ask the player to roll the average of two or more skills (e.g., Perception) or some reasonable multiple of his character's LUK for success. Just about anything the player tries to do can be run in this manner.

In GateWar, it is easy to make an otherwise dull character come to life by using the imaginative descriptions provided for the Skills, such as Bravery, Mental Quirks, and the Fundamental Characteristics.

These enhancements add zest to the game and should be used frequently during play.

Many of the monsters on Vinya have personalities as colorful as those of the characters. Players should be discouraged from looking up beasts they meet, in the GateWar manual since their characters will hardly be experts on each individual creature. New monsters will be appearing in each module, adding more variety to the game.

The party should be allowed to go anywhere and do almost anything within reasonable limits. Keep in mind that the characters are under Edself's tutelage; he will not allow his reputation to be besmirched by their actions and may disown them (no more hints from the GM through Edself).

Realism should be stressed — but remember that the characters are the stuff of which legends are made.

Should the characters question why they were chosen to be in this elite group, Edself will explain that they have exhibited the qualities he requires to create a new and improved Vinya. He won't mention that some of the characters could be some of the very few who have the potential to master the Elements, whom Edself wishes to become the leaders of a future unified Vinyan government.

Information inside the situation boxes, or labeled legends and GM enhancements can be read aloud to players or discovered by them through the use of their character's skills, such as Read/Write, Identify and Know Legends.

THE GREAT MIP MIGRATION

Encounter Type: Semi-Lethal
 Location: 40 Miles south of Twin-City East in the foothills of the Speaking Mountains (F4 Vinyan Map)

GM Notes:

The Great Mip Migration is a “replayable” GateWar mini-scenario designed for beginning characters fresh out of their hometown militia. Any number of characters may take part, but a maximum of five is recommended. It is suggested that players adopt the pre-generated characters found in the “Big Example, (Appendix C) as their introductory GateWar characters instead of taking the time to generate “new” ones. This not only allows play to begin immediately, but also gives the players a chance to experience of some of the intricacies of the GateWar rule system, before creating their own characters.

Situation

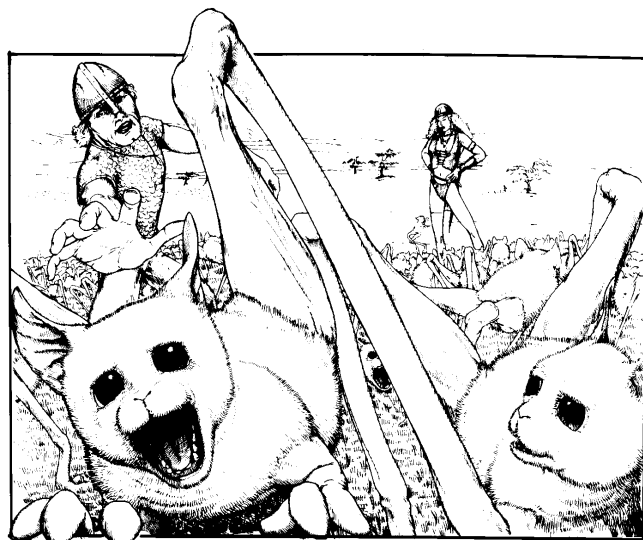
In an effort to increase the characters’ reputations and wallet size, Edself suggests that the party serve as Pride Protectors in the Great Mip Migration. Over the course of several days all the mature Mips living on the Borderlands gather into large prides for the migration south to the beaches of Faine, where this event has come to be called “The Festival of the Mip.” The characters’ mission, should they choose to accept it, is to see that their particular pride makes it safely to Faine. Mips have been making this migration for centuries, but in recent years predation has been so fierce along the route that it threatened the survival of the species.

The characters are given a map of the location in which several large family groups traditionally form into their migratory prides. Mips usually begin the migration, gathered or not, at dawn the first day the red and yellow suns rise at exactly the same time (the official beginning of Spring). The festival officially begins eight days later, but most events will not commence until the Mips actually arrive.

The characters must find a pride of Mips to protect before it departs for Faine. The majority of prides have been spoken for by volunteer escorts—the closest available pride is forming just to the south of Twin-City East. The characters must merely walk along with the Mips and try to keep them from getting into trouble or eaten. The Mips seem almost unaware of the service Pride Protectors provide and may even attack if they feel they are being threatened by their escort. At the end of each day, the Mips will retire to the highest treetops for a long night’s rest, but because of the great number of Mips and relative scarcity of tree space the young and weak sleep tantalizingly on the ground.

The Migration and Festival culminates when the first large pride of Mips is herded through the streets of Faine and down the dunes to the beach. There, in a screaming fit of mating frenzy, the little animals leap into the shallow water of the Bay of Swells to cool off.

Faine merchants sponsor and encourage the Festival by offering each Pride Protector troupe a silver statuette of a Mip for every ten Mips escorted safely into the city. The statuettes are worth 10 CR in silver content and workmanship, but they are worth double this amount in Faine when traded for merchandise or services during the Festival. The group that brings in the most Mips will instead receive golden statuettes



worth 25 CR, which are also worth double that amount during the Festival. The first troupe through the streets with over 50 Mips are termed “The Pride of the Festival,” an honorary title which yields little more than plenty of free drinks and hearty thumps on the back, though the leader of the troupe is generally cajoled into giving a drunken speech at midnight.

The day after this spectacle, the festival-goers drag themselves back for a short day of work, and the Mips break up into mated pairs and disperse to return to their home-forests with satisfied smiles to raise their young. Soon after, the Festival is officially over, and life in Faine gradually returns to normal.

GM Notes:

The characters will escort a pride of approximately 100 Mips. The character leading the expedition must roll his Mapmaker (see Engineer Professional Skill, p.39) percent (at a bonus of 2X normal while using the map) every 3 hours—every missed roll delays arrival at the gathering place by 1 hour. There is a chance that the family groups involved in the characters’ migratory pride will gather slightly early or late, possibly leaving the characters behind or keeping them in one place at the mercy of predators. The following time-table will determine the day the Mips leave. They will always depart at dawn.

(1d100)	Result
01-25	The Mips leave early (1 day).
26-75	The Mips leave on time.
76-99	The Mips leave fashionably late (1 day).
00	The Mips leave inexcusably late (2 days).

The characters’ pride is estimated to be 40 miles south of Twin-City East (120 miles north of Faine), and will naturally travel 13+1d4 miles per day. The fastest they can possibly be goaded into travelling is 20 miles per day, but pushing them this fast will result in losing 1d10 Mips each day of such forced travel.

The party must determine their own travel rate, set by the slowest member of the group to avoid getting separated. If the party is slower than the Mips, they may wish to travel at night, and/or accept the negative modifiers of Fatigue for traveling without rest to keep up. If the party gets left behind, they could try to track (see Outdoorsman Professional Skill, p. 41) the Mips.

MIP MIGRATION RANDOM ENCOUNTER TABLE

Day Encounters (1 on a d8 every 3 hours)

(1d100)	Type and # of Creatures
01–04	Bizarre Mip Migration Encounter
05–08	1d4 Brain Shivers
09–12	2d4 Dart Plants
13–16	3d4 Death Disks
17–20	1d4 Gudds
21–24	Bizarre Mip Migration Encounter
25–28	1d4 Cloud Skimmers
29–32	1d6 Spark Beasts
33–36	1d4 Pit Worms
37–40	1d8 Land Leech
41–44	Bizarre Mip Migration Encounter
45–48	1d6 Hillers
49–52	1d4 Bolsch
53–56	1d4 Pit Worms
57–60	1d4 Lenex
61–64	Bizarre Mip Migration Encounter
65–68	1d6 Spring Serpents
69–72	1d4 Pond Chomps
73–76	1d4 Proxor
77–80	1d4 Pit Plants
81–84	Bizarre Mip Migration Encounter
85–88	1d4 Thornwrappers
89–92	1d4 Thunder Beetles
93–96	1d8 Poke Birds
97–00	Bizarre Mip Migration Encounter

MIP MIGRATION RANDOM ENCOUNTER TABLE

Night Encounters (1 on a d8 every 2 hours) (1 on a d6 every 2 hours with a fire)

(1d100)	Type and # of Creatures
01–04	Bizarre Mip Migration Encounter
05–08	1d6 Brain Shivers
09–12	1d4 Audiax
13–16	1d6 Nords
17–20	1d8 Spark Beasts
21–24	Bizarre Mip Migration Encounter
25–28	3d6 Death Disks
29–32	1d6 Proxor
33–36	3d8 Night Beasts
37–40	1d8 Hillers
41–44	Bizarre Mip Migration Encounter
45–48	2d6 Night Hawks
49–52	2d4 Spring Serpents
53–56	1d6 Pond Chomps
57–60	1d6 Cloud Skimmers
61–64	Bizarre Mip Migration Encounter
65–68	1d4 Shadow Wolves
69–72	1d4 Spinners
73–76	1d6 Lenex
77–80	1d6 Thunder Beetles
81–84	Bizarre Mip Migration Encounter
85–88	1d6 Gudds
89–92	4d4 Night Beasts
93–96	1d6 Tunnel Runners
97–00	Bizarre Mip Migration Encounter

Checking for Random Encounters

Use the following steps to determine if a random encounter has occurred.

Step 1:

After the appropriate game time elapses, have a player roll the die to see if an encounter has occurred (i.e., a 1 on a 1d6 or a 1d8). If this roll was made during the night, it is assumed that the character was rolling for his watch and the other party members were asleep, unless other arrangements have been specified.

Step 2:

If an encounter has occurred (i.e., a 1 was rolled) the GM should determine what creatures were encountered (roll on the appropriate Random Encounter Table). The distance that they will be first seen by the party will be (3d10 + 10) hexes. If either party fails to make their Surprise Reaction, then the GM should only roll 3d10 to determine the initial number of hexes between the parties.

Step 3:

Characters may try to Identify the creatures once they are within sight, and then try to Know Legends about them. This will help the characters decide whether to attack (or run). Should only one or two characters successfully Know Legends it will enhance role-play to read that information to them alone, allowing them to decide how much to tell the others.

Step 4

Check to see if there are any GM Enhancements that you would like to utilize to add excitement, zest, and life to the world of Vinya. Note: Because of the special nature of most GM Enhancements, the Know Legends and Identify rolls should be modified according to the degree of obscurity and newness of the topic (normally by 1/2 to 1/4).

BIZARRE MIP MIGRATION ENCOUNTER TABLE

Day Encounters (1 on a d8 every 3 hours)

(1d100)	Type and # of Creatures
01-05	Mips (1d100 join pride)
06-10	Mips (2d10 join pride)
11-15	Mips (1d8 join pride)
16-20	Mips (1d4 join pride)
21-25	Other Pride Protectors Table*
26-30	Magic Mites invest the pride (double the normal chance of night encounters for the next 1d4 days)
31-35	An obnoxious Observer finds your pride interesting, take a 1d4 hour delay due to "Observer antics."
36-40	Mips (Eat some bad fruit, will not travel, most will not be able to climb trees. Pride stays put for 1d4 days)
41-45	Prides Converge: Occasionally two Mip prides will show up in the same place at the same time. In the ensuing confusion, there is a good chance that several Mips will lose track of which pride is actually theirs. Whenever two prides converge, a 1d100 is rolled for each pride. The result is the percent of each pride which defects to the other.
46-50	Mips (1d4 x 10 get into a screaming fight, rest of Mips scatter a 1d6 hour delay results)
51-55	Mips (Eat some bad fruit, will not travel, most will not be able to climb trees. Pride stays put for 1d4 days)
56-60	Loose creek bank detour causes 1d4 hour delay (or lose 2d10 Mips to broken legs, etc.)
61-65	Poacher snares set for Mips lose 1d4 Mips
66-70	Mips suddenly hunker down for no apparent reason, humming softly, and refuse to move anywhere (2d4 hour delay)
71-75	Mips (1d4 wander away)
76-80	One Mip falls unconscious, and is completely paralyzed due to recent Mind Master infestation.
81-85	Mips (1d8 are chased away in supremacy struggles)
86-90	Mips (2d4 lost due to accidents, exhaustion, etc.)
91-95	Pride splits (will naturally regroup in 1d4 days)
96-99	Mips (Epidemic! 1d100 die overnight, rest of pride travels half normal speed for 1d4 days)
00	Disaster! Mip pride stumbles into a large Pebble Puff patch roll 1d100 to determine the percentage of the pride that is lost!

OTHER PRIDE PROTECTORS

01-25	Sorry state: The other party has lost its entire pride of Mips, and are themselves severely wounded and low in MPT. They seek some sort of aid from the characters before returning home in disgrace.
26-50	Weakened: The other party has been badly ravaged by predators. They are wounded and low in MPT, and have but 1d10 Mips left in their care. They would like to join their pride to that of the characters, and travel themselves under the protection of the characters for awhile.
51-75	Conniving: The other party is down to half their normal complement of Mips. They would like to join their pride to that of the characters and split any profits evenly.
76-00	Sneaky: The other party has lost most of their Mips, but they are tailing the characters and trying to steal some Mips. They will use a variety of methods to try to get the Mips into their own pride, including parading females in plain view, laying out lines of Mip Berries, or set up "accidents."

Predator Attacks

When the Mip pride is attacked, the attacking beasts will usually fight for 2d4 rounds, after which those able to retreat will do so, having killed a sufficient number of Mips to satisfy their hunger. The number and type of creatures attacking the pride are given in the Mip Migration Encounter Table. A predator's main objective is to kill and eat Mips. Should the characters counter-attack, or just happen to be in the way, they may also be attacked. The remainder of the predators will continue to attack the Mips. The number of Mips removed from the joy of the Migration should be determined each round by noting the number of successful hits or attacks of the predators actually attacking the pride. It is not required for the GM to roll for damage or hit location once a Mip has been successfully attacked. In addition, due to the proximity of individual Mips any missile weapon that misses its intended target has a 10% chance to hit and possibly kill one Mip.

Initial Predator Targets (Optional)

The Initial Predator Target Table can be used to determine if a randomly encountered predator will initially attack a party member or a tasty individual of the Mip pride. The chance for each is primarily based on the INT of the attacking creature.

INITIAL PREDATOR TARGET		
Beastie INT	Party Members	Mip Pride
01	01-05	06-00
02	01-10	11-00
03	01-15	16-00
04	01-20	21-00
05	01-25	26-00
06	01-30	31-00
07	01-35	36-00
08	01-40	41-00
09	01-45	46-00
10	01-50	51-00
11	01-55	56-00
12	01-60	61-00
13	01-65	66-00
14	01-70	71-00
15	01-75	76-00
16	01-80	81-00
17	01-85	86-00
18	01-90	91-00
19	01-95	96-00
20	01-99	00

Example: The Tragic Tale of Teri the Lonely

The 80 Mips of the Lower Slurpy Creek Pride, escorted by Teri the Bold, is ambushed by (74) 2d4 =6 Lenex (INT 6) while crossing one of the upper tributaries of the Endurance River. Rolling 2d4, the GM determines that the insectoids will attack for 7 rounds. A grim picture is rapidly unfolding for young Teri and his charges. Rolling to discover the initial targets of the attack the GM rolls for each Lenex (23, 67,92,41,33 and 74), all but one will be attacking the pride. Bolbi the Rotund, out ahead of the pack, is quickly swarmed and cut down almost limbless by the ravenous Lenex as they make their way towards the bewildered and doomed Mips. The first round, the 5 Lenex not engaged in dismembering Bolbi spring in amongst the Mips, killing 9 Mips. In the following 6 short rounds, all but a handful of the Lower Slurpy Creek Pride are slaughtered, along with Danube and Hoagie the Unmerciful. Teri, crestfallen at his failure, climbs down out of his tree and begins the lonely trek to Faine.

Interracial Relations: Wellan On a successful Interracial Relations roll, the characters will realize that it would be in bad taste to ask for Mip-on-a-Stick or some other delicacy made from the celebrated creatures during the Festival.

Ingenious Idea: It is possible that wounded and crippled Mips can be healed by party members and carried to Faine in time for the festival.

COMPETITOR MIP COUNTS

Pride Protector	Mip Count	Vinyan Legends
Clodd and Friends	4d10 +20	Did it only for the money
Teri the Lonely	1d10 + 10	Ran into some major difficulty on the way with Lenex, losing most of his Mips and the rest of his party.
Luscious Lisley	5d10 + 30	She just "luvs" those cute little things
One-handed Viztor	5d10 +25	He literally brought in this awesome bunch single-handedly
Rass "The Mip Man"	7d10 + 50	Has brought the most Mips to the Festival for the past 5 years. It is rumored that he raises them in his spare time.

And the Winner is...

To determine if the characters are awarded the golden Mip statuettes for bringing in the most Mips, consult the previous table to determine the success of their competitors.

GM Enhancements

The Mip Migration: Observations and Strange Stories

The Great Annual Mip Migration will go down in the annals of Vinyan History as nothing less than one week of frenzied chaos, yet a good time was always had by all especially the Mips.

By volunteering as a pride protector you can experience the full gamut of the Festival. You can see for yourself if the female of the species really does attract males by leaping high off the ground and doing an aerial pirouette while letting out a muffled sigh. Or if it is true that the amber colored Mips actually deserve their reputation as being bad tempered. There are conflicting stories as to what really happens when the bleemer (an Unspeakable wind instrument) is played around C-flat. For your pleasure a table has been provided, since the Mips reaction varies greatly from pride to pride.

MIP REACTION	
(1d100)	Pride's Reaction
01-20	Seem to hum along and sway in rhythm
21-40	Remain transfixed
41-60	Scatter in all directions
61-80	Will follow
81-00	Shriek in unison

How to prepare and cook Mip:

If the inevitable happens... there really is no reason good food should go to waste.

When Mip is young and fresh, the cleft in the lip is narrow, the claws smooth and sharp. Test for the youth of the animal, also, by turning the claws sideways. If they crack, the animal is old. The ears should be soft and should bend easily.

To ensure tender meat, hang the animals by the feet from 1 to 4 days. They will tender without the hanging, however, if used before they will have time to stiffen. Once stiffened, they are edible as long as the hind legs are rigid, but if the joint has become pliable, discard them.

To dress a Mip, sever the front legs at the shoulder joint. Cut through the skin around the hind legs at the hip joint, at the hairline. Cut a ring through the skin around the anus large enough that it connects with the two hip cuts. Tie the feet together securely and hang the animal on a hook where tied. Pull the furry skin over the body and fore legs, stripping it inside out like a glove. Sever the head and discard it with the skin. Slit the Mip down the front, and in a deeper ring around the anus. Remove the entrails and discard them, except for any particular organs you wish to keep within to add flavor while cooking. Be sure, however, to remove the red to purple colored glands found in the small of the back.

To cook a Mip, simply skewer lengthwise, starting at the leg ties, and place over low flames. Rotate the animal when cooking time is approximately half over. Cook until tender about 1 1/2 hours. Remove the skin on the legs only after cooking.

Continuously baste with drippings until golden brown. For that special occasion stuff the animal with sweetbread and vegetables.

Preliminary Mip Study Results: “Bald Mips the Best Lovers of the Festival?”

An extensive four year study of several individual family prides has determined the following intriguing facts: Mips spend the majority of their time playing and having a good time. They stay in the general vicinity of their home tree that contains the family nest until old enough to make the annual migration to the Bay of Swells. Upon their return, the young females leave their pride to live with their new mate, who normally builds a nest within a few hundred yards of his parents.

Recently, some new mating patterns have begun to emerge. It seems that some of the males are taking more than one female back from the festival. This causes quite a problem back at the home pride, and in two observed instances the over-amorous males have started a new pride. It is interesting to note that in both cases the male was starting to grow bald prematurely.

Even though baldness is fairly common among older male Mips, the early balding and subsequent behavior changes have sparked several questions and new theories. It could be that female Mips find bald mating partners more attractive. Yet, another sage claims that since only the males get bald, there is something in their body chemistry that causes it, perhaps in their blood. He even goes another step further, and claims the Mips that have a lot of this baldness blood are obviously “more male” than their contemporaries and make better breeders, which is why they have more females. In the wake of this controversy many Vinyans have stopped eating male Mip for fear of losing their hair. Others claim that the whole idea is

Horner dung and that Vinyans have been eating male Mip for generations and have not started to go bald any more than usual.

The research team strongly suggest that more study is needed in this particular area. A concentrated effort should be made of at least two Mip prides that have a history of male baldness, such as the pink-eared Mips of the Upper Twin Peaks region and white tufted variety found south of Time Keeper.

Absent Pride Protectors

There were several individuals that were unable to attend this year’s Mip Migration for various reasons. They are, however, well known at the event and will give the characters some tough competition in the future for the Top Mip Count.

ABSENT PRIDE PROTECTORS

Pride Protectors Mip Count Legends

The Boomer Family	5d10+15	Use drums and other percussion instruments to herd their pride.
Mip Five	3d10+10	A popular musical group, but not too popular with the Mips.
Ridgeback Runners	6d10+40	Use trained Dragon Lizards to help herd the Mips, but have been absent for the last few years due to an extended illness.
Women’s Auxiliary	4d10+10	Must be over 75 years old to be a member.

Proper Herding Techniques

Besides the use of the bleemer, many successful pride protectors have used other musical instruments or even shouting to help keep the Mips out of trouble. Whips and chains have been used in the past, but the practice is now frowned upon. The Mips seem to know their way to the Bay of Swells, but the pride can be persuaded to make small deviations around natural hazards. Most experienced pride protectors position themselves in a ring around their pride for best overall protection and just to be out of the way in case the Mips freak, which has been known to happen on occasion. They just walk along with their pride letting the Mips make their own pace, while keeping an eye out for predators. They will also make use of a relatively small group of children from Faine, called Future Pride Protectors, who help heal wounded Mips injured on their annual trek. Group members are rarely seen more than half a day’s travel from Faine, as their parents will not allow them to go too far away from home.

Mip Migration Map

Courtesy of

OMED'S HOUSE OF MIP

*"Home of the Best
Mip-on-a-Stick Anywhere"*

Lantern Avenue in Faine

Twin City
East

1000'

2000'

3000'

4000'

Rival Creek

X

Mip Pick-up
site

Drover's Bucket

The Great River

Endurance
River

Faine

20 miles

40 miles

60 miles

80 miles

100 miles

