



Vorpall Hare

Realm: Magic
 Frequency: Rare
 Size: Small (Animal)
 #Appearing: 1-3 (Roll d6: 1-3=1, 4-5=2, 6=3)
 Arketype: Trickster
 Minion Level (ML): IV - VIII
 Tiers: STL, RUG/ING, PRW/GRA/SAN
 Spoints: ML+4
 Armor Type: None
 Normal Attack: 2 claw attacks (RUG%) w/ auto +2 RS damage bonus.
 Sp. Attacks: Ricochet, Vorpall Bite
 Sp. Defenses: Difficult to target/track
 Sp. Move: Move+4 (ML times per day)
 Sp. Spells: nil
 Sp. Wounds: nil
 Resist: All types at half ML%
 Psygonic Ability: Yes. See notes below.
 %Lair: (ML x 11)+ML%
 #Trove Rolls: 1 and +1 per hare

Appearing as a normal hare by all standards, the vorpall hare is an insatiable carnivore and can consume twice its weight in a single sitting. The hare is ingenious in its plan to snare its quarry (meals) and its burrow is typically near a dungeon/cave entrance (where it can lie in wait for its choice of fresh victuals). Unless hunting, it does not stray far from its lair (the high trove roll value reflects the probable remains of adventurers found thereabout). It is difficult to target or track—such efforts must succeed within the attacker/tracker's RS zone.

NORMAL SKILLS & SPELLS

The hare will possess up to ML skills appropriate to its arketype. Suggested are: *Hide* and *Catlike Tread* (first strike bonus may be applied to its normal/special attacks). A monstrous sized hare could possess *Attack Form RS+4*, to increase the deadliness of its claw attacks. The +4RS bonus can be split into two +2RS bonuses (granting each claw +4RS damage).

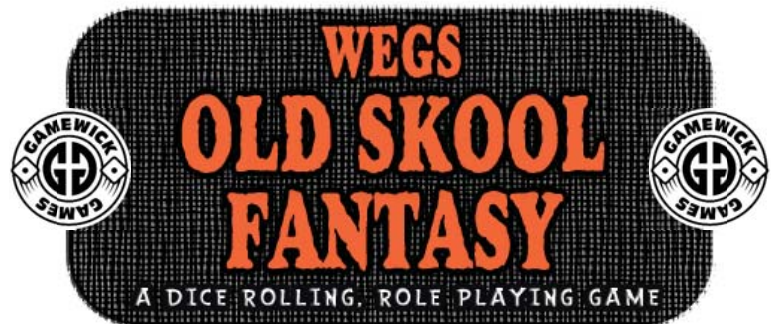
SPECIAL ATTACKS

RICOCHET (ATK)
 Multi Attack, (STL+20)%
 Use: ML times per day
 Dam: d6 x MS

The hare can leap from target to target, attempting an attack on each. The hare can attack a number of targets equal to up to half of its Minion Level (ML), and each target must be within ML+4 squares. For example, an ML6 hare attacks three times per inning, and can leap 10 squares to reach any opponent. Each attack is treated as a STL% attack and does (d6 x MS) damage. Note that the first attack gains the +20% bonus, but the subsequent attacks do not. Due to the velocity and chaos that accompanies this attack, a target suffers -20% Invulnerability. The hare may opt to ricochet off an object to attack (such a move expends one of its leaps).

VORPALL BITE (ATK)
 Single Attack (CR+20)%
 Use: ML times per day
 Dam: d6 x ML
 Special Dam: (d10 x d10) blood loss

The hare launches itself at full velocity toward a target's neck (up to ML+4 squares away). If its attack roll is within its ML zone, the hit is treated as a Wicked Success (target's Invulnerability roll is penalized accordingly). A victim suffers (d6 x ML) wounds from the attack; the damage total is also the percent chance that an artery has been severed. If so, the victim suffers (d10 x d10) wounds each spante until treatment is received. Staunching the bleeding will reduce the damage to (d6 x d6) wounds per spante; if/when doubles are rolled for damage, the bleeding stops.



For use with WECS, the Wickedly Errant Game System, and Old Skool Fantasy RPG.

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PSYGONIC HARE

A solitary vorpal hare has ML% to possess psygonic abilities. This chance increases if more than one hare is encountered. For such a grouping, there is an 11% cumulative chance per hare that one (and only one) possesses psygonic power. This hare will use its powers to influence and deceive the minds of those around it (animal and human). Profile adjustments are:

Arketype: Psygo
Tiers: SAN, STL/RUG/, ING/PRW/GRA
Spoints: Full SAN%
Sp. Spells: 1 per 2 ML
Sp. Wounds: 1 Blood Chip
#Trove Rolls: +2

The hare will possess *Sense Psygo Vibes* (as one of its Sp. Spells slot). It also gains Insanity Points equal to an INI Roll (ignore any individual die result above its ML).

PSYGONIC VIBE (MINOR CONTROL)

Spell: SAN%
Cost: 4 spoints
Upkeep: 1 spoint
Range: 12 squares

The hare sends out a vibe (12 squares) that it is a defenseless and inconsequential hare. If it has not attacked, this will be believed by all within range. If it has previously attacked, foes must succeed a SAN% test to dispel this effect. The spell upkeep maintains this deception for all believers, unless the hare attacks. Within its spell range, the hare is aware of those who know its deceit. It can recast the spell (at full cost) to once again deceive those who doubt its vibe.

PSYGONIC MIND TRICK (MAJOR CONTROL)

Spell: SAN%
Cost: 8 spoints
Upkeep: 2 spoints
Range: 1 target

The hare establishes a psygonic lock on its target's mind and constricts their thoughts. The hare can suggest certain actions, but none that will cause the victim to hurt themselves or directly harm others. A victim obeys reasonable tasks, such as "It's getting cold in here... Let's close the dungeon door and bar it." The barring of said door may trap others within, but the closing did not directly hurt anyone. Another example, "You've got a good idea and no one ever listens. Make a lot of noise and get their attention!" This could, of course, summon nearby monsters as its indirect effect. The victim may resist any suggestion via an INSAN% test ("You'd be crazy to disobey me!"). As the hare cannot upkeep this spell indefinitely, such mind control is temporary. Once the effect is dropped, the target will have no recollection of their actions. Unless the hare attacks them, they will believe it is just a normal hare once more. Multiple castings of the spell are required to control multiple targets.

A SIDE NOTE ON PSYGONIC HAZE

After psygonic control is dropped, the victim(s) will remain under the haze of the effects. The duration of the haze is twice the number of innings the effect was applied. For example, if the hare uses *Psygonic Vibe* for 5 innings, the effect/belief can last for an additional 10 innings (if the hare does not attack).

KREATOR NOTES



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