

Remember the good old days of sword-n-sorcery games with dungeons and dragons and wizards and what-not?

Well, they are back with a vengeance...

WEGS 101 OLD SKOOL

WEGS, the Wickedly Errant Game System, is a brand-new look at the classic adventure game genre. A great system for introducing new players to fantasy rpgs, veteran players will get big kicks out of this retro-hybrid that boasts the hottest six-stat character sheet since the dawn of the blue book!

With a wickedly quick character creation system, players start with robust characters with one destiny: adventure! Exploding with the spirit of heroic pulp fantasy, WEGS is energized by an errant rule system which encourages players to take risks and, most of all, have fun.

WEGS 101 Old Skool...

It's all you need for full throttle fantasy adventure.



GameWick Games

www.GameWick.com

WEGS 101
Minion of the Month

MUSHPOT THE GREAT



Illustration by Jim Holloway

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From beyond the Badderlands...

MUSHPOT THE GREAT

Mushpot is a foul-tempered giant from the lands that lie north of the Grym Chasm. His true name, a garbled mess of noises that thunder out of his massive, maundering mouth, is forsaken by those of normal proportions. It is said that he is a little small for a giant (but don't let him hear you say that).

Mushpot dwells in the Badderlands and the mountain ruins that border Trollspittle Swamp, where he is greatly appeased by the god-like worship showered upon him by that region's Hobgoblins. He usually keeps company with villainous Goblin gangs and is often employed as a "club for hire" by the Goblins of Flugmorten in their territorial skirmishes with each other. His allegiance is swayed by his ego and stomach; he cares little for wealth or fortune.



OTHER NOTES

Possessing a nauseous odor similar to the smell of mushrooms rotting in skunk juice, Mushpot is greatly offensive to those who draw near. His particular taste for bite-sized Gnobbits is well-known, but he also enjoys gnawing on the occasional Elf ("sweet sticks" as he calls them). He has no tolerance for minstrels, jesters and their ilk.

For WEGS convention play, Mushpot appears in "Hobgoblin Lunchbox" as a hired bodyguard for the dastardly Goblin Mage Quolmort, and in "A Giant Mess" where he holds captive the prison-city of Ikkspatt by blockading its mountain pass. A versatile minion, Mushpot is often brought out whenever things are going a little too well for the Arks. An encounter with Mushpot The Great is not soon forgotten...



The first of twelve Master Minions for your home WEGS games!

MM1

MUSHPOT THE GREAT

Level 8/88 Master Minion

Stats & Strengths

Level 8 / 88 Warrior
Level 6 / 66 Trickster + Ranger
Level 4 / 44 Mage + Sage + Psygo

Move: 8

Wounds: 154

Phew!: 8

SPS/Spoints: 4/44

Realm: Magic

Abilities

Warrior skills (full suit)
2 Actions per inning
Move + Attack allowed
d6+1 Blood Chips

Massive Strength, Level 6 Innate

Add +6 Warrior Strength to all attacks. WS base is 14 (8+6) for standard attacks (22 for a *Mighty Whack!* attack). +3 Ranger Strength bonus for hurled objects.

Agg Dam, Level 6 Innate

Mushpot scoffs at the puny weapons of his foes! Normal attacks doing 30 or less wounds will do no damage to Mushpot; 31 wounds and greater yields full damage. Elemental damage suffers no penalty.

Mighty Stink, Level 6 Innate

Due to his enormity, Mushpot covers a nine square base. Those within two squares of this base suffer -30% to all stats and skill use drops two levels. A successful Ruggedness INI test will counter this effect for d10 innings.

Blood Chips

Mushpot's Blood Chip total is not diced until his natural *Wounds* are depleted. Once at zero wounds, d6+1 reveals his remaining Blood Chips. Each chip is worth d10 x 10 additional *Wounds*.

Phew! (Gimmick)

Each time Mushpot expends a *Phew!*, he will reconsider staying in the fight; (*Phew!* x 10%) is this base. If he drops from 8 *Phew!* to 7, there is a 70% chance that he remains in combat. When he drops to 6 *Phew!*, there's only a 60% chance that he will remain. The more damage he takes, the more likely he will retreat. The Minion Master has the option to ignore the first three failures.

(More info on Master Minions on page 79, *WEGS 101 Old Skool*)