

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

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WEGS 101
Minion of the Month

BULL FROG & HAREM



Illustration by Jim Holloway

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Feeling bullish?

THE BULL FROG

There are many reasons not to wander into Trollspittle Swamp, and the giant Bull Frog is toward the top of that long list. Easily the size of a young hippo, this aggressive frog is known for its horrid horns. Terribly territorial and wickedly alert, the Bull is always on the prowl.

Accompanied by his harem, a throng of smaller female toads, the Bull hides amongst swamp grasses awaiting his prey. Attacks begin with a storm of flying toads, as the harem launch themselves off the Bull and onto his opponents. With chaos raining down, the Bull thunders into the fray!

The Bull can be played as either a Warrior or a Trickster; as the Bull's skills are based on Prowess or Stealth, the Kreator decides which Arketype is best for their style of play. As per standard WEGS rules, the Bull's secondary stats will be two levels lower than his primary: a Level 7/77 Warrior possesses 77% Prowess, 55% Stealth and 55% Ruggedness.

As a 77, the Bull is granted two actions per inning, using any combination of horns, claws or spiky tooth bite. He is allowed to spoint move during the Spante (1 spoint per square) and is immune from in-square invasion (there is no room under him). As a natural creature, the Bull does not gain the +5% per level bonus for any skill use, he relies simply on the base score for each success.

A Note on Bull Horns

The horns of the Bull Frog are legendary for their powers of stamina and ferocity. A key ingredient for many Kazabalankan potions, elixirs and ointments, these horns fetch quite the price in the Bazaar of Wizards & Their ilk. It is rumored that simply brewing the horns in a pot of stew will make a wondrous broth capable of increasing the strength of all those who consume it. The smell of such broth has been said to summon trolls.



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

MM3

BULL FROG

Level 7/77 Master Minion

Stats & Strengths

Level 7 / 77 Warrior

Level 5 / 55 Trickster + Ranger

Move: 7

Wounds: 77

Abilities

2 Actions Per Inning

Attack Forms if Warrior

Move + Attack allowed

SPS/Spoints: As per Chapter Spoints.

Realm: Natural

Bull Rush, Level 6, Stealth

The Bull can use his powerful back legs to launch his massive body onto an opponent that is within six squares. The massive impact that follows can only be avoided by an *Invulnerability SRO* (Stealth Rank Only) test. The blow delivers (d10 x Skill Level) wounds and knocks its victim to the ground. This total is also the percent chance that the target suffers a *Lost Action Phase*.

Horn Attack, Level 6, Stealth

The Bull's horns can gore any upright opponent standing diagonally in front of him. The horns will add +12 to his Warrior Strength. This attack can not be used in conjunction with Move. Target also suffers a *Skill Free Inning*, regardless of *Invulnerability* success.

Horn Toss, Level 6, Prowess

The Bull's horns can toss an opponent that it moves to. This requires two successful Prowess attack rolls, which the opponent may counter with two *Invulnerability SRO* tests. Failing even one Stealth test throws the opponent d6 squares up into the air, crashing to the ground an equal number of squares away. Wounds suffered is an INI Roll (2d6 + 2d10). Wounds total is also percent chance that target suffers a *Lost Action Phase*.

Shredding Attack, Level 6, Prowess

The Bull's favorite way to finish off a prone opponent (i.e. those he tosses or lands upon) is to use one of his powerful front legs to pin them down while the other begins to viciously shred the trapped prey. The Bull gains 3 Prowess attacks for this maneuver. Trapped prey are stuck in a *Lost Action Phase* and must roll out to escape his clutch. This low damage attack only delivers (Skill Level + Minion Level) wounds per hit. For Arks with no remaining wounds, this could be three rapidly delivered, low level *Near Death Experiences*.

(Continued on next page)

HAREM OF TOADS

The Bull Frog will always be accompanied by 2d6 female toads. The toads are much smaller than the Bull, and usually can be found clinging to his sides like leeches. Incredibly agile, the toads are capable of jumping twice their Move and latching on to their targets with their sharp claws. Their rigid tail can also be used for clutching, grabbing and flailing.

The harem are treated as Level 5/55 Tricksters and their skills are Stealth based. They perform standard combat attacks as Level 3/33 Warrior actions (33% Prowess, 3 Warrior Strength). As natural creatures, they do not gain the +5% per level bonus for any skill use.

If the Bull is vanquished, the Harem will go into a frenzied attack phase, screaming loudly the whole time. This, in part, is an attempt to scare off their opponents. The screams are also meant to alert nearby Bulls that they are now available. During this phase, the toads gain 2 actions per inning for 2d6 innings.



The Bull and Harem can be added to any swamp-based encounter and are a perfect addition to Badderlands module, *B1 Hobgobble's Eve*.

BULL FROG

(Continued)

Rear Guard, Level 6, Stealth

Approaching the Bull from behind is not a good move. Similar to a skunk, the frog has rear glands that shoot a blinding juice. The target area is from the square directly behind the Bull to six squares out. At the far point, the range is six squares wide. All within this triangular area must succeed an *INV%* (*SRO*) test or suffer a *Lost Action Phase*. This may be used d6 times per day. For poker chip use, treat similar to a *Blood Chip*.

HAREM OF TOADS

Level 5/55 Trickster

(2d6 appearing)

The harem members are treated as standard minions (non-Masters); Stats and Strengths are factored accordingly. They possess three special trick attacks; none of these attacks will physically damage the opponent (but that doesn't mean they won't do them harm). The toads will have standard Warrior attacks at Level 3/33 proficiency.

Flying Toad, Level 4, Stealth Attack

The agile toads can jump (Move x 2) and land on their prey. For a Level 5 minion, this is a 10 square jump. Targets are allowed an *Invulnerability SRO* test. Those who fail have a toad stuck on them. See *Clinging Toad* rules.

Clinging Toad, Level 4, Stealth Attack

The females love clinging onto the Bull's opponents, causing them to suffer a *Skill Free Inning* until removed. Clinging toads must successfully test their Stealth every inning to remain on the opponent. If this test fails, they simply hop off. Toads can be removed by a successful *Frozen Roll*.

Swamp Spit, Level 4, Stealth Attack

Each female can spit a single gob of swampy ichor capable of blinding those it strikes. The foe must be directly facing her and within Move squares. Those hit by the spit suffer effects similar to the Bull's *Read Guard* attack (above). Hint: Place one poker chip under each female to indicate this ability and remove it when spent.

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