## **Zompirewolf 20**

Chapter 20 - Hunter Hunted (1)

Two vampires against one adolescent werewolf. It was no surprise that the vamps liked the odds. They were there to hunt according to the treaty with the king of Lycania. They would help them with taking care of the night creatures, and in return, the king will have to allow them to hunt some werewolves once every six months.

Of course, the king wasn't foolish enough to let the vampires hunt freely in his domain. Thus he imposed a restriction stating that the Vampires will be able to hunt only in groups of two, and they will only kill the werewolves who would be prowling about in the dead of the night.

On top of that, they will have to stick to a certain province or city for a certain hunt. Since these rules almost made it impossible for the Vampires to hunt, the king was 'kind' enough to impose another rule. If the vampires were not able to find any prey, the kingdom of Lycania would give them half a dozen humans as compensation.

Werewolves had a lot of humans in possession, thus they could afford to lose a few of them. After all, they could always force those pests to mate again and again and produce more offspring.

This time it was the turn of the people of Maddencreek. That was the reason why none of them was outside. Because they already knew about the hunt. However, the Mistress had not bothered enough to tell Ashton the same, as in her eyes, Ashton never left his room in the first place.

But now he was outside. Running from the Vampires as they shot arrow after arrows at him.

"Just me and my rotten luck!" Ashton cursed under his breath, "I wanted to be the one to hunt someone, not to be hunted down." For additional speed, Ashton had transformed his foot to resemble those of werewolves as well. But that was the extent of his transformation skill. He hadn't mastered the skill completely, it wasn't because that he didn't want to, but due to his inability to do so. He might have had the genes needed to transform into a werewolf, but it requires time and practice to do it correctly. One little mess up could lead to his insides turning into mashed potatoes. That was the reason why the Mistress had been teaching him to slowly transform one part of his body into that of the werewolves. "You sure can run fast... but can you dodge this?" The female vampire shot an arrow at him once again, but thanks to his perception skill, he managed to dodge the arrow once again. His blessing finally helped him a bit by deciding to give him some crucial information. Type: Bloodsucker Species: Vampire

Status: Wild Mercenaries
Class: Hunter
Age: 60
Gender: Female
Grade: E-tier
Affiliation: Vampires (Good relationship), Werewolves (Familiar)
Level: 10
Stats:
HP: 2300/2300
Damage: 45

Armour: 55
Stealth: 39
Stamina: 55
Agility: 15
Intelligence: 29
Nature:
Warmonger: Damage dealt using weapons increases by 5% after every successful hit.
Abilities/skills/spells:
Flight
Blood feast

Perception (Mid-tier)
Summon: Underling
Preying hour
Remark:
The most common forms of vampires in the world. These are not full-fledged vampires but underestimating them because of that reason has led to the demise of a lot of unfortunate souls. They are often referred to as 'Grunts' amongst the vampire ranks.
These creatures often travel in groups of two, either with their siblings, their mate or in some cases both. Talk about weird. Vampires are highly secretive, which leads to them often mating within their own families to keep their 'blood' pure.
As for its weakness, using light-based spells or enchanted gear are the quickest way to take them down. If you don't possess either of those, then you are most likely fcked. Even werewolf claws aren't much effective against them.
However, it doesn't mean they are invincible. Vampires can hurt and even kill others of their kind no matter how hard their skin is. Only a vampire can defeat other vampires if they don't possess mana or enchanted gears.