WOUNDWORT

“General Woundwort”

“Sire”



“Come back! Come back, you fools! Come back! Come back and fight! Dogs aren't dangerous!"

KEY NOTE: *This is based on the novel's iteration of Woundwort solely, feats from the movie/tv series or miniseries are not included here.*

Lore: Woundwort is the overarching villain of the novel "Watership Down", he's the Chief Rabbit of the warren Efrafa. When he was younger, his father was shot and killed by a human whilst attempting to steal from his garden, the cottager after this dug out Woundwort's mother and the rest of the litter, shooting her (she survived initially, only to be slaughtered by a weasel later). Woundwort was rescued by a professor who owned a cat that would torment Woundwort during his time there, after he was fully grown, Woundwort maimed the cat and fled the home, taking over a warren by killing his rival and the Chief Rabbit there.

Under his rule, Woundwort expanded out, conquering several other warrens, personally killing the leaders. He would create "Efrafa" to house all the inhabitants of his conquered warrens, and soon enough due to the immense size of his warren, he transformed it into a far more militaristic, hidden warren to protect its existence. It should be noted that thanks to

Woundwort's tactics, the warren remained safe from humans and predators, without succumbing to any diseases as well.

[Resource management, leadership, influence, social integration, influence building, cunning, anticipation, trap evasion, probabilistic reasoning, social intelligence]

Watership Down:

Woundwort habours a grudge against Bigwig who infiltrated Efrafa in an attempt to liberate does (and Blackavar) for his new warren. Following Bigwig's escape, Woundwort leads his Owsla (essentially his highest ranking army/council) to destroy Bigwig and his warren, driving off a pair of stoat that attack them along the way.

Upon arriving, he orders an all out attack on the warren (after they refuse to completely surrender) he fights Bigwig (who surprise attacks him) and nearly kills the rabbit before backing down due to exhaustion. Woundwort abandons the fight after hearing a load of commotion and returns to the surface to see his Owsla fleeing in the sight of a dog. Woundwort stands his ground and orders them to return and fight with him, he fights the dog on his own and his fate is left ambiguous.

Alright, not a whole lot to go off of, right? Well, sort of. But, I'm going to make cases for all the categories he has feats in so bear with me.

General Woundwort's strongest categories:
Key: FSIQ, FSEQ, FSSQ, FSAQ, RSG/THK, Manip/Decep, Strat/Planning, Misc.
1- Composure/Determination (Woundwort displays great focus in the face of danger, literally standing his ground against all sorts of usual predators and pushing through to get towards his goal - such as the stoats his fights off, cat he maimed, and of course, the great dog he attacks)
2- Perseverance (Woundwort is incredibly persistent and shown to be thorough in his actions, fully focusing on a task when he sets upon it - for example, protecting Efrafa from outsiders, or hunting down Bigwig for revenge)
3- Experience/Methods (well first off, Woundwort is an experienced and old rabbit, secondly during his reign of Efrafa he successfully deploys methods to ensure the safety of the warren from predators and disease)
4- Threats/Fear inducement/Aura (shown frequently to impose fear into people in his warren, shown to punish and use people

who attempt to escape as example to strike fear into others - such as Blackavar)
5- Leadership/Social Engineering (fully took over a huge warren, becoming the Chief rabbit. Furthermore, Woundwort had controlled and built the entire foundations of the warren, ensuring it would work the way he intended for time to come - the marks for example to ensure rabbits were kept under watch, the refusal to allow outsiders into the warren)
6- Anticipation/Trap Evasion (firstly, rabbits in Watership Down as a whole are shown to either have to be skilled in trap evasion or they'll wind up dead, Woundwort's methods in place to avoid humans/predators/diseases clearly display anticipation and trap evasion)
7- Strategy/Planning as wholes (Woundwort is a great commander, he uses many strategies to ensure the best for his warren, i.e the Owslafa patrols, the hidden nature of the warren, his strategies to avoid the collapse of the warren due to disease or overcrowding)
8- FSIQ (I'm not going to fully go into his FSIQ due to there not being all that much to say, but he's shown to be skilled enough and quite intelligent being skilled with his tactics and problem solving skills)
9- Adaptability (shown to be skilled enough to change plans and adapt to the ever changing situations around him - such as, immediately being prepared to fight Bigwig when he surprise

attacks him, immediately being prepared to fight the dog that is let loose on, being prepared to hunt Bigwig following his betrayal)

10- Creativity (Purely because his warren is the first in the novel to have a "Owslafa" which is a special patrol group made to ensure the warren is safe)

11- Logical/Social/Mass/Direct Manipulation (has an iron grip on his warren, uses threats of the outside to control them, uses the Owslafa to control the masses through fear)

"You dirty little beast"

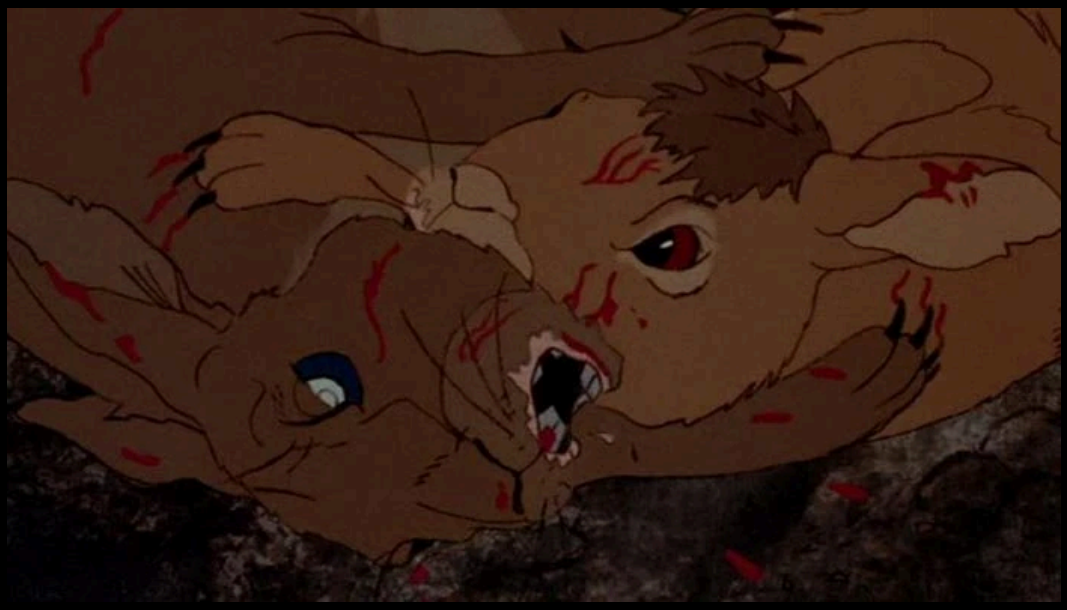


“Terms?... Very well. These are my terms. Hand over all the deserters immediately.”

“I'll tear out every throat in the place!”



“And I told you I would kill you myself! There's no white bird here, Bigwig!”



Made by TheNoo (u/Due_Ad8334)
Credits to the Watership Down wiki for help revising his accomplishments and feats.

Shock! This isn't an Ace Attorney doc??? Yup, I wanted to give props to another one of my all time favourite book villains. Woundwort has stuck with me for years since I read the book and he's a great character, incredibly interesting and a lot to talk about once you look into his character past the initial surface of him being a tyrant.