

WENDIGO



A WENDIGO is a transformed remnant of a civilized humanoid who resorted to cannibalism and was henceforth cursed for the transgression. A greatly feared monster of temperate and subarctic forests, a wendigo has an insatiable appetite for the species they once were. Though their forms can vary they can stand as tall as 16 feet, have disproportionately long arms and grotesquely long claws. Typically they possess elaphine heads sprouting large stag horns. Their patch-work fur is matted and stretched tautly over their skeletal frame.

Wendigos are sometimes mistaken for undead due to their appearance which includes visibly missing flesh and exposed bone. However such features are a product of their abdominal form and occasional acts of self-cannibalism.

A wendigo is more likely to be encountered in the heart of winter or during famines.

Wendigo Level 10 Solo Lurker

Large aberrant humanoid

XP 325

Initiative +13 Senses Perception +15; dark vision

HP 400; Bloodied 200

AC 26; Fortitude 30, Reflex 25, Will 25

Speed 7

TRAITS

Resist 10 cold damage

STANDARD ACTIONS

① Claw (standard; at-will)

Melee 2 attacks (same target)

+15 vs. AC; 3d6+4 damage.

① Hungry Bite (standard; at-will)

Target is bitten, flesh is consumed

+12 vs. AC; 2d8+4 damage; gain 12 HP; target is -1 to hit and -1 to all defenses for remainder of the encounter; target takes -5 HP per turn bleeding damage (save ends)

← Fearful Howl (standard; at-will)

Close burst 10; +15 vs Will or target falls prone and is immobilized. Effects end after 1 turn.

← Frost breath (standard; recharge ④) + Frost

Close blast 4; +12 vs Reflex; 2d8+6 damage and target is slowed (save ends); miss is half-damage.

↗ Wendigo Psychosis (standard; recharge ④)

Range 3, +10 vs Will; 10 damage; target is possessed with wendigo spirits which take effect after the encounter. The target must cannibalize once in each 24 hour period or suffer the following effects: (i) lose half number of daily health surges; (ii) HP maximum is reduced by 10; (iii) Endurance checks are -7. However, if the victim does cannibalize the negative effects of wendigo psychosis end immediately and he or she gains the following effects: (i) HP maximum increased by 10; (ii) immediately heal 10 HP; and (iii) gain cold resistance 10. Positive effects last for 24 hours and then the victim must cannibalize again or face the penalties. Cannibalism here is defined as eating the flesh of one's own kind (e.g., an elf must eat an elf) in a portion large enough that the victim could not survive or would be gravely crippled. Wendigo psychosis can be healed by rituals or spells that cure diseases, curses, or possessions.

MOVE ACTIONS

Teleport 5 (move; recharge ④)

Alignment Chaotic Evil Languages The languages prior to transformation

Skills

Str 22 (+11)

Dex 19 (+9)

Wis 11 (+5)

Con 24 (+12)

Int 11 (+5)

Cha 10 (+4)