

Tome of Lycanthropy: Wendigo

This is Supplemental Material

Wendigo

Wendigos are creatures of cruelty, madness, hunger, and cannibalism. The wendigo's origins are a mystery. Some claim that they are the offspring of a beast and a lycanthrope, curse not only with lycanthropy but an insatiable appetite for flesh. Others believe that the first wendigo was once a cannibalistic barbarian that was cursed by the tribe's shaman, and yet others say that a god of the hunt or lycanthropy created them. Regardless of what the wendigo's origin is they are found in forests, mountains, and tundra regions where they prey on humanoids. Wendigos stalk their prey, playing with their minds, and devouring them after madness has taken their minds.

A wendigo's true form is a large creature with long limbs, claws, some hair fur, but almost all have a skeletal canine head and long elk horns. It can also take a humanoid and a direwolf form. When threatened or in combat the wendigo is a savage merciless beast that devours its opponent.

Wendigo Curse

Those bitten by a wendigo and not devoured by the beast have a high chance to be cursed and become a wendigo themselves. Those cursed by a wendigo will have insatiable hunger for a few days until the curse has spread through their body, they are driven mad by a ravenous hunger and finally devour the flesh creatures from its own race. Once that flesh has been consumed the transformation into a wendigo is complete.

A creature that fails its saving throw of a wendigo's bite they gain in long term madness for 3 days and a new flaw "The flesh of other intelligent creatures is delicious!". If the madness isn't cured by a Greater Restoration spell or similar magic within those three days or before the cursed creature feasts on flesh from its own kin, the only way to cure this lycanthropy becomes a Wish spell.

Player characters that are cursed and become wendigos become fully under the control of the DM until they are cured with a Wish spell.

Wendigo

Large monstrosity (Shapechanger), Chaotic Evil

Armor Class 16 in direwolf and wendigo form, 13 in humanoid form (natural armor)

Hit Points 166 (18d8 + 85)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	8(-1)

Skills Athletics +9, Perception +5, Stealth +5

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

Condition Immunities paralyzed, stunned

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 11 (7,200 XP)

Ambusher. The wendigo has advantage on attack rolls against any creature it has surprised.

Fear of Fire. If the wendigo takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Senses. The wendigo has advantage on Wisdom (Perception) checks that rely on smell and hearing.

Natural Stalker. The wendigo can attempt to hide even when it is lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Mimicry. The wendigo can mimic any sounds it has heard, including voices. A creature that hears that sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Regeneration. The wendigo regains 20 hit points at the start of its turn if it has at least 1 hit point. If the wendigo takes fire damage, this trait doesn't function at the start of the wendigo's next turn.

Shapechanger. The wendigo can use its action to polymorph into a humanoid, or into a direwolf, or back into its true form, which is its large wendigo form. Its statistics, other than its AC, are the same in each form, any equipment it is wearing or carrying isn't transformed. It reverts to its true form if its dies.

Actions

Multiattack (Humanoid Only). The wendigo makes two attacks its pike.

Multiattack (Wendigo Form Only). The wendigo makes three attacks: two with its claws, and one with its bite.

Bite (Direwolf or Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., Hit: (2d8 + 5) Piercing damage. If the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or be cursed with wendigo lycanthropy.

Claw (Wendigo Form Only). Melee Weapon Attack: +9 to hit, reach 10 ft., Hit: (2d6 + 5) slashing damage plus 1d6 cold damage.

Pike (Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 10 ft., Hit: (1d10 + 5) piercing damage.

Howl of Starvation (Direwolf or Wendigo Form Only, Recharge 5-6). Each creature of the wendigo's choice within 60 feet that can hear it must make a DC 17 Constitution or be stunned by crippling hunger for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the creature is immune to the wendigo's Howl of Starvation for the next 1 hour.