

NAME	Wendigore	RACE	Abomination	SIZE	1	HEIGHT	7'0"	WEIGHT	250lbs	HL	5	EL	0
------	-----------	------	-------------	------	---	--------	------	--------	--------	----	---	----	---

CON	<u>12</u>	AGI	<u>8</u>	INT	<u>4</u>	STR	<u>10</u>	WILL	<u>6</u>	CHA	<u>2</u>
Hit Points	<u>180</u> / <u>180</u>	Initiative	<u>16</u>	C. Mastery	<u>8</u>	Armor	<u>0</u>	SP Armor	<u>0</u>	Song Effect	<u>4</u>
Vitality	<u>360</u> / <u>360</u>	Speed	<u>16</u>	H. Mastery	<u>8</u>	MAD	<u>20</u>	M. Mastery	<u>12</u>	M. Speed	<u>4</u>
		RAD	<u>16</u>	SP Mastery	<u>8</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: **Claw, Bite**Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 45 Crit DMG: 65 | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ATTACK # 2

Description: Bone Spear

Type: N. Ranged Weapon Range: 8 Accuracy: 4/5/6DMG: 41 Crit DMG: 57 | SP-DMG: Crit SP-DMG:

Other: _____

ABILITIES

Name: Paralyzing Glare	Description: Target creature within 10 spaces tests WILL 12	DPD: Slow & Stun
-------------------------------	--	-------------------------

Name: Unholy Breath	Description: Target creature within 5 spaces tests CON 13	DPD: 5 SP-DMG & 3 Almighty DMG
----------------------------	--	---

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Stun

Vulnerabilities: Almighty Damage

Traits: Destroy Summon, Poise, True Focus, True Sight, Unholy Power

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

Bone Charm

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

In Estaria, the process of becoming a Wendigo involves cannibalism and druidic occultism. Once a person has become satiated with the flesh of their fellow kin, they may undergo a dark ritual that transforms them into a Wendigo (*druidic cultists are also known for forcing innocents into this ritual.*) Those that are especially versed in the unholy arts have a chance to ascend past a normal Wendigo, and evolve into the especially heinous Wendigore.

Wendigores are fond of woodland areas that are prone to gore, death, and decay. Their desired diet consists of eating normal humanoids, but they aren't above eating plants and animals. Wendigores have an unnatural desire to rip and tear, whether their prey is dead or alive. They're also known to make totems and horrific designs out of corpses and plants, often using webs of stringy flesh and foliage to mark off their territory. While destructive in nature, they're also fiercely territorial of their ritual grounds, and excel at hunting down intruders.

Wendigores are monstrous humanoids with immense speed, strength, and durability. Due to their supernatural, unholy guidance and their affinity for both lightning and darkness, these creatures are immune to both Blind and Stun.

APPEARANCE

Wendigores look like tall, elongated humanoids with either goat-like or deer-like heads; both which would possess wild, demonic looking horns. Some of these heads may be fleshed out animal heads, while others might be just skulls. Wendigores wear almost no clothes or armor, but their monstrous bodies are made out of layers of bone, bark, and blood; which offers them significant sustainability. These fleshy monsters stand tall yet slouched, often dripping blood on those below them. They are capable of mimicking any sound, and often do so for trickery.

As for weapons, Wendigores use their teeth or abnormally long arms to claw at their foes. Their ranged weapon would be javelins made out of bone. Their eyes glow with purple lightning when they use their Paralyzing Glare, and their Unholy Breath ability is a blast of gray or purple miasma.

COMBAT BEHAVIOR

Wendigores are fighters that prefer to move towards their targets and use melee attacks. They like to split up and chase down their own individual prey. These creatures are known for ambushing and overkilling their targets (*after defeating a Hero, they are likely to keep ripping and tearing that defeated Hero apart.*)

Because they have True Sight, Stealth Heroes won't be able to hide from them. Since they have True Focus, Taunt/Repel cannot be used to pull them off their targets. Poise keeps their attacks from being interrupted, and their Destroy Summon trait allows them to use unholy magic to sever the ties a Hero may have with one of their minions (pg. 20, GM Book.)