Weekly Wonders





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Introduction

The eldritch, the strange, and the weird are often relegated to the domains of villains and NPCs in fantasy, with the good guys being the ones who stand in the way of the dark things that remain just beyond our perception, which we can never truly understand. But sometimes, it can be fun to take on the mantle of the otherworldly, and to embrace the alien terrors of the cosmos. Each installment of *Weekly Wonders: Eldritch Archetypes* contains five archetypes for eldritch characters those that are weird, alien, and otherworldly, who don't fit in with normal society—as well as a cleric domain devoted to a specific mythos entity or race.

This installment focuses on an eldritch being known as the Father of Wendigos, a primal creature of the frozen north that is said to be the progenitor of the terrible creatures known as wendigos, primordial spirits of fear, cold, and endless, insatiable hunger. Inspired by the mythos entity Ithaqua, from August Derleth's short story of the same name, which itself was based on Algernon Blackwood's *The Wendigo*, this being is a terrible, maddening entity from the fringes of human civilization. Whether they reference the Father of Wendigos directly or not, each archetype in this book draws on themes of frigid arctic winds, and an unyielding hunger for human flesh.

New Archetypes

The following archetypes are presented in alphabetical order based on the class that they modify.

Windwalker Bloodline (Bloodrager)

The blood of the wendigo runs in your veins, a frigid taint that deadens your heart towards others, and leaves you with a profound feeling of emptiness. The north wind whispers its secrets to you each time it blows past, urging you to kill and consume.

Bonus Feats: Diehard, Dodge, Endurance, Fleet, Intimidating Prowess, Mobility, Spring Attack.

Bonus Spells: *chill touch* (7th), *gust of wind* (10th), *sleet storm* (13th), *hunger for flesh*^{HA} (16th).

Bloodline Powers: You are consumed with an indescribable hunger for the flesh of intelligent creatures, and the winter winds themselves are your ally, bearing you aloft.

Hungry Blade (Su): Beginning at 1st level, you can channel your never-ending hunger into your weapon, allowing it to consume a part of your essence in order to better bite into your foes. As a swift action, while in a bloodrage, you can cause your weapon to gain the vicious magic weapon special ability. Another swift action ends the effect, and it ends automatically if you end your bloodrage. If the weapon already has the *vicious* magic weapon special ability, the effects stack. You can use this ability for a total number of rounds per day equal to 3 + your bloodrager level.

Consumptive Rage (Ex): At 4th level, you gain the ability to draw power from your dead foes by consuming their flesh. By spending 10 minutes consuming raw flesh from the corpse of a creature with an Intelligence score of 3 or higher, you regain the use of a number of rounds of bloodrage equal to the creature's Hit Dice. You cannot regain more rounds of bloodrage per day in this fashion than your bloodrager level.

Swift Steps (Su): By 8th level, as long as you are bloodraging, your feet carry you with supernatural speed, as though you were pushed forward by a raging gale. You gain the Run feat as a bonus feat, and your base movement speed increases by 10 feet. Unlike the fast movement gained by all bloodragers, this increase to your movement speed applies regardless of what kind of armor you wear. At 16th level, your base movement speed increases by an additional 10 feet.

Waste Walker (Su): At 12th level, your windwalker heritage allows you to ignore many of the perils of the frozen wastes. You gain resist cold 5, which increases to resist cold 10 while bloodraging. Additionally, you do not become fatigued when you have suffered nonlethal damage due to a lack of food or water. Instead, as long as you have any nonlethal damage due to a lack of food or water, you gain a +2 circumstance bonus on attack rolls, damage rolls, and initiative checks.

Endless Hunger (Su): By 16th level, your hunger for flesh knows no bounds. Whenever you eat raw flesh from an intelligent creature (one with an Intelligence score of 3 or higher), you may choose whether or not to have that count as eating for the purposes of the effects of starvation (allowing you to eat such flesh without ending your starvation, if desired). Additionally, you can consume the raw hearts of intelligent creatures in order to gain a portion of their power. Doing so takes 10 minutes, and grants you a single cannibal point. You can expend 1 cannibal point as part of an attack roll, ability check, saving throw, or skill check in order to gain a +2 bonus on the roll. You can have a total number of cannibal points at any given time up to an amount equal to your Constitution modifier.

Wind Walker (Sp): At 20th level, you are borne aloft by the arctic winds, and are constantly affected as though by the spell wind walk. Additionally, you gain immunity to cold. Both of these effects apply regardless of whether you are bloodraging or not.

Order of the Wendigo (Cavalier)

Cavaliers who join the order of the wendigo dedicate themselves first and foremost to increasing their own personal strength and power. They believe that it is the right of the strong to rule, and the place of the weak to serve—or even be consumed by—their betters.

Edicts: The cavalier must give no aid to those who are not able to earn it. He must not coddle the weak, nor give them any succor, and he must show no mercy for incompetence or failure. He must not stand in the way of those who use their might to claim what they desire, unless he desires the same thing for himself, and is attempting to claim it.

Challenge: An order of the wendigo cavalier gains a +2 bonus on Intimidate checks made against the target of his challenge. At 5th level, and every 5 levels thereafter, this bonus increases by an additional +2. Additionally, whenever the order of the wendigo cavalier confirms a critical hit against the target of his challenge, he gains a number of temporary hit points equal to his cavalier level.

Class Skills: An order of the wendigo cavalier adds Perception and Survival to his list of class skills. Whenever the cavalier uses Perception or Survival to find or follow tracks, he gains a competence bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of the wendigo cavalier receives the following abilities as he increases in level, and deepens his pact with the father of wendigos.

Walker of the Wastes (Su): At 2nd level, an order of the wendigo cavalier gains the benefits of *endure elements* at all times, but only to resist the effects of cold environments. At 10th level, he gains resist cold 5, and at 18th level he gains resist cold 10. Additionally, he does not become fatigued when he has suffered nonlethal damage due to a lack of food or water. Instead, as long as he has any nonlethal damage due to a lack of food or water, he gains a +2 circumstance bonus on attack rolls, damage rolls, and initiative checks. If the nonlethal damage he is currently suffering from as a result of a lack of food or water is greater than 1/2 his maximum hit points, this bonus increases to +4.

Rime Weapon (Su): At 8th level, an order of the wendigo cavalier can cause any weapon he wields to become coated in a thin layer of supernatural frost. As a swift action, he can grant any melee weapon he is holding the *frost* weapon special ability. If the weapon already has the *frost* weapon special ability, the effects stack. This effect ends immediately if the weapon leaves his possession for any reason, or if he chooses to end the effect as a free action. The order of the wendigo cavalier can use this ability for a total number of minutes per day equal to 1/2 his cavalier level. These minutes need not be spent consecutively, but must be spent in 1-minute increments.

Boreal Steed (Su): At 15th level, an order of the wendigo cavalier's mount becomes infused with the essence of the father of wendigos. It gains the cold subtype, and

is constantly affected as though by the spell *air walk*. Additionally, it can cast *wind walk* as a spell-like ability three times per day, affecting both itself and its rider.

Wendigo Kin (Druid)

Many druids struggle with balancing their human need for society against their fundamental connection to nature. In few druids is this struggle more profound than the wendigo kin, druids who have been touched by the wendigo, dark fey who embody a never-ending hunger for sentient flesh. Wendigo kin consume the bodies of their foes to gain their strength, and many enjoy swallowing their victims whole and still quite alive—while transformed into large animals.

Cannibal (Su): Once per day, a wendigo kin can perform a special 15-minute ritual during which she consumes at least 10 pounds of flesh from the corpse of a humanoid creature. If she does, she immediately gains a single spell slot for each spell level she can cast, and can immediately prepare spells in those spell slots. Additionally, she gains a +2 bonus to her Strength and Constitution scores until the next time she rests and regains her spells. Because the ritual mystically draws strength from the corpse, no single corpse can be used for this ritual more than once.

At 8th level, the bonuses to her Strength and Constitution scores increase to +4, and at 14th level, they increase to +6.

This ability replaces the nature bond class feature.

Scent (Ex): A wendigo kin gains the scent universal monster ability at 1st level, but she can only use this ability to detect humanoid creatures.

This ability replaces the nature sense class feature.

Man-Eater (Ex): A wendigo kin is surrounded by an intangible but palpable energy that makes her unsettling to other humanoids, although they cannot place exactly why. She gains a bonus equal to 1/2 her druid level on Intimidate checks made against humanoid creatures.

This ability replaces the wild empathy class feature.

Arctic Step (Ex): Starting at 2nd level, a wendigo kin can move through any sort of ice or snow at her normal speed and without taking damage or suffering any other impairment. Ice or snow that has been magically manipulated to impede motion, however, still affects her.

This ability replaces the woodland stride class feature.

Cold Resistance (Ex): At 4th level, a wendigo kin gains resist cold 5. At 14th level, this resistance increases to 10.

This ability replaces the resist nature's lure class feature.

Wild Shape (Su): At 6th level, when a wendigo kin gains the ability to transform into an elemental, she is limited to transforming into air or ice elementals. She does not gain the ability to transform into plants.

This ability modifies the wild shape class feature.

Cloak of Winds (Su): At 8th level, a wendigo kin is constantly protected by frigid gales that deflect incoming projectiles. All ranged attacks made against the wendigo kin suffer a -2 penalty. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects aren't subject to this protection.

Swallow Whole (Ex): Beginning at 9th level, whenever a wendigo kin uses her wild shape ability to transform into an animal of Large or larger size, she gains the swallow whole universal monster ability. If the animal she transforms into has a bite attack, she also gains the grab special ability for that bite attack. Otherwise, whenever she begins her turn with an opponent pinned, she can attempt a new combat maneuver check, and, if she succeeds, she swallows the pinned creature. As normal for swallow whole, only creatures one or more size categories smaller than the wendigo kin can be swallowed whole in this way.

The armor class of the interior of the wendigo kin is equal to 10 + 1/2 her natural armor bonus or 1/4 her druid level, whichever is higher, but in either case, there are no modifiers for size or Dexterity. The amount of damage that must be done to the wendigo kin's interior in order to escape is equal to 1/10 her maximum hit points. A swallowed creature suffers an amount of damage each round equal to 148 per two druid levels the wendigo kin possesses, half of which is acid damage, and the other half of which is bludgeoning damage.

As long as the wendigo kin has a living creature swallowed in this fashion, she gains fast healing equal to 1/2 her druid level, and a +2 bonus on attack and damage rolls. Even if the wendigo kin returns to her normal form, the swallowed creature remains trapped inside her, although if the creature is no longer at least one size category smaller than the wendigo kin, she becomes exhausted for as long as the creature remains alive and inside her, and is fatigued even after it dies or escapes.

This ability replaces the venom immunity class feature.

Steal Identities (Sp): Beginning at 13th level, a wendigo kin can take on the forms of humanoids she has consumed. She can cast *alter self* at will, but each time she does so, she must take on the appearance of a humanoid creature she has consumed (whether through her cannibal class feature, her swallow whole class feature, or some other means). This is an exception to the rule that polymorph spells cannot generally be used to transform into specific individuals.

This ability replaces the a thousand faces class feature.

Endless Hunger (Su): At 15th level, a wendigo kin is always consumed by hunger, but while that hunger drives her, it does not threaten her well-being. The wendigo kin no longer needs to eat, sleep, or even breathe.

This ability replaces the timeless body class feature.

Arctic Channeler (Kineticist)

Harnessing the boreal power of the frozen north, arctic channelers tap into a primal force of winter's fury. After a time, the north winds begin to whisper to them each time they use their powers, beckoning them to consume the flesh of their friends and allies in order to increase their power.

Arctic Channeler: At 1st level, when choosing a primary element on which to focus, the arctic channeler must choose either air or water. At 7th level, when she gains the expanded element class feature, she must again choose either air or water. At 15th level, the arctic channeler is free to choose whichever element she likes for her expanded element class feature.

This ability modifies the elemental focus and expanded element class features.

Utility Talents: The following utility talents are available to arctic channelers, in addition to those available to all kineticists. The normal rules for selecting a utility talent still apply.

HOWL

Element air; **Type** utility (Su); **Level** 3; **Burn** o You can unleash a fearsome howl, amplified by arctic winds. Make a single Intimidate check to demoralize a foe, adding your Constitution bonus as a circumstance bonus on the roll, and apply the result to each opponent within 30 feet that can hear you.

SLICK ICE

Element water; **Type** utility (Su); **Level** 3; **Burn** o You create a sheet of slippery ice in a 30-foot-radius area centered on your current location. The ice counts as difficult terrain, and any creature attempting to move at more than 1/4 its speed must succeed on a DC 15 Acrobatics check or fall prone at the start of its movement. Creatures that succeed at this check by 5 or more can move at their full speed, and creatures that succeed at this check by 10 or more have their movement speed increased by 10 feet, as they glide effortlessly across the ice. You gain a +10 bonus on Acrobatics checks made to move across your own slick ice. The ice lasts for 2d6 rounds in most locations, although extreme heat or cold may cause it to last for more or less time, at the GM's discretion.

SNOW FLURRY

Element water; **Type** utility (Su); **Level** 1: **Burn** o You create a burst of snow that fills a 20-foot-radius spread centered on your location. This functions as *obscuring mist*, except it lasts for 1d4 rounds. In particularly cold environments, multiple uses of this ability may cause snow to pile on the ground in the area, with the normal effects for snow or heavy snow, at the GM's discretion.

WIND WALK

Element air; **Type** utility (Sp); **Level** 6; **Burn** o You transform into the very wind itself, as though with the spell *wind walk*, except that the effect lasts for only a single round, and affects only you. By accepting 1 point of burn, you can instead have the effect last for 1 hour per level (or until dismissed), and affect you and up to one touched creature per two kineticist levels you possess.



Consume Vital Essence (Su): At 6th level, an arctic channeler learns an ancient and forbidden secret, allowing her to restore her body's elemental energy by consuming the flesh of humanoid creatures. By performing a 15-minute ritual and consuming 10 pounds of flesh from the corpse of a humanoid creature, the arctic channeler can reduce her current burn by 1. At 6th level, the arctic channeler can use this ability once per day. At 11th level, and again at 16th level, she can use the ability one additional time per day.

This ability replaces the internal buffer class feature.

Arctic Master (Su): At 19th level, an arctic channeler is so adept at channeling the power of the frozen north winds that she can do so almost effortlessly. She can use any air or water utility talents as a move action, rather than a standard action.

This ability replaces the metakinetic master class feature.

Body of the Wendigo (Su): At 20th level, an arctic channeler becomes immune to cold and fear and gains DR 10/cold iron and magic.

This ability replaces the omnikinesis class feature.

Caller of the North Wind (Skald)

While many skalds come from areas in the frozen north, a select few draw their power directly from the primal forces that inhabit that place, infusing their songs with a hint of the madness of the wendigo, and drawing on their dark, cannibalistic powers.

Endurance: At 1st level, a caller of the north wind gains Endurance as a bonus feat.

This ability replaces the scribe scroll class feature.

Raging Song: A caller of the north wind gains the following raging songs.

Symphony of the North Wind (Su): At 6th level, a caller of the north wind can conjure an arctic gale, which emanates outwards from him, causing the temperature to drop by 20 degrees Fahrenheit in a 20-foot-radius area centered on him, which moves with him. In addition to potentially affecting any ongoing effects of extreme temperatures, this also grants each creature in the area resist fire 5 against all sources of fire damage other than ambient temperature. These effects last for as long as the caller of the north wind continues his performance, plus 1 additional round thereafter. *Elegy of the Wind Walker (Sp):* At 14th level, a caller of the north wind can play a haunting melody that allows him to transform himself and any number of allies within 30 feet into a frigid wind. This functions as the spell *wind walk*, except that the caller of the north wind can continue his performance while transformed, even if that would normally be physically impossible, and the effect lasts only as long as the caller of the north wind continues his performance, plus 1 additional round thereafter.

This ability replaces the song of the fallen class feature.

Consume Skill (Su): Beginning at 2nd level, a caller of the north wind can consume the flesh of intelligent creatures (those with an Intelligence score of 3 or higher) in order to gain some of their knowledge and abilities. The caller of the north wind can perform a special ritual which takes 10 minutes and requires consuming portions of a dead creature. By doing so, he may choose any two skills that the consumed creature had ranks in, and he gains a bonus equal to 1/3 his class level (rounded down, minimum 1) on skill checks made for those skills. Alternatively, he can choose a single skill that the consumed creature had ranks in, and he gains a bonus to that skill equal to his skald level, but this bonus plus the number of ranks that the caller of the north wind has in the chosen skill combined cannot exceed the caller of the north wind's skald level. Either way, the bonus lasts for 24 hours, or until the next time the caller of the north wind performs the ritual, whichever comes first. The caller of the north wind can perform this ritual up to three times per day. Because the ritual requires consuming specific parts of the corpse, no corpse can be used more than once in this way.

This ability replaces the versatile performance class feature.

Walker of the Wastes (Su): At 2nd level, a caller of the north wind gains the benefits of *endure elements* at all times, but only to resist the effects of cold environments. Additionally, he does not become fatigued when he has suffered nonlethal damage due to a lack of food or water. Instead, as long as he has any nonlethal damage due to a lack of food or water, he treats the caster level of all spells that he casts as though it were 2 higher than it actually is. If the nonlethal damage he is currently suffering from as a result of a lack of food or water is greater than 1/2 his maximum hit points, the saving throw DCs of spells that he casts increases by +1, as well. Finally, whenever the caller of the north wind consumes raw flesh from an intelligent creature (one with an Intelligence score of 3 or higher), he may choose whether or not to count that as eating for the purposes of the effects of starvation.

This ability replaces the well-versed class feature.

Arcane Cannibal (Su): Beginning at 5th level, whenever a caller of the north wind uses his consume skill class feature, if the creature whose flesh is consumed was able to cast spells or use spell-like abilities, he may choose a number of spells that that creature could cast equal to his Charisma modifier. He adds the chosen spells to his list of spells known, and can cast them as though they appeared on the skald list at the same spell level that the creature was able to cast them. He must still expend spell slots in order to cast these spells, as

normal. Spells added to his spell list in this way last for 24 hours or until the next time he uses his consume skill class feature.

This ability replaces the spell kenning class feature.

New Cleric Domain

The following domain is available to any character that chooses to devote herself to the enigmatic deity known as the father of wendigos. Such characters can choose air, evil, travel, or weather as their other domain. The favored weapon of the father of wendigos is the handaxe.

Father of Wendigos

Most who turn to the worship of the father of wendigos do so out of a strange mix of desperation and self-loathing. Driven close to madness by circumstances that leave them isolated and alone in a bleak, icy wasteland, they are plagued by whispers that come on the wind, telling them to kill and eat other sentient creatures, often starting with their loved ones. For those that give in to the pressure and the seductive whispers of the wind, there can be no turning back, and they devote themselves to the father of wendigos sooner or later, as they come to terms with the fact that no others will accept them now.

Granted Powers: You can command the winds, allowing you to walk upon air as though it were solid, and you are filled with the icy, empty hunger of the wendigo, gaining power from your need for sustenance.

Hunger for Frost (Su): Your body hungers for arctic chill. You suffer all cold damage as nonlethal damage. Additionally, if the amount of nonlethal damage you have is greater than 1/4 your maximum hit points, you gain a +1 bonus on attack and damage rolls. If the amount of nonlethal damage you have is greater than 1/2 your maximum hit points, this bonus increases to +2, and if the amount of nonlethal damage you have is greater than 3/4 your maximum hit points, it increases to +3.

Wind Walker (Sp): Beginning at 8th level, you are able to walk on air, born aloft by the north wind, which serves you at your deity's command. This functions as the spell *air walk*. You can use this ability for a total number of minutes per day equal to your Wisdom modifier. These minutes need not be spent consecutively, but must be spent in 1-minute increments.

Domain Spells: 1st—frostbite^{UM}, 2nd—feast of ashes^{APG}, 3rd—sleet storm, 4th—hunger for flesh^{HA}, 5th—fickle winds^{UM}, 6th—wind walk, 7th—mass hunger for flesh^{HA}, 8th—whirlwind, 9th—polar midnight^{UM}.

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Archetypes of Wintry Madness

The eldritch, the strange, and the weird are often relegated to the domains of villains and NDCs in fantasy, with the good guys being the ones who stand in the way of the dark things that remain just beyond our perception, which we can never truly understand. But sometimes, it can be fun to take on the mantle of the otherworldly, and to embrace the alien terrors of the cosmos. Cach installment of Weekly Wonders: Eldritch Archetypes contains five archetypes for eldritch characters=those that are weird, alien, and otherworldly, who don't fit in with normal society=as well as a cleric domain devoted to a specific mythos entity or race.

For this book, we focus on the Wind Walker, a primal deity of cold, whose voice whispers on the northern winds, driving men to madness, and to consume the flesh of their fellows. Inspired by the legends of the wendigo, the Wind Walker is an unnatural force of corruption, an endlessly-hungering deity of frost and madness. The archetypes in this book build on these themes of hunger, cannibalism, arctic frost, and, of course, the ability to walk the northern winds. This book includes the following archetypes:

• The windwalker bloodline, for bloodragers, that draws power from hunger and from eating the corpses of humanoid creatures.

• The order of the wendigo, a cavalier archetype whose weapons are rimed with frost, and whose mounts gain the ability to walk the northern winds.

• The wendigo kin, a druid archetype that specializes in swallowing her foes alive.

• The arctic channeler, a kineticist archetype with access to several unique snow- and icethemed talents, and the ability to reduce burn through cannibalism.

• The caller of the north wind, a skald archetype that can conjure arctic gales and absorb the skills of those whose bodies he consumes.

A bonus cleric domain for those who worship the Wind Walker.

Whether you're about to embark on a campaign of eldritch horror (such as the official Daizo adventure path dealing with strange and alien entities), or you just want an excuse to play a servant of the unknowable and uncaring cosmic entities of the Cthulhu mythos, this book has lots of tantalizing options to offer. Gven GMs can get in on the fun, as several of the archetypes here are perfect for insane cultist NDCs as well, and can make for exciting and memorable encounters.



Necromancers of the Northwest

