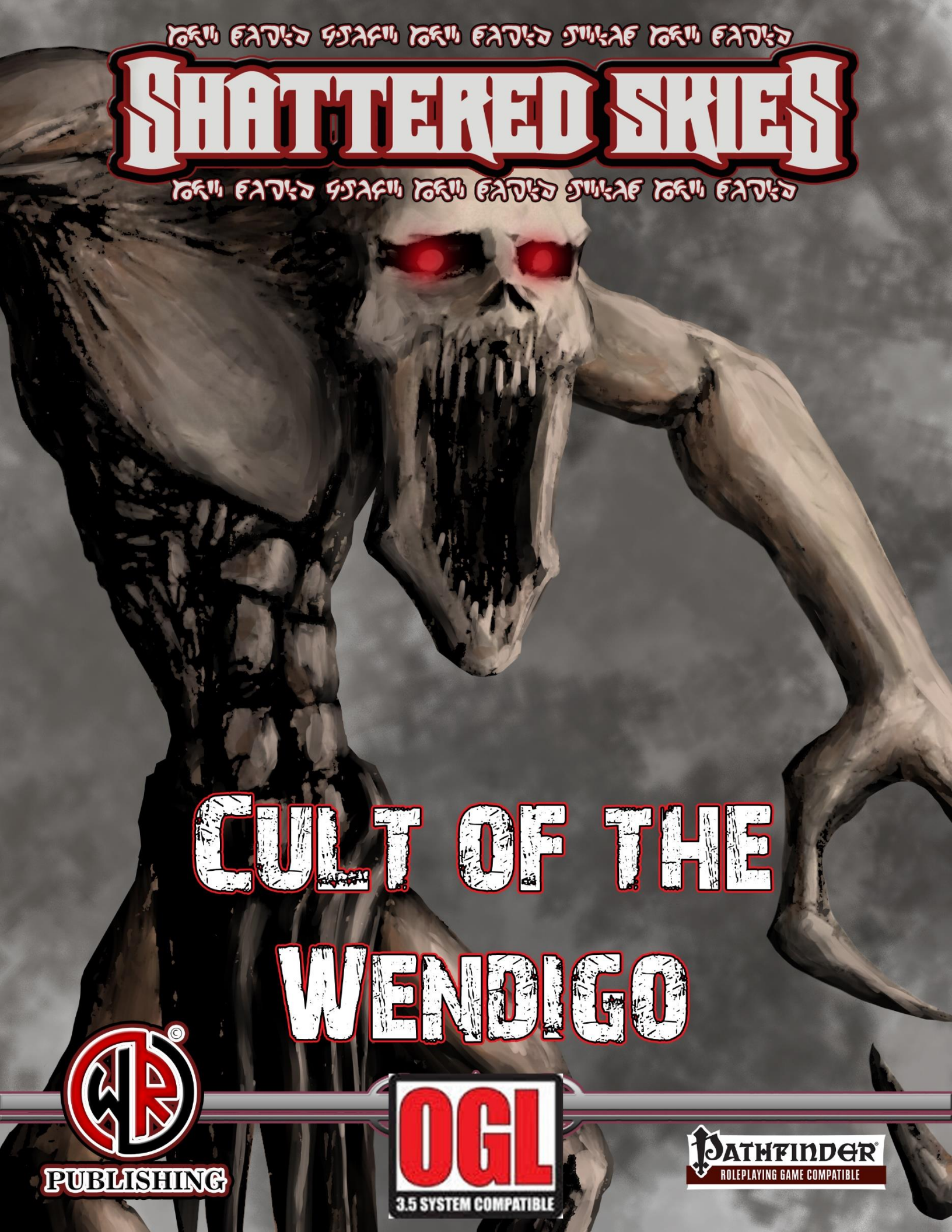


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CULT OF THE WENDIGO



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CULT OF THE WENDIGO

The god-thing called the Wendigo by Brynnish sages never belonged on Celmae. It played no role in the Creator's grand design, took no part in the imprisonment of the Elder Evil within Celmae's core. Ages ago, when the Creator summoned Krokaar to freshly-molded Celmae and bade the storm god to blow an atmosphere around the rocky world-egg that hung in the airless void, the Wendigo blew in with the elemental gusts drawn by Krokaar's black wings. The malign alien god clashed at once with the Creator. Overtaxed by the efforts of capturing the Elder Evil and imprisoning it within Celmae, the Creator could not destroy the Wendigo, instead he bound it to winter.

But the Wendigo knew the secrets of the Hoarwinds, strange currents blowing across the infinite expanse of the Plane of Air and through invisible doors of many Material Plane planets. Thus it escaped the trap of Celmae's Creator.

The Wendigo has returned to Celmae several times to test the strength of the Creator's ancient binding circle. These forays have brought sudden glaciations, death, madness, and destruction, and left in their wake cannibalistic, insane survivors who formed the nuclei of his Celmaen cults. Since the Cataclysm, the circle has grown frayed, weakened by the release of the Elder Evil at the world's Core. Soon, sages fear and cultists hope, The Rider on the Rime will enjoy the freedom to sweep south from the arctic regions, breathing killing ice from the shattered skies.

THE CULTS

THE LODGE OF THE COLD BROTHER

As they sail their gigantic whale-hide umiaks southward in search of plunder and food, Frost Giants of the Sea of Moving Isles chant songs of their brother-gods Qrokaar and Aeffakwaar, one hot as lightning and the other cold as hail.

The priests of Qrokaar conduct daytime rituals in the open view of their fellow giants, unmasked. But the giant cultists of Aeffakwaar, members of the Lodge of the Cold Brother, perform nocturnal ceremonies on icebergs and sea-rocks away from the uninitiated and wearing ivory masks.

RED DEVIL BRIGANDS

The Red Devil brigands of Kladivo did not always worship the Gauntwight.

Once, the band merely made use of folklore about the evil winter spirit as a means of frightening its victims into handing over their wealth without fighting back. But thirty years ago, the Lords of Kladivo at last had a bellyful of the band's larcenous exploits, and these nobles invaded the bandit country with a strong force, slaying many Red Devils and driving the survivors into the deep woods in midwinter.

A camp follower, Gohma Locksworth (*CE human female, commoner 3, inquisitor 5*) survived the ordeal by eating her own children. That winter, Gohma experienced a terrifying apparition of the Gauntwight; afterward she rebuilt the Red Devils into a militant cult.

THE WHISTLER'S COURT

The monstrous Whistler's Court seeks just that; to bring about the manifestation of the Wendigo, The Whistler of elven lore, within Endiel Forest. The vampiric elves, annis hags, and degenerate frost giants of the Court believe The Whistler will help them conquer Endiel and nearby lands by plunging the region into a magical, endless winter.

CLUTCH OF SSISTHAKA

Wooly dragons lair in the glacial caverns of the Whitetusk Massif in Cythea. Legends hint at a link between these monsters and the ur-Udaeo. The Church of Saint Thero teaches that the bestial dragons serve the daemon *Ssisthaka*, a living vortex of entropic power.

TEMPLES AND SHRINES

The Wendigo's cultists hold their savage rites under the open sky: on hilltops, cliffs, in roofless ruins, in windy canyons and blasted forest clearings, never in closed and built-up temples.

THE TABLE OF RUINS

Frost Giants voyage south every winter to the Table of Ruins, a lofty, wind-swept plateau in northern Drauchunvaar. Climbing up an enormous north face stairway, the giants perform cliffside rites under the light of the full moon.

A ruined city built of huge steel-hard ice blocks, walls toppled as if by titanic blasts of wind, rises from the high tundra of the central plateau.

White-furred mobats, inured to cold and ever-thirsty for warm blood, nest in the ruins. Mummified giants rise from crystalline sarcophagi to slay looters.

The survivors of an adventuring party limped back to Kladivo from the Table of Ruins last spring, knapsacks bulging with sapphires, mammoth ivory, and giant-sized gold jewelry.

THE RIME DIAL

Deep within Red Devil territory, atop a barren hill ringed by wind-twisted pines, rests a large sundial. The frost coating the stone timepiece's surface never melts even on the hottest summer day. Astrological symbols and Aklo runes show through the glaze.

On the winter solstice, the Rime-Dial opens a portal into Madwinds Castle. Winds blowing through this door tumble monsters into Celmae, and winds sucked through seize anyone nearby and send him spinning into the Wendigo's realm.

WHISTLER'S HOLLOW

Giants, hags, and blood-drinking elves gather for feasts and sacrifices on winter nights in Whistler's Hollow, a bleak vale within Endiel Forest. Natural beasts fear the cursed ground.

Ghosts of the monster-cult's victims lurk in the dark recesses of the deadwood. And if an intruder should feel a sudden chill despite standing under the summer sun, *it may already be too late...*

COLDWORM CANYON

A glacier-carved canyon runs along the southern edge of the Whitetusk Massif. Bones and teeth of men and beasts lie exposed in the moraine of the canyon floor. The walls of the canyon funnel freezing winds down from the rivers of ice in the upper Massif. Wooly Dragons never eat the bones or teeth of anything they kill, but always deposit such remains in this canyon. Mountaineers report because many as a dozen dragons perched on the canyon heights on the winter solstice, snouts lifted to the northern sky, dead silent. Crude graffiti in Draconic, letters scrawled big and high on the rock walls, warns outsiders to stay out of Coldworm Canyon. Some fools risk their necks to steal ivory from the floor.

PRIESTS AND CLERICS

THE LODGE OF THE COLD BROTHER

Lodge-priests preside over the shared ritual meals of the lodge-mates. They call down the cold radiation of Aeffakwaar to cure meat, never cooking with fire.

Priests induct candidates into the Lodge in the Rite of Bloody Ribs. The priest strips the candidate and shoves whalebone hooks attached to sinew cables through his flesh at several points. The cultists hoist the candidate atop a framework of whale ribs, strap him in place, and dance below him until they drop for exhaustion. The dancers-goaded by the priest-yank and twist at the bindings.

RED DEVIL BRIGANDS

The priests of the Gauntwright serve Gohma Locksworth as spies and enforcers, purging any Red Devil who fails to meet the old woman's standards or who seems to threaten her position as leader.

Recruitment of new members falls to the priesthood. Some kidnap babies. Others use the Thrice Bowls Twisting, a ghastly ritual in which the priest tricks or forces someone into eating three bowls of a special stew prepared from human flesh—when the victim finishes the third bowl, he suffers prolonged cannibalistic urges and terrible hallucinations.

(At the GM's option, this may confer the Ravenous Creature Template on the victim.)

Priests flay the faces of sacrificial victims and stitch these to a quilt relic. Hoisted in the cold night-winds, the dead mouths of the patchwork horror

A SONG OF THE FROST GIANTS

*"Qrokaar send us war-winds blowing south.
Qrokaar scatter the Little Meats' arrows.
Aeffakwaar freeze the Little Meats' blood.
Aeffakwaar, may thy gulls feast with us."*

THE WENDIGO



The Wendigo, The Rider on the Rime, Aeffakwaar (Frost Giants), The Whistler (Endiel) The Gauntwright (Kladivo), Ssisthaka (wooly dragons)

HOME Madwinds Castle, a demiplane within the Plane of Air

ALIGNMENT Chaotic Evil

SPHERES OF INFLUENCE hunger, cold, madness, exile

WORSHIPPERS frost giants, brigands, wooly (white) dragons, cannibals, evil elementals of air and ice, hags, and vampiric elves

DOMAINS Air, Chaos, Evil, Weather

SUBDOMAINS Wind, Entropy, Cannibalism, Storm

FAVORED WEAPON dagger, breath weapon (wooly dragon)

SYMBOLS caribou skull (Frost Giants), red shield with white moose skull (Red Devils), pink-gray toadstool (Endiel cultists), teeth (Wooly dragons)

FAVORED ANIMAL moose

speak in hollow, oracular, maddening voices, and the priests listen.

THE WHISTLER'S COURT

The monstrous priests and adepts of the Whistler's Court toss carved bones into the wind to divine which cult member will serve as celebrant for a night of rituals in Whistler's Hollow. The priests command the others to seize the chosen one and bind him to a dead tree. Then they torture the victim while guiding him through a chant. If the ritual succeeds the black flame gouts from the earth before the torture stake, if it fails the enraged congregation falls on the bound chanter and rends him limb from limb.

THE CLUTCH OF SSISTHAKA

Though all wooly dragons offer bones and teeth scooped from their kills to Ssisthaka only a handful of dragons gain divine magic from Ssisthaka. Such favored dragons enjoy the privilege of grooming other woolies, something otherwise done only by mates or parents.

Priest-dragons use the collected wool as stuffing for mannequins made from the clothing and armor of humanoid victims, all stiffened and joined with the dragons' freezing breath.

The scarecrow-like relics stand atop crags in the Whitetusks. Anyone lingering near such a grisly monument risks attracting the attention of evil spirits (and suffers a doubled chance of terrain-related hazard for twenty-four hours).

ADVENTURERS

Every winter scores of explorers, monster-hunters, and members of search parties lose their lives in Celmae's cold northern wilderness regions. Among the survivors of doomed expeditions and massacred parties, some return to civilization with reason blown out of their skulls by the howling blizzards, touched by the Wendigo's madness.

Barbarians, evil rangers, and faithless priests seem most vulnerable to the draw of the god.

Only a stupid or evil party of adventurers would welcome a wild-eyed self-professed cannibal dressed in rags and skins. But what of wilderness guides and hunters who cleverly conceal their worship of the Wendigo beneath a cloud of innocuous backwoods superstitions? Such men slip into the ranks of more than a few parties. They understand the strength of hunting in a pack. And if worse comes to worse, why, a man alone may starve but a man with a friend can always find something for supper.

UNHOLY GARB

Though the chaotic and heterogenous worshippers of the Wendigo do not share a common uniform across cults, most gatherings display pink, crimson, and ivory—the colors of blood, raw flesh, bones, and teeth—in their cultic vestments.

LODGE OF THE COLD BROTHER

Frost Giants inducted into the Lodge of the Cold Brother wear breastplates made of the bones of whales and men, sewn in rows with sinew threads. They carry meat cleavers and skinning blades. Lodge members adorn themselves with necklaces made from the scalps, beards, and other unappetizing pieces of their victims.

During ceremonies, lodge-priests don capes of stitched man-skins scraped to translucent thinness, which flap in the wind like wings. Only the priests possess the right of wearing a starved caribou's head—unfortunate animals waste away in pens constructed by the giants for just this purpose.

RED DEVILS

For nocturnal raids, the Red Devils don bronze-reinforced sheepskin jerkins stained with madder both on the woolly interior and on the buff exterior. They wear helmet-masks fashioned from deer skulls and cuir-bouilli.

Brigand-priests carry antler-handled hunting knives. When not raiding or celebrating rites, the Red Devils dress in rough homespun and brain-tanned pelts.

WHISTLER'S COURT

The monsters of Whistler's Court do not wear any sorts of uniform or vestments, but they do sometimes carry a species of toxic pink-gray toadstool that grows only in Whistler's Hollow, using the death-caps as a badge or pass-sign.

CLUTCH OF SSISTHAKA

Wooly dragons do not wear clothes. After sacrificing victims to Ssisthaka the dragons pick up the remains and rub whorls of gore onto their white, woolly coats. After a time, when too many vermin drawn to the blood trouble the dragon, the dragon seeks out rocks against which it may scrape itself clean, and then marks the place with its claws. Dragons revisit such sites.

Cythean mountaineers sometimes go looking for dragon-marked boulders and scarps, hoping for a find of dragon-wool, which sells at a good price in lowland cities. The unlucky find a lot of wool—all over a live and hungry dragon.

UNHOLY TEXTS

The monsters and savages that serve the alien god seldom study scriptures. Rather, these cultists transmit lore by oral tradition and seek further revelations in visions brought on by fasting and exposure.

Adventurers seeking information about the Wendigo and its cults should

consult certain rare books: *The Codex Septentrionis*, The unexpurgated first volume of the *Kladivo Almanack*, and *Florimel's Travels in the Aery Realms*.

CODIX SEPTENTRIONIS

Compiled by the sage Gerion Fillux of Griffonport, this weighty text includes charts, notes, and narratives of two decades of northern exploration. The Codex describes the Frost Giants and the Lodge of the Cold Brother.

KLADIVO ALMANACK

This book, wood-block printed on birchbark, contains much valuable information about agriculture in the northlands. Religious authorities suppressed the first edition, owing to the disturbing woodcuts and detailed descriptions of winter solstice rites in honor of the Gauntwight.

FLORIMEL'S TRAVELS IN THE AERY REALMS

Written by the enchantress Florimel three hundred years ago, after her return to Bryndell from adventures on the Plane of Air. Florimel claims to have explored a portion of the Wendigo's home demiplane, Madwinds Castle. The manuscript includes conjectures about the Hoarwinds the routes along which the Wendigo moves among worlds.



HOLY DAYS

LODGE OF THE COLD BROTHER

Frost giant cultists celebrate the appearance of auroras with bloody sacrifices of beasts and humanoids.

RED DEVILS

The Red Devils hurl a whole party of captives and all its possessions through the portal created by the Rime-Dial during the winter solstice.

WHISTLER'S COURT

On the night of the winter solstice, the Whistler's Court builds a magical bonfire of rime fire that casts shadows and absorbs heat, in Whistler's Hollow. Wood will not burn in the ebon flames, only flesh. Most of the bodies that go into the bonfire belong to still-living victims. The cultists believe this ritual strengthens the Whistler's connection with the Hollow.

CLUTCH OF SSITHAKAA

The woolly dragons celebrate the rare hatchings of their eggs by abducting humanoids from the lowlands of Cythea and dropping these unfortunates into Coldworm canyon from high in the air. The dragons consider a bounce luckier than a simple splatter.

APHORISMS

"Lean bears taste better than fat ones."

Most hunters of Kladivo would prefer a nice fat autumn bear, one ready for hibernation, body swollen with weeks of gorging on berries and game, to a rangy—and hungry—springtime bear just awakened from its hibernation.

Expressing a preference for skinny bears could simply mean that a man does not like much grease in his meat. But the phrase holds a sinister double meaning when used by the Red Devils: they refer to human meat as "lean bear."

"Winter-born, woods-wise."

Kladivans believe that babies born in winter possess a special talent as hunters. Red Devils put so much stock in this belief that they seek to kidnap winter babies to restock their ranks.

"Hobble night's prey, catch it 'ere day."

The blood-drinking elves who worship the Whistler of Endiel Forest hunt only by night. Winter and autumn, when snow and dead leaves fall, these wicked elves trap the forest floor with shards of glass, rusted caltrops, and punji sticks. The scent of fresh blood and the shrieks injured hikers draws the fiends swooping down from their treetop roosts.

"Only fools fight with the wind. The wise wait for it to shift."

Woolly dragons and annis hags share this old saw, but each species interprets it differently.

The intrigue-addicted hags read it as sound advice against mounting direct challenges to power. Far better to wait, seeking opportunities when the winds of fortune blow against your rivals.

Woolly dragons, whose idea of intrigue involves scating on a rival dragon's kill before flying away, repeat the saying as a self-soothing justification after winging it to safety in the face of a powerful threat. Flying away from a party of heroes may sting the reptile's pride but it preserves the most important thing—the dragon's life. And if the dragon encounters the same party later under new circumstances that favor the dragon then it might get revenge and a meal.

RELATIONS WITH OTHER FAITHS

Wendigo cultists fear churches of the gods of law and good and see cults of the gods of chaos and evil as rivals (though a loose alliance exists between The Lodge of the Cold Brother and frost giant shamans of Qrokaar). Sometimes cultists pose as devotees of benign elemental powers, such as the sea goddess's Amaura.

All cults of the Wendigo oppose the worshippers of the Creator because the Creator tried to imprison their patron in ancient times and something of its psychic hostility toward its would-be captor has passed into its cultists.

The sea-goddesses clergy keep a sharp lookout for any signs of vile worship among seamen, and they drown any cannibal cultists who fall into their hands, pickling these miscreants in barrels of brine so that they may not rest in the sea or the earth after death.

The Witchwinter of eighty years ago saw an outbreak of grave robbing and child-snatching in the northern counties of the Kingdom of Bryndell. Investigators from the Church of the Gray Maiden uncovered evidence of a secret sect of man-eating peasants, worshippers of a 'Stag God.' The Church authorities declared a crusade, slaying many cultists. The Gray Maiden's hierarchs declared a special punishment for the captured cult leader, locking him in a cell and giving him plenty to drink and nothing to eat. He started with his toes.

In Drachunvaar, the gypsies and peddlers who revere the Traveller despise the Red Devils and all other worshippers of the Gauntwright. Not only does their peripatetic lifestyle place the travelling folk in special danger from cultists who haunt the woods and high roads, but superstitious villagers sometimes mistake innocent campfire worship of the Traveller for the nocturnal open-air feasts of the Gauntwright's servants.

Druids of the Creator in Drachunvaar create signs of eldritch might, proof against the creature so the cold alien god. But they do not rush out in search of cultists to slay, for they know that the cults will always return, like the snows of winter.

REALM

The Wendigo's demiplane, Madwinds Castle, hangs in the infinite expanse of the Plane of Air.

Icy walls, stairs, and spires shift out of the corner of the observer's eye. Looking at the vast structure, one cannot easily tell up from down. Sudden alterations in the direction and strength of local gravity threaten to splatter intruders against ice walls or hurl them spinning into the vortex of snow that twists in Madwinds' heart.

Unprotected visitors quickly perish in the flaying wind blizzards of razor sharp elemental ice crystals. The demiplane's air currents seem to possess a malign will, and often steal the voices of intruders, causing spells to fail and garbling communication. Pleading, mournful cries lure trespassers deeper into the structure.

Corrupted air elementals, ice elementals, wendigos, and hungry madmen roam Madwinds-- unlucky visitors might encounter the Wendigo. Those foolhardy enough to seek the Wendigo's sanctum may reach it by riding the Hoarwinds that blow over Celmae's north pole or by *plane shift* spells. Kladivan legends say that the insane sometimes pass directly into Madwinds by walking alone in the winter woods.

Time flows strangely in Madwinds—though movement seems to occur at normal speeds, beings do not age.

ALLIES

DUSTHANDS

This macabre artist (*CE male elf nosferatu, cleric 7*) roams the Shrike Mountains, leaving behind bloodless corpses with grotesque wooden idols clasped in their hands. Natives know that they must burn the drained bodies and idols both, but outsiders coming across such grisly scenes may only learn the double danger too late. The *unhallowed* effigies Dusthands creates curse those who handle them with *hunger for flesh*. His victims may rise as nosferatu, which he always abandons. The vampiric elf's madness compels him to count sawdust thrown before him. Dusthands assists the Whistler's Court in its efforts at creating a permanent gateway between the Whistler's Hollow and Madwinds Castle.

NEW BOONS

THE WENDIGO

‘Aeffakwaar freeze the Little Meats’ blood. Aeffakwaar, may thy gulls feast.’

The Gauntwight Whisperer

God of winter, madness, and cannibalism.

Alignment CE

Domains Air, Chaos, Evil, Weather

Subdomains Wind, Entropy, Cannibalism, Storm

Favored Weapon dagger

Centers of Worship Drachunvaar, Endiel forest, Cythea

Nationality Great Old One

Obedience Sacrifice an unwilling sentient creature by slowly cannibalizing it to death in the name of the Gauntwight Whisperer. Draw the process out to cause the most suffering and terror in your victim. Once death occurs, remove a patch of skin from the victim measuring at least 3 square inches with a flensing knife, while carefully avoiding damage to the muscles, veins, and other tissues underneath. Using the same knife, cut yourself and trace a bloody circle onto the outer layer of the patch of skin. Leave the body of the sacrifice out for staving creatures to devour and for travelers to witness the Wendigo’s power. Gain +1 natural armor bonus or Resist Cold 5.

EVANGELIST BOONS

1: Winter Walker (Sp) *endure elements 3/day, resist energy 2/day, or protection from energy 1/day*

2: Thirst for Knowledge (Su) the cannibalism of your foes has increased your knowledge of the profane. Your familiar can teach you one new spell from the Cannibalism subdomain replacement spell list or from the Evil domain spell list. This spell must be of a level you can cast, and once you choose the spell, your selection can’t be changed. If you cast spells from a spellbook, you learn a new spell in the same manner, though it appears magically in your spellbook. If you cast spell spontaneously, you can choose one spell to add to your list of spells known, but you gain no additional spell slots.

3: Will of the Wendigo (Su) You feel the touch of the alien god at the corner of your thoughts, polluting them with maddening visions and insatiable hunger. Your own desires feel pushed aside, replaced by the Wendigo’s hateful will. You gain an extra spell slot of the highest spell level you can cast. If you prepare spells, you can prepare one spell in this spell slot every day from the Chaos or Evil domain or Cannibalism subdomain spell lists. You may choose any spell from the lists even if you are an arcane spellcaster, and you can change this spell selection every time you prepare spells. If you are a spontaneous spellcaster, you can cast one spell from either of the domain and subdomain spell lists as if it was on your known spell list. You can cast this spell only once per day, though you can choose a different spell to cast each time you regain spells for the day.

EXALTED BOONS

1: Howl of the Wendigo (Sp) *cause fear 3/day, mad hallucinations 2/day, or fear 1/day*

2: Thought Eater (Su) Your mind constantly swirls with disturbing thoughts and cannibalistic urges. You gain a +4 profane bonus on saving throws against mind-affecting (compulsion) spells and effects and against divination spells and effects that attempt to read your thoughts. Anyone who targets you with such a spell or effect must succeed at a Will saving throw (with a DC equal to your Wisdom modifier +1/2 your hit dice) or take 1d4 points of wisdom damage as they are exposed to the madness within your mind.

3: Rime Fire Magic (Su) Your spells are infused with a cold so powerful, they bypass the protections normally afforded against cold. Any spell you cast that targets a creature inflicts an additional 1d6 points of cold damage, or 2d10 points of cold damage upon a critical hit. Creatures immune to cold still take 50% of the listed damage, and creatures resistant to cold reduce their protection by half (example: resist cold 5 is reduced to 2).

SENTINEL BOONS

1: Icy Fury (Sp) *snowball 3/day, elemental touch: cold 2/day, or ice-spears 1/day*

2: Protection of Winter (Su) You gain added protection from physical harm the colder the temperature becomes. In cold areas (at or below 40° F), you gain a +2 sacred bonus to your AC and all saving throws. In areas of extreme cold (-20° F), this bonus increases to +3.

3: Woe of the Wendigo (Su) You gain the ability to harness all the hate and rage of the Wendigo’s alien soul into a single, agonizing strike. Once per day, after making a successful melee attack, you may add 1d6 additional points of cold damage, per 2 Hit Die, to the total damage inflicted. Creatures immune to cold still take 50% of the additional cold damage, and creatures with cold resistance half that resistance to this attack (example: resist cold 10 is reduced to 5).



NEW OPTIONS

MAGIC ITEMS

ELDER BRAND

Aura faint abjuration; **CL** 7th
Slot none; **Price** 8,000 gp; **Weight** —

DESCRIPTION

A cubit-long piece of hawthorn, carved into the Creator's branched holy symbol, with a sharpened spike as the base.

Once per day as a Full Round Action, the user may describe a circle with the *Elder Brand* and then stake the item in the circle's center, on soil or exposed earth but not dungeon floors or other solid, manmade surfaces. The glowing item projects *light* and *magic circle against evil* as the spell, in a 10' radius, for one hour or until removed from its fixed position. In use, the *Elder Brand* also creates warmth as of an ordinary torch, but without consuming fuel, starting fires, or producing smoke.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *consecrate*, *light*, *magic circle against evil*;
Cost 4,000 gp

WENDIGO DUST

Aura faint conjuration; **CL** 4th
Slot none; **Price** 150 gp; **Weight** 1 lbs.

DESCRIPTION

A rawhide sack containing ivory powder.

One dose of enchanted, powdered wendigo teeth. A character can apply the dust as a Standard action. Once applied, the user gains a +4 alchemical bonus on saving throws against nonlethal damage dealt by cold. *Wendigo Dust* lasts 8 hours. Immersion removes the bonus.

Users experience cravings for raw meat, and sometimes hear faint voices in the wind.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *glitterdust*, *resist energy*; **Cost** 25 gp

NEW FAITH TRAITS

WINTER CHILDE

The fickle spirits of the Northwoods smiled on your birth during one perilous and enchanted winter.

Benefit: Survival and Perception are always class skills for the character, and she gains a +2-circumstance bonus to Survival skill checks in cold conditions.

CANNIBAL GUILT

On cold nights, even well-seasoned venison reminds you too much of that other taste. Tearing off a chunk of deer-meat, you choke down guilt with every bite. But you know you will always do what it takes to survive.

Benefit: Your guilt carries with you in all you do. Once per day, you gain a +2 trait bonus on Saving Throws vs fear effects.

SPECIALIZED SUMMON MONSTER LIST

WENDIGO SUMMON MONSTER LIST

- 1 Fiendish Flying Squirrel
- 2 Dire Gull (giant raven statistics)
- 3 Hoar Fox
- 4 Mobat, arctic
- 5 Annis Hag
- 6 Invisible Stalker
- 7 Frost Giant
- 8 Elder Air Elemental
- 9 Old White Dragon

NEW FEATS

ANTLER-HUNTER

You grew up hunting antlered beasts and learned early on how to avoid getting gored or butted while you moved close for the kill. You know how best to grab antlers and bare a beast's neck to your blade.

Prerequisite(s) Dex 13

Benefit You gain a +1 dodge bonus to your AC versus gore and hoof attacks made by antlered or horned monsters (includes animals, magical beasts, and monstrous humanoids) and +1 to confirming critical attacks against such monsters using light weapons.

This feat qualifies as the dodge feat for other feats that require it as a prerequisite.

CLOAK OF WINDS

The mysterious hoar-winds protect you as reward for your continued exposure to the arctic chill.

Prerequisite(s) Base Atk +6, Ravenous Rime

Benefit You are constantly protected by intangible, frigid gales that deflect incoming projectiles. All ranged attacks made against you 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.

If you already have the Cloak of Winds Class feature, this protection increases to a -3 penalty to ranged attacks against you.

ESURIENT AURA

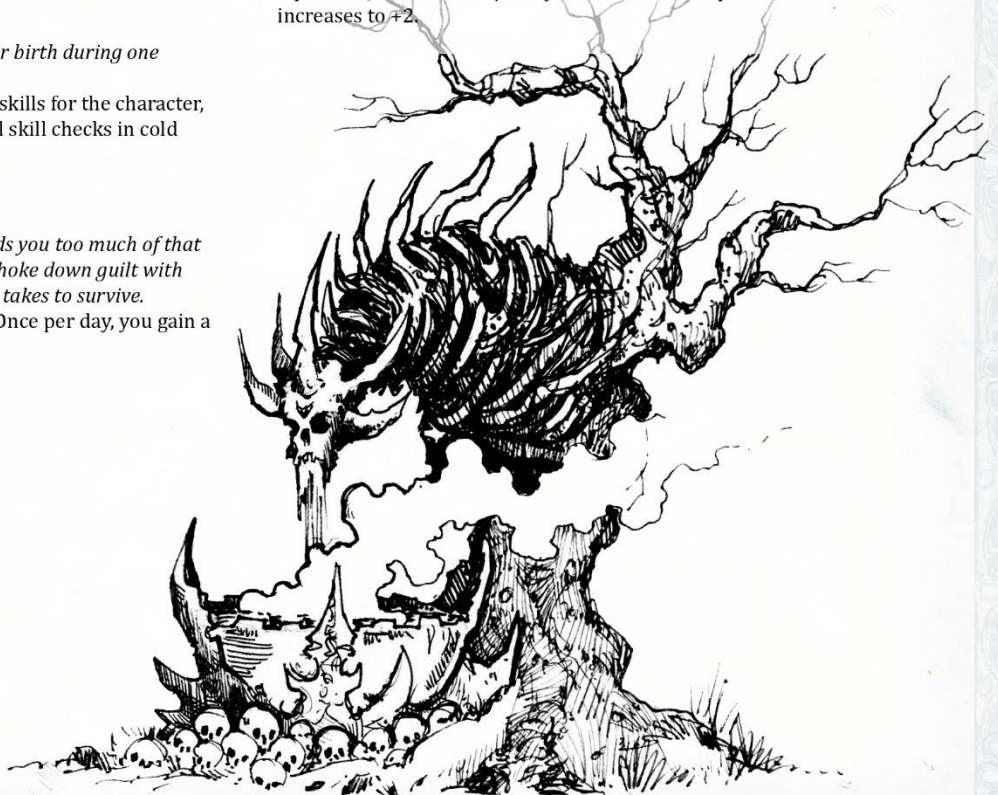
You are surrounded by an intangible but palpable-unwholesome energy that makes you unsettling to other humanoids.

Benefit You gain a bonus equal to 1/2 your character level on Intimidate checks made against humanoid creatures.

RAVENOUS RIME

Your body feasts on frost.

Benefit Whenever you suffer cold damage, you gain a +1 bonus on attack and damage rolls for 1 minute. If the amount of cold damage you suffer is equal to, or more than 1/2 of your maximum hit points, this bonus increases to +2.



SERVANT MONSTERS

DEATH ELK CR 5

The huge, gaunt moose stalks toward you on stilt-like legs, which bend in unnatural ways. Frosted blood speckles its muzzle and exposed teeth.

XP: 1,600

CE Huge Magical Beast (Cold)

Init +1 **Senses** Darkvision 60, Low-light vision, scent; Perception +9

Aura Chilling aura (Fort Save: DC: 12, 1d6 cold)

DEFENSE

AC 14 (Dex +1, +5 natural -2 size)

hp 46 (4d10+20)

Fort +7, **Ref** +5, **Will** +4

OFFENSE

Speed 60 ft.

Melee gore +7 (1d10+5+1d6 cold), 2 hooves +2 (1d8+3+1d6 cold), bite +7 (1d8+6+1d6 cold plus unrelenting hunger)

Space 15 ft.; Reach 10 ft.

Special Attacks Powerful charge (gore, 2d10+8+1d6 cold), Unrelenting Hunger

STATISTICS

Str 21, **Dex** 13, **Con** 22, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +4; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Endurance, Run

Skills Perception +9

ECOLOGY

Environment any cold

Organization unique

Treasure incidental

SPECIAL ABILITIES

Chilling Aura (Su) An aura of intense cold surrounds the Death Elk. All creatures that end their turns within 15 feet must succeed against a Fortitude saving throw DC: 12 or suffer 1d6 points of cold damage.

Unrelenting Hunger (Su) When the Death Elk successfully bites a creature, it may perform a special combat maneuver as a free action to tear and eat a part of the creature. If successful, the Death Elk gains 3d4 temporary hit points. After one hour, any remaining temporary hit points vanish and the Death Elk regains for the same number of hit points.

Wintry Resurrection (Su) If slain, it will always return to life the next winter. It re-appears in some cold place where cultists have summoned it or the inscrutable will of its creator bids it manifest.

The Death Elk, a monster that stalks the wilds of Drachunvaar but may appear in any cold place, devouring men, and beasts. It leaves mismatched hoofprints in the snow, spaced too far apart for an ordinary beast. Survivors describe it as a huge moose with frosted blood on its maw, evil eyes, a gaunt frame, and twisted stilt-legs. It moves with uncanny swiftness.

If slain, the Death Elk melts into vile slush, leaving behind only its antlered skull. These skulls are prized by cult leaders who use them to augment future summonings of the Death Elk, or to use in the construction of daggers and cutlery. If slain, it always reforms next winter.

Priests of The Wendigo may use *planar ally* to summon the Death Elk.



RIMEFROST WENDIGO

This hideous, misty shape has the head of a feral elk with jagged teeth and sharp antlers. Its humanoid legs end in blackened, burnt stumps.

XP 153,600 CR 18

CE Large outsider (air, cold, elemental, native, water)

Init +15; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 34, touch 20, flat-footed 23 (+11 Dex, +14 natural, -1 size)

hp 279 (18d10+180); **regeneration** 15 (fire)

Fort +21, **Ref** +24, **Will** +11

DR 15/cold iron and magic; **Immune** cold, fear, inhaled poisons, gas, fog, and cloud-based attacks and spells; **Resist** fire 10; **SR** 28

Weaknesses vulnerability to fire

OFFENSE

Speed fly 120 ft. (perfect)

Melee bite +26 (2d8+9/19-20 plus 4d6 cold and grab), 2 claws +26 (2d6+9/19-20 plus 4d6 cold)

Space 10 ft.; **Reach** 10 ft.

Special Attacks dream haunting, howl, rend (2 claws, 1d8+13 plus 4d6 cold plus 1d4 Cha damage), wendigo psychosis

Spell-Like Abilities (CL 18th; concentration +25) A rimefrost wendigo may use these spells while in *gaseous form*.

At will—*gaseous form* (see below), *wind walk* (DC 23; see below)

3/day—*fog cloud*, *obscuring mist*, *stinking cloud*

1/day—*cloudkill* (DC 22), *control weather* (as druid), *nightmare* (DC 22), *solid fog*

STATISTICS

Str 29, **Dex** 33, **Con** 31, **Int** 28, **Wis** 22, **Cha** 24

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 49

Feats Ability Focus (howl), Critical Focus, Flyby Attack, Improved Critical (claws, bite), Improved Initiative, Lightning Reflexes, Persuasive, Tiring Critical

Skills* Acrobatics +32, Bluff +29, Diplomacy +10, Fly +38, Intimidate +33, Knowledge (arcana) +27, Knowledge (geography) +27, Knowledge (nature) +27, Knowledge (religion) +27, Knowledge (planes) +30, Perception +27, Sense Motive +27, Spellcraft +30, Stealth +28 (*if a rimefrost wendigo is gaseous in an area affected by fog, cloud, smoke or any similar condition, it receives a +15 circumstance bonus on Stealth checks.), Survival +27

Languages Aklo, Aquan, Auran, Common, Giant; telepathy 1 mile

SQ no breath

SPECIAL ABILITIES

Air Mastery (Ex) Any airborne creature takes a -1 penalty on attack and damage rolls against a rimefrost wendigo.

Cloud Sight (Ex) A rimefrost wendigo can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a rimefrost wendigo due to such conditions. Rimefrost wendigo's may use this ability while gaseous.

Dream Haunting (Su) When a rimefrost wendigo uses its nightmare spell-like ability, the victim is also exposed to wendigo psychosis.

Gaseous Form (Su) A rimefrost wendigo can assume *gaseous form* at will. This ability works like the gaseous form spell, except a rimefrost wendigo can remain in gaseous form as long as it wishes. Becoming gaseous or resuming its normal form is a move action.

Howl (Ex) Three times per day as a standard action, a rimefrost wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This is a mind-affecting fear effect.

The save DC is Charisma-based.

Wendigo Psychosis (Su) *Curse*—Nightmare or wind walk; save Will DC 26; *onset* 1 minute; *frequency* 1/day; *effect* 1d4 Wis drain (minimum Wis 1); *cure* 3 consecutive saves.

When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet

burn away into jagged stumps. The transformation into a rimefrost wendigo takes 2d6 minutes as the victim *wind walks* across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new rimefrost wendigo. *True resurrection*, *miracle*, or *wish* can restore such a victim to life, yet doing so does not harm the new rimefrost wendigo.

The save is Charisma-based.

Wind Walk (Sp) If a rimefrost wendigo pins a grappled foe, it can attempt to wind walk with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use *wind walk*. If the victim fails to resist the spell, the rimefrost wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the rimefrost wendigo strands the victim in some rural area, usually miles from where it began. A creature that wind walks with a rimefrost wendigo is exposed to wendigo psychosis.

The save DC is Charisma-based.

ECOLOGY

Environment any cold

Organization solitary

Treasure none

Rimefrost wendigos are extensions of the Wendigo God, acting as his avatar when summoned to prime material realms when he chooses not to travel there personally.



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CULT OF THE WENDIGO

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