

In This Corner

If you've been keeping up with the Luchador: Way of the Mask books then you are aware of our ongoing listing of NPCs types. These characters are guidelines for populating your campaign. In addition to continuing the series in any future Luchador: Way of the Mask books, we will be adding entries here on a semi-regular basis (hopefully). In addition to the generic NPCs included to date, we will be adding specific characters with background and whatnot to add more spice to your adventures.

Our first entry was originally intended for the fourth book in the series, but was transferred here to help kick off the new addition to the Spartacus site.

Wendigo

The modern age has made man contemptuous of his own mortality. He arrogantly parades about assuming that the world will provide for his needs. When he strays too far from the comforts of civilization, he may be confronted with how cold and uncaring the world truly can be. In these times of isolation he must face a hunger that has stalked his kind from the dawn of time.

The wendigo is a powerful spirit of desolation and insatiable hunger. It hunts the unwary and ill-prepared as they stumble into remote locations. It approaches on icy winds and imparts its eternal hunger to the lost and desperate, driving them to feed at any cost. Those afflicted with the curse of the wendigo hunger for human flesh above all else. Even the act of cannibalism can not truly sate their desire, but it keeps the wendigo from consuming them for a little longer.

Those who cannot find sufficient prey quickly shrivel from the ravenous hunger. The wendigo takes their flesh so that it may directly feed upon whomever it can find. The physical manifestation of the wendigo is a ghastly sight that few survive to recount. It grows with each feeding, so it quickly towers over prey standing 12 to 15 feet in height. Despite its size and power, it has a cadaverous visage with sunken eyes and flesh stretched tight over bone. The creature has clawed hands, tangled white hair, and a mouthful of jagged teeth.

The wendigo starts in spirit form where it cannot be perceived or harmed. It locates starving victims and confronts them in dreams to impart its

curse. The GM can usually handle this in backstory, but assume it involves determination checks to fend off the spirits advances. Once the curse takes, the wendigo follows its victim sharing in the act of feeding. It is rare for a wendigo in spirit form to have the opportunity for more than one cursed victim at a time, but not impossible.

Cursed Victim

S12/4 A10/3 C9/3 P11/3 W 9/3 D10/3

I16 F6 R7 V35

Strike 15/0 Armed 16/1

Grab 16/1 Hold 16/0

Intimidate 16/1 Trick 14/0

Strangeness

Ravenous Hunger

The character is perpetually hungry and eats at every opportunity. The consumption of normal food has no impact on the hunger, and only cannibalism can provide any sustenance. The creature loses 1 conditioning every day it does not feed. A single victim can sustain a cursed creature for up to 3 days.

It must pass a determination check to resist attacking a character with fresh wounds (injury points), or feeding on a present corpse.

Bite

The creature can bite a victim it has grabbed. The bite does 5 sharp damage. Note that the attack uses the rules from section 3.2.3 of Luchador: Painted Honor for attacking a held opponent. The

MOS for the grab is cut in half, and the strike check for the bite is hasty.

Ghastly Guidance

The wendigo can appear before the cursed victim if it chooses. It may lead the cursed to prey, or warn of potential interruption. The GM can use this ability to justify forewarning for the cursed.

Curse Breaker

A character can break the curse by denying the spirit's hunger. For every day spent fasting (and facing the conditioning loss from the Ravenous Hunger) the character may make a determination check. When the total margin of success from the check(s) equals 5, the curse is broken. A failed check adds nothing to the MOS, while a disastrous failure removes all progress to date.

Wendigo

S19/6 A13/4 C13/4 P14/4 W11/3 D11/3

I17 F7 R10 V50

Strike 19/3 Throw 18/2 Tackle 0/0 Armed 19/3

Grab 17/1 Hold 16/1 Slam 0/0 Drop
16/1

Promo 17/1 Intimidate 17/1 Trick 18/1
Beg 16/0

Strangeness

Biting Cold

Anyone touching or touched by a wendigo must pass a free conditioning check or suffer one additional difficulty to all agility and initiative checks. This check must be made every turn, and increases with each failure! If the difficulty from Biting Cold exceeds the character's conditioning level, then the character contracts the curse of the wendigo and gains the accompanying strangeness!

Characters can reduce the difficulty from biting cold with a shake off damage attempt and a point of Heat. The difficulty drops by 1 for every point in the margin of success.

Wendigo Howl

The howl of the wendigo causes all cursed characters to berserk, attacking anyone near them.

Wendigo Bite

The creature can bite a victim it has grabbed. The bite does 8 sharp damage. Note that the attack uses the rules from section 3.2.3 of Luchador: Painted Honor for attacking a held opponent. The

MOS for the grab is cut in half, and the strike check for the bite is hasty.

The wendigo heals vitality equal to the amount the target loses. It also recovers injury points equal to the amount inflicted. Both of these abilities only apply to damage dealt from bite attacks.

Ravenous Hunger

The character is perpetually hungry and eats at every opportunity. The consumption of normal food has no impact on the hunger, and only cannibalism can provide any sustenance. The creature loses 1 conditioning every day it does not feed. A single victim can sustain a cursed creature for up to 3 days.

It must pass a determination check to resist attacking a character with fresh wounds (injury points), or feeding on a present corpse.

Immune to Pain

The creature does not feel pain. It cannot be stunned or forced to submit.

Fast

The creature has a base speed of 30.

Terrifying

The creature can make one free intimidation check per turn.

Claws

The creature's claws inflict 8 base sharp damage. It can make up to 2 claw strikes per turn by making hasty checks.

Bloodscent

The wendigo can smell blood a mile away. The creature can track wounded prey across any terrain.

Designer Note

This is a truly grizzly creature to introduce into a campaign. Its presence demands a body count and no small amount of gore. It may be too dark for many campaigns and the GM should consider the impact to overall tone before introducing a wendigo adventure.