Wendigo Expansion for Cold North

Legend has it that the Wendigo stalks the cold north. A spirit of hunger, it is said to lead men to cannibalism. If the party is unlucky, this spirit may set its sights upon them, leading them to ruin.

How to Awaken the Wendigo.

The wendigo is awakened by either rolling or selecting the Indian Burial ground roll. The players having this brush with the remains of the original inhabitants of the area draws the eye of the spirit, and it sets out to follow them.

The Wendigo Strikes.

The party isn't weak enough to be stuck by the spirit until hunger has fully set in. With the issuance of the first starvation point, the Wendigo can strike. If multiple people are issued a starvation point at the same time, the Wendigo can choose who to possess.

Once a person has been invested with the Wendigo, the spirit does not reveal itself at first, not even to its host. Instead it subtly tries to influence its host to acquire food by any means. Inform the player of this fact. Something along the lines of "You feel hungry all the time. It's the only thing you can think about, and you can tell its bothering you more than the rest."

Anytime from this point on they come into contact with food, they roll a d6. On an even roll, they are able to act rationally. On an odd roll, they do whatever they can to get as much of the food as possible, without resorting to actual violence.

Once the host has 3 starvation tokens, it now takes 3 rations to remove a token. They will also resort to non-lethal violence to acquire food if they fail their roll.

At 6 tokens, the spirit reveals itself to its host, constantly whispering to it, goading it to attack

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the others. If they can get another party member alone, they will try to attack. If they succeed, they will happily eat their former friend. Eating a human though just adds 2 starvation tokens, instead of healing any.

If the person gets to 10 tokens, the Wendigo takes full control. It becomes harder to kill, able to soak up damage. Antlers begin to sprout from the hosts head. Its fingers begin to turn into claws. There is no coming back from this point, only death can save them now.

