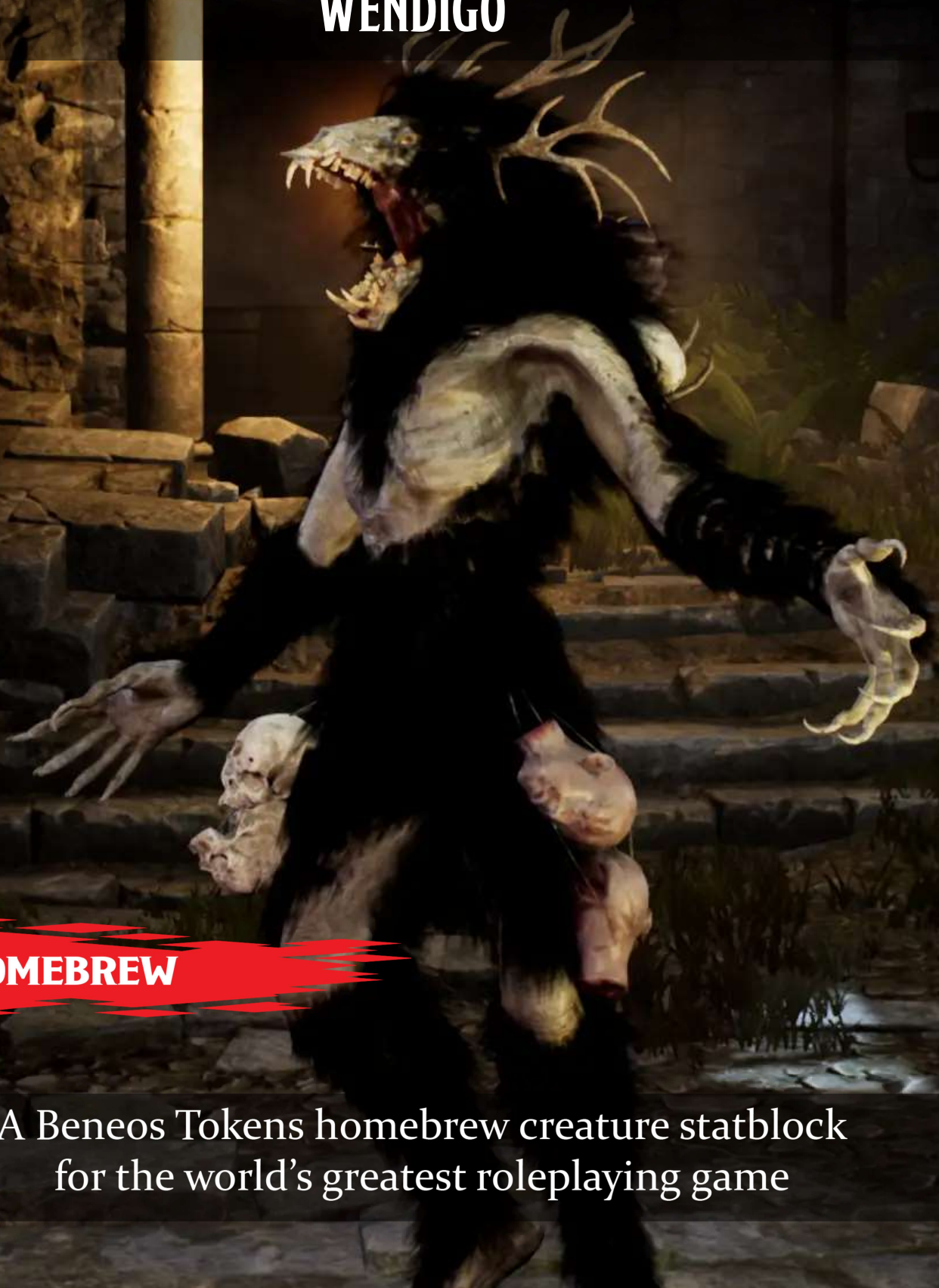




BENEOS TOKENS

WENDIGO



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock
for the world's greatest roleplaying game

WENDIGOS

Wendigos plague humanoid civilization since the dawn of time. Nothing embodies the cruelty and danger of untamed wilderness as well as the Wendigo. They are the terror of the wilderness incarnate, primal fear given a gangly shape and raking claws. Their true origin remains unknown, but some cultures perceive them to be spirits of hunger and greed, possessing avaricious individuals and turning them into the ferocious predators that stalk dark woods and bleak frontiers, hunting and devouring their former kin. Wendigos are swift and silent hunters, terrifying stalkers and savage butchers, capable of outmaneuvering and outsmarting even well-armed and steadfast groups of adventurers before unleashing upon them a terrifying display of primal carnage, leaving red snow in their wake, as they adorn their hunting grounds with grisly trophies.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

WENDIGO

Medium monstrosity, chaotic evil

Armor Class 17 (Natural armor)

Hit Points 137 (19d8+53)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	8 (-1)	18 (+4)	7 (-2)

Skills Athletics +7, Perception +8, Stealth +8

Damage Resistances Cold

Damage Immunities Bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Charmed, Frightened

Senses Darkvision 60 ft., passive Perception 18

Language Can mimic voices but does not speak

Challenge 9

Voice Mimicry. The Wendigo can perfectly mimic humanoid voices it has heard, such as cries for help, screams of pain or sounds of sobbing and crying.

Primal Hunter. The Wendigo has advantage on Initiative rolls. During the first turn of combat, the Wendigo also has advantage on attack rolls against creatures that have not acted yet.

Savage Retribution. When the Wendigo gets hit with a melee attack, it can immediately make a single Tearing Claws or Ripping Bite attack against the attacking creature. This does not use the Wendigos reaction.

Disembowelment. If the Wendigo reduces a creature to 0 hit points, the creature automatically fails a death saving throw. Any Wisdom (Medicine) checks in attempt to stabilize the creature are made with disadvantage.

Feral Leaps. The Wendigo's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start. It can also use a bonus action on its turn to take the Dash or Disengage action.

Actions

Multiattack. The Wendigo makes three attacks with its Tearing Claws and one with its Ripping Bite.

Tearing Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+4) slashing damage. This attack scores a critical hit on a roll of 19 or 20.

Killing Frenzy. After reducing a creature to 0 hit points, the Wendigo can use a bonus action on its turn to enter a Killing Frenzy. Upon using the feature, the Wendigo can immediately move up to its full movement and take another action. While frenzied, the Wendigo can choose to attack with savage ferocity. Doing so gives it advantage on melee weapon attack rolls during its turn, but attack rolls against the Wendigo have advantage until its next turn. The Killing Frenzy ends after three turns or if the Wendigo fails to successfully hit a creature during its turn.

Ripping Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d4+4) piercing damage. The Wendigo regains hit points equal to half the amount of damage taken.

Reactions

Savage Onslaught. When the Wendigo reduces a creature to 0 hit points with an attack triggered by the **Savage Retribution** feature, it can immediately use its reaction to move up to half of its movement and make two Tearing Claws attacks or one Ripping Bite attack against a creature in range.