

BLEAKWOOD HOLLOW

PRINT AND PLAY ADVERSARY PACK · FROZEN TIMBER

The Wendigo drops from the pines, the Rime waits under powder, and the Flayer runs the drift.

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BLEAKWOOD WENDIGO



BLEAKWOOD WENDIGO

Tier 3 Solo · Bleakwood Hollow

Towering gaunt biped with an open black ribcage, blood-caked jaw, and long crimson talons that drop from the frozen pine canopy.

Motives & Tactics: drop from pine boughs, shatter morale, butcher trapped climbers

Difficulty:17 | Thresholds:20 / 35 | HP:9 | Stress:6
ATK:+5 Crimson Claw · Melee · 3d10+3physical

FEATURES

Frozen Sinew (Passive) - Physical damage the Wendigo takes from non-magical melee attacks is reduced by 3.

Relentless (2) (Passive) - The Bleakwood Wendigo can be spotlighted up to two times per GM turn. Spend Fear as normal to spotlight it.

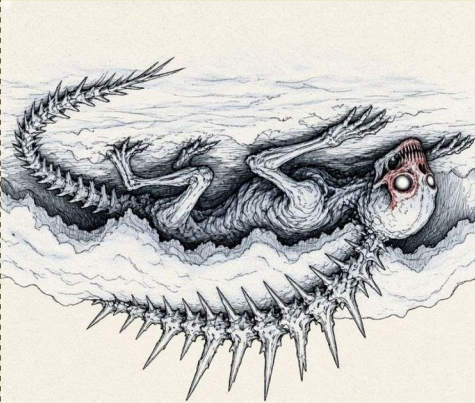
Winter Terror (Action: Spend Fear) - Spend a Fear. Shriek. Targets within Close must make a Presence Reaction Roll (15). On a failure they mark 1 Stress and cannot take reactions until the Wendigo's next turn ends.

Rib Cage Trap (Action) - Mark a Stress. Pull a target within Melee into the open ribcage. Target takes 3d8+2 physical and must make a Strength Reaction Roll (16) or become Restrained until they spend an action to break free.

Blood Scent (Reaction: Spend Fear) - When a PC marks HP within Far range, spend a Fear. The Wendigo moves up to Far into Melee with that PC and makes an immediate attack.

Battle Points: 5

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GRAVE RIME



GRAVE RIME

Tier 3 Skulk · Bleakwood Hollow

Low creeping corpse-pale skulker with hollow sockets and frozen needles along its spine, waiting under the snow crust.

Motives & Tactics: bury under deep powder, grab heels, freeze marrow

Difficulty:16 | Thresholds:16 / 30 | HP:6 | Stress:4
ATK:+4 Rime Talon · Melee · 3d8+3physical

FEATURES

Snow Burial (Passive) - While submerged in snowdrifts, the Grave Rime is Hidden until it attacks or leaves the snow.

Chilled Grasp (Action) - Attack with Rime Talon against a target in Melee. On a success, deal damage. If the Grave Rime attacked while Hidden, the target marks 1 Stress and is Vulnerable until their next turn ends.

Drift Melt (Action: Spend Fear) - Spend a Fear. Slip beneath the snow crust and move up to Far without triggering reactions. Hidden until it attacks or leaves the snow.

Frost Bite (Passive) - Attacks by the Grave Rime against Vulnerable targets have advantage and deal an additional 1d8 physical damage.

Battle Points: 2

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FROST FLAYER



FROST FLAYER

Tier 3 Harasser · Bleakwood Hollow

Lean quad-stride lunger with bloody fore-spurs and torn hide that sprints through winter drifts to harry retreating prey.

Motives & Tactics: run the drift lines, flank fleeing prey, harry defenders

Difficulty:16 | Thresholds:17 / 32 | HP:7 | Stress:5
ATK:+5 Bloody Fore-Spur · Melee · 3d8+4physical

FEATURES

Snow Lunge (Action) - Move from Far into Melee across snowdrifts and attack with Bloody Fore-Spur. On a hit, deal damage and force an Agility Reaction Roll (15). On a failure, the target is knocked prone and becomes Vulnerable until they stand.

Glacial Fleetness (Passive) - The Frost Flayer ignores difficult terrain caused by snow, ice, or frozen ground.

Drift Prowl (Passive) - While the Frost Flayer is in Melee with a target, that target cannot make ranged attacks against any other adversary.

Winter Slash (Reaction: Spend Fear) - When an attack against the Frost Flayer fails with Fear, spend a Fear. The attacker must make an Agility Reaction Roll (15) or mark 1 Stress and become Vulnerable until their next turn ends.

Battle Points: 3

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LORE & RUNNING NOTES

Bleakwood Hollow lies under drifted powder where black spruce trees freeze to the core. Snow falls without wind. Red stains mark bark where hunters drag carcasses into the boughs. The Bleakwood Wendigo towers the trail. The Grave Rime waits under crust. The Frost Flayer lopes the clearing on knuckled limbs and runs down anyone who turns to flee.

The Wendigo drops from the pines, the Rime waits under powder, and the Flayer runs the drift.

Drive travelers into deep drifts. Flayer first. Rime on a stumble. Wendigo from the canopy. They avoid a long stand-off. They drag prey into the frozen dark and leave crimson furrows.

1-INCH ROUND TOKENS (CUT OUT)



WENDIGO



GRAVE RIME



FROST FLAYER

BLEAKWOOD HOLLOW

PRINT AND PLAY ADVERSARY PACK · FOLD GUIDE

Free fold-and-stand extras: cut, fold, sleeve, and drop the tokens on the snow.

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How to fold the sheet

1. Print page 1 at A4, actual size, colour if you can.
2. Cut along the dashed line around one full column.
3. Fold on the thick teal bar between the two figures.
4. Hang the fold over the GM screen so players see the upright art.
5. Keep the cream stat block on your side, still attached under the GM face.
6. Sleeve the folded piece if you use a standard card sleeve.
7. Cut the three round tokens on page 1, or the larger set below.

The fold stays on the teal bar. Do not fold through the stat block.

Three faces, one sheet. Do not merge the cut-outs into one creature.

Run note

Flayer lunges first. Rime surfaces when a boot breaks the crust. Wendigo drops once the party is pinned.

Snow Lunge can leave a target Vulnerable. Chilled Grasp then marks Stress from hiding.

Winter Terror stops reactions. Crimson Claw lets the Flayer sprint to cut retreat.

Larger tokens

Same three faces as page 1. Cut the circles. Colour pop is blood on the Wendigo, a nostril streak on the Rime, and amber eyes on the Flayer.

