

# SHADOW IN THE MOUNTAINS

THE WENDIGO OF BAROVIA

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“WHEN FAMINE TIGHTENS ITS GRIP ON THE LAND, IT DOES NOT SIMPLY STARVE THE BODY—IT STARVES THE SOUL. I wonder now, as I write this, how much of me is left... and how much I’ve already lost..”

— from the journal of Jana Niglad



# SHADOW IN THE MOUNTAINS



DECREPIT CABIN HOLDING A GRUESOME SECRET  
deep within the heart of the unforgiving  
mountain forest.

A malevolent entity leaving no one alive  
to tell of its existence.

Unseen and unheard of, this creature  
remains a specter of the night, haunting  
the wilderness with a relentless hunger that devours  
all who cross its path. Its very existence is a chilling  
whisper among the trees.

Now, destiny has marked your party for a sinister  
encounter with this malicious force. Its presence  
defies the laws of nature, and the insatiable starvation  
it endures is beyond mortal understanding.

As you embark on this perilous quest, you are not  
motivated by tales of riches or fame, for no survivor's  
boast exists of an encounter with this deadly hunter.  
Your journey is driven by a desire to uncover the truth  
and, perhaps, to bring an end to the torment inflicted  
by this unstoppable predator.

Will you become the first to unravel the mystery of  
the shadow in the mountains, or will you, too, fall  
victim to the nameless dread that consumes all who  
encounter it? Your journey will be one filled with peril,  
as you unravel the tale of protection and despair, and  
where your very survival depends on defeating the  
undefeatable Wendigo.

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## INTRODUCTION

Welcome to *Shadow in the Mountains: The Wendigo of Barovia*, designed for high-level adventurers (levels 7–10).

This module can be run as a side-quest or as a supplement to Curse of Strahd. Introduce the Wendigo as a recurring threat: a relentless predator born of desperation and tragedy. Its presence haunts the remote wilderness, testing your players' resolve as they face a creature that seems impossible to kill.

While the layout of the chapters may be unconventional, it has been designed to be easy to follow while running the location in chronological order. **It is strongly recommended that the DM read “The Diary of Jana Niglad” before running this location**, as it provides essential context for the story and deepens the understanding of the narrative threads.

The Wendigo itself is a deadly foe up close, but it is easily defeated with ranged weapons, particularly those that deal fire damage (which it is weak to). Although it may seem overpowered at first glance, the combat encounters usually resolve quickly in the players' favor. However, expect the tanks of the group to suffer significant damage.

The concept behind the Wendigo was to create a creature that is deeply unsettling and creepy upon its first introduction. Over time, as the party encounters it repeatedly, it transitions into a relentless nuisance. The Wendigo was initially envisioned as unkillable, but I felt it was important to provide an option for a conclusive end. So, I crafted a location where players can defeat the Wendigo once and for all, gather some cool items, and have a memorable showdown—maybe even enjoy the backstory of it all.

Feel free to adjust the difficulty, pacing, and narrative elements to suit your group's playstyle. The ultimate goal is to create a memorable and engaging experience for your table.

Thank you for exploring my first homebrew module. I welcome feedback, suggestions, and stories from your adventures—every insight helps refine this tale.

I apologize for not including a map for the cabin, but any map of a cabin with a large carpet will work. I run the basement location as a ‘Theatre of the Mind’ encounter anyway.

For lore enthusiasts, the full backstory of Jana, Gargosh, and the Wendigo is included at the end for deeper exploration.

Enjoy, Good luck, and may the Morninglord watch over you...

# THE WENDIGO GUIDE

The Wendigo is a devious and ravenous hunter that can add a memorable spine-tingling element to your Dungeons & Dragons campaign.

Here's how to use it effectively:

## 1. The Deceptive Lure:

The Wendigo's primary tactic is to lure unsuspecting prey by mimicking distress calls. Encourage your players to use their Perception skill to pinpoint exactly where these eerie sounds are coming from.

Before the encounter, roll a Stealth check for the Wendigo (with advantage). The result sets the Perception DC for the players to recognize that the distress calls aren't coming from a helpless individual, but from a deceptive creature in disguise.

## 2. Creating Tension:

The Wendigo's mimicry should build suspense and uncertainty. Describe the cries for help in a way that captures the fear and desperation in the voices it mimics. The voice could sound like a small child or an elderly person in distress, calling out phrases like 'Help!', 'Please help me!', 'I need help!', 'Please, someone...' It will respond to any questions vaguely, repeating the same crude phrases

If the players attack the spot where the Wendigo is hiding, describe what appears to be a mildew-infested bag of bones falling from that spot. The bag hits the ground and begins to slowly crawl forward. As it moves, it unsettlingly twists and contorts, gradually morphing into an eerie malnourished figure.

## 3. Selecting Prey:

The Wendigo's hunger drives its actions. It will typically choose its victim based on the creatures proximity. During combat, if the Wendigo senses a creature below half its hit points, it will lock onto that target and do anything to try to devour it. This makes it a cunning opportunist and a terrifying foe.

## 4. Attacking:

When the players discover the Wendigo's presence and intentions, the encounter can shift from deception to a deadly battle. The Wendigo is a relentless and formidable hunter, primarily using its Claws to deal damage and weaken its prey while simultaneously attempting to feed with Consuming Bite.

Carnage Call should be employed when it gets excited about feeding, typically once at the start of combat, once at the Dungeon Master's discretion (preferably when there is a high chance of success with Consuming Bite), and/or just before taking the Devour Action.

The Wendigo will utilize its Legendary Actions to attack, heal itself, and maintain a constant cold damage effect throughout the battlefield. It will use its Bonus Actions to hunt and disable its prey.

## 5. Defeating the Wendigo:

Once the Wendigo reaches 0 HP in combat, it crumbles into a mildew-covered blanket of bones. While the creature's physical form is destroyed, its essence lingers within the bones and blanket. These items can never truly be destroyed, only damaged. The blanket, along with the bones, will slowly crawl into a nearby hiding place 24 hours after the Wendigo is defeated. It will then regenerate and return to its hunting ways, as the curse that sustains it has not yet been broken.

Its bones are those of a full-grown adult, as the Wendigo never actually died, but they are disfigured almost beyond recognition.

The Wendigo uses its Devour action in combat to feed on its prey, dealing significant damage while healing itself. However, if the Wendigo takes damage during this action (or at any point in combat), it may choose to flee, temporarily retreating to regenerate. This mechanic should be used before the players discover the cabin, or with a low-level party, to prevent a TPK.

## 6. Recurring Threat:

Keep the mystery surrounding the Wendigo alive. Encourage your players to explore its lore and origins, and choose the right time for an encounter. The Wendigo can be a deadly hunter and the players should encounter it well before discovering the cabin. The dark history of this supplement can add the much needed sense of horror late in the campaign.

## 7 . Encounter Timing and Difficulty

The timing of when to introduce the Wendigo encounter into your campaign is at your discretion, but it is strongly recommended to do so when the player characters have reached at least level 7. Ideally, the party will face the Wendigo at least once before discovering the cabin, resulting in multiple combat engagements throughout the adventure. With some scary background music, you can make this quite a terrifying experience.

Alternatively, you can stage a final showdown at the cabin, especially for level 9+ parties, adding the Wendigo and two Ghosts for an intensified challenge.

## 8. How to Destroy It Permanently:

The hint to destroy the Wendigo can be found in the final entry discovered in the basement journal of the Cabin. According to the entry, the Wendigo can be permanently destroyed if its blanket and bones are recovered and brought back to the cabin's basement (along with the bones of Jana and Gargosh). Then, the entire cabin must be set ablaze in order to release the family from their nightmarish torment. This critical information, concealed within the depths of Jana's Diary, may hold the key to confronting the Wendigo and ultimately putting an end to the haunting nightmare that plagues the family.

# THE CABIN

## LOCATING THE CABIN

Somewhere in the dense, shadowed mountains between Berez, the Winery, and the treacherous Tsolenka Pass, along the Svalich Road as it winds through the rugged mountains, lies a foreboding forest clearing. This clearing serves as a meadow or field, a rare break in the imposing canopy of trees.

An observant character can spot an overgrown and nearly concealed path leading further up the mountains on the other side of the clearing.

Should they choose to investigate this enigmatic trail, it will eventually guide them to an old eerie and decrepit cabin, hidden deep within the forest.

### LOCATION ON THE MAP

The exact placement of the cabin on the map is at the Dungeon Master's discretion. However, it's crucial to consider that this encounter is designed for late game characters.

## APPROACHING THE CABIN

You can see what looks like an old decrepit cabin in the distance, shrouded by the imposing trees. It stands as a haunting relic of days long past. Its cedar wood exterior has weathered years of abandonment, and the surrounding forest seems to have embraced this structure as a part of the wilderness itself.

### CABIN EXTERIOR

Dried herbs hang from nearly every inch of the cabin.

A DC 13 Nature or Survival check reveals the herbs to be wolfsbane, strings of garlic, bat-thorn, peppermint, spearmint, menthol, rosemary, thyme, and cloves.

These herbs serve as a makeshift ward against the creatures that lurk in the vicinity (a lesson learned from the homeowners by observing the monsters' behavior and gathering snippets of information from unfortunate passersby).

The cabin's doors, though broken down, can be repaired by skilled hands. Upon closer inspection, it seems as if the doors were smashed from the inside out.

The cabin's windows, once potential entry points for both light and danger, have been boarded shut, reinforcing the sense of isolation and protection within.

## CABIN INTERIOR

The cabin's interior reveals a once-cozy home, now surrendered to time and decay.

Moss-covered walls, creeping ivy, and small saplings bursting through the floorboards show nature's relentless reclamation. The exposed wooden beams overhead stand as a testament to the skill of those who built this place centuries ago, though all signs of comfort have long vanished.

Decayed furniture lies scattered in disarray- rotting planks that were once tables and chairs. The whole place carries the pungent odor of old, moldy wood, and the unmistakable scent of decay.

In the center of the cabin, a frayed, worn-out, moldy tattered rug occupies a space where the encroaching vegetation appears less pronounced.

On the back wall stands a large hearth fireplace, once used for cooking. A cooking pot still hangs within it.

This cabin looks like it was abandoned centuries ago, frozen in time and untouched ever since.

Upon closer inspection, characters can reveal some old bones and bone fragments within the hearth and the cooking pot. A successful DC 16 Investigation or Medicine check identifies the bones as human, hinting at the cabin's macabre history.

Additionally, upon removing the rug or with a Passive Perception of 13 and higher, players can discern the presence of a *concealed metal hatch* beneath the rug, remarkably unaffected by the relentless decay that plagues the rest of the cabin.

If the players decide to investigate the hatch, they will discover that it's actually a type of **Heavy Shield made of solid silver**. It can still serve its purpose if restored.

The silver hatch is not locked and can be easily opened, revealing a dark space below.

The ladder leading down has also rotted away, so the characters will need to make a 10-foot drop down into the dark, confined space to explore it.

The basement is pitch black, the air damp and suffocating. For those with darkvision, scattered debris and skeletal remains are faintly visible- one intact, the other scattered across the floor. The silence is broken by a sudden, piercing wail as ghostly figures materialize.

As soon as one of the players reaches the basement floor, the silver hatch violently closes shut and two vengeful spirits suddenly materialize to launch a surprise attack.

The Ghost of Jana targets the character in the basement, while the Ghost of Gargosh confronts the players in the cabin.

# GHOSTS OF JANA AND GARGOSH

Jana and Gargosh Niglad are the vengeful spirits of the cabin's former occupants. They loom ominously over this forsaken location they once called home. Their spectral presence is a haunting reminder of the past, as they were the very builders of this cabin, crafting it with their hopes and dreams.

But those dreams have since turned into a nightmare.

## RUNNING THE ENCOUNTER

The silver hatch can be opened with a DC 20 Strength check or by using an appropriate spell.

The character trapped in the basement is in complete darkness

### ALTERED STATS

The Ghosts use standard 5e Ghost stat block with the following exception:

- Jana has an AC of 15
- Gargosh has an HP of 80
- their Possession has a DC of 16

The Ghosts make a surprise attack during the first round of combat.

The Ghosts primary motivation is to eliminate the players in order to feed their starving daughter.

If either of these apparitions is on the verge of defeat, they will both make a final, desperate effort to Possess two players with the lowest Charisma scores.

Their goal then shifts to persuade the party to leave the cabin.

While the ghosts are open to negotiation, they have nothing material to offer in return, except for the harrowing story of their past.

This is the moment in your campaign when you can reveal the brighter side of their backstory.

Finding *The Diary of Jana Niglad* will confirm the narrative provided by the spirits, but it will also reveal the whole truth and how to end the curse once and for all.

At the DM's discretion, they may or may not join the Wendigo fight if you choose to have one at this location. Ultimately, they would rather be put to rest than continue their existence as vengeful spirits.

However, they will not assist the characters in harming their daughter, and they will not leave the cabin under any circumstances.

As the Dungeon Master, be prepared to handle this spectral encounter with both dread and empathy.

## GHOSTS OF JANA AND GARGOSH

Medium undead, any alignment

**Armor Class** Jana 15 / Gargosh 11

**Hit Points** Jana 45(10d8) / Gargosh 80(10d8)

**Speed** 0 ft., fly 40 ft. It can hover.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (0)	12 (1)	17 (3)

**Damage Resistance** Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 60 Ft., passive Perception 11

**Languages** Any Languages It Knew In Life

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Withering Touch** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit (4d6 + 3) necrotic damage

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 16 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

# THE BASEMENT

Down here the air is heavy and filled with a damp, earthy smell. Cobwebs drape across the low ceiling, revealing the passage of time.

Within this cramped space, there are a few remnants of past inhabitants who sought refuge from the horrors of Barovia's wilderness. Tattered blankets, rusty tools and utensils lie scattered across the floor.

You notice two distinct sets of skeletal remains. One is lying in an almost intact state, and the other is a macabre jigsaw puzzle, with bones strewn haphazardly across the floor.

In the corner of the basement, a decayed journal sits atop a rotten empty wooden crate. The journal, now almost illegible, contains the harrowing accounts of the cabin's previous occupants who used this basement as a shelter. It speaks of the creeping mists, the monsters that prowl the forest, and the gruesome choices they made to combat starvation.

## CLUE TO END THE CURSE

The last few pages of the journal show how rapidly Jana plunged into madness, and the very last entry entry is scribbled almost beyond recognition, with jagged, frantic strokes that make it difficult to discern the words.

It reads:

**"YOV SHUD HAV BERRIED US DON HIRE AND  
BURN THS HOL CABIN T THE GRO..."**

The skeletal remains in the basement are those of Jana and Gargosh. The last entry in the journal suggests that all three skeletons of the Niglad family need to be buried down here, and the cabin must be set on fire to truly defeat the Wendigo.

### Upon Ending the Wendigo Curse, read:

As the flames consume the cabin, a bone-chilling shriek rises, echoing through the mountains. From the inferno, shadowy forms emerge—almost indistinguishable from the smoke. The souls drift upward, silent and formless, before their essence is swallowed by the ever-present mists that shroud the land.

The players may have stopped the monster, but they have not freed the tormented souls. The mist claims them now, as it does all things in Barovia. Their fate is sealed—unless Strahd Von Zarovich is brought to ruin once and for all.

## TREASURE

On first glance, there is nothing of value down here, with the exception of the journal. However, if any character uses a Perception check or simply wishes to search the basement, read:

Amidst the decay and rot, there is also an old chest barely holding together. Its wooden exterior is warped and covered in a thick layer of mold and moisture, showing signs of imminent disintegration. As you lift the lid, it opens with surprising ease, cracking and breaking, revealing its fragile contents:

- **2d6 Pearls:** These exquisite pearls, despite the chest's state of deterioration, gleam with a pristine luster. Each pearl is worth 100 gold pieces.
- **Gargosh's Coat:** Carefully folded within the chest, you find a well-preserved, heavy, and rugged hunter's coat. It bears the scars of numerous encounters with the elements, a testament to Gargosh's resilience as a hunter.
- **Jana's Amulet:** Resting alongside the pearls and the hunter's coat is a delicate-looking amulet. It appears to be handcrafted, suggesting sentimental value and importance.

### GARGOSH'S COAT

*Armor (leather), uncommon*

While wearing this coat, you have resistance to necrotic damage. Additionally, if an undead creature deals necrotic damage to you, it does not regain hit points from that damage.

### JANA'S AMULET

*Wondrous Item (Amulet), Rare (Neck)*

You gain a +1 bonus to Constitution saving throws while wearing this amulet.

### ITEM'S HIDDEN BENEFIT

The Wendigo will refrain from attacking players who are wearing items once belonging to its parents.

As the Dungeon Master, be sure to keep this in mind when conducting the encounter.

# THE DIARY OF JANA NIGLAD

## Entry 1: A New Beginning

We have done it. Gargosh and I have left Berez behind, with its politics and the looming war. This place... this little clearing in the mountains feels like a haven, far from the troubles of the world. Gargosh is building our home, strong and sturdy, while I tend to the garden. We even found a spring nearby—fresh water flows like a blessing from the Morninglord.

For the first time in years, I feel peace. It's as though we've stepped into a fairy tale.

## Entry 12: The Mists Arrive

The fog came this morning, thick and clinging, but we thought little of it at first. It felt almost romantic, the way it wrapped around our home.

But it has not lifted. Days have passed, and the sun is a distant memory. Gargosh jokes that the forest is playing tricks on us, but I see the unease in his eyes.

The mists bring more than darkness. There are noises in the night—growls, howls, and... screams.

## Entry 19: A Joyful Secret

I have not told Gargosh yet, but the Morninglord has blessed us. I am with child. In the shadow of this fog, amidst the unease, this is my light. I will tell him tonight. Perhaps it will give him hope.

## Entry 32: The Garden Wilts

The sun is gone, and with it, the life of our garden. The plants rot, their leaves blackened and brittle. The forest, too, seems barren. Gargosh goes out every day to hunt, but he returns with little. A rabbit. A bird. Never enough.

We ration what we have, but it will not last. I am growing weaker, and the baby... I pray to the Morninglord for strength.

## Entry 47: The Lost Traveler

Today, Gargosh brought a man to the cabin. A traveler, wounded and desperate. He told us a beast had attacked him in the woods, but he managed to escape.

I was so relieved when Gargosh told him he could stay to heal. Kindness is scarce in this fog.

## ENTRY 49: THE FEAST

Something is wrong. Gargosh insisted on cooking tonight, shooing me away from the hearth. The stew was... rich. For the first time in weeks, I feel full. I should feel relief, but I can't shake this dread.

## Entry 58: Melissa

She is here. Our daughter. Beautiful, tiny, and perfect. Her cries fill the cabin, a sound that reminds me there is still life in this world. Gargosh weeps when he holds her.

But we're always in need of food. It's never enough. Gargosh ventures out longer each day. I worry for him. I worry for us.

## Entry 71: The Truth

I found blood on Gargosh's hands today—not his own.

He did it for us, he says. For Melissa. "We will not starve," he tells me. But I see a shadow in his eyes. He's been acting strange ever since that wounded stranger left.

## Entry 82: Alone

I don't know if I can put these words to paper. Gargosh is gone. He crawled back to the cabin, broken and bleeding, and confessed everything as he lay dying. He admitted it all: the travelers, the "meat", the lies.

His last words haunt me: "You will not starve."

I am hollow. The mists have taken my husband, my heart, and I fear even my sanity.

## Entry 84: Desperation

I did it. I cannot write it. I cannot even think it. But Melissa and I are alive.

But the hunger does not fade. It always comes back. It can't be satisfied. It only grows...

## Entry 90: The End

There is no food. No hope. The hunger gnaws at my very soul. I cannot bear to hear Melissa cry.

I have made a choice. My flesh will sustain her, as Gargosh's did us. I will give her what little I have left.

She is strong. She will survive.

## Final Entry

Yov shud hav berried us don hire and  
burn ths hol cabin t the gro-

# WENDIGO OF BAROVIA

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 143 (20d8+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	16 (+3)	11 (0)	16 (+3)	12 (+1)

**Saving Throws** Str+9, Con+6, Wis+6

**Skills** Athletics+9, Stealth+8,

**Damage Vulnerabilities** Fire

**Damage Resistances** Slashing and Piercing of any kind

**Damage Immunities** Necrotic, Cold, Poison

**Condition Immunities** Asleep, Blinded, Charmed, Deafened, Exhausted, Frightened, Incapacitated, Paralyzed, Petrified, Poisoned, Stunned

**Senses** Blindsight 80 ft., passive Perception 16

**Languages** /

**Challenge** 9

**Mimicry.** The Wendigo can mimic any sounds it has heard, including animal sounds and voices, often imitating cries for help. A successful DC 16 Wisdom check allows a player to discern that the sounds are not of human origin.

**Mask of the Wild.** The Wendigo can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

**Gluttony's Fortitude** The Wendigo has advantage on all saving throws and ability checks (except contests), including those against spells and magical effects

**Blood Frenzy** The Wendigo has advantage on attack rolls against any creature that has lost more than half of its hit points during combat.

**Starvation Rot** Any creature that starts its turn, ends its turn, or enters within 10 feet of the Wendigo must make all rolls with disadvantage until the start of its next turn. A creature can combat this with a successful DC 16 Constitution saving throw upon entering the area or if starting its turn in it, negating the Starvation Rot effects.

(As you draw near the source of the stench, a revolting, putrid odor assaults your senses. The air is heavy with the unmistakable reek of decay, like the stinking remnants of long-forgotten carcasses. This foul stench is so overpowering that it churns your stomach, evoking a visceral sense of nausea. Paradoxically, amidst the sickening odor, a perverse craving for something, anything, to satisfy a gnawing hunger begins to creep over you, as if your very senses are being twisted and manipulated by the malevolent aura.)

## BONUS ACTIONS

**Stalk** The Wendigo can take the Hide action as a bonus action on each of its turns.

**Aggresive** As a bonus action, the Wendigo can move up to its speed towards a potential prey it can see.

## ACTIONS

The Wendigo can make two attacks but cannot use Consuming Bite or Carnage Call more than once per round. Alternatively, it can choose to make a single Devour attack.

**Claws. Melee Weapon Attack:** +9 to hit, reach 5ft., one target. Hit 11 (2d4+6) slashing damage plus 7 (2d6) cold damage

If the Wendigo moves at least 20 feet straight toward a creature and then hits with a Claw attack on the same turn, that target must succeed in a Strength ability contest or be knocked prone. If the target is prone, the Wendigo can make one Consuming Bite attack against it as a reaction.

**Consuming Bite. Melee Weapon Attack:** +9 to hit, reach 5ft., one target. Hit 15 (2d8+6) slashing damage plus 14 (4d6) necrotic damage

The target must succeed on a DC 16 Constitution saving throw or take an additional 4d6 necrotic damage on a failed save or half as much on successful one. The Wendigo regains hit points equal to half the necrotic damage dealt.

**Consume Flesh:** If the Wendigo deals more than 15 necrotic damage with Consuming Bite, it can use Consume Flesh as a reaction, inflicting serious injury (roll on the lingering injury chart , DMG page 272).

**Carnage Call (3/day)** The Wendigo's jaw unhinges, and it releases an unsettling, raspy wail that echoes through the land, sending shivers down the spine of anyone within a 300-foot radius.

Any creature within 10 feet of the Wendigo must succeed on a DC 16 Wisdom saving throw or become Paralyzed with fear for 1 minute. The affected creature can repeat the saving throw at the end of its turn to end the effect.

**Devour.** If the Wendigo reduces a target's hit points to 0, it can attempt to devour it. The Wendigo will spend the remainder of the current round and the entirety of the next round in the process of consumption, during which it adds 10d10 to its maximum hit points.

While in this process, the Wendigo cannot utilize any other Actions, including Legendary Actions, Bonus Actions, or Reactions. However, it will immediately cease Devouring if it takes any fire damage or sustains a critical hit.

A creature devoured by the Wendigo cannot be revived; its soul is lost forever in the mists of Barovia.

## LEGENDARY ACTIONS

The Wendigo can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Wendigo regains spent legendary actions at the start of its turn.

**Regenerate** Wendigo regains 3d10 hit points. If the Wendigo takes fire damage, it can only regain 1d10 hit points until the start of its turn.

**Howling Winds** The Wendigo forces a chilling wind to pass through a 80ft radius around him. Any creature other than the Wendigo caught in this cold wind must make a DC 13 Constitution saving throw or take 7 (2d6) cold damage (half damage on a successful save) and have their movement speed halved.

**Claw** The Wendigo makes one Claw attack.

The Wendigo's real name is Melissa, but for a more tongue-in-cheek approach, it can be changed to Wendy or Wendyana.

# THE STORY OF JANA AND GARGOSH



TRAHD VON ZAROVICH BROUGHT WAR TO BAROVIA. What was once a peaceful land was beginning to become a war zone.

A young couple from Berez, named Gargosh and Jana Niglad, had no interest in the new warlord or his battles. They didn't care about Berez or its politics; the

Morninglord did not bless them with a child, so they cared not even for legacy. All they wanted was a simple, comfortable life together. And so, they moved far away from civilization, deep into the forested mountains of the Barovian wilderness where they decided to build their home and live out their days.

Gargosh, a skilled craftsman, applied his knowledge to construct a sturdy cabin. Jana brought seeds with her so they could grow a garden. They even dug themselves a well with fresh water. It was beautiful, a true fairy tale paradise.

They were happy.

Years passed.

Then, one morning they awoke to find the entire forest engulfed by a thick fog. At first, they didn't think much of it... but when it wouldn't subside, seemingly growing thicker by the day, their concern grew.

They soon found out that with the mist came the monsters; werewolves, vampires, and all sorts of ghoulish creatures were now out in the ever-present fog.

However, the most significant news was yet to come: Jana was pregnant.

Now, Gargosh wasn't a fighter (he was an average hunter at best), but he was a very good survivalist and knew his way around the mountain. He also knew it was his responsibility to provide for his family. So he did.

The mist made hunting very difficult, not to mention dangerous. Driven by the need to take care of his growing family, he tried his best; catching a rabbit, a squirrel, a bird... but never a deer.

A couple of moons into her pregnancy the food situation was becoming desperate. No sun meant no crops would grow, so their fruitful garden slowly died out. The lack of sunlight affected all the plants, leading to the decline of wildlife as well.

They were running out of food, and Gargosh knew the only option was to go to Berez and refill their supplies. But getting there proved an impossible task, as if the mist was playing with Gargosh. Because no matter what path he took, it always somehow led him back to the cabin.

One day, Gargosh came upon a wounded traveler. The man was attacked by some beast which he managed to fight off, getting injured in the process. Gargosh wanted to help the man, so he offered him a stay at his cabin until he got better.

But upon arriving at the cabin, Gargosh suddenly became aware of the predicament he was in: the soon-to-be parents were both starving already, they didn't have a proper meal in days, and now he brought a third mouth to feed.

So Gargosh made a decision then and there: he led the unsuspecting man to the back of the cabin and murdered him. That evening, they had the first of many meals like this to come. You see, Gargosh realized that hunting lost travelers was far easier than hunting elusive rabbits, and human meat was tastier than squirrel meat... atop all that, the quantity. These were dire times, and Gargosh had to think of his family. Jana never knew what he was doing, she never even suspected it. The thought of Gargosh killing someone was incomprehensible, for he was a kind and caring man in her eyes... the latter was still true.

Soon, their daughter was born- Melissa.

Gargosh continued his macabre practices, even more so than before. The mists had produced one more monster. But all of it would come to an end on one fateful day when the baby was about eighteen months old.

On that day, Gargosh was out hunting when he was ambushed by a pack of werewolves. He barely managed to escape, staggering and crawling back to the cabin. There, Jana rushed to his aid. But upon witnessing the severe injuries her loving husband had sustained, she knew there was little to no chance of his survival. Gargosh knew it as well. "It's OK, Jana... it will be ok... but please listen to me...", he said and proceeded to tell her everything- the whole truth. Jana was dumbfounded, completely and utterly shocked. She could only muster up one coherent question: Why? "So that you know... after I go... you will not starve...", these would subsequently be his last dying words.

Jana couldn't even grasp the entirety of the situation. She could never do that. Never. She hoped not. No. She wouldn't. Would she? Maybe...if she really needed to. She struggled with accepting the reality, her madness was already slowly incubating since the mists came. She knew both her and Melissa will surely starve to death... so she gave in to the hunger. They ate Gargosh whole, and Jana had completely lost her mind/sanity in the process. And when they ran out of their provider to eat, Jana decided the only other option was to now eat her flesh as well... She bled out and died, not long after that... and Melissa? Melissa survived feeding on her mother's corpse...

She is still out there now, lurking in the shadows of trees. Her hunger is insatiable, her drive unstoppable. Only fools would go after her dreaming of victory, for she cannot be stopped... and she never will..."

# SHADOW IN THE MOUNTAINS

Delve into the mysterious depths of Barovia, where a new, fearsome entity awaits high-level adventurers.

Uncover the dark origins of the Wendigo. This elusive entity is a compelling addition to the tapestry of Strahd's domain, providing an intriguing challenge for seasoned adventurers.

Designed to complement the ambiance of Curse of Strahd, the Wendigo offers a fresh side quest for high-level players, introducing a new level of suspense and mystery that's lacking as you near the end of the campaign. Embrace this sinister narrative and test your party's mettle against the unbeaten hunter.

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For use with the fifth edition *Player's Handbook*, *Monster's Manual*, and *Dungeon's Masterguide*.

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Hello :)

My name is Kristijan Mehun, and I love DMing horror adventures.

This is my first homebrew.

I welcome feedback and criticism, and I'm particularly interested in insights on the impact of this addition, the challenges encountered during its implementation, and how it influenced your players' experience.

Thank you, and have fun!

