



Dagrimor's Chosen

Dagrimor's Chosen, a secretive and malevolent cult, clings steadfastly to the archaic ways and pays homage to the enigmatic Blind God, Dagrimor, in a realm veiled in arcane mysteries and foreboding darkness. Cloaked in tattered robes and donning eerie masks adorned with twisted horns, the cultists gather in remote and desolate places, where they perform eldritch ceremonies to invoke the hidden powers of their deity. The haunting echoes of their chants fill the air as they dance fervently around ominous altars, their voices raised in unholy communion with the ancient forces they worship.

Cult Fanatic, Dagrimor's Chosen

Medium Humanoid (any), typically neutral evil

Armor Class 14 (hide armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

Special Traits

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The fanatic makes two melee attacks.

Sickle of Rot. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 5 (2d4) necrotic damage.

Spellcasting. The fanatic uses an action to cast one of the following spells using Charisma as its spellcasting ability (spell save DC 12):

At will: *produce flame*

1/day each: *entangle, fog cloud, hold person*



Cult Fanatic, Shepherd of Yehovael

Medium Humanoid (any), any non-good alignment

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

Special Traits

Relentless. If the fanatic takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sacred Flame (Cantrip). Flame-like radiance descends on a creature that the fanatic can see within 120 feet of it. The target must succeed on a Dexterity saving throw or take 4 (1d8) radiant damage. The target gains no benefit from cover for this saving throw.

Spellcasting. The fanatic uses an action to cast one of the following spells using Charisma as its spellcasting ability (spell save DC 12):

At will: *spare the dying*

1/day each: *bles*, *command*, *detect evil and good*

Shepherd of Yehovael

The Shepherds of Yehovael hold a position of great authority within the Order of Celestial Grace, the chief religion of the New Sanctaria colony. As religious leaders, they wield significant power and influence over the masses, which they sometimes exploit to dangerous ends. Behind the façade of spiritual guidance, these Shepherds are capable of manipulating their followers, using their religious fervor to incite hostility and persecution against the impoverished and vulnerable members of society. Within the walls of the ornate sanctuaries, they preach a doctrine of divine righteousness, while secretly fueling divisions that threaten to tear the colony apart.



The Black Goat

In the depths of the ancient forests surrounding New Sanctaria, the Black Goats, malevolent devils shrouded in mystery, roam freely, appearing as innocent goats to the unsuspecting eye. But beneath their deceptively ordinary guise lies an otherworldly power, allowing them to shift their form into that of various creatures, even mimicking humans with uncanny precision. These sinister beings act as insidious tempters, preying on the vulnerable, luring them into the treacherous realms of witchcraft and infernal pacts.

Feared by settlers, the Black Goats are harbingers of doom, carriers of plague and sickness that swiftly infect those unfortunate enough to cross their path. They relish in sowing discord among the settlers, whispering vile thoughts into the hearts of men and turning communities against each other, their delight drawn from the chaos they incite.

Bound in servitude to the malevolent Nightfiend, a fearsome enemy of Yehovael, the Black Goats thrive in their role as agents of darkness.

Devil, The Black Goat

Medium Fiend (devil, shapeshifter), lawful evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	17 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +5, Con +5, Wis +4, Cha +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Skills Deception +6, Insight +3, Persuasion +6

Senses darkvision 60 ft., passive Perception 16

Languages Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Special Traits

Charge (Goat Form Only). If the devil moves at least 20 ft. straight toward a target and then

hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Change Shape. The devil transforms into a form that resembles a Small or Medium humanoid or beast or back into its true form. Aside from its size, the devil's statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Spellcasting. The devil can use its action to cast one of the following spells, using Charisma as its spellcasting ability (spell save DC 14), requiring no material or somatic components:

At will: *charm person, darkness*

3/day: *hold person*

1/day: *contagion*



Hag of the Forest

Amidst the dense forest, a withered, old crone emerges, her form adorned with tattered robes, razor-sharp claws, and unusually large feet, her piercing gaze suggesting ancient wisdom and an unsettling hunger for secrets.

In the heart of the dark and foreboding forest that surrounds New Sanctaria, the hags, wicked and cunning, lurk amidst the shadows, their malevolence seeking to tempt and destroy mortal souls. With a terrible hunger for the tender flesh of the young, they are infamous for preying upon the innocent, stealthily capturing children to sate their insatiable appetites. Unfettered by allegiances to any higher power, the hags weave a sinister web, aligning themselves with whoever grants them the most magic and immortality, thriving in their crafty machinations.

Within the walls of New Sanctaria, the citizens live in perpetual suspicion, haunted by the fear that their very neighbors might be under the influence of the hags of the forest, or worse, harbor the dark essence

of a hag herself. The wrongful persecutions that follow, fueled by paranoia and panic, deepen the chasm of mistrust and drive a wedge between the once-united community. In the face of their unsettling presence, the people of New Sanctaria must tread cautiously, for the hags' enigmatic motives and relentless pursuit of power make them formidable foes, capable of plunging the peaceful settlement into chaos and despair.

Elara the Veilweaver, most well known among the hags of the forest, has orchestrated a wicked plan to kidnap the newborn heir of New Sanctaria, intending to use the innocent child's life force to strengthen her dark magic and sow discord among the settlers.

Hag of the Forest

Medium Fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	16 (+3)

Skills Arcana +3, Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal, Sylvan

Challenge 3 (700 XP)

Proficiency Bonus +2

Special Traits

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Spellcasting. The hag can use her action to cast a one of the following spells, using Charisma as her spellcasting ability (spell save DC 13).

At will: *dancing lights, disguise self, minor illusion, speak with animals, vicious mockery*

3/day each: *charm person, entangle, fear*

1/day each: *greater invisibility*



Harvester

A haunting figure, resembling a scarecrow, its bony frame draped in tattered robes, stands before you. A horse skull rests atop its slender neck. Its gaunt fingers wield a wickedly curved axe.

In the depths of ancient woods, malevolent witches and hags conjure the harvester skeleton into existence. Fashioned to resemble a chilling scarecrow, the skeletal figure wears tattered robes and cradles a wickedly curved axe in its bony grasp. Witches infuse this creation with dark magic, binding it to their will.

Often mistaken for undead, these creatures are actually simple automatons designed to serve as solitary guardians for the witches. The harvester skeleton tirelessly protects the witches' lands from intruders, striking fear into the hearts of their foes and deterring any who dare to challenge their malevolent masters.

Skeleton, Harvester

Medium Construct, neutral evil

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Special Traits

Undead Nature. The skeleton does not require air, food, drink or water.

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Blight (1/Day). Necromantic energy washes over a target of the skeleton's choice that it can it within 30 feet of it, draining moisture and vitality from it. If the target is a creature, the target must make a DC 12 Constitution saving throw. The target takes 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If the target is a plant creature or a magical plant, it makes the saving throw with disadvantage, and the blight deals maximum damage to it. If the target is a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.