



Big Foot

Before you stands a formidable and enigmatic figure—a large humanoid draped in a thick coat of fur, exuding a primal aura. Despite its bestial appearance, there's a glint of intelligence in its keen eyes, hinting at a depth beyond mere instinct.

Deep within the lush forests that bridge the realms of New Sanctaria and the Wyrd, roams the enigmatic Big Foot—an awe-inspiring creature draped in a majestic coat of fur. Contrary to its intimidating appearance, this gentle giant is a peaceful being, harboring no malicious intent and preferring to live in tranquil solitude. Content as an herbivore, it peacefully grazes on the bountiful flora that thrives in its woodland domain. With a serene disposition, the Big Foot desires nothing more than to be left undisturbed, seeking harmony amidst the natural wonders that surround it.

Big Foot

Large Monstrosity, neutral

Armor Class 12 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., climb 40 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	14 (+2)	19 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Elvish and Sylvan but doesn't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Actions

Multiattack. Big Foot makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 50/150 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Invisibility (Recharges After a Short or Long Rest). Big Foot magically turns invisible until it attacks, casts a spell, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Big Foot wears or carries is invisible with it.



Cannibal Spirit

Amidst the gloom of the dark forest, a bone-chilling presence stirs—a monstrous entity taking the form of a massive, hirsute human figure covered in spindly black hair. As if drawn from the darkest nightmares, its head is a twisted amalgamation of an elk's skull topped with jagged horns, its razor-sharp teeth glinting with malice.

Cannibal spirits, malicious fiends born of horrendous crimes, particularly murder and cannibalism, embody the haunting consequences of humanity's darkest deeds. Forever burdened by the weight of their malevolence, these vengeful entities roam the realms, driven by an insatiable hunger for new victims to accept their cursed existence, offering themselves a twisted chance at peace. With minds clouded by their past transgressions, they relentlessly pursue the living, driven by an unyielding desire to share their haunting burden.

Cannibal Spirit

Large Fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 50 ft.

Str	Dex	Con	Int	Wis	Cha
22 (+6)	14 (+2)	20 (+5)	5 (-3)	11 (+0)	13 (+1)

Saving Throws Str +9, Dex +5, Wis +3

Skills Perception +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages understands the languages it knew in life but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Special Traits

Charge. If the cannibal spirit moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16

Strength saving throw or be knocked prone.

Keen Hearing and Smell. The cannibal spirit has advantage on Wisdom (Perception) checks made to hear or smell.

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

Sunlight Sensitivity. While in sunlight, the spirit has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cannibal spirit makes three melee attacks, only one of which can be with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d8 + 6 piercing damage, and the target must make a DC 16 Constitution saving throw or contract the cannibal spirit's curse. While cursed, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a **CANNIBAL SPIRIT**, and the original cannibal spirit is destroyed.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.



Corpse Knot

Through the eerie darkness, a grotesque monstrosity emerges—a macabre amalgamation of multiple lifeless bodies, bound together by necromantic sorcery, shuffling with haunting moans and eerie groans.

Corpse knots, ghastly creations forged by malevolent hags, are utilized as brute muscle to terrorize farms and settlements, often composed of the very corpses of their victims. With their chilling presence and eight or more twisted arms, they raid communities under the cover of night, stealing away innocent children and dragging them back to the forest for their dark masters, leaving behind a trail of fear and despair in their wake. The sinister origins of these monstrous abominations evoke fear and paranoia among the townspeople, as they become haunting reminders of the lurking malevolence beyond the safety of their homes.

Corpse Knot

Large Undead, neutral evil

Armor Class 8

Hit Points 76 (9d10 + 27)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Skills Athletics +8

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Special Traits

Undead Fortitude. If damage reduces the corpse knot to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse knot drops to 1 hit point instead.

Undead Nature. The corpse knot does not require air, food, drink, or sleep.

Actions

Multiattack. The corpse knot makes four slam attacks. If two or more attacks hit a Medium or smaller target, the target is grappled (escape DC 16). While grappled in this way, the target is restrained and the corpse knot can't grapple another target.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.



Crawler

In the dim light, a pitiful and haunting sight appears—an undead creature devoid of arms, legs, eyes, and even a tongue, its form twisted and wretched. Black ichor oozes from its gaping mouth as it crawls toward you with agonizing slowness, emanating an aura of sorrow and despair. The creature's plight invokes both sympathy and unease, leaving you to wonder about the tragic fate that brought such a lamentable being before you.

Crafted from the tormented remains of once-living men, the Crawlers are condemned to an eternity of excruciating suffering. Their existence is driven by a grim purpose—to inflict the same torment upon others that they themselves endured at the hands of their wicked creators.

With a haunting visage, the Crawlers move with an unnatural grace, their ghastly forms contorted and twisted by the agony they endure. Eager to share their horrible fate, they crawl relentlessly through the shadows, seeking any unfortunate soul they can ensnare within their grasp. The air thickens with an oppressive aura of despair and dread as these pitiful yet malevolent beings seek to extend their suffering to all who cross their path.

Crawler

Small Undead, neutral evil

Armor Class 6

Hit Points 19 (3d8 + 6)

Speed 10 ft., climb 10 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	5 (-3)	15 (+2)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Special Traits

Undead Fortitude. If damage reduces the crawler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the crawler drops to 1 hit point instead.

Undead Nature. The crawler does not require air, food, drink, or sleep.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 7 (2d6) poison damage.

Paralyzing Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) cold damage and the target must succeed on a DC 12 Constitution saving throw or become paralyzed for 1 minute. The target may repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.



Cult Fanatic, Bogman

The Bogmen, devoted followers of Tröskuldur, the God of Filth, are an enigmatic and unsettling sight as they traverse the treacherous marshlands outside of New Sanctaria. Cloaked in tattered moss-covered garments and wielding gnarled staves, they skillfully navigate the murky waters on towering stilts, their movements eerily graceful yet otherworldly. Deep within the heart of the marshlands, they have crafted hidden sanctuaries, adorned with offerings of fetid plants and corrupted relics, where they gather to perform grotesque ceremonies to honor their deity.

Cult Fanatic, Bogman

Medium Humanoid (any), any non-good alignment

Armor Class 11 (15 with *barkskin*)

Hit Points 39 (6d8 + 12)

Speed 30 ft. (40 ft. on stilts)

Str	Dex	Con	Int	Wis	Cha
14 (+2)	12 (+1)	14 (+2)	9 (-1)	13 (+1)	14 (+2)

Skills Athletics +4, Religion +1, Stealth +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.

Stilt Walker. The fanatic walks on wooden stilts. While on stilts, the fanatic stands 10 feet tall, ignores nonmagical difficult terrain and gains a movement speed of 40 feet. The stilts can be attacked (AC 13, 15 hp, immunity to poison and psychic damage). Destroying the stilts deals no damage to the fanatic, but causes it to lose this special trait until it finds replacement stilts. The fanatic can use its action to mount or dismount from its stilts.

Actions

Multiattack. The fanatic makes two melee attacks.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage when wielded with two hands.

Kick (on Stilts Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Slings. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 1d4 + 1 bludgeoning 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: *druidcraft*, *guidance*

1/day each: *barkskin*, *flaming sphere*



Cult Fanatic, Daisy Maiden

The Daisy Maidens, enigmatic and ethereal figures, stand as the alluring leaders of the cult of Solgyld. Cloaked in pristine white gowns adorned with delicate daisies, they possess an enchanting charm that captivates even the most resolute souls. Graceful and beguiling, they weave intricate dances under the light of the sun, their movements imbued with a hypnotic allure that lures unsuspecting followers into their embrace. Behind the facade of innocence lies a darker purpose, for these maidens use their captivating dances to deceive others, drawing them into the blood-soaked depths of their cult. Beneath the veneer of purity, they wield dark rituals that fuel the worship of Solgyld, orchestrating malevolent ceremonies that ensure their deity's favor and the eternal devotion of their followers.

Cult Fanatic, Daisy Maiden

Medium Humanoid (any), typically neutral

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Deception +4, Insight +3, Religion +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1 (200 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.

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

3/day each: *heroism, sleep*

1/day each: *calm emotions, irresistible dance*

Reaction

Dance Away. When a creature makes an attack roll against the fanatic, the fanatic moves up to its movement speed without provoking attacks of opportunity.



Cult Fanatic, 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 Yehouael

The Shepherds of Yehouael 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.

Cult Fanatic, Shepherd of Yehouael

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

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

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*



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*



Elf, Child of the Wyrð

Amidst the dappled sunlight, an ethereal figure emerges, adorned in tattered rags and bedecked with delicate flowers and leaves, its silvery eyes evoking a sense of mystical wonder and ancient connection with nature.

Mysterious and ethereal, the Children of the Wyrð (often called elves), possess an innate connection with the natural world, effortlessly bridging the gap between the fey and the humans. Known for their boundless kindness, the elves willingly extend their healing gifts to the town's denizens, mending both physical ailments and wounded spirits. As they wander the woodlands, they often form a unique bond with humans, becoming sought-after confidants and guides to those seeking solace in the embrace of nature's tranquility and the Child of the Wyrð's soothing presence.

Elf, Child of the Wyrð

Medium Fey, any non-lawful alignment

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 35 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	17 (+3)	12 (+1)	8 (-1)	15 (+2)	13 (+1)

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

Special Traits

Fey Ancestry. The elf has advantage on saving throws against being charmed and magic can't put the elf to sleep.

Actions

Multiattack. The elf makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The elf can use its action to cast the following spells, using Wisdom as its spellcasting ability (spell save DC 12).

At will: *dancing lights, guidance, speak with animals*

3/day: *cure wounds, animal messenger*

1/day: *lesser restoration*

Bonus Actions

Nimble Escape. The elf takes the Disengage or Hide action.



Faun

In the dappled twilight of the forest, a mythical being emerges, with the upper body of a human and the lower body of a goat, its eyes glimmering mischievously, while its hooves gently dance upon the forest floor, drawing you into its world of music and revelry.

Fauns serve as the curious and enigmatic guides bridging the gap between the mortal realm of New Sanctaria and the mystical Wyrd. Their affinity for both worlds grants them an understanding of the intricacies of human society and the arcane mysteries of the fey. Drawn to the bustling human settlement, fauns find fascination in observing and interacting with the denizens of New Sanctaria, often weaving themselves into the affairs of men through playful pranks or gentle guidance. This inquisitive nature leads them to forge unlikely friendships with humans, acting as both mischievous tricksters and benevolent mentors, fostering a delicate balance between the two realms.

However, this interaction with humans can sometimes provoke discontent among other fey residing in the Wyrd, as fauns' dalliances with humans may lead to unforeseen consequences.

Faun

Medium Fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	13 (+1)	11 (+0)	13 (+1)	14 (+2)

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

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Special Traits

Charge. If the faun 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 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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

Actions

Multiattack. The faun makes one melee attacks, only one of which can be its ram.

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

Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6 + 1 bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 3 piercing damage.

Spellcasting. The faun uses its action to cast one of the following spells, using Charisma as its spellcasting modifier (spell save DC 12), requiring no material components when it does:

At will: *charm person, minor illusion, pass without trace, thaumaturgy*



strange happenings and unexplained misfortunes, hinting at Grandma Death's sinister presence pulling the strings from the shadows.

Grandma Death's Lair

Grandma Death continues to live in the village or town where her host once lived. However, her dark magic permeates this place, granting her unrivaled power.

Grandma Death encountered in her lair has a challenge rating of 15 (13,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), Grandma Death can take a lair action to cause one of the following magical effects; Grandma Death can't use the same effect two rounds in a row.

- Up to five **SKELETONS** or **ZOMBIES** appear in unoccupied spaces within 30 feet of Grandma Death and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. Grandma Death can have up to five undead summoned by this ability at a time.
- A cloud of swarming insects fills a 20-foot radius sphere centered on a point Grandma Death chooses within 120 feet of her. The cloud spreads around corners and remains until Grandma Death dismisses it as an action, uses this lair action again, or is destroyed. The cloud is lightly obscured. Any non-undead creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point Grandma Death chooses within 60 feet of her, filling a 15-foot-radius sphere until Grandma Death dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Grandma Death

As you approach the humble cottage in the dim moonlight, you spot an old peasant woman sitting by a loom, her form shrouded in shadows. The sight seems innocuous at first, but as the light draws nearer, an unsettling revelation dawns upon you. The woman before you is no ordinary peasant—her appearance reveals an undead horror, her decaying features hidden behind a façade of normalcy. An ancient and malevolent evil emanates from her eyes, burning with a sinister intensity that sends a chill down your spine.

Deep within the heart of New Sanctaria, hidden amidst the bustling streets and quaint dwellings, lurks an age-old enigma—Grandma Death, an ancient undead entity that clandestinely dwells within a single elderly woman, chosen as their vessel. Concealed behind the veil of an ordinary old woman, she wields extraordinary power as an immortal necromancer, a dark secret known to only a few. Within the close-knit community, her influence spreads like an insidious poison, sowing discord and turmoil, the true source of which remains shrouded in mystery. Whispers circulate among the townsfolk, tales of

Grandma Death

Medium Undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+3)	14 (+2)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Con +8, Int +7, Wis +10

Skills Arcana +7, History +7, Insight +10, Perception +10

Damage Resistances cold, lightning, necrotic

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Infernal, Sylvan

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Special Traits

Legendary Resistance (3/Day). If Grandma Death fails a saving throw, she can choose to succeed instead.

Rejuvenation. When Grandma Death's body is destroyed, her soul lingers. After 24 hours, the soul possesses another humanoid (usually an elderly woman near death) on the same plane of existence. The target must succeed on a DC 18 Charisma saving throw or instantly die. Grandma Death rises from the corpse 24 hours later and regains all her hit points. While her soul is bodiless, a *wish* spell can be used to force her soul to go the afterlife and not return.

Turn Resistance. Grandma Death has advantage on saving throws against any effect that turns undead.

Actions

Life Drain. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 26 (6d6 + 5) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Grandma Death regains hit points equal to that amount.

A humanoid slain by this attack rises 24 hours later as a zombie under Grandma Death's control, unless the humanoid is restored to life or its body is destroyed. Grandma Death can have no more than twelve zombies under her control at one time.

Chill Touch (Cantrip). *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. Hit: 18 (4d8) necrotic damage and the target can't regain hit points until the start of Grandma Death's next turn. If this spell hits an undead target, the target has disadvantage on attack rolls against grandma death until the start of Grandma Death's next turn.

Spellcasting. Grandma Death uses her action to cast one of the following spells, using Wisdom as her spellcasting modifier (spell save DC 18, +10 to hit with spell attacks):

At will: *bane, command, disguise self, freedom of movement, thaumaturgy*

2/day each: *contagion, bold person, flame strike, spirit guardians*

1/day each: *guardian of faith, harm*

Legendary Actions

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

At-Will Spell. Grandma death casts one of her at-will spells or uses *chill touch*.

Life Drain (Costs 2 Actions). Grandma Death uses her life drain.

Terrifying Gaze (Costs 3 Actions). Grandma Death fixes her gaze at one creature she can see within 60 feet of her. The target must succeed on a DC 18 Wisdom saving throw against this magic or become 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 the target's saving throw is successful or the effect ends for it, the target is immune to Grandma Death's Terrifying Gaze for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.



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*



Hodag

In the heart of the forest, a nightmarish sight emerges—a colossal amalgamation of an elephant, frog, and sabertoothed tiger, a grotesque fusion of forms. Its eyes blaze with red fury, piercing through the darkness with a sinister gleam. Ash flakes off its formidable skin, hinting at a smoldering inferno of aggression and rage within.

A haunting specter arises—the Hodag—an undead monstrosity forged from the ashes of fallen beasts of burden, bound by a vengeful purpose. With malevolent intent, this eerie entity sets its sights on settlements, fueled by a relentless pursuit of retribution for the mistreatment of animals. Its existence serves a single dire purpose—to wreak havoc and leave a trail of destruction in its wake, sparing nothing in its path. The tales speak of an unsettling origin, attributing the Hodag's creation to the fey of the Wyrld, weaving a tapestry of eerie intrigue that leaves many in awe and dread of this nightmarish manifestation.

Hodag

Huge undead, unaligned

Armor Class 13 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
22 (+6)	11 (+0)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Damage Immunities fire, poison

Condition Immunities poisoned

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Special Traits

Siege Monster. The hodag deals double damage to objects and structures.

Undead Nature. The hodag does not require air, food, drink or, sleep.

Actions

Multiattack. The hodag makes two attacks: one with its bite and one with its claws. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.



Mothman

In the dim light, an eerie creature emerges—an unsettling hybrid of man and moth, its massive, colorful wings adorned with razor-sharp claws, and an aura of evil engulfing its sinister presence.

The Mothman, a cryptic and elusive entity, is rarely glimpsed within the borders of New Sanctaria, but when sightings occur, an unsettling omen follows—a looming sense of impending death. Witchfinders, eager to confront this enigmatic creature, remain uncertain whether it is the harbinger of doom, foretelling imminent tragedies, or if its very presence is what sparks the grim fate that befalls those who have caught sight of it.

Legends speak of a previously recorded occurrence in the village of Ravenswood, where the Mothman appeared on the outskirts of this once peaceful hamlet, its eyes gleaming like ethereal orbs in the darkness. In the days that followed, a series of inexplicable and tragic events unfolded, claiming the lives of several villagers.

Mothman

Medium Fiend, lawful evil

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	15 (+2)	15 (+2)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +5, Con +5, Int +5, Cha +5

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 60 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Traits

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

Actions

Multiattack. The mothman makes two claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Mothman Prophecy (1/Day). The mothman targets one creature that it can see within 60 feet of it that can see the mothman. The target must make a DC 13 Charisma saving throw. On a failed saving throw, the creature becomes cursed. The creature will die within 1d6 + 1 days of becoming cursed unless the curse is removed. The target is aware that it will die, but doesn't know how or when.



Pukwudgie

In the eerie shadows of the ancient forest, a malevolent creature comes into view—a small ape-like being with razor-sharp teeth and claws, its back adorned with a bristle of spines akin to a porcupine. Its darting eyes, gleaming with malice, scan the surroundings, revealing a predatory nature that sends shivers down the spine.

Once friends and allies of the humans, the pukwudgies, fey creatures with a wild and unpredictable nature, have now turned against them. Residing in small, secluded colonies of their own, these mischievous beings defy the control of the more civilized fey within the Wyrd. Nestled amidst marshlands or finding refuge in small hollows carved into cliffs, they weave a mysterious existence away from the prying eyes of mortals. As they roam the wilderness, their eyes flicker with a wild and untamed spirit, reflecting their unpredictability and the lingering echoes of their former camaraderie with humans.

Possessing an arsenal of defense mechanisms, pukwudgies are adorned with sharp, poisonous quills, a potent deterrent to anyone who dares to challenge their domains. Those who venture too close risk experiencing the searing pain of their toxic touch.

Pukwudgie

Small fey, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	15 (+2)	11 (+0)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Special Traits

Barbed Hide. At the start of each of its turns, the pukwudgie deals 3 (1d6) piercing damage to any creature grappling it. The creature must make a DC 10 Constitution saving throw or become poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Pack Tactics. The pukwudgie has advantage on an attack roll against a creature if at least one of the pukwudgie's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

Poison Barb. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or become poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.



Skeleton, 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't see 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.



Spirit of the Wood

Amidst the ancient woodland stands a creature of nightmarish proportions. Towering on its gaunt, elongated spindly legs, it appears as a grotesque amalgamation of an elk and an abhorrent entity. Its head is not that of a majestic elk, but rather a haunting human skull, its vacant eye sockets exuding an eerie aura. Along its back, flowers and moss intertwine, lending an unsettling juxtaposition of beauty amidst the horror. From its chest protrude two small, skeletal arms.

Deep within the heart of the ancient Wyrld, a realm of ethereal beauty and enigmatic mysteries, dwells the Spirit of the Wood, an enigmatic and terrifying entity feared even by the other fey that roam the verdant glades. Reckless and unpredictable, this otherworldly creature wields immense power over the primal forces of nature, harnessing it with chaotic abandon. Cults of mortals, lured by promises of eternal life and unimaginable power, form to worship the Spirit of the Wood, offering ritualistic sacrifices of flora, fauna, and even fellow humans to appease its capricious will. These fanatical devotees believe that in death, they shall be reborn as horrific undead abominations, forever bound to serve the dark entity in its inscrutable designs.

Legends whisper of a dark tale from ages past, where the Spirit of the Wood unleashed its wrath upon the settlement of Glinthaven, an early New Sanctarian outpost nestled at the edge of the Wyrld. In a night of terror and bloodshed, the once-thriving village was reduced to ruins, with the trees themselves seemingly coming alive to aid the malevolent entity's onslaught. Survivors spoke of a chilling presence lurking within the shadows of the woods, a haunting specter that led the settlement's demise. To this day, the ruins of Glinthaven stand as a grim reminder of the Spirit of the Wood's power, a warning to those who would dare to cross the boundary between the mortal realm and the treacherous heart of the Wyrld.

Spirit of the Wood

Huge fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 102 (12d12 + 24)

Speed 60 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	15 (+2)	5 (-3)	14 (+2)	10 (+0)

Skills Perception +5

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

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan, telepathy 120 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Traits

Charge. If the Spirit moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

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

Actions

Ram. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) necrotic damage.

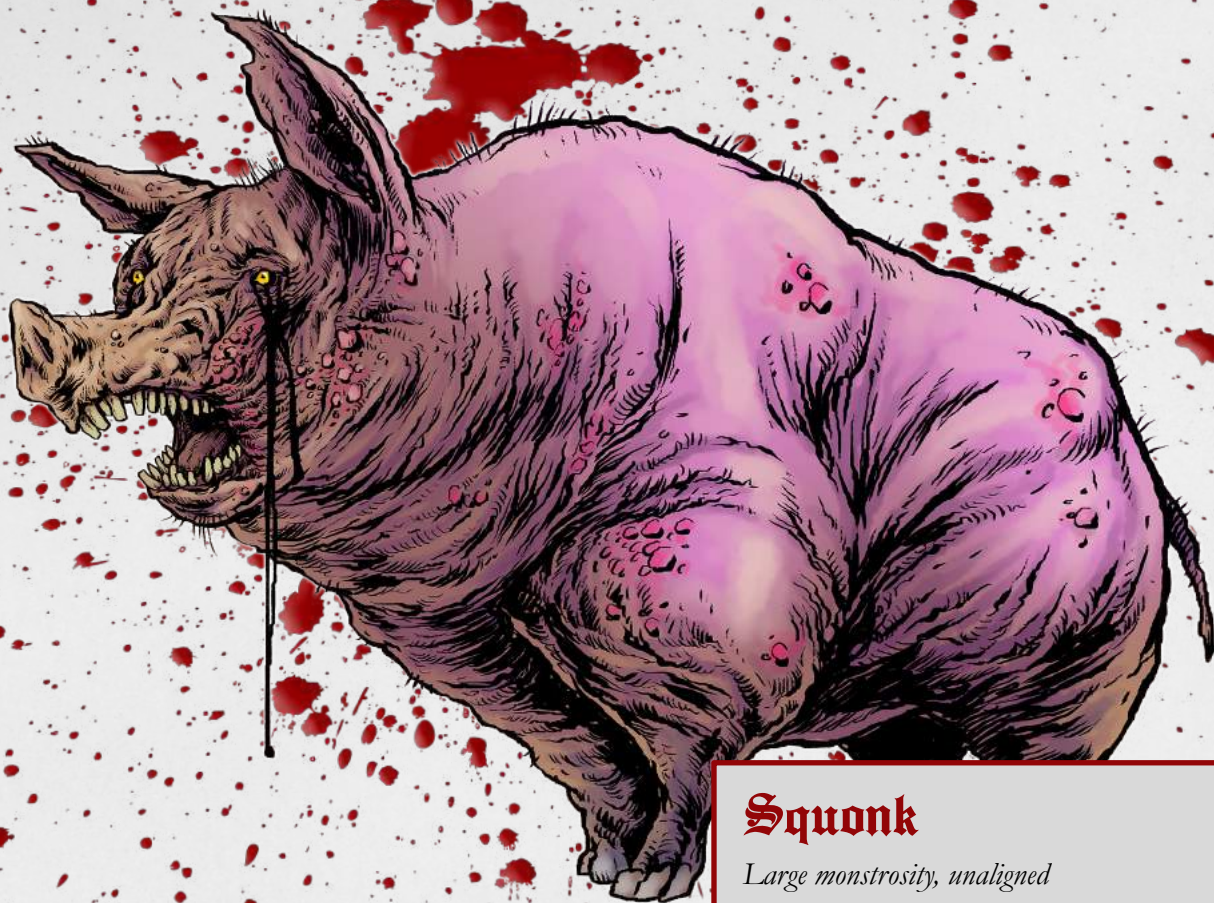
Hooves. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one prone creature. *Hit:* 24 (4d8 + 5) bludgeoning damage.

Spellcasting. The Spirit can use its action to cast the following spells, using Wisdom as its spellcasting modifier (spell save DC 13), without requiring material components.

At will: *major illusion*

1/day each: *animate dead, compulsion, dream, weird*

Animate Trees (1/Day). The Spirit magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as an **AWAKENED TREE**, except they have Intelligence and Charisma scores of 1, and they can't speak. An animated tree acts as an ally of the Spirit. The tree remains animate for 1 day or until it dies; until the Spirit dies or is more than 120 feet from the tree; or until the Spirit takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



Squonk

In the dim light, a grotesque and haunting sight emerges—an enormous pig-like creature, its body covered in loose, sagging skin, grotesque warts, and repulsive boils. Dark tears trickle down its face, evoking a chilling and mournful image, as it emits sorrowful moans, its sorrow seemingly etched into its very essence. With each sluggish waddle, the monstrous pig shuffles away, leaving behind a shimmering trail the black tears.

The squonks, wretched and elusive creatures, emerge during the soft twilight of dusk and dawn to forage, their relatively hardy nature contrasting with their timid fear of hunters. While the hunters themselves hold no fear of the squonks, they are drawn to these peculiar beings believing their tears possess miraculous healing powers, making the pursuit of squonks a quest worth embarking upon. Unfortunately, squonks are relatively rare, with seemingly no pattern pointing to when or where they will appear.

According to an old fey tale, a celestial event of wondrous proportions once graced the forest with its ethereal presence. As stars aligned and heavenly bodies converged, a radiant shower of shimmering light enveloped the unsuspecting creatures of the woods, including the squonks. The celestial gift bestowed upon them the ability to shed tears imbued with potent magic, transforming the once ordinary forest-dwellers into the elusive and peculiar beings they are today.

Squonk

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 20 ft., swim 20 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	8 (-1)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Special Traits

Dissolve. If the squonk's hit points are reduced to 0 or it becomes frightened, it dissolves into a stinking puddle of black tears. The squonk reforms and regains all its hit points in 1 hour unless a dispel magic or *remove curse* spell is cast on it.

Tearful Trail. The squonk leaves a trail of black tears everywhere it goes. Wisdom (Survival) checks made to track it are made with advantage.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 3) piercing damage.



Witch Devil

In the eerie glow of moonlight, an unsettling creature comes into view—a bald, winged being with unsettling features. Its goat-like hooves echo with each step, and its long, tooth-lined snout protrudes from its sinister visage. Sharp claws extend from its twisted hands, ready to ensnare its prey, while a long tail coils and sways with eerie grace behind it.

Said to be fond of devouring poultry and stealing away innocent children, the Witch Devil strikes fear into the hearts of the villagers. Legends persist that they are the monstrous offspring of witches and devils, yet no concrete evidence corroborates these beliefs.

Folklore paints a grim portrait of the Witch Devil as an elusive and elusive adversary. Hunted by the brave few, they are known to take to the skies and vanish from sight, evading the pursuit of hunters and witchfinders alike. Their reluctance to engage with those who dare to challenge them further fuels the air of enigma surrounding their true nature. Adding to the mystery, some New Sanctarians claim that wherever the Witch Devil roams, ghosts follow in its wake, leaving a haunting trail of otherworldly presence. As the tales persist, the Witch Devil continues to embody the embodiment of dread and fascination, forever entwined in the fabric of New Sanctaria's dark folklore.

Witch Devil

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Special Traits

Flyby. The witch's devil doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.



Witchfinder

The witchfinders, staunch enforcers of the Church of Celestial Grace and zealous servants of Yehovael, emerge as vigilant guardians against the darkness that threatens New Sanctaria. Hailing from a distant homeland known as Valmarkia, their distinct accents betray their origins as battle-hardened soldiers who have dedicated their lives to purging the world of malevolence. Often clad in dark, austere attire, they roam the streets of New Sanctarian settlements with an air of authority, their presence instilling both awe and fear.

Tasked with the perilous mission of uprooting the enemies of the church, the witchfinders tirelessly pursue cultists, devil-possessed individuals, and those under the manipulative influence of the fey. Armed with an unshakable faith in Yehovael's divine grace, they conduct meticulous investigations, employing keen wit and uncanny insight to identify potential threats to the town's sanctity. They are not easily

swayed by deceptions, possessing an unyielding determination to root out the sources of darkness and unmask those who might masquerade as innocent.

The origins of the witchfinders trace back to the early tumultuous days when the people of New Sanctaria first crossed the seas from Valmarkia in search of a new beginning. Their homeland's history was fraught with battles against malevolent forces, leading to a distinct militaristic approach in their pursuit of spiritual harmony. Over time, they channeled their combat prowess into a solemn duty, becoming the guardians of their newfound home, resolute in their pursuit of safeguarding it from any lurking threats. As the protectors of faith, they stand as a formidable force, a living reminder that the Church of Celestial Grace will not falter in the face of darkness, for they are the vigilant watchmen, resolutely hunting down all shadows that may taint the light of Yehovael's grace.

Witchfinder

Medium Humanoid (any), typically lawful neutral

Armor Class 14 (breastplate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	16 (+3)	15 (+2)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Con +5, Wis +6

Skills Investigation +4, Insight +6, Perception +6, Persuasion +7, Religion +4, Stealth +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Special Traits

Blessed Weapons. The witchfinder's weapon attacks are magical. When the witchfinder hits a fiend or undead with any weapon, the weapon deals an extra 4 (1d8) radiant damage (included in the attack).

Brave. The witchfinder has advantage on saving throws against being frightened.

Legendary Resistance (3/Day). When the witchfinder fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The witchfinder makes two melee weapon attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when wielded with two hands, plus 4 (1d8) radiant damage if the target is a fiend or undead.

Flintlock Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) radiant damage if the target is a fiend or undead. After the witchfinder makes an attack with this weapon, it must use its bonus action or action to reload it before the witchfinder can make another attack with it.

Divine Sense (5/Day). Until the end of the witchfinder's next turn, it knows the location of any celestial, fiend, or undead within 60 feet of the witchfinder that is not behind total cover. The witchfinder knows the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, the witchfinder also detects the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Legendary Actions

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

Attack. The witchfinder makes one weapon attack.

Take Cover (Costs 2 Actions). The witchfinder moves up to half its movement speed. It can then take the Hide action.

Censure (Costs 3 Actions). The witchfinder speaks aloud a prayer to Yehovael. Each creature within 30 feet of the witchfinder that can hear the prayer must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. Fiends and undead have disadvantage on the saving throw. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on its saving throw is immune to this effect for 24 hours.