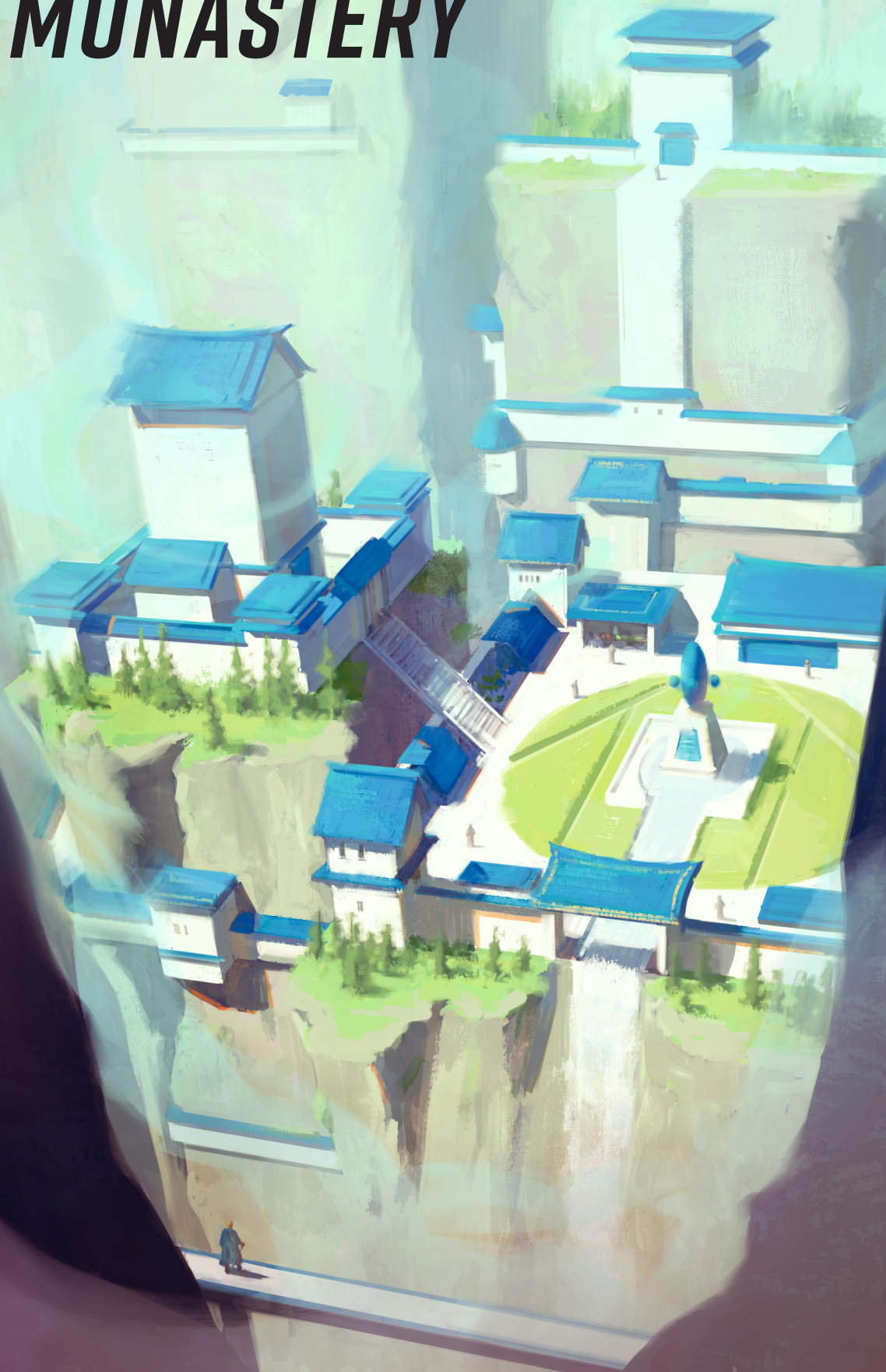


# ***FIND ETERNAL REST AT THE DURHEIM MONASTERY***

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# DURHEIM MONASTERY

Deep within the Daruuhma mountain range, otherworldly spires of solid rock pierce the earth and soar well over a thousand feet in the air. These towers of dark stone are covered in hardy, pine-filled forests and cast foreboding, block-like shadows across the nearly untouched world below. These are the infamous Daruuhma Spires, and they are as much a destination for the thrill-seeking adventurer as they are an eventuality for many of the world's wandering lost souls.

For reasons unknown, this forested range is separated from the Ethereal Plane by only a thin veil: an effect called an Ethereal Nexus. As a result, ghosts of untethered, long-departed souls will almost invariably find their way to the region: destined to wander the sprawling, uninhabited wilds for all time. At the same time, these miraculous landmarks attract some of the world's most talented journeymen and climbers, or at least those who would claim to be as much. The lingering ghosts of such unsuccessful climbers—their deaths typically the result of a poorly placed rope or pylon—have been known to haunt the spires' sheer cliff faces and narrow passageways to force other climbers to meet similar ends as their own. This gruesome crossover and over-abundance of death and cursed souls, coupled with the grave-like spires that tower over the landscape, have earned the region the name of the Field of Graves.

Resting atop a cluster of three such spires is the Durham Monastery: the reclusive home to an order of monks dedicated to navigating the veil of the Material and Ethereal in order to guide these lost souls to their eternal rest. The monastery often has a misplaced reputation among those that know of it for being haunted by vicious spirits. Stories of wailing specters and resident undead shroud the monastery, as well as those who practice there, in a veil of ominous mystery and fear. In truth, many peaceful and departed souls do reside within the monastery's walls, but only as temporary visitors on the last stage of their departure from the Material Plane.

## AMBIENT MOOD

Wind whistles between the sharp edges of the Daruuhma Spires, sending low-hanging clouds swirling between them in sheets of obscuring mist. The pine trees that saturate the woods that grow freely in this environment deaden the sound of echoes and screams, filling the range with a sense of eerie silence and isolation. From atop the Spires, a deep, thrumming bell can be heard through the deafening silence like a calming heartbeat. This beacon emanates from the Durham Monastery, and serves as a peaceful reminder to all souls—living and dead—that welcome respite can be found nearby.

The Monastery is a remote cluster of polished stone buildings that sit atop a series of neighboring Spires, surrounded by wintergreen foliage and interwoven by walkways of hanging planks and sculpted stone or ceramic tile. While the souls of the dead roam free throughout the region, those found here are typically at peace and understand that their time in this realm must come to an end.

## AT THE FEET OF THE ELDERS

Although most Durham monks have resolved their mortal concerns and recorded their life's work before passing, some of them pass unexpectedly or feel they have more to teach. On such occasions, their spirits can linger within the Ethereal Nexus for a short time to ensure their unique advice and experiences are added to the Library of Life. Based on the instruction of Lightseer Attiskin, the spirits of these monks are allotted a maximum of one month before they must follow their journey to the next stage.

- Despite centuries of use, the polished stone architecture of the Monastery still shimmers proudly as light scatters across it. The buildings' navy blue roofs and open courtyards are a welcome sight against the more rugged scenery around them.
- Within the monastery, delicate tapestries, stained glass windows, and other distinct sculptures depict key aspects of the monastery's teachings and founding. Monks walking through the halls wear light robes that belie the cold climate and brisk drafts that sweep throughout it.
- The higher altitude and lush forest leave the air atop the spires awash with the scent of fresh spruce and juniper berries. Within the monastery, the smell of cleaning balms, aromatic teas, and meditative incense can also be found.
- The hallways inside the monastery are typically very quiet and still, as the acoustics seem designed to minimize the typical echoes of footfalls upon stone. On the hour, the bell chimes its low melodious tone to aid in scheduling without interrupting meditation. The courtyards are often visited by a gentle whistling of the frigid wind, and when deemed necessary, the monks can be heard engaging in spiritual lectures or studious chanting.
- True to its reputation, Durham Monastery hosts numerous ghostly specters that wander the walkways and courtyards, although each is usually accompanied by a monk. These souls are assisted in freeing themselves from their burdens, given the opportunity to tell their story and have it be both heard and recorded for posterity. Their presence can sometimes lower the already chill temperatures.

## ORIGIN & HISTORY

Long ago, passing through the Field of Graves and scaling the Spires was considered a nearly impossible feat, only to be attempted by the most daring or equally foolhardy of climbers. The few who abandoned their ambitions early enough to return home would tell stories of ghostly spirits that haunted the dark forests and perilous cliffs. Those that pressed on, despite the natural (and unnatural) dangers that plagued the range, were solemnly referred to as Grave Climbers: a somber reference to the nature of their death as well as the foolishness of seemingly knowingly climbing into their own graves.

Eventually, one such climber succeeded and reached the apex of the tallest spire within the range: a human man by the name Attiskin. According to his recorded legacy, the

climb was enlightening and offered him a chance to rediscover himself and find a greater purpose. Compelled to stay within the range, Attiskin painstakingly eked out a living atop the harsh peaks, managing a tentative relationship among the ghosts that he came across and doing what he could to ease their eternal regrets. Over time, Attiskin's ability to guide these wayward spirits grew, and the number of ghosts within the range began to dwindle. As a result, the forest and mountains became markedly less dangerous for traditional travel, spurring a new wave of athletes to attempt the journey. These bold climbers and other curious souls were the first to discover the hermit Attiskin.

In his time in the spires, Attiskin had lost his mortal sight but gained newfound wisdom, insight, and understanding of mortality on the Material Plane. Many of those that listened to him felt a spiritual kinship and would either stay for a short while or, in some cases, months. Those that stayed with Attiskin for extended periods of time worked together to create a series of structures that, over time, has become the Durham Monastery.

After taking the title of Lightseer, Attiskin charged his followers to safeguard the ethereal presence of the spires and provide solace to the souls that cross over to the Material Plane. In doing so, they were also given the responsibility to defend other visitors and travelers within the range. Over time, such defense of the spires became redundant, and as a result, Durham monks will now, at some point in their training, embark on prolonged missions to find and provide succor to other lost souls around the world. Other, more dangerous ethereal threats are instead hunted down and forcibly rid from the Material Plane. This dutiful pilgrimage is known as Walking the Liminal Path, and it plays a pivotal role in a Durham monk's personal spiritual journey. Although the monks of Durham and the Field of Graves have a well-deserved reputation for dangerous spectral happenings, they also serve as a flicker of light in the darkness for those who understood the terrors of the dark to flock toward.

## DURHEIM ORDER

Based on the principles of Attiskin, the Durham monks specialize in handling undead souls and interacting with the Ethereal Plane. In doing so, many monks fall victim to slanderous gossip, accusing them of being sinister occultists or having forfeited their souls in order to gain their spectral abilities. Durham operatives Walking the Liminal Path will often fall into the category of 'plainly-dressed yet mysterious hooded figure' to avoid ridicule from the masses. Despite this persecution, the monks all pledge to uphold the value of a graceful final rest and serve the living within Material Plane to their last breath. Over the centuries since its founding, membership has grown steadily, but slowly. Most adherents join after experiencing personally traumatic paranormal events, though there are always exceptions.

Whether operating within the Field of Graves or while Walking the Liminal Path, Durham operatives follow a pattern of careful observation and investigation, leading up to a swift confrontation with the ethereal threat. They will seek out and assist traveling souls, helping them record and release their mortal burdens to let pass on to the next stage of their eternal journey.

### WALKING THE LIMINAL PATH

Compared to other types of missions or pilgrimages, Walking the Liminal Path is unique in several notable ways.

- Each Durham monk personally decides when the time is right to undertake their voyage.
- The journey has no clearly defined goals or requirements for completion—the monk must judge themselves worthy to return.
- The monk can seek to enhance whichever aspect of their soul they deem to be found wanting—building resilience in their martial capacity, investigative skills, aiding and recording the stories of lost souls, cleansing foul spirits, discovering planar nexi, and seeking a better understanding of life's philosophy and purpose.

Within the Durham Monastic Order, rank and position are considered to be of minimal importance. Each member brings worth and value, supporting one another in all worthy endeavors, so the only distinction is between untested Initiates and the more experienced Guides. The only exceptions to this rule are the Lightseer Attiskin's holy guidance, and the individual presently holding the role of Leader. This individual leads the monastery's spiritual education and serves as a mediator in the event of disagreement. Those who choose to stay here find contentment in performing their self-chosen role within the Order, utilizing their unique strengths for gardening, cooking, cleaning, fighting, scouting, or other aspects of the monastic tradition. In all of these roles, the monks eschew typical mortal pleasures and treasures, preferring to dress in simple but neat blue cloth robes with magenta shawls or capes and warm yellow accents on belts and such according to personal tastes.

Support from the Durham Monastery can come in the following ways:

- Limited usage of the monastery's extensive library of biographies and other non-restricted records.
- General advice and insight on how to defend against and effectively combat paranormal or ethereal threats.
- A one-time-use favor of an appropriate number of Durham monks to aid against a particularly threatening ethereal or paranormal combatant.
- Various other assistance such as spiritual, physical, and mental healing, advice, or guidance.

### THE LIGHTSEER'S TEACHINGS

*"The Material is just a side of a coin. A single dimension. What we have here isn't really permanent, nor is it truly only ours. The wind, sea, earth...all only small parts of larger pieces of a whole. I see more. I see the whole. I see the aether, and my spirit will guide me through it."*

*—First recorded words of Lightseer Attiskin*

## EXPLORATION

Although Durham Monastery is smaller than most towns, the various aspects and chambers within it operate like a well-oiled machine. Here atop the highest spires, the monastery itself stands as a resolute sentinel. Visiting the monastery's various sections can provide visitors with tremendous insight into the Order's operations and belief system.

**The Ethereal Courtyard** is a large, open, tiled area most often used for welcoming visitors and the Order's combat and endurance training. Here, the spirits of the Durham monks spar and train, forging themselves in an ethereal crucible. They emerge with spirits molded into weapons that can strike fear into even the most formidable ethereal creatures.

**The Gossamer Garden** is an earthen courtyard where most of the monastery's produce is grown, including their famous tea leaves. The dangerous climb and generally eerie reputation, however, force Durham to be as self-sufficient as possible, for only a few brave traders and merchants ever risk visiting.

**The Kismet Kitchen** is one of the busier parts of the monastery, though the monks performing their culinary duties here are remarkably quiet. Although the means of making their unique tea is a well-preserved secret, occasionally monks and spiritualists of various beliefs will seek out the Order in search of their chi-strengthening brew.

**The Library of Life** is the repository for hundreds of biographies of lost souls passed on, as well as Lightseer Attiskin's detailed instructions on the means and methods that the Order uses to help spirits pass on (peacefully or otherwise). Many such tomes are stored under further security lock to safeguard the holy or profane secrets contained within. The library is a favorite for many visitors due to its curious construction, being partially built within the Spire and partially jutting out, seemingly in defiance of gravity.

**The Passage Morgue** is built into one of the Spires and is where the bodies of fallen mortals are cleansed, prepared, and then cremated. The monastery follows the Lightseer's recommendation to completely disintegrate mortal remains, thereby removing one of the potential tethers that vengeful undead spirits can utilize.

**The Spirit Chapel** is silent more often than not, but visitors of flesh and spirit are welcome within its halls. Exquisite frescoes and stained glass windows depict the mortal journey with emphasis on the transition between life and death. In this hallowed space atop Attiskin's old spire, the Order's current Leader can hold scheduled sermons to strengthen and inspire the monks, focusing on the key role they play in the world's never-ending cycle. Above the Chapel lies the monastery's singular bell and its warming tones.

**The Tether Chambers** located throughout the compound are where Durham monks go to rest and strengthen the bond between their body and spirit, practicing to focus their gaze upon both the Ethereal and Material Planes. Within these rooms are hidden objects located only within the Border Ethereal, becoming ideal practice tools for the monks. With eyes and minds sharpened to reveal obscured truths, the monks can maintain their righteous cause without yielding to the ever-present temptation to abuse the powers they wield.

## THE DARUUHMA SPIRES' ETHEREAL NEXUS

The mountains that host the Durham Monastery also bear one of the largest and most unpredictable planar nexi on the Material Plane. In the mist-wreathed trees of these somber spire-like mountains, the Border Ethereal ebbs and flows, overlapping large swathes of land for seconds, minutes, or sometimes days. The area is covered in a coniferous forest that even extends up the dark stone spires, and is often shrouded in cloud cover or swirling mists. Many lost souls and other ethereal denizens wend their way through the chilly trees and air. Due to the relative size of the Order, most Spires are only lightly patrolled except for monthly expeditions. On these forays, the monks attempt to subdue wrathful spirits and shepherd them toward the monastery, where they can begin the process of resolving the burdens tethering them here.

This Ethereal Nexus, much like other areas with thin borders between the planes, makes travel to the Ethereal Plane a frequent and sometimes tragic occurrence. The Border Ethereal is host to numerous dangerous entities, most notably the lingering and tormented souls of fallen mortals. These malignant forces will often stumble or purposefully foray into the Material Plane seeking prey, vengeance, or other mysterious motives.

You can use the following table to help determine random encounters while your adventurers are investigating the paranormal, whether they're exploring the Ethereal Nexus in the Field of Graves, or some other location influenced by the Border Ethereal.

### EXAMPLE ETHEREAL RANDOM ENCOUNTER TABLE

3d6	Encounter
3	A <b>Wild Hunt</b> (see Durham Stat Blocks)
4-5	1d4 <b>haunted reflections</b> (see Durham Stat Blocks)
6-7	2d4 <b>phase spiders</b>
8-10	1d8 <b>specters</b> (50%) or <b>wraiths</b> (50%)
11-13	2d6 <b>ghosts</b> (60%) or <b>shadows</b> (40%)
14-15	3d4 <b>will-o'-wisps</b>
16-17	1d2 <b>death coaches</b> (see Durham Stat Blocks)
18	A <b>ghost dragon</b> (see Durham Stat Blocks)



CANISTER OF VREYVAL'S  
SOOTHING TEA

## ADVENTURE HOOKS

Consider including the following scenarios if you wish to incorporate spiritual and ethereal aspects or members of the Durham Monastery into your campaign.

### EXAMPLE ADVENTURE HOOK TABLE

d10	Adventure Hook
1	After a series of mysterious murders that seem to repeat a specific pattern from 50 years ago, the party hears about the Durham Monastery's extensive Library of Life. Perhaps the insights there will aid in identifying the past and present killers.
2	An acquaintance of the party asks for help, explaining that they're being haunted by a vengeful ghost. They claim ignorance as to why they're being targeted, so only a thorough investigation will reveal the truth.
3	A lonely child speaks of an imaginary friend but is mocked by others for such a thing. A number of "accidents" are befalling those who dare speak ill of the child's companion.
4	The party is contracted by a retired adventurer who is being hunted by the spirits of every monster and villain they ever fought.
5	Several normally peaceful townsfolk are in jail for crimes they don't remember committing. The victims all seem to have links to the local nobility.
6	A piece of loot turns out to be a vessel for the spirit of a lost and scared child. Standard methods of releasing them fail, but maybe the experts at Durham can help.
7	One of the party members crosses into the Border Ethereal, leaving the rest of the party to find a means of crossing and retrieving them.
8	A succession war is brewing, but all the evidence hinges on the spoken testimony of a baroness. A Durham monk Walking the Liminal Path recommends the party visit the monastery and consult the records of one or more past rulers that are contained within.
9	Over the past few months, a prominent nobleman has been targeted by no less than fifteen assassination attempts by spectral assailants. No matter how grisly or public these incidents appear to be, the noble continues to go about his business the following day.
10	The local gravekeeper has vanished, and his old hound has begun to terrorize anyone that tries to approach the cemetery, despite being quite docile in the past.

## MAKING CUSTOM DURHEIM NPCs

When populating the Durham Monastic Order with various characters to interact with your world, consider using the following tables to determine their personalities.

### PERSONALITY TRAITS

d6	Trait
1	I'm infinitely optimistic about the potential redemption of every spirit, even those who cause great harm.
2	I enjoy the violent parts of hunting spirits too much but am striving to find peace with the aid of my fellow monks.
3	I've helped friends and family pass on, but am still deeply troubled and meditate often on the purpose of my own life.
4	I believe that every ethereal spirit that claims to be peaceful is nonetheless capable of causing harm, so I send them to their rest by whatever means necessary.
5	I'm terrified of ghosts, but I joined the order so that I can one day conquer my fear.
6	I was raised by the monastery, so I follow their rules and guidelines to the letter.

### IDEALS

d6	Ideal
1	<b>Order.</b> Structure and manners are the key ingredients in the making of a good life. (Lawful)
2	<b>Charity.</b> Helping lost souls is a noble calling, and I fully embrace it. (Good)
3	<b>Aspiration.</b> I find joy in my work, and strive to be the best spiritual guide I possibly can. (Any)
4	<b>Freedom.</b> I struggle to follow the rules of the order, focusing instead on getting the job done. (Chaotic)
5	<b>Honesty.</b> I value truth above all, even if it hurts others' feelings. (Lawful)
6	<b>Joy.</b> I love to feel my spirits being lifted as I guide others to peace. (Good)

### DURHEIM MAPS

Maps are available for free, courtesy of Cze & Peku, at [thegriffonssaddlebag.com/durheim](http://thegriffonssaddlebag.com/durheim).

## BONDS

- d6 Bond**
- 1 I joined the monastery seeking peace and now that I've found it, I'll defend it to the end.
  - 2 I'm training hard so that one day, I will be able to find and release the lost soul of a family member.
  - 3 I struggle to feel peace outside the monastery, it keeps me anchored.
  - 4 I feel aimless whenever I return to the monastery—I feel most alive when I'm investigating a haunting.
  - 5 The monastery guards the border between the Material and Ethereal Planes, preventing conflict wherever we can.
  - 6 Everyone says I'm too fidgety to ever find inner peace through meditation, but I'm going to prove them wrong one day.

## FLAWS

- d6 Flaw**
- 1 Growing up in the monastery, I've been sheltered from the outside world, so I'm a bit clueless about most social interactions.
  - 2 I focus so much on the Ethereal Plane, I often lose track of or downright ignore events on the Material Plane.
  - 3 My forays into deep meditation have left me feeling detached from my physical body, it sometimes feels like a burden.
  - 4 I don't sleep often or well, due to nightmares about some of my more horrifying ghost hunts.
  - 5 I've grown so accustomed to following my superiors' requests, that I sometimes struggle to think or act for myself.
  - 6 I secretly long for the day I die, so that I can experience what it's like firsthand.

## EXAMPLE TREASURE

Adventurers in and around Durham Monastery can be rewarded with ethereal-based items like the *ether spear*, *phase axe*, *phasing bow*, *purging dagger*, *tether tearer*, *spirit cleaver*, *spirit pike*, or *spirit sheath*, monastic items like the *fists of the guiding star*, *gi of shifting seasons*, *pendant of tempered fury*, *zafu of the wandering mind*, or spirituality-based items such as the *beads of meditation*, *chi-balancing tea*, *canister of Vreyval's soothing tea*, *life tether ankh*, *lightseer's gaze*, and *soul pendant*. Of course, any other spirit or undead-related items could be a perfect fit for adventurers working with Durham monks.

# DURHEIM STAT BLOCKS

## DEATH COACH

Known across the land in myth and song as a specter of terror, the death coach is a manifestation of death and harbinger of woe. This smoky black carriage pulled by horses dark as midnight is one with its headless driver. Within the carriage are countless wailing souls, but their screams go unheard. The legends claim that seeing the coach is to court misfortune, and hearing your name uttered by the coachman is an instant death sentence, as he instructs you to board the carriage with the other damned passengers.

**Undead Nature.** A death coach doesn't require air, food, drink, or sleep.

## DURHEIM INITIATE

Those who have only recently begun to follow the teachings of Attiskin are referred to as initiates. These individuals have begun to open their eyes to the wonders and dangers of the Ethereal, but they are only fledglings. Some of these inexperienced monks feel the call to Walk the Liminal Path earlier than is typical—these brave souls are destined to accomplish greatness or fall to tragedy.

## DURHEIM GUIDE

When Durham monks have honed their soul to the point where the Walking the Liminal Path is the next stage of their destiny, they begin their journey as Guides. Along the Path, they travel across the land and dutifully seek out struggling spirits. When they feel the time is right, they return to record their experiences. As the main body of the Monastery's membership, Guides are often someone's first introduction to the Order.

## DURHEIM LEADER

Within the walls and courtyards of Durham Monastery, the Leader serves as spiritual and secular advisor. In this role, they give lectures and interpretations of Lightseer Attiskin's teachings and philosophies, and ensure that both the living and the dead can walk their respective paths safely.

## GHOST DRAGON

In pursuit of knowledge or power, occasionally the soul of a chromatic dragon will accidentally or willfully ascend from its mortal trappings to terrorize the Ethereal Plane. Most often, a slain dragon will follow a pattern similar to other mortal creatures, becoming so consumed by the desire for vengeance that their incorporeal essence lingers. These vicious creatures are not to be underestimated upon observing their single-minded fury, for their bone-chilling breath weapon and life-sapping melee onslaught are truly formidable.

**Undead Nature.** A ghost dragon doesn't require air, food, drink, or sleep.

## HAUNTED REFLECTION

When an eminently-wrathful soul is murdered within view of a mirror, it can sometimes become trapped within. This haunted reflection can only interact with the material plane in a very limited fashion, but is dangerous nonetheless. With concentrated rage as its weapon, it hunts those that it deems undeserving of life, that still possess the joy it no longer can. Those who wish to confront a reflection should be especially wary of using magic against it, lest they find themselves suffering from the rebounded spell. They should also take care to destroy other reflective surfaces nearby, lest it escape.

**Undead Nature.** A haunted reflection doesn't require air, food, drink, or sleep.

## DEATH COACH

*Huge undead, neutral evil*

**Armor Class** 18 (natural armor)

**Hit Points** 210 (20d12 + 80)

**Speed** 60 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	19 (+4)	15 (+2)	18 (+4)	23 (+6)

**Saves** Dex +9, Cha +12

**Skills** Intimidation +18, Investigation +8, Perception +10, Survival +16

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

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** truesight 120 ft., passive Perception 20

**Languages** all

**Challenge** 18 (20,000 XP)

**Incorporeal Movement.** The death coach 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.

**Innate Spellcasting.** The death coach's spellcasting ability is Charisma (spell save DC 20). The death coach can innately cast the following spells, requiring no material components:

At will: *blindness/deafness*, *command* (as a 2nd-level spell)

3/day each: *bestow curse*, *blight*

1/day each: *finger of death*, *power word kill*

**Legendary Resistance (3/Day).** If the death coach fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The death coach has advantage on saving throws against spells and other magical effects.

**Silencing Aura.** The area within 60 feet of the death coach

## THE WILD HUNT

Few countryside stories are more prevalent than that of The Wild Hunt. Composed of myriad spectral predators and fallen hunters, the hunt roam the woods of both the Material and Ethereal planes in search of a worthy quarry. Scholars have recorded only a few accounts of surviving eyewitnesses, who mutter and wail about the terrible, echoing horn calls and endlessly trampling feet.

**Undead Nature.** The Wild Hunt don't require air, food, drink, or sleep.

is under the effects of a *silence* spell. The death coach is immune to this effect.

**Trampling Charge.** If the death coach moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the death coach can make another attack with its hooves against the target as a bonus action.

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) force damage.

**Etherealness.** The death coach 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.

### LEGENDARY ACTIONS

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

**Move.** The death coach moves up to its speed.

**Dreadful Presence (Costs 2 Actions).** Each creature of the death coach's choice that is within 30 feet of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. If the save fails by 5 or more, the target's speed is also reduced to 0 until this frightened effect ends for it. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the death coach's Dreadful Presence for the next 24 hours.

**Cast a Spell (Costs 3 Actions).** The death coach casts a spell.

## DURHEIM INITIATE

Medium humanoid (any race), lawful good

**Armor Class** 14

**Hit Points** 38 (7d8 + 7)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

**Skills** Acrobatics +4, Insight +4

**Senses** passive Perception 12

**Languages** Common plus one other language

**Challenge** 1/2 (100 XP)

**Spirit Hand.** The initiate can cast *mage hand* at will, requiring no verbal or somatic components. The initiate can cast this spell and control the hand as a bonus action, and when the initiate casts the spell, it can make the hand invisible.

**Unarmored Defense.** While the initiate is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The initiate makes two attacks.

**Spirit Strike.** *Melee Spell Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 4 (1d4 + 2) force damage.

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

## DURHEIM GUIDE

Medium humanoid (any race), lawful good

**Armor Class** 16

**Hit Points** 78 (12d8 + 24)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

**Saves** Str +3, Dex +5

**Skills** Acrobatics +5, Insight +5, Investigation +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 13

**Languages** Common plus two other languages

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

**Ethereal Sight.** The guide can see up to 60 feet into the Ethereal Plane.

**Evasion.** If the guide is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the guide instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Spirit Hand.** The guide can cast *mage hand* at will, requiring no verbal or somatic components. The initiate can cast this spell and control the hand as a bonus action, and when the initiate casts the spell, it can make the hand invisible.

**Stunning Strike (1/Turn).** When the guide hits a creature with a melee attack, it can force the target to make a DC 13 Constitution saving throw. On a failed save, the target is stunned until the end of the guide's next turn.

**Supernatural Attacks.** The guide's weapon attacks are magical, and its Spirit Strike can hit targets on the Ethereal Plane.

**Unarmored Defense.** While the guide is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The guide makes three attacks.

**Spirit Strike.** *Melee Spell Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 6 (1d6 + 3) force damage.

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

### REACTIONS

**Deflect Missile.** In response to being hit by a ranged weapon attack, the guide deflects the missile. The damage it takes from the attack is reduced by 18 (1d10 + 13). If the damage is reduced to 0, the guide catches the missile if it's small enough to hold in one hand and the guide has a hand free. It can then make a ranged weapon attack with the caught missile, which has an attack bonus of +5, a normal range of 20 feet, and a long range of 60 feet. On a hit, the target takes 6 (1d6 + 3) damage of the missile's type.



## DURHEIM LEADER

Medium humanoid (any race), lawful good

**Armor Class** 19

**Hit Points** 150 (20d8 + 60)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	12 (+1)	20 (+5)	15 (+2)

**Saves** Str +5, Dex +8, Con +7, Int +5, Wis +9, Cha +6

**Skills** Acrobatics +8, Insight +9, Perception +9, Investigation +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 60 ft., passive Perception 19

**Languages** all, telepathy 60 ft.

**Challenge** 11 (7,200 XP)

**Evasion.** If the leader is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the leader instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Invisibility (3/Day).** As a bonus action, the leader can magically turn invisible until the start of its next turn, or until it makes an attack or casts a spell.

**Spirit Hand.** The leader can cast *mage hand* at will, requiring no verbal or somatic components. The leader can cast this spell and control the hand as a bonus action, and when the leader casts the spell, it can make the hand invisible.

**Stunning Strike (1/Turn).** When the leader hits a creature with a melee attack, it can force the target to make a DC 17 Con-

stitution saving throw. On a failed save, the target is stunned until the end of the leader's next turn.

**Supernatural Attacks.** The leader's weapon attacks are magical, and its Spirit Strike can hit targets on the Ethereal Plane.

**Unarmored Defense.** While the leader is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The leader makes four attacks.

**Spirit Strike.** *Melee Spell Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 10 (1d10 + 5) force damage.

**Unarmed Strike.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

### REACTIONS

**Deflect Missile.** When the leader is hit by a ranged weapon attack, it deflects the missile, reducing the damage it takes from the attack by 26 (1d10 + 21). If the damage is reduced to 0, the leader catches the missile if it's small enough to hold in one hand and the leader has a hand free. It can then make a ranged weapon attack with the caught missile, which has an attack bonus of +8, a normal range of 20 feet, and a long range of 60 feet. On a hit, the target takes 9 (1d10 + 4) damage of the missile's type.

**Phase (5/Day).** When the leader is hit by an attack, it partially slips into the Border Ethereal, reducing the damage it takes from the attack by 16 (2d10 + 5).

### VARIANT: DURHEIM LEADER WITH LIGHTSEER'S GAZE

The *lightseer's gaze* is a precious and heavily guarded artifact within Durham Monastery, originally worn by Lightseer Attiskin. He left explicit provision that only in times of dire need should the mantle of Lightseer be taken up. Wearing the *lightseer's gaze* causes blindness, but the stars and celestial bodies in the heavens are still visible. The mysterious item also rewrites the Lightseer's history, forcing the bearer to select a new name—only the bearer is aware that they ever had a different name.

At the GM's discretion, a Durham Leader can wield the *lightseer's gaze*, causing the following changes to its stat block:

- It has advantage on Wisdom (Insight) checks.
- It has blindsight out to a range of 120 feet, but is blind beyond this radius.
- It gains the Innate Spellcasting trait below.

**Innate Spellcasting.** The leader's spellcasting ability is Wisdom (spell save DC 17). The leader can innately cast the following spells, requiring no components:

2/day: *spirit guardians*

4/day: *calm emotions*

# GHOST DRAGON

*Huge undead, any evil alignment*

**Armor Class** 19 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	22 (+6)	15 (+2)	14 (+2)	23 (+6)

**Saves** Dex +7, Con +12, Wis +8, Cha +12

**Skills** Perception +14, Stealth +7

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

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 24

**Languages** Common, Draconic

**Challenge** 19 (22,000 XP)

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

**Incorporeal Movement.** The dragon 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.

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

## ACTIONS

**Multiattack.** The dragon can use its Horrifying Presence. It then makes three attacks: one with its bite and two with its claws.

**Withering Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) necrotic damage plus 5 (1d10) cold damage.

**Withering Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) necrotic damage.

**Withering Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) necrotic damage.

**Horrifying Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Horrifying Presence for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Chilling Breath (Recharge 5–6).** The dragon exhales deathly cold energy in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) cold damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Etherealness (Costs 2 Actions).** The dragon 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.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) necrotic damage and be knocked prone. The dragon can then fly up to half its flying speed.

## HAUNTED REFLECTION

Medium undead, chaotic evil

**Armor Class** 12 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	3 (-4)	16 (+3)	10 (+0)	15 (+2)	16 (+3)

**Saves** Con +5

**Skills** Deception +5, Perception +4

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 14

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

**Challenge** 3 (700 XP)

**Death Shift.** If damage reduces the reflection to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is thunder or from a critical hit. The reflection automatically fails this saving throw if there are no other reflective surfaces within 60 feet of it. On a success, the reflection regains 10 hit points and uses its Mirror Step (no action required) as the previous reflective surface that contained it is destroyed.

**Limited Telepathy.** The reflection can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

**Unsettling Glare.** When a creature that can see the reflection starts its turn within 60 feet of the reflection, the reflection can force the creature to make a DC 13 Wisdom saving throw if the reflection isn't incapacitated. A target automatically succeeds on this saving throw if it can't be frightened. On a failed save, the creature has disadvantage on ability checks and its speed is halved until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the reflection until the start of its next turn, when it can avert its eyes again. If the creature looks at the reflection in the meantime, it must immediately make the save.

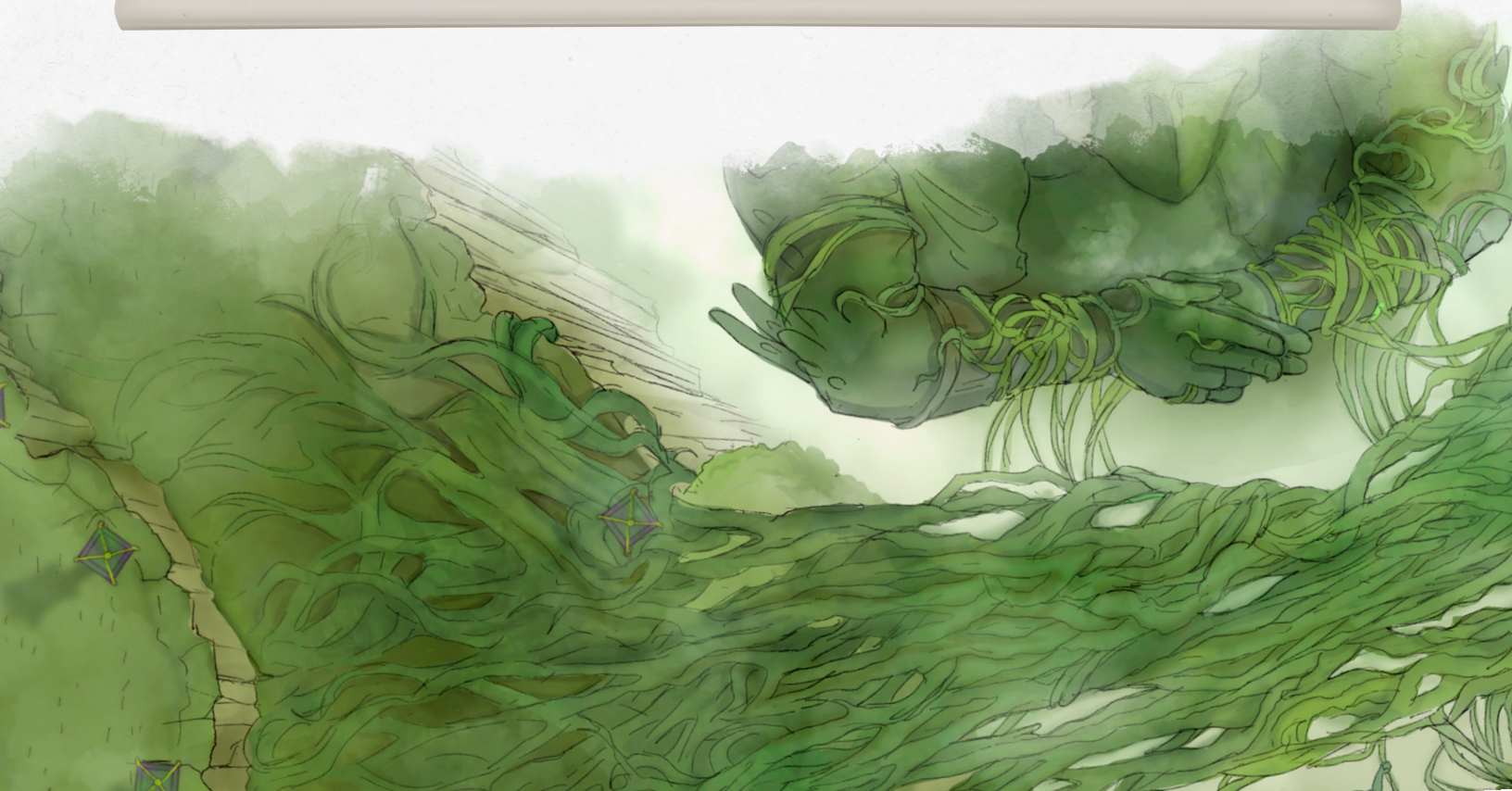
### ACTIONS

**Concentrated Ire.** The reflection focuses a wave of psychic fury at one creature it can see within 120 feet of it. The target must make a DC 13 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that has averted its eyes from the reflection has advantage on this saving throw, and takes no damage if it succeeds on the save.

**Mirror Step.** The reflection teleports into another nonmagical, metallic reflective surface of its choice that it can see within 60 feet of it.

### REACTIONS

**Magic Reflection.** When the reflection is the only target of a spell or other magical effect that misses it or whose saving throw it succeeds, the reflection reflects the spell or effect back at its source. The source must be within 120 feet of the reflection or this effect fails. The reflection uses the spell save DC, attack bonus, and spellcasting ability of the original source.



## THE WILD HUNT

Huge swarm of medium undead, chaotic neutral

**Armor Class** 14

**Hit Points** 114 (12d12 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	11 (+0)	20 (+5)	15 (+2)

**Saves** Wis +8, Cha +5

**Skills** Perception +8, Survival +11

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

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Common, Elvish, Sylvan

**Challenge** 8 (3,900 XP)

**Hunter's Prowess.** The Wild Hunt have advantage on attack rolls against a target if they are occupying the same space as the target and there are no other hostile creatures in The Wild Hunt's space.

**Incorporeal Swarm.** The Wild Hunt can occupy another creature's space and vice versa. The Wild Hunt can also move through any opening large enough for a Medium creature, and they can move through other creatures and objects as if they were difficult terrain. The Wild Hunt take 5 (1d10) force damage if they end their turn inside an object.

**Magic Resistance.** The Wild Hunt have advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The Wild Hunt make two mauling rend attacks. They can use their Volley in place of one attack.

**Mauling Rend.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d4 + 4) slashing damage, or 7 (1d6 + 4) piercing damage plus 6 (1d4 + 4) slashing damage if The Wild Hunt have half their hit points or fewer.

**Volley.** The Wild Hunt releases a flurry of arrows, targeting a point they can see within 120 feet of them. Each creature in a 20-foot-radius, 20-foot-high cylinder centered on that point must make a DC 15 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. If The Wild Hunt have half their hit points or fewer, a target instead takes 7 (2d6) piercing damage on a failed save, or no damage on a successful one.

## LEGENDARY ACTIONS

The Wild Hunt can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Wild Hunt regain spent legendary actions at the start of their turn.

**Move.** The Wild Hunt moves up to its speed.

**Rallying Horn (Below Half Hit Points Only).** The Wild Hunt gain 13 (2d12) temporary hit points.

**War Horn (Costs 2 Actions).** Whenever a target takes damage from The Wild Hunt before the end of their next turn, the target takes an extra 4 (1d8) force damage.





WAY OF THE AETHER

## NEW CHARACTER OPTION: MONK

Monks harness the energy that flows through the bodies of living creatures, called *ki*, to accomplish breathtaking feats of strength and dexterity. Often using little more than their own fists, these pugilists are the height of physical prowess and natural potential. Depending on where they train, a monk will gain uncanny mastery over their *ki* and physical-ability using ancient traditions and techniques passed down from one generation to the next.

### WAY OF THE AETHER

Monks of the Way of the Aether tap into the energy of spirits and the Ethereal Plane. This energy is the fifth element, aether, which is contained by every living—and nonliving—soul. Sometimes called ghostfists, monks of this tradition explore the Material and Ethereal Planes on lifelong missions to give the souls of the dead a final resting place. By aligning their *ki* and the aether within themselves, monks of this tradition treat their spirit as an extension of their physical bodies and move through the world unimpeded by material obstacles like a ghost.

### SPIRIT STRIKE

When you choose this tradition at 3rd level, you learn to send out blue flashes of spiritual energy to attack your foes. Whenever you make an unarmed strike, you can choose to make a melee spell attack with your spirit instead. You are proficient with this attack, which has a reach of 30 feet, and you add your Wisdom modifier to its attack and damage rolls. Its damage type is force, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you reach 6th level in this class, you can use your Stunning Strike feature when you hit a creature with your Spirit Strike.

### SPIRIT HAND

Also at 3rd level, you learn the *mage hand* cantrip, which you can cast and control as a bonus action. When you can cast it, it doesn't require verbal or somatic components. The hand from the spell appears as a blue, spiritual copy of your own.

### SPECTRAL GUIDE

Starting at 6th level, you can't be possessed by ghosts or similar undead creatures, and you can use an action to spend 2 *ki* points to cast either the *gentle repose* or *see invisibility* spell, without providing material components. You also gain the *spare the dying* cantrip if you don't already know it.

Furthermore, you learn how to free certain souls from their undead vessels when you harness your *ki*. You gain the following ability:

**Dismiss Undead.** When you hit an undead creature with one of the attacks granted by your Flurry of Blows, you can force it to make a Wisdom saving throw against your *ki* save DC. On a failed save, its spirit leaves and is put to rest, causing the creature to either vanish or become an unmoving corpse once more. If the creature's challenge rating is above the threshold shown in the table below, it automatically succeeds on the saving throw.

#### DISMISS UNDEAD TABLE

Monk Level	CR Threshold
6th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

If a creature has a bonus or penalty against any effect that turns undead, that bonus or penalty also applies to this effect.

### GHOSTWALKER

Beginning at 11th level, you are familiar with how ghosts and creatures of the Border Ethereal meld into the Material Plane. You can choose to partially slip into the Ethereal Plane, granting you the following benefits:

**Etherstep.** You can spend 1 *ki* point as a bonus action to turn invisible until the end of your next turn, or until you make an attack or cast a spell.

Alternatively, you can spend an extra ki point as part of your Step of the Wind to gain this benefit. When you do, you can also move through hostile creatures and solid objects no more than 4 inches thick for as long as you remain invisible.

**Phase.** When you are hit by an attack, you can use your reaction to reduce the attack's damage against you by an amount equal to your monk level as you partially slip into the Border Ethereal. You can use this ability a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

## SIGHT BEYOND SIGHT

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At 17th level, you gain truesight and telepathy out to 60 feet, as you are able to clearly see the world and connect to the souls within it.

In addition, you can use an action to cast the *etherealness* spell. When you do, the spell has a duration of 1 minute. Once you cast this spell, you can't cast it again until you finish a long rest.

