



CULTS OF CONCERN: THE GHOSTBRIDGE COLLECTIVE

A BRIEF CULT EXPLAINER FOR USE IN DUNGEONS AND DRAGONS 5E
WRITTEN BY SPENCER CRITTENDEN FOR PATREON

GHOSTBRIDGE, THE PATH OF ANCIENTS

The Ghostbridge Collective is a sect of ancestor-worshippers, primarily half-elves, with a smattering of humans and half-orcs and the occasional member of other races, who devour the flesh of their dead to commune with their ancestors. The Collective isn't a true cult by most definitions, but to the uninitiated outsider, their rites and practices appear occult and sacrilegious.

The Collective thinks of all living existence as a single structure, growing and evolving, with the living at the forefront, building and designing a new tomorrow on the shoulders of the fallen and passed on. And the fallen are not passive here, their spirits continue to advise and guide as the collective grows ever skyward, forming a massive monolith of spirit and soul. The collective is secretive and conservative, shying away from the larger world and sticking to the wilderness or outskirts of society as a result of being hunted down or chased off for their rituals and culture.

The group never takes action in haste, instead allowing for great deliberation, which involves the input of many spirits in the discourse. While the living members of the tribe lead, the wisdom of the ancestors is highly valued, guiding the people and warning them of past mistakes learned over many lifetimes. Aside from survival, their ultimate goal is to complete the Ghostbridge, a torrent of combinant ancestral spirits so massive that it scrapes the heavens, completing the spiritual link between Man and God.

A typical member of the Collective has an active relationship with spirits and communes regularly with their ancestors who act as friends, mentors, and confidants. Typical daily duties are hunting, gathering, fishing, and religious rituals. The tribe does not generally engage in exports or trade, though some members and branches make money by offering fortune telling services, seances, and other magical rituals that allow eager customers to learn the secrets of those they have lost. Their symbol is a figure eight composed of 4 hands, each of which extends from the palm of the last.

Motto. "May the spirits light your way."

Beliefs. The Collective's beliefs can be summarized as follows.

- Death is but a second birth.
- Spirit is virtue, wisdom, and strength.
- Fleeing from death brings only pain.
- The gods pervert the natural order to bind man's potential.
- Resurrection is blasphemy of the spirit.

Goals. To survive, reclaim any burial grounds that remain standing, and to complete the Ghostbridge, allowing the transcendence of mortals to the next phase of existence. To tear down divinity and install metahumanity as the rightful inheritors of the multiverse.

Typical Quests. Typical quests for the Ghostbridge Collective involve the recovery of defiled bodies and bound spirits, the elimination of traditional undead, the reclamation of relics and burial grounds, or the elimination of threats.

In the Ghostbridge Collective, the dead are not gone, they are simply added to the growing force of spirit ancestors that advise and guide the Collective, and their wisdom and opinions shape and define the goals and norms of the various splinter groups. While most individual spirits either lead active "lives" and walk with their descendants, loved ones, or just those they are drawn to, they also have the ability to merge into a torrential whirlwind of souls known as the Ancestral Gale. In this form, the barriers between mind and soul break down, and the spirits can think and act as one combinant entity combining all the wisdom and judgement and gifts of the entire Collective. In times of dire need, the Ancestral Gale can defend and attack, and spirits can coalesce into smaller combinant entities known as Zephyrs in order to help defend the Collective on a more regular basis.

The Gale is considered the religious authority of the Collective, and though the living leaders can disregard the Gale, such disagreements are rare and signal times of great struggle. Not all spirits choose to join the Ancestral Gale, these "hermits" as they are called are generally considered to be aberrant and their opinions hold less weight than the rest of society, but are still honored as family members or spirit allies to the living. Spirits are considered to be as close or closer as any family or other member of the collective, and these bonds are the source of supernatural power that the Collective uses to work miracles or grant incredible abilities to members.



SUPER GHOSTS AND GARDENS

The Ghostbridge Collective does not bury their dead, but they still erect and maintain shrines and memorials for their lost kin in the form of Spirit Gardens, which are landscaped gardens with spiraling paths surrounding a central "Dowsing Tree." The garden is filled with clay or mud statues nestled among the flora. Garden maintenance is part of daily life, and meditative walks through the garden are expected rites, during which the worshipper speaks with their spirit allies or contemplates in silence.

Because this rite is so crucial, each member of the collective is allotted their own designated time in the garden, usually weekly, which is kept in a complicated schedule maintained by the ancestors in accordance with the will of the spirits. As a result, each worshipper has their own private journey through the spirit garden and can contemplate and meditate in peace. It is common to craft a new sculpture on these walks and place it among the others, such that stacks of such statues can amass. The statues often focus on hands, outstretched to the sky, sometimes multiple hands branching out of a single arm, and at a glance might look like hordes of zombies frozen in place as they attempt to claw their way out of the earth.

As the sculptures are made of unfired clay and mud, the rain typically washes them away or reduces stacks of these creations into a pile of sludgy earth, a symbol of the inevitable decay of the flesh. The clay is collected as part of ritual maintenance and returned to large pools of carefully placed stones, symbolizing the return to the infinite through careful religious adherence. At some locus of the garden (often defined by geomancy and spirit consultation) is the Dowsing Tree. An intricate statue resembling a large tree and composed of grasping hands. This structure is used in rituals and is capable of reacting to minute changes in mana flow or energy, amplifying the powers of spirit and mediumship. Made with special clay, the tree is alloyed with bone ash to harden like stone. Each season, and during rituals, a new hand is made and added to the tree representing the continued progress of humanity as it builds on the successes and failures of the past.

GHOST FORCE

While the wisdom and guidance of the ancestors is important, it would be much less potent without the magic and capabilities that help them defend and empower the Collective. Though mediumship, channeling, and manifestation, warriors utilize a process called Spirit Cladding wherein the spirits possess the worshipper in part or in whole, allowing for the spirit to leverage their impressive lifetime and afterlife of experience in the body of the user to assist them in battle through finesse and expertise.

The most practiced and worthy of these Spirit-Clad Warriors is the Dervish, a deadly warrior that channels a Zephyr, a smaller combinant spirit entity that enhances the Dervish, granting them supernatural speed, reflexes, and strength, wielding multiple blades with limbs of flesh and spirit. Channelers can also use rituals to manifest spirits in a more physical sense, allowing for spirit guides, spirit allies, and spirit animals to fight on behalf of the living.

Such manifestation rituals involve incenses made from bone ash, collected from the fallen remains of members of the sect. This ash, and all bones of their dead are considered a crucial and essential component in Ghostbridge ceremonies.

THE FEAST OF REBIRTH

Death is an all-encompassing facet of the Ghostbridge Collective, the basis of all their practices and beliefs. While not the first rite of passage, Death is seen as the second birth, and The Feast of Rebirth is thus the most important ritual a member of the Collective undergoes. When a member dies or is near death, they often designate a member of the Collective as the "Deliverer," the one that will be charged with linking the spirit of the fallen to the Spirit Collective. If one is not designated, the Collective deliberates and anoints a Deliverer. This person undergoes a ritual days-long fast as the body is prepared for the feast. The Deliverer cleanses their body and dons ceremonial paints and garb, generally white and red lines and dots over gray body paint, and then opens their mind to possession by spirits of the Ancestral Gale. The possessed individual then consumes the entire body of the fallen in a very exacting but frenzied manner, leaving nothing but the bones, which are collected and burned into ash or ground into invaluable ritual powders. As the body is consumed, the spirit is reborn, bursting out of the Deliverer's back, and a massive celebration is had, with the ancestors spiraling and dancing skyward and back down, glowing in reverie and energy in a stunning and gorgeous display reminiscent of an aurora. A huge feast is had commemorating another link being added to the Ghostbridge Collective, and the Deliverer is taken into a dark place to recover from the strain of possession and consumption. Despite being a newborn spirit, this rebirth is seen as the true beginning of that individual's life as a member of the Collective and eternal destiny.



ATTACK AND DETHRONE GOD

To the Ghostbridge Collective, the division of life and death and the separation of body and spirit were devious machinations of the gods, to separate metahumanity from its infinite potential and prevent the threat they would someday pose to the Divine. The Collective believes that the jealousy and suspicion of the gods caused them to sabotage their greatest work, and that the true purpose of the gods was to simply create more life and go on, growing and progressing the infinite potential and bounty of the heavens and the multiverse. Thus death was created from the hateful whims of the divine, and thus bodies were flawed and souls left incomplete in an attempt to protect divinity from their ultimate destiny, being deposed by mortals.

The collective nature of life and the cooperation of community was inherently abhorrent to the gods, who desired dominion over all within their domains. Even other deities were a threat to the Gods, but they were afraid to strike out at other gods and harbored no such regrets about smiting and deforming 'lesser beings.' It is unknown whether the Collective's beliefs are accurate, secret accounts discovered by the spirits in their existence beyond the Material Plane, or if this is just a fable blown out of proportion and used to motivate the Collective to pursue their goals.

Regardless, the Collective pursues the completion of the Ghostbridge as their ultimate aim. As new spirit is added to the Ancestral Gale, each individual forms a link in the chain, a brick in the bridge, stretching up towards the heavens, and when the gap is bridged from the Material Plane to the Outer Planes, the combinant union of the Spirit Collective shall manifest as divine and tear down the heavens, ripping apart the gods with the infinite potential metahumanity was always meant to wield. In this new multiversal order, all will be allowed to join in with this transcendent existence or else pursue their freedoms without divine manipulation, feasting on the corpses of the gods and forming the true existence that all life was originally meant to achieve.

This agenda, saddled with the stigma surrounding their ceremonial cannibalism, has painted a rather large target on their backs, and as a result many power groups, religious or not, have designated the Collective as demonic cultists bent on destroying the natural order of life and death and feasting upon the innocent living in exchange for terrible power. This persecution has led to the deaths of many in the Collective and the destruction and desecration of their dead and spirit gardens, exile or confinement, and the Collective has since mostly died out, with splinter factions scattered to the winds, attempting to continue their worship and culture while staying out of sight of the powerful.

COLLECTIVE GOVERNANCE

The standard organization of the Collective is relatively egalitarian in form, although power groups collect around certain ideas and deference to members of the tribe and the Ancestral Gale. Rather than a typical leader, there is a member of the tribe called the Historian, who recounts the entire history of the collective and beyond, to the history of the multiverse, collected by all manner of sources and vetted by the spirits. The Historian is aided by a group of Anointed

Scribes, who are charged with recording the words of the Historian, as well as matters of the tribe and anything else the Historian deems important. The Historian is the most influential living voice of the tribe. In addition to the Historian, the older members of the tribe are known as the Living Elders, their experience is treated with respect and their wisdom is invaluable to matters of the living. While the ancestors don't lose their memories or their humanity, the transition to spirit definitely causes some amount of change to the individual and their perception, a gulf that only widens as the spirit continues to live on agelessly, and as a result, after some time, an ancestor spirit will commonly merge with the Gale, content to become one with the Collective. Thus the Living Elders are useful for bridging the perceptual and experiential divide between the living and spirit, teaching the ways of the spirit, and helping to translate the friction between younger members of the tribe and the sometimes cold but hard-won wisdom that results from centuries of afterlife.

Then there are the Spirits themselves, who are either the Newborns, those who still have earthly ties and bonds to members of the tribe and have yet to transcend those attachments, the Hallowed Elders, the majority of the spirits, including those who regularly manifest outside of the Ancestral Gale, the Hermits, those spirits who wish to remain apart and distinct from the Gale, and finally the Penultimate Union, the term for the combinant consciousness of spirits who form the Ancestral Gale, composed of those who rarely or never leave the Gale. When the Gale deliberates, occasionally a spirit can manifest separately, in order to make a personal appeal or share a story, or to talk out an internal conflict for the rest of the Collective instead of internal deliberation, when public discourse is desired.



Decisionmaking is commonly handled by the Historian and the Penultimate Union, but any member of the tribe can call for a Council Meeting, a gathering of all available members, wherein the Hallowed Elders and The Gale manifest to advise and debate a given decision or course of action with the living. Generally these meetings end with a strong consensus, but when consensus cannot be found, things are brought to a vote. All living members of the tribe can vote, but the spirits are limited to a number of votes equal to the number of living members of the Collective, in order to avoid situations where the Gale continually overpowers the living in matters of dire importance. Despite the Gale's united consciousness, their votes are not monolithic. Matters are handled amiably, but in the rare circumstance where the minority continues to strongly oppose the actions of the majority, often a splintering occurs, with those aggrieved allowed to leave. Any spirits who wish to join are welcome, and several zephyrs are split off the Ancestral Gale to guide and protect the splinter faction, which is allowed to pursue its own desires and goals. It is believed that eventually, given enough time, be it years or millennia, that the groups will eventually come to accept their differences and reunite.

MEMORABLE MEMBERS

The largest faction of the Collective is known as the Walkers of the Eastern Wind, named for their light feet and careful patience, without which the sect would have been crushed centuries ago. The Walkers are led by the venerable Historian Mireina Graceborn, a careful and deliberative 612 year-old elven woman, one of the oldest living members of the entire Collective. Mireina was given the name Graceborn after surviving a massacre of the Collective at the hands of fearful humans. She is protected and advised by a cadre of hermit spirits called the Garrison, the greatest of whom is Binaur Raveneye, a legendary gnomish scout whose perception, skill, and clever wit have led the collective to triumph time and time again over powerful enemies and armies. In addition to Binaur are the Twinborn, 2 half-elf spirits who died in the same moment, from a disease that plagued the Collective, despite it never appearing to affect the younger sibling until her sibling's untimely death. The first of the twins is Greyweft Wiserun, a healer and medium who achieved great miracles through their unmatched channeling ability and their potent foresight and powers of prognostication, protecting the Collective from destruction many times over. Their younger sister is Radia Steelrift, a powerful former Dervish Warrior known for her ability to sunder greatshields and platemail with only her wooden twinblades, even without the aid of the spirits.

The second largest splinter faction is called the Protectors of the Yawning Abyss. They came about as a result of the greatest schism in the history of the Collective, after the Protectors' leader Glaiel Voidteeth (Human Barbarian) perverted the Feast of Rebirth, consuming a great many enemy corpses in a midnight ritual undertaken by Voidteeth and his closest conspirators, thus adding their spirits to the Spirit Collective. A massive uproar followed and despite Glaiel's best efforts, he was unable to sway the deliberation and was forced to leave, taking his blasphemous spirits with him. Glaiel is advised by the spirit of his son, known as The Innocent, and the sect is much more violent than any other,

consuming their fallen foes and adding their spirits to their raging and erratic Zephyr, The Hunger, a powerful torrent of spirits that doesn't have the unity of mind to form a true Ancestral Gale.

One of the smaller splinters is the Collectors of Deepreach, led by the Historian Vaia Solemngloom, a half-orc druid. The genesis of the Collectors arose from a desire to find and reclaim ancestral lands and Spirit Gardens, hiding their cultural artifacts deep underground in The Archives of Deepreach, a secret place none but the Collective would be able to find. Once their purpose is completed and it's deemed safe, the splinter would rejoin the larger branch and recover what was hidden. Vaia is advised by a Hermit known as The Treasured, but unbeknownst to the Collectors, The Treasured is secretly under the control of a powerful devil plotting to corrupt the Ancestral Gale by cursing cultural artifacts reclaimed by the Collectors and building up an infernal presence in the Archives of Deepreach. The devil's goal is to either corrupt the Collectors and return to the main branch, or to lie in wait for when the Collective returns to Deepreach, to overtake them and gain control over the powerful Ancestral Gale.

ENCOUNTERING THE COLLECTIVE

The more powerful members of the Collective often have class levels in Barbarian (Ancestral Guardian), Ranger (Beast Master), Fighter (Banneret), Monk (Astral Self), or Druid (Shepherd or Stars). You can represent members of the Collective as archdruids, assassins, berserkers, commoners, drow, druids, gladiators, scouts, tribal warriors, or ghosts, in addition to the stat blocks provided below. Most combat-capable groups of the Collective include some members of the living and a few ancestral newborns or ancestor spirits. Dervishes are rarely encountered and are often vanguards of a larger force of Collective warriors.

ANCESTOR SPIRIT

Ancestor Spirits are hallowed spirits that are unlike other undead, swathed in protective Positive Energy and capable of manifesting on the material plane without earthly attachments or unfinished business. Ancestor Spirits are important members of the Collective, even as Hermits, but their true power is derived from their union in the form of Zephyrs or even the powerful and unknowable Ancestral Gale. The Ancestor Spirit is based on the stats of the Ghost.

ANCESTRAL NEWBORN

Upon being reborn in the Feast of Rebirth, a new spirit is disoriented and confused. Upon death, the spirit departs the Material plane and undertakes a magical journey towards the Outer Planes, learning an dizzying eternity of secrets and truths outside of time and space. The Feast of Rebirth is a magical ritual that rips the spirit out of its journey and tethers it to the Ancestral Gale, and the entire process is exceedingly taxing and often traumatic for the spirit, as well as the Deliverer assigned to connect the spirit to the Spirit Collective. It takes years for an Ancestral Newborn to master their new spiritual abilities.

ANCESTOR SPIRIT

Medium undead, any alignment

Armor Class 13

Hit Points 46 (8d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (0)	11 (+0)	16 (+3)	12 (+1)

Skills History +6, Religion +6

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

Damage Immunities cold, necrotic, poison, radiant

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

Senses passive Perception 16

Languages any languages it knew in life

Challenge 4 (1,100 XP)

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

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

Actions

Etherealness. The spirit 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.

Spirit Radiance. Each hostile creature within 60 feet of the spirit that can see it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the condition on a success. If the target's saving throw is successful or the effect ends for it, the target is immune to the spirit's Spirit Radiance for the next 24 hours.

Ancestor's Blade. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing plus 10 (3d6) radiant damage, counts as a magical weapon.

Possession (Recharge 6). One humanoid that the spirit can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the spirit; the spirit then disappears, and the target is incapacitated and loses control of its body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies unless the target is willing. The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this spirit's Possession for 24 hours after succeeding on the saving throw or after the possession ends unless it was consensual.

Reactions

Ancestral Guidance (3/day). As a reaction, the spirit can have an ally within 30 feet reroll a failed attack, skill check, or saving throw.

BLESSED DELIVERER

The Feast of Rebirth is the center of Collective society, the point where the dead are reborn and again walk with the living. The deliverer is tasked with linking the spirits of the fallen to the Ancestral Gale and preventing the gods from hoarding mortal souls to empower their divinity. After fasting for days and undergoing ritual preparations, a manifestation ritual is held where multiple spirits of the Gale possess the Deliverer, as their personalities and dueling wills are overwhelmed by the senses of their living host. As a result the spirits controlling the Deliverer revert to an almost primal state, and can be exceedingly dangerous, like a starving beast. It takes all of the combined willpower of the spirits and host to hold back from attacking everything in sight. Occasionally a Deliverer loses control of this overwhelming urge and escapes as the spirits, tainted by the powerful emotions of the living, unleash their violent impulses.



ANCESTRAL NEWBORN

Medium undead, any alignment

Armor Class 13

Hit Points 24 (4d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (0)	11 (+0)	14 (+2)	12 (+1)

Skills History +5, Religion +5

Damage Resistances cold, necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities frightened, grappled, petrified, poisoned, prone, restrained

Senses passive Perception 14

Languages any languages it knew in life

Challenge 2 (450 XP)

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

Incorporeal Movement. The spirit 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.

Ancestral Guidance (2/day). As a reaction, the spirit can have a living ally within 30 feet reroll a failed attack, skill check, or saving throw.

Actions

Spiritblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage, counts as a magical weapon.

DERVISH

Some of the most honorable and powerful warriors of the Collective are capable of not just channeling or manifesting a spirit, but of channeling an entire Zephyr, using it to boost their alacrity, whipping around the battlefield and cutting down numerous foes within seconds. The Dervish can focus the Zephyr's power to manifest magical protections, to overwhelm and push away hordes of foes, or can even release the Zephyr in a last ditch effort to turn the tide of battle.

SPIRIT-CLAD WARRIOR

While the Collective generally avoids violence, they often are forced to fight to protect themselves, and thus most members are at least marginally capable in combat. But the higher echelon of these warriors are capable of channeling spirits and spirit energy to enhance their fighting ability. These unarmored champions are protected by spirit energy and can channel Ancestor Spirits to fight with the wisdom of centuries and unleash ancestral guidance to fight harder and shrug off lethal attacks.

ZEPHYR

While Ancestor Spirits are powerful, they can combine to form a miniature version of the Ancestral Gale called a Zephyr. These golden cyclones of spirit scream with nondistinct faces and skulls as they unleash devastation on any who threaten the Collective, tossing around their foes or incapacitating and draining enemies of the strength to fight.

BLESSED DELIVERER

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40ft.

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

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages any two languages

Challenge 4 (1,100 XP)

Bloodrage. When the deliverer multiattacks a creature that doesn't have all its hitpoints, it can make an extra claw attack.

Reckless. At the start of its turn the deliverer can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The deliverer makes 3 cleaver attacks, or two claw attacks and one bite attack.

Cleaver. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 10 (2d6 + 3) slashing damage and the target must succeed on a DC 12 Constitution saving throw or take 3 (1d4 + 1) slashing damage at the end of its next turn.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d10 + 3) piercing damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target is immune to this poison for 24 hours after succeeding on the saving throw or after the effect ends.

Howl (1/day). Each hostile creature within 60 feet that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DERVISH

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 80(12d8 + 26)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (0)	17 (+3)	9 (-1)

Saves Str +5, Dex +4, Con +4

Condition Immunities exhaustion, frightened

Senses passive Perception 17

Languages any two languages

Challenge 6 (2,300 XP)

Exploit. The dervish can make up to 3 opportunity attacks as a reaction as long as they are against different targets.

Spirit Step. The dervish can take a disengage or dash action as a bonus action.

Soulnado. The dervish can choose to lose consciousness. If it does, a Zephyr appears in its space with hit points equal to the dervish's current hit points. The dervish regains consciousness after 2 hours.

Actions

Multiattack. The dervish makes 4 falchion attacks.

Falchion. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 12 (2d8 + 3) slashing damage.

Manifest (3/day). The dervish manifests its zephyr to create one of the following spell effects: *wind wall* (DC 14) ; *fog cloud* ; or *shield*.

Spiritual Pressure (Recharge 5-6). Creatures within 20 feet must succeed on a DC 14 Strength saving throw or be knocked back 20 feet. Creatures can provoke opportunity attacks from the dervish if pushed back in this way.

SPIRIT GUIDES

For specific ancestor spirits or animal spirit guides, just take a monster or animal statblock and give it the resistances and immunities of the Ancestor Spirit, and give it a few powers from the Ancestor spirit too. If it possesses a member of the Collective, you might even consider granting them a few abilities from the original monster statblock, like a claw attack from a spirit tiger.

SPIRIT-CLAD WARRIOR

Medium humanoid (any race), any alignment

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills History +3, Survival +4

Senses passive Perception 14

Languages any two languages

Challenge 2 (450 XP)

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

Spirit Symbiosis. If the warrior is possessed, it can make an extra attack in its multiattack.

Actions

Multiattack. The warrior makes 2 scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) slashing damage. If the warrior is possessed, the scimitar deals an extra 5 (1d8) radiant damage and counts as a magical weapon.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft. or range 20/60 ft., one target. *Hit* 6 (1d6 + 3) piercing damage. If the warrior is possessed it gets a bonus +2 to hit, for a total of +7 to hit.

Reactions

Ancestral Grace (2/day). If the warrior is possessed and is hit by an attack, it can force the attacker to reroll the attack and use the new result if it's lower, potentially causing the attack to miss.



ZEPHYR

large undead, any alignment

Armor Class 16

Hit Points 120(12d10 + 54)

Speed 20 ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	10 (+0)	18 (+4)	13 (+1)

Skills History +10, Religion +10, Stealth +8

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

Damage Immunities cold, necrotic, poison, radiant

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

Senses passive Perception 18

Languages any languages they knew in life

Challenge 7 (2900 XP)

Incorporeal Form. The Zephyr can move through other creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Whirling Aura. All terrain within 15 feet of the Zephyr is treated as difficult terrain for hostile creatures due to the powerful cyclone of spirits.

Actions

Multiattack. The Zephyr makes 3 Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 18 (2d10 + 7) bludgeoning damage.

Spirit Storm (Recharge 4-6). Each creature within the Zephyr's space must succeed on a DC 14 Strength saving throw or be grappled (escape DC 14). Each creature within 10 feet of the Zephyr must succeed on a DC 14 Strength saving throw or be pushed or pulled up to 20 feet away (Zephyr's choice). Targets who fail either save take 20 (4d8 + 2) bludgeoning damage.

Enervation. As a bonus action, the Zephyr can drain a grappled target, dealing 14 (4d6) radiant damage to the target, and the Zephyr gains that many hit points. The target must then succeed on a DC 14 Constitution saving throw or its Strength score is reduced by 1d4. The target is incapacitated if this reduces its Strength to 0 and cannot awaken. *Lesser Restoration* or similar effects can restore this reduction, allowing the target to regain consciousness. Otherwise, the reduction lasts for 24 hours.

Reactions

Spirit Shroud. When an allied creature within 15 feet of the Zephyr takes damage, the Zephyr can send a spirit to intercept the blow. The Zephyr takes the damage from the attack instead of the target.

ADVENTURE HOOKS FOR THE GHOSTBRIDGE COLLECTIVE

Provided below are some ideas for ways you can work the Ghostbridge Collective into your campaign. Roll 1d8 and consult or simply choose from the table below.

1d8 Description

- 1 A local king has hired the party to stomp out the Collective before the next Feast of Rebirth.
- 2 A Collective member tasked with returning the corpse of a fallen family member is waylaid by monsters, and needs help returning home.
- 3 The Collective has decided it needs to destroy the Protectors of the Wandering Abyss after a medium's terrifying vision of calamity.
- 4 The Collective needs help exorcising undead from a Burial Garden.
- 5 The group needs the party to capture and contain a Blessed Deliverer who has lost their mind to hunger.
- 6 A dark presence has been discovered in the Collectors of Deepreach.
- 7 Local townsfolk have noticed ghostly animals on the edge of town and want to find the source.
- 8 The ghostbridge has finally neared completion, but attention from the gods has drawn the ire of heaven and the Collective needs protection to finish the job.

