

CODEX OF THE INFINITE PLANES

VOLUME VII: ETHEREAL PLANE

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME VII:

ETHEREAL PLANE

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“What is the purpose of the Ethereal Plane? The question has plagued scholars for countless generations, but the question helps to frame the discussion around the Ethereal Plane. Its comparison to a great waveless sea is not without merit, with the shallow or border sections touching the Material and Inner Planes while the Deep Ethereal holds undreamt of mysteries and dangers, and in this comparison we find a potential answer. Is the Ethereal Plane the breeding ground of existence itself? Certainly demiplanes spawn in the Deep Ethereal, giving us glimpses to the raw potential contained in those gray depths. Was the Material Plane once a demiplane like the others, adrift in the waveless sea? We may never know for sure, but the Ethereal Plane holds wonders and mysteries like none other.”

Lillandri the Moon Mage

The Ethereal Plane is a realm out of phase with the rest of the multiverse. In this way, it is similar in minor ways to the echo planes (Shadow, Faerie, and Dream), but the Ethereal Plane is more than a mirror of the Material Plane. Where it touches the Material Plane and the rest of the multiverse, in a region known as the Border Ethereal, the gray vapors and swirling mists obscure the natural features of the Material Plane but do not offer substantial differences.

Savvy planar travelers view the Ethereal Plane as simply a means to an end, a plane to visit when you want to get somewhere else. In this way, it shares several traits with the Astral Plane, and these two are known as the transitive planes for this exact reason. But the Ethereal Plane holds more than just a mode of planar travel.

The Border Ethereal can offer sanctuary to travelers seeking a quick escape from the Material Plane, but other creatures have adapted to use this tactic as well. The most common are ghosts, who exist in both the Border Ethereal and the Material Plane and can “manifest” in one or the other as a means of defense and attack. Ethereal filchers, thought eaters, xill, and all manner of other creatures call the Ethereal Plane home, and those that live off the flesh of living things learn to hunt in the Border Ethereal.

Beyond the region of the Border Ethereal, the plane becomes deeper, and here is where it earns its nickname as the “waveless sea.” The Deep Ethereal is a fathomless, endless region of dark gray misty tendrils, and it’s there that the demiplanes of the multiverse reside. What creates them? Who creates them? Powerful wizards and clerics are known to create small demiplanes, but the bigger ones have more mysterious origins. Who created the Nightwalker Pit, the Demiplane of Chains, or the Engulfing Hunger? What sustains them?

Other regions in the Deep and Border Ethereal are just as mysterious, such as the Pyramid of the Lost, the Tower of Iron Will, and the ghostly metropolis known as Bleakmore. Travelers that find themselves lost in the waveless sea of the Ethereal Plane can encounter plenty of mysteries and dangers to keep them interested in the fog-shrouded plane.

LAY OF THE LAND

In the larger view of the multiverse, the Ethereal Plane surrounds the Material Plane and Inner Planes and provides a link between them all. Some planar scholars theorize that the only reason the Material Plane exists at all is because of the Ethereal Plane, which transfers the raw elemental building blocks of the Inner Planes to the worlds that make up the Material Plane. In fact, it is thought that the demiplanes in the Deep Ethereal could one day become fully fledged Material Planes, they just need some sort of “push” to get them out of the deep region.

The region of the Ethereal Plane that overlaps with the Material and Inner Planes is known as the Border Ethereal, and this is the “shallow” end of the waveless sea. The Border Ethereal is like looking at the world through a smoky crystal – everything is distorted and gray but most of the features can be made out. Swirling gray vapors fill the Border Ethereal, limiting vision. Weather events on the Material Plane or Inner Plane can be viewed from the Border Ethereal but do not affect creatures or travelers fully in the Ethereal Plane.

Distance is very relative in the Ethereal Plane, but beyond the Border Ethereal the vapors grow thicker and the Deep Ethereal starts. The Border and Deep Ethereal planes are separated by a strange colorful force known as an ethereal curtain. A traveler moving from the Border Ethereal into the Deep Ethereal passes through one of these curtains without realizing it, but the return trip requires locating the specific ethereal curtain that leads back to where they came from. The curtains are colored based on the plane that it leads to.

Entering the Deep Ethereal, a traveler comes to the part of the plane without end, with globs of protomatter floating casually around. Vision is even more limited here due to the dark gray tendrils of thick fog that envelop everyone and everything. The Deep Ethereal is where the demiplanes are born, either by deliberate magic, accidental power, or through some other unknown force. Each one is unique, though many carry the aspects of one or more Inner Planes. Life often forms in a demiplane, usually nothing more intelligent than an elemental, but exceptions have occurred.

Each demiplane in the Deep Ethereal appears as a great mass of swirling protomatter, changing color wildly, but they are all unique. A traveler can study the patterns on a demiplane to help determine what elements may be more dominant, which function as ethereal curtains for all intents and purposes. Passing through one typically requires only the will to do so, and in doing so the traveler feels as though they are walking through thick slime for a moment before they emerge on the other side into the demiplane itself. Demiplanes have defined borders, unlike normal planes, but the size outside is not necessarily indicative of the size inside.

CYCLE OF TIME

Time in the Border Ethereal passes the same as it does for the adjoining plane, which is normal for the most part. Creatures feel hunger and thirst at the normal rate while in the Border Ethereal, and rest provides the normal benefits. Similarly, in the Deep Ethereal, creatures age and grow hungry at the normal rate, though there is no mechanism on the plane to mark the passage of time.

SURVIVING

Perhaps owing to its nature as the primordial soup of the planes, creatures that breathe air have no difficulty breathing in the vapors of the Ethereal Plane. Creatures that breathe water have no difficulty breathing either.

GETTING THERE

The most straightforward way to travel to the Ethereal Plane is through the casting of the *etherealness* spell, which transports the spellcaster (and others, if the spell is cast at a higher level) directly into the Border Ethereal. Magical items also exist that allow users to transport themselves into the Border Ethereal, and some characters – such as the spectral warden ranger and the ghostwalker sorcerer – can view and interact with creatures in the Border Ethereal.

Portals and gates exist scattered about the Material Plane and Inner Planes that lead into the Ethereal Plane. Some of these portals require specific actions or items to open, while others act as cracks between the planes that allow some of the ethereal to bleed out. Such areas usually have a gray pallor to them, choked with strange thick mists, and are often found at the site of horrendous magical accidents involving transmutation magic.

TRAVELING AROUND

Movement in the Ethereal Plane, both Border and Deep, is unrestricted by gravity or physical objects and creatures on the mirroring plane. Creatures can move up or down, though doing so costs 2 feet of movement for every 1 foot moved. Flying or swimming speeds have no special affect on the Ethereal Plane, though a creature can use its fastest movement speed regardless of the mode while traveling.

In the Border Ethereal, the mists are thick and swirling, limiting vision to 60 feet. Traveling within the Border Ethereal is otherwise unrestricted by the physical objects or terrain of the adjoining plane, though notable exceptions exist. Spells or effects that create or manipulate force magic, such as the *wall of force* spell, can affect creatures in the Border Ethereal. The wealthiest and most paranoid of residents in the Material and Inner Planes have paid alchemists large sums of gold to mix gorgon's blood into traditional mortar and built rooms or even whole castles using the mixture, which also stops ethereal travel. The private chambers of the Grand Sultan of the Efreet in the

City of Brass is said to have been constructed using these materials.

Gravity does exist in the Border Ethereal, so non-animate objects fall at regular rates and seem affected by physical objects and barriers as if they were on the adjoining plane. Planar scholars agree that the presence of life in the Ethereal Plane is what supersedes the object permanence of the adjoining plane, though exactly how or why is still a hotly debated topic.

In the Deep Ethereal, the thicker gray mists limit vision to just 30 feet. Distance becomes very relative in the Deep Ethereal, and traveling to a specific location requires concentration in the form of a group Wisdom (Insight) check and 1d10 x 10 hours of travel. The DC is based on how well known the location is among the group using the following chart as a guide.

LOCATION FAMILIARITY	INSIGHT DC
Frequently visited	10
Visited once	13
Second-hand account	16
Visually described	19
Vaguely outlined	22

Failing the group check has a 10% chance of stumbling upon a similar but different location, as determined by the Dungeon Master. Otherwise, the time is simply spent and the characters are no closer to arriving at their intended destination.

THE POWERFUL AND MIGHTY

Though the Ethereal Plane appears empty save for some wandering monsters, great and powerful beings still work behind the scenes. Most of them are located in the Deep Ethereal, creating a space for an advanced creature to rule a section in the Border Ethereal.

ETHERFARER SOCIETY

Few organizations have studied the Ethereal Plane and its mysteries as well as the Etherfarer Society, and few libraries across the multiverse are as complete on the nature of demiplanes and other wondrous sites in both the Border and Deep Ethereal. The society was founded several hundred years ago by a gnome wizard Erskin Figfallow who traveled into the Ethereal Plane searching for the Seed of Creation, a legendary item that is said to give its possessor untold command over protomatter. Erskin did not find it, but he did find a semisolid chunk of ethereal matter in the Deep Ethereal that seemed unique. He explored it, found it to be benign, and then worked with his industrious family to construct a home there.

Eager to learn as much as he could about the Ethereal Plane, Erskin called upon scholars to join him in the plane, and some did, adding their knowledge to that of Figfallow. They formed the Etherfarer Society as a joint

venture in scholarly learning and adventurous pursuits in the Ethereal Plane, and Erskin's small home grew considerably. The grandest building became known as the Motherhouse, containing the library of the society and the private residences of its most esteemed members, but the rest of the community grew up quickly around it. It gained the name Freehold after a band of radical priests seeking divine enlightenment arrived, having been banished from their own Material Plane for unpopular beliefs in the nature of ghosts and the Ethereal Plane.

Today, Erskin Figfallow still functions as Member First of the Etherfarer Society, but many others have joined over the years. Induction into the Etherfarer Society requires approval by two-third members, and they are all ranked according to the order in which they joined. Membership is for life, and they have to date never re-ordered – Member Third and Member Fourth both died while cataloguing an unknown demiplane in the Deep Ethereal, and others have fallen in the line of duty. The Etherfarer Society believes in the free transfer and sharing of information as long as it is between society members, who all must agree to document their findings and writings of the Ethereal Plane in the Motherhouse of Freehold.

ROYAL COURT OF BLEAKMORE

Across the width and breadth of the Ethereal Plane, no greater bastion of civilization exists than Bleakmore, Castle of Ghosts. It hovers at the ephemeral edge between the Border and Deep Ethereal regions, allowing it to exist just outside of every Border Ethereal in some strange and unknown way. The sprawling castle is ruled by members of the royal court, including a king, queen, and several princes and princesses. They bicker, argue, fight, and maneuver politically against one another, but their ghost forms and strange nature of Bleakmore keeps them from ever truly dying.

In name at least, the royal court is ruled by King Tristan Whitlock, a bitter and miserly old man who lost his crown long before Bleakmore was pulled into the Ethereal Plane. His wife, Queen Geraldine Whitlock, has a face like a prune and an attitude like a snake. In life on the Material Plane, the king and queen had two sons and a daughter, but their eldest son was killed in battle under mysterious circumstances. His betrothed, Lady Zola Nisbett, is filled with vitriolic rage at the circumstances of being denied rulership of Bleakmore, which passed to Prince Foster and his wife Sibyl. Foster is a hollow shell of a man controlled completely by his wife, who gloats over Lady Zola at every opportunity. The feuding between Lady Zola and Lady Sibyl is the most acrid in the castle.

The youngest daughter of the king and queen is Mable Whitlock who is possessed by some outside power and is wracked by fits of powerful and chaotic magic. Other times she is the most lucid of the royal court, and it is through her intervention that keeps the worst of her family at bay. The royal court keeps ghostly soldiers in defense of the castle and a small number of dukes and duchesses that dwell in the outlying sections of Bleakmore, but these are just pawns in the petty efforts of the Whitlock royal family.

As splintered as they are, the ghosts of the royal court of Bleakmore have some control over lesser ghosts, and

since the time that their castle was pulled into the Ethereal Plane they have mounted assaults on outside regions. The nature and purpose of those assaults has varied over the centuries as one member of the royal court gains influence. For example, for a period King Tristan held sway, and during that time ghostly warriors were sent out to conquer a neighboring kingdom he was convinced was moving against him. This “neighboring kingdom” turned out to be an unassuming nation in the Material Plane that found itself under attack by phalanxes of ghost warriors!

THE SPLINTERSOUL

In the Deep Ethereal, it is widely known that the protomatter floating around forms the basis for the demiplanes that spawn there. Most of the demiplanes are landscapes filled with wildly varying environments, but occasionally something else is born in the ethereal mists. The Splintersoul is one such anomaly. It is a massive crystalline structure composed of irregular diamond-like towers and spires floating in the Deep Ethereal, and it has a singular intelligence. It can communicate telepathically with beings that stand upon its surface as well as anyone holding a shard of it, which tend to break off naturally and float through the mists. In this way, shards of the Splintersoul have reached across the multiverse, and those that pick them up hear a faint voice telling them what to do. Some shards wield mental powers that allow them to control weaker willed targets, but most are simply the voice of the Splintersoul.

What does the Splintersoul want? This has been difficult to determine. Some of the shards seek to return home and bring as many intelligent creatures with them, which has led some planar scholars to believe the entity feeds on intelligence somehow. Other shards sow chaos and dissent without a need for reunification with the whole, and others seem benign and offer genuinely helpful advice to their holder. Most Splintersoul shards do have the ability to create humanoid shapes made up of ethereal mists, creatures known as Splintersoul slaves, that obey the will of the shard.

In the Deep Ethereal, the Splintersoul itself is just as maddening to deal with, but there is some effect that leeches intelligence from creatures that remain in contact with the structure for periods of time. Splintersoul slaves are common on the structure, moving around to correct fractures in the structure or to reunite lost shards back into the collective.

One consistent quirk of the Splintersoul is its reference to itself as a group. It uses “we” and “us” when speaking of itself, leading most to believe there is perhaps a group intelligence at work. So far, the Splintersoul has remained an enigmatic mystery with tendrils across the multiverse, with plans and plots that have yet to reveal themselves on the smaller scale.

TATHA'NALLA THE SPINNER OF SECRETS

Secrets are a precious commodity across the planes, and there are numerous brokers and traders of them in the major planar metropolises, including the City of Brass, the City of Glass, Sigil, and the Sevenfold Mazework. The demiplane known as the Web of Worlds, bobbing in the Deep Ethereal, is the home to a powerful figure in the secret business. She is Tatha'Nalla, the Spinner of Secrets, and she is a phase spider of tremendous size, age, and power. Tatha'Nalla uses her powers to spin portals across the multiverse from the Web of Worlds, and has an army of informants and a network of spies in every major place.

Tatha'Nalla is a selfish and cowardly creature at heart, however, and she has made sure that certain protections keep her from harm should the wrong secret pass into the wrong hands. Demon lords, devil princes, elemental kings, celestial guards, and more have learned to trust the Spinner of Secrets only so far as they must, but her information is reliable and she tends to have the right piece of data at the right moment to squeeze the most out of a needy person. Tatha'Nalla isn't interested in gold or jewels, though certain magical items and relics have caught her attention. Her main commodity is in favors, and she uses her well-placed network of spies, assassins, and informants to work for her when she needs to call in a favor. Few resist, and the Web of Worlds has special pits for those that dared cross the Spinner of Secrets.

XILL HIGH CLANS

The xill are a strange race, and one of the few intelligent native species of the Ethereal Plane. They are divided into two types. The low clans are the barbaric, savage marauders of the plane, using their powers to shift into and out of the Border Ethereal in order to steal humanoid creatures to use as living incubators for their egg sacs.

The high clans, however, are civilized, and dwell in caves made of random protomatter across the Deep Ethereal. The largest is a region known as the Scarlet Caves, so named because of the extensive tunnels carved into the red clay, and it goes on for several miles. The xill high clans communicate with one another telepathically, across any distance, and they coordinate their actions like a highly efficient single organism. The low clan xill serve the high clans as workers, soldiers, and slaves, allowing the more advanced creatures to plan for grander scale movements. What is their ultimate goal? Some say it is a total takeover of all Material Planes, while others say they are searching for something more tangible across the multiverse.

High clan xill are easily recognized from their low clan brethren because of their radically different skin color. Low clan xill have a deep crimson skin color, while high clan xill can have nearly any other color. Midnight blue, dull yellow, mottled green, pale white, and more have been documented. There doesn't seem to be an obvious hierarchy to the coloration, and it seems as though no high clan xill is more in charge than any other. Psychically attuned adventurers that have probed into the mind of a high clan xill have uncovered a vast mental array where all the minds of all high clan xill are linked, but the intruder

was detected almost immediately. In the city of Freehold in the Deep Ethereal, there is a tavern called the Thirsty Pagan that now serves as the home of this brain-fried adventurer.

CREATURES & DENIZENS

The Ethereal Plane is populated by monsters that can affect both the Material Plane and their native plane, so they can strike unsuspecting creatures from positions of surprise. From the massive dharculus to the smaller but no less deadly ethereal marauders, attacks from monsters dwelling in the Border Ethereal keep many paranoid warriors up at night.

DHARCULUS

A dharculus is a rare monster that dwells in the Border Ethereal, lurking around the edges of towns and cities in the swirling gray mists. It is believed to originate from the Far Realm, a place of alien proportions and unearthly madness-inducing behemoths, and it certainly seems to share no known lineage with other denizens of the Ethereal Plane. It appears as a globular mass, sickly yellowish-gray in color, with one massive mouth dominating its circular body. Six long tentacles extend from its bulk, each ending in a sucking mouth lined with razor-sharp teeth. Six smaller tentacles also protrude from its body, each of these ending in large inhuman eyeballs that it uses to detect creatures with an otherworldly sense. It can extend its tentacle maws into the Material Plane, pulling victims into the Border Ethereal so that it can feast on them.

Insatiable Hunger. If a dharculus reproduces naturally, it has not been recorded or witnessed by any known sage or hunter. The creature seems utterly driven by an insatiable hunger, and it devours victims completely, leaving no scraps behind. In fact, it leaves no trace of a meal at all, leading some to wonder if there's a functioning portal inside a dharculus that transports the digested bits somewhere else. To date no one has proven this theory and returned to tell the tale.

Attracted to Wild Magic. Perhaps owing to their connection to the Far Realm, dharculus are drawn to extreme incidents of wild magic surges. Some sorcerers have reported encountering the fearsome creatures after particular powerful wild magic surges, though it is not known how far a dharculus can sense the power unleashed. One particularly unlucky wild magic sorcerer caused several surges in a row, much to the chagrin of her companions, and when the dharculus showed up it found easy prey of most of the party.

DHARCULUS

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +4

Senses truesight 60 ft., passive Perception 14

Languages -

Challenge 7 (2,900 XP)

Ethereal Pierce. As a bonus action, the dharculus in the Border Ethereal can push up to two of its tentacle maws to the Material Plane, each originating from points up to 20 feet away. Each tentacle maw cannot move from the point it enters the Material Plane, but it can attack targets within 10 feet of it.

Ethereal Retract. As a bonus action, the dharculus in the Border Ethereal can retract one of its tentacle maws from the Material Plane back to the Ethereal Plane. Grappled targets are allowed a DC 13 Wisdom saving throw to avoid being pulled into the Ethereal Plane against their will. Targets that are grappled with more than one tentacle maw suffer disadvantage on the saving throw.

ACTIONS

Multiattack. The dharculus makes six tentacle maw attacks and one bite attack each round.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 25 (4d10+4) piercing damage.

Tentacle Maw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) piercing damage and the target is grappled (escape DC 13). The dharculus can attach additional tentacle maws to the target by making additional attacks against the grappled target with other tentacle maws. If the target escapes successfully without the dharculus releasing it, the target takes 4 (1d6+1) piercing damage for each tentacle maw removed.

ETHEREAL MARAUDER

Ethereal marauders are aggressive carnivores native to the Ethereal Plane. They resemble bipedal blue-skinned lizards, with a long sinewy tail and a wide triangular mouth filled with jagged teeth. Three red eyes are set along the maw between smaller mandibles that it uses to latch onto prey.

Marauding Packs. Ethereal marauders are pack hunters, and they are rarely encountered in groups of less than five. They move about the Border Ethereal, stalking targets and waiting for the perfect moment to leap into the Material Plane and strike. For larger targets, ethereal marauders focus their attacks on the single foe, utilizing their ambush tactics to devastate the creature before it has a chance to retaliate.

Broad Territories. Ethereal marauders keep a large area of the Border Ethereal as their regular hunting grounds, and it's not uncommon to find packs that have marked an area of over 100 miles as their territory. The pack leader marks the territory using a strange and potent musk gland located at the tip of its tail. To an ethereal marauder, the smell can be detected in the Border Ethereal from over 50 miles away. Some strange property of the musk also allows it to be sensed in the adjoining Material Plane location, but only within 30 feet. The smell is reminiscent of putrid eggs.

ETHEREAL MARAUDER

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	3 (-4)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., Passive Perception 13

Languages -

Challenge 2 (450 XP)

Ethereal Ambush. In the first round of combat, if the ethereal marauder is undetected in the Ethereal Plane and moves into the Material Plane, it gains advantage on its first attack. If the attack hits, it deals an extra 14 (4d6) damage.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d8+2) piercing damage.

Ethereal Jaunt. As a bonus action, the ethereal marauder can move between the Ethereal Plane and the Material Plane, and vice versa.

GHOST, ANCIENT

Powerful and dangerous, ancient ghosts are the restless spirits of creatures that have died sometime in the past and did not pass on correctly. Most ancient ghosts start out as regular ghosts, and then become more potent through a deep connection to the Ethereal Plane. This can be caused by a strong tie to a unique location in the Border or Deep Ethereal, or an anomalous event from somewhere in the Ethereal, inner, or Material Plane. Regardless of how they formed, they are potent foes, able to command minor magics at will and use a variety of visage attacks against foes. They are cunning, relentless, and utterly devoted to tasks that drove them in life or unlfe.

ANCIENT GHOST

Medium undead, any alignment

Armor Class 14

Hit Points 117 (18d8+36)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	17 (+3)	22 (+6)

Saving Throws Wis +8, Cha +11

Skills History +8, Insight +8, Perception +8

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

Damage Immunities cold, necrotic, poison

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

Senses truesight 120 ft., passive Perception 18

Languages any languages it knew in life

Challenge 15 (13,000 XP)

Ethereal Sight. The ghost can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Innate Spellcasting. The ghost's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *fog cloud*, *gust of wind*, *mage hand*, *sleep*
3/day each: *confusion*, *dispel magic*, *fear*, *telekinesis*

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

Rematerialize. A destroyed ancient ghost reforms in the Border Ethereal with full hit points in 24 hours unless it's been laid to rest.

ACTIONS

Multiattack. The ancient ghost uses its Powerful Visage, after which it can make three withering touch attacks.

Rest Conditions. Each ancient ghost has specific conditions that must be met in order for it to be fully destroyed and put to rest after it has been reduced to 0 hit points. The conditions must be met within 1 minute of the ancient ghost being destroyed else it reforms in 24 hours. The conditions are usually tied to the events or circumstances that created the ancient ghost in the first place. For example, the deceased lord of a castle, haunting his former home as a regular ghost, has his castle pulled into the Ethereal Plane suddenly. Now an ancient ghost, the lord can only be put to rest by sprinkling crushed stone from his castle over his ethereal remains.

Withering Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (6d8+6) necrotic damage.

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

Powerful Visage. The ancient ghost chooses one of the effects below, affecting each non-undead creature within 60 feet of the ancient ghost that can see it. Targets that succeed on their saving throw against a visage or have the effect ended are immune to that visage from this ghost for the next 24 hours.

Blinding Visage. Targets must succeed on a DC 19 Constitution saving throw or be struck blind for 1 minute.

Charming Visage. Targets must succeed on a DC 19 Wisdom saving throw or suffer from the *charm person* spell.

Chilling Visage. Targets must succeed on a DC 19 Constitution saving throw, suffering 36 (8d6) cold damage on failure, or half as much on a success.

Exhausting Visage. Targets must succeed on a DC 19 Wisdom saving throw, gaining 2 levels of exhaustion on a failure, or 1 level on a success.

Horrifying Visage. Targets must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. Frightened targets also age 1d4 x 10 years.

LEGENDARY ACTIONS

The ghost 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 ghost regains spent legendary actions at the start of its turn.

Ethereal Push (Costs 2 Actions). The ghost chooses a target within 30 feet, who must succeed on a DC 19 Strength saving throw or be knocked prone.

Spell. The ghost uses one of its at will innate spells.

Withering Touch. The ghost makes a withering touch attack.

Deep Ethereal Connection. Ancient ghosts have a stronger connection to the Ethereal Plane than their common ghost brethren. Most retreat fully into the recesses of the Deep Ethereal, dwelling in forgotten landscapes of protomatter that drift through the eternal swirling mists or in hidden demiplanes away from the cares of the regular world. Some are cruel, viewing their fate as a cosmic joke, and seek to cause as much harm as possible. Others are thoughtless and uncaring, moving about their homes or even further with listless abandon in their ethereal steps. Perhaps because of their strong connection to the Ethereal Plane, ancient ghosts can actually see and influence the other Material Plane echo realms, including the Planes of Shadow, Faerie, and Dreams.

GHOST, HUNGER

Twisted, emaciated, and thoroughly evil, hunger ghosts are incorporeal monsters that feed on death. They are driven by instinctive needs to feed on the souls of living creatures who are dying, quickening the process and gaining strength as victims slip closer to their final death. There have been two basic types of hunger ghosts encountered, each distinct only in appearance. The first is a shriveled humanoid figure, nearly skeletal, with a monstrosly wide mouth and a spectral tongue that licks the air searching for living souls. The other is a large black mastiff, similarly emaciated, possessing an oversized jaw.

Born of Death. Some creatures killed while in the Border Ethereal by a hunger ghost rise as hunger ghosts themselves. It's not exactly clear why some rise as these undead monsters and others do not, and planar scholars debate whether it has anything to do with the victim and the means of their death. It isn't clear at all how the hunger ghosts that appear as mastiffs are created, as normal hunger ghosts seem uninterested in the souls of non-humanoid creatures.

Hounds of Ill Omen. The hunger ghosts that appear as mastiffs have been nervously referred to as hounds of ill omen. Sometimes, a solitary hunger ghost hangs around a specific town or village, especially one suffering some sort of large scale tragedy, and it simply lurks in the Border Ethereal and waits for locals to start dying. Its mournful howl echoes through the air whenever it devours the soul of the dead.

HUNGER GHOST

Medium undead, chaotic evil

Armor Class 13

Hit Points 78 (12d8+24)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	10 (+0)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Devour Life. Dying humanoid creatures within 30 feet of the hunger ghost make death saving throws at disadvantage. If a humanoid creature fails a death saving throw within 30 feet of the hunger ghost, the hunger ghost gains 11 (2d10) temporary hit points. If a humanoid creature dies within 30 feet of the hunger ghost, the hunger ghost regains all lost hit points and has advantage on attack rolls and saving throws for 1 hour.

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

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

Withering Ferocity. The ghost has advantage on its first attack in a round. If the attack hits, it deals an additional 14 (4d6) necrotic damage.

ACTIONS

Multiattack. The ghost makes two spectral claw attacks.

Spectral Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) force damage.

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

PLASM

Ether cyclones that tear through the Ethereal Plane close to the Elemental Chaos has a chance of creating a plasm. These monsters are born from the mixing of the ethereal mists with the raw elemental power of the multiverse, and they are created only to suffer and cause suffering. Each appears as a rough humanoid skeleton, but its makeup constantly shifts. One moment its body is wreathed in flames and its bones blackened, and in the next the fire morphs into water and ice, and after that its form drips with acid, and then further into crackling lightning energy. The wild, unpredictable elemental power contained within a plasm makes it a dangerous and unpredictable foe.

Instruments of Chaos. Plasms are born from the connection between the raw forces of the Elemental Chaos and the Ethereal Plane, a fusion that creates instability. Hurling out of ether cyclones and thrown through the nearest ethereal curtain, plasms become instruments of chaos and destruction. They speak in wild chaotic words and phrases but rarely stop to converse – the malevolent energy that drives them pushes them to destroy. Sometimes, genies or powerful wizards and priests recognize the potential of a plasm and can direct them towards certain areas where their powers can wreak the most devastation.

Reviled Aberrations. Among common elemental creatures, plasms are viewed with hatred and loathing and are attacked on sight. Genies and other intelligent elementals often use them as tools in their wars against their enemies, but even they are careful to avoid being seen associated with a plasm.

PLASM

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	8 (-1)	11 (+0)	13 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, fire, lightning, poison, psychic, thunder

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran, Ignan, Terran

Challenge 4 (1,100 XP)

Elemental Aura. The plasm radiates powerful elemental energy. A creature that starts its turn with 5 feet of the plasm suffers 2 (1d4) acid damage, 2 (1d4) cold damage, 2 (1d4) fire damage, and 2 (1d4) lightning damage.

Elemental Fuel. If the plasm is subject to any amount of acid, cold, fire, lightning, or thunder damage, it gains 13 (2d12) temporary hit points.

ACTIONS

Multattack. The plasm makes two elemental claw attacks.

Elemental Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage and 3 (1d6) acid damage, 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) lightning damage.

Elemental Burst (Recharge 5-6). The plasm chooses a point within 60 feet. A burst of powerful energy spreads out from that point to a radius of 20 feet, filling it with damaging elemental power. To determine the nature of the burst, roll 1d4 and consult the following table.

1d4	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning

Creatures in the radius of the burst must succeed on a DC 14 Dexterity saving throw, suffering 21 (6d6) damage of the burst type on a failure, or half as much on a success.

SPECTRAL LURKER

Spectral lurkers are predators that lie in wait in the Border Ethereal, hiding in the darkened ruins of abandoned castles, dungeons, and other out of the way places. It looks like a massive leech, and around its tooth-filled massive maw sprout four tentacles. Two of them end in alien eyes while the other two are longer and hold powerful suction hooks at the end. The spectral lurker can be mistaken for a ghost, a tactic it uses to fool travelers into coming closer and using spells and abilities it knows won't work on it.

Solitary Predator. There are few larger predators in the Ethereal Plane, but the spectral lurker does not draw attention to itself unless absolutely necessary. They can hide for years on end in darkened hallways and passages of dungeons, waiting for the right moment to strike, and they utilize their natural invisibility and ethereal shifting powers to stay hidden. When they catch a target, they prefer to move quickly into the Border Ethereal where it can isolate the victim away from threats on the Material Plane, allowing it to devour its meal in peace.

Demiplane Spawn. It is thought that spectral lurkers originated from the Demiplane of Dungeons in the Deep Ethereal. This relatively unknown and difficult to find demiplane was created by some insane wizard in the Material Plane centuries ago, and then left on its own when the wizard moved on (either as a meal from some monster or to godhood, the stories differ). Some of the most renown dungeon complexes in the Material Plane, notably Undermountain below the city of Waterdeep on Faerun, are said to contain natural portals to the Demiplane of Dungeons that summon strange monsters like the spectral lurker.

SPECTRAL LURKER

Huge aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 252 (24d12+96)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	26 (+8)	19 (+4)	11 (+0)	14 (+2)	18 (+4)

Skills Perception +8, Stealth +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, grappled, paralyzed, petrified, prone, restrained

Senses darkvision 120 ft., passive Perception 18

Languages -

Challenge 12 (8,400 XP)

Ethereal Sight. The spectral lurker can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The spectral lurker 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 spectral lurker's spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components.

At will: *invisibility*

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

ACTIONS

Multiattack. The spectral lurker makes two tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (3d8+8) piercing damage.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d6+8) bludgeoning damage and the target is grappled (escape DC 17). A grappled creature must succeed on a DC 17 Constitution saving throw at the start of their turn or have their Dexterity score reduced by 1d4. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Ethereal Shift. The spectral lurker moves itself and any creatures it is grappling into the Border Ethereal. The spectral lurker and grappled creatures are visible on the Border Ethereal but cannot affect or be affected by anything on the Material Plane. If a creature escapes the grapple or is released by the spectral lurker while in the Border Ethereal they are moved immediately to the Material Plane.

SPLINTER SLAVE

Created by the Splintersoul or one of its many shards, splinter slaves are constructs made of hardened ethereal material. They are featureless humanoid shapes with a dense but pliable form that looks like slowly moving gray vapors. They cannot speak and obey the directives of the Splintersoul or its shard without question or hesitation.

Instant Creation. It isn't clear how many slave constructs the Splintersoul can create, but it certainly doesn't seem to be bothered by their destruction. In the Deep Ethereal, the crystalline structure of the Splintersoul itself is protected by numerous slaves, each fighting to protect its master, but the shards that break off and fly through the multiverse each have their own purpose for creating them. Some use them as their hands and feet, while others use them as faceless assassins and automatons forced to perform menial tasks.

Limited Control. It has been known for a shard of the Splintersoul to grant control of one or more splinter slaves to someone who is in possession of the shard itself. This is usually done to placate the possessor of the shard and to give them a "token" of the total power wielded by the strange item. Even in these cases, the Splintersoul shard never gives up total control and can redirect the actions of splinter slaves at a moment's notice, and from almost anywhere in the multiverse.

Eyes and Ears. Splinter slaves function as the eyes and ears in the physical world of the Splintersoul and its shard. While the shards and the great crystalline structure itself are psychically active and possess a dizzying intellect, not having a body to move around with can be hindering at times. The shard that creates a splinter slave sees and hears everything through it, and through all such created splinter slaves.

SPLINTER SLAVE

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	3 (-4)	10 (+0)	6 (-2)

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

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages understands all languages but can't speak

Challenge 2 (450 XP)

Innate Spellcasting. The splinter slave's spellcasting ability is Constitution (spell save DC 13, spell attack modifier +5). It can innately cast the following spells, requiring no material components.

At will: *mage hand*

3/day each: *hold person*, *magic missile*, *misty step*

Repetitive Advantage. The splinter slave gains advantage on an ability check or attack roll if it performed the same action against the same target (if applicable) the previous round.

ACTIONS

Psychic Knife. *Ranged Spell Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (2d6) psychic damage.

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

THOUGHT EATER

Thought eaters are strange denizens of the Border Ethereal. They appear as skeletal remains of an animal with webbed paws and a short tail, though the bones are sickly gray in color. A luminescence surrounds the thought eater centered around its oversized platypus-like head. They swim through the Border Ethereal seeking magic on the adjoining plane to devour, but they are cowardly and seek only to preserve their own life.

Immortal Scavengers. While difficult to tell for certain, it is widely believed that thought eaters are immortal creatures as long as they keep a steady diet of magic from the Material Plane. They are solitary creatures as well and flee from every direct combat encounter when given the chance.

THOUGHT EATER

Small aberration, unaligned

Armor Class 13

Hit Points 18 (4d6+4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Consume Magic. While on the Ethereal Plane, a spell cast within 30 feet of the thought eater in the Material Plane has a chance of being nullified and consumed by the creature. The spellcaster must succeed on a DC 13 ability check using their primary spellcasting ability when casting a spell or while concentrating on a spell within 30 feet of the thought eater. On a failure the spell fails and has no effect.

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

Material Weakness. At the beginning of every round the thought eater spends outside the Ethereal Plane, it suffers 4 (1d8) psychic damage.

ACTIONS

Drain Intelligence. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

XILL

The most fierce and reviled marauders of the Ethereal Plane are the reptilian xill, which are identified as Low Clan and High Clan. Regardless of clan, these monstrous humanoid-like beings have four muscular arms that each end in jagged talons. A pair of mandibles encircle their slaving jaws which they use to deliver a powerful paralytic toxin to grappled victims. The Low Clan xill have red skin, ranging from bright crimson to dull scarlet, while the High Clan members are never red but otherwise vary wildly. All xill communicate telepathically and there is no known language for the species.

Egg Sac Hosts. The xill reproduce by implanting their eggs into the body of a living humanoid creature, which necessitates their raids into the Material Plane from their home realm. The process is painful, but it can be reversed with a *cure disease* spell within four days of the egg being implanted. After that the egg hatches and release xill larva that devour the host from the inside. Nothing short of a *wish* spell can remove the larva without killing the host, and seven days from hatching the young xill emerge. No humanoid host has survived the birth of the young xill.

High and Low. Low Clan xill are barbaric monsters that seek only to perpetuate their species. They strike quickly from the Ethereal Plane and grab as many victims as possible before moving back to the Border Ethereal. The Low Clan xill dwell underground, and the nature of the plane means no Material Plane rocky layer impedes their movement. They never use weapons, preferring instead their savage claws, and judiciously use their bite to paralyze threats.

High Clan xill pride themselves on being more civilized than their more barbaric kin. The connection between the two isn't totally understood, as the Low Clan xill operate normally without acknowledging their more advanced brethren. The High Clan xill dwell in sculpted networks of tunnels and caves in the Border and Deep Ethereal, the most famous of which is a realm known as the Scarlet Caves. It is known that they reproduce the same between the two castes, requiring a living humanoid host, but the High Clan xill bargain with other planar traders usually for their supply of suitable hosts. The Hatchery of Ul'lulaa'Mu located in the Deep Ethereal is one of their secret breeding islands where humanoids are bred in captivity for birthing new High Clan xill. High Clan xill rarely fight with their natural claws, preferring weapons instead, and their paralytic bite has atrophied from generations of non-use.

HIGH CLAN XILL

Medium monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8+30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	14 (+2)	13 (+1)	11 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The xill makes four melee attacks, divided between weapons and claws as it chooses.

Bite (1/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of their turn, ending the effect on a success. The xill has advantage on bite attacks against targets it is grappling.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) slashing damage. If a single target is hit by two or more claw attacks, the target is grappled (escape DC 16). The xill can only be grappling one target at a time.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) piercing damage.

Etherealness. The xill enters the Ethereal Plane from the Material Plane, or vice versa.

LOW CLAN XILL

Medium monstrosity, lawful evil

Armor Class 16 (natural armor)

Hit Points 37 (5d8+15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages telepathy 120 ft.

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The xill makes four claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of their turn, ending the effect on a success. The xill has advantage on bite attacks against targets it is grappling.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If a single target is hit by two or more claw attacks, the target is grappled (escape DC 13). The xill can only be grappling one target at a time.

Etherealness. The xill and any target it is grappling enters the Ethereal Plane from the Material Plane, or vice versa.

HAZARDS & PHENOMENA

Some planar travelers claim the Ethereal Plane is a barren wasteland, devoid of real hazards, but these travelers are simply wrong. From ether cyclones to elemental gashes, the realms of the Ethereal Plane are filled with strange phenomena and hazards capable of challenging any who would sail its waveless sea.

DEADWAVE

The Positive and Negative Energy Planes stand adjacent to the Ethereal like the rest of the Inner Planes, but their connection is unique and not fully understood. Ghosts and other spiritual beings are both a part of the Ethereal Plane and have strong ties to the Negative Energy Plane, but other undead creatures do not share this trait. And occasionally, deadwaves rock out from the Deep Ethereal, which are powerful currents of necrotic energy that originate from some rippling of the border between the Negative Energy and Ethereal Planes.

A deadwave appears as a black ribbon of crackling energy, almost like lightning, that washes over creatures and objects with two effects. The first is a forceful push as strong as a hurricane. Parties traveling through the Border Ethereal are pushed back by the deadwave 1d6 x 500 feet, and in the Deep Ethereal the deadwave adds 1d6 hours to any travel time. The second effect is deadlier. Living creatures must succeed on a DC 14 Wisdom saving throw, suffering 22 (4d10) necrotic damage on a failure, or half as much on a success.

The deadwave has no effect on the adjoining planes, though creatures with connections to death may feel a wave of cold wash over them.

DEMIPLANE

The Deep Ethereal is a primordial sea of protomatter which can form budding new realms of existence known as demiplanes. Demiplanes can form naturally or deliberately through powerful magic, though in theory they follow the same basic principles. Demiplanes are distinct regions of semi-stable protomatter within the Deep Ethereal that exhibit unique traits. No two demiplanes are exactly alike as the forces that create them are unique as well, so even with two formed primarily of elemental fire differences arise in the exact nature. Accessing a demiplane from the Deep Ethereal requires passing through a multicolored ethereal curtain with no easily discernible marks, though canny planar travelers have learned to pick up some of the elemental traits by observing the flow of the curtain for a period of time.

Beyond the curtain, the demiplane reveals itself. Some, like the Demiplane of Chains and Web of Worlds, are filled with strange terrain that makes moving around difficult or impossible. The Engulfing Hunger is a unique demiplane that is possessed of a supernatural intelligence craving living material, but its natural geography looks like an idyllic Material Plane region. The Nightwalker Pit is a bleak demiplane of howling darkness reminiscent of the Abyss or the Nine Hells.

Demiplanes can be randomly generated using the below

tables for inspiration. To randomly generate a demiplane, start with the planes of influence. You can roll on this table one or more times to help give the demiplane a basic outline. Once you've settled on the influential planes, roll 1d4+1 times on the demiplane characteristics table to guide the core idea of the demiplane. Many demiplanes are inhabited by creatures, which you can roll for in the demiplane inhabitants table. Generally only a single roll is required on that table. The final table determines the rough size of the demiplane, from 10 feet in diameter to 50 or more miles.

1D20 PLANE OF INFLUENCE

1-2	Plane of Air
3-4	Plane of Earth
5-6	Plane of Fire
7-8	Plane of Water
9-10	Positive Energy Plane
11-12	Negative Energy Plane
13-14	Plane of Faerie
15-16	Plane of Shadow
17-18	Plane of Dreams
19-20	No influential plane

1D20 DEMIPLANE CHARACTERISTICS

1	Dead magic – Magic spells and effects don't function
2	Gelatinous
3	Swampy
4	Mountains
5	Forested
6	Storm-wracked
7	Oceanic
8	Jungle
9	No landmass
10	Poisonous
11	Ordered
12	No gravity
13	Sentient
14	Dry
15	Metallic
16	Wild magic – All spells cause wild magic surges
17	Frozen
18	Misty
19	Fast – All creatures act as if affected by the <i>haste</i> spell
20	Slow – All creatures act as if affected by the <i>slow</i> spell

1D20 DEMIPLANE INHABITANTS

1	None
2	Mundane Material Plane creatures
3	Mundane Inner Plane creatures
4	Demons
5	Devils
6	Elves
7	Dwarves
8	Gnomes
9	Humans
10	Minotaurs
11	Goblinoids
12	Illithids
13	Beholders
14	Giants
15	Dragons
16	Undead
17	Yugoloths
18	Lycanthropes
19	Sahuagin
20	Powerful adventurers

1D20 DEMIPLANE SIZE

1	10 feet diameter
2	100 feet diameter
3-4	1,000 feet diameter
5-6	2,000 feet diameter
7-8	1 mile diameter
9-11	2 miles diameter
12-13	3 miles diameter
14-15	6 miles diameter
16-17	12 miles diameter
18	25 miles diameter
19	50 miles diameter
20	50 miles + roll again and sum the results

ELEMENTAL GASH

Sometimes, catastrophic events in the Ethereal Plane or Inner Plane can cause fissures to open up, bleeding raw power from the neighboring plane into the ethereal. These elemental gashes can be dangerous when they occur, though the natural properties of the plane heal such planar wounds within an hour. Roll 1d4 to determine the nature of the elemental gash, which spews forth elemental damage in a 500-foot diameter cloud. Creatures in the cloud must succeed on a DC 14 Dexterity saving throw, suffering 21 (6d6) damage of a type determined by the gash origin on a failure, or half as much on a success.

1D4	ELEMENT	DAMAGE TYPE
1	Air	Lightning
2	Earth	Acid
3	Fire	Fire
4	Water	Cold

ETHER CYCLONE

Despite its nickname as the waveless sea, the mists of the Ethereal Plane hold an energy in their twisting and moving that can surge suddenly and without warning. The result is an ether cyclone, birthed under unknown circumstances in the Deep Ethereal, that moves through the realm as a serpentine column of powerful force and energy. An ether cyclone can be detected 1d4 rounds before it appears with a DC 15 Wisdom (Perception) check, marked by a low hum in the surrounding ethereal mists. Unless a creature can move out of the Ethereal Plane in that short window they are struck by the ether cyclone. Roll on the below table to determine the effect.

1D20	ETHER CYCLONE EFFECT	DESCRIPTION
1-12	Extended journey	Make a group DC 15 Charisma saving throw. On a success, travel is extended by 1d10 hours, while failure doubles travel time
13-19	Pushed into curtain	The party is pushed into a nearby ethereal curtain (roll randomly to determine which one)
20	Astral rift	The party is flung into the Astral Plane

Being blow off course by the ether cyclone is the most common occurrence, but it is not rare to be hurled into a nearby ethereal curtain and pushed into the Border Ethereal of a strange region. Rarely the fabric of the multiverse is ripped and a rift into the Astral Plane is created, but it has been known to occur.

ETHEREAL CURTAIN

The Border Ethereal regions of the various overlapping planes are separated from the Deep Ethereal by great barriers known as ethereal curtains. Ethereal curtains are colored based on their origin and are seen only by creatures in the Deep Ethereal; passing from the Border Ethereal deeper into the plane passes no clear markers, only a spectral darkening of the surrounding mists. From the Deep, however, the ethereal curtains are known as the Wall of Color and they ebb and flow like the tidal waters of a massive ocean. However, owing to the vision limiting nature of the Deep Ethereal, creatures only see a small portion of the curtain at a time.

The known colors of the ethereal curtain are listed below in a random table.

1D20	PLANE	CURTAIN COLOR
1-2	Material Plane	Bright turquoise
3-4	Plane of Shadow	Dusky gray
5-6	Plane of Faerie	Opalescent white
7-8	Plane of Dreams	Deep sapphire
9-10	Plane of Air	Pale blue
11-12	Plane of Earth	Reddish-brown
13-14	Plane of Fire	Orange
15-16	Plane of Water	Green
17	Elemental Chaos	Swirling mix of blue, brown, orange, and green
18	Positive Energy Plane	Radiant yellow
19	Negative Energy Plane	Reflective purple
20	Demiplane	Maelstrom of all colors

Passing through an ethereal curtain is like moving through breathable gelatinous material for a few rounds, the material resistance of the planar boundary pushing against the traveler for a moment before ultimately yielding.

LIGHT FALL

Deadwaves are the result of the Negative Energy Plane affecting the Ethereal Plane while light fall is the result of the Positive Energy Plane's influence. A light fall is a harmless event where drops of luminous white and yellow drops of pure light streak down in a cloud roughly 1d4 miles in diameter. The light fall lights up the Ethereal Plane and increases vision to 120 feet in both the Border and Deep regions. Light falls last for 1d4 hours before fading away.

PROTOMATTER

The raw building blocks of demiplanes are the hunks of protomatter drifting through the Deep Ethereal. They appear as multicolored globules of jelly-like substance with little mass and almost no weight, and they range in size from fist-sized to as large as a continent. Sometimes, when a chunk of protomatter drifts too close to an ethereal curtain leading to one of the Inner Planes, it stabilizes and forms a solid landmass, and it's upon this that some structures can be built or anchored to. The city of Freehold is built on one such mass of protomatter, and the Scarlet Caves of the High Clan xill are carved into another. To date no one has successfully transported protomatter out of the Deep Ethereal – the small samples that have been taken out simply collapse into liquid form as soon as they enter another plane of existence.

MYSTERIOUS SITES & TREASURES

The Ethereal Plane is filled with sites of adventure just waiting for parties of heroes to explore and catalog, along with numerous relics that are unique to this strange transitive plane.

BLEAKMORE, CASTLE OF GHOSTS

Floating in a strange realm between the Border and Deep Ethereal is an extensive castle, towers, and battlements known now as Bleakmore, the Castle of Ghosts. It is a hauntingly beautiful site now as the stones that make up the structures have become faded white from the swirling mists. The castle and towers were ripped from the Material Plane hundreds of years ago by some unknown force, and it pulled the residents with it. Nothing living lives in Bleakmore now – only the ghosts of the Whitlock family occupy it.

On the Material Plane the site was known as Bluemore Castle, and it was the seat of the Whitlock royal family for generations. Over the years, infighting and squabbling overtook the members of the family and, and in the current generation the corruption and petty malevolence ran the deepest. How did Bluemore get pulled into the Ethereal Plane? The prevailing theory is a ritual gone awry that was likely meant to kill or incapacitate one or more members of the Whitlock family, though none of the ghostly court now remember any of the details. They are each consumed with ruling Bleakmore at the expense of everything else.

Bleakmore is composed of a magnificent castle around which stand a dozen smaller towers. The courtyards are filled with dead trees and plants now sustained by the same hate and loathing that keeps the ghosts from moving on, and since their arrival in the Ethereal Plane the Whitlock family has been busy at creating new and terrible ways to maim each other. Little that they do affects each other in their ghostly forms, but for any mortal trespassers a host of traps, dungeons, and mazes await.

THE CITY THAT WAITS

Few know anything about the unusual cityscape floating in the Deep Ethereal. It's not a demiplane but it appears as if an entire city was pulled up from its roots and tossed into the ethereal mists. The scale is broader than Bleakmore, but the City That Waits as it is referred to now is not occupied by ghosts. Its population are neither living nor undead, but instead construct-like beings frozen in their last moments before being pulled into the Ethereal Plane. The cobblestone streets are filled with residents going about their normal day, each one stopped in mid-action.

It is rumored that one of the demon lords of the Abyss stole this city and placed it into the Deep Ethereal for some unknown reason. Perhaps it was meant to be a sacrifice, or perhaps as a secret storehouse away from prying eyes. The frozen occupants of the City That Waits do not respond to pain or any other external stimuli, though they can be killed. Adventurers that have stumbled upon the eerie site claim a dangerous ephemeral monster lurks amid the waiting citizens, a vestige of some powerful entity – or perhaps the collected anger and resentment of the population itself.

DEMIPLANE OF CHAINS

Outside of the prison plane of Carceri, the Demiplane of Chains is one of the most secure prison sites in the multiverse. It is a demiplane in the Deep Ethereal, only about 6 miles in diameter, but filled completely with intelligent but non-verbal links of chain. It is widely believed the demiplane is alive, similar to the Engulfing Hunger, and that each chain link acts towards the central will of the plane itself. For all intents and purposes, that central will seems dominated with holding prisoner anyone or thing that enters its ethereal curtain. Angels, devils, sorcerers, warlords, and more have become trapped in the Demiplane of Chains.

Is there a way out? A legendary thief now hiding out in the planar metropolis of Sigil claims to know a way and he has the link of chain from the demiplane to prove it. Getting someone out of the Demiplane of Chains would prove a monumental task as the sentient links move like great metal serpents to ensnare and imprison anyone that enters.

ENGULFING HUNGER

Few demiplanes are as alive as the Engulfing Hunger. This massive, 50-mile diameter demiplane in the Deep Ethereal is controlled by a single primitive intelligence that seeks to devour anything and everything living that comes within its borders. It has the intellect of a canny predator, and those travelers that have escaped the Engulfing Hunger with their life claim the demiplane enjoys toying with its victims. Beyond its ethereal curtain, visitors are greeted with a lush landscape of tropical jungle, but no birds or natural critters can be seen or heard.

When the Engulfing Hunger moves to strike it uses the trees and even ground to swallow victims, pulling them down into the heart of the demiplane where it crushes them with stones and digestive acids. The demiplane can

manifest extensions of itself to chase and drive targets into specific areas, all the while the sky darkens above and the face of the alien entity can be seen looming like a god. Why would anyone visit the Engulfing Hunger? Some are pushed into it by an ether cyclone or stumble upon it by mistake, but others seek it out deliberately. Rumors persist that a rare and potent flower grows in the Engulfing Hunger's jungle interior with powerful restorative capabilities. The exact nature of those capabilities hasn't been documented but it seems to respond to the needs of the person who eats it.

Is this a lure by the Engulfing Hunger to draw fresh victims into its mass? Or is it a natural byproduct of the demiplane's existence? For those that need the flower in the heart of the Engulfing Hunger, the answer is irrelevant.

FREEHOLD

The city of Freehold is built on a floating mass of protomatter in the Deep Ethereal and serves as one of the only havens for scholarly learning in the plane. It is the home of the Etherfarer Society, a group dedicated to studying and cataloguing the wonders of the Ethereal Plane, but they have a very casual attitude towards travelers. The society runs the Motherhouse in Freehold, the largest and oldest structure in the settlement, but other smaller buildings have been built or conjured around it to serve various needs. The Gallant Ghost Tavern serves exotic wines and beers from around the multiverse, and the Freehold Market holds numerous merchants that cater to travelers and explorers.

There is some friction among the older generations of Etherfarers and newcomers that creates interesting opportunities for adventurers of all types. The newer society members believe that the group's works should be more accessible, and they work towards making their findings public and available across the multiverse. Older members believe that only Etherfarers should have access to the information, thus keeping it restricted and valuable for seekers of knowledge.

Freehold is not a refuge for regular open conflict or bare-knuckle fights, though an occasional stabbing or magical assassination has been known to occur. For the most part, the residents of Freehold keep up appearances as civil students devoted to the common good, though secretly all have some detail they wish changed about the settlement.

GOBLET OF ETHER

Crafted at the behest of a powerful king on the Material Plane, the Goblet of Ether is a magnificent silver cup adorned with opals and white diamonds along its rim. The handle is smooth and supports the oversized cup by balancing the weight with a polished platinum base. Overall the relic gives the impression of opulence and simplicity, but its real value comes from its magical properties. The king who ordered its construction used it as his personal wine vessel for many years, but when his queen died the king sought a way to conquer death so that he could see his lost queen. An enigmatic wizard offered to enchant the king's goblet to give him such a power, and so the Goblet of Ether was born.

When any amount of liquid is poured into the goblet, it evaporates into ethereal mists that can be consumed by the person holding the goblet. Doing so allows the drinker to see and interact with creatures and objects in the Border Ethereal as if they were on the Material Plane. Unfortunately for the king, his deceased queen was plotting against him and had returned as a ghost, so when he drank from the Goblet of Ether he found himself at the mercy of her fury. The Goblet of Ether passed away from the king's hands and fell into the lap of a trader, who take it faraway without realizing its power. Where it is now is anyone's guess.

HATCHERY OF UL'LULAA'MU

High Clan xill enjoy their civil societies and look down upon their Low Clan brethren as barbaric, savage, and backwards. However, all xill reproduce by laying eggs in a living humanoid host, but for the High Clan xill they have kept such unpleasantness contained within a number of secret locations. The largest is the Hatchery of Ul'lulaa'Mu, a word pulled from an ancient dialect of Elven that roughly translates as "place of life and tranquility."

It is, however, far from that. The Hatchery of Ul'lulaa'Mu is a breeding ground for slaves of the High Clan xill. Rumors persist that it is located in the Border Ethereal of the Plane of Earth in a secluded cave cut off from the rest of the realm, but few have even heard of the hatchery let alone returned from it. The xill masters use all manner of guards and traps to keep the stock of breeding slaves docile and willing, going so far as to concocting powerful magical drugs to sedate them. Caves are dedicated to the hatching of eggs by powerful individual xill across the Ethereal Plane, most of whom come to visit to lay their eggs and perpetuate their species. The Hatchery of Ul'lulaa'Mu is a nightmarish place of suffering and subjugation that the High Clan xill do not openly admit to outsiders even exists.

MASK OF THE FACELESS ONE

This evil item was found originally by a member of the Etherfarer Society cataloguing a new demiplane in the Deep Ethereal. It appears as a wooden mask meant to fit over the face of a regular humanoid creature, but it has no eyes or mouth holes. The wood is colored purple and gives off a slight electrical hum when held by a living creature. Wearing the mask bombards the holder with visions of cyclopean cities, ancient pyramids of timeless stone, and a deep-seated loathing for all living creatures. The mask typically takes over its wearer in an instant and drives them to commit horrendous acts of violence on as grand a scale as it can muster.

The society member that found it put it on in the Motherhouse in Freehold, and the subsequent attacks killed a dozen individuals and bystanders before the wearer could be subdued. The Mask of the Faceless One, as it became known as, gave its wearer supernatural strength and endurance. It was taken into the vaults below the Motherhouse of the Etherfarer Society for further study, but it has thus far given no concrete clues as to who made it or where it came from. A rare few have been

able to put on the mask for a short time and resist the murderous urges brought on by its psychic control, and those that have done so believe it is linked somehow to the Pyramid of the Lost located in the Deep Ethereal.

NIGHTWALKER PIT

Few darker demiplanes exist in the Deep Ethereal than the Nightwalker Pit, both figuratively and literally. This isolated realm is 12-miles deep but it's not shaped like a typical demiplane. Instead, the opening through the ethereal curtain leads into a pitch black tubular realm about 1 mile in diameter. It extends into nightmarish darkness for 12 miles which is filled with horrible monsters culled from the most shadowed corners of the Abyss and other lightless regions of the multiverse. Does some malevolence draw these creatures to the Nightwalker Pit? Or are they spawned naturally? What lays at the bottom? None have found out and returned.

The Nightwalker Pit is also the best example the members of the Etherfarer Society have given showing the Ethereal Plane can spawn demiplanes on its own that are just as deep and varied as any created by a powerful wizard or priest on the Material Plane. Nothing seems to lay claim over the Nightwalker Pit, and the horrors inside have no desire beyond tearing travelers limb from limb that stumble into its feared ethereal curtain. Others say that such an evil-tainted demiplane must have been created by some external force, such as a devil prince or yugoloth warlord, as no other demiplane of such pure evil has been found since. Is there a strong connection to the Negative Energy Plane in the Nightwalker Pit? Such a presence would be suggested but so far not yet been proven.

PYRAMID OF THE LOST

It's not uncommon to come across bizarre sites in the Deep Ethereal, but the massive structure known as the Pyramid of the Lost is one of the most compelling and mysterious. It is a truly enormous stepped pyramid with its pyramidal nature reflected back on itself at its base, creating a structure with a distinct pinnacle at the top and the bottom. The "top" half is made of an unknown bluish-gray stone, while the "bottom" half is a reddish-brown color. It floats among the ethereal mists without resting on any protomatter, and in fact the natural protomatter of the Deep Ethereal seems repelled by it somehow. Four doors are set on its exterior, one on each side along its center where the blue and red stones meet, and the doors have no discernable top or bottom. They are made up of an unknown golden metal and are marked with raised symbols that have defied identification.

The Etherfarer Society believes the Pyramid of the Lost was built by a race of being called the ethergaunts in the time before the Material Plane existed. Other smaller structures have been found across the Deep Ethereal and even in some Border Ethereal regions of the Inner Planes that show these creatures to be vaguely humanoid with stooped shoulders and long, thin arms and legs. Their heads were set on skinny necks that rested in their chest rather than atop it. The Mask of the Faceless One has been linked to the ethergaunts and seems somehow connected

to the Pyramid of the Lost, though scholars in Freehold are baffled as to how or why.

What happened to the ethergaunts? Are any still alive in the Pyramid of the Lost? No one to date has been able to open any of its doors, but it radiates powerful necromantic and enchantment magic under sorcerous scrutiny.

SCARLET CAVES

The largest home of the High Clan xill on the Ethereal Plane are a series of tunnels and towers carved out of a large red island of protomatter. Known as the Scarlet Caves, the xill here live in opulence, drifting in the Deep Ethereal and confident in their own mastery. They forge weapons and armor in one cave fed by elemental gashes to the Plane of Fire, and in other complex they greet guests with art and sculptures depicting the greatest in xill philosophy and aesthetic design. Each High Clan xill dwelling in the Scarlet Caves has a well-appointed home attended to by numerous slaves, such as umber hulks and other mindless beasts, but they do their best to pacify any visitors that come to trade.

As much as the xill in the Scarlet Caves like to pretend at playing civil for the sake of appearances, they are not above abducting visitors with brute force and carrying them away to one of the many hatcheries across the Ethereal Plane. Sometimes the xill keep unique prisoners in elaborate dungeons within their cavern complex to be used as bartering tools when dealing with visiting dao or efreet from the Inner Planes. It's worth noting that the High Clan xill do not employ or use Low Clan xill to do any of the work or defense of the Scarlet Caves – the two factions of the race barely acknowledge one another's presence in the multiverse, and the High Clan xill seem perfectly content in letting their Low Clan brethren raid and scavenge in the Border Ethereal.

SEED OF CREATION

The Seed of Creation is the kind of artifact that drives regular explorers to travel to remote regions of the multiverse on just the hint of its location. Even its exact powers aren't known, as tales vary wildly from one legend to the next. Most agree that it contains a divine spark normally reserved for the hands of gods, but exactly what it can do is more nebulous. One story tells of a peaceful monk that used the Seed of Creation to remove the fury from 10,000 raging barbarians intent on destroying a single monastery. Another legend claims a cleric used the relic to restore life to a dead god floating in the Astral Plane.

Even the description of the Seed of Creation is vague at best. Most stories claim it to be about the size of a watermelon, oval, and possessing an inner light that pierces any darkness. Holding it allows the possessor to shrink the side, or perhaps it is the possessor and the rest of the multiverse that grows in comparison? Perception becomes distorted around the artifact, though it doesn't seem to possess an intelligence of its own.

The gnome wizard Erskin Figfallow followed stories about the Seed of Creation and believed it to have originated in the Ethereal Plane. And not just anywhere,

but at the theoretically center of the Deep Ethereal from which everything in the plane spreads. Erskin founded the Etherfarer Society to help fund and shape his expeditions, all of which were focused on finding the center of the Ethereal Plane and its connection to the Seed of Creation. He never found it, but tantalizing rumors have kept him on the trail.

THE SPLINTERSOUL AND SHARDS

The Splintersoul is a complex crystalline structure free floating in the Deep Ethereal. It has walkways, towers, arches, and paths, all made out of a pale blue crystal that curiously does not reflect light – it absorbs it. One of the most curious things about the Splintersoul is it seems to have a psychic intelligence attached to it somehow, and it can speak telepathically to creatures both on it and within sight of it in the Ethereal Plane.

What it wants, however, is much more of a mystery. It refers to itself in the third person as “we” and “us” and claims to have no name for itself, though it uses Splintersoul as the title bestowed upon it by travelers. It was first discovered by a pair of Etherfarer Society members who got blown off course by an ether cyclone, and they were astonished at what they uncovered. The Splintersoul created humanoid representatives of itself which the pair dubbed splinter slaves, and it used these to guide the travelers around the complex tunnels and mazes of blue crystal architecture. However, things took a dark turn when they reached a hub of some sort and the two society members tried to flee. One escaped, but the other was caught and kept by the splinter slaves. Her fate is still unknown.

One of the curious things about the Splintersoul are the large number of shards that have broken off from its main “body” and drifted into the Ethereal Plane and out into the multiverse. These shards are usually only fist sized, but they each contain a fragment of the Splintersoul's personality and power. The shards can create splinter slaves away from the Ethereal Plane, and they each seem to want something else entirely. Some want to reunite with the Splintersoul, others seek to bring peace and harmony, while others are interested only in warfare and bloodshed.

WEB OF WORLDS

Tatha'Nalla, the Spinner of Secrets, is a phase spider of enormous bulk that lives in the demiplane known as the Web of Worlds. She is a broker of information, and from her small realm in the Deep Ethereal she has created secret portals to much of the rest of the multiverse. Exactly how is a mystery and one that Tatha'Nalla has not divulged, but some planar scholars believe the webs of her demiplane interact with the mists of the Deep Ethereal in a unique way that allow her to “phase” into other planes of existence.

Inside, the Web of Worlds is a gray sticky mess, only about 6 miles in diameter, with Tatha'Nalla spinning more webs and plots from its center. She has a large number of phase spiders completely devoted to her and the Web of Worlds at her beck and call, but the information broker has on occasion invited guests into her demiplane home. Such

guests report being ushered into rooms that resemble large cocoons of thick webbing, and that Tatha'Nalla was always guarded by protective armor made from the same webs.

ADVENTURE HOOKS

Despite its reputation as a simple means to planar travel, the Ethereal Plane has much to offer a band of adventurers of nearly any level.

TIER 1 (LEVELS 1-4)

... A local baron begins to act strangely, ordering crews of servants to dig in a remote forest at the edge of his domain. The party becomes involved when the baron's mercenaries come to round up more slaves and won't take "no" for an answer. It turns the baron has a shard of the Splintersoul, and it's commanding him to dig into the earth at a specific location in order to find "the truth." The baron and the shard are inexorably linked now and drawn to the site. What is revealed in the excavation? Why does the shard of the Splintersoul want it uncovered?

... The local wizard's spells have been failing, and through some research he has determined a thought eater is likely the culprit. While it remains on the Ethereal Plane it is invulnerable, but the wizard wants the party to draw its attention away from his tower long enough for him to construct a force wall. While luring the thought eater, the party stumbles into the territory of a pack of ethereal marauders and must deal with them at the same time.

... A particularly intelligent and cunning plasm is pushed from the Ethereal Plane into the Material Plane, and it finds the plane to its liking. It takes residence in a mining complex close to the remote settlement of Karlsholm, and from there the plasm uses stories of a local ghost legend to bully the populace. A family leaves Karlsholm after their patriarch is killed by the "ghost" and the party begins investigating. The plasm has a superstitious tribe of mountain warriors that it uses to keep people from the mine. With luck and determination the characters can root out the plasm and restore the mine to working condition for the people of Karlsholm.

TIER 2 (LEVELS 5-10)

... While staying in a favored tavern, the characters witness a stranger burst in with a wild look in her eyes. She rushes over to the party and explains she is from the Etherfarer Society, and that she is being followed by some ethereal stalker that has dogged her every movement. She offers to pay the party to protect her, but during the offer the creature strikes – a dharculus! The party can take up her mission by laying claim to an Etherfarer charm that allows them to travel to Freehold. What was the member

investigating? Why did she draw the ire of a dharculus?

... The characters find themselves being sent to a town that has just suffered from a raid by the xill. The party must track the ethereal marauders in the Border Ethereal using whatever magic is at their disposal and stop the reptilian monsters before they plant their seeds in the captured hosts. During the rescue operation, however, the party uncovers a larger network of Low Clan xill – something is organizing these normally independent raiders. Where does it lead? Who is behind the mass abductions?

... The royal squabbles of the royal court of Bleakmore spill over into the Material Plane as Lady Zola and Lady Sibyl move via proxies against one another. They have chosen two tribes of orcs as their pawns and the characters find themselves in the middle of the struggle. On one side is the Hollow Tusk Tribe orcs under the sway of Lady Zola who is possessing the tribal chief, while Lady Sibyl controls the eldest shaman in the Black Blood Tribe. The two ancient ghosts must be expelled before the orc war spills over into the nearby communities.

TIERS 3 AND 4 (LEVELS 11+)

... A person of great interest to the party is revealed to be imprisoned in the Demiplane of Chains in the Deep Ethereal. The party doesn't need to free them, but they do need to get information, so they travel into the Ethereal Plane to find the demiplane. Getting in is easy, but avoiding the serpent-like metallic chains inside that writhe and move is more difficult. They must fight and navigate their way through the chain forest to their imprisoned target and get the information they need. Can they rescue the target as well?

... The characters receive an invitation from a strange source asking them to arrive at a certain place at a certain time for a gala extraplanar celebration. The invitation is from Kla'ta'naka, a High Clan xill seeking to make friends with the party so that it can ask them a favor. Kla'ta'naka lives in the Scarlet Caves and believes one of its rivals is plotting against it – it wants the party to act as bodyguards and spies in the xill home to help uncover the plot. But is Kla'ta'naka being honest? And what about the secret caravans being sent deeper into the Ethereal Plane with cages of humanoid slaves? The High Clan xill offer nothing more than innocent explanations for the sinister doings.

RANDOM ENCOUNTER TABLES

The below table can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling around the Ethereal Plane. Two tables are provided covering the Border Ethereal and the Deep Ethereal.

BORDER ETHEREAL

1D100	BORDER ETHEREAL ENCOUNTER
01-05	A dharculus
06-10	A pack of ethereal marauders hunting prey
11-15	A pair of hunger ghosts seeking a meal
16-20	A lonely ghost wandering
21-25	A vengeful ghost looking for action
26-30	A nest of phase spiders
31-35	Phase spiders on the prowl
36-40	A single Low Clan xill lost
41-45	Low Clan xill returning with captives
46-50	A plasm
51-55	A spectral lurker waiting in ambush
56-60	A thought eater sprinting away from a predator
61-65	Deadwave
66-70	Light fall
71-75	Two basilisks
76-80	The cache of an ethereal traveler long dead
81-85	A cockatrice
86-90	A small band of ethereal travelers looking for someone
91-00	Ether cyclone

DEEP ETHEREAL

1D100	DEEP ETHEREAL ENCOUNTER
01-05	An ancient ghost with servants
06-10	A host of hunger ghosts lost in the mists
11-15	A lich returning to its demiplane
16-20	Several plasm traveling towards an ethereal curtain
21-25	A thought eater hiding behind protomatter
26-30	A High Clan xill traveling in a carriage pulled by umber hulks
31-35	A caravan of captured slaves bound for a xill hatchery
36-40	Demiplane
41-45	Elemental gash
46-50	Deadwave
51-55	Light fall
56-60	Great hunks of protomatter
61-65	A pair of elementals (randomly determine the type)
66-70	A noble efreeti looking for a xill outpost
71-75	A tiny pocket demiplane holding the remains of a wizard
76-80	An expeditionary force from the Etherfarer Society
81-85	The lost journal and possessions of an explorer
86-90	A noble djinni hunting xill slavers
91-00	Ether cyclone

PLAYER OPTIONS

The Ethereal Plane is a realm of creation, wonder, and mystery, an overlapping plane that sits on top of and beyond the normally accepted boundaries of existence. Unique monsters such as the xill and dharculus dwell in its waveless sea, but it has attracted little defined attention from the residents of the Material Plane. One noted exception is the Etherfarer Society, studying the demiplanes of the Deep Ethereal with an eye towards understanding the multiverse. A new background is available for characters, the Etherfarer, allowing them to portray members of this society out in the planes of existence.

NEW BACKGROUND

ETHERFARER

You are a member of the Etherfarer Society, a loosely organized group of explorers focused on uncovering the mysteries of the Ethereal Plane. Membership is for life in the society, but many members head out into the multiverse to better understand both themselves and the planes in hopes of honing their knowledge of the Ethereal Plane. You spent time in the city of Freehold in the Deep Ethereal, including the Motherhouse where the library of the society waits for all members to peruse and contribute. Many Etherfarer Society members keep a high-minded view of themselves and their organization that can come across as arrogant, and the byzantine and often confusing internal rules and guidelines help reinforce this attitude. Whether you keep the society in your daily life or simply use it as a means to an end, your time on the Ethereal Plane with the Etherfarers helped shape you into the person you are now.

Skill Proficiencies: Investigation, Survival

Languages: Any one planar language

Equipment: A fancy embroidered cape, a monocle or cane, a signet ring bearing the symbol of the Etherfarer Society, 14 gp

FEATURE: SOCIETY CONNECTIONS

The Etherfarer Society welcomes its members, especially those out exploring the Ethereal Plane and the rest of the multiverse, and they keep the resources of the Motherhouse open for perusal. You have access to the library in Freehold which contains much information about the planes, though most of it focused on the Ethereal Plane. In addition, you know of one stable portal leading to Freehold from one other plane of your choice.

SUGGESTED CHARACTERISTICS

Many view the Etherfarer Society as arrogant, pompous, and full of hot air, and there are some members that exhibit these traits strongly. Others tend towards less dramatic traits, but most have a strong sense of adventure and a thirst for exploration.

d8 PERSONALITY TRAIT

- 1 I only talk over people because I know more.
- 2 I'm always wondering what's over the next horizon.
- 3 I love telling stories.
- 4 Without my knowledge I am lost.
- 5 Proper attire should worn at all times.
- 6 My only regret is not having more time to explore the multiverse.
- 7 A good mystery is as intoxicating as any wine.
- 8 A map is the greatest treasure.

d6 IDEAL

- 1 **Society.** The Etherfarer Society is to be honored and remembered at all times. (Any)
- 2 **Mysterious.** Secrets are what make life worth living. (Chaotic)
- 3 **Protocol.** There are rules and protocol to govern all actions. (Lawful)
- 4 **Respect.** I respect knowledge, and I expect others to do the same. (Good)
- 5 **Station.** By knowing more, I am better than those that know less. (Evil)
- 6 **Truth.** The truth must be known for there to be any foundation of existence. (Any)

d6 BOND

- 1 My sponsor in the Society is family.
- 2 I joined the Society with a band of fellows, and though we have separated we remain close.
- 3 I visited a demiplane of strange creatures who cared for me when I was in need.
- 4 My loyalty to the Society is unwavering.
- 5 The Motherhouse in Freehold is a bastion of help and sanity.
- 6 Knowledge is the key to every problem.

d6 FLAW

- 1 Xill are cruel and irredeemable monsters.
- 2 I enjoy the comforts of society a bit too much.
- 3 I spread rumors to anyone who listens.
- 4 I exaggerate every story I tell.
- 5 I babble nonsense facts when I'm nervous or when I'm trying to impress someone.
- 6 Slight to my honor must be answered and atoned for!