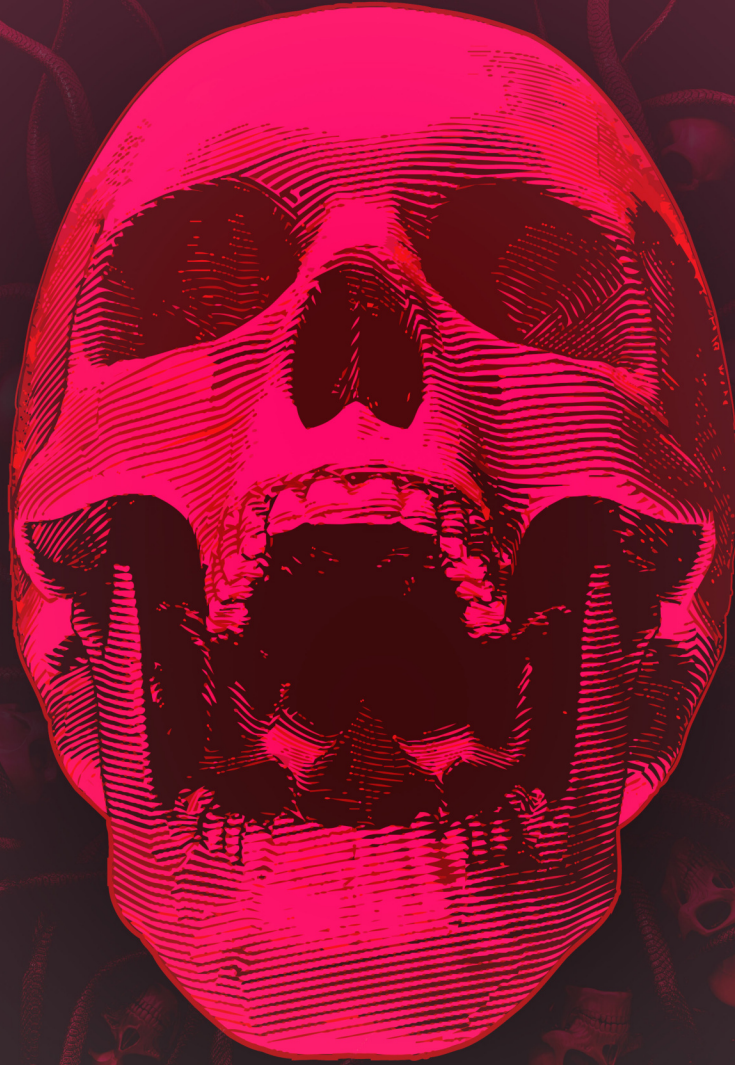


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A FIFTH EDITION CAMPAIGN SUPPLEMENT

ETHEREAL PLANE

CAMPAIGN GUIDE



WELCOME TO THE ETHEREAL PLANE

The Ethereal Plane is a misty, fog-bound dimension that is sometimes described as a great ocean. Its shores, the Border Ethereal, overlap the Material Plane and the Inner Planes so that every location on those planes has a corresponding location on the Ethereal Plane. Certain creatures can see into the Border Ethereal, and the see *invisibility* and *true seeing* spells grant that ability. Some magical effects also extend from the Material Plane into the Border Ethereal, particularly effects that use force energy such as *forcecage* and *wall of force*. The depths of the plane, the Deep Ethereal, are a region of swirling mists and colorful fogs.

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In this document, you will find rules for travel into and inside the Ethereal Plane, including random encounters, as well as 7 adventures connected to the Ethereal Plane that can be played on their own, or connected into one campaign. Be sure to also check out the *Ethereal Plane Player's Guide*, the *Ethereal Plane Monsters Supplement*, and the *Ethereal Plane Player Options*, all available online.

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ETHEREAL PLANE RULES

The following rules apply to adventures set on the Ethereal Plane.

ENTERING THE ETHEREAL PLANE

To enter the Ethereal Plane, a creature must use a magical effect that transforms it into a state of etherealness. Some creatures such as ghosts, night hags, and xill can do so naturally, but most creatures from the Prime Material Plane and Inner Planes must use magic or psionics to achieve and maintain an ethereal state.

Certain spells and magic items, like *etherealness*, *oil of etherealness*, and *secret chest*, allow a creature or object to be ethereal for only a limited period of time. If the creature is in the Border Ethereal when the duration ends, the creature materializes wherever it currently is in conjunction with the abutting plane—possibly even inside a creature or object (see Materialization Mishaps below). Creatures that begin to materialize within the Deep Ethereal fall into a random part of the curtain, past the connecting Border, and onto the bordering plane.

More permanent methods of entering the ethereal plane can be done by the spells *gate* or *plane shift*. Some creatures, like the dhabrurm and xill (see the Appendix), can also permanently pull a creature into the ethereal plane.

MATERIALIZATION MISHAPS

A creature that exits the Ethereal Plane into a bordering plane might accidentally materialize inside another creature or object. When this happens, the creature is immediately shunted to the nearest unoccupied space that it can occupy and it takes force damage equal to twice the number of feet it is moved.

GRAVITY

Gravity in the Border Ethereal functions similar to how gravity in its abutting plane functions, except, creatures can move up and down by expending additional energy (see Movement below). There is no gravity in the Deep Ethereal.

TIME

Time on the Border Ethereal functions the same way it does on the Prime Material. In the Deep Ethereal, time moves 10 times slower than it does in the Prime Material, i.e. for every 10 hours that pass on the Deep Ethereal only 1 hour passes in the Prime Material. Although a creature might experience 10 hours in the Deep Ethereal, when they leave the Deep Ethereal and reenter the Border Ethereal or Prime Material, they will have only aged an hour and only be hungry as if an hour has passed.



INTERACTIONS

While on the Ethereal Plane, a creature can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive or interact with creatures or objects on the Ethereal Plane unless a special ability or magic has given them the ability to do so.

Creatures on the Ethereal Plane ignore all objects and effects that aren't on the Ethereal Plane, allowing them to move through objects that they perceive on the plane from which they originated or currently border.

AIR AND BREATHING

Ethereal particles bleed off from the Inner Planes and Material Plane which allow travelers to breathe while within the Border and Deep Ethereal. These particles form the ethereal fog, small spaces of probability within the ether. This allows physical creatures to automatically translate possibility into reality, translating the fog into breathable air. In some rare circumstances, toxic planes, such as the paraelemental plane of ooze, imbue the fog with dangerous particles that may hamper a traveler's ability to breathe.

FOOD AND DRINK

Food and drink brought to the Ethereal Plane exist in the same ethereal state as the creature carrying it, thus providing the same nourishment it would on the Prime Material. A character can also find nourishment on the plane by translating the ethereal fog into food and drink. The character makes a Wisdom check using proficiency in Etherealness (see the sidebar) whenever the GM calls for it—sort of like a foraging check—with the DC determined by the abundance of ethereal particles in the region of the Ethereal Plane.

Nourishment Translation DCs

Region of the Ethereal Plane	DC
Border Ethereal	15
Deep Ethereal	20

If multiple characters translate fog into food and drink, each character makes a separate check. A translating character finds nothing on a failed check. On a successful check, roll 1d6 + the character's Wisdom modifier to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons).

SENSES

Due to the dense, iridescent fog that pervades everything, visibility in the Border Ethereal is limited to 60 feet and to only 30 feet in the Deep Ethereal. This effect limits all types of sight, including blindsight, darkvision, and truesight. However, characters with proficiency in Etherealness as well as creatures native to the plane can see as far as their vision would normally allow.

Sound travels twice as far on the Ethereal Plane as it does on the Prime Material. However, the other senses are dulled on the Ethereal Plane. At the same time, odors do not

Etherealness Proficiency

When someone is proficient in the strange ways of the Ethereal Plane, they have proficiency in Etherealness, which functions similar to a tool proficiency. A character can choose Etherealness when they are allowed to take a skill or tool proficiency as part of their race, class, or background, or as a feat.

Given enough free time and the services of a planeswalker familiar with the Ethereal Plane, a character can also learn Etherealness. To do so, the character must spend ten workweeks reduced by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty does not increase the time needed). The character must also spend 50 gp per week and have access to the Ethereal Plane.

permeate the Ethereal Plane the same way they do on the Prime Material. Wisdom (Perception) checks made to hear are made with advantage while Intelligence (Investigation) and Wisdom (Perception) checks made to hear, taste, or touch are made with disadvantage.

SENSES THROUGH THE BORDER

Creatures in the Border Ethereal can view into the abutting plane, but not clearly or to a great depth—their vision is just as limited, regardless of their nature or proficiency except in special cases. Colors on the abutting plane are reduced to shades of gray. Light created in the Ethereal Plane doesn't reflect off material objects; therefore, it does nothing to improve vision in dark areas of the abutting plane.

Sounds created in the bordering plane are muffled and difficult to make out or hear, similar to sounds made underwater. Most complex sounds are hard to make out, but creatures with passive Wisdom (Perception) scores of 12 or higher can make out short, emphatic statements such as "Help!" or "Look out!" within ranges of 10 feet. Sounds made in the Border Ethereal do not penetrate the bordering plane whatsoever.

MOVEMENT

Creatures on the Ethereal Plane can move in any direction including up and down. For every foot of up or down movement a creature takes, it costs the creature 1 extra foot of movement (as if moving through difficult terrain). Creatures native to the ethereal plane and characters with proficiency in Etherealness can move up or down at their normal movement speed or flying speed (whichever is greater).

OBSTACLES

Certain spells and effects can affect movement on the Border Ethereal. *Glyphs of warding* and *symbols* still function against ethereal creatures, as do spells like *faithful hound* (which can both detect and attack ethereal creatures). Creatures not native to the Ethereal Plane can be shunted back to their plane of origin from effects like *dispel magic* and *antimagic fields*. When applied to the surface of a ceiling, floor, or wall, or other fortification, the blood of basilisks,

gorgons, and medusas prevent ethereal creatures from passing through such obstacles. Spells like *forbiddance* and *walls of force* also prevent ethereal travel into certain areas.

TRAVEL INTO THE DEEP

To enter the Deep Ethereal from the Border Ethereal, all a creature must do is think about it. Others who witness creatures enter the Deep from the Border see the traveler suddenly obscured by multicolored mists that inevitably boil away to nothing.

While in the Deep, the traveler floats free of all features usually visible on the Border. All that they witness are vast waves of vaporous color. These Walls of Color, also called the Curtain, represent the boundary between the Deep and the Border. Just as a creature exits the Border, it can return to the Border with only a thought. However, it's possible that they do not return to the same spot from which they left.

SKIRTING THE CURTAIN

To travel to another part of a plane upon the Border in which a traveler currently finds themselves, they must "skirt" along the border. Doing so requires the traveler to step into the Deep (see above), then move along the Border's Wall of Color. It's difficult to find the correct path along the Border's outside edge to a traveler's destination. From the Deep, the contents of the Border appear as nothing more than flashing, phosphorescent lights. Creatures native to the border can interpret these lights without any trouble. Non-natives must succeed on a Wisdom check using proficiency in Etherealness to find the right path. The DC depends on the creature's familiarity with the plane they wish to navigate as shown in the table below. On a failure, the target doesn't realize that they're headed in the wrong direction.

Skirting the Curtain DCs

Traveler's Familiarity with the Plane	DC
Return to the same spot from which they emerged*	5
Native to the plane	10
Very familiar with the plane	12
Casually familiar with the plane	15
Viewed once	17
Description of the plane	20
No knowledge of the plane	25

*A creature that enters the Deep who then tries to return to the Border must still make a check to determine if they successfully reenter at the same spot from which they emerged. Furthermore, they may not return to the exact same location, even if the check is a success (learn why below).

Regardless of the creature's success or failure, it takes time to skirt the curtain, unless the creature wishes to return to the same spot from which it just emerged. Unless the creature wishes to reenter the curtain at the same location it emerges, it takes the creature 1d10 x 10 hours to skirt the curtain.

A creature that succeeds on its check to find the correct path materializes into the Border plane within 1d10 miles of the location it sought. If the creature fails its check, it materializes in a random direction in a distance of 1d100 x 10 miles.

TRAVEL IN THE DEEP

Travel in the Deep Ethereal is a little different from travel in the Border Ethereal. First, there are two types of distance in the Deep: short distance (used for combat encounters) and long-distance (travel between bordering planes).

Short Distance Travel Short distance occurs when a creature encounters another object or creature in the Deep. The Deep does not have gravity. Therefore, creatures in the Deep can move any direction they like; however, every foot of movement in the Deep, regardless of the direction, costs 1 extra foot of movement. Creatures native to the ethereal plane, creatures that can hover, and characters with proficiency in Etherealness (see the sidebar on page 4 for details) do not suffer this disadvantage.

A creature can move faster than its movement speed normally allows by surrendering part of its essence. When the creature moves, it can decide if it wants to move 1 or more additional feet. For each extra foot of movement moved in this way, the creature's hit point maximum is reduced by an equal amount. If the creature's hit point maximum is reduced to 0, it dissolves into the Ether and dies. Only a *wish* spell can reincorporate the creature. Otherwise, this reduction lasts until the creature finishes a short or long rest.

Long Distance Travel To reach other planes of existence bordering the Ethereal Plane, such as other Prime Material worlds, the Inner Planes, or demiplanes, the creature must first decide where it is going. The creature must have a clear understanding of where it is going, by either being familiar with the destination, having viewed it by magical means, or having a detailed description of it. Otherwise, the creature cannot find the destination it seeks no matter how long it searches.

Once the creature possesses a clear picture or understanding of its destination, it must orient its mind to the destination. From that point forward, the creature propels itself forward to the destination. Long-distance travel like this makes the creature's movement speed irrelevant. All journeys occur within a set amount of time, no matter the destination.

Deep Ethereal Long Distance Travel Times

Destination	Travel Time
Skirting the curtain (see above for details)	1d10 x 10 hours
A specific free-floating location or target	1d10 hours
A specific demiplane's curtain	2d10 x 10 hours
A specific Inner Plane's curtain	1d10 x 100 hours
Prime Material world's curtain	1d10 x 100 hours

MAGIC

Because the Ethereal Plane is a realm of possibility, devoid of true physical matter and cut off from the Outer Planes and Astral Plane, magic works quite differently. The following rules apply to all spells, magic items, and other magical effects in the Ethereal Plane. Because wizards learn their spells through study and practice, only the rules about specific spells or schools of magic featured below affect them.

CLERICS AND WARLOCKS

Unlike wizards who study and memorize their spells, clerics and warlocks instead draw their magic from powerful beings across the multiverse. Each layer of separation between such casters limits their power.

Clerics and warlocks whose god or patron resides within the Astral or Outer Planes cast and prepare their spells as if they were two class levels lower than they truly are. For example, a character with 17 levels of cleric would cast spells as a 15th-level cleric. Thus, they could prepare a number of spells equal to their Wisdom modifier plus 15 (instead of 17), and would not have any 9th-level spell slots at their disposal. A cleric or warlock with only one or two class levels completely loses their ability to cast spells apart from cantrips.

This change does not affect a cleric or warlock's hit points, Hit Dice, proficiency bonus, or anything else related to their class level; only their spellcasting ability.

Clerics and warlocks whose patrons reside in one of the Inner Planes, the Prime Material, a demiplane, or the Ethereal Plane itself are not affected.

Omerian Gods. Nearly all Omerian gods and patrons live within the Prime Material, the Ethereal Plane, the Inner Planes, or one of many demiplanes connected to the Ethereal. Therefore, the spellcasting ability of clerics and warlocks of these powers is not affected. The only exceptions are the Karnionic demi-god Dukkora, who lives in the Abyss, and the Titan Grihoo who lives in the Astral Plane.

OTHER CLASSES

Other than the rules listed below, the spellcasting abilities of bards, paladins, and sorcerers remain unaffected. These spellcasters draw their power from within and do not require access to deities.

Although druids and rangers draw their magic from nature and the Prime Material, the proximity warranted by the Ethereal Plane does not affect their ability to cast their spells while in the Ethereal Plane.

ABJURATION SPELLS

Abjuration spells attempt to recant, repudiate, or limit an object or effect's possibilities. However, the Ethereal Plane is a realm of infinite possibilities. Therefore, abjuration spells have limited power within the realm. All spells from the school of abjuration fail unless the caster expends a spell slot of a higher level to cast the spell. Abjuration cantrips must be cast using 1st-level spell slots, 1st-level spells must be cast using 2nd-level spell slots, and so forth. Furthermore, spells of 4th level and higher automatically fail in the Ethereal Plane. This restriction includes magical items that duplicate high-level abjuration spells. For example, the spell *dispel evil and good*, a 5th-level spell, placed into a *ring of spell storing* won't function at all.

ASTRAL SPELLS

Spells that allow the caster to travel onto or contact the Astral Plane fail when cast on the Ethereal Plane.

CONJURATION/SUMMONING SPELLS

The Ethereal Plane only connects to the Inner Planes, Prime Material Plane, and various demiplanes. Spells that summon creatures from the Astral Plane or Outer Planes

automatically fail. Only special magic items called *spell keys* allow a creature to summon creatures from these planes of existence. See the Spell Keys sidebar for details.

The spell *find familiar* also fails unless it is used to summon a fey creature from an appropriate realm adjacent to the Prime Material.

Spell Keys

Special magic items called *spell keys* allow spellcasters to get past some of the magical alterations and restrictions imposed by the Ethereal Plane. Such items are considered to be very rare magic items in terms of the purchase price and the time required to acquire one. These keys resemble small discs of stable protomatter (see page 9 for details on protomatter).

DISINTEGRATION

Spells and magical items that break down matter are far more destructive in the Ethereal Plane. All creatures are considered vulnerable to damage caused by these attacks, and Strength and Constitution saving throws made to resist such effects are made with disadvantage. A *sphere of annihilation* and any spells or effects that mimic the item brought into the Deep Ethereal immediately creates an ether gap (see Encounters below for details).

DIVINATION

As it is a realm where possibilities are endless, divination spells completely fail when cast in the Ethereal Plane. This includes magic items and effects that would try to determine the current state of an object or creature, its relative location, or its future condition.

EARTH AND WATER SPELLS

Spells that create elemental earth and water function differently in the Ethereal Plane. Because solid matter is in short supply in the elemental plane of earth, spells that create earth—such as the spell *conjure elemental* used to form an earth elemental—take one step longer to cast, as shown on the casting time table below. Also, creatures allowed saving throws against such spells and effects make their saving throws with advantage. On the other hand, spells that create elemental water function much better thanks to the Ethereal Plane's fluid nature. Spells that create water such as *create or destroy water* or summon a water elemental such as the *conjure elemental* spell take one less step, as shown on the Casting Time table (minimum of 1 bonus action). Plus, creatures allowed saving throws against such spells and effects make their saving throws with disadvantage.

Altered Casting Times

Original Casting Time	Earth	Water
1 bonus action	1 action	1 bonus action
1 action	1 minute	1 bonus action
1 minute	10 minutes	1 action
10 minutes	1 hour	1 minute
1 hour	8 hours	10 minutes
8 hours	24 hours	1 hour
24 hours	10 days	8 hours

FORCE SPELLS

Spells that use force or deal force damage affect creatures both on the Prime Material and Border Material Plane. Such spells include *floating disk*, *forcecage*, *mage armor*, *magic missile*, *maze*, *resilient sphere*, *telekinetic sphere*, *shield*, *spectral hound*, *spiritual weapon*, and *wall of force*.

ILLUSION AND PHANTASMS

Just as the Ethereal Plane's infinite possibilities limit abjuration and divination spells, it amplifies illusion spells. All illusion spells cast in the Ethereal Plane may be cast using one spell slot lower than normally required; 1st-level spells may be cast at will. Furthermore, these spells' effects remain in existence without concentration.

Each time a caster casts an illusion spell, roll a d20. On a result of 20, the illusion gains a semblance of life, taking on realistic characteristics. Such illusions usually break free of their caster's control.

MAGIC ARMOR AND WEAPONS

Magic items are specifically attuned to the realm within which they were created. Once removed from its realm, the item's innate power diminishes. Magic weapons and armor created on the Prime Material lose one "plus" while within the Ethereal Plane. Similarly, magic weapons and armor crafted in the Astral Plane lose two "pluses", and lose three "pluses" if they were created on one of the Outer Planes. Other powers related to the weapon are unaffected. Magic items brought into a demiplane function the same as they would in the Ethereal Plane, although some demiplanes have their own unique rules.

NO SOLID GROUND

Spells that require a physical anchor such as *black tentacles* and *move earth* do not function in the Ethereal unless they are cast upon the quintessential or stable ether (see Types of Matter) for details. Spells like *stone shape* suffer similar disadvantages.

POCKET DIMENSIONS

Spells and magic items that create demiplanes and pocket dimensions, such as a *bag of holding* or the *magnificent mansion* spell, appear as they truly are when placed into the Deep Ethereal. Plus, these items develop their own Borders and curtains, just as any other demiplane or plane would. For example, a *bag of holding* placed into the Deep Ethereal would appear as a cube measuring 4 feet on a side containing all of the items stored within it.

POLYMORPH

Spells and magical effects that change a creature's shape, such as a *polymorph*, have a 25% chance of misfiring, causing the target of the spell to transform into a random shape.

ENCOUNTERS

A myriad of dangerous creatures inhabits the Ethereal Plane. Characters can expect to encounter Fifth Edition SRD creatures such as ghosts, night hags, phase spiders, and succubi and incubi while in the Ethereal Plane. Strange creatures native to the plane such as the ethereal filcher and ethereal marauder detailed in the Appendix also live in the Ethereal Plane. The full Ethereal Plane campaign set includes statistics for 10 new monsters, all of which are detailed below.

Random Encounters. Once per 24-hour period, roll a d20 and reference the appropriate table below to determine what the characters encounter, if anything at all. Additionally, roll on the encounter table whenever the following occurs:

- A character first enters the Ethereal Plane
- A character first passes from the Deep into the Border
- A character leaves the Border behind and enters the Deep

The source column on the table identifies if the encounter is detailed in one of the Fifth Edition official rulebooks (SRD), this adventure supplement (EP), or *More Monsters 5: Creatures of the Ethereal Plane* (MM5).

Each of the encounters is detailed after the tables.

Random Encounters in the Border Ethereal

d20	Encounter	Source
1	Aerial servant	MM5
2	Apparition	MM5
3	Dhabrum	EP, MM5
4	Ebon tiger	MM5
5	Ethereal filcher	EP
6	Ethereal jelly	MM5
7	Ethereal marauder	EP
8	Ghost	SRD
9	Phase spider	SRD
10	Swarm of cerebral parasites	EP, MM5
11	Xill	EP, MM5
12-20	No encounter	—

Random Encounters in the Deep Ethereal

d20	Encounter
1	Ether cyclone
2	Ether gap
3	Nargam
4	Protomatter
5	Time flower
6	Vortex
7	Worm of the deep
8-20	No encounter

AERIAL SERVANT

Originally from the Elemental Plane of Air, aerial servants are nearly mindless creatures that lurk in the Deep Ethereal. They are frequently summoned by spellcasters to serve as assassins, hence their name.

Random Encounter. When the characters encounter an **aerial servant** (MM5), it is always working alone, and it's unlikely that it is hunting them—unless, of course, they've recently angered a high-level spellcaster.

APPARITION

Apparitions are undead creatures borne of creatures that died violent deaths. They resemble skeletons draped in funerary bandages, and, as such, are frequently mistaken for mummies. Apparitions can phase between the Ethereal and Prime Material, making surprise attacks as they do.

Random Encounter. The characters encounter 1d4 **apparitions** (MM5). These undead violently attack any living creature on which they can get their bony claws. They fight until destroyed.

DHABRURM

Dhabrurms appear as a tangle of black, eyeless eels with vicious, sharp, teeth. The eels are actually tentacles attached to a massive, gaping maw. These tentacles allow the dhabrurm to seize creatures on the Prime Material Plane and pull them into the Border Ethereal.

Random Encounter. The characters encounter a solo **dhabrurm** (EP/MM5). Searching for an easy meal, the creature fights the characters until its hit points are reduced to half or less. It then flees into the Deep Ethereal.

EBON TIGER

An ebon tiger looks like a great cat wreathed in shadowy flames. The cats exist simultaneously in the Prime Material and Border Ethereal, which makes them difficult to kill on either plane. If necessary, it can shift to one plane or the other to defend itself.

Random Encounter. The characters encounter 1d4 **ebon tigers** (MM5). If there is only one tiger present, it fights until its hit points are reduced to half or fewer, fleeing into the Material or Ethereal Plane. Otherwise, the tigers fight as a pack until one or more of their group is killed.

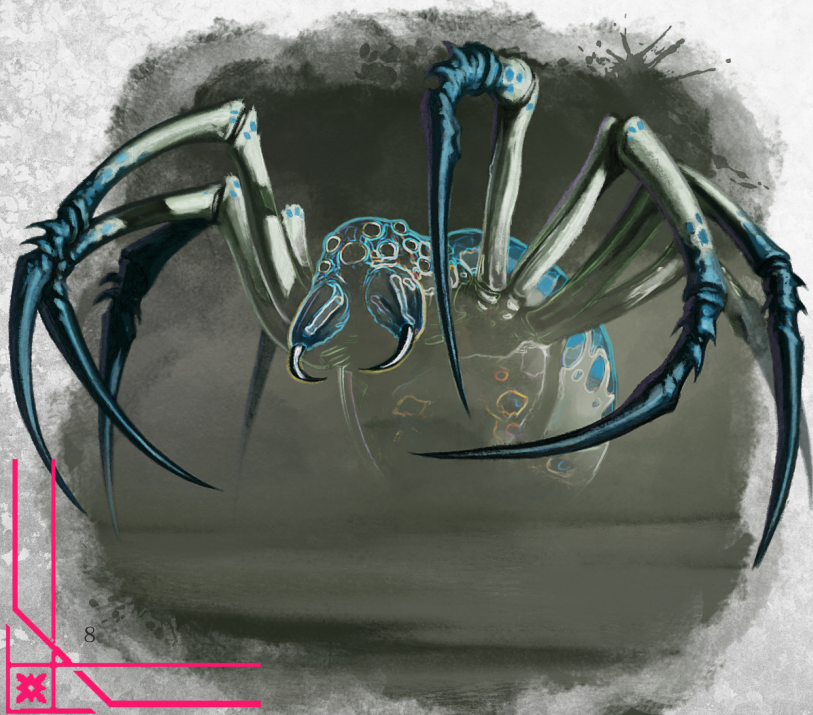
ETHER CYCLONE

These colossal, serpentine columns of spinning protomatter found within the Deep Ethereal destroy nearly everything in their paths. A creature with a passive Wisdom (Perception) score of 15 or greater receives 1d4 rounds of advance warning—a deep hum emanating from the Deep. If the creature can't reach a curtain or portal leading elsewhere, it suffers the cyclone's effect. Roll a d20 and consult the Ether Cyclone table to determine the effect on a group of creatures affected by the cyclone.

Ether Cyclone

d20 Effect

- | | |
|-------|--|
| 1-2 | The group is flung off course; add 10 hours to travel time. |
| 3-4 | The group is flung off course; add 20 hours to the travel time. |
| 5-6 | The group is violently flung off course, adding 10 hours to the travel time, and each creature in the group must make a DC 10 Constitution saving throw, taking 5 (1d10) force damage on a failed saving throw or half as much damage on a successful one. |
| 7-11 | The group is violently flung off course, adding 20 hours to the travel time, and each creature in the group must make a DC 10 Constitution saving throw, taking 11 (2d10) force damage on a failed saving throw or half as much damage on a successful one. |
| 12-13 | The group is blown through the curtain into the Border of a random demiplane. Check for encounters and add 1d4 days to travel time. |
| 14-15 | The group is blown through the curtain onto the Border of a random crystal sphere on the Prime and each creature in the group must make a DC 10 Constitution saving throw, taking 5 (1d10) force damage on a failed saving throw, or half as much damage on a successful one. Check for encounters and add 2d4 days to travel time. |
| 16-17 | The group is blown through the curtain onto the Border near a random Inner Plane and each creature in the group must make a DC 10 Constitution saving throw, taking 5 (1d10) force damage on a failed saving throw, or half as much damage on a successful one. Check for encounters and add 3d4 days to travel time. |
| 18-19 | The group is blown through the curtain to a random plane or demiplane, where they are rendered corporeal and immediately take 5 (1d10) force damage (no save). Check for encounters and add 4d4 days to travel time. |
| 20 | The target with the lowest Wisdom score (roll-off with a tie) must make a DC 15 Wisdom saving throw. If successful, the group is blown into the Deep Ethereal and each creature in the group must make a DC 10 Constitution saving throw, taking 3d10 force damage on a failed saving throw, or half as much damage on a successful one. The group adds 1d10 + 10 months to its travel time. If the creature fails its saving throw, the entire group is blown into the maw of an ether gap (see below). |



ETHER GAP

An ether gap is to the Deep Ethereal like a black hole is to space. All protomatter within the vicinity of these voids swirl towards it and are then completely destroyed by the gap's nothingness. These gaps exert constant currents that pull everything near it towards its center. This creates a spiral effect, where great discs of protomatter encircle the gap's black maw. One might consider these phenomena beautiful were they not so destructive.

Creatures near such a gap must consciously move against it lest they are pulled into it. The Ether Gap Proximity Conditions table below lists the conditions of an ether gap and the checks required to pull free from its effects.

Ether Gap Proximity Conditions

Distance
from

Center Effect

Outer Rim A target that starts its turn this close to the Gap is pulled 10 feet towards the Gap.

4 miles A target that starts its turn this close to the Gap is pulled 10 feet towards the Gap.

1 mile A target that starts its turn this close to the Gap is pulled 15 feet towards the Gap.

1/2 mile A target that starts its turn this close to the Gap must succeed on a DC 10 Constitution saving throw or become paralyzed until the start of its next turn. Pass or fail, the target is pulled 25 feet towards the Gap.

300 feet A target that starts its turn this close to the Gap must succeed on a DC 15 Constitution saving throw or become paralyzed until the start of its next turn. Pass or fail, the target is pulled toward 50 feet toward the Gap.

The Gap Creatures and objects that pass through the Gap and are forever lost to the multiverse—not even a *wish* spell can bring them back. The only thing that marks their destruction is a brief flash of light at the gap's center.

ETHEREAL FILCHER

Clicking around on four talons, the ethereal filcher is an abomination consisting of the muscled torso from which five-clawed arms extend. The center of its torso is a gaping maw. Despite its name, the ethereal filcher is not a creature of extraplanar origin. These creatures are native to the Material Plane but are able to shift back and forth from the Ethereal Plane easily. Using this ability to seemingly move in and out of reality, the ethereal filcher sneaks around looking for magic items to steal and carry off to its lair.

Random Encounters. The party encounters one **ethereal filcher** (see the Appendix). Somewhat intelligent, they usually know better than to attack parties that appear particularly well-suited for the dangers of the Ethereal Plane. Still, their love of magical trinkets may cause them to quickly grab and run.

ETHEREAL JELLY

Ethereal jellies are deceptively intelligent, iridescent oozes native to the Deep Ethereal. These creatures scour the Ethereal for intelligent lifeforms from which they absorb nutrients.

Random Encounters. The party encounters one **ethereal jelly** (MM5). The creature attacks until it absorbs a character, then flees.

ETHEREAL MARAUDER

Instead of a head, this pear-shaped, purple beast possesses a giant mouth ringed with three eyes. The creature stands on two broad legs with three-toed feet. Ethereal marauders are reptile-like animals native to the Material Plane that can move between the Material and Ethereal Planes as easily as a fish swims through water.

Random Encounters. The characters encounter 1d4 **ethereal marauders** (see the Appendix). While not evil or bent on destruction, ethereal marauders are predators and consider all living creatures prey.

GHOST

Ghosts are the spectral remains of creatures who died in a violent way or with unfinished business. Oftentimes, they are not even aware that they are undead. Ghosts are visible to creatures on the Prime Material even when they are within the Border Ethereal.

Random Encounters. The party encounters a single **ghost**. Roll a d6 to determine the ghost's attitude—1 or 2, the ghost is friendly to the party; 3 or 4, the ghost is indifferent; 5 or 6, the ghost is hostile. Hostile ghosts attempt to possess creatures on the Material Plane and destroy those on the Ethereal with its withering touch.

NARGAM

Nargams look like huge angler fishes created from ethereal matter. Their lure emits light visible for 200 feet, which it uses to hypnotize creatures in the Deep Ethereal.

Random Encounters. The characters encounter a single **nargam** (MM5). The nargam extends its lure then turns invisible, hoping to catch creatures with its hypnotizing effect.

PHASE SPIDER

These large spider-like monsters have eerie, humanoid faces surrounded by shaggy manes of fur. Phase spiders are voracious predators from the Ethereal Plane who hunt on the Material Plane.

Random Encounters. The party encounters 1d4 **phase spiders** (SRD). When prey is located, the spider shifts to the Ethereal Plane to prepare an ambush. Against a lone victim, the spider shifts to the Material Plane, bites the victim, then retreats back to the Ethereal Plane to wait for the poison to take effect. Against multiple foes, a phase spider follows these same tactics, and on each round a foe remains in reach at the start of its turn, it repeats this gambit. If no foes are in reach, it moves while ethereal to prepare an attack on an available target, but unless it feels safe in spending an entire round on the Material Plane, it won't phase back to attack unless it can do so while saving a move action for an escape.

PROTOMATTER

The mists of the Deep Ethereal contain small amounts of existence itself—protomatter. Protomatter is concentrated ethereal mist. Such matter congeals into solid and semi-solid substances, colored white and tinged with bluish highlights. Spontaneous, naturally-occurring demiplanes form when significant amounts of protomatter accumulate.

Protomatter forms from fluctuations in the ether. The largest such fluctuations create stable matter, longer-lasting and denser forms of solid ether. There are three types of protomatter to be found within the Deep Ethereal.

Ephemeral protomatter is the least stable form of solid ether. Most of the time, such ether discorporates and slips back into the Deep's fog. Once such material leaves the Ethereal, it dissipates into nothingness.

Quintessential protomatter occurs when ephemeral protomatter spontaneously changes its state. Such solid ether lasts for 1d4 days before it reverts back into its ephemeral state. This type of protomatter feels like heavy, dense cork, and usually forms in clumps 10 to 1,000 feet in length from end to end. The most pliable of the three forms of protomatter, quintessential protomatter can be shaped into objects by those skilled in such pursuits.

Stable protomatter appears when quintessential ether transforms into a semi-permanent state without a predetermined life span. This type of ether is subject to damage and destruction. Extreme force and magical energy can cause stable protomatter to revert to its quintessential state. Unlike the other two forms of solid ether, stable protomatter cannot be shaped and must revert to quintessential protomatter before it regains its pliability.

SWARM OF CEREBRAL PARASITES

Cerebral parasites are diminutive worms that feed on psychic powers. Those affected by them are often not aware that they have the creatures inside them until it's too late.

Random Encounter. The characters encounter one **swarm of cerebral parasites** (EP/MM5). The swarm attacks the closest living creature but prefers creatures that exhibit obvious psychic powers.

TIME FLOWER

Time flowers look like 50-foot-wide lilies that grow within the Deep Ethereal. Unlike Prime plants that need sun, soil, and water, time flowers subsist on the subtle temporal currents that run through the Deep Ethereal.

The petals of the time flower form a bowl that contains sticky, golden nectar. Images form on the surface of this nectar. Within these images, creatures view images of the past, present, and future. Yellow time flowers reveal images from the future. Violet ones reveal images from the present. And orange versions reveal past events. However, the events revealed are random, and usually not subjective to the creature viewing it.

However, one can potentially alter the images it shows. To do so, a creature must use its action to pluck a leaf. The creature must then make a DC 25 Wisdom check using proficiency in Etherealness to see their own past, present, or future. The target can repeat this check as many times as it likes. However, with each leaf plucked, there is a cumulative 1% chance that the time flower dies. When the flower dies, it immediately collapses and instantly decomposes into a cloud of poison vapor. Anyone within 120 feet of the flower when this happens must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed saving throw, or half as much damage on a successful one. Furthermore, it is believed that killing a time flower inflicts the creature who killed it with a time-curse. However, no one knows exactly what that means (but it sounds bad).

VORTEX FRONTS

Vortexes are special portals that connect creatures on the Prime Material plane to the Elemental Planes. Such vortexes sometimes lead creatures from the Prime Material plane into disaster as there is a chance that it transports the creature into a hostile elemental environment from which it cannot easily return.

Occasionally, such portals emit irregular bursts of energy called "pulses." The vortex then manifests within the Deep Ethereal as a tube 1d10 miles long that rapidly expands and contracts. This constant movement of the vortex creates a cylindrical wavefront that rushes away from the tube in all directions at a speed of 300 feet per round. These waves appear as a wall of moving energy. A target in the path of such a wave must make a DC 15 Dexterity saving throw, taking 5 (1d10) force damage on a failed saving throw, or half as much damage on a successful one.

A creature traveling through the Deep Ethereal that encounters such a vortex can attempt to "ride the wave," potentially cutting days off its travel time. To do this, a target must move in front of the wave. Then, when the wave appears, instead of making a Dexterity saving throw, the target can use its reaction to move with a wave by making a DC 15 Dexterity check using proficiency in Etherealness. On a successful check, the target shaves 1d100 days off their travel time. If the check fails, the target adds 1d100 days to their travel time.

A creature can also determine the vortex's ultimate connection by observing the vortex's tube, then succeeding on a DC 15 Wisdom check using proficiency in Etherealness. Vortex tubes can be destroyed. A section of vortex tube has AC 15, 50 hit points, and immunity to all nonmagical attacks. When a vortex tube is destroyed, it explodes with protomatter—each creature within 100 feet of the exploding vortex tube must make a DC 15 Dexterity saving throw, taking 55 (10d10) force damage on a failed saving throw, or half as much damage on a successful one.

WORM OF THE DEEP

The worm of the deep is a 100-foot-long, eyeless worm covered in black, chitinous plates. These creature's mouth emits a tunnel of powerful force capable of drawing creatures into its gullet.

Random Encounters. Parties who encounter these creatures (thankfully) only encounter one **worm of the deep** (EP/MM5). If at least one member of the party has a passive Wisdom (Perception) score of 15 or better, they detect the creature before coming within 300 feet of it. Otherwise, the party immediately enters its force tunnel. The worm fights until it has swallowed two or more characters, or it loses more than half of its hit points.

XILL

Xill are a fiendish race of four-armed reptiles native to a demiplane within the Deep Ethereal. Consummate raiders and tyrants, xill are feared in the Material, Ethereal, and Inner Planes for their ruthlessness and military precision. All xill are female and reproduce asexually by infesting captured creatures with their eggs.

Random Encounters. The party encounters 1d4 **xill** (EP/MM5). The xill attack with intent to capture and impregnate the characters with their eggs.



ADVENTURES IN THE ETHEREAL PLANE

The following adventures occur in and around the Ethereal Plane. Before running these adventures, be sure to review the Ethereal Plane Rules section earlier in this article. Characters who successfully complete the adventure should earn enough experience to advance to level 2.

ADVENTURE #1 - PARASITES

An Ethereal Plane adventure for 3-5 1st-level characters

The characters must find the source and cure for a new ethereal-borne virus.

BACKGROUND

A few weeks ago, a strange illness spread across the city of Desneorus. Referred to as “The Wasting,” the disease ate away at the intelligence of those who contracted it, causing them to become *feble-minded*. Members of the local supernatural investigations guild, Secrets of the Righteous, determined that everyone who contracted the disease was an employee or scholar at the city library, the Archivist’s Sanctum.

The city’s mayor, Fuzen Bahra, soon evacuated the library and the buildings around it. Now, he needs a team to enter the building and discover The Wasting’s source.

Unbeknownst to Fuzen Bahra and the Secrets of the Righteous, The Wasting isn’t a virus at all. It’s actually the work of diminutive, brain-eating parasites native to the Ethereal Plane. Drawn by the crowd’s higher-than-normal mental facilities, these parasites thrive in the library.

OUTLINE

Below is a rough outline of the adventure’s structure. Feel free to change and omit what you need to better fit your campaign.

1 - The Wasting. The characters meet Desneorus’ mayor, Fuzen Bahra (LG male human **noble**). After he explains the disease and what the Secrets of the Righteous uncovered about it, he asks the characters for help. If they do, he offers to pay each character 100 gp upon completion of the task. He

suggests that they first investigate the Archivist’s Sanctum, the supposed source of the disease.

2 - The Library. The characters enter the Archivist’s Sanctum (see the maps on page 12). They’re free to move around the property and search it for information. The first and second floors contain nothing more than an impressive collection of books, scrolls, and other items of interest. Although there is no security present, it should be obvious that theft will not be tolerated by the city.

Eventually, they discover that the office on the third floor cannot be reached except by magical means. Any spell or trait that detects evil or desecration, such as the *detect evil and good* spell or a Paladin’s Divine Sense, detects a strong negative energy aura emanating from the third floor. To get into the third floor, the characters will need to find a way to teleport into it, or climb up to the floor and enter through the locked door (DC 15 Dexterity check with thieves’ tools to pick and DC 20 Strength check to break open).

3 - The Magic Circle. There is a magic circle at the center of the third floor library. A character who spends 10 minutes searching the shelves surrounding the magic circle can make a DC 15 Intelligence (Investigation) check. On a success, the character discovers a notebook that describes how the circle works and the command phrases needed to activate it. The magic circle allows anyone who speaks the command phrase “Into the Beyond!” to enter the Border Ethereal from the circle. “Return to the Real!” reverses the condition.

4 - Into the Border Ethereal. Once through the Border Ethereal, the characters discover **swarms of cerebral parasites** (see the Appendix) spread throughout the library. They immediately encounter a swarm in the room with the magic circle. From there, each time they enter a room within the library, roll a d6. On a result of 5 or 6, the characters encounter 1d4 swarms. Once the characters destroy 10 swarms or search every room in the Ethereal version of the library, they successfully clear the library of all of its parasites.

Madam Zosta. If you plan on running more of the adventures in this document, then the characters should also encounter the library’s resident **ghost**, Madama Zosta, in the Border Ethereal. Despite her undead state, she is fiercely loyal to the library. She gladly points out the location of the cerebral swarms. Zosta never leaves the Border Ethereal.

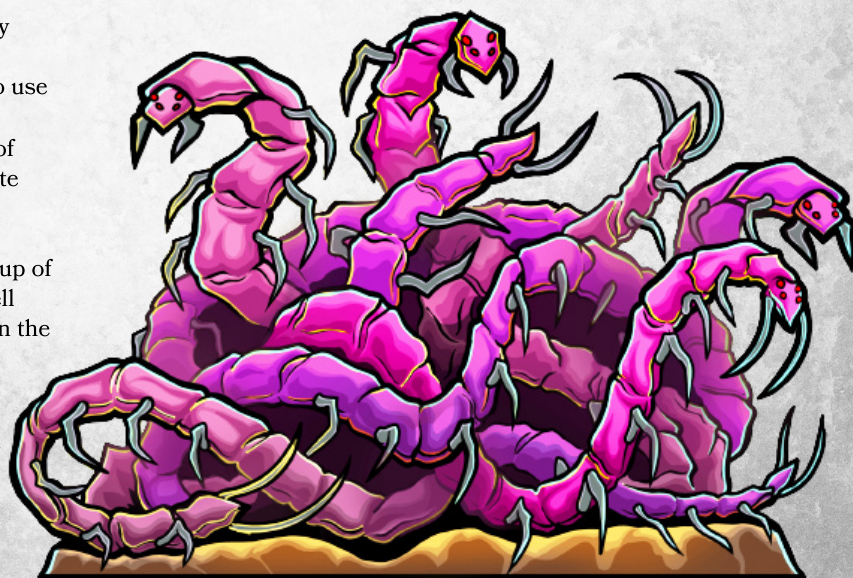
ETHEREAL ARCHIVISTS'S SANCTUM LIBRARY



RESOLUTION

If the characters successfully clear the library of the cerebral parasites, Mayor Bahra pays each member of the party 100 gp. Additionally, the library becomes indebted to the characters—they are free to use the library whenever they need to perform arcane research. Additionally, the magic circle that grants access to the Ethereal Plane is theirs to use whenever they want.

If the characters question who lived on the third floor of the library, the librarians explain that the room and private library belong to the library's head librarian Dorrell of Ardhitupu. It's believed that Ignatius is currently on sabbatical, exploring the Wallingmiotta Forest with a group of companions. The characters might learn later that Dorrell never actually left for his trip—he actually vanished within the Ethereal Portal and traveled to the Deep Ethereal.



ADVENTURE #2 - ALL THROUGH THE NETHER

An Ethereal Plane adventure for 3-5 2nd-level characters

An ice mephit named “Larry” stole a valuable artifact which it hopes to hand over to its superiors on a demiplane called The Nether. The characters must stop Larry before he reaches The Nether. Characters who successfully complete the adventure should earn enough experience to advance to level 3.

BACKGROUND

For years, Merritt Keep near Camor was haunted by malicious ghosts. Just recently, a band of heroes (possibly even the characters themselves) liberated the ghosts and ended the keep’s long standing curse. During the fray, an ice mephit named Larry recovered a lost dagger hidden within the Keep’s vaults. While the dagger appears mundane on the Prime Material Plane, its true power is revealed once it’s brought back to the demiplane upon which it was forged, The Nether. A planar scholar caught wind of the ice mephit taking the dagger. Although the ice mephit’s intentions with the dagger are still unclear, the scholar believes it’s best if the characters try to retrieve the weapon before it can be used for evil.

OUTLINE

Below is a rough outline of the adventure’s structure. Feel free to change and omit what you need to better fit your campaign.

1 - Larry’s Got the Dagger. While the characters are in the City of Desneorus—possibly at the library they just saved from parasites!—June (NG female human **mage**), one of the Archivist Sanctum’s scholars, approaches them, a clear look of frustration over her face. She just heard that a magical black dagger thought to be lost to the annals of history resurfaced at a haunted keep a few leagues from the city. Unfortunately, an **ice mephit**, an evil paraelemental creature, grabbed the dagger and took it back to the Ethereal Plane. June believes that the mephit hopes to take it back to a demiplane called The Nether. She doesn’t have much to offer the characters, but if they bring back the weapon, she and the other scholars at the Sanctum will allow the characters to take up to five wizard *spell scrolls* of 3rd level or lower of their choice.

2 - Deep Ethereal Travel: The Basics. June explains to the characters how Deep Ethereal travel works (see page 5 for details). Because the ice mephit is traveling to a demiplane from Omeria’s curtain, it will take between 1 and 100 hours to reach The Nether. If the characters hurry—and if they’re lucky—they can catch the ice mephit en route.

If the characters don’t have access to the Deep Ethereal, June grants them access to Dorrell’s magic circle (see Adventure #1 for details).

3 - Into the Deep Ethereal The characters must first enter the Border Ethereal. From there, they must travel to Omeria’s curtain within the Deep Ethereal. After that, all they need to do is focus on Larry and they will catch him in 1d10 hours.

4 - Gotcha, Larry! When the characters find Larry, he’s still traveling through the Deep Ethereal toward The Nether. However, they soon discover that they’re not alone. Larry is traveling with six more **ice mephits**. The mephits fight until they are destroyed. Once the characters defeat the mephits, they can reclaim the knife.

The knife looks like a dagger carved from black ice. It exudes an aura of necromantic magic, but doesn’t appear to have any benefits aside from being magical.

RESOLUTION

With the knife in hand, the characters can return to June and collect their prize of five wizard *spell scrolls* of their choice (3rd-level or lower). June places the knife inside a lead container and stores it in one of the Sanctum’s offices. Just as before, June and the scholars are in the characters’ debt. The characters are free to use the sanctum for research, and can use the magic portal to the Ethereal Plane whenever they need.

ADVENTURE #3 - FINDING DORRELL

An Ethereal Plane adventure for 3-5 3rd-level characters

The librarians at the Archivist Sanctum ask the characters to find out what happened to the head librarian, Dorrell. Characters who successfully complete the adventure should earn enough experience to advance to level 4.

BACKGROUND

The Archivist Sanctum’s head librarian Dorrell took a sabbatical a few weeks ago, supposedly to explore the Wallingmiotta forest. Recently, the other librarians learned that Dorrell never reached the Wallingmiotta. Other clues point towards the idea that something bad happened to Dorrell, namely the invasion of cerebral parasites in the library (see the Adventure #1 for details).

Something bad did happen to Dorrell—he was captured by a mad man named Joffer. Joffer claims to be part of a multiversal organization called The Sunken who believe that entropy is the only true power in the universe worth believing. Joffer took Dorrell to a demiplane within the Deep Ethereal where he and his goons have been interrogating Dorrell ever since.

OUTLINE

Below is a rough outline of the adventure’s structure. Feel free to change and omit what you need to better fit your campaign.

1 - Dorrell is Missing. The scholars at the Archivist’s Sanctum ask the characters to investigate Dorrell’s disappearance. They explain that they thought Dorrell would have returned at this point. But since the issue with the cerebral parasites, they suspect foul play. They will award the characters a *ring of spell storing* if they learn what happened to Dorrell.

2 - Following Dorrell’s Trail The scholars grant the characters access to the third floor of the Archivist’s Sanctum. If the characters spend an hour searching the area for clues, they will discover clues that Dorrell was captured

with a successful DC 15 Intelligence (Investigation) check. The clues include:

- Signs of struggle in Dorrell's chambers (area 9).
- Salt residue on the floor and some of the surfaces in the area.
- Scrape marks near the magical circle that grants access to the Border Ethereal in area 8.

The characters could travel to the Quasielemental Plane of Salt, but doing so is not recommended by the scholars. Salt is a place of death and destruction. Very few creatures outside of undead and planar natives can survive there. Instead, they ask the characters to speak with the library's resident **ghost**, Madam Zosta. Zosta never leaves the Border Ethereal. Unlike other ghosts, she does not appear on the Prime Material when she is on the Border Ethereal.

3 - Madam Zosta. The librarians allow the characters to use the magic circle in area 8 to reach the Border Ethereal. Madam Zosta recalls the encounter. As an undead creature obsessed with the library itself—and not its living creatures—she thought little of Dorrell's kidnapping. She shares the following:

- The person who captured Dorrell was a man wearing crude armor covered in salt. The man said that his name was Joffer.
- Joffer was accompanied by three creatures made of crystalline salt.
- The salty villains surprised Dorrell when he entered the Ethereal Plane. Dorrell thought they were ghosts who wanted to speak with him.
- After they captured Dorrell, the man, Joffer, commanded the salt creatures to bring Dorrell to a place called Fort Sorrow.
- The salt creatures vanished into the Deep Ethereal carrying Dorrell with them. Joffer left the Border Ethereal through Dorrell's magic circle. Zosta is not sure where he went after that.

The characters have a few leads to go on after their talk with Madam Zosta. First, they can search for the one named Joffer. If they do, check out Part 4. Otherwise, they can enter the Deep Ethereal and try to find Fort Sorrow and the salt creatures in Part 5.

4 - Joffer of The Sunken. If the characters mention Joffer to the archivist's, one offers to cast a *locate creature* spell on behalf of the party. Right away, they discover that Joffer is still in the city. He's currently hanging around a water fountain roughly 500 feet from the library.

When the characters find the fountain, they see Joffer sitting at its edge admiring the clear, cool water that comes out of it.

Joffer is a member of a multiversal organization called The Sunken. The Sunken believe that the only true force in the universe is destruction. Since he came to Omeria, he's been meeting regularly with worshippers of Yrena who share his affinity for entropy. Joffer openly shares why he captured Dorrell—to learn more about Omeria so that The Sunken can accelerate its destruction.



After answering a few questions, Joffer draws his sword and fights the characters. Joffer uses the statistics of a **salt lord** (see the Appendix).

Joffer holds a bit of salt-encrusted rock with a horned skull carved into it. This rock was taken from Fort Sorrow. It will allow the characters to locate the demiplane.

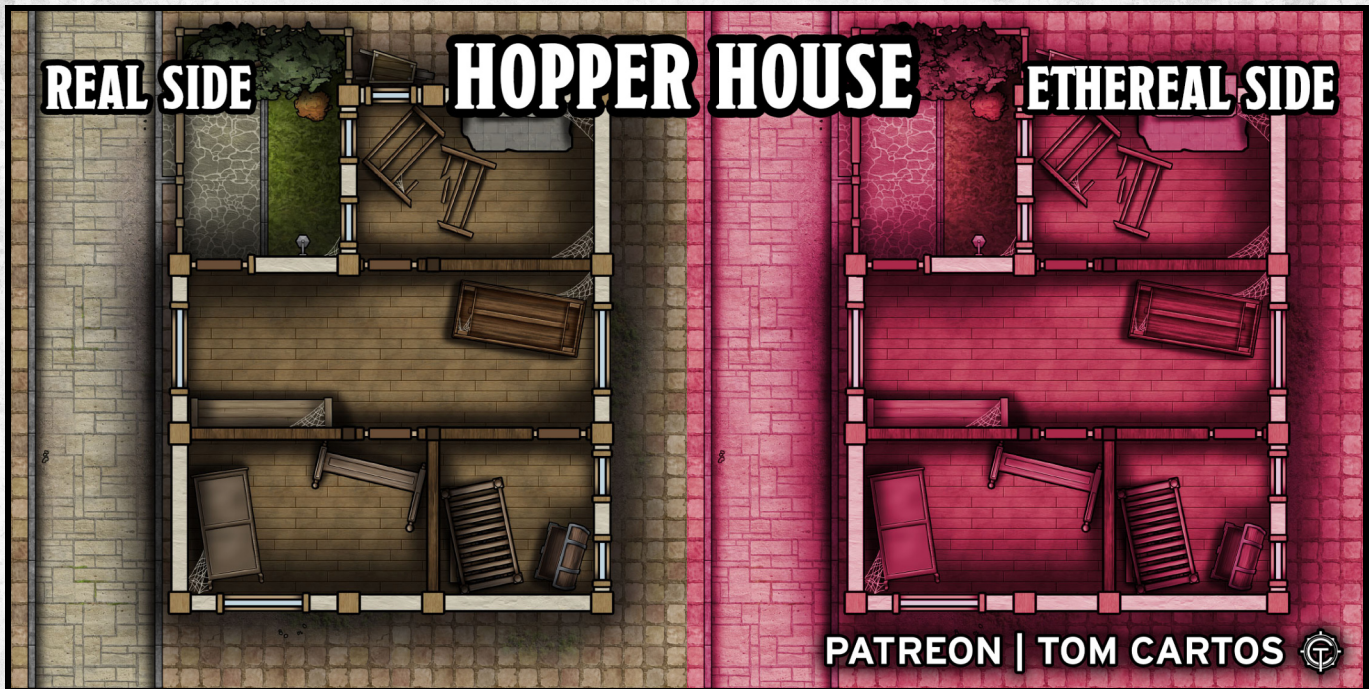
5 - Fort Sorrow. Following the clues given by Madam Zosta, the characters travel into the Deep Ethereal and start their search for a place called Fort Sorrow. Unless they possess Joffer's rock (see part 4), it will take twice as long as normal to find the demiplane.

Fort Sorrow is little more than a free-floating, hollow rock in the Deep Ethereal. Inside, three **facets** (see the Appendix) hold Dorrell captive. Dorrell is a lawful good human **mage** with 0 hit points remaining (of 40)—he's stable, but unconscious. As elemental creatures away from their home plane, the facets have no fear of being destroyed at Fort Sorrow, and fight without mercy.

RESOLUTION

If the characters don't encounter Joffer, he eventually returns to Salt. He and his facets collected all the information they needed about Omeria and its entropy. His superiors excitedly make preparations to advance on Omeria (featured in a future adventure). If the characters save Dorrell, he's happy to return home. Dorrell explains that the facets were intensely interested in Omeria and its water supply. While they are natives to Salt, they are not actually members of The Sunken. Joffer and the facets were working together to advance their separate interests.

As promised, the librarians award the characters a *ring of spell storing* for their assistance. Now that Dorrell's returned to the library, he hopes to offer the characters even more assistance with their adventures in the Ethereal Plane.



ADVENTURE #4 - THE DHABRUM

An Ethereal Plane adventure for 3-5 5th-level characters

The Archivist's Sanctum's chief librarian asks the characters to investigate a haunting in town. Characters who successfully complete the adventure should earn enough experience to advance one-third of the way to level 6.

BACKGROUND

The people in Desneorus' northwestern ward know better to go near Hopper House. Supposedly, the old rundown building is filled with ghosts. Recently, a couple of children entered the house testing the myths. One of the children never returned. Because of the house's connection with the Ethereal Plane, Desneorus' Mayor Fazel Bahra seeks the city's library's chief librarian to investigate.

The child who disappeared, Oliver, was captured by a dangerous creature called a **dhabrurm**. Dhabrurms possess the ability to draw physical creatures into the Ethereal Plane. It grabbed Oliver, but the boy escaped and hid from the beast before it ate him. Trapped in the Ethereal Plane with no clear way to escape, it won't be long before Oliver starves to death.

OUTLINE

Below is a rough outline of the adventure's structure. Feel free to change and omit what you need to better fit your campaign.

1 - Where's Oliver? The Crumbs, a pair of hard-working blue collar human **commoners** from Desneorus' northwestern ward, approached Chief Librarian Dorrell of the Archivist's Library to assist in helping them find their missing son, Oliver. Recently, Oliver and his friend, Mikhail, entered Hopper House hoping to find ghosts. Mikhail saw something materialize in thin air, claiming it looked like eels. It grabbed Oliver and he disappeared. Dorrell asks the characters to investigate Hopper House, suspecting that Oliver's disappearance is somehow tied to the Ethereal Plane.

2 - Hopper House. Only a mile from the Archivist's Sanctum library, Hopper House is relatively easy to find. All of the one-story townhouse's doors and windows are boarded up. Mikhail shows the characters where he and Oliver entered the building through one of the boarded-up windows at the south end of the house. The old house hasn't had a tenant in years. The only thing to be found here is dust, cobwebs, and worthless furniture.

3 - The Dhabrurm. While the characters inspect the old house, they're attacked by a **dhabrurm** (see the Appendix). The creature tries to grab whatever character it can to pull it into the Border Ethereal.

4 - There's Oliver. While on the Border Ethereal, Oliver (noncombatant) hides inside a lead-lined chest in one of Hopper House's back rooms. It's the only thing that kept him safe from the dhabrurm. Even if the characters don't think to check for Oliver on the Border Ethereal, once they describe the creature they fought to Dorrell, he immediately suspects that Oliver is still somewhere on the Border Ethereal.

ADVENTURE #5 - PLAGUE OF XILL

An Ethereal Plane adventure for 3-5 8th-level characters

Dorrell detects signs that dangerous creatures from the Deep Ethereal might try to stage an incursion on Omeria. He asks the characters to learn what they can about the creatures before it's too late. Characters who successfully complete this adventure should earn one-third the experience necessary to reach level 9.

BACKGROUND

After the encounter with the dhabrurm (see Adventure #3), Chief Librarian Dorrell of the Archivist's Sanctum examined Hopper House from the Border Ethereal. Inside, he discovered signs that the dhabrurm was purposely released into Omeria's Border Ethereal. For example, the walls were painted with gorgon's blood, preventing the creature (and any creature it caught) from escaping. Using rock chips recovered from the house, Dorrell determined that the creature came from a demiplane called Doosan.

According to an ancient book detailing the Ethereal Plane, Doosan is the home of a vile race of creatures native to the Ethereal called the xill. The demiplane is a massive demiplane made of solid rock that expands for infinity, not too dissimilar than the Elemental Plane of Earth. And like Earth, it hides various tunnels, channels, and crevasses, all of which are used by the xill to breed humans so they may serve as hosts for the xill's eggs.

Dorrell now fears that there might be more xill coming. And he's correct. The boy Oliver (see Adventure #3) wasn't the only one pulled into the Ethereal. Other humanoids across Omeria have been captured by the xill's trained dhabrurms.

OUTLINE

Below is a rough outline of the adventure's structure. Feel free to change and omit what you need to better fit your campaign.

1 - Revelations. Dorrell calls the characters to meet him at the Archivist's Sanctum library. He reveals to the characters and his colleagues his discoveries (see Background above). After cross referencing other missing persons reports from across Omeria, he believes that the xill are capturing Omerians and using them as slaves on the demiplane Doosan. Dorrell and his colleagues ask the characters to enter the Deep Ethereal, travel to Doosan, and discover just how many humans are being held within their dungeons. He strongly advises that the characters only enter Doosan for the purposes of reconnaissance—once they learn what they need to learn, they should leave as soon as they are able.

2 - The Skiff. If the characters agree to help Dorrell, he reveals a project he's kept hidden for some time: an ethereal skiff. The ethereal skiff is a vehicle that can enter the Border Ethereal from Omeria, then the Deep Ethereal from the Border. It has enough room to carry all the characters plus enough equipment to survive their trip to Doosan. See the *Ethereal Plane Player's Guide* for details on the ethereal skiff.

Ruby Blutvekselnite Engine. What Doosan fails to mention is that the skiff is powered by a dangerous gemstone called *ruby blutvekselnite*. It's what allows the ship to turn ethereal. In the world of Omeria, *blutvekselnite* is not only dangerous, but illegal.

3 - Deep Ethereal. Whatever way the characters choose to enter the Deep Ethereal, they set their sights on the demiplane of Doosan. Doosan's Ethereal Curtain shimmers red with black striations, similar to a xill's hide. They must enter the plane blindly and hope for the best.

4 - Inside Doosan. The ethereal skiff materializes in an underwater lake. From there, the characters must navigate through a maze of tunnels. Instead of forcing the players to do room by room crawls, each day they spend in Doosan, have them make a skill challenge. A skill challenge is a series of skill checks performed by one or more characters which all contribute to the same goal. In this case, the goal is to discover evidence of Doosan's human slaves, then evacuate the area. See the sidebar for more details on Skill Challenges.

Skill Challenge: Exploring Doosan

Time: 1 day (8 hours) of searching Doosan's tunnels

Resources: normal food and water requirements

Primary Skills: Dexterity (Stealth), Intelligence (Investigation), Wisdom (Survival)

Complexity: 4 successes before 2 failures

Primary DC: 15

Secondary DC: 20

Success: The characters discover a series of tunnels where the xill keep thousands of humans prisoner. Most of the humans aren't even captives—they're bred and treated like animals, only to be impregnated by xill eggs. Dozens of xill and their servants secure these tunnels—attempting to rescue the captives should seem futile.

Failure: The characters fail to discover the human prisoners and must spend another day searching. Furthermore, they run afoul of 1d4 **xill** who try to capture the characters. Xill stats are included in the Appendix.

5 - Return to the Deep. After the characters learn that the xill are holding hundreds of humans captive, they escape back to Omeria. En route in the Deep Ethereal, their skiff is attacked by a xill raider that noticed their presence around the curtain. The **xill raider** is detailed in the Appendix. It's crewed by eight **xill**.

The xill raider continues its pursuit until it destroys the characters' ship or the characters manage to destroy the xill ship. If you need a little *deus ex machina* to save the characters' necks, a **worm of the deep** (see the Appendix) might stumble on the encounter and rudely interrupt. This saving grace gives the characters just the time they need to retreat.

RESOLUTION

Once Dorrell learns of the xill's machinations, he shares this information with his colleagues and other sages across Omeria. Unfortunately, Dorrell's colleagues believe that the xill might be too powerful to defeat, regardless of their atrocities. Already wracked with wars, not even Omeria's most powerful nations could afford to fight an extraplanar threat on its own home turf.

Regardless, the xill now know that the people of Omeria are aware of their tunnels. While their commanders don't wish to extend their own forces, they do hope to demonstrate their might to the people of Omeria. See Adventure #6 for details.

Skill Challenges

Skill challenges simulate an attempt to perform a task that takes longer and is usually harder than a single ability check. In its most basic form, the characters make a series of ability checks with the goal of earning a required number of successes before accumulating a maximum number of failed checks (similar to how death saving throws work).

Usually, the players decide which checks they want to contribute to the skill challenge. Typically, the characters may perform a given ability check only one time; if they attempt to repeat an ability check, they make the second check with disadvantage. The ability checks they make are lumped into two categories: primary and secondary. Both types of ability checks have their own DCs—more often than not, the secondary check DCs are 5 or higher than the primary check DCs. The skill challenges usually list the primary skills used for the challenge. All other skill checks contributed to the challenge are considered secondary. The characters are free to use any skill they like for secondary so long as they can give a good (and creative!) reason why it would help with the overall skill challenge. Any character can contribute a skill check to the challenge, and a character can make more than one check if they like.

So long as the characters achieve the required number of successes before achieving the number of failures for the challenge, the challenge is successful. The results for success and failure are detailed in the skill challenge's description.

For example, if the characters perform the Exploring Doosan skill challenge above, they must make a minimum of four ability checks. The primary skills used for the challenge are Dexterity (Stealth), Intelligence (Investigation), and Wisdom (Survival). Since that's only three skills, they still need to make one secondary check. The DC for the primary checks is 15, while the DC for the secondary checks is 20. The characters succeed on their Dexterity (Stealth) and Wisdom (Survival) checks, but fail on their Intelligence (Investigation) check. They need to get two more successes, both secondary, to pass the skill challenge. The characters decide to make an Intelligence (Nature) check to identify natural tunnels versus carved tunnels and pass the check. They also make a Wisdom (Perception) check to keep an eye on dangerous creatures while in the tunnels. That check passes, too, giving the characters 4 successes before 2 failures. Had they failed one of the secondary checks, they would have failed the entire skill challenge.

ADVENTURE #6 - REVENGE OF THE XILL

An Ethereal Plane adventure for 3-5 11th-level characters

The archivist Sanctum library comes under attack from xill seeking retribution for the characters' intrusion on their demiplane. Characters who successfully complete this adventure should earn half the experience necessary to reach level 12.

BACKGROUND

As a follow-up to Adventure #6, the xill from Doosan learn the characters' point of entry into the Ethereal Plane. An ethereal raider full of xill enters the Border Ethereal over the Archivist Sanctum library. They intend to destroy Dorrell's magic circle as well as the characters' ethereal skiff.

The xill are led by a dangerous commander named Zok Cho Al. While many of the xill are considered "low clan" xill, Zok Cho Al is among the "high clan" xill. High clan xill are a little more forward thinking than their low clan cousins. Therefore, the characters might be able to negotiate a truce with her.

OUTLINE

Below is a rough outline of the adventure's structure. Feel free to change and omit what you need to better fit your campaign.

1 - Repairs on the Ethereal Skiff. Following up from Adventure #6, Dorrell asks the characters to anchor the ethereal skiff in the Border Ethereal just behind the Archivist's Sanctum library. While he's taking a big risk, especially since the ship utilizes a *ruby blutvekselnite* engine, it's the only way he's able to repair it. If the characters didn't participate in the last adventure, they will need another reason for being near the Archivist's Sanctum library. Perhaps they're researching something important related to the Ethereal Plane.

2 - Xill Raiders. A xill ethereal raider phases into Omeria's Border Ethereal 500 feet above Desneorus. The ship carries nearly one hundred xill. While some of the xill attack parts of Desneorus, a large squadron led by Zok Cho Al assaults the library.

There are a few ways in which the characters might defeat the xill.

- **The characters destroy the xill's ethereal raider.** Using the ethereal skiff or whatever means the characters have available, the characters take to the skies and attack the xill's source of transportation. Of course, it's crawling with xill, so doing so could be dangerous. *If the characters choose this path, go to Scene 3.*
- **The characters kill Zok Cho Al.** Zok Cho Al is one of the toughest xill the characters have faced up to this point and he's not without his guards. Getting to him won't be easy. *If the characters choose this path, go to Scene 4.*
- **The characters can defend the library.** If the characters hunker down and defend the library and its people from the xill for 10 rounds, they might drive off the attackers. *If the characters choose this path, go to Scene 4.*

- **The characters parlay with Zok Cho Al.** If the characters realize they're outnumbered by the xill, they might try to reason with the xill's commander. *If the characters choose this path, go to Scene 5.*

3 - Against the Ethereal Raider. The xill's' ethereal raider remains in the skies above Desneorus during the raid. Its statistics are in the Appendix. Most of the xill are down fighting on the surface, but there's still 10 **xill** and 20 **ethereal marauders** on board. Both types of creatures are detailed in the Appendix. If the characters can defeat the xill or seize the ship, the remaining xill will flee the Border Ethereal and return to their demiplane.

No matter what happens, the xill led by Zok Cho Al enter the library and manage to slaughter all of the scholars there, including Dorrell. *Continue to Scene 6.*

4 - Against Zok Cho Al Zok Cho Al (**xill commander**, see the Appendix) personally leads the assault on the Archivist's sanctum library with 20 **xill** at her side. At the start of combat, Zok Cho Al keeps as far away from the characters as possible. Each round, she sends three more of the xill to join the fight. Later, when it gets down just to Zok Cho Al and two more xill, Zok Cho Al enters the fray. At this point, she's willing to negotiate with the characters, recognizing that she may have bitten off more than she can chew.

Fortunately, the characters aren't alone during this fight. They're joined by six low-level wizards and Dorrell. Run Dorrell as a regular NPC (he's a **mage**), but the other low-level wizards should be treated as a "unit" that supports the characters. Here's how it works:

Size. The unit of wizards doesn't actually occupy a space, but is considered to be "wherever they are needed during the combat".

Hit Points. The unit has 60 hit points. Whenever a character would take damage, the character can choose to have the wizards take the damage instead. If this damage reduces the unit to 0 damage, it's destroyed. The unit of wizards can regain hit points, but may only regain a maximum of 10 hit points per healing spell cast upon it.

Attacks. Any xill that ends its turn inside the Archivist's Sanctum library that isn't taking full cover takes damage from the unit's *firebolt* spells. The amount of damage these xill take depends on the unit's remaining hit points, as shown on the table below.

Unit of Wizards' Damage

Remaining Hit Points	Damage Dealt
60	5
50 59	4
40 49	3
30 39	2
20 29	1
Fewer than 20	0

If you prefer to run the wizards individually, treat each wizard as a **noble** that knows the *firebolt* cantrip (ranged spell attack 120 ft., +3 to hit, 5 (1d10) fire damage).

If the characters defeat Zok Cho Al, the xill immediately flee from the library and return to their ship—or to the Deep Ethereal if their ship is destroyed.

Furthermore, when the characters reduce Zok Cho Al's hit points to half or fewer, she offers a truce. See Scene 5 for details.

5 - Parlay with Zok Cho Al As noted in the background, commander Zok Cho Al is willing to negotiate a truce. The terms of her truce depend on how successful she and her minions are during the assault. When a truce is suggested, have the characters make a group Charisma (Deception or Persuasion) check (each player's choice) contested by Zok Cho Al's Wisdom (Insight). If half of Zok Cho Al's xill were killed in Scene 4 or she herself has half her hit points or fewer remaining, she makes her Insight check at disadvantage.

If more than half of the characters win the group check, Zok Cho Al agrees to listen to their terms. Otherwise, she continues fighting.

Zok Cho Al will agree to remove all xill from not just Desneorus, but Omeria, too. But she will only do this if the characters agree to rid the space near Doosan from a dangerous creature her people call "the worm of the deep." She agrees to provide directions to the location. None of her people are willing to fight the thing, citing that its strength is beyond even their military prowess.

Zok Cho Al notes that she won't surrender for anything less. The characters may kill her, but she suggests that her attack is just the beginning. As the worm continues to apply pressure on her and her people, they will be forced to settle other demiplanes with greater resources—demiplanes such as Omeria.

If the characters agree to help Zok Cho Al, see Adventure #7, the Ebon Maw.

RESOLUTION

This adventure could shake up the characters' entire story. It's possible that the entire library could be destroyed by the xill along with all of its sages and the characters' patron, Dorrell. If this happens, the city of Desneorus turns to the characters to serve as its protectors.

It's also possible that the characters reveal the presence of the Ethereal Skiff to the people of Desneorus. While there are many who will see the ethereal skiff as a means to an end, there are still those who fear *ruby blutvekzelnite* and the effects it has on those who use it (to learn why, be sure to check out *Pexia's Guide to Omeria*).

If the characters agreed to help Zok Cho Al and allow her and the remaining xill to flee, she promises that she will come back to the characters when it is time to face the worm of the deep. She suggests that the characters wait until the worm enters its hibernation phase. Although the worm will still be dangerous, it's safer than facing it at full strength.

If the characters totally defeated the xill and killed Zok Cho Al or destroyed their ship, preventing her from leaving, it's possible that the xill at Doosan swear vengeance on Omeria. It's true—the worm of the deep is a huge problem for the xill. If they can't find a way to defeat the worm, they will be forced to colonize a new world with humanoid hosts for their eggs. And Omeria is the perfect target.

ADVENTURE #7 - THE EBON MAW

An Ethereal Plane adventure for 3-5 14th-level characters

The characters travel to an unusual demiplane within the Deep Ethereal to rid it of its dangerous inhabitants. Characters who successfully complete this adventure should earn one-third of the experience necessary to reach level 15.

BACKGROUND

If the characters played through Adventure #6, it's possible that the xill command Zok Cho Al asked the characters to remove the threat of the worm of the deep from the Deep Ethereal. Zok Cho Al promised the characters that if they destroyed the worm of the deep, she and her people would leave Omeria alone.

It's true that the xill have an issue with the worm of the deep. But what Zok Cho Al failed to mention is that the worm of the deep actually guards a race of humans native to the same demiplane on which it lives. The xill hope the characters kill the worm in order to take over their demiplane and seize control of the humanoid inhabitants.

OUTLINE

Below is a rough outline of the adventure's structure. Feel free to change and omit what you need to better fit your campaign.

1 - Xill Truce. Following the events of Adventure #6, Zok Cho Al (or an appropriate xill commander replacement) asks the characters to travel to a demiplane named The Ridged Land within the Deep Ethereal. Once there, they must kill a beast that threatens their way of life—the worm of the deep. The xill offer the characters a ride aboard one of their ethereal skiffs, but the characters are free to deny the ride (and likely will). In case of the latter, the xill offer directions to The Ridge Land.

If the characters didn't participate in the last adventure (or there was a different outcome), the xill—or a suitable alternative alien race native to the Deep Ethereal—approaches the characters with a similar proposal.

2 - The Ridged Land. The Ridged Land exists in a special bubble that floats somewhere in the Deep (treat it as a demiplane). The place is dreary. Cold black rain falls in torrents and fierce winds slam against travelers. The place gets its name from the black rock ridges that rise and fall across the land. All around, black, stagnant liquid reminiscent of oil fills the valleys between the ridges.

When the characters enter The Ridged Land (they must first skirt the curtain, enter the Border Ethereal, and then enter the plane itself as described on page 5), they must search for the worm of the deep's lair. Doing so requires a skill challenge. See the sidebar on page 17 for details on Skill Challenges.

Skill Challenge: Hunting the Worm of the Deep
Time: 1 day (8 hours) of searching The Ridged Land
Resources: normal food and water requirements
Primary Skills: Intelligence (Nature), Intelligence (Investigation), Wisdom (Survival)

Complexity: 5 successes before 3 failures

Primary DC: 18

Secondary DC: 23

Success: The characters find a cavern among the ridges that hides the worm of the deep.

Failure: The characters fail to find the worm of the deep's lair. Furthermore, they experience a random encounter in The Ridged Land. Roll a d6 on the table below to determine the nature of the encounter.

3 - The Tribe. At some point or another, the characters encounter a tribe of mysterious humanoids that live in The Ridged Lands. When the characters discover the people is ultimately up to you. They can meet the people before they meet the worm (see Scene 4), or they can meet the people as part of a random encounter (see Scene 2).

There are a total of 150 members in the tribe. Two-thirds of the tribespeople are noncombatants. The rest of the tribe consists of 40 **tribal warriors**, 5 **druids**, and 5 **berserkers**. The tribe's leader is a woman named Sasha, a **berserker** with 99 hit points.

At first, the tribe acts indifferent towards the characters but if the characters are particularly persuasive, Sasha will offer the characters room and board. The tribe is terrified of the xill, explaining that the xill make regular attacks on their community. However, their god, Ptah, keeps them safe thanks to the presence of a colossal worm named Horkhubucha. It should not take the characters long to figure out that Horkhubucha is the same worm of the deep that they seek to destroy. It is the only thing keeping these humanoids safe from capture at the hands of the xill.

4 - The Worm of the Deep. When the characters finally discover the **worm of the deep** (see the Appendix), it's resting within a colossal cavern filled with the bones of xill, its favorite meal. The walls of the cavern depict murals and bas reliefs depicting the humanoids of The Ridged Plane (see Scene 3) as well as the god Ptah. A character who observes the art and succeeds on a DC 15 Intelligence (Religion) check immediately recognizes the connection between this worm, the people of The Ridged Plane, and their God Ptah.

If the characters attack the worm, it makes its initiative check with disadvantage because it is in its hibernation cycle. Once they wake it, the worm fights until destroyed.

RESOLUTION

The characters face a difficult moral quandary. If they defeat the worm of the deep, the people of the Ridged Plane are left without their protector. It won't take long for the xill to learn of the worm's demise and attack the people of The Ridged Plane. But if the characters don't defeat the worm of the deep, they will endanger Omeria as the xill will need to focus their efforts on capturing humanoids. While Omeria possesses plenty of defenders to keep it safe, it's a much larger demiplane than The Ridged Plane. It's impossible to keep eyes on the plane's entire Border Ethereal at once.

Whatever happens, the characters' battles with the xill and the dangers of The Ethereal Plane are far from over.

The Ridge Land Random Encounters

d6 Encounter

Mass of Pink Worms. The characters step into an area infested by thousands of pink worms each one measuring 2 to 4 inches. The worms occupy a 10-foot-cube pit. Have each character make DC 15 Dexterity saving throws. Characters with passive Wisdom (Perception) scores of 15 or better automatically succeed on their saving throws. A character that fails its saving throw falls into the worm pit and sinks 1d4 + 1 feet into the worms. At the start of each of the creature's turns, it stinks another 1d4 feet and takes 18 (4d8) piercing damage from the biting worms. As long as the creature isn't completely submerged in the worms, it can escape by using its action and succeeding on a Strength check. The DC is 13 plus the number of feet the creature has sunk into the worms. A creature that is completely submerged in worms can't breathe. A creature can pull another creature by using its action and succeeding on a Strength check. The DC is 6 plus the number of feet the target creature has sunk into the worms.

1

Dangerous Water. The characters encounter a huge lake of oily water that's 1d4 x 100 feet across. Unless the characters fly over it, they will need to skirt the curtain to pass it or spend two additional days moving around its shores. If the characters opt to fly over it, but don't fly more than 100 feet above it, each time a target ends its turn flying over the water, it needs to make a DC 15 Constitution saving throw. On a failed saving throw, a target takes 36 (8d8) poison damage and becomes poisoned. A target takes half as much damage and isn't poisoned on a successful saving throw. A target that fails its saving throw by 5 or more falls unconscious. Unless one of its companions prevents the target from falling, the target collapses into the lake below. Each time a creature starts its turn submerged in the oil water, it must make a DC 20 Constitution saving throw, taking 72 (16d8) poison damage on a failed saving throw or half as much damage on a successful one. A creature whose hit points are reduced to 0 by the water is slain and rises as a **wight** in 24 hours. A successful DC 15 Intelligence (Nature) check reveals the water's dangers.

2

Stinging Rain. A torrent of black, stinging rain falls on the characters. When a character starts its turn exposed to the rain, it takes 4 (1d8) poison damage. The characters can find shelter with a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check (player's choice). Fleeing into the Border Ethereal also helps the characters avoid the rain. The rain continues for 1d4 days.

3

Creatures of the Deep. The characters encounter a lake similar to the Dangerous Water encounter described above, except it's populated by dangerous creatures. Treat these strange creatures as six **ropers** immune to poison damage. The ropers use their tendrils to grab creatures by the edge of the water.

4

Humanoid Tribe. The characters come across a tribe of humans that live among shelters carved from the same black rock as the demiplane's ridges. This tribe of humans is described in further detail in Scene 3. Ω

5-6



APPENDIX

NEW VEHICLES

Ethereal skiffs and brigs are common ways to traverse the Ethereal Plane. For explanations on their statistics, refer to the Ethereal Plane Player Guide.

ETHEREAL SKIFF

Gargantuan vehicle (10,000 lbs)

Creature Capacity 8 Medium creatures
Cargo Capacity 2 tons
Armor Class 15
Hit Points 200 (damage threshold 15)
Speed 0 ft., surface water 120 ft., fly 120 ft. (including zero gravity)
Cruising Speed 15 miles per hour (360 miles per day)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ethereal Engine. The ethereal brig uses an ethereal engine to shift between parts of the ethereal plane. The engine uses a *ruby blutvekelnite* gem to power it. The gem has 7 charges. If the crew expends the gem's last charge, the gem stops glowing and the ship can no longer shift between planes until the crew replaces the gem.

Actions Stations

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the ethereal skiff.

Ethereal Shift (Requires 1 Crew with Spellcasting Abilities and Grants Half Cover). The ethereal brig expends one charge of its *ruby blutvekelnite* core. The ethereal skiff then enters the Deep Ethereal just outside the abutting plane's Border Ethereal, or vice versa.

ETHEREAL BRIG

Gargantuan vehicle (50,000 lbs)

Creature Capacity 50 Medium creatures
Cargo Capacity 100 tons
Armor Class 15
Hit Points 300 (damage threshold 15)
Speed 0 ft., surface water 45 ft., fly 45 ft. (including zero gravity)
Cruising Speed 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ethereal Engine. The ethereal brig uses an ethereal engine to shift between parts of the ethereal plane. The engine uses a *ruby blutvekelnite* gem to power it. The gem has 7 charges. If the crew expends the gem's last charge, the gem stops glowing and the ship can no longer shift between planes until the crew replaces the gem.

Actions Stations

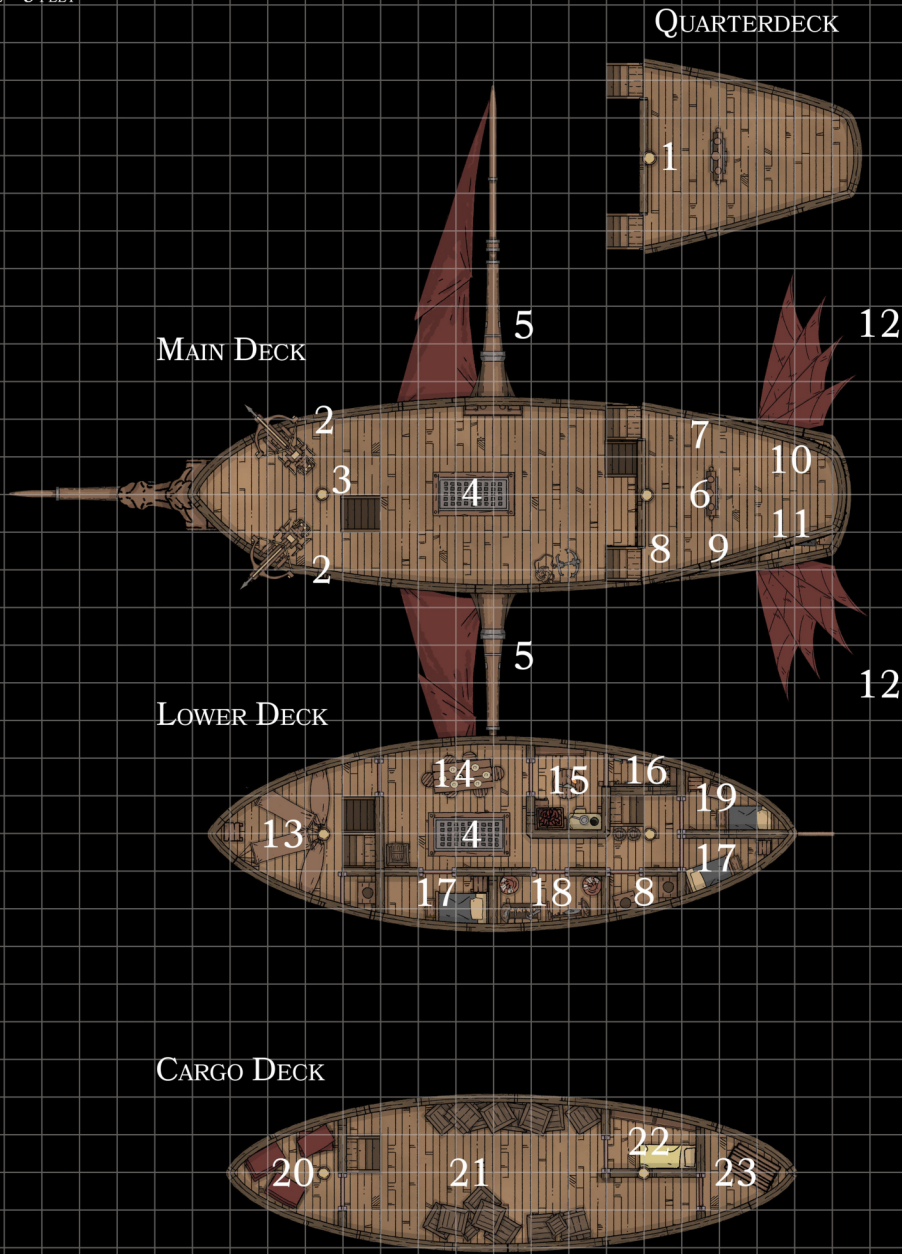
Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the ethereal brig.

2 Ballistae (Each Station Requires 3 Crew and Grants Half Cover). Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage. Before the crew fires the ballista, they can choose to fire a harpoon with a tether. If the harpoon and tether hits a vehicle smaller than the ethereal brig and deals damage, the target's movement speed is reduced to 0. On the target's turn, it can attempt to break the tether by succeeding on a Strength check contested by the astral brig's Strength check. Alternatively, the tether can be destroyed by one of the target's crew members; the tether has AC 13, 10 hp, and immunity to bludgeoning, poison, and psychic damage.

Ethereal Shift (Requires 1 Crew with Spellcasting Abilities and Grants Half Cover). The ethereal brig expends one charge of its *ruby blutvekelnite* core. The ethereal skiff then enters the Deep Ethereal just outside the abutting plane's Border Ethereal, or vice versa.

ETHEREAL BRIG

1 SQUARE = 5 FEET



KEY

1. MAIN MAST
2. BALLISTAE
3. FOREMAST
4. CARGO HATCHES
5. SIDE MASTS
6. CHARTROOM
7. WARDROOM
8. HEADS
9. SECURE STORAGE
10. HELM
11. ETHEREAL ENGINE
12. CONTROL VANES
13. CREW QUARTERS
14. MESS
15. GALLEY
16. PANTRY
17. OFFICER'S QUARTERS
18. ARMOURY
19. COMMANDER'S QUARTERS
20. SAIL LOCKER
21. CARGO HOLD
22. INFIRMARY
23. CARPENTER'S STORES

NEW CREATURES

ETHEREAL FILCHER

Clicking around on four talons, the ethereal filcher is an abomination consisting of the muscled torso from which five-clawed arms extend. The center of its torso is a gaping maw. Despite its name, the ethereal filcher is not a creature of extraplanar origin. These creatures are native to the Material Plane but are able to shift back and forth from the Ethereal Plane easily. Using this ability to seemingly move in and out of reality, the ethereal filcher sneaks around looking for magic items to steal and carry off to its lair.



ETHEREAL FILCHER

Medium aberration, neutral

Armor Class 17 (natural armor)
Hit Points 22 (5d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Sleight of Hand +6, Stealth +6
Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Innate Spellcasting. The ethereal filcher can cast *detect magic* at will. Wisdom is its spellcasting ability for this spell.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Pilfer. The ethereal filcher attempts to steal an object from a creature that the filcher can see within 5 feet of it. The item must not weigh more than 5 pounds and it must not currently be in one of the target's hands. The target must make a Wisdom (Perception) check contested by the ethereal filcher's Dexterity (Sleight of Hand) check. If the object is stored in a safe place such as a backpack or pouch, the filcher makes its check with disadvantage. On a failed check, the ethereal filcher steals the item without the target noticing. On a successful check, the ethereal fails to steal the item.

Bonus Actions

Ethereal Jaunt. The filcher magically enters the Ethereal Plane from the Material Plane, or vice versa.

ETHEREAL MARAUDER

Instead of a head, this pear-shaped, purple beast possesses a giant mouth ringed with three eyes. The creature stands on two broad legs with three-toed feet. Ethereal marauders are reptile-like animals native to the Material Plane that can move between the Material and Ethereal Planes as easily as a fish swims through water.

ETHEREAL MARAUDER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (6d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

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

Bonus Actions

Ethereal Jaunt. The marauder magically enters the Ethereal Plane from the Material Plane, or vice versa.



FACET

Medium elemental, neutral

Armor Class 15 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

Proficiency Bonus +2

Salty Exterior. A creature without all of its hit points that touches or hits the facet with a melee weapon attack while within 5 feet of the facet takes 2 (1d4) necrotic damage if the facet's size is Medium or 5 (2d4) necrotic damage if the facet's size is Large.

Actions

Multiattack. The facet makes two Moisture Drain attacks.

Moisture Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 5 (2d4) necrotic damage, or 8 (2d4 + 3) bludgeoning damage plus 10 (4d4) necrotic damage if the facet is Large.

The target must succeed on a DC 12 Constitution saving throw, or have its hit point maximum reduced by an amount equal to the necrotic damage taken. The facet then gains temporary hit points equal to the necrotic damage taken.

If the target's hit point maximum is reduced to 0 it dies. Otherwise, this reduction lasts until the target finishes a long rest.

Combine (1/Day). So long as the facet has more than half of its hit points remaining, the facet combines itself with another willing facet within 5 feet of it that has more than half of its hit points remaining. The target vanishes. The facet gains temporary hit points equal to the target facet's remaining hit points, its size doubles in all dimensions, and its weight is multiplied by eight. This growth increases the facet's size by one category—from Medium to Large, for example. If there isn't enough room for the facet to double its size, the facet attains the maximum possible size in the space available. The facet gains advantage on Strength checks, Strength saving throws, and attack rolls made with its Slam attack. Also, its Absorb Moisture attacks deal 1d4 extra bludgeoning damage plus 2d4 extra necrotic damage. This change remains until the facet loses its temporary hit points, at which point it reverts to a single facet.

Split (1/Day). If the facet is fully submerged in water or it has 15 or more temporary hit points from its Moisture Drain attack, it splits into two new facets. Each new facet has hit points equal to the original facet's hit points, but not the temporary hit points.

After the split, both facets are incapacitated and can't move until the start of their next turns.





SALT LORD

Medium humanoid (any), chaotic neutral

Armor Class 18 (breastplate, shield)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (-4)	15 (+2)	10 (+0)	9 (-1)	9 (-1)

Saving Throws Dex +7, Con +5, Wis +2

Senses passive Perception 9

Languages any one language (usually Common)

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Pain Resistant. The salt lord has advantage on saving throws against becoming blinded, deafened, incapacitated, paralyzed, poisoned, stunned, and unconscious.

Special Equipment. The salt lord wields an entropy sword. The weapon is equivalent to a shortsword, and takes on

the properties of a +3 *shortsword* in the hands of its creator. If another creature wields the weapon, it loses its magical qualities.

Actions

Multiattack. The salt lord makes two melee attacks, only one of which can be its shield bash.

Entropy Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (1d6 + 7) piercing damage plus 7 (2d6) necrotic damage. The target must make a DC 15 Constitution saving throw or become wracked with severe pain; the target is incapacitated until the end of its next turn.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

Reactions

Reciprocating Blow. When the salt lord takes damage from a creature within 5 feet of it, it can make one melee weapon attack against the attacker.



SWARM OF CEREBRAL PARASITES

Cerebral parasites are diminutive worms that feed on psychic powers. Those affected by them are often not aware that they have the creatures inside them until it's too late.

WORM OF THE DEEP

The worm of the deep is a 100-foot-long, eyeless worm covered in black, chitinous plates. These creatures' mouths emit a tunnel of powerful force capable of drawing creatures into its gullet.

XILL

Xill are a fiendish race of four-armed reptiles native to a demiplane within the Deep Ethereal. Consummate raiders and tyrants, they are feared in the Material, Ethereal, and Inner Planes for their ruthlessness. All xill are female and reproduce asexually by infesting captured creatures with their eggs.

SWARM OF CEREBRAL PARASITES

Medium swarm of Tiny monstrosities, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances piercing, slashing

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

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny worm. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes two bite attacks. If the swarm has half its hit points or fewer remaining, it can't use this action.

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target contracts a disease—it is infested with 1d4 cerebral parasites. Until the parasites exit the host, any time the target casts any spell from the school of divination, any spell that would sense, read, or affect another creature's thoughts, or any spell that deals psychic damage, the target's Intelligence score is reduced by 1 per cerebral parasite it is carrying. If this reduction reduces the target's Intelligence score to 1, the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

Once the parasites reduce the target's Intelligence score to 1, the parasites exit the body as a new swarm of cerebral parasites, which appears in an unoccupied space within 5 feet of the target.

If the disease is cured before the parasites emerge, the parasites are disintegrated.



WORM OF THE DEEP

Gargantuan monstrosity, chaotic evil

Armor Class 21 (natural armor)
Hit Points 297 (17d20 + 119)
Speed 0 ft., fly 50 ft. (Ethereal Plane only)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	5 (-3)	12 (+1)	7 (-2)

Saving Throws Con +13, Wis +7
Damage Immunities fire, cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 11
Languages —
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Attract Victims. While on the Ethereal Plane, the worm's maw constantly radiates an invisible cylinder of force that's 100 feet long and 25 feet wide. A creature that starts its turn in the area or enters it for the first time on its turn must make a DC 22 Strength saving throw. On a failed saving throw, a target is paralyzed until the start of the worm's next turn, and it moves 30 feet towards the worm's mouth. On a successful saving throw, a target moves 15 feet towards the worm's mouth but isn't paralyzed.

The worm can suppress this trait by closing its mouth (no action required).

Ethereal Nature. The worm is made from protomatter. If it starts its turn outside of an area affected by zero gravity (such as the Astral or Ethereal Planes), it is incapacitated and it takes 20 necrotic damage at the start of each of its turns.

Regeneration. The worm regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

Actions

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 22 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 24 Constitution saving throw at the end of that turn, or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. If the worm casts *plane shift*, living, swallowed creatures do not plane shift with it, and instead appear in the same space where the worm was before it plane shifted.

XILL

Medium fiend, lawful evil

Armor Class 19 (natural armor, shield)
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	15 (+2)	12 (+1)	11 (+0)

Skills Athletics +7, Deception +2, Perception +3, Stealth +6
Senses passive Perception 13
Languages Common, Infernal
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. The xill makes two attacks with its shortswords and two attacks with its claws. It can replace one of its claw attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must succeed on a DC 12 Constitution saving throw, or become poisoned for 1 hour. The target is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

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

Planeswalk. The xill and anything it is wearing or carrying enters the Border Ethereal from an adjacent plane, or vice versa. It can carry one creature that is willing or it is grappling with it. If the target is unwilling, it must succeed on a DC 11 Charisma saving throw to avoid going with the xill.

Implant Eggs (1/Day). The xill targets an incapacitated creature within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or contract a disease—xill eggs. The eggs hatch within 24 hours of being implanted and then start to eat their way through the host. The host's hit point maximum is reduced by 1d8 every hour after the eggs hatch. If this damage reduces the target's hit point maximum to 0, the target dies and the xill young chew their way out of the host's chest, killing the host in the process. The xill young then planeswalk to the Ethereal Plane.

If the disease is cured before the young emerge, the xill are disintegrated.



XILL COMMANDER

Medium fiend (xill), lawful evil

Armor Class 19 (natural armor, shield)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

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

Saving Throws Dex +7, Wis +5, Cha +4

Skills Athletics +10, Deception +3, Perception +5, Stealth +7

Senses passive Perception 15

Languages Common, Infernal

Challenge 6 (2,300 XP)

Proficiency Bonus +3

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

Actions

Multiattack. The xill makes two attacks with its shortswords and two attacks with its claws. It can replace one of its claw attacks with a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw, or become poisoned for 1 hour. The target is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

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

Planeswalk. The xill and anything it is wearing or carrying enters the Border Ethereal from an adjacent plane, or vice versa. It can carry one creature that is willing or it is grappling with it. If the target is unwilling, it must succeed on a DC 13 Charisma saving throw to avoid going with the xill.

Implant Eggs (1/Day). The xill targets an incapacitated creature within 5 feet of it. The target must succeed on a DC 14 Constitution saving throw or contract a disease—xill eggs. The eggs hatch within 24 hours of being implanted and then start to eat their way through the host. The host's hit point maximum is reduced by 1d8 every hour after the eggs hatch. If this damage reduces the target's hit point maximum to 0, the target dies and the xill young chew their way out of the host's chest, killing the host in the process. The xill young then planeswalk to the Ethereal Plane.

If the disease is cured before the young emerge, the xill are disintegrated.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the xill can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the xill. A creature can benefit from only one Leadership die at a time. This effect ends if the xill is incapacitated.

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