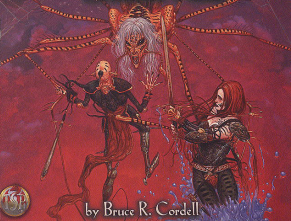


PLANE SCAPE

ACCESSORY

A Guide to the Ethereal Plane



by Bruce R. Cordell



A GUIDE TO THE ETHEREAL PLANE

*Being a Recital of Strange Conditions,
Ways by which one might Survive,
Extraordinary Features, and
Peculiar Entities that abide on the Ethereal Plane.*

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"What do you mean, she's not here? By the Light, I want to speak with Tarsheva!" Barat exclaimed.

Inwardly sighing, Ronassic managed to keep his smile; after all, the cutter's junk was good, even if his manners weren't.

THE FABRIC OF THE MULTIVERSE: INTRODUCTION

"As I've already explained, kind sir, when you contacted me, I said I *might* be able to arrange a meeting with the one you seek. Unfortunately, she appears to be out of the city just now."

Barat's frantic demeanor held a moment longer, then sagged. "What am I going to do? My Ethereal quest ends before it even begins, for want of a guide."

Ronassic raised a single eyebrow, then cleared his throat. "While it's true that I am noted more for my scholarship than my adventurous

spirit, I do not brag when I say there are people who regard me as an expert in many fields, including things Ethereal."

Barat looked up. "What do you mean?"

Ronassic continued, "Perhaps you might consider contracting me to aid you now that I have returned from my long absence. Trust me; I know a thing or two about the Ethereal Plane, and what I don't know I can find out—I'm quite resourceful that way."

Barat hesitated before speaking. "Tarsheva comes highly recommended. How do I know you're not trying to 'peel' me, as you Cagers say?"

Ronassic paused reflectively a moment before answering. "That seems a fair question. Tell me this: What is the first thought that comes into your head when you think of the Ethereal Plane?"

"I don't know," Barat responded, "... a bunch of mist and nothingness, I guess."

Ronassic smiled and shook his head. "That's where you are wrong. The Ethereal Plane is the opposite of nothing; it is *everything*."

"What?" Barat replied.

Ronassic watched as the traveler's face assumed the puzzled expression that he had come to associate with primes. The wizard continued sagely. "The Ethereal contains everything material; it is, in fact, the connective essence that makes up space and distance. While the Astral is the mental plane, a place that doesn't take up any actual space, the Ethereal is a physical plane that literally *is* space, and all that space contains."

"I don't think I quite catch your meaning," said Barat, leaning forward with a look of obvious interest, despite his protest.

Ronassic nodded and looked fondly at his newest student. "Well," the wizard said, "here's the dark of it. . . ."

WE'RE OFF
+0 +11E
WAVELESS SEA!

—KIPWIL LIAMS,
AN ENTHUSIASMIC
ETHEREAL TRAVELER

This book details the Ethereal Plane, a churning realm of possibility and reality that contains a filmy "planar soup" connecting the various prime worlds. Sometimes called the Misty Shore or the Waveless Sea, the Ethereal also connects worlds and demiplanes to the Inner Planes, infinite arenas of elemental fury. In addition, the plane houses disparate and strange demiplane islands, as well as creatures both odd and dangerous. See, the Ethereal Plane's infinite expanse and strange properties make it more than just a backdrop to other adventures. In fact, the plane itself offers limitless and wondrous opportunities for those planewalkers brave enough to travel its shores and depths. The Ethereal Plane is a vital component of the multiverse, as it can hold *all* things in its misty grasp. Physically passing through the colorful mists that comprise the substance of the plane can delight or terrify a cutter with sights never before seen—and probably never seen again.

Because it holds all physical things, the plane contains horrendous dangers and gruesome creatures that "stand" shoulder to shoulder with mind-blowing sights and treasures to put a dragon's horde to shame. Phase spiders, terithran, and thought eaters commonly make their homes here, but stranger creatures also abide in the Deep Ethereal—including memes and gk'lok-lok.

Creatures aren't the only threat to the ethereal traveler—ether cyclones and vortex fronts can put a body in the dead-book just as fast as any fiend, but far more impersonally. 'Course, even these natural dangers aren't enough to deter those who seek passage through the ether to other worlds or the Inner Planes, or those who seek such rumored locations as the Castle at the Edge of Time, Leicester's Gap, or Anavaree.



Streamers of vapor emerge from nothingness. Swirling masses of mist—first blue, then aquamarine, then emerald swirled with crimson, all in continuous and ever-changing patterns—shroud a body's vision. Whorls of fog and shadowy shapes of varying solid-

THE SHAPE OF THE WAVELESS SEA: ETHEREAL OVERVIEW

ity float in and out of view. A few blobs of solid ether lazily sail end over end, some gaining density and others losing it. Clear windows open onto scenes both familiar and alien before losing resolution in the slow, chaotic boil of the Ethereal Plane.

A blood on her first visit to the Ethereal finds herself immersed in varicolored fogs, or maybe she's bom-

arded by a soft "fall" of solid ether flakes, or perhaps she rests in an area that looks like a small town on a misty, fog-bound evening. See, the Ethereal Plane resembles many things, but cutters most often liken it to an ocean. It has a shore (the Border Ethereal) and mysterious depths (the Deep Ethereal). When a body first crosses the boundary from the Prime onto the Ethereal, she's in the shallow end, standing in the surf

THESE WERE RETRIEVED
FROM THE DEEP ETHEREAL
AT GREAT EXPENSE.

I'M NOT SURE WHAT
THEY ARE, BUT
THEY SURE SQUEAL
LOUD ENOUGH

WHEN YOU SQUEEZE 'EM.
WANT TO BUY ONE?

—VA+HOR,
A MERCHANT OF
EXCEPTIONAL ENTERPRISE

where the ocean meets the shore. The land above the shore (the plane from whence the traveler came) is still somewhat visible to the traveler, because she's really on both planes simultaneously—though most Prime natives can't see Ethereal observers. If a blood has the courage, she can access the worlds of the Prime Material Plane as well as the Inner Planes from the Border Ethereal.

When a traveler wants to leave the shore behind and move farther onto the Ethereal Plane, she can make for the Deep Ethereal (often simply called the Deep). Looking back at the shallows, she sees a vast curtain of colors not unlike the northern lights on some prime-material worlds (the curtain isn't visible to those still on the Border). Beyond this

Wall of Color is the Deep, infinite in depth and containing within it as-yet-unrealized space and matter. See, if the Inner Planes hold all the elemental building blocks of the multiverse, the Deep Ethereal holds all the potentiality of the multiverse. "Existence Becoming" is what the Godsmen often call the Deep, but truth is, most cutters don't understand half of what those berks really mean.

The Deep offers wonders and sites almost beyond description—including the color curtain (or Wall of Color) that leads to unique demiplanes that float solely within the enfolding ethereal fogs—but a body's got to be a top-shelf blood if she wants to survive for long out here. Between roving magran and the awesome power of ether cyclones, the dangers in the Deep Ethereal can put a sod in the dead-book for sure.

◆ PLANAR GEOGRAPHY ◆

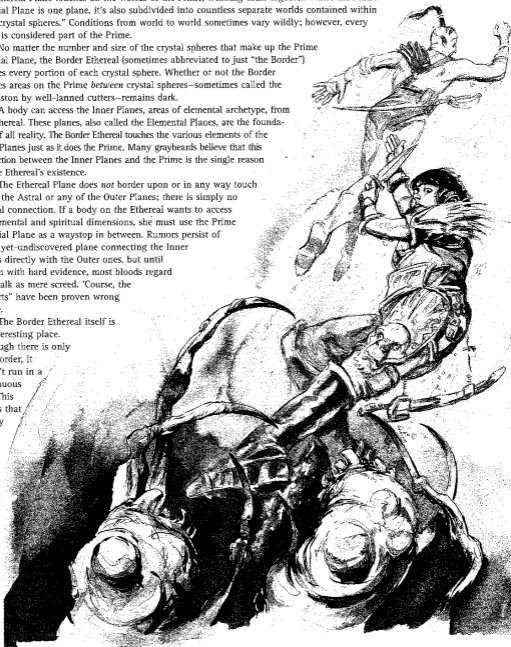
The Ethereal Plane touches all the worlds of the Prime, webbing them together. While the Prime Material Plane is one plane, it's also subdivided into countless separate worlds contained within vast "crystal spheres." Conditions from world to world sometimes vary wildly; however, every world is considered part of the Prime.

No matter the number and size of the crystal spheres that make up the Prime Material Plane, the Border Ethereal (sometimes abbreviated to just "the Border") touches every portion of each crystal sphere. Whether or not the Border touches areas on the Prime *between* crystal spheres—sometimes called the phlogiston by well-lanned cutters—remains dark.

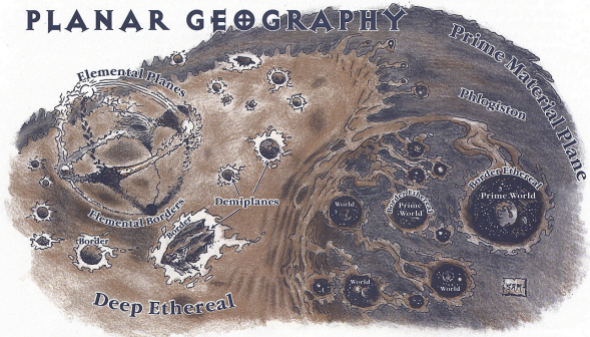
A body can access the Inner Planes, areas of elemental archetype, from the Ethereal. These planes, also called the Elemental Planes, are the foundation of all reality. The Border Ethereal touches the various elements of the Inner Planes just as it does the Prime. Many graybeards believe that this connection between the Inner Planes and the Prime is the single reason for the Ethereal's existence.

The Ethereal Plane does *not* border upon or in any way touch either the Astral or any of the Outer Planes; there is simply no natural connection. If a body on the Ethereal wants to access these mental and spiritual dimensions, she must use the Prime Material Plane as a waystop in between. Rumors persist of an as-yet-undiscovered plane connecting the Inner Planes directly with the Outer ones, but until proven with hard evidence, most bloods regard such talk as mere screed. 'Course, the "experts" have been proven wrong before.

The Border Ethereal itself is an interesting place. Although there is only one Border, it doesn't run in a continuous line. This means that a body can't walk from the area of the



PLANAR GEOGRAPHY



Border that touches the Prime to the area of the Border touching another plane or demiplane. A traveler has to enter the Deep and come out on the Border area touching her destination.

Here comes the barny part. Some demiplanes touch upon the Border Ethereal—even though these pocket dimensions float in the Deep. See, conventional three-dimensional geography only gets a body so far on the Ethereal, because the plane isn't just a place, it's a state of being. Maps and sketches are just convenient ways for the Clueless to understand this place as best they can. Want to know the ultimate dark of the Ethereal? Nothing lies in relation to anything else, and nowhere is that more true than in the Deep. A body can't say that the Demiplane of Imprisonment floats 30 miles from the Demiplane of Time. Both demiplanes simply *are*. Any seeming relative distance merely lies in the perception of the beholder. Some bloods even think that everything in the Ethereal actually occupies the same "space," and individual areas just exist in a different state of being—whatever that means. However, a canny blood can't simply perceive herself (or enter a different state) and travel instantaneously to her destination. Distance is distance on this plane, even if it isn't "real."

So, how does a body get anywhere on the Ethereal? All this rattling about perceived distance and states of being is enough to addle even a graybeard's brain-box. The answer


is simple: It depends on where you are. See, movement on the Border and in the Deep occurs somewhat differently. Generally, Border movement occurs like movement on any other plane, while movement in the Deep combines both physical and mental elements.

THE COSMOLOGY OF THE ETHEREAL

A blood can't envision the Ethereal without fogs and mists springing to mind. That's because these vapors *are* the medium of the Ethereal. The fogs are everywhere and hold or border upon the Inner Planes, fledgling demiplanes, and the fully evolved Prime Material Plane. In a way, the Ethereal Plane is the cauldron that holds or borders all physical reality (as opposed to the philosophical reality of the Astral and Outer Planes). However, the Ethereal Plane is more than just a container—it's a propagator.

The Ethereal is in some ways like a murky pool, laden with dissolved elements. A ripple on its surface is sometimes enough to cause a blob of solid ether to "crystallize," possibly forming a seed for demiplane growth. It's the mists and fogs themselves that are the visual signs of the dissolved elements constantly streaming forth from the Inner Planes.

The Inner Planes embody physical reality. They aren't concepts, but rather the concrete building blocks of every-



thing "real." Just like a limited number of letters in an alphabet build a limitless number of differing sentences, the elements of the inner Planes combine in limitless ways to create countless worlds. It is the Ethereal Plane that serves to combine and mix these elemental building blocks.

One could view the mists of the Ethereal as *potential* matter, unresolved but full of possibility. This is because ethereal vapors are made up of tendrils each with the potential of Earth, Air, Fire, Water, and mixtures of elemental material (from the Para- and Quaselemental planes). Thus, all "matter" on the Ethereal Plane is gaslike and flush with possibility.

When the waves of potential reality collide, they form solid ether and demiplanes. Many graybeards ultimately agree that the Prime Material Plane formed in just this fashion so long ago that a body can't even count years to measure it.

◆ REACHING THE ◆ ETHEREAL PLANE ◆

When a body enters the Ethereal from other planes (when she "goes ethereal"), she actually enters the Border. Living creatures, elemental beings, and matter from other planes retain form and function, but on the Ethereal their composition is "out of phase" with bordering planes. Even though the physical makeup of visitors to the Ethereal changes in accordance to the laws of the plane, the traveler does not discern a noticeable difference between herself and other real objects and beings brought to or met upon the Ethereal.

Here's another way of looking at it: A traveler goes ethereal by magically tuning herself to the state of the Ethereal. When this happens, the traveler slips away from "reality." Of course, nonnatives of the Ethereal require magic or psionics to achieve and maintain an ethereal state. When the ethereal magic wanes (or the psionic effect ends), a nonnative body reverts to its normal composition. If on the Border Ethereal, a body just "drops" back into reality. If the traveler happens to be in the Deep Ethereal when her specific mode of ethereal travel lapses, the poor sod regains her former density and "falls" through a randomly rolled part of the curtain of vaporous color (see page 20), past the connecting Border, and onto the bordering plane! Creatures native to the Ethereal, or creatures that have achieved an ethereal state through a more permanent means, do not necessarily have to worry about inadvertent materialization.

Several spells and items translate a body directly upon the Border Ethereal. Some of these spells are temporary, while others allow the user to remain ethereal indefinitely. The method used to enter the Ethereal Plane influences the degree to which a body's affected by different Ethereal conditions. The table below lists various possible methods of entering the Ethereal Plane. Each method is also labeled as either Temporary or Permanent.

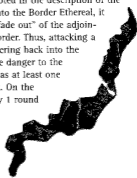
Methods labeled (T)temporary indicate that a body's ethereal state lapses when the spell or item charge finally concludes. It isn't possible for a temporarily ethereal traveler to materialize until the duration of the appropriate method ends—unless the traveler encounters select conditions described under "Obstacles to Ethereal Movement" on page 14, or if a method is utilized as shown on the table below.

Methods labeled (P)permanent indicate that a body's achieved a permanent ethereal state—unless another permanent method from the list below is used to reverse the condition. For example, a mage who used a magical portal to access the Ethereal Plane would have to use that same portal, discover another portal providing egress from the Ethereal, find a priest to cast *plane shift*, or personally cast a *teleport without error* spell in order to leave. However, certain conditions noted under "Obstacles to Ethereal Movement" can cancel a permanent effect. The traveler must use another application of a spell, psionic power, or magical item to reach the Ethereal Plane again.

- (T) *armor of ethereality*
- (T) *dream travel* (psionic power)
- (T) *lesser ethereality* (see page 38)
- (P) *greater ethereality* (see page 39)
- (P) gate or portal
- (T) *Loomund's secret chest* (mage climbs into chest)
- (T) *oil of ethereality*
- (P) *plane shift*
- (T) *phase door* (very limited access!)
- (P) *teleport without error*
- (T) *vanish* (objects only)

Unless specifically noted in the item or spell description, the above methods for reaching the Ethereal Plane deposit travelers onto the Border Ethereal area of their original plane. Of course, a body can move into the Deep before her ethereal state ends, but she risks "falling" onto a random plane (as described earlier) once her means of ethereal travel lapses.

Unless specifically noted in the description of the technique used to cross onto the Border Ethereal, it takes a body 1 round to "fade out" of the adjoining plane and enter the Border. Thus, attacking a Prime foe and then scampering back into the Ethereal still presents some danger to the attacker, as the defender has at least one chance to return an attack. On the other hand, it takes a body 1 round to enter a bordering plane from the Ethereal (unless specifically noted otherwise), allowing ethereal foes at least 1 round in which to press attacks.



◆ ON THE ETHEREAL ◆

Cautious bloods don't plunge into unknown planes without first checking out important survival details. Such details could mean the difference between life and death.

BREATHING. This is something most bloods take for granted—until they can't. Thankfully, taking a big breath is usually not a problem on the Ethereal. In fact, a body can breathe in a normal fashion while traveling the plane. See, the Ethereal Plane is filled with ethereal particles that have "bled off" the Inner Planes. These particles combine to form the ethereal fog, miniscule packets of possibility. A body breathing the fog automatically translates possi-



bility into reality; the mist becomes a nourishing gas appropriate to the breather. Don't think about calling kip here just yet, though. The Border Ethereal sometimes borrows too many qualities from its bordering plane; these qualities can taint the fog. Imagine taking a much-needed breath only to discover that ooze from the bordering Paraelemental Plane isn't very supportive of life—unless you're a native. Rumors abound of Border areas where a body can't breathe.

FOOD AND DRINK. Nourishment is still necessary if a blood wants to live long on this plane. The easiest way to quell hunger and thirst is for a traveler to bring food for the trip. Any food brought onto the Ethereal plane exists in the same ethereal state as the traveler and provides nourishment in the same manner as it would have on another plane. Of course, some bloods have tumbled to another way of eking nourishment from the mists of the Ethereal. These canny planewalkers can translate food from the mists! Make no mistake, it's not easy, and the resulting nutriment isn't anywhere near satisfying, but it'll help a body ward off starvation when lost in the Deep Ethereal. (See the nutriment proficiency on page 31.)

SENSES ON THE ETHEREAL

A body needs to know how far he can see and hear, as well as smell, touch, or taste features that might shape the Ethereal with him. More than one prime's put himself in the dead-book because he overestimated his ability to see.

VISION. The environments of the Border and the Deep somewhat reduce the distance at which a body can see, as

they consist of thick soups of ethereal matter. Looking around on the Ethereal is like trying to see through regular fog. While there is no discrete or discernible light source, a dim radiance pervades all ethereal material. No one knows why, but some say it has to do with the presence of inner-planar particles. Small quantities of ethereal matter do not readily shed any light, but taken in whole, the radiance from ethereal material is enough to provide illumination throughout the plane—both in the Deep and on the Border.

At the best of times, vision extends about 300 feet through the swirling vapors—although murky shapes, bulges, and ripples are often visible beyond that range. Because the Ethereal is a plane of possibility, temperature ceases to have meaning here. Thus, a warm area does not radiate any heat, thereby negating the effects of infravision (if the DM uses the optional infravision rules found in the *Player's Handbook*). However, creatures with the ability to see in spectrums lower than the infrared and higher than the standard visible spectrum can see through the mists. Additionally, some cutters who live permanently on the Ethereal Plane have developed the ability to pierce the mists at a greater range. (See the ethereal sight proficiency on page 30.)

HEARING. A body's hearing actually increases on the Ethereal, as sound travels twice as far in the thick, possibility-laden medium of the plane than it does on the Prime. On the Ethereal, all characters double their normal chance to hear noise (this doubling occurs before adding any bonuses for magical items, spells, or psionic powers).

SMELLING. This becomes more difficult on the Ethereal, as the lack of definite boundaries prevents odors from permeating a space. Creatures that use scent to track can do so only if they're not more than 5 rounds behind their target. Beyond this distance, the ever-changing boil of the Ethereal obscures all scent trails.

TOUCH AND TASTE. These senses seem somewhat blunted on the Ethereal. Food loses most of its tang and savor, and objects feel somewhat pliant and rubbery. For this reason, some cutters carry spices that are so devastating that they're banned on all but the Lower Planes. These spices—including devilwort, goryenne, and even mephosweat—are damaging when eaten by most bloods on other planes but perfect to add flavor to food made bland by the Ethereal.

◆ ETHEREAL COMBAT ◆

A body'd better have a lot of friends if she has to fight on the Ethereal. See, most of the plane is a swirling sea of fog and heavy mist, lacking any solid "physical" substance, and attacks on an unprepared sod can come from above and below as well as on all flanks. The limited visibility of the plane also increases the likelihood of ambushes, as enemy creatures can pour out of the thick ethereal mist.

It's natural for some newcomers to the Ethereal to forget about the third dimension in the heat of a battle. The

thing is, a basher who takes into account that she can rise and fall in addition to moving two-dimensionally has an advantage over less-adept foes. A body should think of the Ethereal as the depths of a lake or ocean. This comparison allows some to grasp the three-dimensional environment of the Waveless Sea, and to take advantage of it during melees.

For example, opponents can close from above and below, in addition to the front, flank, and rear of a foe. Normally, attacks from above or below gain a +1 bonus to the attack roll and negate the shield bonus of the defender; however, it could well be that in the Deep Ethereal, foes might each appear higher to the other, canceling out attack bonuses. Otherwise, these positions, as well as flank and rear attacks, gain the normal attack bonuses (+2 for rear attacks and +1 for flank attacks).

Since movement comes so easily on the Ethereal (much easier than in water, for example), conflicts can range widely from their point of inception. A battle could move hundreds of yards or more while it continues to rage. Thus, because of the relatively short visual range on the Ethereal, combatants could lose sight of some or of all their comrades. Particularly canny bloods might even use this property to isolate

individuals of a group so that each might be more easily defeated.

Once a conflict draws to a close, it can be difficult for a group to reunite again once separated by the infinite mists.

Observers watching an ethereal combat often report that two clashing ethereal figures resemble waves coming together in a prime ocean: Sometimes the waves pass through each other with little harm, and sometimes they crash into each other with destructive force, lessening portions of themselves. Fact is, on the Ethereal, individual attacks don't miss their target entirely as much as they pass through without any effect, while actual hits tear away a piece of the target's essence. If a body looks carefully, she can even see the medium of the Ethereal absorb that stripped essence for use at some future time. Some folks believe that's how demiplanes're formed; they think the islands are the collected remains of wounded ethereal travelers.



Since a body entering the Ethereal Plane materializes on the Border, most folks see the Border as a stepping-stone to other planes, as well as the Deep Ethereal. However, the swirling ethereal mists often combine with certain aspects of the adjoining plane to make it an interesting place to visit—if a body's careful enough.

STANDING ON THE SHORE: THE BORDER ETHEREAL

Primes new to the Ethereal are usually happy to discover that an adjoining plane preserves a sense of order and orientation for ethereal travelers. A definite "sense" of gravity prevails, so a body can tell down from up.

Sometimes a compass will function normally on the Border (depending upon the adjoining plane), effectively pointing out the cardinal directions. 'Course, these cardinal points're meaningless on the

Ethereal Plane, but sometimes a poor sod needs a crutch to help her deal with the planes.

Truth is, the Border's like an overlay, occupying the same "space" as the adjoining plane. Because of the Border's special property, a canny traveler can interact to some degree with creatures on an adjoining plane. For example, a body standing on the Border can see into the adjoining plane, but she's still an ethereal being. On the other hand, a basher on the Border is invisible to normal creatures on another plane. Most bloods can't detect a traveler peering at them from the Ethereal unless they have access to *detect etherealness*, *detect invisibility*, or other similar spells. If such means are utilized, the caster sees the ethereal traveler as a smoky, translucent shade, much as a true ghost looks. Of course, two or more bloods in the Border Ethereal can easily see each other—provided they can pierce the thick mists of the place.

An ethereal body can't verbally communicate with the inhabitants of the plane she borders, nor can she grasp, move, or physically interact in any way with objects or inhabitants of the planes in question—unless she possesses special abilities or powers. Light shining from the bordering plane does filter onto the Border, as does some sound (although it's a bit muffled), certain magic, and other radiant energies. However, no light, sound, or other energy naturally passes from the Border to an adjoining plane except under special circumstances.

Creatures on bordering planes can't normally attack a body on the Border Ethereal, although specific spells and features can suddenly draw an unsuspecting sod right out of the Border and onto the adjoining plane. Similarly, some prime-material creatures possess the ability to see into the Border Ethereal, and what's worse, some have the ability to affect a berk with a gaze attack!

A basher on the Border Ethereal can also pass through solid objects on an adjoining plane without ill effects. In fact, an ethereal traveler can phase through solid stone, ice, magma, and even magical fire, leaving a body unscathed—provided

DOES SOUND CARRY
ON THE ETHEREAL,
OR IS IT ALL
MUFFLED?

—AUCHON
+ THE BELLRINGER,
A CAGER SEEKING QUIET

the barrier is on the adjoining plane and not on the Border itself. See, a wall on the Ethereal remains a wall to an ethereal traveler. 'Course, there are things on a bordering plane that *can* affect the Border Ethereal traveler, but most sods don't tumble to that fact until it's too late.

SENSING THROUGH ◆ THE BORDER ◆

A body can peer into another plane from its Border area and see what's going on, but not clearly or to any great depth. All colors on the abutting plane are reduced to shades of gray. Furthermore, vision into that plane is limited to just 12 feet in daylight, 6 feet in torchlight, and only 3 feet in candlelight—assuming this light shines from the adjoining plane and doesn't emanate from the Border. A basher with a light shining from the Ethereal discovers that there is no leakage of energy in the opposite direction. The light from an ethereal lantern doesn't reflect off nonethereal objects and thus doesn't illuminate objects on the bordering plane.

Some sound passes from a plane to its Border area, but a body perceives these sounds like a land-adapted organism hearing noise underwater—it's muffled and difficult to make out clearly. Complex conversations are impossible to discern from the adjoining planes. Simple sounds, including short, emphatic statements such as "Help!" or "Look out!" remain understandable across the interface at ranges of up to 10 feet. Taking this a step further, a body listening to sounds made on a bordering plane by an *underwater* source finds it twice as difficult to hear what's being said (a body can hear loud noises only at a distance of 5 feet).

Sound originating on the Border Ethereal doesn't penetrate another plane; a concussive ethereal blast doesn't even produce the tiniest of peeps on the adjoining plane. See "Senses on the Ethereal" on page 10 for more general information on vision and hearing.

◆ BORDER MOVEMENT ◆

Movement on the Border occurs much like it does on the Prime. All a body needs to do is use her legs (or wings, or whatever method of propulsion she prefers) and she can move about. What's more, a Border traveler can "fly" into the sky or "slink" into the earth of any bordering plane just by willing it.

'Course, some planes leak too much of their base elements onto the Border. In these cases, a body might be happily traipsing along only to find herself forced to swim through water or stagger through mud (reducing her movement rate appropriately). What's worse, some of the Elemental Planes make it downright deadly for a body to travel on their Border. (See "The Inner Planes and the Border Ethereal" section on page 16 for more information on this phenomenon.) It's enough to make a blood nervous, that's for sure.



An ethereal tween shadows its host.

OBSCULES + ETHERAL MOVEMENT

Canny primes and others who live on planes bordered by the Ethereal learned long ago that the Border provides an ideal avenue for circumventing the tallest walls and the fiercest traps. Those who had the means eventually tumbled to ways of keeping Border Ethereal cutters out of places where they didn't belong. Three things on a bordering plane can hinder free movement on the Border Ethereal: certain specific spells, dense materials, and living tissue.

Spells that affect movement and creatures on the Border Ethereal include *glyphs of warding* and *Mordenkainen's faithful hound* (which can both detect and attack ethereal creatures). Creatures not native to the Ethereal Plane should watch out for *dispel magic*, *phase door*, and null-magic areas—passing through these areas causes nonnatives to fall back onto a bordering plane. Finally, rumor speaks of an alchemical concoction containing the essence of fortitude and a pint of gorgon's blood that, when mixed with the mortar of a building, prevents ethereal (and astral) creatures from passing through treated walls. If this concoction actually exists, it's sure to cost a great deal.

Even though an ethereal body is essentially incorporeal in relation to an adjoining plane, particularly heavy metals, crystals, and artificial alloys sometimes prove too difficult to bypass. For example, a lead- or gold-plated enclosure can make an area Ethereal-proof. Fact is, any material as dense or denser than lead or gold can stop ethereal berks from traveling to places where they don't belong—though this can be an expensive proposition. In the same way, crystals worth at least 100 gp also impede Border Ethereal movement, but proofing an enclosure or structure with diamond or crystal is often extremely expensive.

Most bloods know that they can't penetrate living tissue while in an ethereal state. This fact keeps the more bloodthirsty bashers from materializing inside a poor sod's body or leaving a weapon inside an opponent. Thus, a living guard standing at the open door of a lead-lined enclosure acts as a seal, blocking ethereal travelers from moving through the doorway. This blocking phenomenon occurs in a 1-foot radius from any living being.

INTO THE DEEP AND BACK AGAIN

Mere curiosity often makes adventurous bashers wonder what lies beyond the Border Ethereal shallows; they yearn to strike out into the Deep Ethereal, where tales speak of the infinities of matter, energy, and possibility. A body'd think that such a journey would be difficult, but it just ain't so. Leaving behind the Border Ethereal is as simple as willing it, so canny cutters need to limit any wayward thoughts. Those who understand planar "geography" know that only by

accessing the Deep Ethereal is it possible to find the Inner Planes and the multitude of demiplanes.

A body on the Border who witnesses someone else leaving the Border for the Deep sees the traveler suddenly obscured in a roll of multicolored mists that finally boil away into nothingness, leaving no sign of the traveler.

A body in the Deep floats free of all features usually visible on the Border, save for a vast, undulating curtain of vaporous color. This Wall of Color represents the boundary between the Deep Ethereal and the Border. If a body immediately decides to leave the Deep Ethereal, she can will herself back though the curtain, traveling to the exact same spot on the Border from where she originated. If a traveler moves along the curtain a distance before reentering the Border, she'll find herself in a different part of the Border. Course, the distance a body moves in the Deep doesn't always correspond to the distance she moved when transferring back to the Border; that'd be too easy. In addition, a body can't access different planes by walking along the Wall of Color. In order to travel to an entirely different plane, a body has to move through the Deep until she encounters another area of the color curtain. Fact is, the Ethereal's a vast plane of matter and possibility, and it's all too easy for a body to get herself lost.

SKIRTING THE CURTAIN

When a Border Ethereal traveler tries to move from one location to another upon the same bordering plane, she might be tempted to enter the Deep in order to skirt the curtain of vaporous color. Since distances within the Deep are not constant, the speed at which a body journeys becomes less important than the time she spends in transit within the mutable ethereal boil. Skirting the curtain allows a body to travel great distances in a short time.

It's difficult task to find the correct path along the outside edge of the curtain of vaporous color. The flashing, phosphorescent lights appearing throughout the curtain are complex and tough to interpret, but a canny blood can sometimes find specific locations on a bordering plane based on these almost-random light shows. Before a body can even begin to chart a journey along a curtain, she must first have either previously visited the location, viewed it by magical means, or received directions (such as a map) or a fully detailed description.

To chart the correct path, a body must succeed at a Wisdom and an Intelligence check (both with a -6 penalty; a 1 is always a success in this instance), or successfully use the criterion cognizance proficiency (see the chapter "Taming the Ether: Proficiencies"). Those who fail either method of determining the correct path don't realize their error, and they head off along the curtain, convinced that they are on the proper course.

Finding specific locations on the Prime Material Plane within different crystal spheres is much more difficult. In this



instance, the cutter must either have previously visited the world, found a planar map, or viewed either the world or a corresponding area of the curtain magically.

Regardless of the route, a traveler journeys through the Deep Ethereal for 1d10x10 hours along the curtain before arriving at the point that she believes to be the goal. If she is correct (as determined by the methods described above), she penetrates the curtain, passes through the Border, and materializes onto the bordering plane within 1d10 miles of the location sought.

If a body charts the wrong location, she doesn't realize it until she reenters the Border. In fact, the traveler has traveled in a random direction for a distance of 1d100x10 miles. A lost sod could attempt to reenter the Deep Ethereal in order to skirt the curtain. However, a body might have more luck traveling on the Border, where she can at least see part-way onto the adjoining plane she wishes to traverse.

BORDER MATERIALIZATIONS GONE WRONG

When a cutter talks about "materializing," nine times out of ten he's talking about moving from the Border Ethereal to the plane it touches. If done purposefully, this is usually a

safe procedure, but the multiverse is a surprising place and accidents can happen.

Just because a Border Ethereal traveler can't materialize into a living creature doesn't mean the poor sod can't mistakenly become physical inside a nonliving object. This might occur if the traveler wasn't paying particular attention to his exit point, or if he passed through a null-magic field by accident. Liquids, gases, and flames part to allow the traveler entrance, but solid objects are not so accommodating.

A traveler materializing inside or partially inside a solid object must roll a saving throw vs. death magic. Failure results in the physical destruction of the traveler, as the poor berk's molecules fuse forevermore with the object in which he appeared. A successful saving throw pops the traveler out of both the target plane and the associated Border Ethereal like a pinched grape seed. Such trajectories plunge the traveler into the Deep. In addition, the sod is knocked unconscious for 1d4 rounds by the experience and suffers 4d4 points of damage. Those who survive the trauma remain ethereal until they choose to reenter the Border Ethereal, at which point their bodies automatically materialize on the bordering plane.

◆ BORDER EXCEPTIONS ◆

Some worlds within the Prime Material Plane, as well as a few demiplanes, do not comply to the rules by which other worlds and planes interact with the Border Ethereal. A few of the more famous locations possessing notable variations or surprises are discussed in this section.

A+HAS

Athas is but one of many worlds in the Prime Material Plane. Thing is, this world is surrounded by a crystal sphere that possesses a strange feature known as the Gray. The Gray is a dreary metaphysical haze that renders the crystal sphere containing Athas impervious to physical entry, entirely replacing the Border Ethereal! Travelers in the Deep Ethereal who try to materialize onto Athas, a world of ash and death, automatically find themselves in the Gray. Athasians with access to items or spells that would turn users ethereal on another world find that these items provide entry only into the Gray. Other spells such as *teleport without error*, *plane shift*, and *contact other plane*, as well as any other travel-related magic used to find or leave Athas, suffer the following effects:

DI00	TRAVEL TO/FROM ATHAS SPELL RESULT
01-08	Caster is lost in the Gray
09-65	The spell is cast but fizzles
66-100	The spell works normally

If a body enters the Gray, she is lost. Once every 24 hours, she can attempt to return to the point where she first entered the Gray by rolling under her Intelligence score on a 1d100. For every day a poor sod remains in the Gray, she permanently loses 1 Constitution point.

KRYNN

Chant is that this world fell under the sway of some chaotic power. No one knows if that's the dark of it, but fact is, a body can't reach Krynn any longer. Many bloods've tried, but they all return rattling their bone-boxes about ether gaps and creatures born of chaos. If that's the truth, then the Border area around Krynn's been blocked. A body'd do well to stay away.

CERILIA

Natives of the world of Cerilia call its Border the Shadow World. The remnants of an evil power's dissolution resonate throughout Cerilia, making its Border a Shadow World in truth. A body sees the adjoining plane in shades of gray and black, and a certain physical chill exists throughout this Border area. What's more, the elusive effect known as the Seeming permeates the Shadow World, and it often distorts

a blood's perception of what's real and what's not—or maybe it's really changing reality. It's hard to tell sometimes. The Seeming has a varying chance to affect anyone attempting to move to and from Cerilia, including those who use such point-to-point transportation methods as *teleport without error*. Affected cutters find themselves drawn into a Shadow World of altered perception.

Cerilia's natives believe the Shadow World houses creatures of darkness and evil, and maybe they have the dark of it. After all, the Ethereal is the plane where the intangible spirits of those who've failed to make the journey to the Outer Planes linger. Moreover, it seems that the Shadow World does indeed contain more than its fair share of haunts and evil spirits, probably due to Azrai's dissolution (the dead power mentioned above).

RAVENLOFT (THE DEMIPLANE OF DREAD)

Here's the demiplane that most primes speak of in hushed, terrified whispers, and they've got reason. The place is a haven for darkness. Chant is, this demiplane's run by dark powers, beings of pure evil that allow some cutters to leave the demiplane and enslave other sods for the rest of their lives. Some even call this place the Demiplane of Imprisonment, but that's a separate area. However, this demiplane still possesses some definite effects that an ethereal body should take note of.

The Border around Ravenloft adheres to all the rules ascribed to the Border Ethereal, except in one important particular: A body can enter, but she can't leave. Normally, when a basher wants to take leave of a Border, she merely thinks about entering the Deep, but all the wishing in the world won't let a berk pass from the Border around Ravenloft into the Deep. Movement back and forth from the Border to the adjoining demiplane is not hampered, but that doesn't help the poor sods who just want out.

The Border around Ravenloft also affects spells. A priest's *plane shift*, a wizard's *teleport without error*, and similar spells have no ability to lift a traveler out of either Ravenloft or its Border—except if the demiplane's powers will it. Not even spells as powerful as *wish* are up to the task of opening an exit. Magical items that provide cross-planar access work fine on the way in, but not when a cutter wants to leave.

THE INNER PLANES AND THE ◆ BORDER ETHEREAL ◆

Some cutters speak of the Inner Planes as the be-all, end-all of the multiverse. To back up such grand claims, they'll talk about how the elements're the foundation of every other plane, either directly (demiplanes and the Prime) or indirectly (the Astral and the Outer Planes). They insist that only the Inner Planes existed long ago, but tendrils of elemental

TABLE I: ELEMENTAL BORDER CONDITIONS

Border Area	Effect
Air	Winds buffet travelers, reducing movement by 1/3.
Earth	Border mists are thickened, reducing movement by 1/3.
Fire	Travelers must save vs. breath weapon or suffer 1d4 points of damage from the flaming mist.
Water	Border mists have more resistance, reducing movement by 1/3.
Smoke	Travelers must save vs. paralysis or do nothing but cough intensely for 1d4 rounds.
Ice	Travelers must save vs. paralysis or do nothing but shiver for 1d4 rounds.
Ooze	Travelers must save vs. paralysis or do nothing but gag for 1d4 rounds.
Magma	Travelers must save vs. breath weapon or suffer 1d4 points of damage from spattering magma.
Lightning	Travelers with metal items larger than daggers must save vs. breath weapon each round or suffer 1d4 points of shocking damage. All others save vs. breath weapon every 3 turns or suffer the same damage.
Steam	Travelers must save vs. breath weapon or act slowed (as per the spell) for 1 turn from the suffocating mist seeping onto the Border.
Radiance	Travelers must save vs. breath weapon or suffer 1d4 points of damage from shafts of blinding radiance.
Mineral	Travelers must save vs. breath weapon (with a -4 penalty) or suffer 1d4 points of damage from mineral shards that stick onto the Border.
Vacuum	Travelers must save vs. breath weapon or gasp uncontrollably for breath for 1d4 rounds.
Salt	Travelers must save vs. breath weapon or suffer 1d4 points of damage from dehydration.
Ash	Travelers must save vs. breath weapon or suffer 1d4 points of damage from a drifting cooling cinder.
Dust	Travelers must save vs. breath weapon or "erode" for 1d4 points of damage; travelers cannot heal this damage while on this Border.
Positive	Travelers must save vs. breath weapon each round or gain 1d4 hit points. If a body gains more than twice her maximum hit points, she explodes. Food, water, walls, or other matter created via magic explode in bursts of harmless light in 1d4+1 rounds.
Negative	Traveler must save vs. breath weapon or feel 1d4 hit points sucked away; a body can't heal this damage while on this Border area. Food, water, walls, or other matter created via magic crumbles to dust in 1d4+1 rounds.

PIKE IT, ^{HERE,}
 YOU'VE GOT IT BACKWARD.
 THE ELEMENTS COME FIRST,
 THEN LIFE, MIND, AND FINALLY
 ALL YOUR PRECIOUS DEITIES.
 —GUL+ARK,
 AN E+HERFARER WITH
 S+RONG OPINIONS

power bled away and were carried through the Ethereal Plane, mixing and combining in various ways to bring about new planes. It was only through counter-contamination that "life" and sentience seeped back into the Inner Planes in the form of elementals and elemental-kin. These cutters often describe the Ethereal as the "exhalation of the Inner Planes."

Course, this theory remains completely unproven; it may be only so much screed. However, even if the origin and truth of the Inner Planes remains dark, a body can still prepare for known conditions and dangers there.

Of all the planes in the multiverse, perhaps none are more hostile to mortal life than the realms of the elements. The Inner Planes are groupings of primal forces. Most're familiar with Earth, Air, Fire, and Water, but in truth the Inner Planes include a whole range of additional building blocks collectively known as the Paraelemental Planes (Ooze, Magma, Ice, and Smoke), the Energy Planes (Positive and Negative), and the Quasielemental Planes (Vacuum, Salt, Ash, Dust, Lightning, Steam, Radiance, and Mineral). And, just like the Prime Material Plane and most demiplanes, these realms're surrounded by the Border Ethereal.

Travelers in the Deep Ethereal who encounter the curtain of an Inner Plane can quickly determine the exact Elemental Plane that it leads to, if they know the dark of such things. As long as travelers remain on the Deep Ethereal side of the curtain, they are safe from elemental influences, no matter how volatile or consuming. Once a body passes through the curtain to the Border of an Elemental Plane, however, some danger may exist—even though the traveler remains on the Border and doesn't materialize on the plane. See, seepage from an Elemental Plane sometimes influences conditions on its area of the Border Ethereal.

The table to the left lists such influences by plane, where they exist. Unless noted otherwise, the DM applies the listed effect when travelers first enter the respective Border area, and then once for every 3 turns that they remain in the area. Whenever an effect causes a body to react "uncontrollably," she can't take any other action for the stated duration.

When bashers pass from the Border onto an adjoining plane, they lose whatever measure of protection the Border offered; a body'll face the full brunt of any conditions resident on that plane. Worse, most of the Elemental Planes aren't composed of breathable elements, so a body'll have to bring along plenty of magic to survive.

When a blood speaks of the Ethereal Plane, she's probably really talking about the Deep Ethereal. See, it's the Deep Ethereal that provides the connection between all the disparate prime worlds, demiplanes, and of course, the Inner Planes.

INTO THE DEPTHS: THE DEEP ETHEREAL

"the Ethereal" and leave it to the listener to determine exactly which area of the plane they're actually talking about. Fact is, the Deep Ethereal is really quite different from the Border, and a cutter'd better make sure she knows those differences before setting off on her own.

Unlike the Border, which holds a great deal of runoff and leakage from adjoining planes, the Deep is a vast "sea" composed of thick fog and a

whole lot of mystery. Sure, a body's got the curtain of vaporous color, ether cyclones, and the odd deadly creature to contend with, but on a plane that's truly infinite, the word "lonely" takes on a whole new meaning. "Course, that doesn't mean that the Deep's an empty place, either. Many berks call it the "plane with a whole lot of nothing," but they're either blind, barmy, or both. See, the Deep contains an infinite amount of protomatter, a solidified form of possibility itself. So, it's actually more proper to say that the Deep Ethereal is a plane that holds everything. Literally anything is possible on this plane, and a body'd have to spend a great deal of time here to encounter even the smallest fraction of the Deep's wonders.

SURE,
YOU COULD CONVINCE ME
TO EXPLORE
THE DEEP ETHEREAL

FOR NEW PROSPECTS—
IF YOU PUT ME UNDER
CONSISTANT SUPERVISION
AND CORNER ME LIKE
A RAT IN A TRAP.

HARYS HATHIS,
SALESMAN FIRST-
ADVENTURER
A DISTANT THIRD

ETHERSICKNESS

When a body passes out of the Border and into the Deep, she loses all sense of space and floats freely in the ethereal mists, buffeted by gentle ethereal vapors and fogs, and on occasion caught up in swirling flows of possibility. Some cutters can't handle this lack of orientation and become ethersick. Ethersickness is a severe disability that leaves a body violently ill.

The first time a traveler spends more than 1 turn in the Deep Ethereal, she must make a saving throw vs. paralysis. Success indicates that a body has found her "inner" orientation and remains unfazed. Such a character need never check for ethersickness again. Failure means that a poor sod can't come to terms with the swirling fogs and lack of direction, and she suffers a -2 penalty on all actions—including attack rolls, saving throws, and proficiency checks—for as long as she remains in the Deep Ethereal. Afflicted berks can regain control of themselves if they leave the Deep. However, they must still make a saving throw vs. paralysis to avoid ethersickness anytime they reenter the Deep Ethereal.

DEEP ETHEREAL MOVEMENT

Most primes think that moving in the Deep is just like moving on the Astral Plane: It's purely a function of the mind. Well, they're right—and wrong. See, there're two kinds of movement in the Deep: short distance (encounter) and long distance (planar).

Short-distance movement occurs when a body encounters another object in the Deep, whether it's the initial currents of a vortex front, another planewalker, or an island of solid ether. Like moving on the Border, a body in the Deep has to propel herself physically for short-distance movement, and she can travel at her normal movement rate. However, the Deep has another facet that most cutters don't know about—a body can really travel as fast as she desires, if she's willing to give up part of her essence. All a traveler has to do is concentrate and she can cut through the swirling mists like lightning. 'Course, a body'll take some damage along the way, as her form boils away into its component elements and merges with the unstable medium of the plane. The short of it is, a fast-moving basher suffers 2 points of damage each round for every point of movement above her standard rate that she moves—though she can attempt a saving throw vs. death magic throw to reduce the damage by one-half. For example, a fighter with a movement rate of 9 would suffer 6 points of damage if he increased his movement rate to 12 for 1 round. Vehicles, both magical and mundane, allow a body to travel much faster than normal (to that vehicle's specific movement rate) without suffering this damage—though a cutter can't will them to move at an unlimited speed.

Sometimes, a body leaves her plane behind altogether and enters the Deep Ethereal in order to reach a distant demiplane or one of the Elemental Planes. This planar movement occurs somewhat differently from short-distance movement. First off, a body has to have some idea where she's going—either by having visited the location in question, having viewed it through magical means, or having received detailed descriptions of a specific area on that plane as mentioned under "Skirting the Curtain" on page 14—in order to arrive at her destination. A basher who sets out from the curtain of vaporous color without any idea about her location will never discover another area of the curtain or significant feature; instead she'll wander the limitless expanse of the Deep Ethereal. However, a berk can always find her way back to her plane of origin—provided that the Ethereal connects to it.

Once a body possesses a clear picture or understanding of her destination, her mind orients on the small ethereal currents radiating from the destination. From that point on, a body can propel herself toward the location of her choice. Because of the infinite nature of the Ethereal Plane, though, a body's movement rate becomes irrelevant. See, locations in the Deep aren't physical constants, they're closer to states of being. Thus, all journeys occur within a set amount of time, no matter the destination.

TABLE II: ETHEREAL PLANAR TRAVEL TIMES

Skirting the curtain	1d10×10 hours
To a free-floating location	1d10×10 turns
To a specific demiplane's curtain area	2d10×10 hours
To a specific Inner Plane's curtain area	1d10×100 hours
To the Prime curtain area	1d10×100 hours

It's unlikely that a cutter could travel such a long time without stopping to rest. Unfortunately, the Ethereal Plane is a dynamic medium, and the "location" of various sites (entire planes, for example) can shift over time. For every hour a body rests or investigates some other feature of the Deep Ethereal, she must add 1 turn to the overall length of her journey. For example, a traveler who journeys for 12 hours (out of 60) and then rests for 8 hours while floating in the tides of the Ethereal must journey for 48 hours and 8 turns (60-12=48 plus 1 turn per hour of rest=8 turns).



A cutter can easily change her destination before she reaches the end of the journey. If she does this, however, she has to start her journey over; none of her previous travel time counts toward her new destination.

Once a body finishes her journey, she arrives at the proper area of the curtain of vaporous color. She can then find a specific location upon the plane beyond the curtain by using the "skirting" method described in the Border Ethereal chapter.

Some natives of planes bordered by the Ethereal grow a bit suspicious when they receive a lot of traffic via the Deep. These canny bloods sometimes leave guards outside the curtain to identify friends and keep out invaders, ruffraff, and sods with no business coming through to the plane in question.

◆ THE WALL OF COLOR ◆

As mentioned in the Border Ethereal chapter, the curtain of vaporous color is a shimmering wall of ethereal mist that leads to specific areas (adjoining planes) on the Border. The infinite areas of the wall are the shoals and reefs of the Waveless Sea, and they languidly roll, ripple, and flap like

world-sized banners—though a body can only see a small fraction of each area. There are as many areas on the Wall of Color as there are planes and demiplanes, and some bloods claim that the patterns, colors, and intensities of the curtain's luminescence indicate the exact plane (and even the exact area of the plane) that it leads to. (See "Taming the Ether: Proficiencies" on page 30.) 'Course, a body'd have to be plain barmy to bet his life upon a color.

TABLE III: COLOR CURTAIN INDEX

Bordering Plane	Color of Curtain
Prime Material	Turquoise
Elemental Air	Blue
Elemental Earth	Brown
Elemental Fire	Red
Elemental Water	Green
Paraelemental Smoke	Pearl
Paraelemental Ice	Aquamarine
Paraelemental Ooze	Chocolate
Paraelemental Magma	Maroon
Quasielemental Lightning	Violet
Quasielemental Steam	Ivory
Quasielemental Radiance	Rainbow, shifting
Quasielemental Mineral	Creamy pink
Quasielemental Vacuum	Black with white specks
Quasielemental Salt	Tan
Quasielemental Ash	Dark gray
Quasielemental Dust	Brownish gray
Positive Energy Plane	Inviolable White
Negative Energy Plane	Absolute Black
Demiplanes, various	Metallic shades, various
Dread	Unrecorded
Electromagnetism	Copper
Imprisonment	Unrecorded
Moll	Black with purple swirls
Nightmares	Swirling Gray
Shadow	Silver
The Black Abyss	Black with red whorls
The Boundless	Translucent rose
The Semblance	None (naked demiplane)
That Lives	Flesh tones
Time	Pearl and Silver
Wormscape	Brown with writhing lines

The curtain of vaporous color is unique to the Deep Ethereal, and if a berk who thinks he's on the Border sees it, he's fooling himself about his location. Fact is, he's lost. Once he steps through a curtain, the traveler is on the Border Ethereal, but he can no longer see the curtain. On the positive side, this Deep Ethereal feature protects a body from the negative effects of a particular plane. As long as a cutter remains on the Deep side of a curtain, specific powers and effects on the Border, especially those caused by an adjoining plane, cannot affect him. Of course, a body on the Deep side of a curtain can't sense or affect anything on the Border,



SEE!?
 IT DOES LOOK LIKE
 A WALL OF CHOCOLATE!
 XANXOS+ LIKES CHOCOLATE,
 ESPECIALLY WHEN IT'S
 DRIBBLED OVER RAW ELF.
 ARE YOU AN ELF?
 HEY, COME BACK HERE!
 —XANXOS+ THE SLAAD,
 SHOWING OFF THE BORDER
 OF THE PARAELEMENTAL PLANE
 OF OOZE BEFORE LUNCH



either. For additional commentary on the curtain of vaporous color, see the "Alternate Realities: Realms of Dreams and Powers" chapter.

DEEP ETHEREAL ♦ FEATURES ♦

There's literally an infinite amount of "space" within the Ethereal Plane, and not a single graybeard in the multiverse has catalogued everything that can be found here. If any berk says otherwise, she's lying, or just plain leatherheaded. Course, there are a few things that a body's sure to encounter if she stays in the Deep long enough, and she'd better tumble to their properties if she wants to survive.

CHRONOLILY

Most plants and vegetation fare quite poorly in the Ethereal without true sunlight, proper nutrients, and fertilizer. A few, however, have adapted to the swirling mists of the Ethereal. Certain bloods say that these plants feed off the latent possibility of the swirling ether in much the same way that a prime breathes the ethereal mists to survive. If that's true, then the chronolily is one such plant, with one apparent difference: These ethereal blooms subsist on the subtle temporal currents that lace the Deep. Some say that these currents originate in the Demiplane of Time, and they could be right. Fact is, a body stands an increasing chance to encounter a

chronolily the closer she comes to that demiplane. The chronolily itself is an immense flower nearly 50 feet in diameter, and its petals form a bowl that contains a sticky, golden nectar. A short stalk quickly divides into thousands of tiny rootlets that wave freely through the ethereal medium, gathering nourishment. A thick stamen and pistil are centered in the bowl, and thousands of tiny green leaves surround the flower's perimeter. Most cutters only care about the nectar contained within each chronolily, as this thick, golden liquid can reveal images of the past, present, and future!

There are three types of chronolily, distinguished by the color of their four main petals: yellow, violet, and orange. Yellow chronolilies reveal images from the future, violet ones reveal images from the present, and orange versions of this plant reveal past events. Shimmering images continually appear in the chronolily's nectar, the end of one image randomly dissolving into the beginning of the next. A body'd better look fast if she wants to take in the image, because each one typically lasts less than 30 seconds.

Travelers hoping to glimpse their own future may wait their entire lives without a single such image appearing. See, a chronolily displays scenes from the past, present, or future of the entire multiverse, and one single cutter is minuscule in comparison to all of reality—unless of course that cutter's a Signer, and even then it's all in his mind. However, a few exceptionally skilled spellslingers've learned to conjure



images of specific events by plucking a chronolily's leaves in a precise sequence.

Now, before a body takes it into her head to run off and pluck her future, she should know that such a skill is quite difficult to master. In fact, an unskilled berk can easily destroy the plant and herself if she's not careful. Each small green leaf plucked has a cumulative 1% chance to kill the plant, while plucking one of the four main colored leaves has a cumulative 25% chance to kill the chronolily. When killed or reduced to 0 hit points (treat a chronolily as a 3-HD monster with an AC of 10 and an Intelligence between 2 and 4), the chronolily instantly decomposes into a poisonous cloud of ethereal vapor 50 feet in diameter. Anyone within this area of affect suffers 3d6 points of damage—though a successful saving throw vs. poison halves the damage.

Of more concern to a would-be leaf gatherer is the fact that a few graybeards believe that anyone who kills a chronolily becomes time-cursed. 'Course, no one's figured out exactly what that means, but it's certainly enough to give a body pause.

Wizards who have mastered the leaf-plucking technique sometimes attempt to transplant cuttings to other planar locations for more traditional gardening, with various levels of success. Though

the lily's nectar loses almost all of its abilities when removed from the bowl, it can serve as a component in a *potion of clairvoyance*. Evilly aligned bloods are completely out of luck, however, as the semi-sentient chronolily causes its nectar to become black and unresponsive when its constant *know alignment* field detects their true intentions.

A second technique can sometimes coerce a chronolily to divulge specific images. This technique requires a body to immerse her hand in the nectar and concentrate on the event she wishes to observe. The event has a base 20% chance of appearing (as modified by the parameters below), to a maximum of 90% or a minimum of 5%.

Apply modifiers from any of the following:

- +25% Prognosticator is a wizard or priest.
- +20% Per point of Wisdom above 15 possessed by the prognosticator.
- 20% The event occurred, is occurring, or will occur on a plane different from the home plane of the prognosticator.

Apply only one of the following modifiers:

- +20% Prognosticator participated in the event.
- +10% Prognosticator is well informed about the event.
- +5% Prognosticator is slightly informed about the event.

Additional considerations:

- ◆ Prognosticator must not be of evil alignment.
- ◆ Prognosticator must choose a chronolily of the color appropriate to when the event has occurred, is occurring, or will occur.
- ◆ Prognosticator must concentrate on a specific image. For example, concentrating on the country of her birth fails; however the desire to see a specific house in a specific village of that country may succeed.
- ◆ Only one viewing attempt per day can be made using this method on any given chronolily, regardless of the attempt's success or failure.

ETHER CYCLONES

Sometimes, the rub of infinitely large dimensions spawns appalling storms that rip through the Waveless Sea more violently than a volcano-spawned tsunami on a prime world. These storms are known as ether cyclones, and most bashers who encounter one don't live to tell about it.

Cutters who accidentally stumble into the path of an ether cyclone first hear a low rumble that reverberates through the mists like the approaching thunder of a demonic war legion. Only those bloods with particularly sharp hearing (those who make a successful hear noise check) have a chance to determine the true direction of the approaching storm 1d4 rounds before it comes into visual range (100 yards off). With such forewarning, wise travelers can move at full speed away from the ominous noise, escaping an encounter with one of the most powerful forces on the Ethereal Plane.



Cutters who cannot determine the direction of the approaching front, or those berks whose curiosity overcomes caution, witness an impossibly colossal, serpentine column of furiously spinning ether, violently sucking up everything in its path—including the ethereal mists, solid ether, and any poor sods who didn't flee when they had a chance. Travelers have one last chance to escape: Anyone within 1 round of the curtain of vaporous color has a 50% chance to dive through it before the ether cyclone hits.

Anyone caught in an ether cyclone suffers the effects as described on the table on page 24; roll for each group caught in the cyclone. Note that those forced further from their original goal must spend more time upon the Ethereal and stand a correspondingly greater chance for random encounters.

ETHER GAPS

An ether gap's not something a cutter wants to encounter; that's rule number one. Only bashers with enough wit to steer clear of this unfamiliar ethereal sight usually survive an encounter with an ether gap. 'Course, as knowledge about the existence of ether gaps has spread, curious souls have managed to learn a few things about these oddities without putting themselves in the dead-book.

The first thing a traveler senses about a nearby ether gap is a strange tugging in the ethereal mists, like a current running through the Deep.

A body who continues along on her previous business soon leaves the tug behind and has avoided a nasty encounter. Those with more curiosity than sense

might be tempted to follow the tug, and so encounter an ether gap.

Within the vicinity of an ether gap, visual ranges increase dramatically, as the ever-increasing tug strips the ethereal mist and fog away. In fact, a body within 5 miles of an ether gap suddenly has an unobstructed view of a series of solid ether rings, slowly churning round and round like liquid being sucked down a drain. At the center of this gap, an opaque maw many hundreds of yards in diameter greedily sucks in all material that falls within its influence. Rarely, a phantom curtain shimmers briefly into being across the face of the gap, possibly signifying the abortive beginnings of a true demiplane, or more likely, its guttering end.

Some graybeards've figured that an ether gap is a tiny rip in the Ethereal Plane, and the ethereal medium in a gap's vicinity rushes out of the plane like water from the side of a holed skin. On the Ethereal side of the rip, they say, the mists and all within them feel a "pull" toward the gap, but cutters are actually feeling the "push" of planar pressure as the ethereal medium rushes out of the plane.

This same pressure is responsible for compacting the ethereal medium into 100- or 200-foot-thick solid disks that surround ether gaps.

Ether gaps exert a constant current that pulls everything toward its center. A body near a gap must consciously move against this current in order to hold his position relative to the hole and its spiraling disks.



TABLE IV: ETHER CYCLONE EFFECTS

d20	Effect
01-02	Travelers are flung off course: add 10 hours to travel time.
03-04	Travelers are flung off course: add 20 hours to travel time.
05-06	Travelers violently flung off course: add 10 hours to travel time. All travelers suffer 1d10 points of damage.
07-11	Travelers violently flung off course: add 20 hours to travel time. All travelers suffer 2d10 points of damage.
12-13	Travelers are blown through the curtain into the Border ¹ of a random demiplane. Check for encounters and add 1d4 days to travel time.
14-15	Travelers are blown through the curtain onto the Border ¹ of a random crystal sphere on the Prime and suffer 1d8+2 points of damage. Check for encounters and add 2d4 days to travel time.
16-17	Travelers are blown through the curtain onto the Border near a random Inner Plane ² , suffering 1d8+3 points of damage. Check for encounters and add 3d4 days to travel time.
18-19	Travelers are blown through the curtain to a random plane or demiplane. They are rendered corporeal and suffer 1d8+4 points of damage. Check for encounters and add 4d4 day to travel time.
20	The lowest-level traveler in any group must save vs. spell. If successful, travelers are blown into the Deep Ethereal and suffer 2d10+5 points of damage; add 1d10+10 months to travel time. Failure indicates that the entire group is blown into the maw of an ether gap (see below).

¹Each person blown through the curtain onto a Border must make a saving throw vs. spell. Success indicates the individual remains on the Border. Failure results in the individual's sudden transfer onto the adjoining plane (she is no longer ethereal). Note that some planes are inhospitable and may prove incapable of supporting life without further spells.

²The area of the Border Ethereal surrounding an Inner Plane may have some effect on ethereal travelers. See "The Inner Planes and the Border Ethereal" section on page 16 for more details.

Some bloods've sworn that they've seen creatures living in the swirling ether of a gap's disks, collecting all sorts of objects before they fall into the ether gap, lost forever. Such creatures freely "burrow" from one side of the disk to another, leaving brief tunnels through the ether. If this claim is true, then these creatures must swim "upstream" their entire lives, but this seems a small price to pay for the opportunity to sift through all the ethereal flotsam that might otherwise be permanently lost.

The outermost edges of a gap's disk move at a right angle from the direction of the current's pull. Because of the

TABLE V: ETHER GAP PROXIMITY CONDITIONS

Distance From Gap Effect	
5 miles	Current pulls at movement rate of 1; travelers must move at least 1 or the gap pulls them inward.
4 miles	Current pulls at a rate of 2; travelers must move at least 2 or the gap pulls them inward. Anyone anchored to a disk swirls ever closer to the disk.
1 mile	Current pulls at a rate of 4; travelers must move at least 4 or the gap pulls them inward. Anyone anchored to a disk moves tangentially to the hole, swirling at a rate of 8; they will fall into the gap in 2d20 rounds. For every 3 turns spent at this distance, travelers must save vs. paralyzation or be struck by random debris for 1d10 points of damage; struck characters move one step (on this chart) closer to the gap.
1/2 mile	Current pulls at a rate of 8; travelers must move at least 8 or the gap pulls them inward. The inner hub of the disks disintegrates, sending anyone anchored to them spinning into the gap in 1d4 rounds. For every 10 rounds spent at this distance, travelers must save vs. paralyzation or be struck by random debris for 1d10 points of damage; struck characters move one step (on this chart) closer to the gap.
300 feet	Current pulls at a rate of 16; travelers must move at least 16 or the gap pulls them inward. The disks have disintegrated at this distance and no one can anchor to them. For every round spent at this distance, travelers must save vs. paralyzation or be struck by random debris for 2d10 points of damage; struck characters fall into the gap.
The Gap	Travelers pass through and are lost to the multiverse—even a wish cannot bring them back. Whenever a living being passes through the gap, a shimmering light that resembles the curtain of vaporous color ripples over the face of the gap and quickly vanishes.

gap's strong pull, the compressed ethereal matter making up the disk is relatively stable (see the "Protomatter" section), and it provides a convenient source to anchor against the tug. Of course, a body who anchors herself on a disk without moving against the gap's pull swirls inward at an ever-increasing speed, until she falls into the gap's mouth.

Not every ether gap possesses the exact same conditions (lending credence to the idea that they may not all lead to the same place), but all gaps share in a few things in common. The table above lists these general conditions by distance from a gap's center. Note that a body engaged in

melee or other engrossing activities cannot actively resist the pull of an ether gap.

A lot of cutters wonder how ether gaps form: Are they the cinders of failed or burnt out demiplanes, or are they something else entirely? If a body knew the answer to this question, she's well on her way to determining where these gaps lead, a bit of chant that no one claims to know. Some bloods postulate that these holes lead directly into the Negative Energy Plane, but that's just a guess. Others don't think the Negative Energy theory holds any water; these naysayers believe that the gaps lead into another, undiscovered plane. Finally, a growing number of addle-coves hold that ether gaps are all that remain of timelines that were negated and abolished by temporal paradoxes caused by ignorant berks mucking about on the Demiplane of Time. If those cutters're to be believed, ether gaps might be the tombstones of extinguished planes. Whatever their origin, ether gaps are plain deadly, and a body should steer clear of them whenever possible.

See "Leicester's Gap" on page 86 for an example of an ether gap possessed of unique properties.



PRO+OMAT+ER

The mists of the Deep Ethereal contain small amounts of existence itself. These tendrils of possibility swirl about the plane, touching and surrounding everything. Sometimes, the latent power within the ethereal fog manifests itself as solid ether. Also called protomatter or *prima materia* by graybeards, this substance is concentrated ethereal mist.

Some cutters like to say that solid ether is just a possibility that has moved toward actuality, but it's more than just a philosophical concept. See, a body can touch and hold protomatter in her hand. Depending on its density and stability, this substance can be as fluffy and fleeting as a snowfall in a desert, or as oppressive and dangerous as a rockfall in close quarters. Usually, concentrated ether compacts into a solid or semi-solid substance; this substance is generally white, tinged with bluish highlights. If significant amounts of protomatter accumulate, the chance exists for natural demiplane formation (see "Islands in the Mist: The Demi-planes" on page 42).

A body doesn't have to stay long in the Deep Ethereal to witness the formation of protomatter. Fact is, it happens all the time. Whenever a fluctuation of sufficient force takes place in the Deep, the ethereal mists compact to form solid ether. Of course, the compaction associated with the wake of a particularly fast moving body or exceptionally loud sounds creates fleeting patches of unstable ether that evaporate only moments after forming. Such common occurrences are usually too brief and of such little volume and consequence for most cutters to even notice.

Larger fluctuations in ethereal density cause longer lasting (stable) and denser forms of solid ether. Such fluctuations usually come about through natural stresses caused by the flexing of the curtain of vaporous color, ether cyclones, vortex fronts, and other energetic features found on the Ethereal. A canny blood can use artificial methods to stabilize small, unstable patches of *prima materia* as well (see below). Course, sometimes a body just stumbles onto solid ether without any clue as to how it formed.

Even though the ethereal mists swirl around an infinite plane, observant bloods have categorized three distinct phases that solid ether undergoes before a possibility can become a reality.

Since compacted ether is very dynamic, these phases—the ephemeral phase, the quintessential phase, and finally the stable phase—are tied to the degree that the mists remain concentrated.

EPHEMERAL

The least stable, most fleeting form of prima materia, ephemeral protomatter (also called ephemeral ether) makes up the most common type of protomatter in the Deep, as even a relatively low impact or concentration of the ethereal medium creates a small patch.

A body might expect ephemeral protomatter to choke the whole plane, but it doesn't. This type of solid ether quickly slips back into a swirling fog. Fact is, 99% of the time ephemeral protomatter transforms back into ethereal mist in just a few (1d4+1) seconds. The rest of the time, a patch of this substance makes the leap to quintessential protomatter, and thus lasts longer. A body'll have no success trying to take ephemeral prima materia back to another plane; this substance simply swirls away into nothingness once it leaves the Ethereal.



NΘ, NΘ, NΘ!
CUP YOUR HANDS,
OR YOU DON'T GET ANY
COMPRESSION.
—DARVENUS PAR+H,
ON THE MYSTERIES
OF PROTOMATTER
AGGREGATION



Ephemeral protomatter feels like a clump of fluffy snowflakes, although it's not wet or cold when touched. In almost every case, this least stable configuration lasts so briefly that most cutters rarely encounter it—unless they run across a stream or fall of protomatter. However, the formation of brief patches of ephemeral ether during moderately swift motion may help account for the sensation of "softness" that many primes associate with the Ethereal Plane.

Because ephemeral protomatter forms so readily, a body can create it simply by slapping her

hands together. If a canny traveler smashes together two concave items, the solid ether that forms from the movement rests in the hollow created by the objects. This contained protomatter has a 1% chance to form into quintessential solid ether. If a body cups her hands when she claps, she can achieve this effect as well. In this least stable of configurations, ephemeral protomatter has no real utility. Only by providing some rigor and stability can a body create useful effects from it.

Canny bloods with the vapor weave nonweapon proficiency (see page 31) can temporarily stabilize this substance if they make a successful proficiency check. Ephemeral protomatter acts like longer lasting quintessential ether while vapor weave continues to act upon the affected patch, but it evaporates immediately if a body's concentration lapses.

QUINTESSENTIAL

Occasionally, a clump of ephemeral protomatter spontaneously changes state, forming a more stable type of solid ether called "quintessential protomatter" or "quintessential ether." This can happen in extremely small quantities or on large scales in the case of wide density fluctuations brought about by shifting curtain areas. Alternatively, use of the vapor weave nonweapon proficiency can temporarily produce a small quantity of quintessential ether.

Quintessential ether lasts for 1d100 hours before reverting back into ephemeral protomatter 99% of the time. The remaining time, a patch of quintessential protomatter reaches the next phase of development, becoming completely stable.

To the touch, quintessential protomatter feels like heavy, dense cork; a blood with a strong grip can deform the substance, but it springs back immediately once she releases the pressure. Depending on how it formed, this version of protomatter can be encountered in thousands of discrete pel-



lets, fist-sized randomly shaped clumps, or huge plates that range in size from 10 to 1,000 feet (or even much larger) from end to end.

Because quintessential ether lingers for a time, canny cutters can utilize it in various ways. Fact is, a body can carve this substance just like wood to form various implements and objects. Some bloods've even used tools to form this substance into bricks, beams, columns, and webs for the purposes of creating ethereal structures (temporary unless stabilized) or swords, daggers, clubs, and other weapons.

Alternatively, a mage with access to spells from the illusion/phantasm school can use appropriate spells to "sculpt" an amount of quintessential protomatter equal to the spell's area of effect into a desired item or object. When an illusionist uses an illusion spell in this fashion, the spell fades after he sculpts the solid ether. For example, if a spellslinger uses *phantasmal force* to map the form of a bow and a quiver of arrows onto the appropriate amount of quintessential protomatter, he couldn't further move or manipulate them as per a normal illusion. However, the items created last 1d100 hours (the normal lifespan of quintessential ether).

All items formed of quintessential protomatter share the following properties:

- ◆ Reverts to ephemeral protomatter in 1d100 hours.
- ◆ Saves as bone on the item Saving Throw table; failed save indicates reversion to ephemeral protomatter.
- ◆ Instantly reverts to ephemeral protomatter (vanishing) if brought to another plane.
- ◆ Objects crafted of quintessential solid ether stand a 1% chance of manifesting a peculiar property equal to a 1st- through 3rd-level spell accessible once per day, as determined by the Dungeon Master.

STABLE

On occasion, a mass of quintessential ether transforms into stable protomatter (also called stable ether). The formation of stable ether occurs on both a minute and a massive scale. Alternatively, use of the *stabilize ether* spell (see page 38) produces a quantity of stable protomatter from quintessential ether.

Stable protomatter does not have a pre-determined life span. If a body leaves it alone, it'll continue to float about the Deep for eons, slowly gathering similar clumps of stability to itself. Well-lanned folks say that once a mass of stable ether gains sufficient mass, it forms a demiplane. No one knows exactly how much stable ether is enough to create a demiplane, but many cutters spend most of their time gathering shards of this substance in hopes of making their own little worlds. To date, some of these accumulations are quite impressive, spanning many ethereal

miles, but so far none of these masses have formed into demiplanes. See "Urunaland, a Plane in Progress" on page 92 for more information on one such area.

Just like matter on the Prime, stable ether's subject to damage and destruction. Extreme force or magical energy can cause it to slip back into a quintessential state (stable protomatter saves as metal on the item Saving Throw table). If a body brings a clump of stable protomatter or an item crafted from stable protomatter onto another plane, it instantly reverts into quintessential ether, lasting for only 1d100 hours before evaporating. Such items are easily distinguishable by the way they constantly "steam."

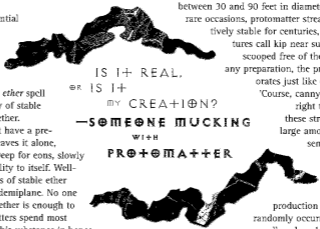
Stable ether feels like metal sheathed in a very thin layer of leather. Like quintessential protomatter, stable protomatter is encountered naturally in the Deep in a wide variety of shapes and circumstances. A body can't shape, carve, or magically manipulate this substance, however. A body who wishes for permanent items of stable ether must first form them of quintessential protomatter, then stabilize the result using a spell. During this process, the final shift to stable protomatter provides a 1% chance for the item to gain an ability equal to a 1st- through 3rd-level spell usable once per day.

STREAMS AND FALLS

Naturally occurring ephemeral ether sometimes falls into a reproductive cycle, constantly forming more protomatter. No one's tumbled to the reason why this happens, but a body's sure to know when she's encountered ephemeral ether in such a state, as it often resembles an ether stream or fall.

Protomatter streams can wend and wind in three-dimensional freedom through the ethereal mists for miles before eventually evaporating like ephemeral protomatter normally does. These streams generally measure between 30 and 90 feet in diameter. On extremely rare occasions, protomatter streams remain relatively stable for centuries, and many creatures call kip near such places. When scooped free of the stream without any preparation, the protomatter evaporates just like ephemeral ether.

'Course, canny bloods with the right tools can exploit these streams to produce large amounts of quintessential protomatter. Sometimes ephemeral ether caught in a cycle of production generates small, randomly occurring protomatter squalls, where bits of ephemeral ether fall up, down, horizontally, or diagonally in a manner similar to snowfall on the Prime. Pro-



tomatter falls generally occur in a roughly spherical area with a radius varying between 100 and 1,000 feet. Bashers caught in a fall should take care, since there is a 5% chance that these gentle ether falls produce "flakes" of quintessential protomatter. Anyone caught in such a traitorous squall must make a saving throw vs. death magic. Failure indicates that the sod is entombed in a cocoon of quintessential ether, unable to breathe during the 1d100 hour period prior to the quintessential cocoon's dissolution.

VORTEX FRONTS

As any blood knows, vortices connect the Elemental Planes and the Prime Material Plane through direct connections located in the Deep Ethereal. Bashers on the Prime usually shy away from using vortices for transportation between the Prime and the Inner Planes because of the often-deadly environment associated with the elements. For example, the depths of a volcanic caldera might hold a fiery vortex to the Quasielemental Plane of Magma, while a vortex to the Paraelemental Plane of Lightning might briefly appear high above the earth in the flashing crown of a thundercloud.

A body in the Deep can also indirectly detect the presence of a vortex. In most cases, vortices curling through the Deep remain latent connections and are difficult to find. From time to time, however, even the smallest vortex pulses and sends a wave of churning protomatter through the Deep, allowing observant cutters caught up in the wave a chance to pinpoint the location of the vortex connection. Such waves are known as vortex fronts.

For reasons not completely understood, vortex connections send out irregular bursts of energy. Some believe these bursts are the pulse of existence itself, but a body'd have to be pretty far added to put much stock in that. Fact is, no one's found any pattern in these "pulses." A vortex manifests as a small tube in the Deep Ethereal; when it pulses, a section 1d10 miles long rapidly expands and contracts, creating a cylindrical wave front that rushes away from the vortex tube in all directions at a movement rate of 100. A basher who witnesses this front from even a short distance sees a moving wall. The wall is composed of temporarily compressed ether moving at the fore of the front. Some hint of the elements associated with the vortex appears on the wall. (For example, a vortex front spawned from a vortex connecting the Prime to the Quasielemental Plane of Lightning might discharge small electrical sparks as it sweeps forward.) In fact, some poor sods mistake an oncoming front as

an area of the curtain of vaporous color that has somehow unanchored itself. The vortex front slowly loses cohesion as it moves outward in a cylindrical radius (which varies between 1 and 10 miles), and it finally disperses into nothingness after 1d10 days.



Cutters in the path of a vortex front have 1 round of warning when they see the coruscating wall sweeping toward them. Unless these sods outrace the rapidly approaching front (which moves at a rate of 100), the vortex front sweeps over the travelers at the beginning of the next round, subjecting them to 1d10 points of damage as they're buffeted by the protomatter "surf." Since a front contains elements associated with its respective vortex, a body must also be subjected to the same effects they might face when moving through the Border area surrounding that plane (see the Elemental Border Conditions table on page 17). This influence sweeps past in only a single round.

Besides slamming into unsuspecting travelers, the force imparted by a moving wall of protomatter can harm structures located in the Deep—especially if these structures contain stabilized protomatter. There is a 15% chance that items and structures composed of stable protomatter revert to quintessential ether. Likewise, quintessential and ephemeral ether automatically evaporate into ethereal mist in the wake of one of these fronts.

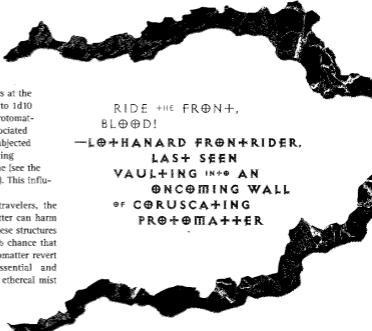
FRONT RIDING

Particularly experienced bloods seek out vortex fronts in order to "ride" them. If a body places herself in just the proper position and moves at the proper speed in advance of an oncoming front, it actually serves as a temporary means of propulsion! Those who successfully ride the front avoid the effects of buffeting protomatter as well as any elemental effects contained in the front.

In addition, a successful front ride subtracts 1d100 days from a body's long distance (planar) travel and multiplies her short-distance movement rate by 10 *without boiling away her essence*. An unsuccessful trip adds 1d100 days to a body's long-distance travel and forces her to move at a rate equal to 10 times her normal rate (suffering the effects of moving faster than her normal rate in the Deep) if she is using short-distance movement. (See "Deep Ethereal Movement" on page 19 for more details.)

Most bloods consider front riding the only means of escaping the effects of a vortex front, while others use it to decrease their movement times. A few even front ride for sport, but most bloods consider these riders plain barny.

The more dedicated front riders have honed their obsession into a proficiency, but the uninitiated can still attempt to ride a vortex front. These hopeful cutters must make Dexterity checks. An initial Dexterity check (made with a -4 penalty) allows a body to mount the front and move at 10 times her normal rate (short-distance movement). Those who fail the first check fall into the wall, suffering normal vortex front effects (and damage for moving



RIDE THE FRONT,
BL@DD!

—L@+H@N@R@D FR@N+RIDER,
L@S+T SEEN
V@UL+ING IN+@ AN
@N C@M+ING WALL
@F C@RUSC@+ING
PR@T@M@+T+ER

faster than their normal movement rate). A body wishing to use the front to affect her planar (long-distance movement) movement must make a second Dexterity check (with a -6 penalty). If she succeeds, the new front rider curls around the expanding circumference of the vortex, riding it in a way that reduces her travel time. Failure indicates that the rider falls into the front, suffering the effects described before.

VORTEX CONNECTIONS

Once a front passes, an interested body can make a Wisdom check (with a -3 penalty) and try to backtrack its source. Success indicates that the traveler discovers the physical incarnation of a vortex on the Ethereal Plane. This incarnation appears as a shadowy tube whose ends are lost in the ethereal vapors. Close scrutiny reveals the tube's diameter (undulating between hairline thickness and a measure of over 10 feet), as well as subtle hints to the element contained within. Such vortex tubes are pliant to the touch, but a body'd better have some strong magic if she wants to damage it. Only the edge of a +5 or better weapon, or a spell of 9th level or higher (such as *wish*) can sever the tube, creating a vortex front of unequalled fury. This vortex inflicts 10d10 points of damage from buffeting protomatter and multiplies the effects of its respective element by 10. Such fronts move on longer than other normal vortex fronts and may additionally spawn a rash of other cyclones. Once a vortex connection is severed, that particular vortex disappears.

TAMING THE ETHER: PROFICIENCIES

The Ethereal Plane, a realm of infinite possibility, also provides ample

opportunity for interested cutters to develop ethereal-oriented proficiencies. Some of these special skills were developed (or gathered) by the Etherfarer Society, a group of bloods often sought by those with business on the Ethereal Plane for their specialized knowledge of the Waveless Sea (see page 82 for more information). For an appropriate fee, an Etherfarer may teach one or more ethereal proficiencies to nonmembers; however, a body who seeks to learn the proficiencies listed below may be better served by simply joining the Society (see the Etherfarer kit on page 85).

CURTAIN COGNIZANCE

Slots: 2

Ability: Int

Modifier: -2

Group: General

The coruscating lights found in areas of the Wall of Color are difficult to interpret, but it is sometimes possible for a body to find specific locations on an adjacent plane based on subtle patterns of light intensity,

frequency, duration, and other factors. In order to use this proficiency, a body must stand before a specific area of the color curtain in the Deep Ethereal. Next, she must take 1 full turn scrutinizing the curtain of light. When a body completes this examination, she's ready to make a proficiency check. A successful check allows the traveler to chart a general path along the curtain to an area that roughly corresponds to the desired location on the plane beyond the vaporous "doorway." Normally, a successful check allows a body to chart a path along the curtain (a trip of 1d10x10 hours) to an area that corresponds to a distance of 1d10 miles in a random direction of the exact location sought. A natural roll of 1 allows a traveler to come within 1 mile (in a random direction) of her desired location. A body who fails this check recognizes her inability to infer any "landmarks" from the chasing lights. However, a natural roll of 20 indicates that a body heads off in a randomly rolled direction along the curtain, confidently moving toward what she believes to be the proper direction. A body who fails a curtain cognizance check may not make another check on the same area of the curtain for a full 48 hours.

ETHEREAL SIGHT

Slots: 1

Ability: Wis

Modifier: -1

Group: General

Normally, the thick fogs of the Ethereal limit a body's visual distance to 100 yards (300 feet). A basher with this proficiency is capable of tuning her eyesight to the chaotic swirl of the Waveless Sea, extending her vision much further. A successful proficiency check allows a character normal visual range (as if she were on her plane of origin under a cloudy sky; see the "Vision and Light" chapter in the *Player's Handbook* for more information) on the Ethereal Plane for 10 rounds. Once a body's successfully used this proficiency, she is unable to use it again for 1 additional turn while her eyes recover from the visual strain. This proficiency is ideal for cutters on guard duty near an Ethereal cache (such as a horde of treasure hidden away on an island of stable ether) and is particularly useful in the hands of those skilled with long-distance melee weapons.

PROFICIENT?
SOME BERKS'RE
TOU+ OF THEIR DEPTH
IN A PUDDLE.
—STRØM WAKEMAN,
GENERALLY SPEAKING

E+HEREAL TRACKING

Slots: 2 Ability: Wis Modifier: -2/-4 Group: Warrior
The confused boil of ethereal mists normally makes it impossible to track anything across the plane's infinite expanses once the target moves beyond a body's sight. However, an observant cutter can follow the trail of ephemeral ether produced by a body in motion on the Ethereal. Anyone with this proficiency can track an object or person on a successful proficiency check. Note that nonrangers suffer a -4 penalty to their check, while rangers suffer a -2 penalty.

To track a target across the Ethereal, a body must've either seen the target in the last 3 turns, possess eyewitness reports of its recent passage, or have obvious evidence that the target has passed through recently. In all the above cases, a body can't track if more than 3 turns has elapsed; the wake has faded. If these conditions are met, a body makes a proficiency check. Success means that the tracker identifies the ethereal wake of the target, while failure indicates that the mists appear undifferentiated to the tracker. A body can't make another ethereal tracking attempt on the same wake; she must wait until the target moves again, or she hears from a basher who's seen the target.

Once a body finds the ethereal wake, she may follow the creature to its destination, overtake it if moving faster than the target, or lose the trail altogether if she falls more than 3 turns behind the target. If a tracker is forced to stop and rest, eat, or deal with aggressors, she must make another ethereal tracking check in order to relocate the wake—provided the target is still within the 3-turn distance.

ILLUSION PIERCE

Slots: 3 Ability: NA Modifier: NA Group: Wizard
The swirling ethereal mists, so full of possibility, don't just enhance illusions, they also erode them—if a body knows how to use them that way. The bane of illusionists and illusory magic, this proficiency grants characters an automatic saving throw vs. illusions that manifest upon the Ethereal Plane, even when the spell doesn't normally indicate a saving throw. A body need not make a proficiency check to gain a save; the chance to save against an illusion on the Ethereal is automatic. Against illusions and phantasms that already grant a save, a body automatically gains a +2 bonus to her saving throw. Note that this proficiency doesn't affect illusions that have gained substance from the ethereal mists.

NU+RIMENT+

Slots: 1 Ability: Wis Modifier: -2 Group: General
A body with this proficiency can draw sustenance and nourishment from ethereal mists with a successful proficiency

check. Nutri-
ment is a more complex, conscious application of the same principle by which travelers on the Ethereal Plane breathe. When a character successfully uses this proficiency, she converts enough of the possibility found in the ethereal mists into base nutrients for the equivalent of one meal.

A body who uses this proficiency doesn't create gourmet food. Fact is, the nutrition is bland and unsatisfying. For every three uses in a row, a body suffers a -1 penalty to the check. Thus, a cutter who skipped nine real meals and used the nutriment proficiency instead suffers a -3 penalty to her proficiency check.

VAPOR WEAVE

Slots: 3 Ability: Con Modifier: -3 Group: Wizard
The mists of the Ethereal Plane are unresolved substances full of possibility. This potential is lost on most travelers to the Misty Shore, but to those bloods with the vapor weave proficiency, the ethereal fogs are like an endless loom upon which to create desired effects. By concentrating his will (and with a successful proficiency check), an ethereal body can create minor but tangible effects from the ethereal medium for up to one hour per level. When the weaver's concentration lapses, so too does the manifestation, and a body can't manifest a new effect for 1 full hour while recovering from the mental effort.

Like a *cantrip* spell, effects brought forth from the fogs are unable to cause a loss of hit points, cannot affect the concentration of spellcasters, and can only create small portions of a desired material. Furthermore, materials created by the vapor weave proficiency are extremely fragile, and a body can't use them as tools of any sort. Lastly, a manifestation of this type cannot duplicate the effects of a spell (save for *cantrip*), no matter how minor.

Examples of vapor weave include the production of faerie lights, strange aromas, breezes, floating scripts containing only a few words, and the tinklings of "ethereal" music. Those cutters proficient in vapor weave can also temporarily stabilize a clump of ephemeral ether up to 1 foot in radius while they concentrate.

It seems a body can't go anywhere on the planes without magic turning upside down and inside out. Wizards who make extended cross-planar trips need to tumble to the whys and wherefores of plane-specific magic pretty quickly if they don't want to end up in the dead-book.

SPELLWARP: ETHEREAL MAGIC

The Ethereal Plane is no exception; some types of magic and magical items are diminished or don't work at all, while other sorts are enhanced.

Those who believe the chant that the Ethereal is the plane of possibility are not too surprised to learn that magic dealing with creation is more effective than magic from other schools, while some magic—especially spells related to divination—don't seem to function.

'Course, some 'slingers are lucky enough to chance upon spell keys that allow them to cast all types of spells on the Ethereal. Unfortunately, access to these keys

(whether physical or purely mental) is limited by their extreme rarity.

A priest, on the other hand,

doesn't have to worry about the Ethereal's warping effect; her spells remain untouched by the plane. 'Course she still has to deal with the fact that her power's probably a few planes away, limiting her ability to channel spells. All in all, a spell-caster'd better choose and use her spells wisely, as they could mean the difference between life and death.

◆ GENERAL CONDITIONS ◆

Due to the general lack of any solid "ground," spells that require a physical anchor—such as *dig*, *Evard's black tentacles*, *move earth*, and other spells that alter or affect ground or terrain—do not function unless cast upon quintessential or stable ether. In the case of quintessential ether, the spell effect ends when the ether reverts to an ephemeral form, regardless of whether the spell in question has run its course. 'Course, spells cast upon stable ether last only until their duration ends. In addition, spells that mold a person's surrounding terrain—such as *stone shape*—suffer the same limitations.

Since the nature of the Ethereal Plane is flush with possibility and resists the imposition of a single (and therefore limiting) form, spells and magical items that break down matter—like the *disintegrate* spell—are more effective. A body resisting the effects of such things suffers a -1 penalty to all her saving throws. In addition, there is a 25% chance that *polymorph* spells and item effects misfire, transforming the target into a random shape.

Finally, a body should know that a *sphere of annihilation* (or any spell that mimics the effects of such an item) brought into the Deep Ethereal immediately causes the creation of an ether gap. In the instant of the gap's creation, anyone or anything within 300 feet is instantly sucked through the gap. Thereafter, the gap's effects occur normally, as detailed in the "Ether Gaps" section on page 23.

DID YΘU SAY
ILLUSIΘNS IN THE DEEP?
I WΘULDN'+.
I MEAN,
I WΘULDN'+ DΘ IT AGAIN:
SΘME+IMES ILLUSIΘNS DΘN'+ FADE.
SΘME+IMES THEY GRΘW MΘU+HS
AND CΘME AF+ER YΘU.
-NΘRFAME ΘF BLACKWALL.
A WIZARD WHΘ FΘUND ΘU+
+HA+ PHAN+ASMS
SΘME+IMES BECΘME REAL
ΘN +HE
E+HEREAL

WIZARD SPELL

◆ ALTERATION ◆

The swirling mists of the Ethereal have a profound effect on a wizard's spells, bending and warping them often to the point of breaking. Sometimes, however, the possibility-laden mists of the Ethereal transform a spellcaster's magic in unique ways, increasing its effectiveness or creating unique effects. Some wizards even travel through the ethereal mists simply because the plane enhances their specialty school. However, the Ethereal can alter magic in ways that are unexpected and deadly. More than one spellcaster has disappeared in the mists after casting a spell he "knew" how to control.

ABJURATION (>)

Spells of this school are less effective on the Ethereal Plane due to the opposition between the school's focus and the nature of the plane. See, abjuration spells try to recant, repudiate, or limit an object or effect, but the very medium of the Ethereal Plane is fraught with *possibility* so that nothing is every really beyond a body's reach. Spells that deny possibility have a limited power when cast ethereally. Thus, all spells from this school function at one level lower than normal. In addition, it's impossible to cast 4th-level or higher spells from the abjuration school on the Ethereal Plane. This restriction includes powerful magical items that duplicate high-level abjuration spells. For example, a 7th-level spell from the abjuration school cast from a *ring of spell storing* won't function at all.

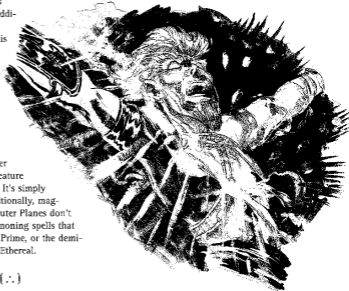
CONJURATION/ SUMMONING (◆)

Because the Ethereal doesn't touch the Astral or Outer Planes, a body who tries to summon or conjure a creature or effect that originates on any of these planes fails. It's simply impossible to do without the help of spell keys. Additionally, magical items that call forth creatures from any of the Outer Planes don't function on the Ethereal. However, conjuration/summoning spells that pull creatures and effects from the Inner Planes, the Prime, or the demiplanes function normally within the confines of the Ethereal.

DIVINATION (∴)

Spells from this school are simply unavailable while the spellcaster remains upon the Ethereal Plane. Divinatory spells seek to foretell future events, thus "locking in" what will happen. Since the Ethereal mists are probability incarnate, the act of determining future events, and thereby limiting possibilities, contradicts the fundamental nature of the entire plane. If a body casts a divinatory spell on the Ethereal, it fails.

It doesn't require a leap for a body to understand that items mimicking divinatory spell effects remain temporarily ineffective while they're present on the Ethereal. If a cutter really wants to use a *crystal ball* (or other divinatory item), he should probably move onto a nearby plane.



ELEMENTAL EARTH AND WATER (0)

TABLE VI: ILLUSION MANIFESTATION*

- 1d20 **Change**
- 01 Alignment and goals are that of caster.
 - 02 Alignment and goals are opposed to caster.
 - 03 Phantasm does not age.
 - 04 Phantasm ages foes 2d20 years on a successful attack.
 - 05 1d10 mouths grow on the illusion, each able to bite for 1d6 points of damage.
 - 06 Moves between the Border and adjoining planes at will.
 - 07 Moves 10x "normal" speed while on Ethereal.
 - 08 Regenerates 1d10+2 hit points/round on Ethereal.
 - 09 Pulls objects on adjoining plane onto the Border with a successful attack roll across the Border.
 - 10 Phantasm can reproduce with real entities, birthing fertile offspring that possess a blend of both parents' characteristics.
 - 11 Can disintegrate foes on a natural attack roll of 20.
 - 12 Can "fling" foes (on a natural attack roll of 20) so far into the Deep that they must spend 1d100 days of travel to return to known planes.
 - 13 Becomes intelligent; if already so, it becomes a supra-genius (20 Int).
 - 14 Gains ability to speak; if it can already speak, it uses ESP 3/day at the 12th level of ability.
 - 15 Grows to 1d100x original size, gaining physical abilities commensurate with new size.
 - 16 Gains poisonous bite; if it has such a bite already, it gains a contact poison spit attack (1d6 points of damage, with a range of 100 feet on Ethereal).
 - 17 Phantasm gains link to one of the Inner Planes; it can manifest a 5-foot-radius aura of the appropriate element, inflicting 2d6 points of damage, 3/day for up to 1 turn with each use.
 - 18 Phantasm gains a link to one of the Inner Planes; it can breathe forth the appropriate element 3/day in a cone 5 feet wide at its base, 100 feet long, and 30 feet wide at its terminus. It inflicts 2d6 points of damage.
 - 19 Phantasm completely changes shape, species (if appropriate), and purpose; Dungeon Master's discretion required.
 - 20 Phantasm gains the ability to cast spells as a 6th-through 15th-level (1d10+5) mage with no need for spellbook; once spells are selected they do not change.

* When an illusion becomes real on the Ethereal (5% chance), roll another 1d20; on a 1, the DM should roll 1d4 times on the Manifestation Table.

The Ethereal Plane alters wizard spells from the schools of elemental earth and water. Because spells from the school of elemental earth are designed to interact with completely solid matter, they are more difficult to cast within the swirling ethereal fogs. Thus, wizards casting spells from this school must add 2 to their casting times. In addition, creatures or objects allowed saving throws against the effects of these spells receive a +2 bonus. Likewise, spells from the school of elemental water become easier to cast in the fluid ethereal medium. Wizards casting such spells subtract 2 from the casting time (to a minimum of 1), and creatures allowed saving throws against the effects of these spells suffer a -2 penalty.

No one's quite sure exactly why earth and water are the only elemental schools affected; after all, a body might think that spells from the school of elemental air are easier to cast in the ethereal fogs. However, that's not the case, and a blood'll drive himself barny trying to pierce the dark of it.

ILLUSION AND PHANTASM (+)

Spellslingers who enjoy casting illusions should take note: The Ethereal Plane causes spells of this school to function at one level higher than they normally would. In addition, all saving throws against illusion/phantasm spells that cause damage are made with a -1 penalty. Furthermore, illusions/phantasms created on the Ethereal last without concentration, finally fading into nothingness once the duration of the spell lapses—unless, of course, the illusion doesn't fade. See, the plane sometimes causes illusions and phantasms to gain a semblance of life. In fact, there is a 5% chance that an illusion takes on a life and reality of its own beyond the caster's control when cast on the Ethereal Plane. Thus, illusory walls could become actual obstacles, the effects of *blindness* spells could become permanent, and *fool's gold* could become valuable to more than just fools.

In addition, a damage-causing spell of the school of illusion/phantasm that turns real inflicts damage equal to its real version. For example, if a wizard uses *demishadow magic* to cast a *wall of fire* that subsequently becomes permanent, the spell inflicts damage as if it were a real *wall of fire* cast at the level of the *demishadow magic*.

Before a body rushes out to the Ethereal in hopes of becoming a powerful illusionist, she should understand the dangers. Sometimes, illusions-turned-real break free from their caster's control and run amok. Fact is, the semblance of living entities that manifest ethereally are unpredictable in demeanor, alignment, abilities, and even final form. Most of the time, such newly created entities aren't much different from that of their original illusory aspect. Very rarely, newly manifest creatures take on aspects that weren't apparent in the illusion cast by the spellcaster. Consult the table to the left for the exact changes made to these spell effects.



For example, some poor berk's *phantom steed* permanently manifests, much to the caster's surprise. What's more, the uncertain medium of the Misty Shore infuses the newly real phantasm with vacuous breath (the steed can breath forth the essence of Vacuum), the speed of a zephyr while on the Ethereal, intelligence, and lastly, an undying hatred for the caster and all the caster holds dear. The sod that engendered this creature is better off leaving the Ethereal and never returning.

'Course, not all illusions that hang around become trouble for the original caster. Sometimes they're friendly, but most often they're just indifferent. On extraordinarily rare occasions, a phantasm-given-life becomes the seed for an entirely new species native to the Ethereal. The process of adjudicating manifest illusions is subjective and requires some innovation on the part of the DM.

THE RULE OF FÆR

A Clueless sod named Hazen of Magecliff cast a *phantasmal killer* on the Ethereal Plane, and the Ethereal transformed the spell effect into the most horrible beast a body'll ever see. What's worse, this monster, called Fær by its creator, gained sentience and new power in its transformation. It's now a force to be reckoned with by any sentient creature on the Ethereal, no matter how powerful.

Fær wanders the reaches of the Deep, bringing its frightful "blessing" to any being it encounters. It's possible that Fær may even employ agents, ruled through fear alone, that kidnap more victims for its purposes. Fær's lair is made within the tumbling rib cage of a huge dragon that succumbed to its power.

Fær manifests to each individual as a personal terror, but it's no less real for all that. A body who sees Fær'll most likely flee headlong in terror—and she should. See, the mere touch of Fær kills its foe out of pure fright. And unlike Fær's originating spell, this creature doesn't stop if a sod disbelieves its existence, or possesses magic resistance or psionic enhancements.

Fær attacks as an 8-HD creature, and its malleable form (which flows from horror to horror as easily as one word follows another in a sentence), can seep through most barriers. Cutters who've had a brush with Fær and lived to tell about it claim that the phantasm can't be harmed by weapons, and that it appears invulnerable to magic. Though these may be simple stories told by those scared to their wit's end, it's possible that Fær possesses such protection. If this is really the case, the only way to stop the creature is to lure it off of the Ethereal, where its protomatter essence will quickly disintegrate.

SPELLS THAT ACCESS THE ASTRAL

Spells (and psionic effects) that allow a basher to transport onto or contact the Astral Plane don't function on the Ethereal Plane. See, the Astral and the Ethereal have no natural connection, and spells specifically designed to transfer a body between the Prime and the Outer Planes or the Astral Plane can't work on the Ethereal; nor can they function on Inner Planes or some demiplanes, for that matter.

Effects that fall into this category include *astral projection*, *duo-dimension*, *find familiar*, and *probability travel*. Spells not specifically designed to access the Astral (such as *teleport without error*) function normally if a cutter tries to move from the Ethereal to the Silver Void.

ETHEREAL SPELL KEYS

Sometimes it's possible for a canny spellslinger to learn the particulars of a plane's alterations and to adapt her spell-casting to those conditions. Thus, a mage with a spell key can cast spells normally on a plane where such magic is altered or even completely ineffective. However, the use of these very rare keys adds 1 to the casting time of a spell.

Ethereal spell keys resemble small disks of stable protomatter that allow a mage to cast all spells normally while on the Border or in the Deep Ethereal. There're also keys that allow a 'slinger to cast spells from a specific school, as well; these specific keys look slightly different from each other, each bearing a hint as to the school of magic that it affects.

'Course, Ethereal spell keys aren't available to any berk who wants one. A body has to search long and hard to find even a rumor of such a thing, and even then there's no guarantee that she'll actually locate a spell key.

◆ PRIESTS AND PRAYERS ◆

Don't think for a moment that priests (or paladins and others who channel priestly magic) remain untouched by planar geography when it comes to spell use. Actually, most planewalkers agree that priests carry the worst burden when they travel too far from their power's primary plane. Why? Because priests don't get their power from study and devotion to arcane formulas; instead, they pray for their spells and receive them via divine channels. Unfortunately, the farther a priest moves (in a planar sense) from his power's plane, the more difficult it is for him to receive spells. Thus, a priest on the Ethereal (either the Border or the Deep) whose deity resides on the Outer Planes receives spells as if he were two experience levels lower than normal, as two planes separate him from the home of his deity (the Astral and the Prime). 'Course, if a blood's deity resides on the Inner Planes or the Ethereal itself, he operates normally.

When it comes to the various demiplanes, the pattern is thrown to the ethereal mists. Some demiplanes are more restrictive, others encourage a direct conduit not unlike the Prime, while a rumored few actually increase a priest's ability to receive spells. The reasons behind these exceptions remain somewhat dark—although some cutters point to the existence of a rumored celestial treaty sworn by the various powers to prevent a war among the powers.

Despite their limitations, priests aren't limited by planar boundaries the way wizards are.

Fact is, a priest can cast the *astral spell* anywhere on the Ethereal or Inner Planes, provided he can access 7th-level spells. Unfortunately, this doesn't extend to spells cast from scrolls and other magical items. The following spells don't function on the Ethereal or the Inner Planes if cast from a scroll or magical item: *astral spell*, *astral window**, *join with astral traveler**, and *speak with astral traveler**.

*Indicate spells detailed in *Tome of Magic*.



THEY SAY
KNOWLEDGE IS POWER:
I AGREE.

IF A BERK KNEW WHERE TO
FIND THE FABLED

DEMIPLANE OF PRIEST-LORDS,
WHERE A PRIEST'S SPELLCASTING ABILITY
IS DOUBLED,

HE'D HAVE REAL POWER!

—FAIRYEN, A CIPHER PRIEST
INDULGING IN
WISHFUL THINKING



MAGICAL WEAPONS AND ARMOR

The process that imbues items with magical properties sometimes occurs due to the actions of a priest or mage and sometimes happens spontaneously. Regardless of how it was formed, a magical item is attuned to the energies of the plane where it came into being. If a body moves such an item away from that plane, its connection to those energies becomes strained. Move it far enough, and its magical enchantment may disappear altogether. Thankfully, the closer an item travels to its plane of origin, the stronger it becomes, reverting to full power once brought back to its home plane.

Items forged on the Prime or the Inner Planes lose one plus when brought to the Ethereal. For example, the matched dragonslayer swords Umbra and Incarnadine are *longswords* +2, +4 vs. dragons (in addition to other powers). These weapons were crafted on the Prime (but currently reside in a little-visited demiplane known as Moll), and each operates as a *longsword* +1, +3 on the Ethereal. Items crafted on the Astral lose two pluses on the Ethereal, while items crafted on any of the Outer Planes lose three pluses if ever they come to the Waveless Sea. Other powers related to the weapons are unaffected—unless they utilize spell-like powers from schools of magic altered by the Ethereal Plane itself.

Magical items brought to a demiplane generally function as they do on the Ethereal. However, demiplanes are unique areas, and many have their own rules. A body'd better be sure she knows the consequences before bringing a magical item to a demiplane.

◆ NEW WIZARD SPELLS ◆

Wizards are not necessarily at a disadvantage on the Ethereal, unless their specialties lie in the realm of abjuration or divination. On the other hand, spellslingers who specialize in illusion are sometimes able to operate above their normal competencies. However, the spells presented here are the result of years of studious research by mages primarily interested in all things Ethereal. As such, these spells are not normally available to newcomers to the Ethereal Plane, but they reside in the spellbooks of those who have made the Misty Shore their primary study—such as those wizards of the Etherfarer Society (see page 83).



Mournful Mutter (Alteration; Level 1)

Range: 10 yds/level Components: V, S, M
Duration: 1 turn/level Casting Time: 1
Area of Effect: 1 target Saving Throw: Neg.

Mournful mutter is only effective if cast upon the Ethereal Plane. This spell causes the vague memories of mourning spirits that have passed away through the mists to haunt a specific individual. If a target fails his saving throw vs. spell, a barely audible murmuring and muttering begins in the target's vicinity, apparently issuing from the surrounding vapors. The mutterings are not normally coherent, but the target, as well as anyone within a 1-foot radius of the target, can easily sense sadness, loss, and pain while the muttering continues. At the Dungeon Master's option, the target can discern a few words—including his name, the nature of a secret or past shame, or some other series of words determined by the Dungeon Master. No discernible source for the sounds is detectable besides the ethereal mist itself.

Although not overtly harmful, the murmuring never ceases but instead continues to bedevil the target, driving him to distraction. Targets of *mournful mutter* incur a -2 penalty to all actions, including attack rolls, proficiency checks, and saving throws while the muttering continues. Leaving the Ethereal Plane disperses the effect, as does *dispel magic*.

The material components for *mournful mutter* include a coffin nail and a mourner's cowl.

Chamber (Alteration; Level 3)

Range: 10 yds/level Components: V, S, M
Duration: 3 turns/level Casting Time: 2
Area of Effect: 1 target Saving Throw: Neg.

Chamber is only effective if cast upon the Ethereal Plane. When it is cast on a target who fails his saving throw vs. spell (with a -2 penalty), the ethereal mists surrounding the target shimmer and rapidly transform into panes of crystal containment (treat as quintessential ether except as noted below) that quickly enclose the target in a glassy chamber. The chambered victim remains visible through the translucent crystal containment, held in place by the rigid substance brought forth by the mists. Although able to breathe, the target is unable to move, nor can he will himself through the mists. In fact, the target's movement rate is reduced to 0; all short distance and planar travel cease when this spell encases a victim.

A victim of this spell has one chance to break free: A successful bend bars/lift gates roll (made at half his normal chance) shatters the panes of containment before they fully set. Any physical attempt to destroy the chamber fails, as the crystal prison automatically repairs itself by drawing energy from the surrounding mists. However, *dispel magic* disperses the chamber and drops the target out of the Ethereal. In addition, spells that affect solid matter—such as *disintegrate* and *passwall*—and transportation spells—such as *teleport*—can destroy or bypass the chamber created by this spell. Finally, if another force or spell removes the victim from the Ethereal Plane, the chamber quickly evaporates.

Lob (Alteration; Level 3)

Range: 30 yds + 10 yds/level	Components: V, S, M
Duration: Instantaneous	Casting Time: 3
Area of Effect: 10-foot radius	Saving Throw: Special

Lob is only effective if cast upon the Ethereal Plane. Upon casting *lob*, the mage releases a powerful wave of possibility that imparts terrific velocity to all objects within the area of effect. Both Border and Deep Ethereal targets are flung headlong into the limitless tracts of the Deep Ethereal and removed from known routes and planes. Affected creatures must spend an additional 1d100 days to reach a specified goal, while objects are likely lost forevermore. Even if a target makes his saving throw, the spell still flings him 3d100 feet in a random direction away from the spellcaster. This spell is ideal for removing enemies from an area of conflict, but some spellcasters have cast this spell upon themselves in order to explore portions of the Deep Ethereal never before plumbed. Most such explorers are never seen again.

The material components of this spell include a sling and a pellet of solid ether.

Lesser Etherealness (Alteration; Level 5)

Range: Touch	Components: V, S
Duration: 3 turns/level	Casting Time: 5
Area of Effect: Special	Saving Throw: Neg.

When this spell is cast, the wizard and up to three other travelers (or up to 1,000 lbs., whichever is lowest) fade back into the area of the Border Ethereal surrounding the plane on which the spell was cast. Creatures unwilling to accompany the wizard onto the Border receive a saving throw, negating the effect if successful. If the Border Ethereal doesn't touch the plane upon which this spell is cast—like the Astral and any of the Outer Planes—*lesser etherealness* fails to function, and the wizard loses it from her memory.

Once on the Ethereal Plane, the caster and any other travelers are subject to the conditions of the Ethereal Plane regard

less of whether they travel into the Deep or remain upon the Border. Individuals who accompany the caster are not bound to remain with her once they've transferred onto the Border.

When the duration expires (or *etherealness* lapses through other means), all travelers "drop" back onto the bordering plane in a location analogous to the distance they have traveled (if any) while upon the Border. If *etherealness* ends for travelers in the Deep, they are immediately flung onto a randomly rolled plane.

Stabilize Ether (Alteration; Level 5)

Range: 10 yds/level	Components: V, S, M
Duration: Permanent	Casting Time: 5 rounds
Area of Effect: 5-foot cube/level	Saving Throw: NA

Since protomatter is found only on the Ethereal, casting this spell anywhere but on the Misty Shore has no effect. When a mage casts this spell upon a clump of quintessential ether, it transforms up to 5 cubic feet of protomatter per level of the caster into stable ether. Normally, quintessential ether lasts only 1d100 hours; however, a clump of protomatter treated with this spell lasts indefinitely—except as noted on page 27 under Stable Protomatter. Once permanently stabilized, protomatter becomes available for a wide range of uses.

If this spell is cast upon the magically created prison of a chamber spell, the containment doesn't lapse when the spell ends. In a like manner, if *stabilize ether* is cast upon items or objects carved or otherwise fashioned of quintessential protomatter, the items do not evaporate in 1d100 hours, but continue to exist as long as they remain on the Ethereal Plane or until they are manually destroyed.

The material component of this spell is the portion of quintessential protomatter a mage wants to stabilize.

Dissipate (Alteration; Level 6)

Range: 10 yds/level	Components: V, S, M
Duration: 1 round/2 levels	Casting Time: 6
Area of Effect: 1 target	Saving Throw: Special

This spell is only effective when cast upon the Ethereal Plane. When *dissipate* is cast upon a target, the victim's body actually begins to boil away as if it were composed of ephemeral ether. For every round *dissipate* lasts (1 round for every 2 levels of the caster), the victim's body loses coherency at a rate of 3d4 hit points per round. A victim reduced to 0 hit points permanently dissipates, merging completely with the surrounding mists—though a

wish spell can reform the victim. Even if a target survives the effects of this spell, he loses



1d4 hit points permanently (*restoration* or *wish* can return these lost hit points). Victims who permanently lose more than 25% of their maximum hit points also lose a randomly rolled limb (assign 1d4 to arms and legs), and they must make a system shock roll to survive the trauma.

A target who makes his saving throw still loses 1d4 points of damage per round while the spell lasts, but he doesn't incur any permanent hit point loss. If cast on an inanimate object, the target object must make an item saving throw (with a -2 penalty) against acid. Objects that are successful remain unharmed, but objects that fail lose 5% of their total mass for each round *dissipate* lasts. Items that lose more than 50% of their total mass are eroded beyond repair—though objects and structures may fare better at the Dungeon Master's discretion.

The caster must concentrate to keep the spell active. If he suffers any damage or is interrupted in any way, the spell ends.

The material components for this spell include a miniature teapot and a dash of sea salt.

Greater Etherealness (Alteration; Level 7) *Reversible*

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 7
Area of Effect: Special	Saving Throw: Neg.

Like *lesser etherealness*, the *greater etherealness* spell allows the caster and a specific amount of additional weight to enter the Border Ethereal. The spellcaster is able to transfer a maximum weight of 1,000 pounds, plus an additional 150 pounds for each level of experience above the 16th (a 20th-level caster can transfer 1,600 pounds, including herself, onto the Border Ethereal). Unwilling travelers receive saving throws that negate the effect if successful. Casting the this spell on the Astral Plane, any of the Outer Planes, or on any other plane not "surrounded" by the Border Ethereal causes it to fail.

The caster and other travelers and/or objects transferred are subject to the standard conditions of the Border and Deep Ethereal. Creatures that accompany the caster are not bound to remain with her once they've transferred onto the Border.

Unlike *lesser etherealness*, *greater etherealness* is permanent for each creature or object it transfers onto the Ethereal—until the caster or other travelers desire to leave, or until some other force outside a traveler's control prematurely pulls her out of an ethereal state. At any time after transferring onto the Ethereal, a traveler using this spell simply concentrates to reenter a bordering plane. Once a traveler leaves the Ethereal, the spell ends; she must use another spell, item, or effect to enter the Waveless Sea.

The reverse of this spell, *greater corporeality*, forces an ethereal creature or object (of up to 150 pounds per level of the caster) out of the Ethereal if it fails its saving throw

(with a -4 penalty) against this effect. Affected creatures simply "drop" onto the adjoining plane if the mage casts this spell upon the Border. If cast on an object in the Deep, the target is flung into a random area of the color curtain and dropped onto its adjoining plane. When *greater corporeality* is cast upon creatures that are normally ethereal—such as ghosts or thought eaters—they are unable to reenter the Ethereal for 1d4 turns and may incur additional penalties due to their temporary corporeal status, at the Dungeon Master's discretion.

The material components for both versions of this spell include a vial of mist and a pinch of powdered quartz.

Demiplane Seed* (Alteration; Level 8)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: Special
Area of Effect: Special	Saving Throw: None

High-level prime mages—especially those who grow bored of their home worlds or those with a special interest in the Ethereal Plane—often learn this spell. Essentially, *demiplane seed* creates a tiny pocket dimension within the Deep Ethereal called a demiplane. Demiplanes created by this spell are very small, very minor planes, unlike the major Demiplanes of Shadow, Time, or Dread.

Not surprisingly, this spell must be cast while in the Deep Ethereal. The actual casting only takes 1 round, but lengthy preparations are required beforehand, as the caster must fashion the demiplane seed itself. Initially, the wizard requires a single flawless gemstone worth at least 1,000 gp. Every day, for 100 consecutive days, the mage must enchant the gemstone with the following spells: *enchant an item*, *distance distortion*, and *rope trick*. Following the 100th day of casting, the mage must treat the potential seed with *oil of etherealness* or cast *lesser* or *greater etherealness* upon it (or a priest must cast *extradimensional pocket* upon it). Now the wizard must personally take the seed into the Deep Ethereal (if not already there) and cast *demiplane seed* upon it; no other being may handle the seed without destroying the previous enchantment.

Upon completion of the spell, the seed sprouts in the Deep, growing into a demiplane. At first, the demiplane grows 1 foot in radius per day, to an initial maximum radius of 10 feet for every level of the caster, as the fledgling plane rapidly draws substance from surrounding ethereal vapors and protomatter. Once the new demiplane reaches its maximum size (as determined by the caster's level), it doesn't really stop growing, but its growth rate decreases dramatically to only 1/2-inch radius per week (just over 2 feet per year). The caster can create whatever environment he wishes for the demiplane (as long as the environmental affect doesn't duplicate spells greater than 3rd level); he must make this choice at the time of the spell's casting.

This spell cannot create life, nor can it create construction such as buildings, roads, wells, dungeons, and so forth; such particulars must be introduced to the demiplane in some other fashion. All demiplanes created by *demiplane seed* adjoin the Border Ethereal—although the demiplane's environment may affect conditions in that area of the Border Ethereal.

The Deep Ethereal contains myriad wizard-infested demiplane-fortresses because of *demiplane seed*. Most of these demiplanes serve as retreats for the mighty and exist because their owners want to be left alone, so travelers should be wary of “dropping in.”

*This spell was introduced in *Planewalker's Handbook*.

Demiplane Decay (Alteration; Level 9)

Range: Special	Components: V, S, M
Duration: Permanent	Casting Time: Special
Area of Effect: Special	Saving Throw: Negates

If a demiplane is young and small enough, and the caster is powerful enough, *demiplane decay* has a chance to reverse a demiplane's growth, sending the demiplane into a slow but

eventually cataclysmic decay. Large and established demiplanes (such as the Demiplane of Dread) are completely immune to this spell. However, the caster has a chance to affect a demiplane of an age equal to or less than his level in years. Thus, an 18th-level wizard has a chance to affect a demiplane 18 years old or younger; this mage would waste his time casting this spell on any demiplane older than this.

In order to affect a demiplane, the caster must use this spell while physically in the area in question. The actual casting takes only 1 round, but the mage must spend some time in preparation beforehand. Initially, the caster must spend 12 full hours on the targeted demiplane, contemplating the demiplane and mentally encompassing its breadth, nature, and specific qualities. If interrupted during this meditation, the caster must begin the contemplation anew. If any of the demiplane's natives know the caster's intent, they will likely try and interrupt the mage (with violence) during this time.

If the caster has the luxury of completing her contemplation, she can cast *demiplane decay* anytime during the 12 hours following the meditation. If any more time passes, the wizard must contemplate anew. Once a mage casts this spell, the demiplane makes a saving throw vs. spell as a wizard of a level equal to its age; thus, an 18-year-old demiplane saves as an 18th-level wizard. In addition, the demiplane suffers a -1 penalty for every year of difference between its age and the caster's level. For example, a 20-year-old demiplane doesn't suffer a penalty to its saving throw when resisting *demiplane decay* cast by a 20th-level wizard. It does, however, suffer a -3 penalty against the same spell cast by a 23rd-level wizard. If the demiplane saves, the spell simply fails.

If *demiplane decay* is effective, a shudder passes through the entire demiplane, sending ominous zigzag cracks through permanent structures and causing anyone standing (if gravity exists in this particular demiplane) to make a saving throw vs. paralysis or fall to the ground. The demiplane then begins to evaporate from the edges in a radius of 1 foot per day, as its essence bleeds into the surrounding ethereal vapor. The environment within a decaying demiplane becomes dark and charged with terrible storms, complete with high winds, hail, and terrible displays of lightning. As the edges crumble away, residents and structures that can't make the leap to the Border or the Deep on their own melt into the surrounding ethereal mists.

Mobile natives and stranded visitors can delay the inevitable for some time by moving to the “center” of the demiplane, but eventually the decay eats its way into the final heart of the aborted plane until all finally boils away into a fading memory.

The material components for *demiplane decay* include any artifact worth 1,000 gp or more from an extinct race, civilization, or plane (possibly even a demiplane upon which this spell was successfully used in the past!).



NEW MAGICAL ♦ ITEMS ♦

If a body has an interest in the Ethereal Plane, it doesn't hurt to accumulate magical items that take advantage of the ethereal environment, nor is it a bad idea for cutters to seek out items that allow easier access between the planes. Those bloods who can't find what they need soon try their hands at research, fashioning magical tools to aid them. In most cases, a body can't find the items presented here in dusty vaults or ancient tombs. Generally, they're in the possession of bashers who either reside on the Ethereal Plane or who have periodic business to conduct on the Waveless Sea and those planes upon which it borders.

Boots of the Border

XP Value: 1,000 GP Value: 2,000

Like most magical footwear, these soft leather boots expand or contract to fit a body's feet, regardless of size. Once snugly fitted, *boots of the border* allow the wearer to stride onto the area of the Border Ethereal that touches the plane upon which the boots were fashioned. The wearer's possessions and all he can carry also become ethereal. In this ethereal state, the wearer can pass through solid objects on the adjacent plane and move in other ways as dictated by standard Border Ethereal conditions. The wearer can't move out of the Border and into the Deep Ethereal while wearing *boots of the border*, but he can move at twice his normal movement rate on the Border.

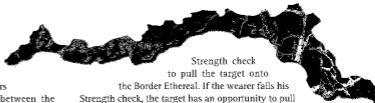
The *boots of the border* can be used 3 times per day for up to 6 turns with each use. The wearer can reenter his normal plane at any time during his Border jaunt simply by willing it. If the wearer removes the boots while on the Border Ethereal, he immediately drops back onto the adjacent plane; however, the *boots of the border* remain ethereal and do not become corporeal again unless retrieved by some other means.

Gloves of Retrieval

XP Value: 1,000 GP Value: 2,000

These gloves radiate slightly with alteration magic if a body casts *detect magic* upon them, but the manner in which the gloves grow or shrink to fit any hand is an immediate indication of their magical nature. While the wearer remains on his normal plane, the gloves are unable to manifest their power. Once the wearer enters the Border Ethereal, he can access their power once per day. When the wearer so chooses, he can reach his gloved hands through the Border and onto the adjoining plane to grab an inanimate object of 250 pounds or less.

Against a living object, the wearer receives an attack bonus of +3. He must then make a successful



Strength check

to pull the target onto

the Border Ethereal. If the wearer fails his

Strength check, the target has an opportunity to pull him out of the Border (with a successful Strength check) and onto the adjoining plane.

All objects brought onto the Border Ethereal remain ethereal until somehow dispelled; a living being brought onto the Border cannot merely concentrate on returning to the adjoining plane, but must find another way home. Living beings can move into the Deep and the area of the Border adjoining other planes.

Horn of the Inner Planes

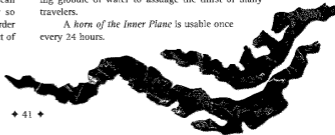
XP Value: 2,000 GP Value: 3,000

This magical instrument radiates faintly of magic if someone casts a *detect magic* spell upon it. However, a *horn of the Inner Planes* found or brought to the Ethereal Plane possesses abilities according to its individual type. Each horn is tied to one of the Inner Planes; most graybeards believe that 16 such horns exist altogether, one for each Elemental, Quasielemental, and Paraelemental Plane. Rumors persist of two additional horns, tied to the Positive and Negative Energy Planes respectively, but their existence has never been substantiated.

When blown, a *horn of the Inner Planes* transfers a mass of the element associated with the horn in question onto the Ethereal Plane as a cone 5 feet in diameter at its origin, 60 feet long, and 30 feet wide at its end point. Horns that call forth energetic elements, such as fire, lightning, radiance, and so on are useful as weapons. Anyone within their area of effect must make a successful saving throw vs. breath weapon or suffer 7d6 points of damage from the particular element called forth. Those who make their saving throws suffer only half damage. Energetic elements called forth from their specific horns dissipate after a single round.

Less-energetic elements called forth from a *horn of the Inner Plane*—such as earth, air, water, and salt—don't dissipate from the Ethereal Plane, and the horn's user can utilize them in whatever manner he desires. For example, someone with the *horn of elemental water* could summon a free-floating globule of water to assuage the thirst of many travelers.

A *horn of the Inner Plane* is usable once every 24 hours.



Planar boundaries slide through the Ethereal Plane like icebergs in glacial seas. Though the curtain of vaporous color only manifests in the Deep Ethereal, its infinite areas lead to planes of almost any size.

ISLANDS IN THE MIST: THE DEMIPLANES

It doesn't take a body long to tumble to the idea that such vast physical interactions create tension and strain when planar boundaries shift and flow within the ethereal medium—at least according to the graybeards. These experts claim that planar stresses sometimes

create large globs of solid ether. When enough of this material accumulates, the solid ether starts to pull away from the fabric of the Deep, forming a demiplane once the protomatter reaches a stable state. Generally, the larger demiplanes—such as the Demiplanes of Shadow and Time—form this way.

Demiplanes can also form as a result of a power's intervention. In addition, spellslingers

with enough magic can create their own pocket dimensions. These smaller demiplanes take many centuries to grow near the size of the power-created ones, but a body still needs to watch her back when exploring one, because mages are very protective of their hard-won territory.

Demiplanes are incomplete areas that continually undergo formation and evolution. As such, they don't always have a set place in the cosmology of the multiverse. Fact is, some demiplanes exhibit characteristics similar to those of the Elemental Planes, even though they're not a part of the Inner Planes. Likewise, other demiplanes possess environments indistinguishable from that of the Prime, yet they're quite separate. See, demiplanes are phenomena complete unto themselves. They're islands of possibility, pocket dimensions that

follow their own unique laws, and a body who chooses to ignore this fact risks becoming an anecdote in some blood's tale. It's possible that these demiplanes'll one day form into true planes, but no one's exactly sure when (or if) such a thing'll actually occur.

On occasion, a "young" demiplane stumbles in its formation and begins to decay, venting portions of itself back into the ethereal mists. Such decay could happen naturally or as a result of a spellslinger with the right magic.

Decaying demiplanes are dangerous, as ether cyclones and ether gaps have a tendency to form around them.

Other demiplanes sometimes draw too near a portion of the Prime or an Inner Plane that demonstrates similar characteristics; these areas are engulfed by the larger plane.

When a demiplane merges with a larger plane, it's immediately subject to all the laws that govern that plane. Some graybeards believe that a demiplane of sufficient size could envelop a large portion of the Prime. Of course, this might be only so much screech, as no one's been able to round up enough evidence to support such a thought.

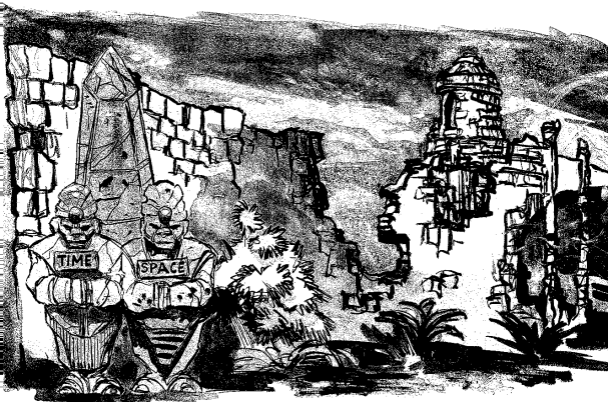
IN MY NAIVE+É,
I ONCE BELIEVED +HERE +@ BE
ONLY +W@ @R +HREE
DEMIPLANES
@F ANY CONSEQUENCE.
SINCE +HA+ +@ME
MY @PINION HAS CHANGED,
AS I'VE BEGUN +@ LEARN
WHAT +HE DEEP +RULY H@LDS. . . .

—RONASSIC OF SIGIL,
ON DEMIPLANES

Finding a demiplane isn't as easy as it might seem. A body who wanders aimlessly through the Deep in hopes of bumping into a demiplane will have a long wait. Although generally referred to as islands, most demiplanes don't simply float idly in the ethereal mists. A cutter actually has to find the specific area of the color curtain associated with a demiplane. 'Course, the area of the Border Ethereal surrounding these pocket dimensions might pose some problems to the traveler. A planewalker could head through the curtain toward a specific demiplane only to find that the Border around the area is hostile to life. Worse yet, the Border Ethereal might not even surround a demiplane; a body could leap right onto the demiplane itself without warning.

KNOWN AND SUSPECTED ◆ DEMIPLANES ◆

There are more demiplanes in the Ethereal than a body could hope to catalogue. Some of these toworlds partake in elemental characteristics that are particularly useful, while others are extremely dangerous. 'Course, for every demiplane that's known and "familiar," countless others strange and foreign pocket dimensions exist—most of which remain dark to most ethereal travelers.



THE BLACK ABYSS

Here's the chant on the Black Abyss: It's a demiplane in a permanent state of dissolution. Just how and why the demiplane entered into a protracted period of decay is unknown. However, periodic visits by brave bashers indicate that the breakdown of time and space at the demiplane's core has somehow reached an equilibrium with the breakdown at the pocket dimension's edge, where time and space still resemble that on the Prime.

Travelers who enter the Border area of this demiplane find themselves surrounded by stone in all directions. Moving through the Border, a body can see hundreds of open, air-filled caverns and tunnels capable of safely housing a needy cutter. Along the walls, brilliant points of white light provide illumination and magical sustenance for vegetation. Inside these caves, well-trimmed shrubs, trees, flowers, and bushes grow in orderly rows. Neat paths wind through the areas, and tunnels connect many of the caverns—although other locations are self-contained, possessing no obvious connections to nearby caves.

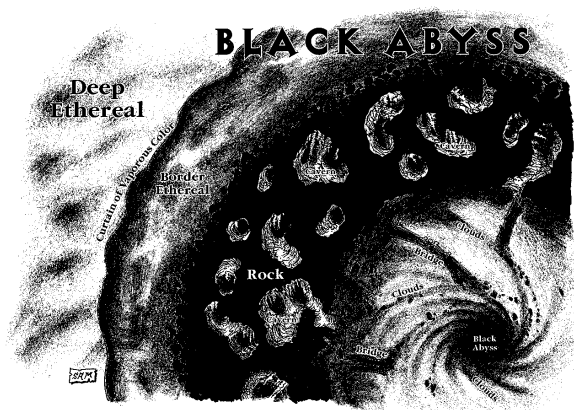
Farther into the demiplane, the area of the Border Ethereal begins to churn and tatter. Continued movement becomes difficult soon after, as the Border area becomes unstable. Cutters who continue to press on in spite of this turbulence fall back onto an adjacent plane when the Border finally shreds to nothingness a few moments later. Anyone

in this situation has a 50% chance to materialize in solid stone. Those cutters lucky enough to materialize in a cavern still have a 20% chance to appear in a sealed one.

At the point where the Border begins to shred, the white stone of the demiplane comes to an end. Many of the caverns possess outlets into the actual demiplane itself; however, racing red clouds fill this space, obscuring vision at distances farther than 1 mile. In the caverns and tunnels open to the hollow interior, the wall lights are dim and eventually lose the battle against the flickering ruby-colored light emanating from the swirling red clouds without. The vegetation looks limp and sickly yellow, with dead and defoliated plants located closer to the outlets. Most of the exits possess small "balconies" of crumbling stone overlooking the terrifying storm, but a few outlets connect to natural-looking bridges of white stone that reach out and into the red swirl, their destinations soon lost to sight by the racing clouds.

Legends tell of two enigmatic carved stone figures discovered in a cavern. One of the figures contains the inscription "TIME," and the other "SPACE." Some bloods say that a large obelisk with writing carved into it sits between the two figures, but no one's been able to confirm the existence of the writing. Some graybeards think that these figures may represent the demiplane's guardians.

If these figures are guardians, they don't seem up to their task, as brave travelers will discover if they move onto the stone bridge abutting the cavern that contains these



figures. As a body continues to move along the bridge, she first loses sight of the cliff face from which the bridge springs. Then, the laws of space and distance begin to crumble. Spells and spell effects—whether from items, memorized spells, or natural abilities—have only a 20% chance to work as intended; otherwise they are warped beyond recognition.

Bashers who press on through this breakdown area finally penetrate the true Black Abyss. Here, all bridges disappear from view, as the swirling red clouds prevent long-distance vision. Huge shards of rock break away from bridge tips and swirl off into the center of the storm, but even though chunks of rock continue to fall away, a body can't make out any discernible erosion in the bridge's length.

Here at the center, the glowing clouds become a whirlpool of red lightning and wind, spinning down into blackness. In addition, chunks of rock spiral down into the abyss and are quickly lost from sight. Random bolts of ruby lightning play along the very edges of the crumbling bridges, making navigation even more uncertain.

No one knows what lies at the bottom of the Black Abyss—if it even has a bottom. Does it dump a sod into the real Abyss as some stories indicate, or is it really just a short vortex to the Negative Energy Plane? If it's true that the Black Abyss provides a connection to the Abyss, it's likely a hazardous journey, forcing travelers to dodge bolts of the strange red lightning.

THE BOUNDLESS

The Boundless has a most foul reputation, and any cutter who's heard of it avoids this demiplane at all costs. The demiplane draws a body into its depths by disguising its true nature. See, the Boundless heals the wounds of any who enter it for the first time, restores youth and vitality to all who enter the second time, and permanently traps all who enter a third time.

According to those who've explored this demiplane, it contains endless crystal strands, spires of spinning vapor whose heights scrape the roof of the sky, and gelatinous deeps containing the dark, fluid shapes of enigmatic creatures. Most cutters agree, however, that the dark of the Boundless is better left alone—though some tempt fate and willingly pass from the Ethereal onto the Boundless one too many times, joining the ranks of all those trapped before.

Planewalkers who discover the copper-and-crystal-colored area of the curtain that leads to this plane always encounter an individual who calls herself Asahel (Pl/♀ human/F13, Ill 13/N). Asahel appears with blinding radiance, and a penetrating glow heralds her approach through the ethereal mists. She greets each individual who wishes to enter the demiplane for the first time with these words: "I am Asahel. Beyond this curtain boundless toil awaits, though your first taste will seem refreshingly sweet."

Asahel never repeats her warning twice, and she doesn't answer any further queries. Mental probes or commands,

whether applied by magical or psionic methods, cannot penetrate her mind. The guardian of the curtain defends herself coolly and unconcernedly if attacked, and her body immediately evaporates into ethereal mist if she's killed. The really strange thing is, Asahel is always near the curtain to warn off new travelers—even if countless bashers've "slain" her. The means by which Asahel accomplishes this feat is unknown. Perhaps she is an avatar of the Boundless itself, acting as an intelligent extension that it can regrow at need.

Because the Border Ethereal doesn't touch this demiplane, cutters who disregard Asahel's warning and pass the curtain immediately arrive in the demiplane itself. First-time visitors stand upon the crystalline shores of a vast gelatinous ocean of varying hues. Shadows flicker across horizon-wide swells, possibly the result of natural "tidal" events—though a traveler can't see any moons in the purple sky. Moving inland, a body can see towering whirlwinds and crystalline strands that act as scaffolding for the sky itself, climbing up into the purple haze.

A basher with the means and time could easily travel the entire length the demiplane, as it's a sphere only 3,000 miles in diameter and seemingly composed of the gelatinous ocean upon which float continent-sized crystal isles. Those who look deeper at the massive shapes oozing within the ocean never find anything but shadows and fading waxes.

One of the strangest characteristics of this demiplane is the fact that no matter how long a body remains in it, time doesn't pass for her. A cutter who spends three "days" in the demiplane exits at virtually the same moment as she arrived. If a group splits up and leaves the Boundless at separate times, it seems to those who leave first that the second group is right on their heels, even if the second group spent minutes, days, or even years on the demiplane.

On her first visit, a body who drinks from the ocean of the Boundless enjoys the combined effects of a *heal* and *restoration* spell. However, cutters can't bring anything native to the Boundless—such as a skin full of the healing liquid—outside the demiplane, even through the use of a *wish* spell. Native objects simply don't translate into the Border.

On the second visit, a body finds the Boundless much the same as before, except that any sign of her first visit, such as trash, cairns, and construction, are no longer anywhere in evidence. In fact, a cutter can't even spot anyone she left behind—though these companions aren't dead, they're simply separated from the return traveler. This occurs no matter how quickly a traveler reenters the curtain.

A body who drinks from the gelatinous ocean a second time combines the magical healing and restorative effect of earlier visits with the power of an *elixir of youth*. However, a cutter can melt away only a maximum of 50% of her current age.

Unfortunately, a second drink from the gelatinous ocean sets up a strange link between the imbiber and the demiplane. From then on, whenever the traveler attempts to move through the Ethereal Plane toward a stated destina-

tion, she has a 50% chance to find herself before the area of the color curtain that leads to this demiplane. What's more, *plane shift* and *teleport without error* cast anywhere on the planes have a 50% chance of depositing her near the entrance to the Boundless, no matter the intended destination. No magical purification can strip this effect from the afflicted sod.

Travelers who enter into the Boundless after drinking twice from the ocean disappear completely. Many bashers've tried to figure out the true fate of those berks lost within the demiplane, but the fact is, no one's tumbled to the dark of the Boundless—unless the lost are aware of their final fate, and they're not speaking.

THE DEMIPLANE OF DREAD

Also called Ravenloft, this demiplane is a realm where terror stalks a body's waking and sleeping. See, the demiplane's made up of various lands pulled from their original locations on the Prime, warped and twisted until they're dark reflections of their former selves, and sealed behind gray mists. Once the mists claim a body, the poor sod's trapped within the demiplane until Ravenloft's dark powers decide to release her. Even the powers choose not to involve themselves in the demiplane's business—though a cleric can still cast spells within Ravenloft's borders. Fact is, a body'd do well to avoid this demiplane at all costs.

THE DEMIPLANE OF ELECTROMAGNETISM

Chant is, this demiplane's almost completely dead, as most of its essence has bled away into the Quaselemental Plane of Lightning. Any cutter wearing metal armor while on this plane'll find himself drawn to its center. Once there, the sod suffers 1d4 points of damage per round as arcs of electricity strike him. The only way to escape from the center of this small demiplane is by spell (such as *plane shift*) or item that translates a body onto another plane, or he can remove his armor and travel freely.

The demiplane itself is an almost-formless realm made up of flashing electrical sparks. Some cutters report hearing a low-pitched hum echoing throughout the demiplane, but no one's tumbled to the dark of its presence.

THE DEMIPLANE OF IMPRISONMENT

The Demiplane of Imprisonment remains a rumor long discussed but never authenticated, at least by bashers who retain a lease on life. The legends of ancient races speak of a dark and chaotic force that came into this multiverse from somewhere "outside." So powerful and evil was this force that the powers of the multiverse banded together to defeat this creature, sending it spiraling into the Negative Energy

Plane. If a body believes these tall tales, the powers didn't completely destroy the dark force. A part of it still lives, imprisoned in a long-forgotten demiplane far beyond the common routes traveled through the Deep. According to the legend, this pocket dimension is ruled by the remnant of these dark forces.

No one knows the exact color of this demiplane's curtain, and most bloods'd like to keep it that way. Not even the barniest cutter wants to find himself face to face with such evil—regardless of whether or not the legends are anything but stories to frighten the Clueless.

Most cutters call this fabled place the Demiplane of Imprisonment, but more than a few planewalkers confuse it with the Demiplane of Dread. As far as the most learned sages can determine, the two are entirely different domains.

THE DEMIPLANE OF MOIL (THE CITY THAT WAITS)

Graybeards speak in hushed whispers about the Demiplane of Moil. Long ago, on the prime world of Ranais, there was a city called Moil. It was a bright place of polished marble and ornate statuary, warmed by the light of the sun. But the bright radiance of the city didn't keep its citizens from dark pursuits. In their youth, they worshipped a powerful demon-lord once known as Orcus. As their race matured, many citizens began to favor less-bloodthirsty powers, and this made Orcus angry. The demon-lord cast a magical slumber over Moil, a curse that could only be broken by the dawning of the sun. However, Orcus managed to rip the city from its normal place on the Prime and push it into a fiendishly prepared pocket demiplane.

In doing this, Orcus sealed his curse for all eternity, as the Ethereal has no dawn, noon, or sunset; Orcus never came again to the city, for he was later slain by Kiaransalee, the drow goddess of vengeance. In short order, the slumbering citizens all perished in their dark sleep, leaving the place strewn with unquiet dead and dangerous dreams. Their deaths went unmourning, for no one knew of the dark tragedy.

Centuries passed in unremarked silence, but finally an evil being rediscovered Moil's existence. This being, called the Devourer by some, twisted the dark city toward its own ends, transforming the dead citizens into an undead work force used to build a fortress near the demiplane. It was a massive effort, and most of the undead citizens were destroyed in the construction. Fact is, few undead now reside in the city itself.

Ethereal travelers who find the area of the color curtain leading to the Demiplane of Moil should avoid entry. Like the Boundless, this pocket dimension doesn't connect with the Border Ethereal, and any cutter who passes through the curtain arrives on the demiplane itself. Once in the demiplane, a body's trapped, unable to return to the Deep through any method. However, Moil does possess a defini-

tive planar boundary visible from most portions of the city. The thing is, this boundary doesn't lead back onto the Border Ethereal or the Deep.

A writhing, black fog actually defines the boundary between the City That Waits and the Negative Energy Plane. Any sod who ventures into the black fog, willfully or after an accidental fall from a tower, plunges into the depths of the Negative Energy Plane. If a cutter tries to fly up into the lightning-lit clouds above, there is a 45% chance per round that a bolt of lightning strikes her for 10d6 hit points (a saving throw vs. breath weapon reduces the damage by half). The clouds gradually bleed into the black mists that encompass the sides and bottom of the City That Waits; traveling into them thrusts a body onto the Negative Energy Plane as described above.

The Demiplane of Moil contains only the city. The architecture of the city was warped when Orcus transferred it from its original location; Moil's thin towers now rise from the depths of an almost endless pit. The sides and bottom of the pit are bounded in writhing black fog. In fact, the towers of the city actually rest upon these insidious mists.

Among other evil remnants that still haunt the city, the Vestige represents the worst threat by far. This creature is the combined nightmare dream of all Moil's citizens who perished in their sleep when Orcus laid his curse. The Vestige constantly roams the chambers, bridges, and open spaces of the City That Waits looking for a body to vent its malice upon. Every four hours a cutter spends anywhere in the city, there is a 20% chance he'll encounter the Vestige. Such is the power and hate of the undead dream that visitors should flee if they encounter it; even the Devourer himself flinched at dealing with this horrible monster. If travelers put 1,000 feet or more between the Vestige and themselves (the creature moves at Fl 6), they can escape its clutches (for the time being). Those bashers barmy enough to stand and fight the Vestige are engulfed in rolling mists from which faint cries, whispers, and ghostly music emerges. When the roiling mists move on, nothing remains of these sods.

Because Moil rests close to the Negative Energy Plane, horrible influences seep into and saturate the entire city. These affect the City That Waits as follows:

- ◆ All undead are turned as if four categories higher on the "Turning Undead" table.
- ◆ Any necromancy spell cast within the city reduces its casting time by 4 (minimum of 1).
- ◆ Any living creature of rat size or larger slain within the city has an 80% chance of spontaneously animating within 1d3 rounds as an undead zombie with the same HD as the original creature.
- ◆ Healing spells are only 75% effective (round up) when cast within the confines of the City That Waits. For

example, a healing spell that would normally heal 20 hit points heals only 15 hit points.

- ◆ The city radiates a supernatural chill. Visitors without cold-weather gear (furs, gloves, and caps, for example) must make a Constitution check with a -4 penalty after every 6 hours. Failure costs the character 1 hit point. Also, if a DM's campaign uses the optional Infravision rules found in the *DUNGEON MASTER® Guide*, then infravision is almost useless here, as a numbing cold saturates everything.

DEMIPLANE OF NIGHTMARES

Here's a place where a body's darkest thoughts and fears become reality, like living nightmares. The demiplane itself is terrible to look at, designed with strange angles and stranger geometry, and even a well-traveled blood's sure to think twice about staying in this realm for long.

The creatures inhabiting the demiplane are horrific beings, monsters whose essence repels the most twisted bashers. 'Course, some cutters say that these nightmare beasts find other planewalkers equally horrifying, but no one's stuck around on this demiplane long enough to find out.

The small number of bloods who've found their way out of the Demiplane of Dread say that the dark powers must have pulled a portion of the Demiplane of Nightmares into Ravenloft. They say that these Nightmare Lands represent some of the most terrifying areas in Ravenloft's dark expanse. These poor sods haven't been the same since the Demiplane of Dread released them, and a body'd be foolish to take everything they say to heart.

THE DEMIPLANE OF SHADOW

Ever wonder where a shadow comes from? Folks on the Prime note what they believe to be the boundaries of shadows upon their own planes, but shadows actually extend much farther. Fact is, shadows cast upon the planes eventually terminate in the Demiplane of Shadow. See, the Demiplane of Shadow isn't the source of all shadows in the same way that the Elemental Plane of Water is the origin of water. Instead, the Demiplane of Shadow is the *conclusion* of all shadows. It's where they end up.

Shadows dwell within the shifting darkness of this demiplane, and the cumulative shadow "mass" resonates throughout the entire realm, giving birth to the demiplane's peculiar relationship with the boundary between light and dark. If asked the chant on the Demiplane of Shadow, some graybeards speak of shadowstuff (the essence of the demiplane) as being a "semi-element" composed of equal parts Positive and Negative Energy mixed by twin vortices each leading to one of these respective planes. While it's possible that vortices to one or both of the Energy Planes exist in the Demiplane of

Shadow, these vortices don't create the demiplane. It exists independently of the two opposing forces.

A body who goes through the color curtain moves onto the demiplane's Border area. From the Border, the adjacent demiplane appears mostly shaded, and so it gives up few hints as to what the dark interior actually contains.

Once a cutter steps fully into the Demiplane of Shadow, she finds that the temperatures are tolerable (if a bit cold) and breathing is not a problem. On the other hand, torches burn only as brightly as candles, while candles barely glimmer. In addition, magical light is at only 75% of full strength, and vision in this shadowy realm is limited to that available under twilight conditions as per the *Player's Handbook*

rules for vision. Furthermore, infravision works normally only on creatures not native to this demiplane; natives to the Demiplane of Shadow don't show up on infravision while on this plane.


As a body might guess, this demiplane's stocked full of shadows—shadows of forests, mountains, hills, deserts, and a whole lot more—as the shadows cast by an infinite number of planar features all fall here.

Although the place is full of hazy, insubstantial elements, it doesn't mean the demiplane's a safe place. Fact is, the demiplane's full of creatures. Some, like Loliadac the rakshasa or the sorcerer-fiend Gwydion and his shadow-elf thralls, are outsiders who have come to live permanently in the demiplane. Most of the other entities in the Demiplane of Shadow are natives. That is, they're the shadows of living animals (sometimes called umbrimals) and individuals on other planes that mirror the actions of their

casters—although often imperfectly. Most shadow creatures encountered in the demiplane have come "unstuck," and they move independently of their casters. Thus, a body who loses her shadow can travel to this demiplane to confront and retrieve it.

All natives of the demiplane are composed of shadowstuff. Shadowstuff is matter that acts normally so long as it remains in the demiplane of Shadow but dissipates in bright light if brought off the plane. Course, shadows shrink or swell in silhouette, and on this demiplane a creature's silhouette is often directly proportional to its command of shadowstuff; thus, big shadows are also potentially big threats. Then again, monsters such as shades, shadelings, and shadows are dangerous no matter how much shadowstuff they have at their command. In addition, these creatures don't dissipate as all other things formed of shadowstuff do if they leave the Demiplane of Shadow.

The Demiplane of Shadow is vast (some claim it is infinitely so), and it contains empires of shadowborn creatures who possess concerns and agendas completely related to this realm. Other groups of nonnatives maintain strongholds upon the demiplane in hopes of subtly influencing events on other planes. It's even possible for knowledgeable beings to trace a shadow back to its source in order to find out secret information. Those creatures even more skilled (both natives and nonnatives) can sometimes (with great effort and/or magic) pass to and from other planes by walking the paths offered up by falling shadows. The spell *shadow walk* is an example of such magic—although casters generally use that spell to move great distances between two points along the same world. Thus, a shadowborn entity might seem to skip from one shadow to another when moving on other planes—even if those shadows are actually miles apart. Fact is,



Neth, the
Demiplane That Lives

the creature's really sliding down one shadow to the demiplane, than back up another shadow trail to a new location.

Many legends exist about the Demiplane of Shadow, and it's difficult to tell the tall tales from the real thing. One story has it that if a traveler to the demiplane discovers her own shadow (previously cast from another plane), she is consumed by her dark double or somehow transfigured. The barniest legend says that the entire Demiplane of Shadow once animated to become a being known as the Dragon of Shades, and it brought cataclysm and ruination to an entire world! Despite the amount of conflicting information, all visitors to the Demiplane of Shadows have a 1% chance to "come unstuck" from their shadows once they leave the demiplane.

THE DEMIPLANE THAT LIVES

Although it might sound like a lot of screech, there's actually a living demiplane floating on the Ethereal. At the very least, Neth believes itself to be living, and that's enough proof for most bloods.

Cutters who approach the Demiplane That Lives from the Deep see an area of the curtain like that of any other demiplane, except for its metallic flesh tone. Those cutters who spend any time studying the curtain from a distance sometimes (5% chance) notice the semblance of a massive eye flash into focus on the curtain as if it were a screen. The eye quickly fades, and those who've observed this phenomena are sometimes unsure if they witnessed anything at all.

Bloods who pass the curtain onto the Border around Neth see only a vast expanse of mist that ranges between light pink and dark brown. No matter how far or how fast these travelers move, they can't see anything but unrelieved pink and brown. It's only when a body travels onto the demiplane itself that she realizes its true nature. 'Course, Neth has a 20% chance per turn to notice trespassers on its Border, and when it does, the Demiplane That Lives magically forces the travelers to materialize on the demiplane itself.

Berks who materialize inside Neth find themselves suspended in an oxygen-laden fluid, floating between the massive folds of what looks like an organic membrane. Creatures that breathe oxygen don't have any trouble in the fluid, but creatures adapted to other environments must find some way to escape or to breathe, or they'll perish.

Neth is a continent-sized living membrane averaging about 30 feet in thickness—though it's much thinner and thicker in certain places—chaotically folded upon itself like a piece of parchment crumpled into a ball. The spaces between the membranes' folds range in size and shape between a slim space no larger than a handspan to caverns larger than a city. These spaces are filled with fluid that serves to nourish the demiplane. Furthermore, Neth can flex and fold its interior membrane according to its own desires, creating or destroying fluid-filled spaces at will.

Visitors can swim around and between the folds of Neth's membranes much as if in a prime sea. A cutter who remains unnoticed can see many huge organ buds engaged in organic functions, strange objects and creatures held in stasis behind the thickness of the membranes, and human-sized "antibodies" mindlessly going about their tasks. Neth has a 40% chance to notice visitors for every turn they spend materialized within the demiplane. Neth can move its massive membranous folds almost like a bellows, "flushing" visitors to any area that it desires; newly discovered visitors are usually flushed to the Visage Wall.

The Visage Wall is a special area along Neth's membrane where it has protruded several thousand fleshy bumps shaped like heads in bas-relief over the space of many hundreds of yards. Each head possesses the likeness of an individual previously absorbed by Neth (see below). Neth begins to question its visitors through these heads, speaking in a blended, whispery voice distorted by the fluid. If visitors move along the Visage Wall as they are questioned, new heads pick up Neth's conversation in mid-word, if necessary, as heads left behind cease speaking.

What does the Demiplane That Lives want to know? Everything. If any one trait characterizes Neth, it's curiosity—with a bit of naïveté thrown in for good measure. Neth doesn't know how it came to be, and it doesn't understand much about the surrounding multiverse. Fact is, Neth's still amazed that anything besides itself exists. Those whom it questions within its folds can make the demiplane very happy if they give it information that it doesn't already possess. Those who don't know anything useful (Dungeon Master's discretion required) are in danger of making the demiplane upset.

When communication fails or when Neth grows overly curious or upset (or when the demiplane has need to protect itself from hostile visitors), the sentient demiplane can attempt to absorb visitors by encapsulating them between two opposing folds of membrane. An initial absorbing attack encapsulates anything within a 10-foot diameter of the target. Against such a small-scale attack, a body can swim clear with a successful saving throw vs. paralysis. However, Neth quickly escalates its attacks to larger and larger scales (up to 1 mile in diameter after just 1d4 smaller-scale attempts) until the target either magically flees the demiplane or is encapsulated.

If Neth absorbs a victim, it can flood the compartment with a preservative or absorptive fluid. In both cases, the victim must make a saving throw vs. death magic every round to resist the attack. In the case of preservative fluid, the victim is completely immobilized, as if a *feign death* spell were cast upon him. Neth can revive the victim later (by draining off the fluid). A failed save against Neth's absorptive fluid indicates that the demiplane has absorbed the victim directly into its mass. When a living being dies in this way, 10d10 of her

I'M ALIVE!

—NETH,

THE DEMIPLANE
THAT LIVES

memories are also absorbed by the Demiplane That Lives; thus Neth slowly learns more about the multiverse around it.

Neth also possesses specialized membranes. For instance, at the very center of Neth's crumpled folds, the membrane thickens to form a denser knot measuring at least 1 mile in diameter. This knot, where all the folds come together, serves to coordinate the thought processes of the entire demiplane. Other portions of the membrane can serve other special functions as needed, including areas where the membrane can be easily deformed for purposes of communication, encapsulation, and the budding of Neth's Children.

Neth's Children represent portions of the Demiplane That Lives' tissue that transform into moving "avatars" of the plane. Each child possesses a rough template of Neth's personality, and it attempts to fulfill any directives Neth places in it at the time of its creation. Neth's Children are not truly sentient; they react instead to stimuli in accordance with Neth's preprogrammed will. Children are sometimes budded to serve as interior "antibodies," but more often Neth dispatches them to explore the Deep Ethereal and return for reabsorption into Neth's folds in order to relate all they have learned in their travels (see "Neth's Child" on page 68 for more information).

Mortals who seek to harm Neth from within by hacking away at its membrane with sharp edges, magic, or other destructive energies can kill localized tissue, but berks engaged in such a barmy enterprise have to remember that the Demiplane That Lives is the size of a large continent; their efforts at damaging the demiplane bother Neth less than a pinprick. However, Neth doesn't stand for such impertinence long, and it seeks to put a stop to such activities by first flushing perpetrators to its interior membrane surfaces where it can communicate with the offenders. If this proves ineffective, it may bud avatars of the demiplane and dispatch them to stop the damage. Finally, Neth may merely encapsulate and absorb the lot of the offenders.

Those who venture into Neth to harvest the demiplane's tissue are dealt with harshly; however, Neth rewards those cutters who seek to communicate—especially if they offer up valuable chant about the surrounding multiverse. Canny bloods can bargain for a bit of chant in return for a specially budded nethling to serve the blood for a period of 1 year.

No one knows how a demiplane ever managed to gain sentience, least of all the demiplane itself. The reason for its existence remains Neth's single most important question, and it fuels its inquisitive tactics. In many ways, the Demiplane That Lives is still far less powerful than many planar threats—but like all demiplanes, Neth continues to grow.

THE DEMIPLANE OF TIME

The diligent research efforts of graybeards produces a large body of lore on a myriad of topics. Unfortunately, such lore often contains obvious inaccuracies illuminated by later knowledge. Worse, a body who compares the wisdom of sages often unearths glaring contradictions over a specific

topic. The Demiplane of Time is one such topic. Fact is, there are too many contradictory first-hand accounts for a shrewd cutter to cull the "truth" about the existence of this demiplane. Some believe that Time does have its own demiplane, a pocket dimension set apart from the rest of the multiverse, while others argue for the existence of a Temporal Material Plane that overlays the Prime. Still others see the concept of time as illusory. These cutters say they've moved beyond the need for such a linear point of view and have transcended time, living only in "the moment."

Regardless of its true relationship with the larger concept of Time, there does exist a pocket dimension within the Deep Ethereal that possesses a number of unique temporal characteristics. It is this area that most planewalkers refer to when they speak about the Demiplane of Time. Little is known about this demiplane, but most bloods agree that it's very dangerous to even pass through the area of the Border surrounding the demiplane. Those cutters who pass through the Border (no matter the length of their stay) without specialized skills, magic, or protective items have a 50% chance of suffering from an aging anomaly. Half of those affected experience magical aging, returning only 1d10 years younger than their maximum lifespan, while the other half return 1d10 years younger than their minimum starting age.

Those brave or foolhardy enough to leave the Border for the demiplane itself plunge into the midst of a chaotic expanse. Countless lines, threads, and cords range in every direction. Some appear merely as shadows that eventually fade into nothingness, while others glow and pulse with illumination. The whole skein twines into an overall pattern so vast that even a power might have a difficult time comprehending it all. Amidst these cords—which some believe to be the personal timelines of all living beings—dwell fearsome chronovores, vortex spiders, temporal gliders, temporal stalkers, and time dimensionals.

Cutters who visit the Demiplane of Time often do so because of their belief that traveling a physical distance either up or down the cords propels them a corresponding "distance" either forward or backward in time. However, no one who has entered the Demiplane of Time for this purpose has ever returned—though there are rumors of specialized spellslingers, called chronomancers, who've mastered this art.

MAELOST

Also called the Ridged Land by the hillendi, this demiplane exists in a spacial bubble that floats somewhere in the Deep. Space curves in upon itself in Maelost, and once a body travels about more than 120 miles, she'll end up where she started. Most first-time visitors to Maelost find this place a bit dreary, as cold, black rain falls in torrents and fierce winds buffet travelers.

The demiplane consists almost entirely of black rock that rises and falls, creating steep ridges. Black, stagnant liquid, choked with silt and oily residue, fills the narrow valleys of this demiplane. Some bloods say that the black

water's actually alive, that it can form solid extensions of itself and pull a sod down into its depths.

As if that wasn't deadly enough, two races of monsters, the wormlike valgoss—small, pinkish creatures measuring 2 to 6 inches long—and the terrifying slayiths—round, bulbous creatures that possess pseudopod extensions ending in sharp mouths—live within the water at the base of the demiplane's stone ridges. It's no wonder most bloods avoid this place, though chant is a group of tribal humanoids called the Hanim make their home throughout this deadly realm.

All-in-all, Maelost's a place most bashers should go if they seek the dead-book.

THE MAZES

Forget about factols, proxies, and even powers—only one being rules the city of Sigil, and that's the Lady of Pain. Whenever a Cager starts to think he's a bit bigger than he actually is, the Lady dumps him into the Mazes. See, these traps are actually demiplanes created by the Lady, infinite expanses that double back upon themselves in an endless series of corridors and blinds.

These mazes are sealed against planar travel. Fact is, a body can transport himself in, but his magic won't help him give the laugh to the Lady's own unique form of punishment. 'Course, the Lady always leaves a portal hidden in the mazes, so a trapped sod has some chance of finding his way out—though most bloods agree that the Lady places these portals more out of cruelty than any sense of compassion. Nothing'll frustrate a body more than wandering around the infinite corridors of a maze knowing that the door to freedom lies *somewhere*.

THE SEMBLANCE

A community of powerful wizards known as the Mhagane transported themselves farther into the Deep Ethereal than anyone else. The Mhagane desired to carve their own vision of reality, and found what they sought amidst the possibility-rich mists of the Ethereal Plane.

The Mhagane initially inhabited small pockets of quintessential ether, but they soon realized the instability of such abodes. Working in concert, the united Mhagane community pooled its sorcerous might and fashioned a large region of permanently stabilized protomatter bounded by fast-moving ethereal mists. The area's core regions transformed into solid matter—although the wizards' combined will forced the whole area to remain in place. Thus, the Mhagane created the Semblance, a naked demiplane without a Border area or an entryway from the Wall of Color. It simply floats in the infinite expanse of the Deep. It's the only one of its kind known to exist on the entire Ethereal Plane.

A cutter in the Deep who comes upon the Semblance may not even notice it; it appears as just one more concentrated knot of vapor—though possibly more agitated than in other places. See, it's the perfect planar hideaway. There are

THE PRIME MATERIAL PLANE
IS THE REALM OF WHAT IS;
THE ETHEREAL PLANE IS
THE REALM OF WHAT MAY BE.

—TARMEVA LONGREACH,
A PLANAR AUTHORITY

some

who say that

the Mhagane planned it this way because they fled a dangerous adversary. So far, no blood has seen proof of this adversary, but the Mhagane continue to float within their hidden fortress, possibly preparing for some great battle.

A body who presses on through the dense mists passes into a region of agitated, unstable ethereal fog called the Tumult. Here, boiling mists herald the appearance or dissolution of tumbling protomatter. An unprotected body in the midst of the Tumult must make a Constitution check (with a +4 bonus) every 1d10 turns. A failed check indicates that the agitated ethereal mists boil away some portion of a traveler's body; she loses 1 Constitution point permanently. In this way, the ethereal mists absorb an unprotected sod's essence, breaking it down into its smallest parts. Some among the Mhagane know how to protect themselves within the Tumult, but they don't make that information available to outsiders.

Any berk who doesn't turn back (and doesn't lose herself in the Tumult) soon comes to the edge of the stabilized region of protomatter. The boundaries of the Semblance protect environments not unlike those of more traditional worlds; rivers, trees, mountains, and seas abound, but they're limited in scope by the size of the landmass. The Mhagane live, grow, and finally die in an almost-familiar cycle within their artificial world, but even in their isolation the wizards remain ever-vigilant against the nameless threat that instigated their creation of the Semblance. Thus, a cutter who penetrates to the core of this demiplane can expect a suspicious welcome from the Mhagane.

WORMSCAPE

For a basher with a phobia about worms, this demiplane is worse than all of the Lower Planes put together. Wormscape is literally a solid, three-dimensional mass of living, writhing worms. The extent of the demiplane remains unmapped; however, there can be no doubt that its expanse is vast. The slick, writhing worms vary in length between 1 inch and 10 feet.

Thankfully, the Border Ethereal does indeed touch this demiplane, so a body knows what she's about to enter.

Once a body moves onto the demiplane, she's surrounded by worms. The literally billions of worms that comprise this demiplane make an almost subsonic slithering noise as they weave their way in and out of each others' slime-covered bodies. This noise penetrates the ear at some level no matter what precautions a body uses—even magical ones.

Those cutters who move into Wormscape can breathe normally—though the air reeks of rotten eggs—as long as they remain in a pocket of air (most air pockets average 30 feet in

radius) and don't venture into the mass of worms. Any berk foolish enough to plunge into the worms discovers that while individual worms aren't any threat, a giant mass of these creatures subjects the individual to the effects of a *creeping doom* spell as long as he remains immersed in worms.

Chant is that Wormscape's airpockets move and shift, so berks who think they're snug in a pocket best remain peery or they'll lose the window of good air, leaving the poor sods immersed in the midst of the worms. For every turn travelers spend in an air pocket, the pocket has a 15% chance to shift to a new location, plunging cutters deep into the worms unless they make successful saving throws vs. death magic.

Travelers thrust into the worms can make a saving throw vs. spell every 3 rounds to break into another air pocket. Trapped sods make each succeeding saving throw with a cumulative -1 penalty (a natural roll of 20 always indicates a success, no matter how steep the penalty), so that those who continue to fail the saving throw only flail farther and farther away from true safety.

The origin, true nature, and meaning (if any) of Wormscape remains dark. One story has it that Wormscape is merely the outer skin of a hideous entity that exists at its core. If this is true, then Wormscape might actually be the rot of a truly gargantuan being that died long ago, or it might be the by-product of this creature's ghastly nature.

◆ DESIGNING DEMIPLANES ◆

Because demiplanes are such unique areas, DMs should feel free to let their creative impulses run wild. A realm of solid bone, animated weapons and armor, or intelligent bugs—it's all possible. These pocket dimensions are places where literally anything can happen, and an adventure (or even a campaign) set within the confines of a demiplane promises many challenges and memorable moments.

The first rule a DM should know when designing demiplanes is that there are no rules. Turning the multiverse upside down is part of the charm of designing a pocket dimension. That being said, Dungeon Masters should make sure their demiplanes have a measure of internal consistency—unless, of course, the area's prime characteristic is its randomness. Thus, a demiplane composed of superheated water should probably not have too many creatures composed of ice inhabiting its expanse, unless the DM can come up with compelling reason for their presence. The key to designing demiplanes is to make them interesting. Demiplanes that mimic the other planes exactly probably won't excite players' imaginations.

GENERATING RANDOM DEMIPLANES

Of course, some planewalkers simply poke around every area of the color curtain that they can, and a DM might not have

the opportunity (or the time) to design a hundred unique demiplanes. In such situations, DMs can consult the following tables, designed especially for the random creation of demiplanes. Although the tables don't heavily detail individual demiplanes, they do provide idea seeds that DMs can easily transform into entire adventures.

First, the DM should determine the color of the demiplane's specific curtain area. He should simply roll a d20 and find the result on Table VII: Curtain Color below. If a DM wants total randomness, he should roll the d4 to determine how many times he should roll on the following tables. For example, the DM rolls a 2 on a d4. He then rolls twice on the table and determines that the curtain is a swirling combination of rose and sable hues.

Second, the DM should roll on Table VIII: Demiplane Characteristics. By rolling more than once, strange combinations come together that sometimes prove more interesting than a single characteristic alone (reroll duplicate results). For example, the DM rolls a d20 twice, and gets a 20 and a 3. According to the table, this demiplane negates the use of magic and possesses a different time stream (time moves 1d4+1x slower than the rest of the multiverse).

Third, the Dungeon Master rolls on Table IX: Demiplane Inhabitants. By rolling more than once, a DM can generate unlikely groups of inhabitants. This provides the Dungeon Master with an opportunity to create unique reasons for these creatures' existence on the demiplane. If a DM can't make sense of a randomly generated result, she should discard it. For example, the DM rolls three times on Table IX, generating an 8, a 3, and a 14. This means that beholders, humans, and some free-willed golems inhabit this demiplane. The Dungeon Master then decides he doesn't like the beholders in the picture, and jettisons them. Now, he's left with a demiplane where humans and free-willed golems live together in an eclectic community. Alternatively, he may decide that the humans and golems are in the midst of a furious war.

Finally, the DM needs to decide the size of the demiplane. Sometimes the results of both the previous tables can help a DM decide upon the size of an area; otherwise he can roll on Table X: Size. Unlike the other tables, the DM should roll only once on this table, unless given different instructions. Note that all sizes occur in diameters (suggesting a circle or sphere); however, the Dungeon Master should shape the demiplane however he sees fit. The DM rolls a 7, and determines that his demiplane-in-the-making is 3 miles in diameter. Sometimes a demiplane's characteristics suggest specific types of terrain, but the DM arbitrarily decides that his demiplane is rocky, craggy, and rough, with very little vegetation.

Now, the DM must flesh out the demiplane in response to the actions and questions of his players. Depending upon his inclinations, this demiplane could act as a side trek for a larger adventure, or it could function as an integral party of his ongoing campaign.

TABLE VII: CURTAIN COLOR

Roll 1d20, combine any multiple rolls as swirfs
01 Azure
02 Caramel
03 Cerise
04 Cobalt
05 Copper
06 Emerald
07 Gold
08 Ivory
09 Lime
10 Olive
11 Rose
12 Ruby
13 Sable
14 Saffron
15 Sapphire
16 Scarlet
17 Silver
18 Tan
19 Teal
20 Verdant

TABLE VIII: DEMIPLANE CHARACTERISTICS

Roll d20, combine multiple rolls
01 All wizard spells cast one level higher
02 Completely composed of (roll 1d8):
01 Bones
02 Bugs
03 Copper coins
04 Feathers
05 Hair
06 Mucous
07 Slime (possibly monstrous, as per MONSTROUS MANUAL™ tome)
08 Worms
03 Dead magic (magic doesn't work here at all)
04 Double strength gravity
05 Gelatinous
06 Grassy plains
07 Jungle
08 Lacking a Border Ethereal
09 Landforms melt and reform in random manner
10 Marshy
11 Shares reduced characteristics of a random Inner Plane
12 Mountainous
13 No gravity
14 Poisonous atmosphere (to nonnatives)
15 Possesses two Border Ethereal layers
16 Priests cast spells as if 1 level higher
17 Rocked by constant "earthquakes"
18 Sentient
19 Storm-wracked
20 Time slower than in Deep by 1d4+1x

TABLE IX: DEMIPLANE INHABITANTS

Roll 1d20, combine multiple rolls
01 Aasimar
02 Baatezu
03 Beholders and beholderkin
04 Roll on Ethereal Encounter Table (page 95)
05 Colonized by splinter race/group of (roll 1d12):
01 Aasimar
02 Bariaur
03 Dwarves
04 Elves
05 Genasi (roll for type)
06 Gnomes
07 Halflings
08 Humans
09 Minotaur
10 Ores and/or goblinoids
11 Rogue modrons
12 Tieflings
06 Dinosaurs
07 Doppelgangers
08 Dragon(s)
09 Empty/dead (don't combine with other results)
10 Giants
11 Illithids and illithidkin
12 Intelligent fungus and myconids
13 Mephit (if appropriate elemental mix is present)
14 Refuge for free-willed golems
15 Sahuagin (if water is present)
16 Secret fortress of 10th- to 20th-level wizard
17 Secret redoubt of multilevel wizard's cabal
18 Tanar'ri
19 Undead
20 Yugoloths

TABLE X: SIZE*

Roll 1d12 once
01 10 feet diameter
02 100 feet diameter
03 1,000 feet diameter
04 2,000 feet diameter
05 1 mile diameter
06 2 miles diameter
07 3 miles diameter
08 6 miles diameter
09 12 miles diameter
10 25 miles diameter
11 50 miles diameter
12 50 miles + roll again and sum the results

* Though size is given in diameter, the demiplane can take any outline desired by the DM.

ALTERNATE REALITIES: REALMS OF DREAMS AND POWERS

The Ethereal is a place
of matter and
essence—what is,
and what will be.
And yet, found

where reality seems . . . different, openly defying the physicality that the Ethereal represents. Perhaps this proves that our understanding of what is "real" is too limited. Scholars debate about what they call "levels of reality": the planes we walk through, as compared to the "less real" landscape of dreams and the "more real" domains of the powers. The Ethereal contains both of these levels. If the Misty Shore represents the stuff of reality, should not our definitions change to match what we know to—excuse the pun—really exist?

—Ronassic of Sigil, from an address to the mages of the Society of the Luminiferous Aether

◆ WHERE DREAMS TAKE FORM ◆

Well-lanned folks've heard of dreamstorms on the Astral Plane. These psychic winds sweep through the plane, flooding sleepers with others' dreams. Bloods wonder how that could possibly be, since most cutters believe dreams occur in the colorful boundary between the Border Ethereal and the Deep. Here's the chant: Dreams, once dreamt, end up in the Astral in just the same way that thoughts, once thought, fly unrestrained through the Silver Void. Fact is, no one was ever supposed to go the Astral, and that holds true for dreams as well as for bodies. These "escaped" dreams had their origin on the Ethereal Plane.

Between the Border and the Deep, the shimmering Wall of Color forms a boundary. This curtain of vaporous color appears two dimensional, having width and length but no discernible depth, akin to the northern lights visible on many prime worlds. Exceptionally canny bashers who've tumbled to the dark of it know the shimmering expanse by another name: the Veil of Sleep.

The curtain isn't solid and doesn't present a physical impediment to movement; it is a colorful expanse of energy marking a planar boundary. On another level, the curtain resonates with the dreams of the inhabitants of the planes. In a way, the curtain is a reflection of reality, and when an entity dreams, a portion of her inner being resonates within this reflection. This dream persona simultaneously maintains a connection with the physical body and with the dream occurring beyond the Veil of Sleep, analogous to the way an Ethereal traveler exists both on the Border and an adjacent plane simultaneously. Only dreamers can pass beyond the Veil of Sleep and enter the dream plane that exists within the Wall; an Ethereal traveler never accidentally wanders into a dream when passing through the Wall of Color (under normal circumstances).

WHERE THE CONFINES
OF THE WAKING WORLD
BLEND WITH
THE WORLD OF DREAMS . . .
WHERE ALL WE SEE OR SEEM IS
BUT A DREAM
WITHIN A DREAM.

—A PRIME
WITH A POETIC BENT

◆ THE LANDSCAPE OF DREAMS ◆

Beyond the Veil, dreamers participate in separate and extremely personal dream scenes of their own (subconscious) creation. Ordinarily, dreams have little effect on either the dreamer or on the dream plane. Such dreams can affect the emotions of the dreamer, but little else. Sometimes dream images spill from one dream to another, but these are extremely rare occurrences. In any event, cutters gazing at the curtain from the Deep cannot see the multitude of dreams playing out within the shimmering wall, though particularly sensitive bloods might hear distant voices or catch some unexplainable movement out of the corner of their eyes.

However, psionicists using the dream travel psionic power are actually able to move a fair distance within the curtain, participating in various dreams along the way but eventually physically translating themselves to a new location on the adjacent plane. Use of this and similar powers and spells is a masterful exploitation of dream and planar geography; however, such far-ranging dreamers need to be careful lest they wander into a dreamscape of dangerous clarity and lucidity.

Sometimes a dream gains particular distinctiveness, forming a temporary convex bulge in the curtain of vaporous color. Such outgrowths usually appear no more than 5 to 10 feet in diameter, but within them, dreamers move through full-fledged dreamscapes (as opposed to mere dreams), conscious of the fact that they dream.



Dreamscape bulges in the Wall of Color form through techniques of lucid dreaming, extreme grief or happiness, magical effects (such as the *dream* spell), psionic ability, or the attention of a god who wishes to speak to a follower in a prophetic vision. Because the curtain of vaporous color is endless and dreamscape bulges are rare and short lived, most Ethereal travelers never encounter one. Dreamscapes usually "burst" and dissolve when the dreamer within awakens, although sometimes dreamscapes have extended or permanent durations if maintained by unusual circumstances or magic. (Consult the RAVENLOFT® supplement *The Nightmare Lands* [TSR 1124] for a great, if horrific, example.)

On rare occasions, dreamscapes rupture. Ethereal travelers would do very well to steer clear of such anomalies. See, elements of a ruptured dreamscape (landscape elements and/or dreamborn entities) can accidentally wander out through the rupture, taking on substance! Often, such dream elements take on physical substance by drawing quintessential ether to themselves, thereby lasting only 1d100 hours. However, it is possible for dream elements to gain a permanent physical state by accumulating stable ether. These solid dream elements only have a 1d100-hour lifespan if they ever materialize on another plane.

Any dream abilities possessed by the dream-element-turned-etheral, no matter how insane (after all, they were spawned in a dream), also manifest in the same way as illusions that become real. See "Anavaree: A Ruptured Dreamscape" on page 74 for a specific example of such an occurrence that still hasn't faded. Ethereal travelers who pass through the tattered edges of a ruptured dreamscape physically enter into the dream contained within, and they are therefore subject to the environment and conditions of that particular dream.

ADVENTURING WITHIN THE DREAM

Much of the following has been briefly summarized from *The Nightmare Lands* supplement. Much more information regarding the nature of dreams and nightmares can be found within that product, including further details on dream-walker characters and adventuring within dreamscapes.

Normally, no one but a dreamer can participate or influence a dream in any way. But any cutter knows that such rules are made to be broken, and fact is, there're several ways for a body to become involved in another's dream.

NORMAL DREAMING. As noted above, sometimes dream elements from one dreamer's personal experience "leak" into the dreams of another. Why this happens is unknown, though some speculate that it has to do with the nature of the dream plane itself.

GODLY INTERFERENCE. Powers can choose to interfere with the dreams of their followers at any time, sending them visions or even catapulting them into another's dream for

their own designs. Certain dark powers of the Demiplane of Dread are well known for capturing dreamers and thrusting them into nightmareish dreamscapes on a whim.

MAGICAL MIDDLING. Powerful mages have the ability to send dream images to others via the *dream* spell.

DREAMWALKING. Only a few select individuals throughout the multiverse have learned the rare and sometimes-dangerous talent of dreamwalking, which actually allows a body to project his "dream-self" (described below) into the dreams of others.

PSIONIC ACTIVITY. The dream travel discipline allows a psionist to use the mental landscape of the dream plane to move his body physically from one point on a plane to another. Unfortunately, the psionist can stumble into a powerful dreamscape, thus becoming trapped in another's dream.

PHYSICAL MOVEMENT. All of the above methods describe ways that a body may find herself *mentally* occupying another's dream. Odd as it sounds, it is possible to enter a dreamscape physically. Travelers on the Ethereal can literally "walk into" a ruptured dreamscape, as noted above. Also, unfortunate sods who find themselves within the Nightmare Lands of the Demiplane of Dread can move through the demiplane and physically enter the horrific dreamscapes found there. Canny planewalkers! note those are only two methods; there's bound to be a third, as per the Rule of Threes. But if it's been found, no one's spreading the dark of it.

Sleeping characters manifest "dream-selves" that move through the mental landscape of the dream plane. These dream-selves are reflections of reality and are much like the characters' true selves, with a few exceptions. Physical travelers adhere to the rules of dream-selves, materializing when they physically enter a dreamscape. These dream-selves obey the following rules:

- ✦ Constitution, Intelligence, Wisdom, and Charisma remain unchanged. As befits a mental construct, however, the mental attributes supplant the physical ones as described below.
- ✦ In dreams, Strength is equal to Wisdom. However, characters with exceptional Strength can add their damage adjustment to the total score. A character with a Strength of 17 (+1 damage) and a Wisdom of 12 has a dream-self with a Strength of 13 (12 + 1 = 13).
- ✦ Similarly, Dexterity is equal to Intelligence, and a high Dex score modifies the dream-self's final Dexterity score. A character with a Dexterity of 18 [-4 defense bonus, counted as +4 for this purpose] and Intelligence 14 has a dream Dexterity of 18 (14 + 4 = 18).
- ✦ Illusionists and bards, due to their creativity and mental acuity, gain a +1 to all die rolls in dream scenes.
- ✦ Otherwise, a dream-self is much the same as a character's true self. Alignment, movement rate, combat ability, equipment, and the like do not change. Armor Class adjustments reflect the character's dream Dexter-

ity score but are otherwise unchanged. Likewise, characters whose high Strength scores modify their THACO need to recheck that score. Characters usually enter dream scenes with their full count of hit points regardless of their physical state, unless the specific nature of the dream calls for less (such as a person dreaming about a hideous wound he had suffered).

- ♦ Combat and magic work normally, for the most part. The nature of the dreamscape may alter these conditions as the DM determines.
- ♦ A character whose dream-self suffers physical damage within the dream may be affected in the waking world. If a dream-self is reduced to less than half his total hit points, the character (when he awakens) must make a saving throw vs. death magic. A failed save indicates that the character loses 1d2 points of Intelligence. These lost points are regained at a rate of 1 point per day with a successful system shock roll. A failed system shock roll indicates that a point of Intelligence is permanently lost. More serious injuries to a dream-self can cause coma, madness, and even death in the most extreme cases.

LONE TRAVELERS: ♦ ETHEREAL POWERS ♦

Occasionally travelers come across features on the Ethereal that just don't seem to fit. 'Course, there're more things in the Deep than all the planewalkers in existence can envision; but fact is, it's likely that an Ethereal feature that breaks all the rules is the handiwork of a deity with a realm on the Ethereal Plane.

Why do some powers choose to make their homes on the Ethereal? Maybe they just want to escape the Outer Planes, which are seemingly overrun with gods' realms. Or perhaps they find the relative "emptiness" of the Ethereal comfortable in some way. Whatever the reason, these powers seem to prize their solitude.

LAND OF THE IMMORTALS

Several deities of the Chinese pantheon make their homes in this secluded demiplane. These include Fu Hsing, a god of happiness; K'ung Fu-Tzu, a power who watches over social relations, government, and the past; Lao Tzu, a teacher of mystical enlightenment; and Pa Hsien, collectively a group of legendary mortals who became the Eight Immortals. Those few planewalkers who have found the Land of the Immortals describe it as a quiet, elegant place of wisdom and philosophy.

THE LOST CITADEL OF MAGIC

The three gods of magic of the world known as Krynn have taken up residence in the Deep, though chant has it that they've rebuffed their former worshipers. These powers—Solinari (the god of good magic), Lunitari (neutral magic),

YEP, A FEW POWERS CALL KIP
ON THE ETHEREAL.
PLERY BERKS STEER CLEAR—
IT'S LONELY AT THE TOP.
BUT I HEAR YOU EA+ BE+ +ER.
—RED TAVRALANI.
+OURING
COMIC PERFORMER

and Nuitari (evil magic)—inhabit citadels each built upon the surface of three massive moons that circle in a mutual triary orbit. The moons apparently share some mystical link with the real moons of Krynn, and some even claim that the moons are somehow one and the same.

LOST POWERS

The blindly evil, destructive power known as the Elder Elemental God has been called a "lost god," yet the tendrils of its power that still affect prime worlds keep it from becoming just another dead god floating on the Astral Plane. Lore places this power of evil, insanity, and destruction in a hidden demiplane, supposedly locked away from the rest of the multiverse by other deities fearful of its infinite rage.

The similarly banished Tharizdun is also a power of decay and insanity; it seems likely that this god, known mainly to the denizens of the prime world of Oerth, is in truth an aspect of the Elder Elemental God given more concrete form by the belief of his evil worshipers.

THE PAVILION OF CYNOSURE

Then there's the demiplane where the gods of the Faerûnian pantheon of Toril meet to work out agreements and problems (or so rumor has it). The demiplane itself isn't named, but it's said to contain only the Pavilion of Cynosure, the celestial hall used by the powers who come together to discuss important issues. Why a demiplane? Most folks chalk it up to the powers wanting "neutral ground" for their discussions, but no one save those powers knows for sure.

PTAH, THE OPENER OF THE WAY

Planewalkers who frequent the Inner Planes often call upon this deity for aid and guidance. His followers claim Ptaah to be the source of inspiration, art, and creativity, and sometimes they even proclaim him the creator of the multiverse. Their beliefs suggest that Ptaah wanders the Ethereal Plane due to the Misty Shore's relative proximity to the Elemental Planes—which, after all, can be considered the ultimate source of creation. Chant says this power, unlike almost all others, is actually approachable by mortals. Those who annoy him, however, find themselves transported elsewhere on the planes.

CREATURES OF THE MIST: ETHEREAL INHABITANTS

The Ethereal Plane provides a habitat for many creatures, both benign and malevolent. The very nature of the Ethereal's possibility-rich medium allows entities

hailing from all types of environments to prosper. Furthermore, the Border Ethereal is an exceptionally thin veil between planes, so much so that some prime (or elemental) creatures can affect Ethereal visitors and vice versa.

Most of the creatures described below have previously appeared in other products. For those interested in the original (or at least

most recent) reference of these creatures, the following entries provide

the source.

The ether horse,

and

Neth's child are

new creatures.

CREATURES THAT SEE ◆ IN TWO WORLDS ◆

Bashers walking along a planar shore on the Border often feel justifiably safe from the dangers just a transition away on the adjacent plane. But canny bloods realize that they'd best still be peery. See, some creatures possess attacks (petrification, death, and so forth) that extend onto the Border Ethereal. The creatures noted below are usually only encountered on the Border of the Prime Material Plane, but the potential certainly exists for inner-planar creatures with the same capability to affect the elemental Border. Naturally, if such creatures were somehow brought onto the Border Ethereal, they could affect the Prime or the Elemental Planes in the same way: The thought of an invisible, ethereal basilisk or medusa ought to strike fear into any adventurer's heart!

BASILISK

These reptilian monsters have eight legs, a sluggish metabolism, and glowing green eyes. It's their eyes that cause problems for adventurers; a basilisk's *gaze* turns fleshy creatures to stone. Worse, travelers on the Border Ethereal need to be just as wary as sods on the Prime, 'cause the basilisk's *gaze* penetrates the Ethereal veil.

'Course, if a body's turned to stone on the Border, no one on the Prime probably even realizes it.

Greater basilisks are meaner versions of their smaller cousins that possess a poisonous breath attack and a *gaze* attack effective to 50 feet. Dracolisks are the offspring of a confused black dragon and a greater basilisk, granting them the standard basilisk's *gaze* attack (20-foot range), plus the ability to spit a vicious stream of acid. Only beings on the Prime need worry about the physical attacks of these creatures. (MONSTROUS MANUAL) Also see that text for statistics on the greater basilisk and the dracolisk.)

NΘ. NΘ.
A MEDUSA'S GAZE
CAN'T GET YOU
IF YOU STAY
ON THE ETHEREAL.
—VRINCE MIKKUIN,
HOLDER OF THE RECORD
FOR
"MOST RAISED PLANEWALKER"

BASILISK: AC 4; MV 6; HD 6+1; THACO 15; #AT 1; Dmg 1d10 (bite); SA Gaze turns victims within 20' to stone (save vs. petrification to avoid); SZ M (7' long); ML steady (12); Int animal (1); AL N; XP 1,400.

COCKATRICE

This nightmare hybrid of lizard, cock, and bat is infamous for its ability to turn flesh to stone with its petrifying touch. A cockatrice is only an animal, but inexplicably, it can physically reach onto the Border from the Prime and affect Ethereal beings located there. This means that a cockatrice can actually see onto the Border as well, and thus it makes an excellent guard against Ethereal intrusion for prime wizards with the magic and/or patience to train one.

The pyrolisk is a variation of the cockatrice, virtually identical save for the single red feather in its tail and a reddish cast to its wings. Course, it's the gaze of the pyrolisk a basher on the Border Ethereal should worry about. (*MONSTROUS MANUAL*)

COCKATRICE: AC 6; MV 6, Fl 18 (C); HD 5; THACO 15; #AT 1; Dmg 1d3 + special (peck); SA Touch of back turns victims to stone; SZ S (3' tall); ML steady (12); Int animal (1); AL N; XP 650.

PYROLISK: AC 6; MV 6, Fl 18 (C); HD 6+2; THACO 13; #AT 1; Dmg 1d4 (peck); SA Gaze, fireworks; SD Immune to fire; SZ S (3' tall); ML steady (12); Int low (5); AL NE; XP 1,400.

SA—Gaze: Victims who meet the gaze of a pyrolisk must save vs. death magic or burst into flames, dying in agony. Those who save still suffer 1d12+1 points of damage. **Fireworks:** Once per round, a pyrolisk can cause any fire source within 30 yards to explode as a *pyrotechnics* spell.

MEDUSA

Given that most creatures and objects on the Prime can't affect a body on the Border, a canny adventurer might think that exploring the Prime while ethereal is the best way to investigate ancient ruins, dark caves, or abandoned buildings. But a body traveling the Border who sees a feminine presence in such places should be careful lest the object of his curiosity gaze back across the Ethereal boundary with cognizant and deadly eyes. Unlike basilisks or cockatrices, a medusa is an *intelligent* female humanoid whose petrifying gaze can penetrate the Border Ethereal. Its reddish eyes and the swarming hair of snakes that crown a medusa are the first clues, but these features are often noted only after a traveler has come closer than 30 feet. (From the Ethereal, a traveler usually needs to close to at least 12 feet to notice the living, twining hair!) Unfortunately, at that range the poor berk is subject to the medusa's deadly gaze. Ethereal victims need not worry about the poisonous bite of the snakes in a medusa's hair.

Greater medusae have the lower torsos of serpents. They have the same gaze attack of medusae but are physically stronger and have more potent poison. (*MONSTROUS MANUAL*. Also see that text for greater medusa statistics.)

MEDUSA: AC 5; MV 9; HD 6; THACO 15; #AT 1; Dmg 1d4 + poison (snake bite); SA Gaze, poison; SZ M (6–7' tall); ML elite (13–14); Int very (11–12); AL LE; XP 2,000.

SA—Gaze: Victims within 30' who meet the gaze of a medusa must save vs. petrification or be transformed into lifeless stone. **Poison:** Creatures bitten by a medusa's snake hair must save vs. poison or die.

MORDENKAINEN'S FAITHFUL HOUND

The 5th-level wizard spell *Mordenkainen's faithful hound* summons a phantom hound that only the caster can see. If conjured on the Prime Material, the faithful hound makes an excellent guardian, raising a great clamor of barking when intruders come near and delivering a vicious bite against any so foolish as to turn their backs on the creature! Sadly, Prime-bound berks can't return the attack, though they can refrain from turning away from the threat.

Those who encounter a faithful hound on the Border have a better chance of defending against it because a faithful hound is a creature of the Ethereal Plane, momentarily called into cohesion by the spell. When confronted on its own turf, the faithful hound can be attacked as a normal creature. Against Ethereal foes the hound attacks with abandon, forgoing its reluctance to attack corporeal intruders from the rear.

Intruders on both the Border and the adjoining plane can disperse a faithful hound with *dispel magic*. If physically attacked on the Border, the faithful hound dissipates when its hit points reach 0. (*Player's Handbook*)

MORDENKAINEN'S FAITHFUL HOUND: AC 0; MV 12; HD 10; hp 80; THACO 11; #AT 1; Dmg 3d6 (bite); SA Can attack creatures that require up to +3 weapons to hit; SD Detect invisible, astral, and ethereal creatures; SW *Dispel magic* disperses the creature; SZ M (7' long); ML fearless (20); Int animal (1); AL N; XP 3,000.

*Hound statistics relevant only for Ethereal foes.

CREATURES THAT CALL KIP ◆ ON THE ETHEREAL ◆

Creatures without count inhabit the infinite shores and deeps of the Waveless Sea. In such a trackless space, it's no wonder that beings both strange and alien to primes and planewalkers alike appear on a fairly regular basis; who knows what the currents from the Deep will wash up next? With such a vast array of possibilities, it is nearly impossible to assemble a comprehensive bestiary; however, many of the most ubiquitous Ethereal natives are noted hereafter, as well as a few of the less well known but wholly strange creatures that have only recently come to light.

Creatures that haunt the Border Ethereal usually only frequent the part of the Border that touches the Prime Material Plane, as most have no protection against the elemental forces of the Inner Planes. Unless specifically noted, the creatures described below avoid the elemental Border areas and the Inner Planes.

Note that the standard AD&D statistic block reflects statistics on the Prime Material Plane. In some of the following entries, this format is modified to account for the respective creature's statistics on the Ethereal. Values within italicized brackets {#} indicate a modified statistic for beings in an ethereal state. Note that some creatures exist *only* on the Ethereal, and therefore do not possess measurable "normal" statistics.

AERIAL SERVANT

It's not surprising the creatures from planes other than the Prime sometimes make permanent homes in the Waveless Sea. The aerial servant is a creature originally native to the

Elemental Plane of Air that now calls the Deep home (though many aerial servants still also reside upon the Elemental Plane of Air). 'Course, the name "aerial servant" is a name given them by cutters on the Prime who summon them—since aerial servants are only semi-intelligent at best, they don't have a specific race name for themselves. Instead, they flow in almost-mindless happiness through the Misty Shore, feeding upon the currents that stir the ethereal medium.

When viewed on the Ethereal, aerial servants possess a wavering humanoid torso that trails away into sparkling blue vapor; when summoned to a prime world, they remain invisible. Naturally, they don't like being summoned for service and always attack their summoner unless restrained by a spell (*protection from evil* serves this purpose). (*MONSTROUS MANUAL* under "Elemental, Air Kin")

AERIAL SERVANT: AC 3; MV FL 24 [A]; HD 16; THACO 5; #AT 1; Dmg 8d4 (grapple); SA Grab; SD +1 or better weapon to hit, invisible; SZ L (8' tall); ML elite (14); Int semi- (2-4); AL N; XP 9,000.

SA—Grab: Aerial servants have a Strength of 23 and attack by grabbing and strangling opponents, causing 8d4 points of damage with the initial strike and each round thereafter until the victim breaks free. A victim with exceptional Strength receives a percentile chance equal to his exceptional Strength to break free; those with 19 or greater strength automatically break free. Creatures with more hit points than an aerial servant can also break its grasp at will.

SD—Invisible: Prime targets suffer -5 penalties to surprise.

APPARITION

Sometimes when a poor sod is slain, his spirit lingers on the Border Ethereal in the form of an apparition: a skeletal being loosely wrapped in ethereal tatters that resemble cloth bandages. Twice in every 24-hour period, an apparition can materialize semi-solidly on the prime world adjacent to the part of the Border it haunts. Why? In order to slay the living in revenge for its own undying state. Of course, it goes without saying that bashers encountering an apparition on the Border are also fair game for the apparition's fury.

An apparition telepathically senses any creature of Intelligence 5 or more within a 100-foot radius of its location, both upon the Border and on the adjacent plane. When the undead creature becomes aware of an intelligent being within this radius, it moves directly toward the target, becomes solid, and attacks with its powerful *suggestion* ability.

Berks on the Prime only have one or two chances to attack an apparition as it makes its brief attacks, but ethereal victims can attack an apparition normally. Those who slay an apparition on the Prime should beware; the apparition reforms on the Border in 5-8 days and seeks out its slayer as soon as it is able. When slain on the Border or in the Deep, the apparition is permanently destroyed. (*MONSTROUS COMPENDIUM 14, Fiend Folio*)

APPARITION: AC 0 {5}; MV 24; HD 8; THACO N/A; #AT 1; Dmg Special; SA Surprise, suggestion: SD Immunities; SD Turned as 8-HD undead; SZ M (5-6' tall); ML steady (13); Int average (8-10); AL CE; XP 1,400.

SA—Surprise: Materialize on Prime and attack with a -5 penalty to victim's surprise. Suggestion: Victim must make a successful save vs. spell or believe the apparition's bony claws are strangling him. A failed save forces the victim to make a Constitution check; success means the victim flees as though affected by a *fear* spell for 1d4 rounds (during which time the apparition may attack again); failure means the victim is literally "scared to death." The victim keels over, dead of fright, unless a *remove fear* spell is cast on her in the same round as the attack (a previously cast *protection from evil* insures a successful Con check). Unless restored to life within 24 hours, a slain victim rises as an apparition 2d4 hours after that time.

SD—Hit only by silver or magical weapons in solid form; immune to poison, petrification, illusion, charm, hold, and cold spell effects.

CEREBRAL PARASITE

Although mostly exterminated on the Prime Material, some worlds still suffer cerebral parasite infestation of their Border. These tiny psionic parasites inhabit the Border Ethereal, living off psionic emanations from telepathic creatures on the adjoining planes. Unfortunately, psionic individuals have little chance of discovering their affliction until they attempt to draw upon their psionic strength and notice its diminishment.

If a psionically endowed creature on the adjoining plane comes to the attention of a cerebral parasite, it attaches itself to its new host and drains 1 PSP (Psionic Strength Point) each time its host uses any psionic ability, including psionic attacks and defenses. Once 6 PSPs are drained through repeated feedings, the parasite buds another parasite, which joins its parent in infesting the host. Unfortunately, a host has no way of directly realizing that he is infested. Furthermore, cerebral parasites cannot be psionically attacked from the Prime, though a *cure disease* exterminates a victim's particular infestation. 'Course, if a host goes ethereal (or ethereal travelers come across a parasite on the Border), these creatures are easily dispatched. [*The Complete Psionics Handbook*]

CEREBRAL PARASITE: AC N/A {10}; MV N/A {6}; HD 1 1/2; hp 2 (average); THACO N/A; #AT Nil; Dmg N/A; SA Psionic drain; SD Only affected by *cure disease*; SZ T (flea-sized); ML unsteady (5); Int Non (0); AL N; XP 35.

CHULCRIX

Luckily, these gargantuan hunters of the Deep Ethereal are rare—their size and ferocity are more than a match for most cutters. A chulcrux resembles a gigantic worm 100 to 300 feet

long, covered with black, chitinous skin that secretes glistening mucous reeking of rotten meat. Its gaping circular maw is lined with small sensory tendrils, and two 30-foot-long pincer arms extend menacingly into the mist—though it's not with its arms that a chulcrux catches its prey.

When the chulcrux flushes potential prey in the Deep, the creature gapes open its 30-foot-wide mouth. From this terrifying maw the culchrix radiates an invisible cylinder of force that draws prey toward it. Swallowed prey usually dies quickly, but if the contents of its stomach become too unruly, it performs an amazing feat: The creature turns itself inside out, instantly *plane shifting* to another location in the Deep and leaving behind its stomach contents!

If a chulcrux is ever drawn across the curtain of vaporous color through either force or deceit, it "beaches" itself on the plane beyond, as the Border doesn't provide sufficient support to contain these monstrosities. Once solid, a chulcrux lies helpless and soon perishes. In those planes without gravity (such as the Elemental Plane of Air), a chulcrux remains a threat. However, the creature is unable to reenter the Ethereal Plane without outside aid, though it continues to perform its gut-wrenching transposition at frequent intervals, apparently unable to accept that fact that it has become stranded. [*Dragon's Rest*, DLA3]

CHULCRUX: AC {-2}; MV {Fl 18 (B)}; HD 13; THACO 7; #AT 2; Dmg 3d6/3d6 (pinchers); SA Attack victims; SD Regeneration, immunities; SZ G (100' long); ML steady (12); Int low (5-7); AL CE; XP 18,000.

SA—Attract victims: The chulcrux's maw radiates an invisible cylinder of force 100' long and 25' wide that draws prey toward it. Anyone within the area of effect must successfully save vs. spell or be drawn toward the chulcrux's open mouth at a movement rate of 12. Furthermore, victims who fail a save vs. paralysis are paralyzed. Those who successfully make the second saving throw can still make missile attacks, cast spells, and even try to move out of the cylinder; however, such efforts only reduce the rate of attraction from 12 to 6. Victims continue to move toward the chulcrux's maw until the chulcrux is killed or driven off by other attacks, or until they are consumed.

Once in the creature's stomach, the paralysis wears off but victims still suffer 1d4 points of damage per round from acidic digestive gases. Those who attempt to hack themselves free attack with a -2 penalty. If the chulcrux loses more than half its hit points from an internal attack, it *plane shifts* away, leaving behind its stomach contents.

SD—Regenerates 1d4 hp/round. Immune to normal and magical fire and cold, and all forms of dragon breath.

DEVOURER

Not to be confused with *the Devourer* (an appellation used by a prime lich also known as Acererak), devourers haunt the Deep (and the Astral) in constant pursuit of their next "fix" of life energy. Devourers suck on the life essence of the

living in a particularly gruesome fashion: When a devourer steals the spirit of a victim, the victim's spirit is drawn whole into the devourer's rib cage. Each of these gaunt, skeletal monsters usually has a tiny figure trapped within the bones of its rib cage. This captive is obviously powerless and clearly suffers great distress and pain, indicating it's been imprisoned for a long, long time. A captive spirit is completely unable to act and can't be restored by a *raise dead* spell. Fact is, all it can do is serve as fuel for the devourer's spells and abilities. Luckily, a devourer's rib cage can hold only one spirit at a time.

Exactly what these creatures are is still a mystery. Are they a predatory race found only on the Silver Void and the Misty Shore? Are they the magical creations of a viciously evil wizard? Are they manifestations of something else entirely—perhaps illusions-turned-real? No one's tumbled to the dark of it yet. No one even knows if the things can communicate, though it's been theorized that they're telepathic. [PLANESCAPE MONSTROUS COMPENDIUM Appendix III]

DEVOURER: AC {2}; MV {12}; HD 9+3; THACO 11; #AT 1; Dmg 2d6 (claws) + special; SA Level drain, spirit theft, spells; SD Hit point recovery, spell immunities; MR 45%; SZ L (8' tall); ML fanatic (17); Int exceptional (15-16); AL NE; XP 13,000.

SA—Level drain: Touch drains one energy level. *Spirit theft:* The devourer can attempt to hit a victim and capture his life essence (save vs. death magic to avoid). If the save fails, the victim dies and his spirit is drawn whole into the devourer's rib cage. *Spells:* A devourer with such a trapped spirit can cast the following spells at will, 1/round: *confusion, control undead, paralysis* (as the wand), *ray of enfeeblement, spectral hand* (which it can use to drain levels, but not steal spirits), *suggestion, summon shadow, and true seeing*. Each level or Hit Die of the captive gives the devourer a total of five power uses. Once it has completely consumed the spirit, the life essence is destroyed forever and the devourer must find a new victim.

SD—Hit point recovery: If wounded, the devourer regains a number of hit points equal to those permanently lost by a victim from whom it drained a level. *Immunities:* Any of the following spells cast upon a devourer affect the trapped spirit instead (if the spell penetrates the devourer's magic resistance): *banishment, chaos, confusion, dispel evil, emotion, entrapment, ESP, fear, geas, holy word, imprisonment, magic jar, maze, quest, spirit wrack, trap the soul*, and any type of *charm, domination, hypnosis, or suggestion*. Some of these spells (*banishment, dispel evil, and entrapment*) banish the trapped spirit, leaving the devourer's rib cage empty.

DHARCULUS

Dharculi are threats not often seen or recorded at all in ancient texts. Still, they swim through the Border, inserting their mawed tentacle ends onto other planes to feed much like a bear scoops trout out of a stream. To folks on the Prime, a dharculus' tentacles appear as a swarm of blind eel-like creatures sliding through the air in a deadly school, but those on the Border see that the tentacle tips all come together into a fused wormlike braid that forms the dharculus' ethereal body. The posterior end of the cylindrical body loops back toward the front like a question mark, the end of which ends in a huge, drooling maw filled with razor-sharp teeth. The dharculus also has five tentacles that end in eyes instead of maws, which the entity keeps safely tucked on the Border to search the adjoining plane for its next meal.

When hunting, its mawed tentacles attach to prey and attempt to draw it onto the Ethereal Plane. The dharculus brings its horrible primary maw to bear on a victim drawn onto the Border. 'Course, for those already on the Border, the primary maw is a factor from the beginning, and the dharculus doesn't need to cull its next meal from other planes.

If a victim drawn onto the Border kills a dharculus, the victim remains drifting on the Border Ethereal, able to see the adjacent plane through ethereal mists but unable to contact it. Unless the marooned individual has extraordinary resources, he is lost. However, the dharculus' tentacles still inserted into the adjacent plane offer a brief lifeline before they recede back onto the Ethereal in 4 rounds. It is possible to use a tentacle as a rope and physically pull oneself back onto the Prime with a successful Strength check.



Graybeards speculate that dharculi are creatures from another reality far from the Prime, and perhaps from beyond the planar cosmology as it is presently understood. It may be that dharculi are dependent upon some element from their unknown point of origin; however, reports indicate more and more of these creatures are hunting along the shoals of the Prime. (*The Gates of Firestorm Peak*)

DHARCULUS: AC 3 (tentacle) {2}; MV F 9 (tentacle) {9}; HD 10; THACO 11; #AT 6 or 1; Dmg 1d4x6 (tentacles) or 2d10 (primary maw); SA Adhesion; SZ H (30' long); ML elite (14); Int very (11-12); AL CN; XP 3,000.

SA—Adhesion: Each of the dharculus' mawed tentacles attach to the prey where they strike. A successful bend bars/lift gates roll by the victim removes a tentacle, causing another 1d4 points of damage as the teeth tear free. If a dharculus scores a hit with three or more tentacles on a single victim, its victim must make a successful save vs. death magic to resist being drawn onto the Border at the beginning of the next round. Here the dharculus can bring its horrible primary maw to bear on the victim for 2d10 points of damage.

DHOUR

Strange organs and bizarre pulses of light shift and move within the translucent protoplasm of the amoebalike dhours. Not many berks have seen dhours; like dharculi, dhours are apparently a relatively new threat on the Ethereal. Maybe dhours were out there all along, but just recently made their presence known by deciding to prey on other sentient creatures. Its possible that dhours feed on more than the flesh of their victims—priests can't raise sods who've been eaten by a dhour.

Hunting dhours float near the curtain of vaporous color where they note more than the usual amount of traffic, hoping to waylay travelers (though they sometimes pursue prey to other planes for brief stints through use of their psionic abilities).

Although dhours possess an impressive array of psionic abilities, they usually refrain from mental conflict, only using their powers to ambush or surprise prey in order to devour its flesh. If they truly do feed on more than a victim's physical form, perhaps dhours do not wish to degrade their victims' mentality through psionic combat before eating them. (*PLANESCAPE MONSTROUS COMPENDIUM Appendix II*)

DHOUR: AC {5}; MV {9}; HD 7+7; THACO 13; #AT 1; Dmg 4d4 (pseudopod); SA Absorb, psionics; SD Immune to Type B weapons, suffer 1/2 damage from Type S weapons; SZ L (8' diameter [amorphous]); ML champion (15-16); Int high (13-14); AL NE; XP 7,000.

SA—Absorb: On a natural roll of 19 or 20, the dhour pulls itself onto and engulfs its victim if the victim fails a saving throw vs. paralyzation. Engulfed victims suffer 2d6+6 points of

acid damage per round and begin to suffocate (death by suffocation occurs in a number of rounds equal to one third of the victim's Constitution). While digesting a victim, a dhour can still attack other threats with a pseudopod, but it cannot move (successful attacks on feeding dhour inflict the same amount of damage on the engulfed victim).

Psionics Summary—#AT 1, MTHACO 10, MAC 10, Lv 7; PSPs 150; Psionic Attacks All; Psionic Defenses All; Psionic Disciplines: Psychoportative—Sciences probability travel, teleport; Devotions astral projection, teleport trigger, time/space anchor. Telepathy—Sciences mindlink, superior invisibility; Devotions contact, ESP, false sensory input, invisibility, life detection, phobia amplification. Psychometabolism—Devotions chameleon power, displacement, ectoplasmic form.

EBON TIGER

Those who've seen these elusive beasts describe them as "great cats wholly composed of black fire." Ebon tigers' shadowy bodies give them a 100% chance to hide in shadows on prime-material worlds, where they prefer to hunt for "real" meat. Their insubstantial and virtually weightless bodies (even on the Prime) grant ebon tigers immunity from normal weapons, allow them to move silently, and give them the ability to pass through holes or cracks with ease. The ebon tiger accomplishes such feats by constantly keeping the bulk of its body on the Border. Thus, even when "material," an ebon tiger is also "ethereal," so it's able to sense and interact both with Border and Prime features (and threats) simultaneously! If in extreme danger, an ebon tiger can shift itself fully onto one plane or the other once every 24 hours. (*MYSTARA® MONSTROUS COMPENDIUM Appendix I*)

EBON TIGER: AC 6; MV 15; HD 6; THACO 15; #AT 3; Dmg 1d4/1d4/2d4 (claw/claw/bite); SA Bite; SD Stealth, hit only by magical weapons; SZ L (8' long); ML fearless (20); Int animal (1); AL N; XP 975.

SA—Bite: Creatures bitten must make a successful saving throw vs. poison or become blind.

SD—Stealth: Move silently and hide in shadows 100% of the time (imposing a -4 penalty to surprise checks for prey).

馬 手 器 器 馬 手 器 器 HORSE

Just like horses were disseminated to new continents and worlds by early explorers on the Prime, giant sea horses were brought to the Ethereal long ago to serve as mounts. See, giant sea horses were used to a life spent in the sea and had traditionally served undersea races as mounts—it wasn't too much of a stretch for canny bashers to bring them onto the Waveless Sea.

Many sea horses eventually escaped in sufficient numbers to start wild sea horse herds on the Ethereal. Many died off in the absence of their traditional nutritional sources; however, the rest lived by gleanng nutrition

directly from the ethereal medium, eventually evolving into purely ethereal creatures. The resulting wild herds are now known as ether horses.

Wild ether horses are encountered in the unfathomed Deep and periodically caught and tamed to the saddle. Moreover, it's said that the Etherfarer Society (see page 82) keeps a stable of these creatures domesticated for use by the high-ups within their group. Clueless travelers trespassing in Etherfarer territory encounter a cavalry of high-ups, mounted on swift, armored ether horses and armed with lance and sword.

ETHER HORSE: AC {7, or 5 in armor}; MV {Sw 21}; HD 4; THACO 17; #AT 1; Dmg 2d4 (bite); SA Serves as mount, specially armored ether horses serve as war mounts; SZ L (10' long); ML average (10); Int low (2); AL N; XP 120.

FOO CREATURE

Foos have large, blunt heads with wide-set, bulging eyes. They walk on all fours and appear somewhat lionine, with thick fur and large, padded feet. Their forelegs are lionlike, while their hind legs are more like those of a dog. Distinguishable types of foos exist, the most common two being those that resemble dogs and those that resemble lions.

Foos lair on many planes, including the Ethereal (foos can become invisible, astral, and/or ethereal at will). Occasionally, cutters of good alignment convince foos to join or guard them. Apparently, foos were once petitioners that eventually gained proxy status through service to chaotic good powers; however, foos don't remember much about their past lives. No new foos have appeared in many years, but they live a long time, only aging when not engaged in good acts—an old-looking foo is a foo that's been idle. (PLANESCAPE MONSTROUS COMPENDIUM Appendix I)

FOO DOG: AC 0; MV 27; HD 7+7; THACO 13 (11 vs. evil creatures); #AT 3; Dmg 1d4+1/1d4+1/1d12+1 (claw/claw/bite); SA Attack bonus, bark; SD Become invisible, ethereal, or astral at will; MR 45%; SZ M (3-4' long); ML elite (13); Int very (11-12); AL CG; XP 6,000.

SA—Attack bonus: Foos gain +1 on attack rolls vs. LE foes and attack as 10-HD creatures against all evil foes. **Bark:** After seven consecutive rounds, bark has a 20% chance to summon 1d6 additional foo dogs.

FOO LION: AC -1; MV 21; HD 11+1; THACO 9 (5 vs. evil creatures); #AT 3; Dmg 2d4/2d4/2d8 (claw/claw/bite); SA Attack bonus, roar; SD Become invisible, ethereal, or astral at will; MR 55%; SZ M (7' long); ML champion (15); Int exceptional (15-16); AL CG; XP 10,000.

SA—Attack bonus: Foo lions gain +1 to attack rolls vs. LE foes and attack as 15-HD creatures against all evil foes. **Roar:** After four consecutive rounds, roar has a 20% chance to summon 1d2 additional foo lions.

GHOST

When clueless primes of great evil perish or when poor sods die a particularly traumatic or untimely death, their spirits sometimes linger to haunt the site of their passing. As spirits, these souls roam the Border Ethereal, forever looking with longing or hatred across the Border toward the location where they died. Many ghosts in this state become embittered toward all who live, and they hunger to draw the living into the cold embrace of death.

Unlike most living creatures of the Ethereal, ghosts can be seen by creatures across the Border if the ghost so chooses. Fact is, violent ghosts can also partially phase into the adjacent plane in order to attack their victims. Even though a fully ethereal ghost can be seen by material beings, spells or any other physical attack cannot affect it. If the ghost chooses to semi-materialize in order to touch a victim, it becomes vulnerable to silver and magical weapons. Foes upon the Ethereal can attack ghosts according to normal rules for Ethereal combat (although a particularly canny ghost might semi-materialize in order to go mostly "out of phase" with beings completely on the Border!).

Note that other such haunting spirits also walk on the Border and remain visible upon the bordering plane. Examples of such spirits include the spectre and the wraith. (MONSTROUS MANUAL)

GHOST: AC 0 {8}; MV 9; HD 10; THACO 11; #AT 1; Dmg Special; SA Age, *magic jar*; SD Unaffected by nonethereal attacks; SZ M (5-6' tall); ML Varies by individual; Int high (13-14); AL LE (usually); XP 7,000.

SA—Age: The touch of a ghost ages those it hits by 10-40 years. The mere sight of one (at the ghost's option) causes any humanoid being to age 10 years and flee in panic for 2d6 turns unless a saving throw vs. spell is successful. Priests above 6th level are immune to this effect, and all cutters above 8th level receive a +2 bonus to this saving throw. This power affects creatures on the Ethereal just like those on the adjacent plane. **Magic jar:** Any creature within 180' of a ghost (either on the Border or upon the adjacent plane) is vulnerable to a *magic jar* attack as the spell.

SD—Only silver weapons (half damage), magical weapons (full damage), and holy water (2d4 damage) can affect a semi-materialized ghost.

GINGWA+ZIM

Entities of synthetic origin, gingwatzim are blobs of raw life force. Those few that escaped their creator (a prime by the name of Castanamir) now reside on the Ethereal. There are rumored to be up to six gingwatzim variations, with each sort in possession of differing powers; however, only one type has prospered on the Ethereal. Apparently the lesser varieties didn't stand the test of time (a common ending for synthetic magical creatures).

Gingwatzim can take three different forms: *free form*, *animate creature*, and *inanimate object*. *Free form* is a gingwatzim's rest state, resembling a red-orange glowing sphere of swirling gas some 15 feet in diameter. In *animate creature* and *inanimate object* form, a gingwatzim exactly resembles that which it mimics, though a *true seeing* or similar effect reveals the charade. A gingwatzim can shift between forms once every 24-hour period.

In *free form*, the gingwatzim attempts to envelop its prey and drain its Strength. Apparently, their creator once bound gingwatzim into doorways as guardians to obtain just this effect on those who willingly walked into the colorful haze filling a portal.

In *animate creature* form, a gingwatzim can only take on the appearance of creatures it's actually encountered in the past. Some gingwatzim that wear humanoid forms have actually learned to cast spells!

In *inanimate object* form, gingwatzim serve as magical items, such as weapons (this was probably another attribute for which the gingwatzim was created, though gingwatzim apparently later learned to use this power to mimic an animate creature as described above). The exact power of the gingwatzim weapons varies from creature to creature; however, usually only gingwatzim bound into service can be found in this configuration. (*Greyhawk Ruins*)

GINGWATZIM: AC 0 {2}; MV 15 {30}; HD 14; THACO 7; #AT 1; Dmg Varies by form; SA Shift form, strength drain; MR 75%; SZ H (15' in diameter in *free form*); ML fearless (19-20); Int very (11-12); AL N; XP 10,000.

Notes: The gingwatzim's attacks depend on its current form as described below.

SA—Free form: The gingwatzim envelops its prey on a successful attack roll. If the victim fails a save vs. paralysis, his Strength drains into the gingwatzim. The next round, the victim is ejected unconscious from the gingwatzim, waking 1d20 rounds later with a Strength of 2. Lost Strength returns at a rate of one point per day. Note that in *free form*, gingwatzim do not possess the ability to damage foes physically (likewise, in its two alternate physical forms, a gingwatzim cannot drain Strength).

Animate creature form: A gingwatzim retains its own hit points, THACO, and damage potential (5d6) but takes on the mimicked creature's appearance, AC, and movement rate.

Inanimate creature form: The gingwatzim mimics a magical weapon as determined by the DM.

GK'LOK-LOK

These creatures are so strange that many graybeards wonder if gk'lok-lok didn't originate from a ruptured dreamscape of some long-lost dream archipelago. In form, a gk'lok is vaguely humanoid in shape and size, except that its arms, legs, and torso appear as thin strips of polished metal, like a crude "stick man" drawing. The ends of a gk'lok's arms and legs curl into intricate patterns, while the creature's neck

bifurcates, ending in two massive "eyeballs" that glow with a halo of faint red flame.

Travelers rarely encounter a lone gk'lok—the entire tribe usually dangles from an immense branching green crystal that drifts freely through the Deep. The crystal tree and the gk'lok "fruit" is bathed in the same red flame that surrounds a gk'lok's eye, causing 1d6 points of damage to any non-gk'lok that come into contact with it. Collectively, the tree and all the gk'lok (numbering between 1,000–6,000 total) are referred to as the gk'lok-lok (note the extra syllable).

What are the gk'lok-lok doing? Meditating and vicariously experiencing the lives of dead heroes of other races. See, the entire green crystal upon which each gk'lok hangs acts as a sort of spiritual net and resonator. Spirits of the dead that become lost are sometimes caught up in the crystal, and their past experiences serve as a catalyst for ever-more-imaginative gk'lok dreams. Once a particular spirit has resonated with the gk'lok-lok for a time (sometimes up to 100 years), it is released to seek its final rest, delayed but unharmed. No one knows if the gk'lok-lok dreams are an end in themselves, or if they serve some purpose that has yet to reach fruition. . . .

If the crystal tree is threatened, individual gk'loks wake up and drop off to defend it. In *extremis*, the entire tribe wakes to defend the collective, dropping from the crystal like silver rain. A gk'lok can attack by projecting metallic slivers from the ends of its "arms" at targets up to 250 feet away on the Ethereal or by simply slashing with its razor-thin armpits. (*Dragon's Rest*)

GK'LOK (INDIVIDUAL): AC {–1}; MV {9}; HD 1+1; THACO 19; #AT 2; Dmg 1d2/1d2 (projected slivers) or 1d4/1d4 (slash attacks); SD immune to *sleep, charm, hold, suggestion, hypnotism*, and all types of fire and electrical attacks; MR 20%; SZ S (4' tall); ML elite (13); Int average (8-10); AL LN; XP 420.

MAGRAN

Common chant has it that magran are big Deep Ethereal fish, and their appearance supports this assumption (at first): multifinned sleek bodies with multiple eyes, large mouths, and a tendrill ending with a little light that dangles before its maw. Any berk knows that appearances deceive, especially on the planes—the magran're actually large reptiles.

A magran hunts other creatures in the Deep using a special lure. A long tendrill extends from between the magran's eyes, from which dangles a glowing sphere that can be seen from 200 feet away or more, even through the normally obscuring ethereal fogs. Meanwhile, the magran turns the rest of its body invisible. The membranous organ pulses hypnotically, and any sod close enough falls into a trance-like state. While a creature is mesmerized, the magran moves in close and attacks with its mighty jaws. Unlucky victims are swallowed whole.

MEME

Due to some strange aspect of its power of *invisibility*, living creatures swallowed by the magran remain visible inside the beast, so anyone outside can see them struggling for life within the otherwise unseeable creature. When the swallowed soids die, they become invisible like the rest of the magran.

Magran are found exclusively in the Deep Ethereal, never traveling to the Border and never venturing onto another plane. Normally lone hunters, at rare times the creatures gather together in large groups to spawn. Though they do not hunt during the spawning time, they are so peery of outside threats that they attack any creature that approaches the school. Since all members of the group attack together, this is a very dangerous situation for a planewalker to find himself in. Canny bloods avoid magran schools at all costs. (PLANESCAPE MONSTROUS COMPENDIUM Appendix III)

MAGRAN: AC {3}; MV {18}; HD 12; THACO 9; #AT 1; Dmg 3d8 (bite); SA Hypnosis, swallow whole; SD *Invisibility* at will; SZ H (20' long); ML average (8-10); Int low (5-7); AL N; XP 8,000.

SA—*Hypnosis*: Anyone coming within 30 feet of the magran's lure falls into a trance-like state (treat as a *hypnotic pattern* spell that continuously affects up to 24 levels or HD; victims must save vs. spell every round while they remain in the area of effect). The magran attacks mesmerized creatures with a +4 bonus. A mesmerized victim gains no AC bonus from Dexterity. *Swallow whole*: On an attack roll of 19 or 20, the magran swallows its victim whole. A swallowed victim can't move around or try to free himself unless he is size 5 and has a size 5 weapon. The magran's gullet has the same AC as its exterior. Swallowed victims suffer 1d12 points of damage per round from digestive acids, and unless freed, suffocate and die in 2d4 rounds.

A graybeard on the Prime named Mogen Wym believes a body undergoes a gradual process that cycles through every seven years, completely exchanging a body's old tissue for new. If true, the saying, "You are what you eat," is more accurate than most realize. Even more interesting is the idea that some central *pattern* remains as a constant overseer of an individual's archetypal form, even though the specific tissue making up the body is constantly growing, dying, and being replaced by new tissue. Weird, eh?

Weirder yet is a creature of the Deep called the meme. Memes typify the idea of a pattern imposing form on body, but the specific elements making up a meme's body are only utilized for a few seconds at most. See, the meme utilizes raw ethereal vapors, particles of solid ether, and ethereal matter that bleeds off real objects in its vicinity to make up its own form temporarily. The meme is a self-perpetuating pattern that uses any nearby material to form its body, sometimes to the detriment of living creatures that get too close to its *usurpation field* (see below).

From a distance, a meme appears like a vague humanoid form moving under a bedsheet (the bedsheet being the Ethereal medium). Thus, the meme is sometimes as colorful as the Ethereal Plane itself, and sometimes as pale as nearby protomatter. Those within 10 feet of the meme see that the bedsheet image frays a bit—to one side a mini-vortex constantly swirls stray particulate matter into the meme's form, and on the other side of the meme's form, a mini-vortex likewise sprays "used" particulates back into the ethereal boil. Because its body is constantly in flux, the meme constantly regenerates damage.

Unfortunately, a meme isn't particular about what matter makes up its form—in fact, it prefers a varied "diet," and thus actively hunts the Misty Shore for normal ethereal beings. Fortunately for the meme's potential prey, certain spells cause great damage to the creature, and transporting a meme to another plane instantly and permanently disperses it.

It's uncertain if memes are lone freaks, part of a strange nomadic race of only a few members, or the barest examples of an entirely new form of life that resides yet undiscovered in the furthest reaches of the Deep Ethereal.

MEME: AC {3}; MV {18}; HD 9; THACO Nil; #At Nil; Dmg Nil; SA *Usurpation field*; SD Regenerates 2d10 hp/round, immune to normal weapons; SW Spells; SZ M (4-6' tall); ML fearless (20); Int low (5-7); AL N; XP 4,000.



SA—Usurpation field: Anyone within 10' of a meme is automatically exposed to its *usurpation field*. Within the field all matter must make a check each round or face dissolution. Inanimate objects check on the Item Saving Throw table as if against acid. For every round an item fails, 25% of it crumbles away, and is drawn into the nearby meme to make up part of its body temporarily. Living creatures make saving throws vs. death magic each round. Each failed save indicates a loss of 1d10 hit points as a portion of their body dissolves and swirls away to make up part of the nearby meme's body temporarily (hit points lost in this way do not heal normally; they must be magically healed).

SW—A successfully cast *hold monster* spell causes a meme 3d10 hp of damage, while a successfully cast *stasis* spell shatters a meme's pattern, killing it.

MEMEDI (GENDRUWØ)

The memedi include a broad variety of lesser spirits, but the memedi that attract the most attention are the type known as the *gendruwo*. These playful spirits delight in causing mischief and harassing solid creatures. Since they can change their appearance at will, *gendruwo* have been encountered in the forms of dogs, peacocks, cattle, and lizards, but their favorite form on other planes is that of someone known by (or related to) the victim of their mischief. When encountered on the Border, *gendruwo* are featureless humanoid composed of shimmering, multicolored mist, not unlike the Ethereal Plane itself.

Against primes, memedi employ the disconcerting strategy of kidnapping. See, *gendruwo* can pass back and forth between the Border and the Prime at will, and they can take one victim with them from the plane to the Ethereal (but not the other way). Unless the victim has some way of becoming solid once again, she is stuck on the Ethereal Plane! A *gendruwo's* favorite tactic for snaring a victim is offering a bit of meat or pastry to the target. If the victim accepts the food, she's hooked and is drawn onto the Border Ethereal along with the *gendruwo*.

If a *gendruwo's* *fear* ability doesn't drive its kidnapped victim off it may have to fight, in which case it'd better have a weapon at hand, as memedi have no natural armaments. Then again, the memedi may just become invisible or merely fade back into solidity, thumbing its nose at the victim stuck on the Border all the while. (MONSTROUS COMPENDIUM 6, *Kara-Tur*)

MEMEDI (GENDRUWO): AC 5; MV 24; HD 3; THACO 17; #AT 1; Dmg By weapon; SA *Fear* at will; SD *Invisibility* at will, +1 or better weapon to hit; SW Memedi's Magic Resistance does not apply to spells specific to spirits (such as *abjure*); MR 35%; SZ M (5–6' tall); ML steady (11); Int high (13–14); AL CN or CG; XP 650.

SA—Fear: Victim must save vs. wands or be stricken with *fear* (as the spell).

The *nathri* are 4-foot-tall humanoids with dark greenish skin and long, unruly black hair. Though they appear barbaric, *nathri* wear clothes, use weapons, and speak their own language (although the most intelligent *nathri* have learned to speak planar common as well). They roam the Deep Ethereal, living in large clans numbering well over 100 members (led by a 3-HD *nathri* called the *targai*). On other planes, *nathri* senses extend onto the Border Ethereal. *Nathri* are skilled in many Ethereal proficiencies, some unknown to even bloods of the Etherfarer Society; in fact, many Society proficiencies were developed from *nathri* skills. Even though *nathri* can get most of what they need from the Ethereal itself, they are given to raiding demiplanes for additional food, clothing, and other materials. Fact is, *nathri* know the dark of more demiplanes than most other cutters who travel the Deep.

Nathri culture is divided into two castes: warriors and rogues. They attack in swarms, striking at opponents with weapons pilfered from the demiplanes or a small but sharp barb on the backs of their right hands. The poison barb attack is the preferred method of attack for *nathri* rogues. Warriors also have a poisoned barb but prefer to use weapons when they can get them.

NATHRI: AC {6}; MV {18}; HD 1+1; THACO 19; #AT 1; Dmg 1d4 (barb) or by weapon; SA *Poison*, attack bonus, thief skills; SD +1 to saves vs. *charm*; SZ S (4' tall); ML steady (11–12); Int low to high (7–13); AL CN; XP 120.

SA—Poison: *Nathri* barbs inflict 1d4 points of damage and targets that fail a save vs. poison fall prey to the mild venom coating the barb. The poison makes victims dizzy and disoriented, imposing a –1 penalty to attack rolls, proficiency checks, and saving throws for 2d10 rounds. Subsequent failed saves extend the poison's duration but not its severity. **Attack bonus:** *Nathri* warriors gain a +1 bonus to attack and damage rolls when using weapons. **Thief skills:** *Nathri* rogues have the abilities of 4th-level thieves.

NATHRI AS PLAYER CHARACTERS

Players can choose this race for their characters, but PC *nathri* are misfits or loners who've turned from their race's chaotic, selfish nature. These enlightened *nathri* may not retain ties to their culture, or their tribe might consider them eccentric wanderers.

AVAILABLE CLASSES: Fighter, Thief, Ranger (rare), Fighter/Thief.

MAXIMUM LEVEL: 10th (12th if the character possesses an 18 in his prime requisite).

RACIAL ABILITIES: *Nathri* PCs add 1 to their Dexterity, Constitution, and Wisdom, and they subtract 1 from their Strength, Intelligence, and Charisma. *Nathri* live about 65 years on average and speak their own language plus one other planar tongue. *Nathri* player characters gain 1 bonus ethereal

proficiency of their choice (see page 30) in addition to the normal proficiency slots appropriate to their class and level.

Nathri fighters gain a +1 bonus to attack rolls when using all weapons, but they suffer a -2 penalty on all saving throws vs. paralyzation, poison, and death magic. In addition, nathri thieves gain a +5% bonus to all thieving abilities, but they suffer a -1 penalty on all saving throws vs. paralyzation, poison, and death magic. All nathri can attack without a weapon, using a barb on the backs of their right hands. These barbs inflict 1d4 points of damage and force targets to make saving throws vs. poison. Failure indicates that the target becomes dizzy and disoriented from the nathri's venom, suffering a -1 penalty to all attack rolls, proficiency checks, and saving throws for 1d6 rounds. Subsequent failed saves extend the poison's duration, but not its severity.

Nathri can peer onto the Border Ethereal when on another plane. However, nathri PCs who spend more than half their time off the Ethereal permanently lose this ability at 5th level. In the same way, a nathri's fiercely independent nature normally grants it a +1 to saving throws vs. *charm* and similar spells, but nathri player characters lose this ability, as they have sacrificed their independence to work in a group.

NETH'S CHILD (NETHLING)

Neth's children are formed directly from the substance of the Demiplane That Lives. As such, each child is an "avatar" of Neth, going forth from its parent to search for meaning on the Ethereal Plane.

Neth's children take many forms, depending upon the particular purpose for which they were formed. Those that serve as Neth's ethernoughts have a base form and an active form. The base form is that of a pinkish circular membrane, 10 feet in diameter and a few inches thick, which abruptly thickens at the center to form a brownish fleshy bulb measuring some 1 foot in diameter. The undulations of the membrane serve to propel each child through the ethereal medium.

When confronted with other entities of the Ethereal Plane, a nethling usually takes on active form by attempting to mimic the general form of those it has encountered. First, the nethling's central bulb extrudes a rough face, then head, neck, torso, and so on, as it pulls in and absorbs its undulating membrane for material, until finally the entire mass of the creature is utilized to create the desired form. This process takes 1 round, after which the nethling roughly resembles the mimicked creature's race but not the individual. No weapons, items, or clothing are mimicked, and the child retains its pink and brown coloration. Once a nethling has mimicked a particular form, it can call upon that same form for future form shifts, if necessary.

Once in active form, the child speaks in one of the languages "programmed" into it by its parent—this language includes the planar trade tongue commonly spoken in Sigil and among etherfarers. In effect, Neth's children are exten-

sions of Neth, and so do not recognize themselves as free-floating, free-willed entities. If they ever return to Neth, they are reabsorbed into the living demiplane for transferal of any gained knowledge. The nethling's first words to those it encounters are invariably, "Neth has questions."

A nethling's questions include the following:

- ◆ Where am I?
- ◆ Ethereal Plane? What is Ethereal?
- ◆ There are more places than Neth and the Ethereal?
- ◆ Are you of Neth? Who are you of?
- ◆ What is free will?

Those who attempt to answer any of the questions posed by the child satisfy it to some extent, but because the child knows so little about cosmology in general, and even less of the possibility of whole worlds each filled with countless unique individual organisms, answered questions pose yet more questions. At some point, those being interrogated likely tire of the questioning and seek to break away. At this point, the child makes an encounter check on Table 59: Encounter Reactions in the *DUNGEON MASTER® Guide*. Any result besides hostile means the child is happy with what it has learned, and either leaves or just stops asking questions and "tags along" with those it has just questioned. A hostile result means that the child is not yet satisfied, and thus instantly seeks to absorb one or more of those it just questioned in order to extract more answers directly.

Very rarely, a child goes rogue. It gains an independent existence beyond serving merely as an extension of Neth. Rogue children usually take on a favored active form, hone the mimicry to perfection, and attempt to make a life for themselves apart from their parent. 'Course, even self-aware children are still of Neth and must always fight the inbred compulsion to return and be reabsorbed into the Demiplane That Lives. Independent children may become player characters, as described below.

NETH'S CHILD: AC 5 {3}; MV 12 {24}; HD 13; THACO 7; #AT 1; Dmg 1d10 (acid absorption) or by weapon; SA Absorption; SD Regenerates 1 hp/round if it has absorbed a living being within last 24 hours; MR 35%; SZ M (10' diameter membrane or 5'-6' tall); ML steady (11); Int very (11-12); AL N; XP 6,000.

SA—Absorption: When attempting to absorb other organic beings, a nethling can strike with an open palm (or other appendage) while in humanoid form. Foes struck suffer 1d10 points of damage from the acidlike surface of the palm. If the nethling succeeds at the attack by 4 or more, it automatically reverts to its base form and begins to absorb the victim at a rate of 1d10+4 hit points each round. When the victim reaches -10 hit points, he is completely absorbed and the nethling gains 1d10 of the victim's memories (spells count as memories). While a victim is being absorbed in this way, those who attempt to tear the nethling away physically only place their own hands

into the child and are in turn absorbed. The only way to stop the absorption is to kill the creature outright.

NETH'S CHILDREN AS PLAYER CHARACTERS

Because children of Neth, the living demiplane, very rarely attain a separate identity and intelligence apart from their creator, such player characters should be allowed only in very rare cases. These nethlings forsake their base form, taking on a humanoid or near-humanoid form that they predominantly use.

AVAILABLE CLASSES: Fighter, Thief, Mage (no specialty schools). Nethlings can dual class. A nethling can never become a priest, nor can it choose any class variant that employs clerical spells, as its subconscious knowledge of its true creator makes all such training pointless.

MAXIMUM LEVEL: 9th (11th if nethling PC possesses an 18 in his prime requisite).

RACIAL ABILITIES: Nethling PCs add 1 to their Strength and Intelligence and subtract 1 from their Dexterity and Constitution.

Free-willed nethlings live between 100-600 years; the variability in a child's lifespan is tied to the number of times it shifts form (see below). Those nethlings who rarely shift form can live closer to 600 years, while nethlings who shift form once per month or more live closer to 100 years. The exact proportion of shape changes to years lived varies between individuals (and is up to the DM's discretion).

Nethling player characters don't have a native tongue; however, they can communicate with any other nethlings through touch alone. Additionally, a nethling player character knows the planar common tongue and 1d4 other languages granted it by the Demiplane That Lives when it was first engendered.

Nethlings advance normally, beginning at 1st level in their respective class. Nethling player characters don't have the hit points a "loyal" 13-HD Neth's child possesses, nor do player characters possess a full 35% Magic Resistance. In fact, breaking with their progenitor drops a nethling PC's resistance to 3%. Apparently the force that ensures nethling servitude is inextricably interwoven with mental patterns granting Magic Resistance and Hit Dice. Player character nethlings must start at 1st level and gain personal experience to advance their power—though their Magic Resistance never rises above 3% while they are separated from Neth.

All of Neth's children can shift their form, mimicking the general forms of other living creatures. Nethlings can't mimic specific individuals, nor do they gain any spell-like abilities or magical powers of mimicked creatures—though growing wings may provide a limited ability to fly (at the DMs discretion), with much practice. Nethling player characters, by necessity, have taken on a favored active humanoid form in order to adventure and advance in level. They have honed that form to such a degree that members of the mimicked race are 95% likely to believe the nethling is actually a member of their race. In effect, the nethling

comes to think of this form as its real one. Sometimes, though, nethling player characters temporarily change form in order to gain an advantage (by slipping into a very small space or mimicking another race, for example). Such changes in form have a price: Each time a nethling player character shifts away from its favored humanoid form, it stands a base 5% chance to "lose touch" with the skills and class abilities gained in that form; such unfortunate nethlings lose 1 level of experience. Level loss in this fashion can never lower a nethling player character below 1st level.

A nethling can also absorb another organic being (as fully described under the Neth's Child entry) when in desperate straits. If an independent nethling absorbs another organic being, it reverts to its base form and has a 65% chance to lose 1 level. In addition, absorption attacks have a 5% cumulative chance to jolt the PC out of his independent mindset and back into his old programming, causing him to break off all other activities and return to the Demiplane That Lives to report all he's learned. Unless somehow stopped by concerned companions and restored to his former personality (via a *restoration* or *wish* spell), a reverted Neth's child permanently merges back into the Demiplane That Lives.



PHASE SPIDER

Sometimes confused with neogi or driders and called planar spiders on some worlds of the Prime, phase spiders are intelligent web-spinners with a raised thorax and a humanlike head. What really makes phase spiders stand out is their enviable ability to phase back and forth between a plane and the plane's Border.

Unknown to most creatures, phase spiders possess large web habitats on the Ethereal (both in the Deep and on the Border) and only appear on other planes while hunting for food. Some phase spiders do live mostly on material planes, but these spiders are the exception, not the rule. Like many more familiar cultures, Ethereally-based phase spiders are not a cohesive race, but instead exist in separate clutches (tribes), each of which claims various Prime territories as its sole hunting ground. Sometimes disparate phase spider clutches cooperate, but sometimes they come into conflict over territorial disputes.

Phase spider habitats in the Deep are fabricated from the spinnerets of the rare and gifted few that have the ability to spin out weblike strands of stable ether. (Most phase spiders spin out strands of weblike quintessential ether, which disintegrates in 1d100 hours.) Stable webs are not only useful for phase spiders building their own structures, but such webbing is also an indispensable trade item with other dwellers of the Ethereal. See "Ommiad's Web" on page 89 for an example of a phase spider habitat in the Deep Ethereal.

When hunting prey on other planes, phase spiders materialize, attack from behind, and become ethereal again all in a single round. If the prey proves too difficult, a phase spider retreats back to its home turf to choose victims more amenable to attack. If the unthinkable happens and feisty prey follows a spider back onto the Border Ethereal, a crafty spider reverses its earlier tactics and launches attacks from the plane upon those who now menace it on the Border. (MONSTROUS MANUAL)

PHASE SPIDER: AC 7 {7}; MV 6, Wb 15 {6, Wb 15}; HD 5+5; THACO 15; #AT 1; Dmg 1d6 + poison (bite); SA Phase, poison; SZ H (14' diameter); ML champion (15); Int low [5-7]; AL N; XP 1,400.

SA—Phase: Can shift between a plane and the Border at will. Phase spiders materialize, attack from behind with a +4 bonus, and become ethereal again all in a single round, granting the hunter a -3 bonus on initiative rolls. If a phase spider wins initiative by more than 4 steps, the attack is too swift to be answered. Poison: Victims bitten must save vs. poison (type F) at a -2 penalty or die.

PHIRBLAS

A tall, gaunt humanoid race that appears to float a few inches above the ground when on material planes, the phir-

blas share this and other characteristics with the dabus of Sigil. Both look somewhat alike, though the phirblas are lighter in color, younger looking than the dabus, and have no horns. And both employ a strange (yet different) means of visual communication.

Mildly telepathic, the phirblas project their words as written script in the language of the intended recipient in the air above the phirblas. Only about 10 words are visible at a time, so anyone who wants to communicate with one of these humanoids must be a fast reader. Illiterate berks can't understand them at all.

Although often encountered on the Ethereal in freefloating habitats, phirblas actually originate from a demiplane they call Inphirblau, a city-realm filled with tall towers elegantly carved and shaped from living stone. Chant says that Inphirblau is one of the oldest of the demiplanes, though no one knows if the phirblas created it themselves or simply took up residence there. The demiplane is difficult to find. It's a huge city that seems to go on forever once a body's found his way in. Millions of phirblas live in the burg, yet somehow they all seem to know each other. (PLANESCAPE MONSTROUS COMPENDIUM Appendix III)

PHIRBLAS: AC 8 or 1 (plate mail); MV 9; HD 5; THACO 15; #AT 1; Dmg 1d4+1 (flst) or by weapon; SA Hypnotic pattern and suggestion, both 1/day; SD ESP, 1/2 damage from heat and cold-based attacks, immune to disease, poison, charm, suggestion, and control based on verbal commands; MR 20%; SZ M (6' tall); ML steady to elite (11-14); Int high to genius (14-18); AL NG; XP 1,400.

Note: The phirblas' AC and MV reflect the creature's statistics in the demiplane of Inphirblau.

PLASM

Born in the furious maelstrom of an ether cyclone spinning too close to the curtain of an elemental plane, plasms are creatures of stable ether and raw elemental matter. The plasms' malign nature is reflected in the form they take: a humanoid skeleton wreathed in earth, air, fire, or water. Worse, some plasms grow so large that their hulking skeletal forms can only be classified as "giant." Owing allegiance to no one, plasms are renegades who seem primarily motivated to bring pain and death to those who cross their wandering paths through the Deep Ethereal and the Border area of the appropriate Elemental Plane. Thankfully, plasms are unable to leave the Ethereal for any extended length of time. (MYSTARA MONSTROUS COMPENDIUM Appendix)

PLASM: AC {0}; MV {12}; HD 6; THACO 15; #AT 2; Dmg 2d6/2d6 (claw/claw); SA Elemental cloud; SD Immunities, regeneration; SW: Dependent on element; SZ M (6' tall); ML elite (13); Int average (8); AL CE; XP 3,000.

SA—Once per turn, a plasm can sacrifice 10 hit points to create an elemental cloud composed of the plasm's respective

element. The cloud is 30' in diameter, centered on the plasm. Those caught in the cloud suffer 20 points of damage per round (save vs. breath weapon for half). The cloud lasts for 1d6 rounds.

SD—Immune to poison and nonmagical weapons. Magical weapons inflict only their magical bonus in damage. *Regeneration*: A plasm regenerates 1 hit point per round while in contact with its own element. Magical attacks based on a plasm's element grants the plasm additional HD equal to the spellcaster's level for 3d6 rounds.

SW—On planes other than the Ethereal or their home plane, plasms lose 1 HD per round until dead.

PLASM, GIANT: AC {-4}; MV {12}; HD 12; THACO 9; #AT 2; Dmg 3d6/3d6 (claw/claw); SA *Elemental cloud*; SD Immunities, regeneration; SW: Dependent on element; SZ L (12' tall); ML champion (15); Int average (8); AL CE; XP 9,000.

Note: Giant plasms have all the abilities listed for plasms, above.

RABBIUN

The serpentine rabbiun fly like spears through the Deep Ethereal, trying to avoid all beings larger than themselves. Fact is, rabbiun are just animals that migrated to the Ethereal ages ago. They are inoffensive, nonaggressive creatures without much intelligence. Most travelers won't have much interaction with these creatures that look just like bright-hued snakes. It's not uncommon for Ethereal travelers to see a flock of rabbiun arrowing through the mists, absorbing nutrition from the ethereal medium itself. Ethertravelers are given to hunting rabbiun and serving them as a delicacy on special occasions. (PLANESCAPE MONSTROUS COMPENDIUM *Appendix III*)

RABBIUN: AC {9}; MV {36}; HD 1/2; THACO 20; #AT 1; Dmg 1d2 (bite); SZ S (2' long); ML unreliable (2-4); Int animal (1); AL N; XP 15.

SHEDU

Shedu roam the Ethereal plane (as well as the Astral and hot, arid climes on the Prime), furthering the cause of good, helping allied creatures in need, and generally combating evil. Make no mistake—shedu are not misguided philanthropists. In fact, they're powerful bloods uncommonly blessed with physical and mental (psionic) strength, probably granted by a good power. Berks pursuing an evil agenda had best be wary when they run across an equine with wings and a bearded, humanoid head. On the other hand, bashers in desperate need should rejoice at the appearance of what at first look to be winged horses—closer scrutiny might reveal them to be shedu. (MONSTROUS MANUAL)

SHEDU, LESSER: AC 4; MV 12, Fl 24 (C); HD 9+9; THACO 11; #AT 2; Dmg 1d6/1d6 (hooves); SA Psionics; SD Psionics; SZ L (as a mule); ML champion (15-16); Int exceptional (15-16); AL LG; XP 8,000

Psionics Summary—#AT 1, MTHACO 11, MAC 3, Lv 9; PSPs 100; Psionic Attacks All; Psionic Defenses All; Psionic Disciplines astral projection, contact (if *Complete Psionics Handbook* is used), ectoplasmic form, empathy, mindlink, + any 3 additional sciences and 5 additional devotions.

SHEDU, GREATER: AC 2; MV 15, Fl 30 (B); HD 14+14; THACO 5; #AT 2; Dmg 3d6/3d6 (hooves); SA Psionics; SD Psionics, radiate constant protection from evil, 10' radius; SZ L (as a draft horse); ML fearless (19-20); Int genius (17-18); AL LG; XP 15,000.

Psionics Summary—#AT 1, MTHACO 3, MAC 0, Lv 14; PSPs 200; Psionic Attacks All; Psionic Defenses All; Psionic Disciplines astral projection, aura sight, body control, clairaudience, clairvoyance, contact (if *Complete Psionics Handbook* is used), danger sense, dimensional door, dimension walk*, domination, ectoplasmic form*, energy containment, invisibility*, mass domination, metamorphosis, mindlink, molecular agitation, molecular manipulation, object reading, post hypnotic suggestion, precognition, probability travel*, sensitivity to psychic impressions, telekinesis, teleport*.

* denotes powers that require no PSP expenditure

TERITHRAN

Lairing in tombs of protomatter adrift in the Deep, the humanoids known as terithran sleep until disturbed by powerful wizardly magic on an adjacent plane. Able to sense great feats of magic—even while sleeping in the Deep—the ugly, hairless terithran awakens in a foul mood. It rises angrily from its slumber, walks the mazes of its lair (filled with drained magical items and the bones of slain wizards), slips through the curtain of the offending plane, and finally punishes the offender, often dragging him back to the Deep. Chant has it that the terithran eats the heart of the offending wizard, though a terithran doesn't seem to require sustenance otherwise. The strange multidimensional maze that surrounds a terithran's sleeping chamber is said to contain the secret of the creature's power to jump between planes, but the truth remains dark.

Travelers in the Deep need to be wary of a terithran that's just polished off a wizard—for up to a week, a terithran might wait in its lair, unable to sleep, or perhaps even wander the Ethereal in its restlessness. Cutters encountering an agitated terithran should avoid the slightest provocation. Those who approach with a proper nonthreatening manner might garner a bit of chant from the sleepless terithran, which communicates via telepathy when it chooses to communicate at all. What is the purpose of a terithran's deep sleep and its hatred of magic? No one really knows, but many outlandish theories have been presented over the years.

Disturbed terithran can lash out with two sharp claws. Worse, angry terithran have a variety of magical powers at their disposal. When on other planes, a terithran is still shadowy and less substantial than is normal for a material

creature. Most terithran transport their victims to the Ethereal to finish them off. They use their magical abilities to ward away a wizard's allies and rely upon their innate magic resistance to penetrate a spellcaster's defenses. (PLANESCAPE MONSTROUS COMPENDIUM Appendix III)

TERITHRAN: AC 3 {6}; MV 15 {18}; HD 5+1; THACO 15; #AT 2; Dmg 1d8+1/1d8+1 (claw/claw); SA Spell-like powers; SD Hit only by silver or magical weapons when on the Prime; MR 50%; SZ S (4' tall); ML average (9-10); Int low to average (7-9); AL N; XP 2,000.

SA—Spell-like powers: *Detect magic* at will. Also can use the following four powers a combined total of 16 times per day (6/day when not on the Ethereal Plane):

- ◆ **Blast of power.** Inflicts 4d8 points of damage upon all within a 10-foot radius, save vs. spell for half damage. (*Blast of power* acts as a *power word: stun* on the Prime.)
- ◆ **Drain power.** Drains a wizard of all memorized spells or a magical item of all its power (or charges), save vs. breath weapon negates. Treat affected spellcasters as if they've used all their spells for that day
- ◆ **Cause serious wounds.** Augments the terithran's claw attacks so that each causes 2d8+1 points of damage. There is no saving throw to avoid this effect.
- ◆ **Transportation:** Allows the terithran to move back and forth between the Ethereal and the Prime. It can take one other creature along for the ride, although to transport an unwilling victim, the terithran must make a successful claw attack. The victim receives no saving throw to avoid the effect.

THOUGH+EA+ER

Thought eaters are Border swimmers that sift the adjoining planes for keen minds; psionic power and intrinsic intelligence literally serve these monsters as "food for thought." Sheathed only in ethereal mist, a thought eater's body is skeletal, possessing a platypus-like head and webbed bony flippers. Against another creature upon the Border, thought eaters pose little threat, and in fact are easily dispatched. If a thought eater is brought to another plane, it quickly perishes without the surrounding ethereal medium to "flesh out" its body. An ethereal thought eater can do considerable damage to sods on an adjoining plane, however.

Thought eaters can sense psionic activity, magic, and raw intellect on an adjoining plane. Thought eaters feed on such sources, converting the resultant energy into psionic power points (PSPs), which they use at a rate of 3 PSPs per hour to maintain their ethereal state. If they run out of PSPs, they drop out of the Ethereal and perish. Note that thought eaters can feed on fellow Ethereal creatures as well, but most other Ethereal creatures can easily slay thought eaters under normal circumstances.

To material victims, thought eaters are normally invisible; thought eaters sometimes feed unnoticed and uncon-

CRYSTAL,
YOUR SODDING FIREBALL!
QUICK, BEFORE I+3 +00
SODDING LA+E!
—UCEC 0RDEL,
POINTING 0U+ AN
APPROACHING SCH00L
0F MAGRAN

tested until sated, or until their victims are out of range. Although a thought eater has a movement rate of only 6, the creature's ethereal state allows it to move through physical walls, ceilings, and other barricades as if they didn't exist. (MONSTROUS MANUAL)

THOUGHT EATER: AC {9}; MV {6}; HD 3; THACO Nil; #AT 0; Dmg Nil; SA Drains psionics, spells, and Intelligence; SZ S (3' long); ML unsteady (5-7); Int N/A; AL N; XP 1,400.

SA—Drain: If within 60' of an appropriate source, thought eaters drain 10 PSPs per round; absorb any spell cast (gaining 5 PSPs/spell level); drain 1 memorized spell per round; or permanently drain 1 point of Intelligence per round (gaining 10 PSPs for each Int point absorbed), in order of preference. Thought eaters feed until all victims die or escape, or until sated (200 PSPs).

Psionics Summary—#AT 0, MTHACO Nil, MAC 5, Lv 3; PSPs 1d100+100; Psionic Attacks None; Psionic Defenses Intellect Fortress (IF), Thought Shield (TS); Psionic Disciplines—psionic sense (a metapsionic power that allows thought eaters to scan another plane from its Border for appropriate sources of mental energy to feed upon).

TWEEN

These parasitic creatures are rarely encountered in an "unattached" state on the Border Ethereal, appearing as smoky or shadowy humanoid silhouettes in the already foggy ethereal medium. Even fellow ethereal beings have a difficult time seeing tweens. Unfortunately, the tween has no trouble at all locating hosts on the adjoining material plane.

A tween is really just a parasitic spirit (although it is not undead) that prefers an intelligent being for a host. Once an unattached tween discovers a suitable host (or if an ethereal traveler runs across an unattached tween), the tween "shadows" the host, following the host's every move. Once a tween begins this bonding behavior toward a host, it becomes vaguely visible as an extra shadow on the adjoining plane (to an ethereal host, or to a host that subsequently travels to the Ethereal, the tween appears the same). After several hours with a new host, the tween remains permanently "bonded" until the host or the tween dies—neither tween nor host are able to voluntarily sever the bond. If the host of a tween dies, the shock and grief of losing its host

literally causes the tween to fission in two, birthing a new tween. Both tweens then begin looking for new hosts.

Tweens are luck. Somehow, through their mimiclike bond with their host, they are able to subtly affect probability in the host's vicinity. For instance, the tween makes it just a bit more probable that its host's sword hits rather than misses. Thus, the tween's host appears quite lucky to cutters unaware that the host is infested. But the luck conferred to a tween's host is robbed from any creature near the host, whether friend or foe. A berk with a tween parasite is thus something of a curse to potential companions, and thus usually ends up as an outcast.

If attacked on the Ethereal, the tween fights independent of its host's actions. Otherwise, it is the perfect mimic. If a tween is killed, the host must make a successful system shock roll or suffer a -2 penalty to all actions for 1d4 weeks, affected by an indefinable sense of grief.

Some graybeards suspect that tweens were once members of a planar race called the kylean, who dwelled on the Outlands millennia ago. The kylean were infested with a strange chaos-plague that transformed the whole race.

Most mutated kylean ended up in the Astral Plane as the devetes (see PLANESCAPE MONSTROUS COMPENDIUM Appendix III), but a few found new homes on the Ethereal as the tweens. What's the connection? Both races seem to lack any kind of racial identity. Devetes mimic other races and tweens bind themselves to beings on the Prime; without those ties, both races seem to lack any goal or independent purpose. (MONSTROUS COMPENDIUM 14, *Fiend Folio*)

TWEEN: AC {10}; MV {as host}; HD 1; THACO 20; #AT 1 (on Ethereal only); Dmg by weapon type; SA Luck; SZ S (3' tall); ML as host or Unsteady (7); Int very (11-12); AL N; XP 15.

SA-Luck: Whenever a die roll is called for, any being with a tween parasite receives two dice rolls instead of one and applies the better of the two rolls. Other creatures within 50' of the host must make two die rolls for any action and use the inferior result.

XILL

Vaguely reptilian natives of the Ethereal Plane, xill are four-armed, brilliantly red-skinned humanoids feared on all planes that border the Deep. Course, some xill (those among the High Clans) claim that such fears are unfounded, but peery bloods believe that even the so-called civilized xill harbor a dark secret. Since they only communicate telepathically, it'd be particularly easy to hide a secret from most others.

Lower Clan xill rarely use weapons, preferring the strength of their claws, and they never create anything of their own, including domiciles on the Ethereal. They seemingly live only to reproduce, and thus raid other planes looking for intelligent hosts for their eggs (all xill can move between the Border and adjoining planes at will).

High Clan xill craft tools, weapons, and clothing, and live in free-floating cities built upon and from stable ether plus material stolen from other planes. The High Clans rarely leave the Ethereal, but if they're encountered by planewalkers, High Clan xill may trade goods and information with travelers to the Misty Shore. However, High Clan xill still need to use intelligent creatures as hosts in which to hatch their young. Rumors speak of a vast hatchery/nursery hidden somewhere in the Deep where human slaves are bred and grown like cattle to serve as hosts for xill eggs.

Victims of a xill's paralyzing attack can expect a quick trip to the Deep. Once the xill reaches its lair, it implants its paralyzed victim with eggs. The eggs gestate four days before hatching (during which time a *cure disease* spell removes the infestation), after which the larvae begin to eat their way out of the host. This horrible process

takes another seven days (at this point, only a *wish* or *limited wish* can save the victim); the host suffers 1d10+10 points of damage each day the xill larvae eat. Eventually, 2d8 young xill emerge from the victim, killing him instantly if he's not in the dead-book already. (PLANESCAPE MONSTROUS COMPENDIUM Appendix III)

XILL: AC {0}; MV {15}; HD 5; THACO 15, 13 with missiles; #AT 4; Dmg 1d4x4 (claw x4) or by weapon; SA Surprise, paralyzation, rare High Clan xill can be 5th-level cleric; SD Ethereality; MR 70%; SZ M (4-5' tall); ML elite (15); Int very (11-12); AL LE; XP 3,000.

SA-Surprise: Xill attack by slipping across the Border, startling intended victims (roll for surprise at -6). The invading xill attempt first to subdue their foes, using two arms to grapple and two to punch. **Paralyzation:** If two of the xill's claws successfully strike a foe (inflicting 1d4 points of damage each), the xill holds on and automatically bites the victim the following round. The bite inflicts no damage but forces the victim to make a saving throw versus poison or face paralyzation for 1d4 hours. (The xill produces enough venom for only two bites every six hours, and it can't bite a foe that it hasn't grappled.)

SD-Ethereality: The process of going ethereal with a victim takes 2 rounds, during which time the xill is completely immobile and forgoes its magic resistance. However, as the xill fades, it becomes harder and harder to strike (AC -1 in the first round of planar transfer and AC -3 in the second).

LOCATIONS IN THE ETHER: SPECIFIC ENCOUNTERS

Think about it, berk; the Ethereal's an infinite space. That means there're more locations to be found there than any mortal could ever comprehend. Fact is, it's impossible to even list every interesting ethereal location, but a body can at least learn about a few of the more well-known locales.



ANAVAREE: ◆ A RUPTURED DREAMSCAPE ◆

From time to time, clumps of protomatter with an uncanny resemblance to real landscapes drift into well-traveled ethereal byways. Most evaporate too quickly for interested cutters to glean much about them. In fact, many of these clumps are almost completely "melted" dreambergs from the ruptured dreamscape called Anavaree.

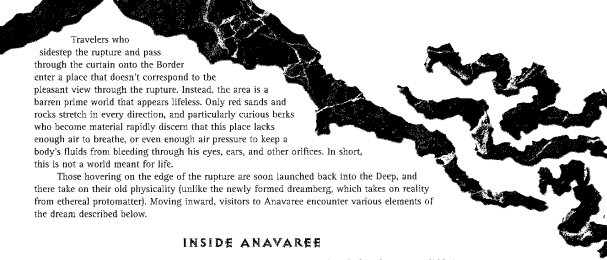
Anavaree exists adjacent to the curtain marking the boundary with the Border of the Prime Material Plane, but it lies far from commonly traveled worlds and dreams.

Anavaree births 144 dreambergs into the Deep every 24 hours. These dreams take on "reality" by collecting protomatter; however, most of the drifting dreambergs completely dissolve within 1d100 hours of their creation. Before their dissolution, dreambergs measure 30-120 feet in rough diameter, and contain 144 elements associated with the dreamscape (aside from the dream's principle and her named pets, as described below).

Curious bashers who trace a dreamberg's path with a successful ethereal tracking proficiency check find the source of the dreambergs after 1d100 hours of travel: a ruptured dreamscape. The rupture appears as a tattered 10- to 80-foot diameter opening (the size of the rupture fluctuates) on the part of the Wall of Color that borders the Prime Material Plane. Dreambergs break off from the dreamscape within and are thus birthed through the rupture.

Gazing into the rupture, travelers view an idyllic landscape past a golden haze. Grass, trees, and even small lakes are dimly perceptible through the aperture. Small birds fly from tree to tree, and their songs penetrate dimly through the gap. Those taking some time to study the scene intently observe movement within the trees from time to time, but the haze and distance make it impossible to identify more.

I SWIM IN A SEA
OF E+HEREALITY.
ONCE, I CAME UP FOR A
BREATH OF CØRPØREALITY,
AND CHOKED.
—M'N+EC UØK,
A RESIDENT OF THE
WAVELESS SEA



Travelers who sidestep the rupture and pass through the curtain onto the Border enter a place that doesn't correspond to the pleasant view through the rupture. Instead, the area is a barren prime world that appears lifeless. Only red sands and rocks stretch in every direction, and particularly curious berks who become material rapidly discern that this place lacks enough air to breathe, or even enough air pressure to keep a body's fluids from bleeding through his eyes, ears, and other orifices. In short, this is not a world meant for life.

Those hovering on the edge of the rupture are soon launched back into the Deep, and there take on their old physicality (unlike the newly formed dreamberg, which takes on reality from ethereal protomatter). Moving inward, visitors to Anavaree encounter various elements of the dream described below.

INSIDE ANAVAREE

Those who boldly enter the dreamscape undergo a subtle transition. Where before they were solid beings tuned to an ethereal state, visitors to the dreamscape become elements of the dream, translated into their dream-selves as described on page 56. 'Course, other than feeling a bit strange when first they cross over, visitors to Anavaree are likely completely unaware of their true state and possible danger.

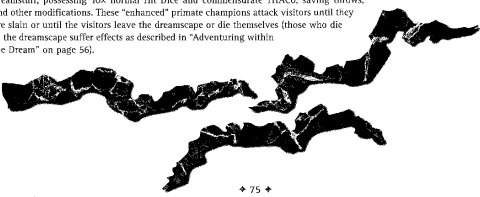
Inside, the views afforded through the rupture proves true, save for the fact that the golden haze has receded in all directions, forming a cavity some 600 feet across. Gravity reasserts itself, and a golden light shines down from an otherwise unblemished blue sky. A cool wind blows, bringing the scent of flowers and pine, with birdsong a joyous counterpart.

THE TREES

These stands of pinelike trees rise no more than 10-20 feet on the outskirts of each copse, but they gradually grow taller toward the center of the copse, where some individual trees rise to heights of 100-200 feet. The undergrowth in each stand of trees is thick and exceptionally difficult to pass through. Besides many incredibly colorful birds of every type, each stand of trees holds a group of dreamborn primates.

The primates look much like ordinary monkeys save for their bright green hue. No set number of creatures lives within each copse, as their numbers vary in a dreamlike manner. Whenever a group of visitors comes within 10 feet of a copse of trees, there is a 25% chance that a monkey pokes its head from the top of a tree. It merely screeches half of the time, but otherwise it lobs a massive pinecone at onlookers. Onlookers who catch or retrieve the pinecone can engage in a short game of catch with the primate before it once again happily disappears into the trees.

Aggressive berks who slay the creature out of hand create a dangerous resonance within the dreamscape. Dark clouds quickly gather, and the light from above dims. Now every time the visitors approach within 10 feet of a new copse of trees, 1d10 primates emerge. Each of these primates is swollen with dreamstuff, possessing 10x normal Hit Dice and commensurate THACO, saving throws, and other modifications. These "enhanced" primate champions attack visitors until they are slain or until the visitors leave the dreamscape or die themselves (those who die in the dreamscape suffer effects as described in "Adventuring within the Dream" on page 56).



Besides the primates, each cove has the potential to contain far more inhabitants. Those with a desire to explore find more interior space than is apparent from without, after the manner of dreams, including overgrown towers, mountains, and new races of dreamborn forestlings, to name just a few possibilities.

DREAMBORN PRIMATES: AC 8; MV 9; HD 1+1; hp 5 each; THACO 19; #AT 1; Dmg 1; SZ S (3' tall); ML fearless (20); Int animal (1); AL N; XP 35.

EHNANCED DREAMBORN PRIMATES: AC -2; MV 12; HD 10+10; hp 60 each; THACO 9; #AT 3; Dmg 2d6(x3); SZ M (6' tall); ML fearless (20); Int animal (1); AL N; XP 1,400.

THE HAZE

Visitors pressing into the haze leave the dreamscape behind and become only so much material for usual dreams unless they make a saving throw vs. death magic. Those making the check realize that to press farther into the haze is to lose themselves forever to the things that dreams are made of. Those who fail the check suffer that very fate.

THE POOLS

Crystal clear water holds multitudes of colorful fish at play. Visitors approaching within 10 feet of the edge of a pool stand a 25% chance to be greeted by a dreamborn mermaid, who rises upon a rock to splash onlookers playfully. Those who ignore the mermaid or respond positively are none the worse for wear. Under no circumstances does the mermaid respond to any questions other than naming the dreamscape (Anavarec) and extolling the virtue of the clear waters and the treasures of coral that lie within it. Sods who respond aggressively by chasing the mermaid or slaying her out of hand provoke the same discordant resonances engendered by the murder of a primate, substituting mermaids for monkeys.

As with the coves, the pools potentially contain far more than is apparent on the surface, including staggering depths not initially indicated from the surface, sunken ships, drowned cities, and new races of dreamborn fishlings.

DREAMBORN MERMAIDS: AC 7; MV 1, Sw 18; HD 1+1; hp 5 each; THACO 19; #AT 1; Dmg 1d6 with dagger; SZ S (6' tall); ML fearless (20); Int very (12); AL N; XP 65.

EHNANCED DREAMBORN MERMAIDS: AC -2; MV 1, Sw 18; HD 10+10; hp 60 each; THACO 9; #AT 3; Dmg 3d6 x 3 with massive coral sword; SZ S H (16' tall); ML fearless (20); Int very (12); AL N; XP 1,400.

ANA'S PLAYGROUND

The core of Anavarec is Ana's Playground. Swings, slides, a sandbox, and various blocks, dolls, and other toys are situated atop a low grassy hill. A truly massive purplish dragon, lost in slumber, curls around the periphery of the hill. Upon the hill, two figures play.

One of the figures appears to be one of the green-hued primates that haunt the trees, though this one has particularly human features. The other figure is that of a small human girl, possibly eight or nine years of age, dressed in strangely reflective garments. If she spots the visitors, the girl laughs aloud and calls down from the hill, "Come and play with me and George, but don't wake the dragon; he likes to sleep!"

The girl is Ana (Pr/♀ human/0-level/NG), and she is the principle of the dreamscape. When she smiles, the sun brightens, and when she laughs, rainbows dance. On the other hand, her frowns bring clouds, her tears bring rain and cold winds, and her anger causes lightning to touch down. The thing is, Ana doesn't know that she dreams. She hasn't really given her situation much thought, after the fashion of one caught up in a dream, and when first asked, she simply declares Anavarec her playground.

Further probing questions cause Ana to consider her situation seriously and question how she came to be in such a place. Frowns are likely not far behind, because the story behind Ana's state is not a happy one.

Ana's physical body exists in stasis upon the face of the red, dead world described above. She is the only survivor of a technological colonization attempt from another world that fell from the dark of space to smash and burn on the red sands. Within the depths of a massive crater, now long cooled, Ana's stasis chamber—by some miracle of chance or fate—remains mostly undamaged and functioning. However, the woman inside suffered some physical damage and now possesses only the mentality of a young girl, a young girl in enforced sleep stasis who continues to dream. The trauma of the crash, the deaths of the other colonists, and the terrible damage sustained by her mind subconsciously jolted Ana's dream persona into this dreamscape. The sleep-stasis capsule keeps her body alive while she dreams. In fact, this unnatural combination of factors eventually caused the Ana's dreamscape to rupture into the Deep Ethereal. The childlike woman remains consciously unaware of the deaths of everyone she holds dear. She has played unconcernedly in this dreamscape as a child for years uncounted.

If Ana begins to grow distressed by answering questions that reveal the story above (related through the eyes of a child, of course), the green primate named George—an enhanced dreamborn primate as described above—attempts to calm his playmate. However, the purplish dragon (Ana's pet and dreamborn guardian called Grumpy) also has a cumulative 5% chance to wake with every distressing

I HAD +@@ MUCH
+@ DREAM
LAST NIGHT. . . .

—KRY SPURKANS,
PRIME ADVENTURER
AND DREAMER

question posed. (The dragon wakes automatically if Ana is in any way threatened or harmed.) If the dragon wakes, it protects its mistress with all its powers.

If Ana becomes distressed enough, she may subconsciously alter the dreamscape completely. The players have two obvious ways to end Ana's dream, if they so wish it. One way is to find and rescue the woman from her sleep stasis capsule on the red planet; when she wakes, the dreamscape bursts and is gone. Another way (possibly attempted by brash or evil visitors) would be to slay Ana's dream persona quickly enough that Grumpy, George, and the other residents are unable to protect her (after all, she thinks of herself as a child, and thus possesses the statistics of one). Such an evil act kills Ana's physical body and immediately bursts the dreamscape, dissolving all the elements within to mere nothingness. The visitors are violently expelled from the dreamscape and randomly flung across the Ethereal, thrown into other dreamscapes, demiplanes, or across the Border into the Inner Planes or prime worlds as the DM desires.

ANA: AC 10; MV 9, HD 1-1; hp 5; THACO 20; #AT Nil; Dmg Nil; SZ S (4' tall); ML average (10); Int average (10); AL NG; XP 15.

SOME+IMES I WAKE UP GRUMPY;

⊕+HER +IMES

I LE+ HIM SLEEP.

-ANA, SPEAKING ⊕F HER

PE+ DRAGON,

GRUMPY

GRUMPY, DREAMBORN DRAGON: AC -11; MV 9, FI 30, Jp 3; HD 23; hp 160; THACO 1; #AT 3 or 1; Dmg 1d10+12/1d10+12/3d10+12 (claw/claw/bite) or 24d10+12 (breath weapon); SA *affect normal fires, pyrotechnics, heat metal, suggestion, hypnotism, detect gems*; SZ G (100' long); ML fearless (20); Int exceptional (15); AL N; XP 24,000.

◆ BELIEVER'S FØRGE ◆

It's supposed to be a secret, but some lucky sods stumbled upon the forge maintained on the Ethereal Plane by the Believers of the Source. The Believers are one of the factions of Sigil—and all the factions seem obsessed with maintaining off-plane redoubts, as if the one with the most secret hidey-holes will eventually come out on top in their ages-long cold war of philosophy. Who knows? Maybe they're right.

Though tumult may rage on the streets of Sigil, Believer's Forge usually remains untouched by the forces that sometimes rock the faction's headquarters. This is mostly due to infrequent contact: A shifting portal in the council chamber of Sigil's Great Foundry connects to the overseer's quarters in Believer's Forge only one full day out



(not to scale)

Deep
Ethereal

Anavaree

The Haze

Trees

The Haze

Curtain of
Vaporous Color

Ana's
Playground

Pool

Sleeping Dragon

Dreambergs

Trees

Trees

Trees

Deep
Ethereal

ANAVAREE: A RUPTURED DREAMSCAPE

The
Rupture

Trees

Trees

One inch equals 40 feet

SATM

The Haze

of every year that passes in Sigil. The rest of the time, those who work the forge are forced to use more roundabout methods to stay in contact with the other Believers.

The Godsmen (another name for the Believers) back in Sigil have good reason to stay in contact with the forge—it is the one place in the multiverse with the capacity to manufacture *source tokens*. *Source tokens* look like translucent pebbles, cloudy gray with dark swirls at their core. A Godsmen with a *source token* may enter the Ethereal at will from anywhere else in the multiverse. Each *token* works only once, then dissolves. Usually, only factotums or factors on faction missions receive the *tokens*; however, the stones've been known to slip into the hands of non-Believers from time to time, due to the overseer's indiscretions.

Believer's Forge is a great complex hidden deep within a tremendous chunk of stable ether. From the exterior, nothing alerts the casual eye to the fact that it is anything other than so much solid ether. In fact, the chunk of protomatter housing the forge is just one of a series of several masses that float in a chaotic swarm through the Deep. Still, scrutiny and luck may reveal that several outcroppings are actually camouflaged balconies carved to hide their outlines. The balconies open onto a massive hollow gallery where the main foundry is housed. Inexplicably, gravity once more holds sway within the forge hollow. Small stairwells zigzag down the walls, connecting the balcony entrances to the ground level.

Towering furnaces, smoking smelters, bellows, pipes, and blazing incinerators dwarf small figures that labor throughout the hollow. These are nathri, drawn into the service of the Godsmen with the lure of eventual godhood. At any one time, 50 nathri work on shift in the forge hollow, while four other shifts of nathri take their ease in connected arcades for sleeping, socializing, and playing.

Near the apex of the hollow is a wide interior balcony. The balcony opens onto the private chambers of the single Believer named Dalton stationed here to oversee the work and production of the *source tokens*.

It seems to Dalton that he has been here an eternity; 50 years have passed since he took over from the previous overseer. Of course, 50 years is still a long time even for a tiefling, and Dalton has become rather set in his ways, following a comfortable schedule that involves frequent walk-throughs, a single tea-break, instruction of new nathri laborers in the philosophy of the Believers, and the cataloging of *source tokens* created during the last shift. (For all the backbreaking labor in the forge hollow, only 1–2 *source tokens* are finally refined from specially smelted chunks of ether each day.)

Dalton doesn't take too kindly to visitors. In fact, because the Forge is supposed to be a secret, he's quite likely to call the current shift of 50 nathri workers to the attack, in an effort to eliminate any possible leaks as to the Forge's existence. Then again, Dalton is particularly fond of exotic teas—if unexpected visitors can bribe the somewhat eccen-

tric tiefling with such wares or news of the planes, the overseer is likely to let him go. Moreover, with sufficiently high quality of tea used for barter, Dalton just may give away a *source token* out of gratitude.

DALTON [Pl/♁ tiefling/F8/Believers of the Source/N]: AC 3 (bracers, Dex bonus); Mv 12; hp 40; THACO 13 (12 with long sword +1); #AT 3/2; Dmg 1d8; SZ M (5' 5" tall); ML elite (13); XP 975.

S 14, D15, C 12, I 10, W 12, Ch 11.

Personality: "persnickety," set in his ways, dutiful, always eager to make a deal for exotic types of tea.

Special Equipment: long sword +1 (forged on the Ethereal), bracers of defense AC 4, ring of human influence (affects nathri), ring of invisibility.

AMBAR'S PALACE

Now, everyone in Sigil knows that the factions maintain fortresses or settlements around the planes as retreats from the kriegstanz (the never-ending philosophical war for the hearts and minds of all Cagers) or as strongholds for additional supplies, troops, and support. So if the Believer's Forge is a secret, what do the Godsmen claim as their home away from Sigil?

The answer is Ambar's Palace, which rests on an island of stable ether in the Deep Ethereal. The Believers' *factol* actually lives in this massive structure of steel and glass, depending on the place's portals to bring him to Sigil and the business of running the faction every day. The complex is more than just a palace for the *factol*; it's a massive structure with multiple wings and room enough for many of the high-ups (and even common workers) of Sigil's Great Foundry to live here.

This refuge is truly one of the wonders of the Deep. The Believers' long experience with metalwork has created a stunning work of art: The palace's gothic style is reflected in its high-ceilinged wings, intricate vaulting, and stained-glass windows. But Ambar—a half-elf originally from the Outlands—has added his own touches to make this island into a miniature paradise. All the decorations within reflect an elven sensibility, with gilt furniture, works of art, and delicate vases everywhere. Flower-filled gardens flourish outside the palace itself, luxurious enough to make a guest forget that she's on the Ethereal at all.

Unlike those at many faction strongholds, the folk of Ambar's Palace welcome visitors with open arms. They have no secrets to hide here, and travelers may find rest, shelter, food, and even healing for a nominal cost or the price of a well-told tale. An explorer should expect to hear a good bit about the Godsmen's beliefs in self-actualization and ascendance, but that's only to be expected in the home of their *factol*.

◆ THE BODY LUMINOUS ◆

More than a few explorers of the Deep have come upon the Body Luminous on its solitary track across the Ethereal Plane. While vision on the Ethereal is usually restricted, around the Body Luminous the fogs fall away so that its tremendous form is visible: a celestial body consisting of a solid ether nucleus surrounded by a nebulous, glowing aura of evaporating protomatter tens of miles in diameter! The Body Luminous is not stationary; rather, it tumbles slowly through the Deep, trailing a tail of vibrantly colorful vapor.

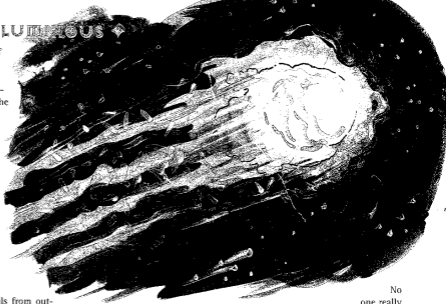
The Body Luminous hails from outside of known ethereal spaces. Those who've managed to penetrate its coma report that the protomatter nucleus is oddly resistant to probing, and that glimpses of oddly preserved forms, creatures, and even artifacts are briefly visible, like fossils, before the tumbling behemoth and the pressure of the coma push away observers. Old Two-Fingers tells of an entire city of bizarre shape attached to the side of the ethereal comet, filled with frozen beings of an incomprehensible nature.

It's possible that the Body Luminous is merely a massive blob of protomatter imparted with a significant amount of velocity by some distant catastrophe. The interior remains condensed and concentrated, but the outer layers continually erode and evaporate. At some point in the distant future, the Body Luminous will be only a story.

A scholar by the name of Kipwil Liams thinks that the Body Luminous is the last remnant of a world that suffered its own personal armageddon. If true, the preserved forms (or cities) sometimes visible represent the only memory of the works and accomplishments of this vanished world, and possibly some of its treasures. Those interested in salvaging the Body Luminous are hard pressed to even find it, since it slowly moves across recognized parts of the Waveless Sea and will soon move on to new tracks of the Deep, never to return to known spaces again.

◆ CASTLE AT THE EDGE OF TIME ◆

Ever heard of the Olefin Temporal Society? If not, it's no surprise—that group of graybeards died out well over 400 years ago and brought the entire Realm of Olefin down with them.



No
one really

knows what happened, save for the mage who escaped safely, leaving most of Olefin's land mass to sink beneath the waves on the prime world where it was once situated. The wizard's name was Aionias, and he called himself the Sapphire Mage.

Chant has it that Aionias and a single apprentice saved what treasures and lore they could before relocating out into the Deep, where they built themselves an ethereal castle that still floats near the Demiplane of Time. In this way, the Sapphire Mage apparently continued the Temporal Society's research of time-related phenomena, augmented by his close physical association with the legendary Demi-plane of Time itself.

Aionias later disappeared under circumstances not entirely clear. His one-time apprentice Montgomery, now a blood to be reckoned with after years under the tutelage of Aionias, claimed that Aionias evolved into a higher being and so had departed into the nearby demiplane, never to be seen again. In Aionias' absence, Montgomery assumed the mantle of the Sapphire Mage. The significance of the title "the Sapphire Mage" remains dark, but it's obvious that it gives Montgomery no little pleasure to introduce himself using the moniker.

Montgomery yet abides in the floating ethereal structure, which he refers to as "The Castle at the Edge of Time." In fact, the structure is a single cylinder (towerlike, but with nothing to tower over on the weightless Ethereal) built from matter brought from the Prime, measuring some five stories in height. The interior of the spire conforms to the normal weightlessness of the Ethereal Plane, and so instead of staircases, a central open shaft connects all the rooms from one end to the other. A decorative metal span runs through the

TIME IS THE BEST TEACHER.

UNFORUNATELY,

IT KILLS ALL

OF ITS STUDENTS.

—AIONIAS THE SAPPHIRE MAGE.

CURRENT WHEREABOUTS

UNKNOWN

very center of the shaft, glowing lighter or darker in response to the will of the castle's master and providing light throughout. Windows appear along the periphery of each room, but the Sapphire Mage usually keeps them shuttered—especially those that look out onto the pearl and silver curtain marking the Demiplane of Time, the sight of which is rumored to age mortals beyond their time. In any event, every window is *wizard locked* against entry (or exit) at the 20th level of ability (Aionias' work).

Aionias, the original Sapphire Mage, constructed 10 golems out of stable protomatter to both guard the tower against unwanted intrusion and to act as general servants in times of peace. Aionias called them ether golems, although they conform to the description of a standard stone golem in all ways save for those noted below. The ether golems randomly wander the tower under normal circumstances, but gather together to defend the tower or take other actions as specified by Montgomery.

ETHER GOLEM [10; AC 5 {3}; MV 6 {12}; HD 14; hp 60; THACO 7; #AT 1; Dmg 3d8 (fst); SA Hit only by +2 or better weapons, *slow*, become solid; SD Spell immunity, regeneration; SZ M (6' tall); ML fearless (20); Int non-[0]; AL N; XP 10,000.

SA—Slow: Casts *slow* on opponents within 10' every other round. **Become solid:** Can pass back and forth between the Border and adjoining planes at will.

SD—Spell immunity: Immune to all spells save *rock to mud* (slows golem for 2d6 rounds), *mud to rock* (heals golem of all lost hit points), and *stone to flesh* (makes golem vulnerable to normal attacks in succeeding round). **Regeneration:** Regenerates 1 hp every three turns while in the Deep Ethereal.

APPROACHING THE CASTLE

OBSERVATION POINT

Floating near the castle near the Demiplane of Time's curtain is a chunk of protomatter. Though the chunk is not large, it unaccountably exerts a gravitational field about one-third of what a body feels on most worlds of the Prime. Montgomery comes to the chunk from time to time to gaze into the curtain; in fact, the mage spends about 25% of his time here. Sometimes the Sapphire Mage extends test samples of both living and inorganic material through the curtain on long metal rods, then withdraws them in order to study the results, if any. Many 40-foot-long iron rods lie scattered about, some of which are strangely melted, corroded, and/or twisted on their hooked ends. Also, many small metal cages with metal eyeholes lie atop the protomatter chunk.

Most of the cages are empty, but 1d4 contain the mummified remains of nathi, while 1d2 contain very upset but still-living nathi. Montgomery regards nathi as mere savages, and does not find it morally objectionable to experiment on them as he does. Of course, the opinions of others may vary.

PATH

A thin but broad strand of stable protomatter connects the Observation Point with the entrance to the Castle at the Edge of Time. Gravity slowly fades to nothing as a body travels from the floating chunk toward the castle.

CAS+LE ENVIRONS

ENTRANCE LEVEL

At least two ether golems always patrol the hallway that leads from the castle's single entrance to the central shaft area. They escort visitors through the main hallway to the space below the shaft, to wait for an audience with the Sapphire Mage. Belligerent sods soon draw the attention of every ether golem in the structure, as well as Montgomery himself.

Potted plants and hanging artwork from a dozen prime worlds line the hallway. The area directly beneath the shaft is a comfortable audience chamber filled with painting and sculpture; the peripheral rooms include a kitchen and abundantly stocked food storage chambers.

LEVEL TWO

This level contains a dining room, an intimate parlor, a library, and a music room (even with years of practice, Montgomery remains an uninspired harpist). Montgomery normally spends about 25% of his time between one of these chambers. The library contains historical tomes from many different prime worlds, some few even claiming to record events that occurred more than one million years in the past! It's possible that a lot of valuable chant could be gathered here with the permission of the Sapphire Mage and with much time spent in research.

LEVEL THREE

This level apparently doesn't see much use, if the layer of dust covering everything is any indication (the accumulation of dust on the Ethereal is a much lengthier process than on most planes). The level contains various guest quarters, each with a cunning lock mechanism that can be activated from the room's interior—the locks impose a 30% chance to all open locks rolls. The level also contains a small shrine to a lesser power named Deneir, a god of literature and art. By the dust present in the shrine, it's obvious that Montgomery reverses Deneir far less than Aionias must have.

LEVEL FOUR

Here lie Montgomery's workroom and private study. Under normal circumstances, Montgomery spends about 25% of his time in one of these two chambers. Even when on this level, the Sapphire Mage keeps the doors to these chambers securely locked with the same superior locks employed on the guest rooms as noted above; however, Montgomery can also lock these rooms from the exterior.

The workroom contains items common to wizard labs in many worlds, including such items as alembics, crucibles filled with exotic chemicals, distillation coils, scales, tongs, and a variety of strange specimens, including portions of mummified nathi retrieved from the nearby curtain. The workroom also contains a chalked thaumaturgic circle on the floor, possibly appropriate for protection against summoned creatures, and various obscure charts showing alternative timelines.

The study contains a large desk, some shelves, and various comfortable chairs and couches. A variety of maps and notes regarding places in sundry planes and times can be found here, as well as Montgomery's spellbook. A successful find secret doors roll discovers a hidden, recessed cabinet in the desk, which can be made to open with a successful open locks check. The cabinet contains a mounted *crystal ball with clairaudience*. Removing the crystal ball from the desk has a 95% chance to ruin it.

LEVEL FIVE

Once Aionias' private chamber, the level is now inhabited by Montgomery, who spends the final 25% of his time here, sleeping or lounging. The room is grandly furnished with rich tapestries, more exotic plants and artwork similar to those found in the Entrance hallway, and wide windows looking out over the Ethereal and the nearby curtain (though these remain shuttered, as usual). The chamber also contains two permanently stationed ether golems, subservient to the Sapphire Mage's every whim.

The Sapphire Mage is friend to some, sage to others, and an implacable enemy to any who disrupt his research. His reception of visitors varies between hostility, indifference, and friendship, depending on what visitors wish of him or offer in exchange for their wishes.

MONTGOMERY THE SAPPHIRE MAGE (Pr/♂ human/M10/N): AC 2; MV 12; hp 33; THACO 15 (with *staff of striking*); #AT 1; Dmg 1d6+3 + strike damage (*staff of striking*; +6 or +9 when 1 or 2 charges expended, respectively); SA Spells; SZ M (6' tall); ML average (9); XP 2,000.

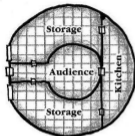
S 12, D 17, C 15, I 17, W 13, Ch 13

Personality: Cautious, calculating, concerned with research first "no matter what the cost."

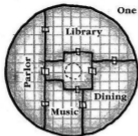
Weapon Proficiencies (2): dagger, staff.

Nonweapon Proficiencies of Note: curtain cognizance, direction sense, vapor weave, herbalism, illusion pierce.

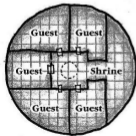
THE CASTLE AT THE EDGE OF TIME



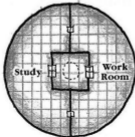
Entrance



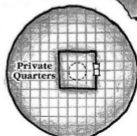
Level Two



Level Three



Level Four



Level Five

One square equals
2.5 feet



Special Equipment: bracers of defense AC 5, ring of free action, staff of striking (66 charges), ring of materialization (on the Border, wearer can don ring, thereby materializing on the adjoining plane; when ring is removed, the wearer fades back onto the Border).

Spellbook (5/5/4/3/3): 1st—comprehend languages, dancing lights, detect magic, friends*, magic missile*, protection from evil, read magic*, reduce*, unseen servant*, wizard mark, write; 2nd—continual light, detect evil, forget*, locate object*, magic mouth, ray of enfeeblement*, scare*, web*, wizard lock; 3rd—blink, clairaudience, dispel magic*, fireball, haste*, hold person*, lightning bolt, lob*; 4th—breathlessness*, charm monster*, dimension door, fire trap, ice storm, magic mirror, minor globe of invulnerability*, polymorph self, wizard eye; 5th—conjure elemental, contact other plane*, lesser etherealness, monster summoning III, stabilize protomatter*, telekinesis*, wall of stone.

* indicates spells Montgomery has likely memorized.

◆ THE EMBRYONITE ◆

Classes of knowledge include the proven, the unproved, and the mythical, with finer distinctions in between. The Embryonite falls in the realm of the mythical, to say the least. See, the Embryonite is supposed to be a planet-sized insect that nourishes fledgling demiplanes in its thorax cavity, the protoworld visible as a celestial glimmering through its mother's translucent flesh . . . well, that has to be a myth.

Still, there're some cutters of otherwise trustworthy reputation who swear they've seen a critter that matches this description. It makes a body stop and think. If the Embryonite exists, from whence did it come? Is it alone, or is it part of a brood, making it merely one of several embryonites? What is its purpose, and what primeval thoughts move through its vast braincase? More importantly,

what does it eat when it gets hungry—hopefully not other demiplanes!

A group of 12 etherfarers recently chartered an ethereal planecruiser, outfitting it for a journey of extended duration. Hark Longsilence (P)/♂ human/F7, III10/Etherfarer/CG leads the group. Hark's goal? To prove the existence of the Embryonite, which his mother went to her grave believing in, and to discover the nature of the gestating demiplane within.

◆ E+HERFARER SOCIETY ◆

If a body's heard of the Society, she's likely heard chant about how etherfarers are the explorers of the Ethereal Plane. Make no mistake, the Etherfarer Society is bent on piercing the darks of the infinite Deep; however, in this quest, the Society has grown into something more. 'Course, it helps that the solid ether chunk upon which the Society is founded manifests gravity like most worlds of the Prime.

See, just by establishing a permanent Motherhouse for members, the Society created the seed for a community. And it didn't take long for bashers with a scent for profit to join. The town known as Freehold City evolved on the chunk of stable ether surrounding the Society Motherhouse (the entire mass is called Farers' Freehold, or just Freehold). 'Course, the etherfarers realized the benefits of an economic community tied to their own activities, and they

nurtured the city's growth. Fact is, a few members left their residences in the Motherhouse and established guilds and enterprises in and around Freehold City, promoting the construction of the community's many attractions and making Freehold a preferred stop for any travelers on the Ethereal Plane.

When visitors to Farers' Freehold pierce the fogs surrounding the area (the ethereal medium surrounding the entire area is thin enough that the entire area is visible to those within 1 mile), they'll likely wish to make for the



Landing, an artificial pier that stretches outside of the gravity field. Visitors approaching on other sides or from above come into the attractive field that extends in 250 feet in all directions.

THE LANDING

Built to provide frequent travelers an easy way to leave and return to the Freehold, the Landing is a construction of stable protomatter of exceptional strength and rigidity. Its lambent white length stretches some 500 feet to a circular platform 50 feet in diameter. The platform is completely outside the attractive field of Freehold, allowing visitors to touch down upon it and make their way gradually into the gravity field without danger. Typically, 1d10 people come and go from the landing at any one time, and it's possible that one or two small ethereal cruisers are anchored along the platform's periphery at any given time. Those traversing the Landing eventually come to stand upon the surface of Freehold, where the First House stands.

FIRST HOUSE

A large construction of reddish stone, the First House is a visitor's first source of information regarding the Freehold. It also allows the society to keep track of those who pass to and from their ethereal island. The First House is manned by Jarve Murk (P/δ human/F12/Etherfarer/NG) and 30 nathi enforcers in case of trouble (P/δ nathi/F5/var).

Jarve is an easygoing fellow, but he does trouble all visitors for their names, affiliations, and purpose for visiting the Freehold. Peaceable visitors can get the chant on Freehold and its various locations, as well as directions to the Hostelry for temporary lodging. Hostile travelers are dealt with by Jarve and his gang of nathi, but in the event of a serious conflict, one of the enforcers runs up a red flag visible from the Society Motherhouse (and all over Freehold). A "red flag" from the First House (or anywhere on the Freehold) draws an elite force from the Motherhouse to deal with the problem, as described under the Motherhouse entry.

HOSLERY

Good food, camaraderie, spirits, and comfy beds can be had at the Hostelry. Leesa of Lornath (Pr/♀ human/T6, III7/LG) runs the establishment, charging a fair bit of jink per night's stay—1 gold piece. Course, that includes dinner and breakfast, as well as a couple of pints of the house ale, more if Leesa's feeling generous. Besides Leesa and her staff of five (P/δ and ♀ var/F2/var), the Hostelry usually holds 6-12 travelers from various worlds and planes. Labeling the mix of patrons as merely "esoteric" does it a disservice.

Leesa is not a member of the Society, but she maintains good relations with the group. Pilgrims wishing to join or those seeking an audience with the Society often lodge at the Hostelry in the interim.

MOTHERHOUSE

This is the center of Farers' Freehold, both because of its impressive size and architecture and its unique membership and activities. There would be no Freehold City without the Etherfarer Society Motherhouse, as every berk knows. See, the Motherhouse serves as base of operations, member training, individual homes, policy center, and information and artifact storehouse for all the diverse secrets and mysteries of the Ethereal Plane discovered by the Etherfarer Society.

That's quite a claim, but the Society is made up of bloods with an urge to know all the myriad darks of the Deep and the worlds it borders upon. What makes etherfarers

happy is the fact that the Ethereal is infinite. Thus, no matter how much they find, there will always be more to discover. The society is always happy to consider a like-minded individual's application for membership (see the Etherfarer kit below).

Those already possessing the privilege of membership can always call upon reserved quarters within the Motherhouse. Course,

to maintain membership, dues must be paid on a yearly basis; those consist of a monetary contribution in keeping with each etherfarer's standing as well as all new chant gathered in the Deep. The Society Library, buried deep in the Motherhouse, is a treasury of information spanning many thousands of worlds, demiplanes, features, and individuals of power in the Waveless Sea.

Every etherfarer has the right to attend the monthly meetings in the Society Conclave (a massive chamber in the Motherhouse) and to be heard during discussions of policy; however, a directorate of five etherfarers runs the Society. The individuals comprising the directorate are high-ups by any standard, powerful both in body and mind and in possession of specific planar knowledge far in advance of most other bloods. The members of the directorate can usually be found within the Motherhouse (or at least on the Freehold), although from time to time individuals go on personal quests of discovery within the Misty Shore. The current directorate includes the following individuals: Egallus Dreamchaser (Pr/δ human/F9, M14/Etherfarer/CG); Ariane (Pr/♀ elf/M16, C8/Etherfarer/LN); Om the Free (P/δ nethling/F18/Etherfarer/NG); Darcy Straylight (P/♀ bariaur/M14/Etherfarer/N); and Shayth Marl Drim (P/δ earth

WE SET YOU TO CREATE
A FELLOWSHIP OF EXPLORERS.
I THINK WE SUCCEEDED,
AND THEN SOME.
THEN AGAIN,
I'M BIASED.
—EGALLUS DREAMCHASER,
A CHAIRMAN MEMBER

OF THE
ETHERFARER SOCIETY

genasi/Pal16/Etherfarer/LG), previously a member of Sigil's Mercykiller faction.

Besides the high ups, there are always between 50-100 other etherfarers of various classes and level in residence at any given time. Additionally, a staff of some 35 0-level individuals of various races is also always found on the premises. The Motherhouse contains many more chambers set aside for currently traveling members, so that on average, a majority of the chambers within the Motherhouse are empty but ready at a moment's notice to once again host owners. 'Course, probationary members can only claim a bed in the common bunkrooms until they've established themselves as valuable contributors to the Society. Many of these members have secondary residences down in Freehold City, or they lodge in the Hostelry while in residence.

Outsiders most often come to Farers' Freehold in hopes of obtaining some rare item, ingredient, or some bit of chant not otherwise available. All these things can be had, for the right price (though physical items are more cheaply found in the Agora). Sometimes, however, visitors wish to join their fortunes with that of the Society. Visitors who petition for membership must meet the requirements. Prospective members who do not already have a kit have the possibility of picking up the etherfarer kit if all the requirements are met and the proper amount of time is spent in study. Prospective members that already subscribe to a kit can still join, though they are etherfarers in name only, not in skill (ignore bonus proficiencies and special benefits granted to those with the etherfarer kit).

FREEHOLD CITY

Some 500 individuals live and work in this ethereal burg, ranging widely in race and creed as befits a city that draws its population from the Ethereal and all the dimensions bordered by the Deep. Besides the fact that the city lies in such strange surroundings, it contains many services and structures that communities all across the multiverse have in common, including a smithy, a tannery, a mason, and other such businesses. Of course, all these materials are brought from other planes, and so prices for these and related services are high by some standards. One of the most interesting businesses within the city is the etherworks, where busy craftsmen create items out of stable protomatter, attempting to manifest special properties when possible. Many of these items are available in the Agora, the Freehold City market.

THE AGORA

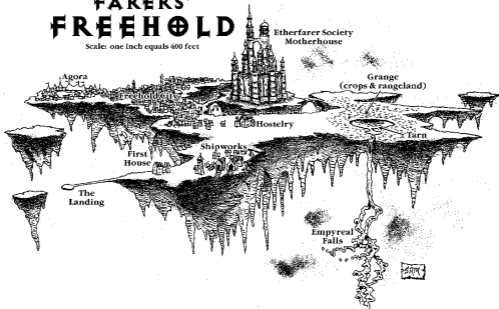
Items both mundane and esoteric can be found here, as Freehold City serves as an Ethereal crossroads of sorts. Some of the most popular items include strands of stable protomatter (of phase spider manufacture), extraordinarily strange pets from demiplanes no one's ever heard of, and dreamborn relics recovered from ruptured dreamscape.

GRANGE

Many small, cooperatively owned farms and ranges cover this side of the Freehold. While much food and other staples are imported, the bulk of the food and animal products utilized by the island's inhabitants come from the Grange.

FARERS' FREEHOLD

Scale: one inch equals 400 feet



NEW KIT: THE ETHERFARER

The etherfarer is expert in taking advantage of the special environments native to the Ethereal Plane. It is an ideal kit for those characters who plan to spend any significant time upon the Ethereal; however, this kit may be most appropriate for NPCs that Ethereal travelers are likely to meet. Specifically, etherfarers exist as a significant subset of the Etherfaring Society, a group of individuals that make their homes permanently upon the Ethereal Plane, and so have developed many new methods and skills for navigating and surviving the ethereal mists.

REQUIREMENTS: An etherfarer can be of any character class or sex but must have Wisdom of at least 12 and Intelligence of at least 9.

To gain entry into the Etherfaring Society (and so acquire this kit) a supplicant must perform a special quest. Normally, such a quest involves the delivery of some parcel or message to a far-off Society outpost in the Deep Ethereal. Often, such delivery is fraught with some hazard or danger that must be overcome in order to deliver the message to its rightful recipient. Those with sufficient native skill to trek across the Ethereal successfully are then initiated into the Society. Those who do not perform the quest, for whatever reason, are not invited to join the Society, although on rare occasions a second quest might be attempted after a waiting period of 12 months. Successful questers must spend six months under the tutelage of another etherfarer, after which they may acquire this kit and membership in the Society.

Those who gain membership into the Etherfarer Society are not required to remain in the Motherhouse permanently, but etherfarers are expected to return periodically to check in and share their knowledge of new demiplanes. The secret passwords and signs used by fellow members to identify each to the other are not easily forgotten, although both passwords and signs are changed at intervals, so that a "farer long out of touch with the Society needs reinduction.

PREFERRED SCHOOLS: A wizard etherfarer is better served by specializing in either the school of alteration or the school of illusion/phantasm.

BARRED SCHOOLS: Wizards who specialize in either the school of abjuration or the school of divination cannot pick up the etherfarer kit.

ROLE: The role of the etherfarer is that of Ethereal exploration and possibly exploitation, if trade opportunities from newly discovered worlds or demiplanes present themselves. Amidst prime society, the term "etherfarer" is not one often heard or even recognized; however, etherfarers are sometimes found on other planes trading in exotic furs, rare spices, and otherworldly perfumes. Unbeknownst to most customers, the sale items actually originate on an entirely different plane!

On the Ethereal, the etherfarer is a consummate expert in conditions, dangers, and opportunities within the misty reaches. Likely possessed of special skills and knowledge of the Ethereal and its special laws, an etherfarer makes a good guide for any that seek to travel across the Ethereal to a distant interplanar destination. On the other hand, an etherfarer makes a terrible foe against those who oppose him in his own intangible domain.

WEAPON PROFICIENCIES: Etherfarers can choose any weapon appropriate to their class standards and restrictions.

BONUS NONWEAPON PROFICIENCIES: Curtain cognizance, fortify (see "Taming the Ether: Proficiencies" on page 30).

RECOMMENDED NONWEAPON PROFICIENCIES: Ethereal sight, illusion pierce, nutrient, vapor weave.

EQUIPMENT: At the Dungeon Master's option, an etherfarer may start the game with knowledge of one of the new magical items listed on pages 40-41.

DISTINCTIVE APPEARANCE: In general, etherfarers are not of any single class, culture, or even race. Those who gain membership in the Etherfaring Society often acquire a special tattoo that remains invisible (ethereal) on all material planes, but on the Ethereal it appears as a diaphanous, many-colored splash.

SPECIAL BENEFITS: Etherfarers begin the game with knowledge of one permanent portal connecting a specific location to the Deep Ethereal. Alternatively, etherfarers possess an item that allows them entry onto the Ethereal at least 1/week, even if temporarily.

SPECIAL HINDRANCES: Because they are so obsessed with the Ethereal Plane and all things relating to it, etherfarers suffer a -2 penalty to all proficiency checks that do not involve the Ethereal Plane in some way. Thus, an etherfarer attempting to use healing receives a -2 penalty on every attempt to heal a comrade.

WEALTH OPTIONS: An etherfarer starts the game with wealth appropriate to his class, level, and social standing.

SHIPWORKS

The Shipworks was originally chartered by etherfarers interested in building vessels of discovery fit for the Ethereal Plane. In time, the complex grew to its present size, offering ships to both the etherfarers (for a discount), and to any buyer who can come up with sufficient jink to purchase an ethereal plane cruiser. Though plane cruisers come in all sizes, most cutters can only afford the basic plane cruiser (though the high ups of the Society are rumored to possess true ethereal caravels in massive garages deep below the Motherhouse). Ethereal ships created here are launched by simply dropping them from the "cradle" when they're finished. All physical objects dropped off the side of the Freehold quickly fall away from the range of the island's gravity (from the underside of the Freehold, the island's gravity field acts like a repulsion field).

ETHEREAL CRUISER

Time to Build: 6 months
Cost: 15,000 gp

Measuring some 20 feet in length from bow to stern, the basic model of the Ethereal Cruiser contains a 10-foot x 10-foot on-deck cabin, a below-deck hold also measuring 10 feet x 10 feet, while the deck itself is sufficient to hold five or six passengers. The bulk of the ship is built of Prime-harvested wood; however, various critical components of the cruiser are crafted of protomatter.

Diaphanous sails of glowing solid ether can be unfurled from masts situated along four axis points of the craft (both above and below the deck, and to either side). When deployed by a skilled crew of at least four, the sails can propel the entire cruiser at a movement rate of up to 55 through the Ethereal Plane, with the comfort and security of a cabin to call kip and storage space to move valuable cargo conveniently. A long strand of protomatter can serve as an anchor if trailed out to its full length of 600 feet. If an ethereal cruiser ever suffers the misfortune of materializing on another plane, it is ruined, as its ethereal components soon evaporate.

TARN

Water is a vital commodity to any community, and to this end the Society created a permanent portal to the Elemental Plane of Water long ago. The portal currently exists at the bottom of the Tarn and is sometimes used by bashers interested in traveling to that plane (and sometimes natives of the plane of Water come through to trouble the Freehold, but that's another story). Since the portal acts as an inex-



HEY, MY HAND!
HΘ, MY TAIL!
WHERE'D MY LEGS GO?
WHAT'S GOING—ERK!
—ANA! YΘRGUN,
SAA+XZU AGEN+
+ΘΘ FAR AFIELD



haustible spring, the overflow constantly pours off the side of the Freehold, forming the famed Empryeal Falls.

EMPRYEAL FALLS

Often named as one of the "must see" sights of the Ethereal, the Empryeal Falls is a tumble of sparkling water fresh from the Elemental Plane of Water. As it falls off the literal edge of the Freehold, rolling and twining in its luminous majesty, it quickly leaves the associated gravity field behind. Inertia is responsible for its continued flow for some hundreds of feet before it disperses in true clouds of moisture and massive spheres of water, adrift in the Deep.

◆ FELLFIELD ◆

Evaporating protomatter is nothing new to experienced planewalkers. Like ice changing into vapor at warmer temperatures, quintessential and ephemeral ether dissipates into the ethereal mists. A natural event that seldom requires a second thought, right? Wrong.

In a certain region in the Deep Ethereal, living beings of nonethereal origin lose resolution and dissolve away until nothing distinguishes them from the surrounding mists. This nasty place is known as Fellfield by those aware of its existence at all. Here, visitors evaporate like ephemeral protomatter! Understandably, not much more is known about the region, since those who accidentally stumble into it are quickly dissipated in a flash unless they are very lucky.

The best information available indicates that Fellfield encompasses a space just a few miles in radius. Nothing distinguishes it from the rest of the ethereal medium, although some claim that the ethereal fogs become darker in hue the closer a body comes to Fellfield. Once a body passes fully into the outer envelope, she must save vs. death magic every round. Every failed save indicates a loss of 1d4 points of Constitution. Those too far in evaporate before they can turn around and flee. Even those who do escape Fellfield are badly damaged, as the loss of Constitution indicates. Lost Constitution is permanent unless significant magical steps are taken or a power intervenes.

Strange thing is, inorganic and undead objects don't seem to be affected. Suspicious minds might imagine this to be a perfect place for an undead lord to marshal an unliving army, in this place where life is as fleeting as the ether. . . .

◆ LEICESTER'S GAP ◆

There once was a wizard named Leicester. An Ethereal traveler (unassociated with the Etherfarer Society), Leicester was fascinated with ether gap phenomena and spent many long years attempting to find, catalog, and correlate conditions

between different gaps in an effort to understand what they might represent. In his travels, the wizard eventually discovered an ether gap that manifested influences more potent than any he had previously found. Believing that he had stumbled upon the perfect opportunity to finally understand ether gaps, Leicester brought his resources and wizardly powers to bear and built a permanent research station. Once sufficiently energized by magic, the station was artificially suspended above the gap and somewhat shielded from the worst of the influences normally felt in the gap's proximity.

At first, research proceeded apace, and at long intervals, reports of Leicester and his progress reached those few wizards on the Prime (and even some few in Sigil) with similar interests. However, the intervals of noncommunication grew longer, until the last pause stretched on for many years. Although a few of those previously in contact with Leicester eventually grew concerned and sought to locate the incommunicado mage and his station, they failed to even locate the ether gap, and the mage eventually passed out of common knowledge. However, the site of his research is recorded as Leicester's Gap in a few dusty, archived documents in libraries long overlooked or dispersed.

GAP PROXIMITY CONDITIONS

Leicester's Gap possesses additional proximity effects above and beyond those described generally for ether gaps on page 24. Note that the standard gap effects are added cumulatively to new effects described below as a traveler moves inward toward the gap singularity.

DISTANCE

FROM GAP EFFECT

- 5 miles Sleeping creatures in range are plagued with terrible nightmares. Each dream requires a save vs. spell; failure results in the loss of 1 point of Wisdom. Wisdom returns at the rate of 1 point for every sleep period outside this area of effect. Those who fall to 0 Wisdom are permanently insane.
- 4 miles Each time travelers disagree, arguers have a 50% cumulative chance to fly into a rage (each individual must save vs. death magic at -4 to avoid effect). Affected creatures attack those involved in the disagreement for 1d3 rounds, at which time another save vs. death at -4 is permitted to shake off the rage. This effect lasts until a save is made or the affected traveler(s) is otherwise quelled.
- 1 mile Any time a PC heals normally or magically for 8 hit points or more, "radiations" from the gap have a percent chance equal to the number of hit points healed to cause horrible mutations, usually in the form of a vestigial organ to her body at the point where the wound was healed. The

organ or extra limb remains vestigial and useless 95% of the time, but 5% of the time it becomes fully functional; the Dungeon Master's discretion is required to determine the organ and benefit/flaw (if any) resulting from the new organ/limb.

- 1/2 mile For every hour spent within this proximity or closer, travelers must individually save vs. spell or briefly dip into a slower time rate than unaffected companions and/or foes. The effect is similar to a *slow* spell on those affected for 1d4 rounds, except that it cannot be dispelled.

- 300 feet For every 10 rounds spent within this proximity, travelers must individually save vs. spell. Those who fail are "pushed" 1d4 combat rounds into the future. To those unaffected, the victim seems to disappear for 1d4 rounds, reappearing in the same position with no knowledge of any time having passed (for her, it hasn't).

Leicester's Gap When a living being passes through the Gap, a phantom curtain of vaporous color is visible for a fraction of a second, suggesting the disquieting vision of sinuous horrors straining to escape into this realm. No record records the fate of those who pass to the other side. . . .

THE STATION

Currently, the research station built by Leicester hangs magically suspended only 1 mile above the gap and the disk surrounding it (and so is subject to the effects described above). Although the pull of the gap is normally strong at this distance, massive iron rods attached to the station possess a permanent enchantment creating a small local area free of the gap's attraction. If these magical rods are cut or removed their enchantment falls, and the station quickly falls into the gap below. The station is spherical, measuring some 130 feet in diameter, containing inner floors arranged as nested spheres.

The station is built of stone originally quarried in the plane of Earth, carefully laid and mortared to form the sphere. Besides the four visibly protruding iron rods (now corroded and slimer in places with an ichor smelling faintly of fish), the only other feature visible on the outer surface of the station are the dozens of small observation windows. Most of the windows measure 3 feet x 5 feet, and all are dark and resemble multiple blind eyes. The windows appear to be the only means of gaining entry into the structure. Observers within 30 feet of the structure easily note that it appears cracked and neglected in places, crumbled and worn in others, while small portions of the stone surface are discolored with a bluish ichor similar to the spatters on the static field rods. No sound is heard, nor movement seen from within the station.

The station may seem like an ideal place by naive travelers for a rest stop, base, or other Ethereal waypost, if the obvious threats within can be neutralized and the place cleaned up a bit. Of course, there is nothing to prevent the calamity that befell the original builders from recurring, especially since the real fate of Leicester and his staff remain completely unknown, and thus difficult to guard against.

OBSERVATION SPHERE. Visitors can glide into the station's outermost sphere through any of the observation windows. The many windows illuminate the curving cavity of the observation shell, revealing the disturbing contents within. The first thing noticed by a visitor is the emptiness and silence, followed closely by an oily smell of fish overlaying a second smell of sickly sweet copper. On the heels of the two initial observations is the realization that the faint brownish spots scattered about can only be bloodstains, long dried. No immediate hints present themselves as to who the blood once belonged to, or where the body—or bodies—have gone.

Columns support the inner cavities. Lying about are the outlines and shattered mounts of equipment that must have once filled the sphere, but are now missing. A determined search reveals a telescoping spyglass wedged between two stones of the floor. The lens at one end of the shattered spyglass is obviously broken, but whoever first looks through its shattered endpiece beholds a quickly advancing amorphous organic blob, moving to attack! Within the blob,

a number of half-digested humans are visible, screaming and writhing. No one else witnesses this shade, but neither does the viewer once he or she removes the eyepiece; however, the viewer must make a save vs. death magic or temporarily lose 1 point of Wisdom (the loss lasts one day for each remaining point of Wisdom possessed). Looking a second time through the eyepiece reveals nothing further. Other items of a similarly horrifying nature turn up with further searches.

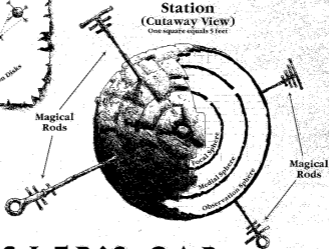
The inner wall contains circular openings are widely spaced intervals leading inward to the next spherical cavity of the station.

MEDIAL SPHERE. This shell is completely dark, and visitors must provide their own illumination. Sufficient light reveals that this floor apparently once served as quarters and kitchen to a large staff of researchers. Various mesh hammocks attached to bracing rods apparently served as beds in the weightless environment, but now, most of the hammocks hang in shreds, either torn or rotted through. The portion of this level furthest from the gap contains a kitchen area, though most of the cabinetry hangs open, and dozens of cooking implements hang weightless in mid-air. A few spin lazily end over end, their edges glinting evilly off any light.

At least one of the hammocks is not empty; a desiccated corpse is tightly tangled within. It's difficult at first to identify the species of the body in its advanced stage of



Station
(Cutaway View)
 One square equals 5 feet



LEICESTER'S GAP

decomposition, but a successful Intelligence check finally reveals it as human. Unfortunately, identification also reveals terrible mutations: vestigial limbs and organs hang on the body like sickly fruit! Searching the body reveals a shred of parchment, upon which is scrawled in planar common, "Do Not Look."

As was the case for the Observation Sphere, it's entirely possible that additional, similar horrors exist for those who wish to take the time to search. Anyone who spends any significant time at all in the Medial Sphere eventually notice a strange hum, as of machinery, audible through the wall separating the innermost sphere.

FOCAL SPHERE. The innermost sphere of the station contains a magical device that once served to generate a space free of the gap's strange influences large enough for the station (protection from the gap's physical draw is provided separately, by the magical rods). Leicester called this device the Arbitrator. The device is situated at the station's exact center and is supported by six iron rods equidistantly spaced from all sides of the sphere's interior. The device appears as a sort of inverted orrery some 10 feet in diameter with at least three individual connected rings, all of which are still slowly spinning according to a magical impetus. By the constant clack and squeal made by the Arbitrator, however, it's obvious that something is wrong.

In fact, the situation could hardly be worse. Once designed to keep the influence of the nearby gap in abeyance, the Arbitrator was compromised. Not only does the device not perform its intended function, it actually draws the influence of the gap to the station like iron filings to a lodestone! In a way not recorded or understood, the gap's influence crested and overwhelmed the station, and when the wave of change abated, the station appeared as it is now. Leicester, his staff, and all his work were washed away like an edifice of sand in the face of the tide.

In a very real sense, the reach of the gap was actually extended by the Arbitrator—it proved the engine for Leicester's destruction. The robust device can stand a lot of abuse; however, a specifically worded *wish* spell can cause the Arbitrator to cease its endless movements. If the device is shut down after this fashion, the integrity of the rods on the station's exterior collapses and the station begins a quick plunge directly into the gap. Anyone unable to escape is finally thrust through the gap with the station and is lost to the multiverse forever.

Besides the Arbitrator, the Focal Sphere holds at least two additional curiosities. The first is the free-floating corpse of a small humanoid, slowly spinning within the cavity. The body is badly decayed, but careful inspection of its belongings reveals a bone scrollcase, in which lies a scrap of ragged parchment. Written on the parchment is a simple order: "Upon learning the fate of Leicester and the nature of the Gap, return forthwith. A great reward awaits you if the gap represents the suspected phenomena. —Madreus"

Finally, the sphere is the lair a single living resident, possibly something that drifted in to lair here or was thrown up by the wash of the gap's influence on the station. It is a dharculus, and it returns periodically to rest here near the orrery following its hunts on the nearby Border. Whatever its true origin, the influence of the nearby gap is obviously in some way beneficial to this creature, flushing it with excess power and vitality, as its statistics reveal. Of course, no creature is pleased when its lair is disturbed. . . .

DHARCULUS: AC 3 (tentacle) {2}; MV FI 9 (tentacle) {9}; HD 16, hp 87; THACO 5; #AT 6 or 1; Dmg 1d4x6 (tentacles) or 2d10 (primary maw); SA Adhesion; SZ H (30' long); ML elite (14); Int very (11–12); AL CN; XP 5,000.

SA—Adhesion: Each of the dharculus' mawed tentacles attach to the prey where they strike. A successful bend bars/lift gates roll by the victim removes a tentacle, causing another 1d4 points of damage as the teeth tear free. If a dharculus scores a hit with three or more tentacles on a single victim, its victim must make a successful save vs. death magic to resist being drawn onto the Border at the beginning of the next round. Here the dharculus can bring its horrible primary maw to bear on the victim for 2d10 points of damage.

◆ OMMIAD'S WEB ◆

Hunters who use nets know the trick of quickly twisting a circular net just as it's tossed—the spinning edges keep the entire net open and taut. Ommiad uses the same trick, except on a much larger scale. See, Ommiad's a matriarch phase spider of the Deep, and her massive web, measuring some 6,000 feet in diameter, floats freely with just enough spin to keep it unfurled. 'Course, near the center of the web, the spin's hardly noticeable, but at the edges the weighted web strands move fairly quickly (a movement rate of approximately 12). The entire web is so large that the normal visual range on the Ethereal (300 feet) prevents visitors from being able to ever see it in its entirety.

The web itself is stable ether (spun from the spinnerets of a phase spider with a special talent). The web lines generally measure 1/8" in diameter and are just a little bit sticky, providing good traction on the weightless Ethereal for those adept at using it. Phase spiders can move at fully twice their movement rate when on the web, while humanoid generally do better than when moving through the Ethereal on force of mind and swimming strokes alone, but not much better.

Visitors moving along a web line on Ommiad's Web can expect to run into 1d4 phase spiders every turn. Unless visitors are accompanied by a sentry, they are likely treated as invaders. Statistics for standard phase spiders can be found on page 70.

A clutch of 200 phase spiders calls Ommiad's Web home, though at any given time, fully half of the clutch is off hunting the nearby Border and the adjacent plane in

small bands of one to four. Still, the web is not undefended in the face of competition from other clutches of enemy phase spiders, not to mention other Ethereal dangers: various large knots of interwoven web serve as guard posts. These knots are strategically placed along the lines. In fact, most of the important areas on the web are hollowed web knots, and are called out with letters on the map on page 91. Individual lairs also take the form of web knots, though they are much smaller and randomly scattered. Within each hollow, illumination is apparently provided by the rare web line woven into floor, wall, or ceiling that glows with a greenish, phosphorescent light.

A. GUARD KNOTS

Guard knots are equidistantly spaced around the periphery of Omniad's Web. They measure roughly 300 feet across and have many exits (in all orientations) so that the spiders can mount a quick response in the event of an emergency. Usually, at least two phase spider sentries patrol the periphery of a guard clump at all times.

Each sentry possesses a horn fashioned of bone, which when sounded is loud enough to call the attention of all spiders within 1,000 feet. These sentries are usually the first emissaries visitors discover. The sentries regard most visitors as mere food come early to their final fate, unless given a reason otherwise (such as claims of valuable chant, important business with Omniad, news of enemy phase spider movements, or other convincing reasons offered up by canny bloods).

ready for swift action in the event of an alarm sounded by entries. Each of these chambers contains 1d6 phase spiders.

2. **FOOD STORES.** Several cocooned bits of food captured from other planes float in the upper portions of the chamber, lightly tethered to the "ceiling." Although a grisly sight to most visitors, to a phase spider guard, the view afforded by a stocked larder appeases the disappointment of not being assigned to a hunting band by Omniad.

B. REINFORCEMENTS

Phase spiders reside on two reinforcement clumps on Omniad's web in case of a large-scale danger. Besides physical threats, danger can take the form of natural phenomena of the Ethereal; the phase spiders that reside in these clumps are assigned both as military back up and as the workforce responsible for furling the web in the event of an approaching ether cyclone or other front.

3. **ALARM POST.** A single phase spider resides near the periphery of the clump, always ready to pass on alarms and rouse the other phase spiders within the knot.

4. **LIVING QUARTERS.** Amidst the luxury of several web hammocks, bones of meals past, and strange art-collages made from the possessions of beings taken as prey, 20 phase spiders live together in this large web hollow.

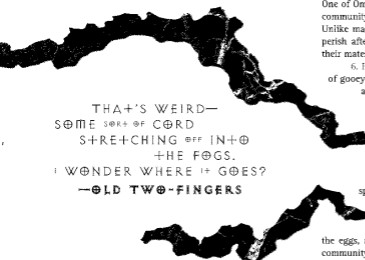
5. **FOOD STORES.** This chamber is another hollow filled with cocooned prey as described above.

C. NURSERY

One of Omniad's primary functions within the phase spider community is insuring the continuation of the community. Unlike many other species of spiders, phase spiders do not perish after depositing an egg clutch, nor do they devour their mates.

6. **EGG CLUTCH.** Each of these chambers holds a mass of gooey organic webbing in which fist-sized gray globes are visible. Usually, 1d4 eggs hatch per week, and the juvenile phase spiders are taken forth from the nursery to enter into the community. Phase spiders are quick learners, but because of their somewhat humanoid characteristics, they possess less instinct than all other varieties of spiders and so must undergo instruction in all the niceties of phase spider life.

7. **ATTENDANT'S POST.** Two phase spider attendants keep an eye on the eggs at all times. They are responsible for the safety of the eggs, as well as ushering juveniles out into the larger community. It's possible that all females of the species could grow as big as Omniad herself (see below); however, the nursery attendants also have the duty to slay all newborn females. If allowed to grow, they could one day present a threat to the current reigning matriarch.



THAT'S WEIRD—
SOME SORT OF CORD
STRETCHING OFF INTO
THE FOGS.
I WONDER WHERE IT GOES?
—OLD TWO-FINGERS

1. GUARD CHAMBER.

Phase spiders on guard duty spend the bulk of their time in these large chambers engaged in simple games of dexterity and spinning. At all times, the spiders here are

D. OMMIAD'S KNOT

As matriarch, Ommiad rates the largest knot for her private lair, although a large portion of the knot is also reserved as an audience chamber. Additionally, the current royal consort, Omgether, resides here.

8. MAIN ENTRANCE. This entrance to Ommiad's audience hollow is quite wide, measuring some 45 feet in diameter. Two royal guard spiders of maximum hit points always stand at attention here, liveried in glowing webs to denote their station. The doors adjacent to this hallway (and all the doors in Ommiad's Knot) were stolen from Prime settings and fitted flush into the webbing of the knot, seemingly out of place but effectively controlling access to the knot.

9. SECONDARY OPENINGS. These open hollows represent secondary openings into Ommiad's knot. Each such area possesses a single phase spider guard with maximum hit points, whose responsibility it is to prevent unauthorized entry.

10. TROPHY ROOMS. Due to their hunting habits, phase spiders accumulate a lot of personal property from unfortunate prey. The mundane belongings are often just cast adrift on the Ethereal or become trophies in the knot lairs of individual spiders. Some of the best items, however, are given as tribute to Ommiad. Most of these items are kept in these hollows, piled in heaps. The booty includes coins and jewels of all varieties, small pieces of art or sculpture, and a few tomes and other esoteric items that humanoid races seem to value

so much. It is entirely possible that one or more magical items lies buried in here, overlooked by a race that is only partially humanoid (at the DM's discretion).

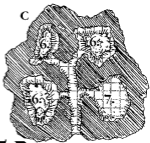
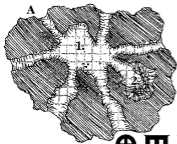
11. OMMIAD'S HOLLOW. This is Ommiad's private area—none are allowed in on threat of death, save Ommiad's consort Omgether. The chamber is swaddled with the best works of web weaving by phase spider spinnerets, many of them depicting the scenes of great hunts of legend, with the primary figures picked out in glowing strands.

OMMIAD, PHASE SPIDER MATRIARCH: AC 4 {4}; MV 6 {6}, Wb 15 {Wb 15}; HD 16+16; hp 112; THACO 5; #AT 1; Dmg 2d6 + poison (bite); SA Phase, poison; SZ H (20' diameter); ML champion (15); Int average (9); AL N; XP 4,400.

Notes: The matriarch is a more impressive phase spider specimen than normal. Ommiad wears a few enchanted items culled from the booty in area 10, further enhancing her already fearsome might.

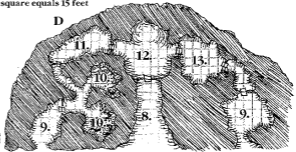
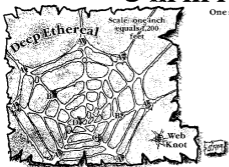
SA—Phase: Can shift between a plane and the Border at will. Phase spiders materialize, attack from behind with a +4 bonus, and become ethereal again all in a single round, granting the hunter a -3 bonus modifier on initiative rolls. If a phase spider wins initiative by more than 4 steps, the attack is too swift to be answered. *Poison*: Victims bitten must save vs. poison (type F) at a -2 penalty or die.

Special Equipment: *bracers of defense AC 4, eyes of charming, amulet of proof against detection and location.*



⊕ Π Π I A D ' S W E B

One square equals 15 feet





12. AUDIENCE CHAMBER. Here Ommiad holds audiences with foreign races, conducts trade agreements with the same, and rules over the petty squabbles of her own clutch. In the weightless environment of the Ethereal, a throne isn't especially impressive; however, a hollow in the chamber's rear is comprised entirely of glowing web strands, arranged to cast regal lighting upon Ommiad's enormous bulk.

Whether or not Ommiad is present, the audience hollow always contains at least five additional phase spider royal guards with maximum hit points liveried in glowing web strands, in addition to any other individuals present on business with the matriarch.

13. OMGETHER'S QUARTERS. A large phase spider of better-than-standard statistics (9 HD), Omgether enjoys the position of royal consort to the matriarch. Although his status might be due to his impressive bulk, it is mostly due to Omgether's rare ability to spin out webs of stable protomatter. Normally, his webs are amazingly strong and silvery in color; however, with the proper concentration, Omgether can sometimes spin out webs manifesting various interesting properties (after the manner of protomatter), one of which is the ability to glow with light. Omgether's webs are highly valuable, especially those with additional properties beyond mere stability. In fact, his webs serve Ommiad as a valuable trade item with all other races of the Ethereal Plane.

◆ URUNALAND, A PLANE IN PROGRESS ◆

Nobody's ever heard of a demiplane called Urunaland. That's because it isn't a demiplane yet, but that doesn't stop the colony of planetlost dwarves from referring to it in the present tense. These dwarves, led by their charismatic leader, Urun (*Pr3 dwarf/F17/LG*), work feverishly to create a new homeland, by raw effort alone, from the substance of the Deep Ethereal. Cognizant of the general cosmology of the Ethereal, the dwarves feverishly work to accumulate enough stable protomatter in one place to form a demiplane of their very own! If even one of the dwarves had some magical skill, they might be aware of a handy spell known as *demiplane seed*. Still, "when skill lacks, sweat must suffice."

Visitors who encounter a rough mass of protomatter measuring some 10-12 miles in diameter, upon which a group of over 300 dwarves labor, have discovered the future

site of Urunaland. The dwarves have devised a number of methods of accumulating stable protomatter, but the most predominant are several manual devices that artificially compress a 30-foot × 30-foot × 30-foot cube of the Ethereal medium using a mechanism similar to bellows' handles. Every so often, stable ether is created (see "Protomatter" on page 25), and the dwarves add the resultant material to the growing mass.

More recently, Urun discovered the shipworks on Farers' Freehold and ordered himself a tow cruiser. This craft, called "Plait Heart," is crewed by 10 dwarves whose mission is to discover likely chunks of protomatter out in the Deep, attach a tether, and tow them back to Urunaland.

Most of the dwarves live within the mass in grand galleries and arcades lit by crystal lamps, in typical dwarfen fashion. However, the dwarves have built a functional inn, known simply as the Waystop, on the surface of Urunaland. The inn serves as a handy place for dwarfen workers to enjoy a quick break and some heady dwarfen ale, but it also caters to the occasional traveler just passing through. The Waystop is virtually the only place where the dwarves of Urunaland will stop and have a conversation with a visitor, and it is also the only habitation where an outsider is allowed.



THEY TELL ME
THAT IT'S EVOLU+ION.
WELL, YOU KNOW...
WE ALL WANT +@
MAKE A WORLD.
—NLENN ONJOH,
A FUTURE
URUNALANDER



Questions as to the dwarves' origin simply bring dark looks and comments such as, "We do not speak of that." The dwarves' favorite topic of conversation, of course, is the formation of the demiplane, calculations on how much material is necessary for demiplane precipitation, and discussions of innovative new ways to gather yet more protomatter. They often wish for a *horn of elemental earth*, which could really speed up the process. A berk rude enough to bring up the existence of the aforementioned *demiplane seed* spell is immediately thrown out of Urunaland—no one wants to hear about efforts made in vain.

The thing is, the urunalanders might really be on to something. Course, no one knows when enough is enough, nor what effect the presence of the dwarves and their delvings will have on any demiplane aborning. As the dwarves say, "time will tell."

◆ THE WHITE GALLEON ◆

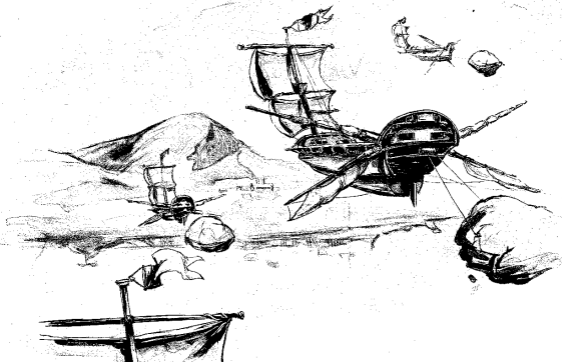
Ever heard of the White Galleon? A spectral ship of massive beam, this milky craft plies the mists that keep between worlds. Never found in the same place twice, the White Galleon moves from world to world via the Deep, on a quest known only to itself. Stories say that the ship seeks to deliver a terrible cargo, and when it finally unloads, the signal for doomsday will be at hand. Others think that the White

Galleon seeks for its captain and crew, lost eons ago to some singular Ethereal phenomena.

In any event, bloods lucky enough to spy the craft can sometimes climb aboard and hitch a ride between one plane and the next, from another plane to the Deep or vice versa. The ship itself is completely empty and feels cold in some indefinable way. No cargo remains in the hold (at least that anyone has reported), no food exists in the commissary, and no crew works on deck. Nothing is known of the White Galleon's origin or the fate of its original crew.

Sometimes a cabin or an entire deck of the White Galleon becomes infested with creatures from one of the many planes visited by the craft. Usually, these creatures are unintelligent, but they can prove quite dangerous, especially when their new traveling lair is invaded by sods hoping for a lift.

Chant has it that though the ship sometimes proves beneficial for travelers in need of a lift, cutters who take a free ride are also taking a risk: One out of every 10 passengers who travel on the White Galleon never disembark. What becomes of them? No one knows. Perhaps to their dismay they find the secret cargo, or perhaps they suffer the same fate as the original enigmatic crew. . . .



APPENDIX: ETHEREAL ENCOUNTER TABLE

Dungeon Masters may find it helpful to generate certain unkeyed encounters randomly while their players' characters adventure on the Ethereal Plane. To use the Ethereal Encounter Table, roll 1d100 for every 24 hours the PCs spend on the Ethereal Plane (either on the Border or in the Deep). To avoid perpetuating an artificial cycle of encounters, ongoing encounter checks should be made at different times during each 24-hour period. Additionally, roll on the encounter table whenever the following occurs:

- ♦ A traveler first enters the Ethereal Plane
- ♦ A traveler first passes from the Deep into the Border.
- ♦ A traveler leaves the Border behind, plunging into the Deep.

Rolls of 1-47 indicate that the specified encounter occurs (at the DM's discretion); rolls of 48-100 indicate that no encounter has occurred. Utilizing the table in this fashion allows the DM to use a single roll of the dice to check both for the actual chance of an encounter and the specific creature/feature encountered.

When the table specifies an encounter, it occurs at a distance of 1d4×100 feet. Thus, it's possible for a creature to have a visual advantage over travelers not native to the Ethereal Plane. Such a creature may choose to ambush travelers in the mists.

The Border Ethereal may contain inhabitants specific to an adjoining plane, and thus some of the entries on the table may not be appropriate if randomly rolled. For example, it is unlikely for a party to encounter a basilisk on the Border near the Elemental Plane of Fire.

Finally, every entry is keyed by number of creatures or features appearing, source, and additional notes.

SOURCE: These abbreviations list the most recent appearance of the given feature or creature. Many of the creatures appearing on the encounter table are described in this book.

Eth: *A Guide to the Ethereal Plane*

MM: *MONSTROUS MANUAL*

PS1: *PLANESCAPE Monstrous Appendix I*

PS2: *PLANESCAPE Monstrous Appendix II*

PS3: *PLANESCAPE Monstrous Appendix III*

ADDITIONAL NOTES: These abbreviations indicate additional modifiers or information for the given feature or creature.

B: These encounters occur only on the Border Ethereal; roll again if travelers occupy the Deep.

D: These encounters occur only in the Deep Ethereal; roll again if travelers occupy the Border.

N: Creature native to the Ethereal Plane; it can be found in both the Deep and on the Border.

S: The indicated creature is answering the summons of a prime spellcaster or returning from the Prime, and thus it may be encountered in either the Deep or Border Ethereal. The creature usually avoids contact, but 25% of the time it is in a foul mood after having performed its task, and it attacks travelers.

*Roll randomly or choose an associated demiplane, prime world, or Inner Plane.

†Dreamborn and illusionborn creatures are special encounters. The DM should refer to page xx for more information on ruptured dreamscapes (and entities formed from them) and page xx for more information on creatures born of illusion.

‡Roll on subtitle provided for random objects encountered on the Ethereal. The Dungeon Master should feel free to add items of her own choosing in this category.

§There are two types of human encounters: single travelers and parties. A single traveler has some method of reaching the Ethereal (spell, magical item, or psionic ability) 95% of the time. The other 5% are lost souls stranded on the plane. Parties are 50% likely to consist of primes with a cleric of at least 9th level (able to cast *plane shift*) and 1d6 companions. Otherwise, the party consists of humans who have made the Ethereal their home (such as etherfarers) and who possess unique abilities and items associated with living permanently on the plane. See the Etherfarer Society on page 82 for an example.

¶Rare Feature indicates encounters with objects or creatures not usually native to the Ethereal Plane. These features have been cast onto the Ethereal by ether cyclones or some other catastrophic effect. Examples of these encounters include buildings, statues, books, farm animals, and so on. Otherwise, rare features could include any of the curtain areas leading to specific demiplanes or any of the ethereal locations described in this book.

**Rare Monster indicates encounters with creatures that aren't native to the Ethereal Plane. These monsters travel through the Ethereal on other business. Rare monsters include sasimar, genasi, tanar'ri, baatezu, and any other standard monster not normally found on the Ethereal.



ETHEREAL ENCOUNTERS

% Name	# Appearing	Source	Notes	% Name	# Appearing	Source	Notes
01 Aerial servant	1	Eth	N, S	21 Ghost	1d2	Eth	B or N
02 Apparition	1	Eth	B	22 Gingwatzim	1d6	Eth	N
03 Basilisk	-	-	-	23 Gk'lok-lok	1	Eth	D
d4				24 Human traveler(s)	-	-	S
01 lesser	1d4	Eth	B	25 Illusionborn	-	-	†
02 greater	1d6	MM	B	26 Magran	1	Eth	N
03 dracolisk	1d2	MM	B	27 Medusa	1	Eth	B
04 rorell	-	-	-	28 Meme	1d4	Eth	D
04 Cerebral Parasite	3d4	Eth	B	29 Memedi (gendruwo)	1d3	Eth	B
05 Chulerix	1d2	Eth	D	30 Mordenkainen's bound	1	Eth	B
06 Cockatrice	-	-	-	31 Neth's child	1d2	Eth	N
d2				32 Nathri	2d20	Eth	N
01 Cockatrice	1d6	Eth	B	33 Paraelemental	-	-	-
02 Pyrolisk	1d4	MM	B	d4			
07 Chronolily	1	Eth	D	01 Ice	1d2	PS3	S
08 Color Curtain	-	-	*	02 Magma	1d2	PS3	S
09 Devourer	1	Eth	N	03 Ooze	1d2	PS3	S
10 Dharculus	1d2	Eth	B	04 Smoke	1d2	PS3	S
11 Dhour	2d4	Eth	N	34 Phase spider	2d8	Eth	N
12 Dreamborn	1d4	Eth	†	35 Phirblas	1d4	ETH	N
13 Ebon tiger	1d2	Eth	N	36 Plasm	-	-	-
14 Elemental	-	-	-	d2			
d4				01 Giant	1	Eth	N
01 Air	1	MM	S	02 Normal	1d4	Eth	N
02 Earth	1	MM	S	37 Protomatter	-	-	-
03 Fire	1	MM	S	d4			
04 Water	1	MM	S	01 fall	1	Eth	D
15 Ether horse	2d6	Eth	N	02 island	1	Eth	D
16 Ethereal item	-	-	*	03 stream	1	Eth	D
d4				04 rorell	-	-	-
01 Supply cache containing food and water to last one traveler for 100 days; some caches are guarded, and most bear the rune of the cache's owner.				38 Quasielemental	-	-	-
02 Waystop situated upon mass of solid ether inhabited by human and/or humanoid creatures.				d8			
03 A mage's magical chest, placed on the Ethereal by a <i>Leomund's secret chest</i> spell. The chest bears the rune of its owner, and it may contain 1d4 magical items (in which case it is trapped and/or guarded).				01 Ash	1d4	PS3	S
04 The rotting remains of a hapless ethereal traveler, native, or monster. The Dungeon Master should determine what (if anything) remains on the body, and if the object or creature that caused its death still lingers in the area.				02 Dust	1d4	PS3	S
17 Ether cyclone	1	Eth	D	03 Lightning	1d4	PS3	S
18 Ether gap	1	Eth	D	04 Mineral	1d4	PS3	S
19 Foo creature	-	-	-	05 Radiance	1d4	PS3	S
d2				06 Salt	1d4	PS3	S
01 dog	2d6	Eth	N	07 Steam	1d4	PS3	S
02 lion	1d6	Eth	N	08 Vacuum	1d4	PS3	S
20 Geniekind	-	-	-	39 Rabbiton	3d6	Eth	N
d6				40 Rare feature encounter	-	-	#
01 Dao	1	MM	S	41 Rare monster encounter	-	-	**
02 Djinni	1	MM	S	42 Shedu	-	-	-
03 Efreeti	1	MM	S	d2			
04 Janni	1	MM	S	01 greater	1d2	Eth	N
05 Marid	1	MM	S	02 lesser	2d4	Eth	N
06 Roell	-	-	-	43 Terithran	1	Eth	N
				44 Thought eater	1d4	Eth	B
				45 Tween	1	Eth	B
				46 Vortex front	1	Eth	D
				47 XIII	1d6	Eth	N
				48-00	No encounter		

Dungeons & Dragons

PLANE SCAPE

ACCESSORY

A Guide to the Ethereal Plane

by Bruce R. Cordell

TRAVELING THE ETHEREAL IS LIKE DREAMING.
SOMETIMES IT'S PLEASANT,
AND SOMETIMES A BODY HAS NIGHTMARES.

—PLANEWALKER ADAGE

Within the Ethereal Plane, demiplane islands and creatures both *add and dangerous* float in an endless field of possibilities. Every folk knows that the Ethereal also leads the way to the Inner Planes, infinite arenas of elemental fury. See, it's more than just a backdrop to other adventures—the plane itself offers wonder and opportunity for those with courage enough to explore its limitless expanse. This guide includes the following information:

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