

PLAYER RACE

One of the most important choices you make when creating your adventurer is their race, sometimes referred to as their lineage. While the player races presented in the *Player's Handbook* are assumed to be in every campaign setting, the dungeon master can add additional races to the game:

Etherean

BEYOND THE VEIL

Sometimes, when mortals die with unfinished business, they unconsciously make their way back to the material plane in order to fulfill their desires. Some of these souls manifest as ghosts, others are captured and enslaved by necromancers, but a rare few fuse with a willing living mortal creature.

The fusion of these spirits with mortals creates a wholly new being; an Etherean. Some Ethereans exist with distinct personalities inside their heads, while others have no direct memory of their past lives.

ETHEREAL NATURE

Regardless of their situation, these mortals gain a portion of ethereal power. Though their abilities are often associated with undead and other sinister creatures, Ethereans are not always evil. Some find ways to use their powers for good, and as they grow, so do their ethereal abilities.

When an Etherean fulfills the unfinished business of the spirit that returned to the material plane, the memories of that spirit depart, but their ethereal abilities remain forever.

ETHEREAN TRAITS

No matter the circumstances of their creation, all Ethereans have the following traits in common:

Ability Score Increase. Your Dexterity increases by 2 and your Intelligence, Wisdom, or Charisma increases by 1.

Creature Type. You are both Humanoid and Undead.

Age. Ethereans age as normal for a member of their race.

Alignment. Ethereans often inherit the memories and traits of their past lives as their powers manifest. Their alignment is often a combination of current and past lives.

Size. Ethereans vary in size depending on what race they were born from. Your size is either Medium or Small.

Speed. Your base walking speed is 30 feet.

Spectral Nature. You can phase in and out of reality like the spirit mingled with your soul. Once you reach 5th level, you can cast *spectral passage* once, without expending a spell slot. Constitution is your spellcasting modifier for this spell.

Undead Nature. You no longer need to eat, drink, or breathe, and you are immune to the poisoned condition.

Weightless. As a bonus action, you can briefly manifest your ethereal nature to become weightless. You gain a flying speed equal to your walking speed. Though, while flying in this way you cannot fly higher than 10 feet off the ground.

This Weightlessness lasts for 10 minutes, but you can use a bonus action to end it. You can use this feature a number of times equal to your proficiency bonus, and you regain all of your expended uses when you finish a long rest.

Languages. You can speak, read, and write Common and one other language of your choice, the knowledge of which you inherited from your previous life.

SPECTRAL PASSAGE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object a spirit has passed through)

Duration: Concentration, up to 1 minute

You touch a willing creature. Until the spell ends, it becomes semi-incorporeal and can move through other creatures and objects as if they were difficult terrain. If the creature ends its movement inside another object or creature, it is immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet it was forced to travel.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can target one additional creature for each slot level above 3rd.



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