

ENTER A REALM OF ENDLESS POSSIBILITIES



A FIFTH EDITION CAMPAIGN SUPPLEMENT

ETHEREAL PLANE

PLAYER'S GUIDE



WELCOME TO THE ETHEREAL PLANE

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

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ETHEREAL PLANE BASICS

The Ethereal Plane is a new exciting world, possibly unlike any plane on which you've ever been. While your gamemaster will have more details on the Ethereal Plane for when you begin your campaign and adventures there, here are a few basics you should know:

THERE ARE TWO PARTS TO THE ETHEREAL PLANE.

The Ethereal Plane consists of two parts: the Border Ethereal and Deep Ethereal.

The Border Ethereal is the part that overlaps Prime Material worlds and some demiplanes. This is the part of the Ethereal Plane where creatures like ghosts and night hags linger. While in this part of the Ethereal, you can view the Prime Material, but you cannot directly interact with it.

The Deep Ethereal is a great, infinite expanse of possibility. It connects the Prime Material to the Inner Planes (those are the elemental planes) as well as demiplanes such as the demiplane of dread or The Other in Omeria. Time and space are abstract within this realm. To arrive at a destination, you simply must concentrate on it and you will eventually arrive.

TIME SLOWS DOWN IN THE DEEP ETHEREAL.

For every 10 minutes you spend in the Ethereal Plane, only 1 minute passes in the Prime Material. However, you still age and grow hungry as if you were on your home plane. This makes the Deep Ethereal a great place to escape to research

or contemplate without being bothered by things like hunger and sleep.

THE ETHEREAL PLANE IS A REALM OF ENDLESS POSSIBILITIES.

Nothing is static within the Ethereal Plane. In fact, if you have the ability and creativity, you can even shape the very fog of the Deep Ethereal into entire new worlds within which you can create massive kingdoms and worlds of your own.

MAGIC WORKS DIFFERENTLY IN THE ETHEREAL PLANE

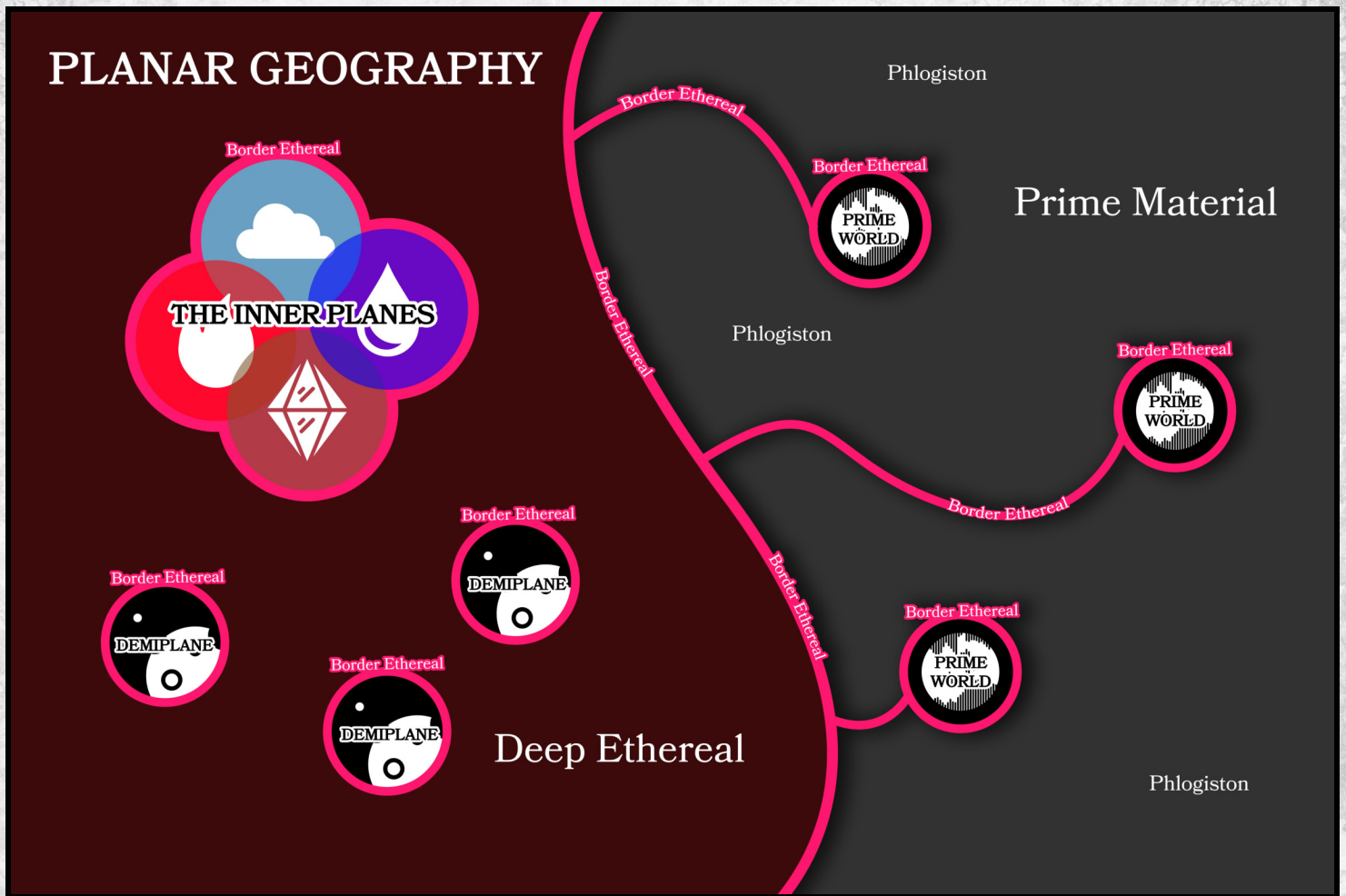
As mentioned above, the Ethereal Plane is all about infinite possibilities. This has strange effects on magic. For example, abjuration spells do not function as well as they should—abjuration prevents possibilities, and that doesn't jive with the plane. On the other hand, the Ethereal Planes empower illusions. In fact, some illusions might even gain sentience and turn on the caster!

ENTERING THE ETHEREAL PLANE

Methods to enter the ethereal plane come in one of two forms: temporary and permanent. Temporary methods include using spells like *etherealness* or items like *oil of etherealness*. More permanent methods involve using a *plane shift* or *gate* spell. Some monsters, such as the dreaded dhabrum, can permanently pull creatures into the Border Ethereal.



PLANAR GEOGRAPHY



ETHEREAL SKIFF

In addition to the aforementioned ways to enter the ethereal plane, ethereal skiffs serve as a permanent way to enter the Deep Ethereal. An ethereal skiff is a small ship measuring 30 feet long and 10 feet across. The basic versions of these ships can automatically enter the Deep Ethereal from the Prime Material, transporting all crew, passengers, and cargo with it as if they'd passed through a *gate*.

Overall, the ethereal skiff functions similar to the statistics for a creature, but with the following additional considerations.

CREATURE AND CARGO CAPACITY

The ship's creature capacity lists how many creatures can comfortably fit into the vehicle. It's possible to fit more creatures into the vehicle, but they may have to squeeze or cling to the outside of the vehicle. Cargo capacity is the total amount of cargo that the vehicle can hold. If a vehicle exceeds its cargo capacity, its speed is reduced by half. A vehicle with more than twice its cargo capacity can't move.

ARMOR CLASS

A vehicle's armor class represents the average defense provided by all of its components.

HIT POINTS AND DAMAGE THRESHOLDS

Vehicles do not have hit dice, but instead a flat number for their hit point maximum. Most vehicles also have a damage

threshold. A vehicle with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the vehicle's damage threshold is considered superficial and doesn't reduce the vehicle's hit points. If a vehicle's hit points are reduced to 0, the vehicle cannot move or take actions or reactions. The ship must make a Constitution saving throw. Reference the Destroyed Vehicle table below to determine what happens to the vehicle and the creatures inside it.

Destroyed Vehicle

Result Outcome

| | |
|-------------|--|
| 10 or lower | The vehicle explodes or crashes violently. All creatures inside the vehicle must make a DC 15 Dexterity saving throw. A creature takes 11 (2d10) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. |
| 11-20 | The vehicle suffers extensive damage but remains intact. All creatures inside the vehicle must make a DC 15 Dexterity saving throw. A creature takes 5 (1d10) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. |
| 21+ | Although the vehicle is effectively incapacitated, creatures inside of it suffer no injuries. |

SPEED AND CRUISING SPEED

The speeds listed on the vehicle's stat block reference its turn-based speed, the speed it moves during a round of combat. Most vehicles have cruising speeds, too, which allow them to travel uninterrupted at much higher speeds. Unless stated otherwise, assume a vehicle's cruising speed equals 10 times its speed.

ABILITY SCORES

Vehicles have the same six ability scores and modifiers as characters and monsters. Strength represents the vehicle's size and weight, Dexterity represents the vehicle's handling and maneuverability, and Constitution is the quality of the vehicle's construction. Most vehicles have Intelligence, Wisdom, and Charisma scores of 0.

Intelligence, Wisdom, and Charisma Scores. A vehicle does not normally have its own Intelligence, Wisdom, or Charisma scores. When piloted, the vehicle uses the captain's scores instead. The ship's captain is whomever the characters chose to command the vehicle, whether that be one of the characters or an NPC.

SENSES

A ship uses the senses of its captain or pilot.

PILOT REQUIREMENTS AND VEHICLE TRAITS

Most vehicles require a crew. Without a crew, the vehicle cannot move or take actions or reactions. Unless stated otherwise, a crew member is any creature with an Intelligence score of 5 or higher that uses its actions on each of its turns to help pilot the ship. Some larger vehicles can take additional actions and make extra attacks so long as the vehicle has the requisite crew.

In addition to the crew, the vehicle can hold passengers. Vehicles with enclosures, such as the gondola of a blimp, or below the deck of a ship, offer cover to crew and passengers.

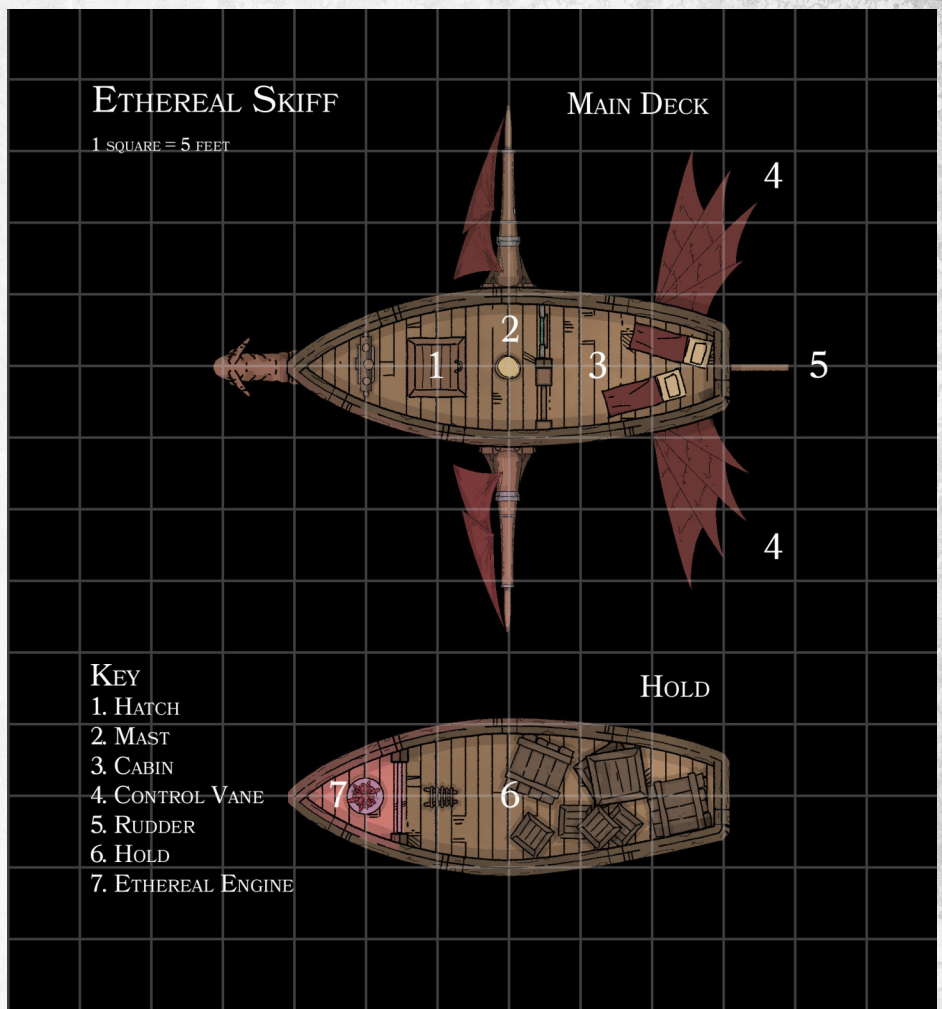
Captain Requirement. Before any actions on a ship can be taken, the characters (or crew) must choose a character or NPC to act as the "captain", the person who commands the ship. Some vehicles, such as motorcycles or simple motor vehicles might *only* have a captain, who serves as the pilot. Regardless, the ship uses the captain's Intelligence, Wisdom, and Charisma scores, as well as the captain's senses.

ACTION STATIONS AND CREW

Most vehicles do not have actions of their own. Instead, they must rely on their crew to occupy the stations and use their actions to operate the vehicle's components. A given Action Station option requires a minimum of one action to perform.

RUBY BLUTVEKZELNITE CORE

The ethereal skiff uses an ethereal engine to transport the ship and its contents into the Deep Ethereal. This engine requires a shard of *ruby blutvekzelnite*, which is encased in



lead to protect the ship and crew. Each time it enters or departs the Deep Ethereal, the skiff's engine burns one charge of the *blutvekzelnite*'s core.

Ruby blutvekzelnite is a wondrous magic item and it is very rare. A small shard of *ruby blutvekzelnite*, no larger than a gold coin, has 7 charges. The gem emits dim red light in a 5-foot radius. While holding the gem, you can use an action to spend 1 or more of its charges to cast any transmutation spell of 3rd level or lower. You can expend additional charges to cast transmutation spells of higher levels, expending one charge per level above 4th. If you expend the gem's last charge, the gem stops glowing and it loses its magic.

Aura of Change. The *blutvekzelnite* emits an aura of change in a 5-foot radius. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. Any creature that touches the *blutvekzelnite* or comes within its area of effect must make a DC 15 Constitution saving throw. A creature that fails its saving throw by 5 or more dies instantly. Otherwise, a creature that fails the saving throw contracts the Change, a deadly degenerative disease. It takes 24 hours for the disease's symptoms to manifest. Symptoms include mania, sweating, and blurred vision. The infected creature's Charisma score is reduced by 1d4, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. At the end of each long rest, the infected creature must make a DC 15 Constitution

saving throw. On a failed saving throw, the creature's Charisma score is once more reduced by 1d4. If the creature's Charisma score is reduced to 0, the creature dies and polymorphs into a gibbering moulder. Otherwise, the creature recovers and its Charisma score reduction lasts until it completes another long rest.

ETHEREAL SKIFF

Gargantuan vehicle (10,000 lbs)

Creature Capacity 8 Medium creatures

Cargo Capacity 2 tons

Armor Class 15

Hit Points 200 (damage threshold 15)

Speed 0 ft., surface water 120 ft., fly 120 ft. (including zero gravity)

Cruising Speed 15 miles per hour (360 miles per day)

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

Damage Immunities poison, psychic

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

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

Actions Stations

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

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

The skiff lacks weaponry except for those carried by its passengers.

THE ADHERENTS

Prerequisites: cannot worship a deity

The universe is filled with many powerful factions, all of whom have their own specific ideologies and philosophies. One such faction, known as The Adherents, lives within the Deep Ethereal where they maintain a great forge. The Adherents believe that all of life is a test offered by some unknown high power in the universe. What exactly is that test? Ultimate good? Ultimate evil? No one knows, not even the greatest Adherents. Whatever it may be, those who pass this test achieve greatness beyond their wildest dreams. Even the gods of man were tested—in fact, they're just as ordinary as you and me. They're just "further along the path." And they're still being tested.

The Adherents enjoy the Ethereal because it is a testament to their philosophy. After all, the Ethereal is a realm of endless possibilities.

FOLLOWING THE PHILOSOPHY

If you wish to become a member of The Adherents, you simply need to follow their philosophy that there is potential for greatness in every living thing in the cosmos. Becoming an Adherent works the same way as the motivations systems described in Pexia's Guide to Omeria (if you don't yet own a copy, see the Motivations sidebar).

EARNING AND LOSING MOTIVATION

You increase your motivation when you discover or rediscover new people, places, and things. Examples include:

- Expounding your beliefs to others, particularly to those who don't believe there is great potential in all things.
- Casting spells or using effects that create something from nothing, such as illusion or evocation spells.
- Working to better yourself.

You decrease your motivation when you avoid mysteries or turn away from adventure. Examples include:

- Losing faith that all beings are blessed with endless potential.
- Worshipping a specific deity.
- Being raised or resurrected from the dead.
- Doing anything that limits your own advancement.

BELIEVER

Motivation 3+ Adherent feature

You learn one cantrip of your choice from the cleric, sorcerer, or wizard spell lists. Wisdom is your spellcasting ability for this spell.

Additionally, when you make a Charisma ability check to interact with extraplanar creatures, you are considered proficient for the check, and you add double your proficiency bonus instead of your normal proficiency bonus.

ADHERENT

Motivation 10+ Adherent feature

You can cast *enhance ability* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

DEVOTEE

Motivation 25+ Adherent feature

When you die, you cannot be resurrected or raised. Instead, you automatically reincarnate as per the spell. Once you reincarnate using this trait, you can't do so again until you finish a long rest.

GODSPERSON

Motivation 50+ Adherent feature

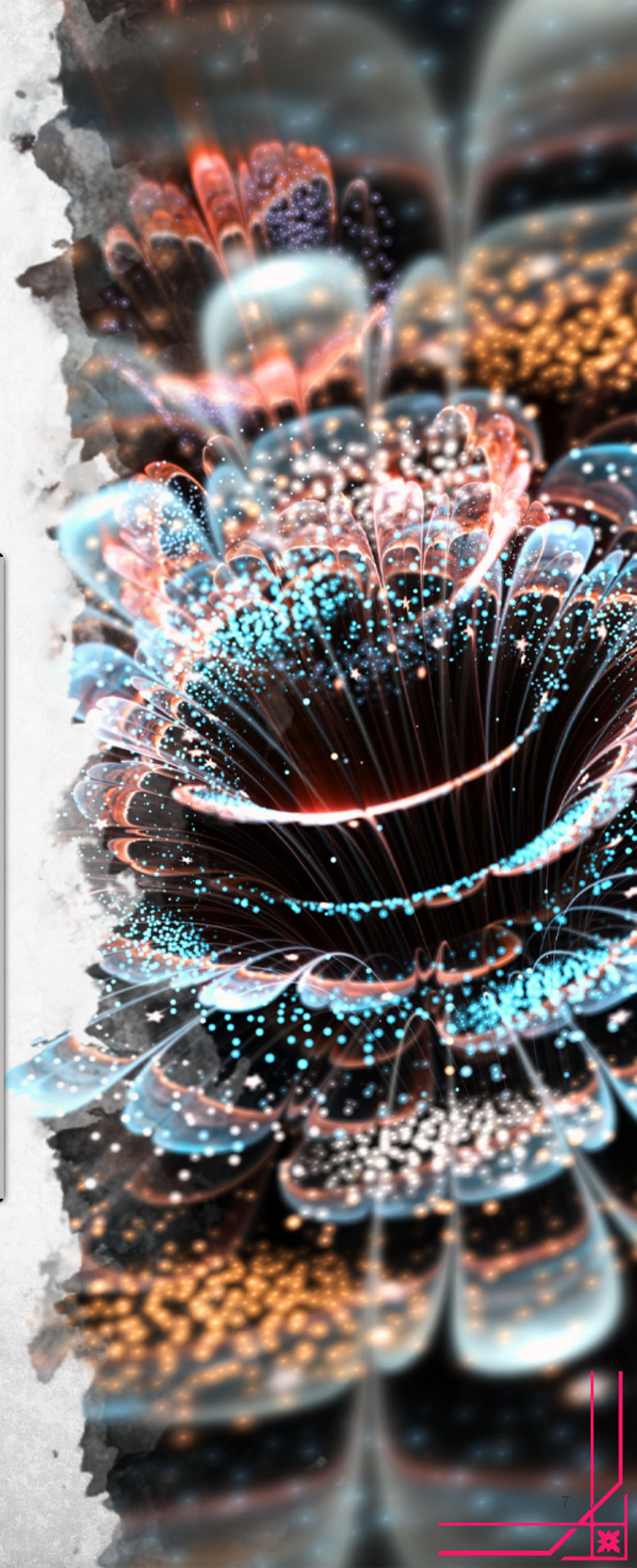
You can increase any ability score of your choice by 2 and also increase your maximum for that score by 2.

Motivations

Omeria campaigns supplement Fifth Edition's background system with motivations. A motivation is the driving force behind your character's actions. If your GM uses this system, you start with one primary motivation. When you roleplay and take actions related to your character's motivation, you earn motivation points. Similarly, if you perform actions contrary to your character's motivation, you can lose motivation points. Typically, you may earn or lose only 1 motivation point per each 3-4 hour game session. All 1st-level characters start with 1 motivation point.

When you earn enough motivation points, you earn special character features related to your character's primary motivation. Each motivation has four point thresholds—3, 10, 25, and 50. Using the aforementioned "1/session" rate, this means a 1st-level character that starts with a primary motivation should earn new benefits at levels 3, 5, 10, and 15.

Although you can (and should!) roleplay additional motivations for your character, the motivation represented in these rules represents your character's **primary motivation**. If you wish to abandon your primary motivation and choose a new primary motivation, your character loses all the benefits granted by their old motivation, including rewards. Then, the motivation score for the new motivation starts at 1. Ω



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