

# Oops I'm Ethereal (1<sup>st</sup> Edition AD&D)

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*Different, scattered, incomplete, and often contradictory documentation abounds on the Ethereal plane. Every so often, players do something that suddenly introduces them (and potentially the DM) to the Ethereal plane. This guide should include everything a DM needs to know to run a quick adventure on the Ethereal. How do PCs get there? How do they move and fight? How do encounters work? Included is a detailed Appendix to generate a wide range of random encounters on the Ethereal. Enjoy!*

## The Ethereal Plane

The Ethereal plane is comprised of swirling proto-matter coexisting alongside the Prime Material plane, touching the Prime at all points. Nothing is solid in the Ethereal, including living creatures and their possessions; unliving objects such as weapons and armor pass through each other with ease. Travelers and the few natives that exist in the Ethereal appear semi-solid. Much like the Astral plane links the Prime and the outer planes, the Ethereal plane links the Prime and the inner planes. Within the Deep Ethereal also exists small finite islands of matter known as demiplanes.

The Border Ethereal is where the Ethereal meets Prime or other associated inner plane. From the Border Ethereal, an adjoining plane is visible to the ethereal traveler, but neither clearly nor to great depth. All colors are reduced to shades of grey, so that dark green and dark blue are identical blacks, while tomato red is grey and bright yellow is white. To creatures on the Border Ethereal, objects on the Prime Material Plane appear as incorporeal phantoms.

A traveler desiring to venture beyond the Border Ethereal merely wills it so, and finds themselves in the Deep Ethereal at the Curtain of Vaporous Color which divides the Border from the Deep Ethereal.

### Curtain of Vaporous Color

A traveler begins his sojourn from the Border Ethereal to the Deep Ethereal upon passing through a Curtain of Vaporous Color. These curtains are the boundaries between the Deep Ethereal and the Border Ethereal, *and can only be seen from the Deep Ethereal*—huge hanging sheets of pixie fire that dance across their surfaces, continuously agitated by the forces between the planes. The traveler can cross a curtain by willing it so and can leave it behind by a similar act of will. Someone on the Deep side of the curtain can't sense or affect anything on the Border Ethereal, and cannot be harmed by any forces on the Prime or Inner planes.

The color of a curtain in the Deep Ethereal indicates the Inner plane the curtain conceals:

THE INNER PLANES		
1	Prime Material	Turquoise
<b>Elemental Planes:</b>		
2	Air	Blue
3	Earth	Brown
4	Fire	Red
5	Water	Green
<b>Para-Elemental Planes:</b>		
6	Smoke	Pearl
7	Ice	Aquamarine
8	Ooze	Chocolate
9	Magma	Maroon
<b>Quasi-Elemental Planes:</b>		
10	Lightning	Violet
11	Steam	Ivory
12	Radiance	Rainbow spectrum
13	Mineral	Pink
14	Vacuum	Ebony

15	Salts	Tan
16	Ash	Grey (dark)
17	Dust	Dun (brownish grey)
<b>Others:</b>		
18	Positive Material	White
19	Negative Material	Black
20	Demiplanes (Shadow)	Metallic Shades (Silver)
20	(Time)	(Colorless)

## Demiplanes

Demiplanes are small finite planes connected to the Ethereal plane. Large globs of proto-matter swirl about in the Deep Ethereal, gathering other proto-matter until a critical size is reached. At that time, the matter pulls away from the Deep Ethereal, growing its own Border Ethereal around it. This mass of proto-matter becomes a demiplane. Each demiplane operates on its own rules; gravity, vision, material make-up, and inhabitants all vary. Ravenloft, the demiplane of Dread, is one example of a demiplane.

## Getting to (and from) Ethereal

The Ethereal plane (and the realms beyond it) can be reached via spell or psionics, but is most often reached via magical items, such as *Oil of Ethereality*. Magical items typically place the user and the items they carry into the Border Ethereal.

- *Probability Travel* can transport the physical body to the Ethereal plane.
- The *Staff of the Magi* confers the ability to *Probability Travel*.
- The clerical *Plane Shift* can enable the target to enter (or leave) the Border Ethereal.
- The *Amulet of the Planes* enables the individual possessing it to transport himself or herself instantly to or from the Ethereal, or randomly into the first layers of the inner planes in the same manner as a *Plane Shift* spell.
- *Dispel Magic* or *Phase Door* cast upon the traveler in the Border Ethereal will return them to the bordering plane.
- The magic-user *Vanish* spell can send an object into the Deep Ethereal.
- *Wraithform* permits the caster to fully interact with those things in the Border Ethereal.
- An enterprising spell caster can utilize the *Leomund's Secret Chest* spell as a method of travel to the Deep Ethereal by climbing inside, but must either bring the smaller chest with him (negating any chance of returning by that method), or have a caster back on the Prime willing to call the chest back.
- The psionic major ability *Ethereality* permits the user and a certain amount of material he is touching (determined by level of mastery) to enter the Border Ethereal.
- The *Teleport Without Error* spell and the *Succor* spell can also span the planes. The former requires some knowledge of the destination, with the standard chance of too high or too low. The latter is an automatic teleport that brings the characters to the Ethereal plane only if that spell was originally cast on the Ethereal plane.
- A Nightmare can roam the Ethereal plane.
- When an *Obsidian Steed* becomes Ethereal its rider and gear likewise so become, thus travel to other planes is easily accomplished by means of this item.
- Twice-pressing the side of a *Cubic Gate* that is keyed to the Ethereal plane (could be unexpected!) will bring the user to the Border Ethereal.

- Stepping through a *Well of Many Worlds* keyed to the Ethereal plane (could be unexpected!)
- The *Codex of Infinite Planes* can send a character to the Ethereal plane (unlikely, but possible!)
- Finding an enchanted lake (DMG, p. 172) leading to the Ethereal plane.
- The *Truename* spell transports to another plane.
- The gaze of Ptah, the Egyptian God's, can force a player to plane shift (save at -6) to a plane of Ptah's choice.

A traveler returning from the Border Ethereal can take actions and attack others in Prime in the round they appear, but cannot disappear again into the Ethereal until the following round (see Phase Spiders).

## Unexpected Arrival and Departure

There are a number of events that can abruptly bring an adventurer (or their belongings) to the Ethereal plane to the surprise of the GM:

- Flung into the depths of the Ethereal plane by a *Vanish* spell (objects only)
- *Plane Shift*: Used to move an opponent to the Border Ethereal
- Breaking a *Staff of the Magi* has a 50% chance of sending the mage to another plane of existence
- If *Blink* places the caster in a solid object, and a second check still places them within a solid object
- Forced to regain physical form inside an existing object because a particular spell or potion has expired
- *Leomund's Secret Chest*, when it expires, leaves an ethereal portal open for five hours.

If a traveler in the Border Ethereal regains their physical form inside an existing object, liquids, gases, and flames displace to allow the traveler entrance, but solid objects resist such intrusions. A traveler reappearing from the Ethereal inside a solid object must roll a saving throw vs. death magic. Failing that save results in the physical destruction of the traveler; success plunges the traveler into the Deep Ethereal, where they are unconscious for d4 true rounds and suffer 4d4 damage. Several travelers reappearing together are sent to different areas of the plane. Those who survive the trauma remain ethereal until they can pass through the Curtain, enter the Border Ethereal and emerge into the plane they have chosen.

If an ethereal effect ends while a character is in the Deep Ethereal, he is immediately forced through a randomly-rolled curtain of color. The traveler enters this Border Ethereal and is immediately cast into the plane that it borders.

## Viewing the Border Ethereal

*Detect Invisibility*: able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures.

*Mordenkainen's Faithful Hound*: able to detect invisible, astral, ethereal, out of phase, duo-dimensional, or similarly non-visible creatures

*True Seeing* (and the Gem of True Seeing): Invisible things and those which are astral or ethereal become quite visible.

The *Onyx Dog* can spot astral, ethereal, and out-of-phase things 50% of the time.

One handful of *Dust of Appearance* flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal.

The *Wand of Enemy Detection* gives off a pulse and points in the direction of any hostile creature(s) intent upon the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight.

A creature who is invisible and on the Prime is visible from the Ethereal plane.

## Time

True time governs all actions, including movement, combat, magic items and magical abilities, and the casting and durations of most spells. Subjective time governs long-term processes that affect the traveler's metabolism and natural functions. This includes poisons, potions, the effects of paralysis and aging, the need for sleep and food, natural healing, the recovery and research of spells, and spell-casting that takes longer than one turn. In the Border Ethereal, subjective time flows for the traveler at the same rate as true time for the plane he is viewing (e.g., in the Border Ethereal for the Prime Material plane, subjective time flows at the same rate as true time).

In the Deep Ethereal, subjective effects last 10 times longer as they do in the Prime. A potion that lasts 10 rounds in the Prime lasts for 100 rounds in the Ethereal. The ethereal body requires nourishment at only 1/10<sup>th</sup> the rate as the normal body. Ten true days pass before the ethereal body heals for one (subjective) day.

## Environment

The Ethereal plane is a thick soup composed of ethereal matter, so that sight is limited as if looking through a dense fog. While there is no discernable light source, a dim radiance pervades all ethereal material. Clear vision extends to about 300 feet, with murky shapes beyond. Encounter distances in the Ethereal plane are 240-360 feet, although if one side has surprise, they may evade or lay in ambush for the others. As the bodies of beings on the Ethereal are at the same temperature as the surroundings, infravision does not function. Ultravision works normally.

Sight into the plane adjoining the Border Ethereal is limited to 12" in daylight, and may be further limited by available light in that plane. A traveler with infravision or ultravision will be able to see normally into the adjacent plane, but someone with an ethereal light source would not (the light from an ethereal lantern does not reflect off non-ethereal objects and thus it does not illuminate objects in the other plane).

Hearing actually increases on the Ethereal proper, as sound travels twice as far. Some sound passes from a plane to its Border area, although muffled and difficult to make out. Sound originating on the Border Ethereal doesn't penetrate another plane.

In the Ethereal plane, physical objects are converted into their Ethereal equivalents—metal to ethereal metal, flesh to ethereal flesh, stone to ethereal stone, etc. A living body can then breathe the ethereal air in a normal fashion.

## Travel

When in the Border Ethereal, travel is at the speed the traveler would move on that plane given their usual movement abilities.

While time (not distance) is the limiting factor when traveling the Deep Ethereal, movement is necessary; a traveler cannot enter the Deep Ethereal and wait in relative safety until the necessary time has elapsed. If it is determined that 40 turns of travel are needed to reach a supply cache, then 40 true time turns of continuous movement are required with the supply cache as a goal. Stopping after 20 turns (were the party to investigate another curtain they encountered, though not if they were attacked by creatures) would not leave 20 turns of travel. Instead, as the Ethereal is a shifting

and ever-changing place, a new roll must be made to redetermine the time to the cache (the travelers may then have even "farther" to go).

A character moving along the Deep side of a Curtain of Vaporous Color can cover greater distances without the effects of time. However, it is almost impossible to find the correct path along the outside edge of these curtains. The shifting nature of these curtains prevents the traveler from determining the correct direction on the associated plane, so that while an ethereal visitor may travel along the undulating curtain the desired distance, the direction is random. Each move requires another roll to determine direction.

Powerful mages, clerics, and psionics cover great distances between known locations in their worlds by entering the Deep Ethereal for a familiar curtain point or waystation (10-100 turns required) and then heading for a specific part of the realm's curtain (another 100-1,000 hours). If the traveler desires a specific destination from the Deep Ethereal, use the following method to determine time of travel (in true time):

10-100 turns to a free-floating cache or demiplane entrance

10-100 hours to a Curtain of Vaporous Color (a specific Inner Plane or Prime)

100-1,000 hours upon reaching the appropriate Curtain to a specific area of the realm (such as a wizard's outpost located in the plane of elemental Water, or a specific location on Prime)

Heading for a specific position is only possible if the traveler has previously been to that location, has viewed it by magical means, or possesses directions (in the form of a map of the plane being reached) or a full description (this is very unreliable and the travel time is multiplied by d6). Success in reaching a specific part of a realm places the traveler within 10 miles of that location.

## **Tactical Movement**

While normal movement rates do not affect the time required to move to another location in the Deep Ethereal, they come into play in tactical situations, including combat and evasion. Movement in the Ethereal is accomplished by wishing to go somewhere. An ethereal traveler moves as they would if unencumbered on his home plane, regardless of encumbrance (limited only by maximum encumbrance). There is gravity in the sense of up and down directions, but the ethereal visitor can move in all directions freely.

A traveler desiring to venture deeper into the Ethereal merely wills it so. It takes one round for a character to transition to the Deep Ethereal. An individual who witnesses this process sees the traveler stepping back into a roiling mist, which then closes in on itself. The traveler is now in the Deep Ethereal, facing a Curtain of Vaporous Color. If a body decides to immediately return to the Border Ethereal, she can will herself back through the curtain, traveling to the exact same spot on the Border from where they originated. If the traveler moves along the curtain a distance before reentering the Border, they'll find themselves in a different part of the Border, which does not always correspond with the distance moved.

The traveler in the Border Ethereal can move through solid matter in the bordering plane without ill effects in most cases. Three things in the plane bordering the Ethereal hinder movement in the Ethereal: certain spells that detect and ban the Ethereal, dense metals, and living beings. Dense metals prevent passage by those in the Border Ethereal, so a large collection of gold or plates of lead can be used to ethereal-proof an area. Living beings (at least those above the one-celled level) generate an aura that prevents passage by ethereal beings. Plants also radiate this aura, so a vine-covered cottage is also immune to ethereal visitors. This aura radiates only about a foot in all directions, so that it is

possible to pass under or over living guards. Because of this aura, a traveler cannot materialize partially inside the body of an opponent, or leave a weapon where it will rematerialize into a living creature.

An alchemic mixture containing gorgon's blood, when mixed with the mortar of a building, prevents ethereal and astral creatures from passing through the walls. This potion usually costs 10,000 g.p. from a reputable alchemist.

## Combat

Combat in the Ethereal plane is dictated by the fact that everything is made of ethereal matter. Non-magical armor is ignored, although Dexterity bonuses apply for reducing AC. In only the case of unarmored (AC 10) individuals, the damage bonus due to Strength reduces AC as well.

Non-magical missiles—including ordinary missiles from magical bows or crossbows—have only short range. Beyond this point, the missile slowly comes to a halt and hangs in the swirling ethereal fogs. Magical weapons have their full range, but see the limitations under vision to determine maximum range.

Attacks from above negate shield bonuses, but the target is considered shielded if wearing a magical helm. Attacks from below are considered attacks from the rear for all purposes, including thief back-stabbing abilities.

A traveler returning from the Ethereal plane can take actions and attack others in the Prime plane on the round they appear, but cannot disappear again into the Ethereal until the following round. The most common example of this is creatures with phasing abilities such as phase spiders. They reappear and deliver their deadly bites in one round, but require the next round to return to their invisible and ethereal state.

## Damage and Death

In the Ethereal, normal weapons inflict no base damage; the wielder does damage based only on their Strength damage bonus, Dexterity "to hit," and weapon specialization or weapon of choice. Normal weapons include the following: Non-magical weapons, magical weapons that are no longer magical, weapons of silver, pure iron, or other non-standard Prime materials.

Magical weapons inflict their normal damage in the Ethereal plane. This category includes the following: Weapons that retain at least a + 1 enchantment in the Ethereal plane; weapons that are living creatures, or the natural armament of living creatures (fists, claws, spikes, breath weapons); weapons that have had *Nystul's magic aura* cast upon them while in the Ethereal plane (the best place to do this is in the Border Ethereal, as the duration is then extended by a factor of 10 in the Deep Ethereal); weapons that are made with material coming from the inner planes (a bottle of elemental Fire, or a club of elemental Earth).

Normal healing does occur on the Ethereal plane, but when in the Deep Ethereal only at the subjective rate of 10 times slower than on the Prime plane. Injured individuals can rely on necromantic means for regaining lost hit points, or they can retreat to an area of the Border Ethereal (or the plane beyond that border) for healing.

Poison does not harm an ethereal individual as long as he is in the Deep Ethereal, as the elongation of subjective time allows the body to deal with all but the most potent forms, though the poison remains in the body. A poisoned character must still make a saving throw, but if this fails they do not perish until he passes into the Border Ethereal of another plane. If the target receives a *Neutralize Poison* before entering a Curtain of Vaporous Color, then the poison's effects are negated.

## Magic

### Spells

A spell-using creature native to the Ethereal plane regains spell use by the passage of a standard day in the Ethereal, while a visiting mage from the Prime (or other Inner plane) regains spells in 10 times that amount of time. Since this subjective time is 10 times the true time involved, most spellcasters retreat to a plane in which regaining spells goes faster. Magic-users and illusionists regain spells in the Ethereal by resting the required time and studying, as long as they brought their spell books along with them. Clerics and druids regain their normal complement of spells provided that the deity the cleric or druid worships makes his home in the Ethereal or one of the adjacent planes (Prime Material, inner plane, or demi-plane). If the deity is farther away, the cleric or druid can only receive 1st- and 2d-level spells. Time required for clerics is as magic-users.

Spells that affect movement and creatures in the Ethereal plane include *glyph of warding* and *Mordenkainen's faithful hound*, which both detect and attack ethereal creatures.

All spells cast on the Ethereal plane that create restraining devices, such as *web* and *wall of iron*, can be passed through by an opponent moving the ethereal matter out of the way. Those that inflict damage, such as *blade barrier* or *wall of fire*, still harm the traveler.

Illusionary spells use a bit of the Ethereal plane itself, bending it to the will of the caster. For this reason, items created by illusion/phantasm spells function normally, but do not disappear when the spell lapses, concentration ends, or the illusion is touched. Rather the illusion gradually loses its sharp edges and mobility and joins the landscape of the Ethereal plane. It remains thus, radiating a dim magical aura (undetectable), until dispelled. Illusion/phantasm spells cast on living objects function as they do in the Prime plane.

All attacks in *wraithform* are only possible against creatures on the Ethereal plane.

### Magic Items

Armor, swords and other miscellaneous weapons have their magical bonus modified for each step removed from their plane of origin. Note that moving to the Ethereal plane could actually move magic items one step closer to an Inner Plane, increasing their magic by +1, or one step farther away, decreasing their magic by -1. Bracers and items that grant a particular Armor Class are unaffected by this modification. Swords and weapons that become non-magical in this fashion lose any other abilities as well.

Magical items that duplicate specific types of spells operate under the same restrictions as those spells. In particular, scrolls that provide protection from other creatures are useless in the Ethereal, as this magic is overwhelmed. Magical items that reach into *extradimensional* space function normally. Magical items and devices that call on powers more than one plane removed from the Ethereal plane do not function in the Ethereal.

If a magical effect that brought a creature to the Ethereal plane ends when the creature is still within a solid object on that plane (i.e., a *potion of ethereality* ends while a character is within a wall), the creature will at the least be stranded on the Ethereal plane (see Damage and Death).

### Class Abilities

- The ranger is at -50% on tracking attempts.
- Turn Undead works as usual.



- Hide in Shadows and Move Silently are at +20%
- Paladins cannot Detect Evil, but can heal.
- Paladins do not have Protection from Evil.

## Encounters on the Ethereal Plane

Encounters may occur (1 in 10 chance) every four hours in the Deep Ethereal, or whenever someone passes through a curtain. Evasion on the Ethereal is possible only if the adventurers are able to move more quickly than the monster encountered.

### Crossing from Deep to Border Ethereal

01-50 Normal Encounter

51-95 Monster Encounter

96-00 Ether Cyclone

### Deep Ethereal

1-75 Monster Encounter

76-80 Ether Cyclone

81-94 Curtain of Vaporous Color

95-00 Ethereal Item

Encounters in the Border Ethereal occur according to the time and encounter matrices of the plane it borders. For Prime, freshwater and salt water encounters occurs 1 in 20: morning, evening, and midnight. City/Town encounters are checked every three turns. Wilderness encounters are checked per table on p. 48 DMG, with a chance of 1 in 20 (dense), 1 in 12 (sparse/patrolled), 1 in 10 (uninhabited/wilderness).

## Normal Encounter

These encounters occur when an ethereal traveler first crosses the curtain from the Deep Ethereal into the Border Ethereal. The encounter is as for the plane the Border is adjacent to. If the encountered monster can detect or affect individuals in the Ethereal plane, there is an encounter; otherwise the ethereal individual is ignored. Some Prime Material plane creatures have a sensory awareness of beings passing "close by" in the Border Ethereal, and have the power to harm such beings as well. Common examples of such creatures include the pyrolisk, basilisk, catoblepas, cockatrice, gorgon, and medusa.

## Monster Encounter

In the Border Ethereal, the traveler may encounter an ethereal creature or may instead encounter a creature from the adjacent plane that can detect and attack ethereal individuals. In the Deep Ethereal, the traveler encounters an ethereal creature, including natives, other travelers, or powers en route to another plane. See DMG p. 181, Deities & Demigods p. 132, and MM2 for general Ethereal Encounter Tables. Appendix A (below) includes extended random encounter tables.

## Ether Cyclone

The ether cyclone is one of the most powerful forces in the Ethereal plane—a sinuous, serpentine column that spins through the plane, casting all loose material (such as travelers) aside as it goes. The effect on ethereal matter distorts the ethereal forms, uproots them, and carries the debris for leagues before depositing it, often into the Border Ethereal within the confines of a Curtain of Vaporous Color. Anything crossing into another plane, whether by choice or chance, runs the risk of being caught in an ether cyclone when crossing the Curtain. Fifty percent of the time, travelers receive

d6 rounds of warning; the other 50% of the time they get no warning at all. The warning sign of an ether cyclone is a deep hum in the ethereal matter underneath, as portions are ripped away by the approaching storm. If the traveler cannot reach a safe haven, such as another plane, demiplane, the Border Ethereal, or a curtain, he suffers the effects of the storm:

**Ether Cyclone Effects Table**

d20	Effect <sup>1</sup>
1-10	Flow of the ether disrupted. Add four hours (one additional encounter check) to the travel time.
11-15	Party is blown through a curtain into the Border Ethereal of a random plane or demiplane. Make the usual encounter check for crossing a curtain. The journey must begin again.
16-18	Party is blown through a curtain into the Border Ethereal of a random plane farther from the original destination. Check for encounter as if crossing a curtain. The journey must begin again, with 5d12 days added to the total time.
19-20	The lowest level member of the party must make a saving throw vs. spell. If successful, the party is blown far from their tracks to an unexplored section of the Ethereal plane. Add 10d12 days to the time to reach any other plane or destination. If the saving throw fails, the entire party is blown into the Astral plane (this would be as <i>plane shift</i> and does not create a silver cord).

<sup>1</sup>If characters are blown through a curtain into the Border Ethereal of Prime or a hospitable demiplane (one that supports the party's continued existence without further spells), each member of the party must make a saving throw vs. spell. Success indicates the individual remains in the Border Ethereal. Failure indicates the individual has been flung back into the Prime plane or demiplane and is no longer ethereal.

Travelers blown through a curtain into one of the inner planes (or an inhospitable demiplane) stop in the Border Ethereal. In some cases, such as in the demiplane of Time, the Border Ethereal is dangerous in its own right.

## Ethereal Items

These represent small bits of semi-permanent matter lost in the maze of the Ethereal plane:

- A being that has been transformed into ethereal stone (this is the most common ethereal item found in the Border Ethereal). Types of beings depend on the nature of the nearby plane.
- A body (another common item found in the Border Ethereal); again, types depend on the bordering plane.
- Supply caches for long trips through the Ethereal. These supply caches contain food and water for 100 days (true time). Most supply caches also bear the rune of the individual who put them there. Some are guarded.
- Waystation for individuals. These are larger groupings of matter that are usually inhabited by human and humanoid creatures. Such waystations may function as do taverns in the Prime Material plane, information services (with 10-60% veracity), or guard posts for nearby curtains.
- Someone's magic chest, placed there by a *Leomund's secret chest* spell. The chest bears the rune of the one it belongs to. It may be trapped and may have magical guards, and will contain d4 magic items. There is a 1 in 30 chance each day the chest will return. Note the chest, or the 5-hour window after the spell expiration, could be used to depart the Ethereal plane.
- An impassible wall, placed there by the *Vanish* spell.
- An Ethereal demiplane (such as the Demiplane of Shadow).
- There may be special ethereal items that a DM chooses to locate in the Ethereal, such as an "ethereal plane cruiser" with extradimensional pirates, a humanoid planetoid, or a large cavern-like area filled with the secret chests of a magician's academy, guarded by an apparition.
- Legends speak of a plane far beyond known routes, the home of all the extra-dimensional creatures that we believe to be *bags of holding* and *bags of devouring*.

## Ethereal Item

1	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.
2	Waystop situated upon a mass of solid ether inhabited by human and/or humanoid creatures
3	A mage's secret chest, placed on the Ethereal by a <i>Leomund's Secret Chest</i> spell. The chest bears the rune of the owner, and it may contain d4 magical items (in which case it is trapped and or guarded. There is a 1 in 30 chance the <i>Chest</i> will shorter return to Prime.
4	The rotting remains of a hapless Ethereal traveler, native, or monster. Does the creature that caused it's death still linger in the area?

## Appendix A – Creature Encounter Tables

Encounter (d100)	
01-65	Common
66-85	Uncommon
86-96	Rare
97-00	Very Rare

Common	Name	Number	Book	Notes
1	Cerebral Parasite	3d4	MM	N
2	Deva, Monadic	1	MM2	V
3a	Elemental, Air	1	MM	S
3b	Elemental, Fire	1	MM	S
3c	Elemental, Water	1	MM	S
3d	Elemental, Earth	1	MM	S
4a	Genie, Dao	1	MM2	V
4b	Genie, Djinn	1	MM	S,V
4c	Genie, Efreet	1	MM	S,V
4d	Genie, Jann	d3	MM2	V
4e	Genie, Marid	1	MM2	V
5	Human Traveler	*	*	*
6	Lammasu	d4	MM	V
7	Nightmare	d2	MM	V
Uncommon	Name	Number	Book	Notes
1	Azer	d10	MM2	V
2	Basilisk	d2	MM	E
3	Bat, Fire	d2	MM2	V
4	Cockatrice	d4	MM	E
5	Couatil	d4	MM	V
6	Crysmal	d2	MM2	V
7	Charonadaemon	1	MM2	C
8	Dracolisk	1	MM2	E
9	Ghost	1	MM	N

10	Groaning Spirit	1	MM	V
11a	Grue, Elemental (Chaggrin)	d3	MM2	V
11b	Grue, Elemental (Harginn)	d4	MM2	V
11c	Grue, Elemental (Ildriss)	d4	MM2	V
11d	Grue, Elemental (Varrdig)	d3	MM2	V
12	Human Party	-	-	*
13	Invisible Stalker	d3	MM	S
14	Ki-Rin	1	MM	V
15	Medusa	d2	MM	E
16	Xag-ya	1	MM	V
17	Xeg-yi	1	MM	V
18	Xorn	d4+2	MM	V

Rare	Name	Number	Book	Notes
1	Aerial Servant	1	MM	S
2	Agathion	1	MM2	V
3	Baku	d2	MM2	V
4	Catoblepas	d3	MM	E
5	Demon, Type I	d3	MM	V
6	Demon, Type II	d3	MM	V
7	Devil, Lesser	d2	MM, MM2	V
8	Dragon, Shadow	1	MM2	V
9	Foo Dog	2d4	MM2	V
10	Grim	1	MM2	N
11	Hollyphant	d3	MM2	V
12	Moon Dog	d4	MM2	V
13	Nat, Einsaung	1	OA	V
14	Opinicus	1	MM2	V
15a	Para-Elemental (Ice)	d2	MM2	S, V
15b	Para-Elemental (Smoke)	d2	MM2	S, V
15c	Para-Elemental (Magma)	d2	MM2	S, V
15d	Para-Elemental (Ooze)	d2	MM2	S, V
16	Phantom	1	MM2	N
17	Planetar	1	MM2	V
18	Salamander	d4+1	MM2	S, V
19	Shade	d4	MM2	V
20	Shedu	d2	MM2	V
21	Spider, Phase	d6	MM2	N, V
22	Triton	d4	MM2	S, V
23	Troll, Spirit	d2	FF	N
24	Thought Eater	d3	MM	N
25	Water Weird	d2	MM	S, V
26	Wind Walker	d4+1	MM	S, V
27	Worm, Tenebrous	1	MM	V
28	Wraith	d4	MM	V

29	Xill	d6	FF	N
<b>Very Rare</b>	<b>Name</b>	<b>Number</b>	<b>Book</b>	<b>Notes</b>
1	Apparition	1	FF	N
2	Basilisk, Greater	1	MM2	E
3	Cat Lord	1	MM2	U
4	Demon, Unique	1	MM,MM2, FF	U
5	Demon, Other	d2	MM,MM2	V
6	Devil, Greater	1	MM,MM2,FF	V
7	Devil, Unique	1	MM, MM2	U
8	Daemon, Other	d2	FF, MM2	V
9	Daemon, Charon	1	MM2	C
10	Dragon Horse	d2	MM2	V
11	Dragon, Bahamut	1	MM	U
12	Dragon, Tiamat	1	MM	U
13	Drelb	1	MM2	V
14	Eye of Fear/Flame	1	FF	V
15	Foo Lion	d4	MM2	V
16	General of the Animal Kings	1	OA	U
17	Gorgimera	1	MM2	E
18	Intellect Devourer	d2	MM2	V
19	Khargra	d6	MM	V
20	Lammasu, Greater	d3	FF	V
21	Lava Children	d4	MM2	V
22	Lich	1	FF	V
23	Magman	d3	MM	V
24	Mastiff, Shadow	1	MM2	V
25	Mihstu	d4	MM2	V
26a	Modron (Base)	d4	MM2	V
26b	Modron (Hierarch)	1	MM2	V
27	Nat, Hkum Yeng	1	OA	V
28	Oni, Me-zu	d8	OA	V
29	Nereids	d8	MM2	V
30	Phantom Stalker	d4	FF	S, V
31	Phoenix	1	MM2	V
32	Prince of Elemental Evil	1	FF	U
33	Pyrolisk	d3	MM2	E
34a	Quasi-Elemental (Lightning)	d4	MM2	S, V
34b	Quasi-Elemental (Steam)	d4	MM2	S, V
34c	Quasi-Elemental (Radiance)	d4	MM2	S, V
34d	Quasi-Elemental (Mineral)	d4	MM2	S, V
34e	Quasi-Elemental (Vacuum)	d4	MM2	S, V
34f	Quasi-Elemental (Salt)	d4	MM2	S, V
34g	Quasi-Elemental (Ash)	d4	MM2	S, V
34h	Quasi-Elemental (Dust)	d4	MM2	S, V

35	Sandling	d2	MM2	V
36	Shedu, Greater	1	MM2	V
37	Shadow	d4+1	MM	V
38	Shocker	d2	FF	V
39	Solar	1	MM2	V
40	Spectre	d4	MM	V
41	Terithran	1	FF	N
42	Thoqqua	1	FF	V
43	Titan	1	MM	V
44	Time Elemental	1	MM2	V
45	Tween	1	MM2	N
46	Unique Power/Entity	1	-	X
47	Vision	1	MM2	N
48	Vortex	1	MM2	V

V: The creature is a free-willed visitor who may move into the Ethereal from the Prime, or (in the case of elementals) from its native plane into the Ethereal.

S: The creature is usually (90%) answering the summons of a Prime plane spellcaster, or returning from such a summons. It usually seeks to avoid contact, but in particular cases (say, a fire elemental that was summoned to generate steam for a mage's bath) it may attack the party.

E: The creature does not exist on the Ethereal plane, but its attack effects (petrification, death, etc.) do extend into the Border Ethereal. These creatures are only encountered in the Border Ethereal of the Prime Material plane.

C: Charon and the charonadaemons are free-willed visitors that can ferry travelers to the Astral and lower planes for a price. Note that their method of reaching these planes is to head for the nearest ether cyclone and steer through the rupture into the Astral. An erratic ride at best, but the charonadaemons and their master have never failed to make the trip. Parties may use the services of such creatures to reach other parts of the Ethereal, or the Prime Material and inner planes.

U: Unique creatures. Powers that have manifested themselves in the Ethereal. They should be encountered once and then removed from the encounter chart (replaced with another unique creature).

X: Other unique Power. This includes gods, demi-gods, and other powerful entities. They are usually visitors to the Ethereal plane. The only deity-class Power recorded in Deities & Demigods as being a native of the Ethereal plane is Ptah of the Egyptian mythos, though there may be others.

\*: Human Encounters. Party size will be only 1-6. There are two types of human encounters: single travelers and parties. A single traveler 95% of the time has some method of reaching that plane (spell, magical item, or psionic ability); the other 5% are lost souls who are stranded in the plane and are seeking escape. No limits to the number of characters of one class apply. There will always be one cleric (capable of casting *Plane Shift*); if the party has two or more members, there will also be a minimum of one magic-user. Single travelers encountered can have d6 additional levels and are well-versed on the nature of the Ethereal plane.

## Character Encounter

Class	Subclass	Type	Level Range
1-25	1-80	Fighter	8-17
	81-90	Ranger	7-16
	91-92	Barbarian	10-17
	93-95	Cavalier	8-17
	96-00	Paladin	7-16
26-60	1-75	Cleric	9-18
	76-00	Druid	9-18
61-90	1-90	Magic-User	11-22
	91-00	Illusionist	10-19
91-99	1-90	Thief	9-18
	91-99	Thief-Acrobat	9-16
	00	Assassin	10-15
00		Other (DM's Choice)	
		Monk	8-17
		Bard (7-8F, 6-9T)	11-18

See DMG p. 175 for Character Encounter magic items.

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