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The Ethereal is a transitive plane which borders the Material and the Shadow Plane. As it intrudes into both of its neighbors, it can be used for travel between them. On the borders of the plane, a traveler can peer into the neighboring reality, although the view is obscured as if looking through a cloudy pane of glass.

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This guide includes the following informa-

tion: Ethereal environments and conditions - including methods of getting there in the first place. How the alien medium of the Waveless Sea affects combat and magic. New spells, magical items, and proficiencies dealing specifically with the Ethereal Plane.

A Guide to the Ethereal Plane translates beautifully between editions and remains a fun, comprehensive guide to a non-traditional adventuring environment. Highly recommended. Highly recommended. And now, having re-read it, I'm off to go hack together an Ethereal adventure for our D&D Next playtest PCs.

↑ The Player's Guide to Faerûn, page 142, states that Toril's Ethereal Plane is identical to the description given in the Dungeon Master's Guide 3.5 edition, so that source should be considered canon for this plane unless contradicted by a Forgotten Realms source. Further Reading Edit. Bruce R. Cordell (1998). A Guide to the Ethereal Plane.

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