

GHOST-TOUCHED

A SORCEROUS ORIGIN FOR THOSE WHO DRAW POWER FROM THE ETHEREAL PLANE



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SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The Ghost-Touched option is available to a sorcerer, in addition to those offered in other sources.

GHOST-TOUCHED

Whether you are the result of a phasing experiment gone wrong, a victim of ghostly possession, or a lingering soul incompletely reincarnated into a new body, you have an innate tie to the Ethereal Plane, allowing you to draw power from its spectral mists to fuel your magic.

Some Ghost-Touched use their gifts to establish peace, acting as a medium between the planes and aiding restless spirits in their search for final rest. Others use their abilities for more covert purposes, serving as thieves or spies by slipping through material defenses. At your option, you can pick from or roll on the Ghost-Touched Quirks table to create a quirk for your character.

GHOST-TOUCHED QUIRKS

d6 Quirk

- 1 Your limbs occasionally phase through objects.
- 2 Creatures around you feel minorly unsettled.
- 3 You frequently experience the chills, regardless of the temperature around you.
- 4 You have a hard time telling certain colors apart.
- 5 When conversing with others, your gaze extends through them.
- 6 Your shadow is hazy and rippled with obscured light.

GHOST-TOUCHED FEATURES

Sorcerer Level	Feature
1st	Ghost Sense, Ethereal Retreat
3rd	Ghost Sense (<i>hearing</i>)
6th	Spectral Native
14th	Spiritual Diplomat
18th	Ghostly Possession

GHOST SENSE

Starting at 1st level, as an action, you can see, but not hear, ethereal creatures and objects until the end of your turn. When you are in the Ethereal Plane, you can see and hear the overlapped plane clearly up to a range of 120 feet.

At 3rd level, when you use this ability, you can also hear into the Ethereal Plane.

ETHEREAL RETREAT

Starting at 1st level, you can temporarily enter the Ethereal Plane to avoid damage. When an attacker that you can see hits you with an attack, or you succeed on a Dexterity saving throw to take only half damage from an effect, you can use your reaction to enter the Ethereal Plane and take no damage from that attack or spell, unless the source of the damage has the ability to do so. You can't use this feature again until you finish a long rest.

Whenever you enter the Border Ethereal, you can choose to make yourself visible on the overlapped plane. You appear ghostly and translucent.

SPECTRAL NATIVE

Starting at 6th level, you are accustomed to traveling to and from the Ethereal Plane, allowing you to pull echoes of the Ethereal with you to augment your spellcasting. You learn the *Blink* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 3 sorcery points or by expending a spell slot. If you cast it with sorcery points, your spells can effect creatures on the Ethereal Plane for 1 minute.

When you roll the d20 for the *Blink* spell, you may add or subtract your Charisma modifier to or from the roll.

Additionally, whenever you enter a plane (such as entering the Material Plane from the Ethereal Plane), you deal force damage equal to your Charisma modifier to the first damage roll of the next spell you cast.



SPIRITUAL DIPLOMAT

At 14th level, you can now converse with beings native to other planes on your terms. You have advantage on Deception, Intimidation, Insight, and Persuasion checks when interacting with aberrations, celestials, elementals, fey, fiends, and undead.

Additionally, you can use this ability to cast the *Etherealness* spell at its lowest level without expending a spell slot, and ignoring the verbal and somatic components of the spell. When you do, its duration is 1 minute and it requires your concentration to maintain (as if concentrating on a spell). You must then finish a short or long rest before you can cast it this way again.

GHOSTLY POSSESSION

Starting at 18th level, you have mastered the ability to inhabit a creature's corresponding location on the Ethereal Plane, controlling the creature's movements. You can spend 7 sorcery points as a bonus action to magically transform yourself into a ghostly form. One humanoid that you can see must succeed on a Charisma saving throw or be possessed; your ghostly form then disappears, and the target is incapacitated and loses control of its body. You now control the body but the possession does not deprive the target of awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain your alignment, Intelligence, Wisdom, Charisma. You otherwise use the possessed target's statistics, but do not gain access to the target's knowledge, class features, or proficiencies.

The target can attempt a Charisma saving throw every 24 hours, forcing you out of the body on a success. Each time the body takes an action that would result in the body taking damage, the target makes a new Charisma saving throw against the possession with advantage.

The possession lasts until the body drops to 0 hit points, you end it as a bonus action, or you are forced out by an effect like the *dispel evil and good* spell. When the possession ends, you reappear in physical form in an unoccupied space within 5 feet of the body. The target is immune to Ghostly Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Furthermore, your encounters with the extraplanar are no longer surprising or off-putting. You are immune to the charmed and frightened conditions.



THE GHOSTLY SEA

The Ethereal Plane is one of the transitive planes of existence. It is described as an ocean of swirling mist and muted colors that stretches across all the inner planes. On the edges where the Ethereal Plane overlaps an inner plane is called the Border Ethereal. In the Border Ethereal, every location in the overlapped plane has a corresponding location in the Border Ethereal, making the Ethereal Plane a favored method of travel for those conducting espionage.

If creatures wish to travel from one inner plane to another through the Ethereal Plane, they must go through the thickest parts of the plane, known as the Deep Ethereal. Travel through the Deep Ethereal is dangerous, disorienting, and is not recommended for the unprepared.

PROPERTIES OF THE ETHEREAL PLANE

As mentioned in the *Dungeon Master's Guide*, it is assumed that every campaign has an Ethereal Plane. How the Ethereal Plane manifests in your world may differ slightly but is assumed that all versions of the Ethereal Plane have common characteristics. Below is a summary of the characteristics of the Ethereal Plane for anyone who wishes to travel there.

This information is gathered from the *Dungeon Master's Guide*, spells such as *Blink*, and *Etherealness* found in the *Players Handbook* and the abilities from creatures such as the Ghost, Kuo-Toa, Night Hag and Phase Spider in the *Monster Manual*.

While in the Ethereal Plane:

- You can see and hear the plane you originated from while in the Border Ethereal, albeit in shades of gray and as if looking through frosted glass. You can't see anything more than 60 feet away.
- You can only affect and be affected by other creatures on the Ethereal Plane.
- Creature that aren't in the Ethereal Plane can't perceive you or interact with you, unless they have the ability to do so, such as through the use of the *see invisibility*, *true seeing*, *forcecage* or *wall of force* spells. If a creature sees you, you appear ghostly and translucent.
- You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.
- You can move in any direction, if you move up or down, every foot of movement costs an extra foot.

ETHEREAL TRAVELERS

While there are no creatures that call the Ethereal Plane their home, frequent visitors and those with reliable access include ghosts, night hags, succubi/incubi, and phase spiders. As the Ethereal Plane connects all the Inner Planes together, elementals, fey, fiends and undead can be encountered while traveling through the Deep Ethereal. However, given the disorienting nature of the plane, creatures prefer to use portals or higher-level spells to travel directly to the destination plane, if they have access to such means.

OTHERWORLDLY SPIRITS

When an extraplanar creature becomes lost in the Deep Ethereal, they may wander into the Border Ethereal that overlaps the Material Plane. Because the Material Plane has a corresponding location in the Ethereal Plane, these lost ethereal creatures gravitate towards locations or objects that remind them of their plane of origin.

In some cultures, these lost creatures have been designated as spirits or guardians of certain objects or areas. For instance, a lost magmin in the Border Ethereal may decide to make a new home in the Ethereal Plane's version of a farmer's fireplace and is designated as the fireplace spirit, or a trapped satyr may inhabit a raucous local tavern. There have even been rumors of some unknown entity that has made its home in the ethereal echo of a village, which the citizens of the village have adopted as their Village Spirit. Many of these creatures are simply seeking a way back to their home plane, or a way into the Material Plane.

NEW SPELL: ETHEREALIZE

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an object that was exposed to the Ethereal Plane)

Duration: Up to 1 minute.

You attempt to send one creature that you can see within range to the Ethereal Plane. The target must succeed on a Charisma saving throw or be transported to the Border Ethereal.

While in the Ethereal Plane, the creature can see and hear the plane it originated from, which is cast in shades of gray, and it can't see anything there more than 60 feet away. It can only affect and be affected by other creatures on the Ethereal Plane. The creature can still move and take actions. If the target moves up or down, every foot of movement costs an extra foot. Creatures that aren't there can perceive the creature as ghostly and translucent, but cannot interact with the creature, unless they have the ability to do so. The target remains in the Ethereal Plane until the spell ends, at which point the target reappears in the corresponding spot in the plane it originated from. If the target occupies the same spot as a solid object or creature when this happens, the creature is immediately shunted to the nearest unoccupied space that it can occupy and take force damage equal to twice the number of feet they moved. You can dismiss this spell as a reaction.

If the spell was cast on an Outer Plane, the target creature is then banished to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.