



Everyone said the place was cursed. That's how I knew that I absolutely had to visit the Smoldering Grove. You see? I've had my fair share of curses in my life; my aunt Janna's peachy personality is one example. When I approached the forest I expected something equally ugly, oppressive, and dead on the inside, but I found a plain ol' woodland instead.

The only thing that struck me as odd was the sourceless stench of smoke. I spent nearly an hour looking for the fire, but found none. Then, I got frustrated and began to cuss out loud because I wasted my precious daylight chasing false fables.

Somehow, I got sucked into the mist-side. Sodding spirits feeding on my anger. Didn't have much time to complain, though, as I was standing in the middle of a blazin' ruin. As I ran for my life, I saw a bit of the ancient city of Keptax burning to the ground, its entire populace trapped in an all-consuming inferno. That smell will definitely haunt your sleep.

Fortunately, years of dealing with my aunt Janna taught me to handle the heat.

~Maeve

## MEMENTO ETHEREALIS

Normally, the Ethereal Plane is a near-perfect image of the Material Plane (which makes it popular for espionage), but some places appear distinctly different. Instead of mirroring the place as it is currently, they feature an image from the past. This phenomenon is common in old battlefields where the echoes of death from a century ago are still present in the Ethereal Plane. Sensory remnants of the charred land, piles of corpses, and pools of blood persist despite the fact that a forest has grown above it in the Material Plane.

These ethereal memories often contain ghosts, powerful spirits, portals to other planes of existence, and other extreme magical phenomena. Despite the obvious dangers of traveling to such places, many researchers with the means to do so choose to take the risk to witness the stories of old unfold in front of them.

Consider rolling on the Memento Etherealis Influence table whenever the characters enter a region with intense emotional history or complete a rest in it.

### MEMENTO ETHEREALIS INFLUENCE

#### d6 Effect

- 1 A ghost or spirit attempts to possess one creature within the region. The creature becomes possessed for 1 minute if they fail a DC 15 Charisma saving throw. During this time, the possessed creature will repeat and reenact the ethereal memory, as if it were happening right now.
- 2 The ethereal memory leaks into the Material Plane. Scents, sounds and faint images appear throughout the region, revealing fragments of the old memory.



**d6 Effect**

- 3 One character in the region enters a trance, seeing fragments of the Ethereal Memory. The creature is charmed for one minute. While charmed, the creature is incapacitated, having entered a dreamy stupor. If the creature takes damage, the effect immediately ends.
- 4 The spirits of the region create a powerful enchantment. Each creature in the area must succeed on a DC 15 Wisdom saving throw or become inspired to produce the emotion most associated with the Ethereal Memory for 1 hour. This effect may lead to huge parties, mass depression, global hysteria or even street brawls. Creatures that cannot be charmed are immune to this effect.
- 5 One random object in the region disintegrates into fine dust and reforms into another object present in the Ethereal Memory. If the object is larger than 5 feet in any dimension, only a part of the object transforms. This transformation lasts for 24 hours, after which the object returns to its original form.
- 6 An empathy snare appears in a random location within the region, threatening to pull people into the Ethereal Plane (see page 13 for more information).

prior state. Conjured objects will dissipate and the original objects will reappear, if not exactly where they were before the convergence. A creature that died from an unstable convergence is not restored to life, but their disintegrated body parts reform several feet from where they were killed.

**MAEVE'S ALMANAC AWAITS!**

This is just one out of five original environmental phenomena you will find in the full supplement. You can find more information on the supplement [in this link](#).

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~Aviad from [Beyond the Screen](#)

## MEMENTO ETHEREALIS - CONVERGENCE

When the site of an ethereal memory converges with its corresponding location on the Material Plane (e.g., during an Ethereal Storm), it becomes extremely unstable. A planar convergence in these regions will be dangerous for spirits and humanoids alike, as the overlapping planes begin to violently shift in an attempt to find middle-ground between their distinct versions of reality.

Entire sections of the Ethereal Plane will materialize over the course of minutes, altering the landscape in the Material Plane. A town built on the site of an old war will begin to crumble. Its structures will disintegrate, and their dust will form siege towers, barricades, and mounds of fresh corpses to match the memories of the spirit realm. At the same time, the destroyed elements from the Material Plane will be imprinted in the mists of the Ethereal Plane, appearing like ghostly images that roil within.

Creatures with a spark are more resistant to these changes and are not immediately destroyed. Each creature that starts its turn within the unstable convergence has to make a DC 10 Charisma saving throw or begin to disintegrate. A target takes 2d10 force damage on a failed save. From the moment the planes begin to converge, it takes 1d4 minutes before the transformation ends and the area becomes stable.

If the planes ever diverge, they quickly revert to their

