

# Nexus - Player's Handbook

## Background

Few people know that the Nexus exists and even fewer can tell how it came to be. The players have found the Nexus by accident. Apparently, it is a network of tunnels which connect rooms of vastly different appearance. These rooms have 1 to 12 doors which lead to places of great magic all around the multiverse.

While the Nexus seems to be the ideal way to travel, there are several drawbacks. Powerful insect-like monsters patrol its pathways and only the most powerful adventurers can defeat those beasts. Also, some claim that not all parts of the Nexus are connected directly - sometimes one has to cross a continent to find another entry to the trans-dimensional tunnels to continue one's journey.

Still, those who would find the fabled centre of the Nexus would control the tunnels, maybe even the positions of the gates. Many have tried to get there and none have ever returned.

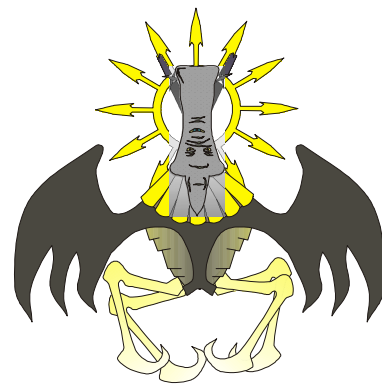
## Character Generation

Characters are generated normally with the following exceptions:

- A character gets 1 additional skill point per level (4 at level 1), that can be spent on any knowledge, craft, or profession skill at class skill cost.
- Characters get 1d6+4 luck points
- A couple of character traits should be defined that can be used to get additional luck points.
- Only feats from the PHB can be used, all others have to be learned somewhere.

Also, the following questions should be answered:

- Why is the character searching for the heart of the Nexus?
- Where does he come from and what is his culture like?
- What is his highest ideal? Money? Honour? Law?
- What does he hate the most?
- Where do the player's powers come from (i.e. a druid might gain his *wildshape* power from animal totems which whisper to him in his dreams)



## House Rules

### Luck Points

A luck point can be used once to get a re-roll on any save, attack roll, or skill check. It can also be used to make an enemy re-roll an attack. New luck points

### Knowledge Skills

- Knowledge about creatures follows the same categories as the favoured enemy of rangers, e.g. there is a skill *knowledge (good outsiders)*
- Knowledge skills can be bought for a single world - they encompass nobility, geography, and customs
- There is no such skill as *knowledge (Nexus)*

can be gained by playing according to the character traits defined in situations where this is not beneficial to the character.

### Fate Points

10 luck points can be converted into one fate point. Whenever the character dies, the fate point can be used to raise the hp to 0 immediately, leaving the character unconscious.

### Death

Once a character has died, there is no way to get him back to life other than using one of his fate points. However, death magic that causes instant death only puts a character into a coma from which he awakes after 1d4 weeks. This traumatic experience drains one level just as a *raise dead* would.

### Alternate Rules from DMG

The following alternate rules from the DMG are used in this campaign:

- Renaissance weapons are available in some worlds (pg. 162)
- Magic has the following variants: power components and conjuration of individual monsters (pg. 96)

### Gods

There is an unlimited number of gods within the various worlds of the Nexus but besides the deities listed in the PBH, the following gods are available to the PCs:

- *Vau-Oth* is the god of visions and insights. A fickle god, Vau-Oth is never straight in his answers. He is often depicted as an old black man with grey dreadlocks. Alignment: neutral, Domains: Knowledge, Trickery, Travel
- *Amorax* is the god of sensation and his creed is that only be intense emotion and sensory input a person

can be truly alive. Alignment: Chaotic Neutral, Domains: Forbidden Pleasure, Chaos, Luck

- *Jann'ih the True God* is a powerful but stern judge who has little use for laughter and those who do not live by his rules. Alignment: Lawful Neutral, Domains: Law, Protection, War

### Antagonists

Besides the players there are other people trying to find the heart of the Nexus. There are some who are quite powerful and their organisations control a small part of the network.

- *Grugan* is a mysterious creature who has sent out his pawns to collect information about the Nexus. He often equips them with magical items or constructs that have an eye theme.
- *Prince Lendir* is an elven lord who sees the Nexus as a danger to his realm. His rangers and fey allies seek to keep others from accessing the Nexus.
- The mighty fiend *Firewhip* has ambitions to ascend to godhood and feels that only the heart of the Nexus will help him to obtain this status. His cultists are present in many worlds and work to gain access to more parts of the Nexus to finally find what their master covets.

### Places To Know

Maps to the various portals of the Nexus are very sought after. The players have found one map which shows them the location of the following places.

#### The Eternal Rest Inn

This inn is situated on a world where almost every living being was killed years ago by a magical wave of death. Amidst the empty ruins stands this safe

and cheap establishment, run by its questionable owner, the halfling Manfred Pansen.

### The Pool of Genasi

This magical pool situated in a beautiful magical forest, is a meeting place of various magical creatures which sell and trade powerful items. The place is protected by powerful spells which avoid bloodshed.

### The Dark Pool

This dark variant of the pool of Genasi is a twisted mirror image. Fiends and aberrations meet dark fey to trade terrible secrets and foul magic. This is a place of danger, yet one were power beyond imagination can be obtained.

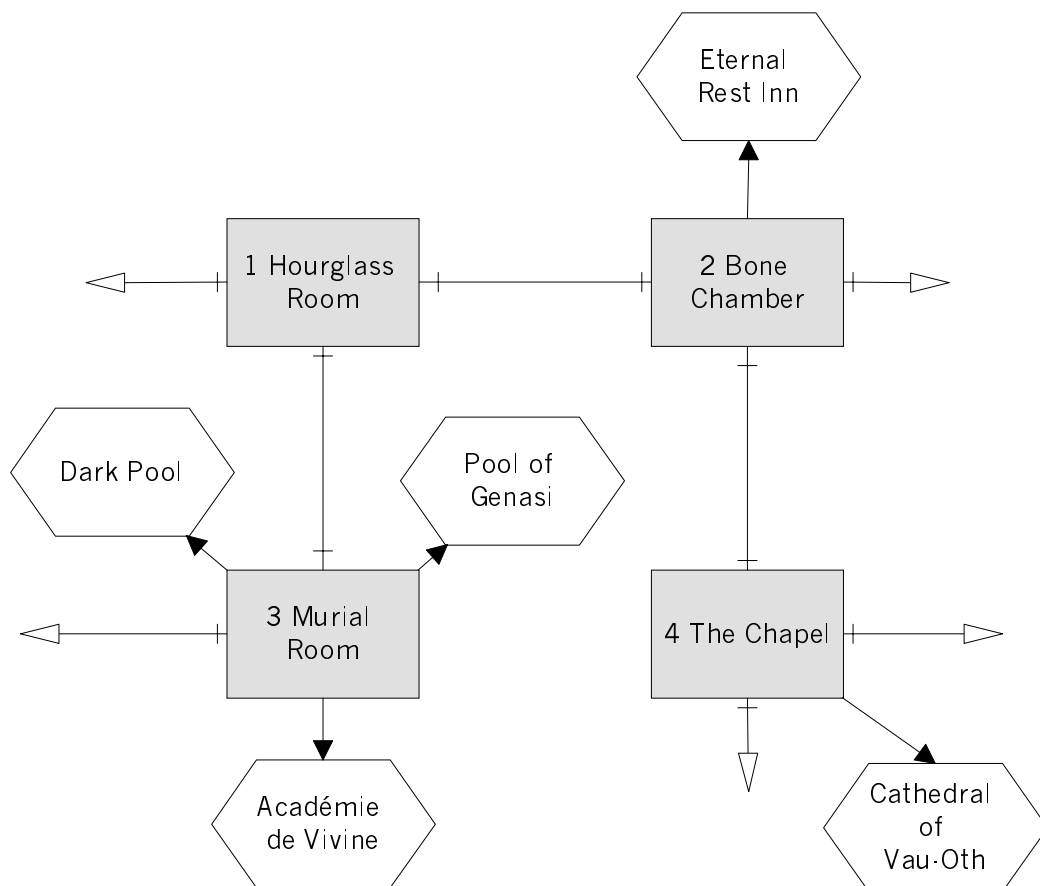
### Cathedral of Vau-Oth

This impressive wooden building lies next to a gateway to the Nexus. Its priests are willing to heal travellers - for a price and with the occasional side effect due to their unique herbal recipes.

### Académie de Vivine

This mighty and ancient building built on an island surrounded by dangerous cliffs just off the coast is home to a magical academy. Eyed with suspicion by the inquisitors of Jann'ih, the mages of Vivine are willing to teach new spells, magical feats, or sell wands to those who can meet their prices. Vivine itself is a beautiful coastal city which is home to a renaissance culture fighting off evil fey living in the forests surrounding it.

## Calendar and Events



The following calendar is commonly used in Vivine and is easily applicable to most of its parallel incarnations such as Necropolis. Some important annual events and festivities are described as well.

The year in Vivine has three seasons - the Time of Blood, the Time of Light, and the Time of Twilight, each lasting four months. Each month has 4 weeks of 7 days each. Each day has 24 hours with a seasonally changing proportion of daylight.

**King's Birthday:** This day is celebrated in Vivine with parades, free food for the poor, and a grand ball held in the Royal Palace.

**Day of Law:** On this day there are special masses in the temples of Dieunne. Also important decisions regarding the law are made and blessed by the church.

**Festival of Sin:** An illegal underground festival of masks, alcohol, and sin, celebrated by the followers of AmoraX.

**Parade Day:** The great day of the military forces in Vivine, often leading to clashes between rival regiments.

**Day of Light:** A minor festival celebrating the end of the storm season.

**Seeding Day:** The new seeds and seedlings are blessed by priests of Dieunne, often minority members are beaten up on this day to "promote purity".

**Harvest Festival:** A day of celebration and wine drinking. Due to its origin with the cult of AmoraX it is a thorn in the side of the church but too popular to suppress.

**Day of Bad Magic:** On this day magic does not work normally except for magical items.

<p><b>Rose Moon</b> A time of cold rain with the occasional blood storm in Vivine. 12 - King's Birthday 28 - Day of Law</p>	<p><b>Scarlet Moon</b> A stormy time with warmer weather and some blood storms. 3 - Festival of Sin</p>	<p><b>Crimson Moon</b> Acceptable temperatures but frequent and heavy blood storms. 15 - Parade Day</p>	<p><b>Marillion Moon</b> A warm month with the occasional blood storm that is used to rebuild the seasonal damages. 21 - Day of Light</p>
<p><b>Seedling Moon</b> A pleasant month of light rain used to plant crops. 6 - Seeding Day</p>	<p><b>Sunny Moon</b> A dry and warm month with enough rain for the fields.</p>	<p><b>Fiery Moon</b> The hottest month of the year almost devoid of rain and in bad years fatal to the harvest.</p>	<p><b>Harvest Moon</b> The month of harvest is mostly mild but foreshadows the twilight season. 25 - Harvest Festival</p>
<p><b>Dark Moon</b> A month of shortening days and preparation for the cold days.</p>	<p><b>Cold Moon</b> The coldest month of the year, often with snow - though never in the living forest. 14 - Day of Bad Magic</p>	<p><b>Banshee Moon</b> Slightly warmer than Cold Moon, this month has the shortest days of the year and is the time where undead are stronger than usual. 16 - Jour de Morts</p>	<p><b>End Moon</b> The last month of the year is cold but has little snow.</p>

**Jour de Morts:** The day of the dead honours the ancestors. During the night undeads terrorise the city of Vivine. In the world of Necropolis all former inhabitants rise as ghosts during this night, unaware of being dead.