

Nex

Synopsis

Players have been hired as bounty hunters. They are sent on their missions via a hidden gateway plane called Nex. They have been given special bracers that allow passage into Nex and beyond - these items can also be given other powers.

Bracers

Nexan bracers appear to be an iron coil that fits around the forearm. The bracer bestows a number of powers:

- Allows passage into the Plane of Nex.
- The wearer can turn the bracer invisible (it is still visible on the Ethereal Plane). This effect can be dispelled at will.
- Can hold limited charges of spells and cantrips (same rules for casting as the Magic Initiate feat, PHB:p168). These cannot be transferred to a spell book (no writing) and do not count as prepared spells.
- Can be upgraded to authorise transfer of charges. This includes purchasing charges (same price as spell scrolls, DMG:p130 & 200).
- Other powers are speculated...

When Nex sends out adventurers to bring someone back alive they give them a device with similar powers called a **collar**. It is placed around the neck of the target to allow them to be brought back to Nex. It can only be removed or turned invisible by another person wearing a bracer touching it.

In the Ethereal Plane, the bracer appears as its true form. A lamprey like creature attached to the arm of the wearer. Its body wraps around their arm and the tail fades off into nothing. On Nex's Ethereal Plane the tails all point towards the sphere of darkness at the heart of Centrum.

The Plane of Nex

Nex is a small desert plane. At its center is a 10 mile radius sphere of magical darkness. Around this is built the plane's only city: Centrum. The Church of Dumtaxat Muscularum controls the inner rings. Outside that are the palaces of the royal families. Beyond that the markets and on the outskirts are the slums. Outside of the city is the Wild, a desert with storms and passages into other worlds.

Passages Portals into Nex can only be passed through whilst wearing a Nexan bracer. Most appear to be a normal corridor or doorway. When passed through wearing the bracer it will lead into the Wild. Someone following not wearing a bracer would see the person vanish, and they would not be able to follow them. The more stable passages are garrisoned by Centrum as trading posts in the Wild. On the other side of the passage they will try to purchase the land or use illusions to establish their control over the gateway. If all else fails they resort to powerful magics to destabilise the passage from within Nex.

Society Most inhabitants of Nex are friendly traders, making use of the opportunities available when one can gain rare materials easily from other planes. However they are also secretive, all depend on

Nex remaining hidden. Many will allow crimes to pass unnoticed if the consequences don't affect them.

The Sphere Nothing that has entered the sphere of darkness in Centrum has ever come out. The Church that surrounds it presents itself as a monastic order dedicated to studying the sphere. They prevent anyone from approaching it. It is rumoured they secretly control the city but show no evidence of doing so.

Characters

- **Cass** An arcane trickster changeling working for Fairtrade Bounties. He is the player's handler on their bounty hunting contracts. He meets each one via a Nexan Trading Post in their home realms. Cass often shapeshifts to play a character that fits the facade of the Trading Post. He invites them in with an honest offer of a bounty to pursue and bids them put on the bracer to follow him (sometimes showing off a cantrip to sell it to them). Cass is neutral aligned, he doesn't care how they get the job done. He also has a secret - he's working the role of a handler to find something. Something he doesn't want his employers to know about.