

# Enchanted Items, Explanation of: Nexus

**Area of Effect:** All within the spaces, equal to the holder's awareness. Example: if the hold of the Nexus has a 30 awareness, he or she can connect with any ally within 30 spaces (150").

**Avoidance-roll:** None. The power of this item will not work for any who do not wish to be connected by the power of the Nexus.

**Charges:** 1-D20

**Command word(s):** Alenar (Eldishar Elf for, "Connection").

**Damage:** None.

**Duration:** 2 turns (10 seconds) x the level of the holder of the Nexus.

**Effect time:** Instant.

**Explanation:** This fantastic device actually brings together all allies within the "Area of Effect" in such a manner as to enable all effected to share the following (as if they all were one):

Ability-points

Luck

Spell-points

This item appears as an ordinary handsized, polished, oval, stone.

**Hand movement:** None. One must simply have the Nexus in his or her possession to use it.

**Healing:** None.

**History:** This beneficial item was created by the Eldishar Elves to bring them into a more solid unity during trials and conflicts.

**Immunities:** Only perceived allies can be unified as one by the holder of the Nexus.

**Invoke time:** 3 turns (15 seconds).

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** None.

**Range:** See: "Area of Effect".

**Resting time:** 4 turns (20 seconds)

**Special:** None.

**Susceptibilities:** None.

**Value:** 600,000 white-gold.