

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.