*Planescape Nexus*

**The Plot**

Hunted across the planes by demons and other monsters, the party crash-lands on Dothion—Bytopia’s lower layer—having materialized on the lower portion of the sky and fallen towards the more settled layer of the plane. It is night, and up above, only a handful of campfires dot the ravenous mountain landscape that they can only perceive as a jet-black sky. The heroes will have to fend for themselves in the outdoors, developing the plot when they happen upon a settlement.

**The Party [comprised of one 10th- or 11th-level PC per player for now]**

Faith, human paladin [5] / pious templar [5]

Jason, human scout [11]

Kali, elven fighter [6] / dervish [5]

[ranged combatant position available]

[sage/arcane spellcaster position available]

[healer/divine spellcaster position available]

[rogue/trapsmith position available]

[other specialist position available]

**Game at a Glance**

* **Posting Medium:** Yahoogroups PBEM mailing list.
* **IC Posting:** Please post consistently in present tense, third person form (e.g., “Grogg swings at the pixie with his longsword” instead of “I will attack the pixie”). Please use appropriate tags (OOC and IC) where applicable.
* **Posting Frequency:** At least one significant post every week (no one liners, please), 2 or 3 weekly posts are ideal. Marginal participation in the game will greatly impair your PC’s development. In fairness to the more dedicated players, characters abandoned/neglected by their players will not be kept indefinitely in the game.
* **Mechanics:** Mostly shown in chapter text. Some Int- and Wis-based checks will be hidden to hide meta-game information.
* **Advancement:** Gaining levels is more tied to your writing, strategizing, and roleplaying than to the relative challenge rating of your opponents.
* **Magic:** Standard rules apply. Most canon spells accepted.
* **Psionics:** None.
* **Regular Participation Expected:** Please do not submit a character if you’re about to take off on a vacation or receive a promotion that forces you to work 100 hours per week. Only active writers/posters please.

**Campaign Books (from WotC 3.5)**

**The following are main sources of the campaign elements:** Player’s Handbook I & II, Dungeon Master’s Guide I & II, Monster Manuals I – V, Manual of the Planes, Planar Handbook, Savage Species, The “Complete” Series, Dungeonscape, Libris Mortis, Magic Item Compendium, Arms & Equipment Guide, Races of Stone, Monsters of Faerûn, Lost Empires of Faerûn, Cityscape, FR ~ Races of Faerûn, Races of the Wild, Miniatures Handbook, Song & Silence, Champions of Ruin, Champions of Valor, Complete Champion, Draconomicon, Races of the Dragon, Unearthed Arcana, Lords of Madness, and Lords of Darkness, Stronghold Builder’s Guidebook, Forgotten Realms Campaign Setting, Player’s Guide to Faerûn, Power of Faerûn, Magic of Faerûn, Faiths & Pantheons, Book of Vile Darkness, Book of Exalted Deeds, Fiendish Codices I & II, and the Fiend Folio.

**Canon materials that will *NOT* be considered include:** Tome of Magic, Tome of Battle, anything related to psionics or incarnum, and anything pertaining to the Eberron campaign setting.

If you would like to propose any canon rules not mentioned above, I will consider only WotC materials, and use the criteria of balance, relevance and usefulness when deciding whether or not to incorporate an element from a source not mentioned above.

**Submitting a Character**

*Please use the PC form found in the Files section to submit your PC.* Once you’ve filled in the blanks, email it to me. My main criterion for approving your character submission is your writing style. To make my editing task less tedious, please use spelling and grammar checkers when composing your bio and all of your in-character posts.

* **Attributes:** Distribute 27 points using the standard point buy system detailed in the DMG (page 169).
* **Races:** Aside from the standard races (human, dwarf, elf, half-elf, gnome, halfling, half-orc), I will also consider characters with certain templates, and certain Savage Species races, so long as they are viable in the campaign. Check with me first, but usually, I encourage your creativity.
* **Classes:** Most canon classes are acceptable. See “classes” in the Yahoo! Files section for an inventory of most canon classes.
* **Alignments:** Teamwork—not rivalry—is an essential quality of the ideal party in this campaign. Consequently, creating evil PCs will not be outright banned, but highly discouraged. A lawful evil PC with a high Wis might be able show enough restraint during the tense moments in the campaign, but making him/her NE or CE would be logistically unwise given what’s in store for the party.
* **Description, History, and Personality:** The most important part of your PC submission will consist of a one-paragraph account of your character’s physical appearance, a half-page to one-page summary of how the character became an extraplanar traveler, and a one-paragraph profile of your PC’s preferences, phobias, pet peeves, values, addictions, weaknesses, or other character quirks.