



THE FRACTURED NEXUS

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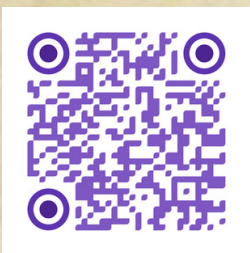
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THE FRACTURED NEXUS

REALM DESCRIPTION

Name of the Realm: The Nexus of Eternity

Description: The Nexus of Eternity is a shattered interplanar hub, a liminal space where fragments of countless dimensions collide. Floating islands of disparate terrain hover over an endless void, connected by flickering portals and unstable pathways. The sky above is fractured into swirling bands of color, each representing a different plane. Gravity shifts unpredictably, and the air hums with raw magical energy. The realm is alive, a chaotic maelstrom of interplanar energy struggling to maintain balance.

ADVENTURE SYNOPSIS

- **Main Quest Objective:** Retrieve the Key of Planar Unity, an artifact capable of stabilizing the Nexus and preventing its collapse. The Key lies within the Heart of the Nexus, guarded by the Nexus Warden, a sentient construct.
- **Key Locations:**
 - **The Fragmented Pathway:** A labyrinth of unstable terrain, filled with planar anomalies and hostile creatures.
 - **The Plane-Split Grove:** A serene yet surreal forest infused with elemental magic, home to a cryptic NPC.
 - **The Heart of the Nexus:** A swirling, kaleidoscopic arena where the Key is hidden, protected by the Nexus Warden.

ENTRY DESCRIPTION

Portal Arrival: The players step through an unstable portal created by Elyndra Nightveil, the benefactor from their previous quest. The portal's swirling colors stretch and distort their senses, leaving them momentarily weightless. They emerge into a fragmented expanse where chunks of otherworldly terrain drift in the void, connected by flickering bridges of light.

DM GUIDANCE: SETTING THE TONE

Describe the players' disorientation as they arrive. The Nexus should feel overwhelming, a chaotic blend of beauty and danger.

EXAMPLE DM NARRATIVE:

You step into the portal, your bodies stretched and pulled by unseen forces. A kaleidoscope of colors swirls around you, and for a moment, you feel weightless. When the sensation passes, you find yourselves standing on a floating island of stone and grass, surrounded by an infinite void. Fragments of other realms—scorched deserts, shimmering oceans, and crystalline forests—drift in the distance, their edges glowing faintly. Gravity shifts beneath your feet, and the air hums with an electric charge. This is the Nexus of Eternity, a place where the planes collide.

INITIAL ENCOUNTER: THE LOST EXPLORERS

The players encounter a group of planar explorers stranded in the Nexus. These explorers warn of the dangers ahead, including gravitational anomalies, unpredictable portals, and creatures warped by planar energy.

DM DIALOGUE EXAMPLE:

One of the explorers, a scarred tiefling, steps forward. "You're brave—or foolish—to come here," he says, his voice tinged with weariness. "The Nexus is alive. It shifts, twists, swallows anyone who isn't careful. If you're looking for the Key, tread carefully. The closer you get to the Heart, the worse it gets."

JOURNEY TO THE MINION: TRAVERSING THE FRAGMENTED PATHWAY

The players must navigate the **Fragmented Pathway**, a labyrinth of floating terrain. Gravity shifts frequently, and planar anomalies disrupt their progress.

DM GUIDANCE: CREATING DYNAMIC CHALLENGES

- Describe the unstable terrain and sudden gravity shifts that force players to adapt.
- Include areas where the players must solve puzzles or deactivate planar anomalies to proceed.

CHALLENGES:

- **Planar Anomalies:** Zones of wild magic cause random effects, such as reversed gravity or spontaneous spellcasting surges.
- **Gravity Shifts:** Players must make Dexterity saving throws (DC 14) to avoid falling as gravity pulls them toward a different floating island.

EXAMPLE DM NARRATIVE:

The pathway ahead shimmers, pieces of terrain floating in and out of existence. A gust of wind tugs at you, but it comes from below, pulling you toward a distant island. The hum of magic grows louder, and you feel the ground beneath your feet shift as if the Nexus itself is testing your resolve.

ENCOUNTER WITH A POWERFUL MINION: THE RIFTSTALKER GOLEM

The **Riftstalker Golem** is a planar construct designed to defend the Fragmented Pathway. It flickers between dimensions, making it a formidable foe.

DM GUIDANCE: THE RIFTSTALKER GOLEM

- Use the Golem's teleportation and planar abilities to keep the battle dynamic.
- Emphasize its alien nature, describing its constantly shifting appearance.

APPEARANCE:

The Riftstalker Golem's body is a patchwork of planar materials—crystalline

shards, molten rock, and liquid light. Its form flickers between dimensions, leaving behind ghostly afterimages.

STAT BLOCK FOR THE RIFTSTALKER GOLEM:

RIFTSTALKER GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, force

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP)

TRAITS

Planar Flicker. As a bonus action, the Riftstalker Golem teleports to an unoccupied space within 30 feet.

Planar Surge (Recharge 5-6). The Golem releases a burst of planar energy. Each creature within 20 feet must make a DC 15 Constitution saving throw or take 21 (6d6) force damage.

ACTIONS

Multiattack. The Riftstalker Golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target.

Hit: 15 (2d8 + 4) bludgeoning damage.

SIDE QUEST: THE ECHO OF AEON

DM GUIDANCE: ADDING DEPTH AND MYSTERY

The **Echo of Aeon** side quest adds layers to the adventure, giving players a deeper understanding of the Nexus and its inner workings. This quest is designed to engage players with a combination of mystery, planar lore, and emotional connection to Aeon's plight. The reward, the **Dimensional Compass**, will aid them in navigating the unstable Nexus.

CHARACTER INTRODUCTION: AEON, THE FRACTURED ENTITY

Aeon is a being caught between planes, neither fully alive nor dead, and trapped in a state of eternal limbo. Once a powerful planar traveler and protector, Aeon was shattered during a catastrophic event in the Nexus. Now, Aeon's fractured consciousness exists as an echo, calling out for release from the limbo of fragmented planes.

Aeon appears as a shifting, translucent figure, its form barely defined. Its once vibrant humanoid features are now flickering and ghostly, with colors and elements of various planes flashing across its body. Aeon's voice is distant, reverberating with a mix of sadness and hope.

EXAMPLE DM NARRATIVE: INTRODUCING AEON

The area before you shimmers with an ethereal glow, the air thick with an unnatural hum. In the center of this strange space, a figure flickers in and out of existence, its shape neither fully solid nor completely ethereal. It moves with a slow, mournful grace, as if the very nature of its being is torn between worlds.

"You... you have come," the voice resonates in your minds, soft yet piercing. "I am Aeon, lost between the planes... abandoned... shattered by the very Nexus I sought to protect. Will you listen to my tale?"

QUEST DESCRIPTION: GATHERING THE FRAGMENTS OF PLANAR ENERGY

Aeon explains its plight and offers the players a chance to help restore balance to the Nexus. To free Aeon from its fractured state, the players must collect fragments of planar energy scattered throughout the **Plane-Split Grove**, a serene yet magical forest infused with elemental forces. These energy fragments are scattered across three different planes: Fire, Water, and Air.

DM GUIDANCE: EMPHASIZING THE EMOTIONAL WEIGHT

Aeon is not only an NPC with valuable information but also a tragic figure whose fate is intertwined with the Nexus. Use descriptive language to convey its despair and the urgency of freeing it. Aeon's fragmented form should evoke a sense of sorrow, and players may feel empathy toward the entity.

THE PLANE-SPLIT GROVE: WHERE REALMS COLLIDE

The **Plane-Split Grove** is a surreal, tranquil forest that exists at the intersection of the Fire, Water, and Air planes. Each section of the grove represents one of these elements, and players will encounter shifting environments as they travel through it.

- **Fire Plane Grove:** A section of the forest where the trees are burning with blue flames, and the air crackles with intense heat. The ground is scorched, and occasional bursts of fire explode from the earth.
- **Water Plane Grove:** This area is dominated by vast, slow-moving rivers and waterfalls, with the trees covered in moss and dripping with water. Fog rolls across the ground, and the scent of rain lingers in the air.
- **Air Plane Grove:** The trees here appear as light and airy as wisps of smoke, bending and twisting in the wind. The sky above is a swirling mass of clouds and ever-shifting winds, making travel difficult.

DM NARRATIVE: THE GROVE'S ENTRANCE

As you step into the Plane-Split Grove, the air shifts around you. In one direction, you feel the heat of a distant flame lick at your skin; in the other, a cool breeze and the scent of rain fill the air. The trees themselves seem to sway between the elements, some burning with blue fire, others dripping with mist. A soft hum vibrates through the ground, and before you, the faint outline of an old, twisted tree stands, its bark cracked like broken glass.

GATHERING THE PLANAR ENERGY FRAGMENTS

Each of the three elemental planes holds a **Fragment of Planar Energy**, required to release Aeon from its fractured state. These fragments are hidden in dangerous areas and protected by elemental guardians.

FRAGMENT OF FIRE: THE EMBER GUARDIAN

In the Fire Plane section of the grove, players must face the **Ember Guardian**, a fiery elemental creature. This guardian attacks with flames, and the area itself is fraught with burning trees and lava flows.

- **Challenge:** The players must navigate the dangerous terrain while avoiding bursts of flame and magma. They must defeat the Ember Guardian to retrieve the **Fragment of Fire**.

FRAGMENT OF WATER: THE TIDAL SPIRIT

The Water Plane grove is home to the **Tidal Spirit**, an ancient water elemental that controls the rivers and waterfalls. The players must solve a puzzle to redirect the flow of water, unlocking the path to the spirit's lair.

- **Challenge:** The players will need to interact with the environment, using the flow of water to manipulate barriers and reach the **Fragment of Water**.

FRAGMENT OF AIR: THE SKY SERPENT

In the Air Plane section, the **Sky Serpent**, a massive flying creature composed of swirling winds, guards the **Fragment of Air**. Players must either combat the serpent or find a way to outmaneuver it.

- **Challenge:** The battle with the Sky Serpent takes place in the treacherous heights of the Air Plane, where shifting winds and clouds make footing unstable. The players must make use of their mobility and ranged attacks to defeat the serpent.

DM GUIDANCE: PACING AND ATMOSPHERE

- As the players gather the fragments, shift the environment to reflect the growing tension of Aeon's fading existence. The more fragments they collect, the stronger Aeon's presence becomes, slowly becoming more solid and coherent.
- The elemental guardians should feel like threats, but their power should also have environmental elements that challenge the players to think creatively, like using water to put out fire or manipulating wind to knock down obstacles.

AEON'S GRATITUDE AND THE DIMENSIONAL COMPASS

Once the players return all three fragments to Aeon, it begins to solidify into its full form. Its gratitude is immense, and it reveals that it once guarded the very heart of the Nexus, trying to protect the planes from collapsing. As a token of thanks, Aeon gives the players the **Dimensional Compass**, an artifact that can point to stable portals and help navigate the shifting Nexus.

DM NARRATIVE: AEON'S RELEASE

As the last fragment of planar energy is placed into Aeon's chest, a brilliant light erupts from the entity's form. Its fractured, ethereal appearance solidifies into a radiant figure, glowing with an inner light. "Thank you," Aeon's voice echoes, now clear and powerful. "You have freed me from my eternal prison. Take this, my gift to you—the Dimensional Compass. It will guide you through the fractured Nexus and lead you to the paths that remain stable." Aeon's form fades, but its essence lingers in the air, a reminder of the price it paid to protect the planes.

REWARDS

- **Dimensional Compass:** A magical item that, when attuned, points to stable planar paths within the Nexus, helping players avoid dangerous areas and locate portals.
- **Elemental Blessings:** The players gain temporary blessings from the three elements:
 - **Fire:** Resistance to fire damage for 1 hour.
 - **Water:** The ability to breathe underwater for 1 hour.
 - **Air:** Advantage on all Acrobatics checks for 1 hour.

OPTIONAL OUTCOME: FAILING TO HELP AEON

If the players choose not to help Aeon or fail to gather the fragments, Aeon's voice grows weaker, its form flickering into nothingness. The last thing they hear is a faint whisper:

"You have chosen... the path of oblivion. I... I fade into the void. The Nexus... will collapse."

In this case, Aeon provides no additional help in navigating the Nexus, and the players must proceed without the **Dimensional Compass**.

CONCLUSION

Completing this side quest gives the players powerful tools to aid them in navigating the Nexus and helps to deepen the mystery surrounding the interplanar realm. The emotional weight of Aeon's plight also adds depth to the adventure, making the final victory feel earned.

JOURNEY TO THE FINAL BOSS: THE HEART OF THE NEXUS

DM GUIDANCE: CREATING A CHAOTIC AND SURREAL JOURNEY

The journey to the Heart of the Nexus is a test of the players' ability to navigate an unstable and ever-changing environment. The closer they get, the more chaotic and dangerous the Nexus becomes. The terrain is fragmented, the air charged with energy, and planar storms erupt unpredictably. Use vivid descriptions to immerse the players and emphasize the stakes of their quest.

THE SHIFTING TERRAIN

The path to the Heart of the Nexus consists of floating fragments of terrain, each belonging to different planes. The fragments hover in an endless void, connected by unstable energy bridges that flicker and shift. The gravity here is unstable, pulling the players in unexpected directions.

ENVIRONMENTAL CHALLENGES

- **Shifting Platforms:** The floating islands move unpredictably, forcing players to time their jumps or risk falling into the void. Players must make Dexterity saving throws (DC 14) to navigate safely.
- **Unstable Energy Bridges:** The energy bridges connecting the islands pulse erratically, flickering in and out of existence. Players must make an Arcana check (DC 15) to stabilize a bridge long enough to cross, or a Dexterity saving throw (DC 13) to leap before the bridge vanishes.
- **Gravity Fluctuations:** Gravity shifts sporadically, pulling players upward, downward, or sideways. Players must succeed on a Strength saving throw (DC 12) to resist being thrown off balance.

EXAMPLE DM NARRATIVE: SHIFTING TERRAIN

The path ahead is a chaotic jumble of floating islands, each one vastly different from the last. A charred plain gives way to a frozen tundra, and then to a vibrant jungle, all suspended in the void. Energy bridges flicker between them, their light pulsing in sync with the hum of the Nexus. The air feels heavy, as if reality itself is unstable, and you can feel gravity pulling at you in strange, unpredictable ways.

PLANAR STORMS

As the players advance, they encounter planar storms—violent eruptions of elemental and magical energy caused by the Nexus's instability.

TYPES OF PLANAR STORMS

- **Firestorm:** A burst of fire engulfs the area, forcing players to make a Dexterity saving throw (DC 15) or take 3d6 fire damage.
- **Ether Surge:** A wave of raw magical energy sweeps through the area. Each player must make a Constitution saving throw (DC 14). On a failure, they take 2d6 force damage and are pushed 10 feet.
- **Temporal Rift:** Time warps unpredictably. Players must make a Wisdom saving throw (DC 16) or lose their next action as they are briefly frozen in time.

EXAMPLE DM NARRATIVE: PLANAR STORM

A deep rumble echoes across the void as the sky fractures, releasing a surge of fiery energy. Flames roar across the floating platforms, consuming everything in their path. Behind the firestorm, the light bends and twists, and for a moment, time itself seems to slow to a crawl.

PUZZLES TO STABILIZE THE PATH

The path to the Heart of the Nexus requires the players to stabilize key fragments of the terrain to create a safe route forward.

These fragments are connected to **Planar Anchors**, which the players must activate by solving puzzles.

PLANAR ANCHOR PUZZLES

1. **Runic Alignment:** Players encounter a set of glowing runes that must be aligned to form a sigil of stability. Players must make an Intelligence (Arcana) check (DC 15) to decipher the runes and align them correctly.
2. **Elemental Infusion:** Players must infuse the anchor with energy from nearby elemental nodes. They must retrieve fire, water, and air essences from the environment and channel them into the anchor by making Constitution saving throws (DC 14).
3. **Dimensional Stabilization:** The players must repair a rift by channeling energy from the **Dimensional Compass** (if obtained from Aeon). Using the compass, they must succeed on a series of Arcana checks (DC 13) to stabilize the fragment.

EXAMPLE DM NARRATIVE: STABILIZING A PLANAR ANCHOR

A massive glowing crystal floats in the air before you, pulsing with unstable energy. Surrounding it are three glowing nodes, each radiating a different elemental force. The runes etched into the crystal shift erratically, and a faint hum grows louder with each passing moment. The fragment beneath your feet trembles, threatening to collapse unless you can stabilize the anchor.

ARRIVAL AT THE HEART OF THE NEXUS

After stabilizing the path and enduring the chaotic journey, the players reach the Heart of the Nexus. This is a massive, kaleidoscopic arena where the Nexus

Warden resides, guarding the Key of Planar Unity. The environment is a swirling maelstrom of light, shadow, and energy, with planar fragments constantly colliding and shifting around the players.

EXAMPLE DM NARRATIVE: THE HEART OF THE NEXUS

The final fragment is vast, an island suspended above the endless void. The ground beneath your feet glows faintly, etched with shifting patterns of light and shadow. Above you, the fractured sky pulses with waves of planar energy, and the air hums with power. At the center of the arena, a massive construct looms—its body flickering between elemental forms, its eyes glowing with ancient, implacable purpose. The Nexus Warden turns its gaze toward you, and the air grows heavy with its presence. The Key of Planar Unity glimmers faintly within its chest, protected by layers of shifting energy.

DM GUIDANCE: THE FINAL ARENA

The Heart of the Nexus is an active battlefield that changes throughout the fight with the Nexus Warden. The terrain shifts, creating hazards and opportunities for creative strategies. Use the environment to make the battle dynamic and memorable. Details for the Nexus Warden and the battle mechanics will be detailed in the next section.

ENCOUNTER WITH THE FINAL BOSS: THE NEXUS WARDEN

DM GUIDANCE: CRAFTING AN EPIC SHOWDOWN

The Nexus Warden is the ultimate test of the players' abilities, combining a formidable opponent with an ever-shifting and hazardous environment. The Warden is a planar construct designed to guard the **Key of Planar Unity** and ensure that only the worthy can claim it. This battle should feel chaotic and larger-than-life, with the players needing to adapt to the dynamic battlefield.

APPEARANCE

The Nexus Warden is a colossal construct, its form constantly shifting between elemental and mechanical components. Its body glimmers with arcs of raw planar energy, and its joints emit bursts of light as it moves. Its face is featureless except for two glowing eyes that seem to pierce through the very fabric of reality. The Key of Planar Unity is embedded in its chest, protected by a swirling field of energy.

EXAMPLE DM NARRATIVE: THE NEXUS WARDEN AWAKENS

As you step into the Heart of the Nexus, the air grows impossibly heavy, charged with raw energy. The construct at the center of the arena stirs, its massive frame coming to life with a surge of power. Its limbs shimmer and shift, flowing seamlessly from molten rock to crystalline ice to twisting vines. Two glowing eyes ignite in its featureless face, locking onto you with an otherworldly intensity. A deep, resonant hum echoes across the chamber as the Warden takes its first thundering step toward you. "Intruders detected. Defense protocols activated," it intones in a voice that seems to come from everywhere at once.

BEHAVIOR AND PURPOSE

The Nexus Warden exists solely to protect the Key of Planar Unity. It does not negotiate and cannot be reasoned with, functioning as a tireless and unrelenting guardian. Its combat tactics exploit the shifting battlefield and its mastery of elemental and planar energy.

COMBAT TACTICS

The Warden fights in three phases, each becoming more chaotic and challenging. The battlefield evolves during each phase, creating new hazards and opportunities for the players.

PHASE 1: ELEMENTAL GUARDIAN

The Warden uses its elemental abilities to test the players' defenses and control the battlefield.

- **Attacks:**
 - **Elemental Strike:** The Warden shifts its limb into an elemental form (fire, water, air, or earth) and strikes. Damage type varies based on the element (2d10 + 6 damage).
 - **Planar Bolt:** Ranged attack. The Warden fires a concentrated bolt of planar energy at a target (3d8 force damage).
- **Abilities:**
 - **Planar Shield:** The swirling energy field around the Warden absorbs the first 20 points of damage dealt to it each round. The players must succeed on an Intelligence (Arcana) check (DC 15) to understand how to disrupt the shield.
 - **Environmental Manipulation:** The Warden causes the ground to shift or elemental hazards (like fire or ice spikes) to erupt, forcing players to make Dexterity saving throws (DC 14) or take 2d8 damage.

EXAMPLE DM NARRATIVE: PHASE 1

The Warden raises its massive arm, its surface morphing into molten rock. It slams the ground, sending a wave of fire across the battlefield. The swirling energy around its chest pulses, absorbing your strikes before they can land true. The air hums with power, and the ground beneath your feet trembles as the Nexus reacts to its guardian's rage.

PHASE 2: PLANAR OVERLOAD

At 50% health, the Warden draws energy from the Nexus itself, creating planar storms and unleashing devastating area attacks.

- **Attacks:**

- **Planar Surge (Recharge 5-6):** The Warden releases a burst of energy in a 30-foot radius. All creatures must make a Constitution saving throw (DC 15) or take 6d10 force damage and be pushed back 10 feet.
- **Gravity Well:** The Warden creates a gravity well, pulling all creatures within 20 feet toward it. Players must succeed on a Strength saving throw (DC 14) or be restrained for 1 round.

- **Abilities:**

- **Summon Elemental Servitors:** The Warden summons two lesser elemental constructs to harass the players.
- **Planar Collapse:** Sections of the battlefield crumble into the void, reducing the available space and creating new hazards. Players must succeed on Dexterity saving throws (DC 15) to avoid falling.

EXAMPLE DM NARRATIVE: PHASE 2

The Warden's frame glows with an intense light, and the entire arena shudders. Cracks spread across the floating platforms as fragments collapse into the void. Two smaller constructs rise from the ground, their forms mimicking the Warden's ever-shifting elements. The Warden raises its arms, and a pulse of energy radiates outward, slamming into you like a tidal wave.

PHASE 3: FINAL STAND

In its desperation, the Warden abandons control and unleashes its most powerful abilities. The battlefield becomes a maelstrom of energy and chaos.

- **Attacks:**

- **Elemental Barrage:** The Warden makes two melee attacks and one ranged attack each turn.
- **Abilities: Planar Core Overload (Recharge 5-6):** The Warden channels all its energy into a massive explosion. All creatures within 60 feet must make a Dexterity saving throw (DC 16) or take 8d10 force damage.
- **Weakness:** -During this phase, the Warden's energy shield falters, and players can target the Key of Planar Unity directly. Successful attacks against the Key deal double damage.

EXAMPLE DM NARRATIVE: PHASE 3

The Warden's form begins to fracture, its elemental components breaking apart and reforming chaotically. The energy around its chest fluctuates wildly, exposing the Key of Planar Unity within. The battlefield is a storm of collapsing platforms, swirling winds, and bursts of flame. The Warden roars, its voice shaking the very fabric of the Nexus as it prepares a final, desperate assault.

DEFEATING THE WARDEN

Upon its defeat, the Warden collapses into a heap of inert material, and the swirling energy around the Key of Planar Unity dissipates. The Nexus grows still, and a sense of balance begins to return.

EXAMPLE DM NARRATIVE: VICTORY

With a final, earth-shaking crash, the Warden falls, its form flickering and fading. The energy surrounding the Key of Planar Unity dissolves, revealing the artifact in its full, radiant glory. The Nexus falls silent, the chaos giving way to an eerie calm. You feel the balance of the planes beginning to stabilize, and the path forward becomes clear.

STAT BLOCK FOR THE NEXUS WARDEN

NEXUS WARDEN

Huge construct, neutral

Armor Class 18 (natural armor)

Hit Points 200 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +8, Con +7, Wis +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire, cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 12 (8,400 XP)

TRAITS

Planar Shield. The Warden absorbs 20 damage per round until disrupted.

Environmental Manipulation. The Warden can create hazards, such as firestorms or

gravity wells, as a bonus action.

ACTIONS

Multiattack. The Warden makes two melee attacks or one ranged attack.

Elemental Strike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 16 (2d10 + 5) damage of a randomly chosen elemental type.

Planar Surge (Recharge 5-6). The Warden releases a planar explosion. Creatures in a 30-foot radius must make a DC 15 Constitution saving throw or take 27 (6d10) force damage.

LEGENDARY ACTIONS

The Warden can take 3 legendary actions per round.

Planar Bolt. The Warden fires a ranged bolt at a creature it can see within 60 feet. **Hit:** 13 (3d8) force damage.

Gravity Well. The Warden pulls all creatures within 20 feet toward it.

CLIMAX AND RESOLUTION: STABILIZING THE NEXUS

DM GUIDANCE: DELIVERING A MEMORABLE CONCLUSION

The conclusion of *The Fractured Nexus* should reflect the enormity of the players' accomplishments. After battling the Nexus Warden, they now hold the **Key of Planar Unity**, a powerful artifact capable of stabilizing the fractured planes. Use vivid descriptions to highlight the shift in the Nexus, from chaos to calm, and give the players a moment to reflect on their journey.

FINAL MOMENTS: RETRIEVING THE KEY OF PLANAR UNITY

The Key of Planar Unity, now free from the Nexus Warden's protection, radiates a calming energy. Its shape is an intricate, crystalline structure that shimmers with the colors of the planes, its facets reflecting distant fragments of other realms.

EXAMPLE DM NARRATIVE: RETRIEVING THE KEY

As the Nexus Warden collapses, its body dissolves into motes of light, leaving behind the Key of Planar Unity. The artifact hovers above the ground, spinning slowly, its crystalline surface shimmering with colors that seem to shift between fire, water, earth, and air. As you reach for it, the Key pulses faintly, filling the air with a gentle hum. The chaotic energy of the Nexus begins to subside, and for the first time since you arrived, the realm feels still.

STABILIZING THE NEXUS

The players sense that the Key is restoring balance to the Nexus. The swirling fragments of terrain begin to slow, their movements becoming orderly. The fractures in the sky heal, and the oppressive hum of unstable magic fades.

ENVIRONMENTAL SHIFT

- The floating islands align, forming stable pathways.
- The kaleidoscopic sky returns to a more natural state, with bands of light representing each plane settling into harmony.
- The hum of planar energy transitions into a soft, harmonious tone.

EXAMPLE DM NARRATIVE: THE NEXUS STABILIZES

The Key glows brighter as the Nexus responds to its presence. The floating fragments of terrain drift into place, forming stable paths. Above, the shattered sky begins to mend, its swirling chaos giving way to a serene tapestry of light. The air grows calm, and the oppressive weight of instability lifts. You feel a sense of harmony returning to this once-fractured realm.

LOOT AND REWARDS

The party is rewarded not only with the Key of Planar Unity but also with treasures left behind by the Nexus Warden.

KEY REWARDS

1. **Key of Planar Unity**

Wondrous Item, Legendary

This artifact can stabilize interplanar anomalies and create temporary portals to other realms. While attuned, the bearer gains the following benefits:

- **Planar Knowledge:** Advantage on Arcana checks related to planar travel or anomalies.
- **Planar Step:** Once per day, the bearer can cast *Plane Shift* without expending a spell slot.

2. Elemental Conduit Ring

Ring, Very Rare

This ring allows the wearer to harness elemental power. As a bonus action, the wearer can infuse their weapon or spell with fire, cold, or lightning damage, adding an extra 1d8 of the chosen type for 1 minute (usable once per short rest).

3. Heartstone Shard

Wondrous Item, Rare

A shard of the Nexus Warden's core. While holding it, the bearer has resistance to force damage and can detect planar disturbances within a 1-mile radius.

PORTAL OPENING

As the players secure the Key, a new portal opens at the center of the Heart of the Nexus. This portal is stable, glowing with a mixture of silvery light and vibrant colors. Through it, the players glimpse a new realm filled with floating islands of crystal and cascading waterfalls—a stark contrast to the chaotic Nexus.

EXAMPLE DM NARRATIVE: THE PORTAL AWAKENS

The Key pulses one final time, and a brilliant portal of light forms in the air. Swirls of silver and gold intertwine, and through the portal, you glimpse a new realm—a vibrant world of crystal spires and cascading waterfalls, bathed in warm sunlight. The Nexus hums with contentment, as though it knows its purpose has been fulfilled. The path forward is clear, and the next chapter of your journey awaits.

CLOSING THE CHAPTER

As the players step through the portal, the Nexus fades behind them, now stable and balanced. The adventure ends with a sense of accomplishment and the promise of greater challenges ahead.

EXAMPLE DM NARRATIVE: LEAVING THE NEXUS

With the Key of Planar Unity in your possession, you step through the portal, leaving the Nexus behind. The chaotic realm you entered has been transformed into a place of peace and balance, its purpose restored. As you emerge into a new world, the weight of your victory lingers, but the mysteries of the Key and the challenges of the planes ahead fill your thoughts. The adventure continues.

This concludes *The Fractured Nexus*, leaving the players with a sense of triumph and anticipation for the next stage of their interplanar journey.

