

# NEVERWHERE:

THE DIMENSIONAL SPIKE

ANIME INSPIRED, DIMENSION HOPPING, CAMPAIGN  
FRAME



## COMMUNITIES

All communities are available, but some have unique aspects within a *Daggerheart* campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

### ■ All Communities

All Communities are found in Neverwhere. There are no special rules for any Communities. However, it should be noted that the

highest technology level is the Clank city of Whaddayacallitburg which is about Victorian Steampunk level. Most cities in the realm operate on a magic infused, standard fantasy level.

## ANCESTRIES

All Ancestries are available, but some have unique aspects within a *Daggerheart* campaign. As needed, provide the following information to your players.

### ■ All Ancestries

All Ancestries are found in Neverwhere. There are no special rules for any Ancestries. After the remnants of Cloudy-Voyd's conscripted armies were integrated into Neverwhere there were 31 unique Ancestries that called the plane home. With 18 in the Corebook, and 6 available in the Void (as of this writing), that still leaves room for the Players and GM to come up with some truly unique beings to populate their world. Chapter - \* - has information about Ancestries found only in Neverwhere.

## CLASSES

All classes are available, but some have unique aspects within a *Daggerheart* campaign. As needed, provide the following information to your players.

### ■ All Classes

All Classes are available in Neverwhere. Members of the various Strikeforces come from all walks of life and none are expected to be universally good and just. Even warlocks and assassins have a place on a Strikeforce with their unique skill sets, points of view and unique ways of "solving" problems. Some classes migrate from other worlds and become prolific in Neverwhere. There is brand new class in Neverwhere; the Totemic Avatar in Chapter - \* -. Totems get their powers from channeling animal spirits.

# STRIKEFORCES

There are 7 official teams that defend the Realm and beyond. Each Strikeforce is named after a Legendary Weapon from myth and legend. Only 3 are listed in the background (**Excalibur, Mjolnir, Busta**). The GM is encouraged to fill the names of the rest of the teams with whatever weapons from Media that the table finds popular. Other possible names include: Gungnir, Twinkle and Icingdeath, Aegis Fang, Andruil, Sting, Glamdring, Sword of Omens, Kusanagi-no-Tsurugi, Oathbreaker and many more.

### ■ Strikeforce Mjolnir

This Strikeforce defends Efluimham, the Sovereign's Palace-State, floating high above the rest of the realm. They are all but the Emperor's personal guard and often escort Them when They deign leave the castle grounds. They usually try to avoid venturing too far from the Emperor whenever possible and will resort to slightly underhanded tactics to get one of the other Strikforces to take a job that would take them too far for too long.

Mjolnir favors overwhelming force when they encounter any resistance. They are not subtle, and the group make-up does not encourage finesse or planning. At *Tier 4, Level 8*, this seems to be working out for them pretty well.

Strikeforce Mjolnir is **Tier 4**

#### Their roster is:

- Angrim Malaise **Field Leader** (Highborn, Giant, Warrior (Call of the Slayer))
- Nigel Thibbert (Underborn, Dwarf, Pwent (Berserker))
- The Ghost (Seaborn, Ghost, Rogue (Nightwalker))
- Mona Sekt (Slyborn, Elf, Witch (Moon))
- Shank Vos (Loreborn, Fungril, Sorcerer (Elemental))
- Bully-wog (Wildborn, Ribbet, Serpah (Divine Wielder))
- Pax (Wildborn, Galapa, Ranger (Wayfinder))

### ■ Strikeforce Busta

This Strikeforce defends the territory on the opposite side of the world than Excalibur. They are more friendly to Excalibur than any other team, as they were the "rookies" before the Emperor brought back the Excalibur designation from limbo.

Busta prefers careful but deliberate action when faced with an obstacle (that being a puzzle or an opponent). They typically brainstorm battle plans, with a near incomprehensible code language, before executing it to perfection.

Totemic Avatars are an available class in Chapter - \* -.

Strikeforce Busta is **Tier 2**

#### Their Roster is:

- Nathan Grey **Field Leader** (Wanderborn, Human, Druid (Warden of Renewal))
- Skrinxx (Loreborn, Drakona, Wizard (School of Knowledge))
- Vesta Morne (Wanderborn, Goblin, Rogue (Syndicate))
- Preying Mantis (Orderborn, Faun, Totemic Avatar (Mantis))
- Maynerd Blackbeard (Underborn, Clank, Guardian, Stalward))
- Clondornethisskithae (Slyborn, Fairie, Brawler (Martial Artist))
- Burp (Wildborn, Firbolg, Warrior (Call of the Brave))

## PLAYER PRINCIPLES

*At the start of this campaign, give your players the following information before character creation.*

### ■ You Have a Big Job

You are responsible for keeping every other dimension full of bad guys and low life looking to take advantage out of your dimension that is filled with bad guys and low lifes looking to take advantage. The only way that archmages, Dimensional explorers, and Mighty Liches can traverse the planes is to go through YOUR realm. You don't get just one BBEG. You get them ALL.

### ■ Keep Your Perspective

Defending the Realm is alot of hard work. What do you do to unwind or relax so you don't become a fascist authoritarian at the end of the day? Where do you vacation? What do you do with your friend group? When are you off duty in a world that has constant emergencies?

### ■ Everyday is a new Discovery

There are hundreds of permanent portals in the game world right now. More open everyday, and it's the Strikeforce's job to establish peaceful relations with as many as possible. Trade exchanges mean that any "specialized" equipment from any other Frame or World is possible to see in Neverwhere. Laser guns, throwing stars, six-shooters, and missiles are all possible things you can find at an enterprising general store or an exotic collection house.



## GM PRINCIPLES

*Keep the following guidance in mind while you GM this campaign.*

### ■ Are They the Good Guys?

Individual Strikeforces are judges, juries and executioners. The individual Strikeforces operate with the authority of a Sovereign with absolute autonomy. It is easy for the players to know best when the players "knowing" has no checks. Play that up and put them in situations where murder is the easy path. Make them make the hard choices under pressure. Have the ordinary citizens be cautious or just be afraid of the players. Is it ok for an ordinary citizen to be afraid of a Strikeforce member when the Strikeforce does SO MUCH good for the entirety of the Realm?

### ■ Nothing is Easy

Nothing is easy in Neverwhere. Pile on the difficulties. Complicate even the easiest plots with twists and unintended appearances. Make the players paranoid they've missed something. When encountering a new adversary, add a countdown die and make them explode when it reaches zero. Or teleport away. Or release some horrible disease.

### ■ Steal from everything

The Frame is designed so, at any point, you can have a quick side adventure in any realm/Frame/Dimension you can think of. There are 6 Frames baked into the core book. There are dozens of Frames online, in the various socials, DrivethruRPG, and a few other places. Use them all. Going to make your own, original Frame? Playtest it as a Dimensional Inursion here and give them a taste. Your favorite movie/tv series/anime can be a Frame here, or another dimension.

### ■ No Rules are Absolute

"Once a portal is set up, it cannot be moved under any known magic or power." My players figured out a way to move a permanent portal in Session 3 of the Playtest campaign. Never underestimate player ingenuity and reward creativity. A Frame provides a Framework for your world, but in a cooperative storytelling game like Daggerheart, players need to feel the impact of their changes to the world. Make them feel it.

## DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

### ■ Elanscati

Elanscati (ELANS-cotty) is an element specific to Neverwhere. It is harvested from the bodies of people or monsters that have been through portals. The cross dimensional radiation gathers in the body and small gems of it are harvestable once a being dies. Even if someone in Neverwhere has never been to another dimension, the radiation is pervasive enough that most beings have one unit in their bodies at time of death. People or monsters that have experience crossing dimensions multiple times can have multiple units. No being has more than 10. When a being is killed IN Neverwhere, a Presence or Agility roll is made to harvest Elanscati from the body. Typical results are Tier +1 Units. Crit hits on the roll double that amount. A Strikeforce member always has 10. A being from Neverwhere that is killed away from Neverwhere has Tier-1 units. Crits do not double the amount in this case. The radiation leaves the body eventually.

It is technically illegal to have Elanscati on your person when not in Neverwhere. Strikeforces tend to overlook this if the person caught is an explorer or has an overwhelmingly good reason. Such things are left to the individual teams.

### ■ Portals

Portals in Neverwhere are the only way to cross dimensions into other worlds. Once a portal is set up, it cannot be moved under any known magic or power. Portals can be set to go to one specific dimension, or a random dimension. Portals are created using the element Elanscati.

#### Types of portals:

*Random portals* go to a dimension that does not already have a portal (ie a land the GM creates. All of the Campaign Frameworks in the corebook have portals in them already). This is often used for emergency getaways or exploration.

*Specific portals* go to a dimension that does not have a portal in it already, but the dimension is known to the ritualist. Anchor stones can provide coordinates to these new dimensions.

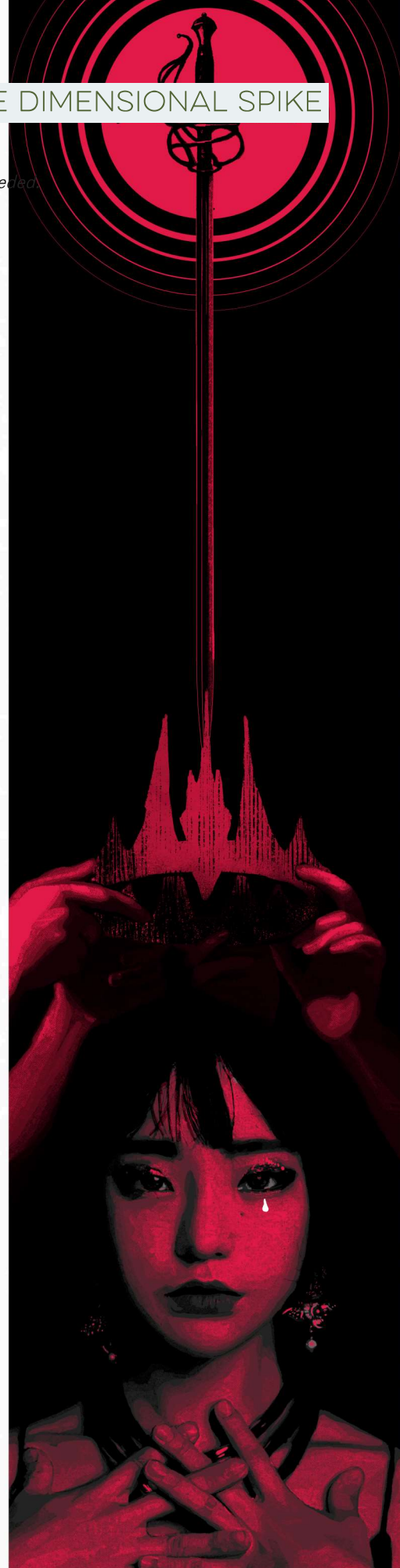
*Temporary portals* are one way.

*Permanent portals* are just that: permanent two-way portals. These can ONLY be established in a dimension that does not already have one.

#### Elanscati Cost vs Type of Portal

Portal	Cost	Portal	Cost
Temporary, Random	2	Permanent Portal to a random dimension	10
Temporary, Specific	8	Permanent Portal to a dimension that already has one	??
Temporary portal to a dimension in which a permant portal exists	15		

**Everyone native to Neverwhere has the coordinates for Neverwhere subconsciously known and can always find home with a temporary portal.**



## ■ WORLD 0041- THE CONCORDANCE OF SILVER

World 0041 is an Earth dimension but its been taken over by an alien armada. Once, 45 years ago, when the portal first formed, Strikeforce Busta engaged in first contact. That encounter lasted 4 days and cost 300 lives, including 3 strikeforce members.

It took 2 weeks to decide to permanently fuse the portal shut. Now it sits at the bottom of the Manakamea secret labs. Is it wise to have a banned portal in the middle of a college city full of young and innocent students?

No.

But that just how things work in Neverwhere.



The Dog General: Hirachk Mul'net

## THE CONCORDANCE OF SILVER

The Concordance aren't just an otherworldly, otherdimensional force, they are aliens. Inside Dimension 0041, there are planets and galaxies and the Concordance of Silver come from a different galaxy than the one the dimensional portal resides in.

They are aware of other dimensiona. We don't know how, but they are. When the 2nd incarnation of Strikeforce: Busta encountered the Dog General of the Concordance of Silver, his request was simple. Surrender yourselves to the ongong army and be free of the burden of choice.

Strikeforce Busta resisted. 3 of them died. But the portal was closed and sealed and there it has been since.

Waiting.

So what do you do when faced with a technologically advanced, alien army, invading your cozy home dimension?

You reverse engineer all their shit and blow them back to whatever star they come from.

## WEAPONS AND ITEM RESEARCH -

Researching weapons and armor from the Concirdance of Silver, or any other dimesnion or army is just a slightly modified version of a long term reseach project.

You must have an example, like an unexploded grenade for example, in order to research its construction and properties. Research for this purpose is just reverse-engineering rather than pure, theorhetical research.

Once you have an item or weapon, you can start a research, countdown die based on the damage of the weapon or the Tier of the item, whichever is higher.

- **Tier One:** D4
- **Tier Two:** D6
- **Tier Three:** D8
- **Tier Four:** D10

**For example:** You get a Tier one grenade from a fallen Concordance Trooper. Tier one (D4) grenades do D8 damage so you need a D8 countdown die for research (the higher of the two dice types).

From then on, during *Long Rests* one move option is long term project. Research and reverse engineering is a long term project.

