

# Liber Nexus 4 - The Apocryphal Texts of Mindelfist

## Introduction

Mindelfist was a heretical priest of Vau Oth who became disenchanted with his church and founded a religion that worshipped all three great gods - Amora, Jann'ih, and Vau Oth as facets of the same supreme being. Needless to say, he was not very popular with neither church and had to flee from his home. During his years of wandering, he experimented with many rituals of divination and found out many things about the Nexus. Here are several quotations from his notes.

## The Grand Map

"Beautiful and endless is the Nexus, yet foolish is the one who believes that it is the same in all places. It connects many worlds but it also contains 3 worlds. I have travelled long in what I call the *Known Nexus*, those chambers in the

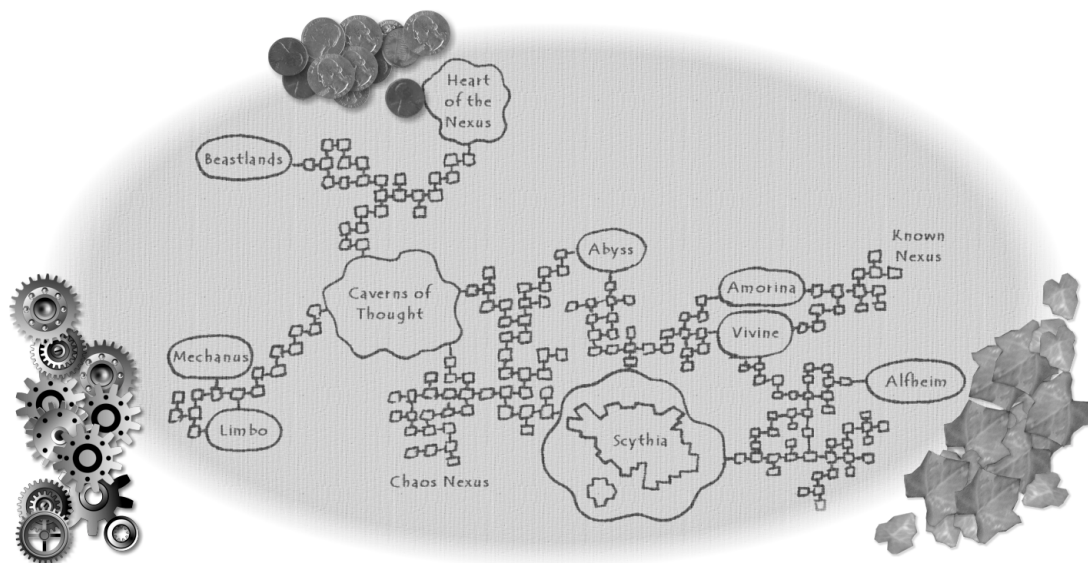
immediate vicinity of my beloved home Vivine. I have included a crude map in my notes, but beware - the Nexus is not static and it always reflects the soul and desires of those who travel there."

## Scythia

"The ugly chimneys and smoke of Scythia, the city of the evil dwarves! It is an unpleasant surprise to find this city within the Nexus, in a chamber large enough to house thousands of people. Filled with smoke and the smell of sulphur, Scythia is a place of smithing and fire belching technological terrors. Magic does not work here and strangers are not welcome as anything else but food. Some travellers I have met claim to have come to the city as traders but I find that unlikely and demented."

## Caverns of Thought

"The god of the mind flayers is the essence of this evil race, a gigantic brain whose nerve-tendrils stretch the universe. The caverns contain the brain itself, guarded by its loyal servants. Being in the caverns is dangerous and wandering to the inner tunnels is deadly to any intelligent being. Only mindless



automata and feebleminded fools can resist its lure."

## Chaos Nexus

"Do not venture into the Chaos Nexus, for it is infected with pure chaos matter. My faithful servant, Peltan the bearheaded Ogre, was engulfed by this foul stuff and I could do nothing to help him. The sight of his twisted form still haunts my dreams. Do not enter the Chaos Nexus or perish."

## The Heart of the Nexus

"I know little of this place, having been unable to go past the Cavern of Thoughts, but the Trinity has given me visions that I write down here for those who might come after me. It is said that there is a stone at the heart of the Nexus which can fulfill a single dream. It is protected by many of the Guardians, tall insect creatures which can only be avoided with the Staff of the Nexus. The queen of the Nexus is a snake witch who uses her sons to protect the heart."