

Liber Nexus - The Annotations

Introduction

This version of the Liber Nexus contains several hand-written annotations, most of them by a powerful necromancer called Grugan who wanted to achieve lichdom in the heart of the Nexus. Apparently, he gave this copy to an underling who perished while looking for the Staff of the Nexus.



Spellcraft

"Nexus Gates - Use for scrying"

Guardians

"You have to repair the Staff of the Nexus in Warben's Forge to protect yourself from the guardians. There are too many losses right now and there is still no clue of the heart."

"Do not mess with the snake witch or with her son. Those two are too dangerous for you and the guardians are never far. Once we have the staff, we will try to get them and they will lead us to the heart."

Other Dangers



"Some stupid elves have tried to stop me. And they will try to attack you, too. Fortunately, they use the Nexus sparingly, seeing it as a place of evil. I think one of their Nexus gates is in the world of

Necropolis, on some kind of flying city! If you find it, destroy it!"

"Firewhip, the evil fiend is also after the heart of the Nexus. When you find his henchmen, use them! They are stupid brutes but good for distractions."

Locations

Hourglass Room

"This room leads to four parallel worlds of Vivine, where the dark fey have wiped out those pathetic fools of the 'old world' long ago. Apparently another culture is now ruling this world but reports of my orc shaman have been sketchy. Apparently, he was not diplomatic enough for that place."

Bone Chamber

"This room leads to the world of Necropolis, a dead place. Necromantic ambient energy is high - probably a good place for the ritual. I will probably use the orcs here, so you should not venture in there."

Mural Room

"All these gates lead to places in Vivine. A good recruitment ground should you need men. But beware, they are not fond of spell casters!"

Chapel

"Apparently, all four gates lead to temples. Go to the temple of Vau-Oth is you need healing but disregard the visions."

Elemental Room

"This leads to places that are strongly connected to various elements. For us, the Tomb of Frozen Dreams is the most interesting place. However, the mages living there are unwilling to give up its secrets."

Staff of the Nexus

"I have found clues that the Staff of the Nexus is just what I need to subdue the guardians within. The staff is a powerful weapon and one of its spells must be just the one needed to destroy the insects.

However, the staff was broken into four parts. The head of the staff is a skull whose whereabouts I do not know.

The part just below this is made of bone. It is safely hidden in the fortress of Ironheart in Inshabiv.

The next part is the handle, made of mithril tempered in human blood and

wrapped in leather made from beholder skin. This part, you need not worry about.

The last part is lost. Maybe you can find information on this in the tomb of frozen dreams."

