

Player Info 2: Liber Nexus

Introduction

The *Liber Nexus* is a book bound in white leather and decorated with a golden map of the local branch of the nexus. The book was written by the dwarven sage-warrior Irwin Varesh who explored this interplanar network. It describes all places found on its map in a very brief manner and gives details on the guardians of the nexus.

Spells in the Book

- Scry Retaliation
- Scrytalk
- Resist Scrying
- Identify Scrier

General Information



The Guardians

"The Nexus is guarded by fowl insectoid creatures with many tentacles which were created by the master of the Nexus. They are very powerful and it takes special weapons or spells to kill or even hurt them. Their touch can drain the life force of a being quickly."

Deador Darkheart

This powerful dwarven sorcerer entered the Nexus 150 years before the writing of the *Liber Nexus*. He had created a powerful staff which allowed him to easily defeat the guardians of the Nexus. The last place where he was seen was in Vivine at the Académie, before he vanished forever in the tunnels of the Nexus. His staff is still missing, as is his body.

Places

Bone Room & Mural Room

Here, the *Liber Nexus* has some strange piece of misinformation. "Know this my friends, that the room that contains the gates from our world to the Nexus is bizarre indeed, for it is made entirely of bone! I do not know what this means as our world is so very free from undead." About the Mural Room Varesh writes the following: "The Mural Room leads to a world called Vivine, which is very much like ours, even up to the red sanded twin world. However, 200 years or so in the past, the history of Vivine took a different turn. Our beloved nation of Banack Dûm was besieged by a mysterious force of fey creatures and succumbed to their power. Without the power of our proud halls, the humans have lost more and more ground to the fey and only the city of Vivine is still free on the Old Continent."

The Pool of Genasi

"Those visiting the pool which marks the grave of the nymph Genasi should know the following. First, it is impossible to hurt somebody while near the pool. This makes it necessary to memorise at least a few spells that allow to deal subdual damage. Also, if one spends more than 8 hours near the pool, she can never return to it again."

Generally, do not buy from the pixies or elves - they are only out to cheat you. Look for solid dwarven workmanship or barter with one of the human mages there."

Sargusa

A bit off the ship route between Vivine and the colonies near the ancient star port of the high elves lies a vast field of sea weeds that hides wicked cliffs and other obstacles just below the surface. Those who are unfortunate enough to find this place are usually stranded here for the rest of their short and miserable lives. There is a gate to this place but it requires magical means of water breathing.

Gladus

"I have only heard about this world, which is dominated by a bloodthirsty theocracy and inhabited by primitive humans. However, there is probably powerful divine magic to be found there."

Vivine

"This beautiful harbour city is home to a renaissance culture with a highly developed sense for art. It is ruled by a decadent but well-meaning king and protected by his *landsknecht* mercenary regiments.

While there is an almost euphoric joy among the citizens of the city, there are two dark shadows looming over the it. First, the forest surrounding it is home to foul fey creatures and dark supernatural horrors. Second, the city's high cardinal Richard le Rouge, high priest of Janni'h (called Dieune in this world) has outlawed arcane magic as evil and fey-touched and has his inquisitors hunt down those who practise this art. Only in the Académie on the island off the coast are the wizards allowed to pursue their trade.

The world of Vivine has a huge orange moon that is visible during the day. It is home to the ancient high elves and all elves in Vivine are their descendants. With powerful telescopes, one can see the canals of this ancient and dying world."

Pyramids of Inshabiv

Inshabiv is a world under attack by demons who have gained access through some rift in reality. Faithful Imams of Janni'h and their Djinn allies fight off the demon hordes and their mummy and jackalmen allies.

Fortress of Inshabiv

"On the other side of the same world, paladins and priests of the Pantheon of Light fight the very same demon threat. The defenders of the light have developed powerful war magic which makes this world worth a visit in any case, especially if magic against demons is required."

