

Liber Nexus - Zelkarn's Notebook

Introduction

This version of the Liber Nexus is the result of the 6 month research of Belzaran Zelkarn. The date is 2nd day of Scarlet Moon in 11.235 AG (after genesis)

The Nature of the Nexus

There are other forces that try to find the heart of the Nexus and we have already had run-ins with them. So why do we never meet those Nexus travellers? I think that each world has many gates to the Nexus. Those others must control different branches of the Nexus and the only way to ever get to their lairs is by finding one of the other Nexus branches or by discovering a quick way to travel the Nexus.

The Psychic Scream

About three month ago (16th day of Banshee Moon 11.234), Conrad and I where exploring the Nexus, when all of a sudden, I heard a painful scream in my mind, as if the Nexus itself had been hurt by some powerful magic! Ever since that day, the rooms seem darker and more dreary. Something bad is happening to the Nexus but I do not know what to do about it! Maybe, I can find information somewhere about where the scream came from!

The Guardians

During my quest through the Nexus, I had a brief encounter with a guardian - a huge insect creature with tentacle-like feelers and covered by steel plates. I

quickly jumped into the Temple of Water. I think there is a guardian lair in the bodoir, which I was able to scout with divination magics. There must be two of these huge creatures there and I am afraid without the staff, we will not be able to handle them.

Rooms & Gates

Bodoir

This room looks really nice - almost like a living room. However, for some reason the Guardians of the Nexus dwell here - at least two of them. It is almost as if they expect something to come from the gates! I was unable to look into the worlds beyond the gates but I could read the names above the doors and have written them on the map. El Daga seems to be a city in the world of Vivine. Amorina seems to be a parallel Vivine according to Pableu where Amorax rules supreme.

Clay Room

This room looks like a caricature of a room with all items within built crudely from clay. My magical analyses showed a strong connection to the elemental planes here.

Lich Empire

The Lich Empire is a cold and evil world, that makes Necropolis look inviting. I suppose it is on the plane of negative energy. The gate leads to a dead city on a chunk of rock that looks like Vivine ripped from its coastal site. It is ruled by a powerfully evil lich sorcerer who controls his empire of undead with a powerful artefact that I was not able to see with my spells.

Reign of Fire

This world is another parallel version of the eternal city Vivine. The city, called Pyridia, is under the tight rule of fire

elementalist evokers who terrorize the city from their floating island fortress. Their ruler is Jeanne le Flamme, the self-proclaimed Red Mistress. Most of this world is burnt to ashes.

Dark Room

In this room there is no light and no magic or darkvision can penetrate it. Strange hands seem to touch one but there is nothing there.

Sargusa

The Dark Room leads to a ship wreck in the Sargusa - apparently not the same Sargusa we have been at. I felt an evil presence lurking below the surface and there was not a single sailor alive. There were no fish and nothing - maybe it is the Sargusa in Necropolis.

Inshabiv

I have no idea where this place lies but it could be in a world very similar or identical to Vivine.

Inshabiv (Pyramids)

Apparently, the valley near Ironheart is not the only place where the demons have entered Inshabiv and there is some intense fighting near some kind of pyramid in a desert.

Elemental Room

This room was filled with water when we first entered it. The water stopped at the entries to the Nexus tunnels as if held by an invisible wall. The next time we looked at it (about 2 weeks later while on the way to the dark room), it was filled with lightning and we had to use magical protection to cross it.

Temple of Water

This temple looks very much like the one found in Vivine's Sargusa but it is situated on a huge island. The locals are well-versed in the magical arts but very primitive otherwise, wielding bronze

weapons and living in primitive wooden buildings (the temple seems a poorly maintained relic from an elven culture).

The locals worship a version of Vau-Oth, if you can call it worship. Their priests bribe and blackmail their god and threaten to destroy his temple should he not comply with their wishes. For some reason this vile behaviour is tolerated and bears results.

The culture is very brutal - the locals wear coats made of the scalps of their enemies and use cups made of the skulls of those they slew. Their dead are crudely mummified and sit at the table, being offered food and drink lest they turn into undead and seek vengeance. Despite these bizarre rites, the locals are honourable and have a strong sense of community.

Tomb of Frozen Dreams

This place is a huge glacier. I met a traveller who told me there is a vast magical library hidden here somewhere but we were unable to find it. We retreated after we were attacked by a six-legged white bear that almost killed Konrad.

City of Brass

The legendary city of Brass is run by a decadent efrete sultan called Jenarak al Bl'ah but the real power is in the hands of the Cardinal of Flame. We found a nice place operated by an Azer called Manfa bin Pansar who was even able to provide human food (if a bit burnt).

A bit off the city lies the Tower of Lies, a magical academy carefully watched by Guardian of the Flame Abdul al Ashar and his faithful body guard Jabbar ben Karan.

Wrecked Room

This place must once have been quite beautiful but it is completely wrecked now and the doors have been magically sealed. The long-rotting corpse of a

guardian lies here - apparently there was a fight with intruders that ended with the sealing of this entrance.

Hourglass Room

This room have murals depicting various symbols of time, death, and history. Above the doors are hourglass-shaped reliefs that range from almost full to almost done.

These four gates to Gladus each seem to lead to a different point in time. Gladus is a world where the school of illusion magic is strong. However, divination spells are weaker and seem to provide false information some of the time.

Gladus is (at least near the gates) a land of lush jungles. It is an alternative world to Vivine, where the elves of the moon never landed in the so-called "new world" but invaded the continent of Vivine instead, allowing the "savages" of Gladus to develop an impressive empire. The continent the gate is on is home to evil plant creatures and halfling tribes. The humans of these lands have dark skin, classical noses, and strong cheek bones.

Bronze Age

The powerful tribal chief Leopard Paw has managed to unite 5 tribes and now uses his new manpower to build a city of stone in the middle of the jungle on a small hill. At this point of time, the wall is half built and most houses are still tiny huts. The foundations for a mighty pyramid are laid but the final stage is not recognisable yet. The shamans of the different tribes are fighting for the domination of their tribal totem but the chief largely ignores them.

Imperial Age

The pyramid is finished and a temple for each god is built on its top. The leopard knights and the panther knights of the chief have subdued all tribes on the peninsula. All arcane magic is forbidden

within the city after the son of the priest-king is killed by a magical accident. The sorcerers are banned to a small island in a lake and are only allowed to come to the city when wearing a yellow petal necklace.

Barbarian Storm

The halfling barbarians under the mighty warlord Man Phreotl have overrun the city in alliance with their dretch servants. They have plundered everything and set the city on fire. Except for the pyramid, little has survived intact. The halflings have set themselves up as new rulers but the gore-handed priests of Carnolotl-Amorax, god of treachery and blinded senses, under the leadership of Flamefisted Lion have formed an underground movement to oppose the invaders.

Dark Age

The city lies in ruins but the invaders are repelled. The people of Gladus have lost their knowledge and live in the ruins of their former glory under the rule of the now-vampiric priests of Carnolotl-Amorax, who demand constant sacrifice. Halflings are used as slaves and living statues nailed to wooden stakes.

Staff of the Nexus

There is little trace of the staff of the Nexus. I read the mind of a man in Gladus' Imperial age who thought that he had seen something like a staff in the hand of a traveller. I believe we must find the library in the tomb of Frozen Dreams or maybe find one of our competitors to get more information.

