

Librarian Habibah

This is not how it was supposed to happen. This is not right at all.

You had it all planned out when you rooted about 16 years ago. You had that perfectly serviceable human, Kendall Rodgers, all trained and set up. All they had to do was, once every five years, journey to the lakes at the edge of each world, find the Stones of Renewal, and bring them back here. Even for a human, that shouldn't be so hard. I mean, you must've done it dozens of times just fine. This mendicant goes and messes it up just three attempts in. Ridiculous!

Kendall should have been here three days ago. They must've left it to the last minute, and then gotten eaten by a manticore or something. And so you're dying.

You thought it'd be fine, rooting here in the Library alongside your mentor, Senior Librarian Siris. You could observe the worlds from here, and it's not like you could go home anyways, not since those humans cut the Library off from Specuceps.

See, when you first came here with Siris it was easy to go home to Specuceps. Sure, you spent a lot of time here observing and taking notes, but you could go home on your breakdays to enjoy the untainted, perfect beauty of home. But all that ended about 125 years ago when some sabotage turned the mirror leading to Specuceps into a portal between the parallel worlds. Soon Shady Springs was marching armies into Sleepy Valley, and the whole thing was a mess. And then even worse, the humans in Sleepy Valley somehow figured out some portal-closing magic. It closed the portal between the human worlds enough to stop the armies, but in doing so it shattered your only connection to Specuceps. You and Siris have been stranded here sense then. He was already rooted at that point, but you were mobile, enough to maintain things until you too got old. But by then, a kid who wanted to be a hero, Kendall Rodgers, wandered in. You taught them some tricks, gave them some training, took them with you on a journey of several days to the lakes at the edge of each world. You trained them to follow in your footsteps. You trusted they'd be able to take care of things when you were rooted with branches merged into the bookshelves. But alas, you were wrong.

And now there's nothing for it. Without the Stones of Renewal, the pool of light that powers the Library will soon be drained. Then the Library will crumble. You are rooted in place. You cannot leave. You are doomed to die here.

It's already destabilized the library enough that the crumbling dimensional magics of this place have disturbed broken the spatial continuum: see some sort of Hungry Void arose outside the Library earlier today. It's naturally going to end up in one or the other of these worlds. With the mirror you might be able to steer it, but neither world deserves to have to deal with the corruption and destruction it's going to cause wherever it ends up.

And that's why you used some of the remaining magic reserves to send a distress signal. It should've reached people in both worlds that are connected to this place. Maybe their human magic, or their human cleverness, can be useful for once. You don't want to die here.

Notes

- You're rooted in place, but are remarkably flexible and have branches that reach all throughout the library. As a player you can talk and move about freely.
- As long as you're rooted, you can't leave the Library, even if a ritual would otherwise let you do so.
- If Senior Librarian Siris isn't in game, it's probably because they're asleep due to the low magic levels.
- Normally, you have some ability to control the small portals that connect the worlds to the library, but the Library's magic reserves are so low these portals don't function at all.

People You Know

- Senior Librarian Siris: Your mentor and elder Speculoid. You think he probably doesn't appreciate you getting all these humans involved in this, but there was no other way.
- Kendall Rodgers: The hero who was supposed to ensure that the Stones of Renewal were gathered from the lakes at the ends of each world every five years. Your distress call seems to have finally brought them here, but somehow you doubt they brought the Stones of Renewal.

Goals

- Make a speech at the start of game to explain to everyone why you called them here and what's going on. (You can base this on the message in the scenario or not, as you see fit.)
- Find a way to survive.
- Work with the humans to figure out a way to get yourself out of here or to figure out any magical alternatives.
- Talk to Kendall Rodgers again and figure out what happened. Is it possible they, or one of the other people you summoned, have the Stones?

Items and Sheets

- The "Renewal of the Library" Ritual. It would save the Library, if you had the Stones of Renewal.
- A Shard. Your last memento of the mirror that once took you home to Specuceps.
- Some Runes.
- "Specuceps" bluesheet.