

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.

Renewal of the Library



This ritual will renew the Library and the portals that bind it to the worlds of Sleepy Valley and Shady Springs. It must be performed every 5 years, preferably not at the very last minute, or the Library will cease to exist. It seems like this ritual would reduce the impact of the Hungry Void.

This ritual requires 4 participants, at least one of whom is a Librarian.

This ritual requires 2 Stones of Renewal, one from each of the two worlds (consumed).

This ritual uses 1 ritual flashlight and the Magic Mirror.

- (1) Designate one participant (a Librarian) as the **Leader**. One participant will be the **Shiner**. A third participant will be the **Renewer**. The final participant will be the **Reflector**.
- (2) The Reflector will hold the Magic Mirror, the Shiner will hold the flashlight, and the Renewer will hold the Stones of Renewal. The participants should stand in a line, Shiner then Renewer then Reflector then Leader.
- (3) The Leader says, "We wish to preserve this place."
- (4) The Renewer says, "We have traveled to the ends of the worlds to this end."
- (5) The Reflector says, "We have gathered here to this end." and lowers the Mirror to the ground.
- (6) The Shiner says, "And may the light shine on." and turns on the flashlight, pointing it at the mirror. The Shiner and the Reflector adjust so that the light hits the leader after bouncing off the mirror near/on ground.
- (7) The Renewer says "Let the Power of Renewal reach this place." and drops each stone through the light, one by one. The Shadow rises through the Leader, representing renewal.
- (8) All participants say in unison, "May the Library live on."

If this ritual is completed, notify a GM immediately.

Specuceps

Specuceps is a world of science, a world of logic, a world of magic, and a world of mirrors. In Specuceps, there are wonders and technology that far outpaces what the humans know. In Specuceps, everyone follows rules and principles to ensure that society functions efficiently for everyone. Speculoid technology and magic ensures that everyone in Specuceps enjoys a comfortable standard of living.

Specuceps values knowledge above all, and thus scientists, researchers, and librarians are the most prestigious roles. People study for years at universities in hopes to be impressive enough to be accepted as an apprentice to a leading researcher.

Since research in many other fields has been exhausted, one of the leading fields among the Speculoids is the creation and manipulation of parallel universes. Speculoid researchers observe other universes from artificial pocket realms and perform controlled tests on them, seeing how societies evolve differently when given corn instead of wheat, or given fire magic instead of ice magic.

Speculoids themselves undergo a life cycle that may seem strange to humans. When they are born, Speculoids are akin to tadpoles, confined to water. As they develop, they grow legs and arms and become humanoid, able to move easily out of water, use tools, and interact much as humans do. However, unlike humans they do not die of old age. When a Speculoid grows old, they instead take root and progress into a tree-like form, still able to talk and to manipulate objects with prehensile branches but no longer able to walk around. Since transplanting a rooted Speculoid is a delicate and risky operation, Speculoids choose where to root with great care. Tree-form Speculoids are immortal if not killed as long as they have access to the magic of Specuceps for nourishment. Elder treeform Speculoids can be important sources of knowledge and history.

There are various forms of magic that have been declared forbidden for the betterment of Speculoid society. These include:

- Magic that would allow non-Speculoids to move between universes
- Magic that would allow tree-form Speculoids to return to being able to walk around

This Library was one observation realm, designed to monitor two mirrored parallel worlds full of humans, one of which received the Power of Shadows and one of which received the Divination of Dreams. Normally, it has a small connection to each of the mirrored worlds enough to allow some travel between them and the Library. The Library's low magic levels seem to have made these connections stop functioning.

In addition, the Library was once connected to Specuceps. However, the connection of this observation realm to Specuceps has been severed, both preventing physical travel between it and Specuceps and cutting off its power source. Thus the Library's store of Specuceps magic has been running out, which seems likely to cause it to entirely collapse into the void between universes. This collapse has been repeatedly stalled with the Renewal ritual, but now it seems imminent.