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THE LIBRARY OF IKTARRO

A NEW WAY TO LEARN

This adventure is designed to be either a quick combat-based scenario for higher leveled parties, or as a way to unite the world if you would rather do many one-shot adventures. When creating this adventure, I tried to keep with the idea of this being the larger campaign for parties that don't have the time to consistently stay with one story line. If you do choose to do this adventure as a one-off, ignore or limit the aspects with the bookmarks and through hordes of Librarians. Whichever way you choose to perform, I hope that you have fun with it and can make this story into your own.

Made with the Homebrewery

PROLOGUE

Men returning with knowledge previously unknown to any mortal being, women who have secluded themselves away longing for the world they left behind, children advancing mentally faster than ever on record. These reports and more come from the lost Library of Iktarro, a place where no one knows how to enter and very few can remember how to leave. From the interior, the Library itself is seemingly endless, with its walls lined with scrolls, tablets, and innumerable books. Each containing a record of land either real or imaginary. The Library is constantly in the best of conditions so someone (or something) must be taking care of it all.

INTRODUCTION

The party should each be separated on one of the many floors of the Library, with no recollection of how they had all arrived. At this point, you should determine whether or not the party members had known of each other before arriving in the Library. They are free to explore the Library, but they will constantly find themselves returning back to this one shelf with a book slightly coming out of the shelf. The spine has no title, but the book itself is bound in dark-colored leather and bright silver trimmings. This is a false book, where the inside of the book has been cut-out. Inside should be *X* bookmarks (***Where X is equal to the total number of party members.***), long red slips of paper with a braided yellow cord tied around a hole in the top. Each party member should have a bookmark, and they should not let this item leave their inventory at all. It cannot be lost, dropped, traded, or destroyed. If any character attempts to **Detect Magic**, have them feel a deep pulse of magic that feels as if not all the pieces are connected together. If they want to attempt an **Arcana check**, tell them the same information on a recommended DC 16.

BOOKS AND BOOKMARKS

BOOKS

This is where the Library takes a much more personal turn, and you are free to do what the heck ever you want as the GM. Inside of each of the books/scrolls/etc. the party should find themselves transported into that world based on real historical events or new fantasy worlds.

POSSIBLE STORY OPTIONS

There are many different options for exploration in the Library. Here are some starting points and ways to spark creativity. These are only opinions and do not need to be followed

- Historical (real world) Events
- Character's Backstories
- Other One-Shot Adventures
- Plane Shifts

In order to get out of the book, the party must complete the story. That could be anywhere from delivering a parcel to the other end of a poisonous bog, to having to make peace between two warring nations. As soon as the story ends, they are then all returned back to the Library hopefully stronger than before. Also, at the end of the story, a "Scribe" is determined.

The Scribe should be the party member that either you or the party decide was the most helpful within the story. In the event of a disagreement, you can make an executive decision, or decide by trial by combat or wits. The Scribe should then have their bookmark inscribed with the title of the story that they had just completed. After they have completed (recommended) five stories in a row, have the party encounter a Librarian from the characteristics below.

BOOKMARKS

The bookmark is a wonderful magical item created by Iktarro themselves so that any who read within their Library can remember everything they had learned, and so that they don't read the same tales over again.

During a player's turn as an action, or outside of combat, they may attempt a History roll to call upon the recollection of the story. The DC varies based on what the player wants to remember. On a failure, nothing occurs, and the title is dimmed to a bronze color for the rest of the story. A player can ask to recall a number of different things.

USES FOR BOOKMARKS

Do not let the following limit you, or your party, these are merely possibilities

- Summoning an ally from the story to fight along with them
- Creating an object from the story to assist
- Recreating a major event from the story
- Becoming a mentor to assist the NPCs

The cooldown for using a story should vary based on the effect desired, and the title should bronze for the entirety of the cooldown.

Only the Scribe can use the titles on their bookmark. The effects of the bookmark cannot be used in the library except for combat purposes.

MONSTERS

There are a few distinct types of Librarians, but each have their own role within the Library.

HECTOR

There is one that is hunched standing at about 3 feet tall and is known for carrying an old-fashioned oil lantern. This one has been dubbed "Hector". Hector normally wanders the walls of shelves picking up loose items and finding anything that fell behind the shelves. Not many people can remember seeing Hector's face, but they claim that it looks like it's wearing a Geisha style mask and underneath is a young orcish girl. Others claim that Hector is featureless and that the only "face" is made by the dancing lights coming out of the lantern.

JULIE

Another resident is a large winged creature that makes its way up and down the Library. This creature has lovingly been given the title of "Julie". Julie's wings are known to go at max 7' in diameter, and can flap at an upwards velocity of 50 mph. Most of this strength is used for the large crate tied to her torso filled with misplaced knowledge. Julie is said to have multiple large rows of sharpened teeth as well, though they're normally the last thing one would want to remember.

THE TORN

There are also humanoid creatures that wander back and forth from Julie to return everything to the proper shelves. Since there have been so many reports of different characterizes, it has been determined that there is not just a few of them, but this is an entire race of creatures. They are known as "The Torn". Torn are the many hands that transfer books, assist Hector, and other janitorial duties. Theories of the true identity of the Torn are usually very far from the actual truth, aside from the most popular one. The theory goes that the Torn are those who had succumbed to the ancient secrets of the Library and refused to return to their previous lives. It is also unknown how many Torn there are within the Library, and they are known to easily swarm in areas where it didn't seem like there were any to begin with.

BOOK WURM

Finally, there is a creature unknown to anyone. The only reason that its existence is known, is as an explanation for the strange rumbles from the bottom floors. This is the "Book Wurm". It's either some large draconic creature protecting the Library like its own hold, or a gigantic insect feasting on The Torn. The world is still unsure.

IKTARRO

This is the curator of the Library, a manifestation of the world's desire for knowledge. He has been seen as a giant humanoid creature in a long flowing black robe. He doesn't have any facial features, instead he has a space where his face should be and on it is a single word written in Common to describe his emotions. He floats about a foot off the ground and has four sets of large skeletal hands surrounding him in a ring. Total height is near eleven feet tall, towering over most. He is seen always carrying a book, but it's never opened. He is known to not be friendly to those who would attempt to harm his books, his Librarians, or his Library.

MONSTER STAT BLOCKS

THE TORN

Medium humanoid, unaligned

Armor Class 12
Hit Points 30 (4d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	7 (-2)	7 (-2)	10 (+0)

Saving Throws Str +4, Con +5
Damage Resistances necrotic, psychic
Condition Immunities encumbered, exhaustion
Senses blindsight 50 ft. passive Perception 8
Languages Common
Challenge 1/2 (100 XP)

Ambusher. The Torn have advantage on attack rolls against any creature it has surprised.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage.

HECTOR

Medium humanoid, unaligned

Armor Class 12 (15 with Mage Armor)
Hit Points 83(11d12 + 22)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	18 (+4)	13 (+1)	6 (-2)

Damage Resistances
Damage Vulnerabilities
Condition Immunities None
Senses passive Perception 15
Languages Common, Deep Speech, Primordial, Latin
Challenge 4 (1100 XP)

Flame Cage. Hector is always accompanied by 3 Wisps which they keep inside the lantern.

Spellcasting. Hector is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Hector has the following wizard spells prepared:

Cantrips (At will): *Chill Touch, Dancing Lights, Mage Armor*

1st-level (4 slots): *Burning Hands, Cause Fear, Shield*

2nd-level (3 slots): *Flaming Sphere, Mind Spike*

3rd-level (2 slots): *Vampiric Touch*

JULIE

Large aberration, unaligned

Armor Class 17

Hit Points 155(10d20 + 50)

Speed 15 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	12 (+1)	12 (+1)	10 (+0)

Damage Resistances necrotic, psychic

Senses passive Perception 14

Languages Common, Deep Speech, Primordial
Challenge 7 (2900 XP)

Actions

Multiattack. Julie makes 2 attacks, two with her wings, or one with her claws and her wings

Claws. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) slashing damage.

Wing Attack *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* +8 (1d8+4) bludgeoning damage.

BOOK WURM

Huge monstrosity, unaligned

Armor Class 18

Hit Points 280(17d20 + 102)

Speed 10ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	7 (-2)	8 (-1)	7 (-2)

Damage Resistances necrotic, psychic

Senses passive Perception 17

Languages Deep Speech, Draconic, Primordial
Challenge 13 (10000 XP)

Legendary Resistance (3/Day). If the Book Wurm fails a saving throw, it can choose to succeed instead.

Chrysalis Once the Book Wurm reaches 40% health (112 HP) Have it transform into a chrysalis with a movement speed of 0, a -1 to AC, and no Attacks. After a total of four tuns have passed, convert to Draconic Form

Draconic Form After aachieving Draconic form change to Dragon typing, and gain resistance to Slashing, Bludgeoning, and Piercing from non-magical weapons. Immediately gain 75 HP, and gain a fly speed of 25 ft. AC should remain the same.

Actions

Chomp. *Melee Weapon Attack:* +12 to hit, reach 0ft., one target. *Hit* 12 (1d10 + 7) bludgeoning damage. Make a DC 14 Strength saving throw or be knocked Prone

Talons - Dragon Form *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 20 (3d8 + 7) slashing damage.

Breath Attack - Dragon Form *Ranged Spell Attack* +10 to hit, range 15/30 ft., *Hit:* 19 (4d6 + 5) psychic damage.

IKTARRO

Large aberration, unaligned

Armor Class 20

Hit Points 465 (30d20 + 150)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	20 (+5)	22 (+6)	26 (+8)	16 (+3)

Saving Throws Int +13, Wis +15

Skills History +20, Insight +22

Damage Resistances necrotic, psychic

Damage Vulnerabilities radiant

Condition Immunities blinded, charmed, >grappled, restrained

Senses passive Perception 18

Languages ALL

Challenge 23 (50000 XP)

Actions

Psyche Crush. *Ranged Spell Attack:* +15 to hit, range 5/30 ft., *Hit:* 24 (3d10+8) psychic damage

Recollect. *Ranged Spell Attack:* +0 to hit, range 5/40 ft., one creature. *Hit:* 21 (6d60) psychic damage. Make a DC 18 Wisdom Save (Or history check), on a success take half as much damage

Legendary Actions

The iktarro can take 4 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The iktarro regains spent legendary actions at the start of its turn.

Cosmic Dictionary - Summon. Remove a noun from the universe to use in many situations, normally as a large assault or ally. This should fall within the same category of words as below.

Meteor, Militia, Abomination, Yggdrasil, Phantom, Herald, Electricity

Try to refrain from words such as *Kraken, Apocalypse, and Duplicate*

Damage amount and type vary depending on the severity of the word. This is up to GM discretion. Can also be used to summon allies to the battle field which are considered friendly to Iktarro.

Cosmic Dictionary - Status. Remove a word from the universe to use against your enemies, or for self use. This should fall within the same category of the following words.

Petrify, Rebound, Rejuvenate, Hasten, Hunker, Collapse

Effects are all GM discretion

Cosmic Dictionary - Attack. Remove a damaging word from the universe to use against your enemies. This should fall within the same category of the following words.

Slash, Gash, Sever, Puncture, Chop, Blast, Stab, Rend

Damage amount and type vary depending on the severity of the word. This is up to GM discretion