

WONDERS OF ITHILION: THE LIBRARY OF AXIS

Far from the shores of Elos lies the continent of Ravidan, and on this smaller continent, along the northern shore, rest a land called Axium. The capital of this land is Axis, a highly militaristic human settlement boasting grandiose structures and a naval fleet to be reckoned with. Amidst this illustrious metropolis, upon the shore, stands a building quite unlike any other. The Library of Axis.

THE LIBRARY OF AXIS

This grandiose structure stands upon the northern shore of Axis, proudly constructed by Pharak Pentylas IV in the year 278 PDS to mark the celebration of his conquest over The Lyratans in what is now southern Axium. Pentylas had a great admiration for literature, story-telling and history keeping, and very much desired for there to be a safe haven for the knowledge gathered by the races of Ithilion. The Lost Age was still fresh in the minds of the people, with many scholars upset at the loss of such great history to The Dusk Shroud. Civilisations were still being born and claiming their lands, and the Axiums wished for a place for this new Age to be documents and stored.

After twenty three long years of construction, the building was complete. Part library, part fortress, part gardens - The Library of Axis stands several hundred feet tall in a tiered structure, almost like a layered pyramid. Each layer has a central indoors area, heavily protected by magical stone and thick Gyraava wood doors, as well as a luxurious outdoor garden area, with multiple waterways cascading down to the lower levels. Trees and dense flower beds are scattered around in matching colour schemes, with various insects and butterflies taking to them as their home. Vines and moss hang from the higher tiers, truly creating an enclosed area.



These gardens are commonly used for the Tome Wardens of the library to tell tales to the people of Axium, animating their origami figures in great battles and adventures to inspire the masses into donating to the library. Within the walls of the library, however, is a different sight. Thousands upon thousands of archways crest between the exterior walls - each boasting bookshelves that contain millions of scrolls, books and other pieces of knowledge that have been hoarded here over time. It is common custom for the newest Pharak to donate part of their private collection to the library upon receiving their title, with many more donations coming from across the planet.

It is estimated for there to be no less than twenty million books, six million scrolls and numerous other artefacts stored within the library. Many travel from far and wide to seek knowledge within these walls, with it serving as a pilgrimage place to the Goddess of Knowledge, Iora. It is also the birthplace of the Iora stones, which are imbued with magical energy atop the higher tier of the library and sold to help fund the upkeep of the library.

The higher up one goes within the library, the more complex and guarded the subject matter becomes. From general history in the lower tiers, all the way up to dark magic and planar histories in the upper tiers. Many secrets are buried within these walls, which some would pay heavily to get their hands on. Others might resort to not-so-charitable methods of acquisition, however. And because of this, the Tome Wardens were born.

TOME-WARDENS

Bards by nature, the Tome Wardens of Axis are story-tellers, orators and weavers of words. They spend most of their time transcribing the histories kept within the library into animated tales that can be told through the medium of origami, which they animate using their magic. These performances are often accompanied by oration, song and music. They serve as collectors and keepers of the library, as well as protectors of the knowledge within. While these bards might seem friendly and auspicious, they hold much greater powers than that of just creating paper puppets.

Upon induction to the library, a Tome Warden receives a Tome of Tales. A blank magical tome. As the Tome Warden explores the library, they may recount tales of times gone by and place them into their tome. Some Tome Wardens choose to go out and explore the world, recounting their own tales and stories in their Tomes and returning them to the library upon completion. They are encouraged to memorise these tales and to recount them to as many as they can, so that knowledge of history and culture can flourish.

These Tomes also serve as their magical focus. Using their voices alone, Tome Wardens can call the magics within their Tomes forth to protect the library and the knowledge kept within. Serving not only as protectors of the library, those of higher rank serve as advisors to the Pharak of Axium and ambassadors for Axium itself to foreign civilisations. Their crafting of words and incredible insight into the history of this planet allows them deep insight into the ways of other beings, allowing them to construct diplomatic bridges with ease.

NEW BARD COLLEGE: COLLEGE OF TALES

Within the Library of Axis is born a sect of story-tellers and weavers of imagination. Their tales constructed of histories long past, reanimated in the form of origami. Thousands flock to watch their epic paper battles, though few fully comprehend the power these Tome Wardens wield.

BONUS PROFICIENCIES

When joining the College of Tales at 3rd level, you gain two extra proficiencies of your choice. You also gain the cantrip: *Craft Origami* and gain a Tome of Tales, allowing you to animate your origami creations within 30ft of you.

FLIGHT OF THE ONE HUNDRED SWALLOWS

At 3rd level, as a bonus action, you may roll one bardic inspiration die to create a flurry of origami birds that will fight for you. It lasts for a number of rounds equal to the value rolled. These birds act like a swarm consisting of 100 entities, each with 1 hitpoint and fills a 5ft square. Any enemy that begins their turn in the swarm takes damage relative to the size of the swarm. The swarm is vulnerable to fire and has an AC of 12.

75+ Birds. 4d4+4 slashing damage.

50+ Birds. 3d4+3 slashing damage.

25+ Birds. 2d4+2 slashing damage.

1+ Birds. 1d4+1 slashing damage.

You may only have one swarm active at a time.

Embellish: It is possible to embellish this tale by expending an additional bardic inspiration die. The swarm loses its vulnerability to fire and its AC increases to 14, as the magic imbues the paper with greater power.

CURSED TALE

At 6th level, you gain the ability to lay a curse upon someone, hindering their movement and trapping their magic. As an action, choose one target within 60ft that you can see. They must make a Wisdom save equal to your spell casting DC. On a failed save, thousands of sheets of paper pour from your tome and stick to the creature, causing them to become restrained for 1d4+1 rounds.

In addition, they cannot cast spells whilst the curse is upon them and any spell that is cast is sucked into the papers, granting you an additional inspiration die. The creature may attempt to make another save at the start of their turn.

After being used, this cannot be used again until having taken a short or long rest.

Embellish: It is possible to embellish this tale by expending a bardic inspiration die. This must be declared before the result of the save is declared. The creature takes 2d6+2 piercing damage at the start of its turn as the papers turn into tiny, paper swords that instead pierce into the creature.

BOOK BLAST

At 14th level, as an action, you can channel the energy from your tome into an explosive blast of force energy. Every enemy within 30ft must make a Constitution Save of DC equal to your spellcasting modifier. On a failed save, the enemy is pushed to the outside of the radius of the explosion and takes 2d10+2 force damage. On a success, the enemy is not pushed back and takes half damage.

Embellish: It is possible to embellish this tale by expending a bardic inspiration die. After the explosion, a dome of swirling magical paper encircles the 30ft radius that lasts a number of rounds equal to half your inspiration die. To pass through the wall of the dome, a creature must make a Wisdom Save equal to your spellcasting modifier or be pushed back, taking 1d6+1 slashing damage.

CANTRIP - CRAFT ORIGAMI

You are able to magically craft origami out of paper. Choose any piece of paper within 30ft to be crafted into an origami figure of your choice.

If you have the Tome of Tales, you may animate this origami figure to life. It has 1 hitpoint and will serve you loyally until you dismiss it. It cannot talk but can communicate through gestures.

You may have a number of origami figures animated equal to your spellcaster level, however, you can craft any number of origami freely.

Casting time: 1 action

Range: 30ft

Components: V,S,M (a piece of paper)

Duration:-

School: Conjunction