

The background of the entire page is a detailed, atmospheric illustration of a vast, multi-tiered library. The architecture is gothic and fantastical, with high ceilings, arched windows, and multiple levels of bookshelves filled with books. A large, ornate globe sits on a stand in the center. In the foreground, a person wearing a long, dark cloak and a hood stands on a polished floor, looking out through a large, arched opening towards a breathtaking view of a floating city with spires and bridges, surrounded by clouds and greenery. The lighting is warm and golden, creating a magical and mysterious atmosphere.

PLAYER OPTIONS

The Interdimensional Library

Librarian's Handbook

The Library keeps. It does not write.

Welcome to the stacks

You are a Librarian. Not the quiet kind. The Library sits outside time and keeps a record of every known world, and a Door to each. You step through those Doors to save what would otherwise be lost: books, relics, refugees, the last of a species. The Mandate says you keep the world as it was. But the people you meet are real, and sometimes saving them means changing everything.

“The Library keeps. It does not write.”

Inside

- How the Library works
- A new ancestry and community: Inkborn and Sanctuary-Born
- Twelve Library subclasses, one for every class
- Patrons for the Warlock
- Six Transformations

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The setting, subclasses, ancestry, community, patrons, Transformations, and Library rules in this handbook are original additions to that material. The license is at darringtonpress.com/license.

How the Library works

The rules below are referenced throughout this handbook. Your GM runs them; you only need the gist.

Ranks and tiers

RANK	TIER	LEVEL
Page	—	1
Junior Librarian	1	1
Librarian	2	2–4
Senior Librarian	3	5–7
Principal Librarian	4	8–10

Rank is what the Library trusts you with. Tier is how powerful you are. Most new characters start as Junior Librarians.

Recall and Rescue Tokens

- **Recall Token:** bound to you alone. Breaking it is an action; you leave at the end of the scene.
- **Damaged token:** a 3-step countdown that ticks on each roll with Fear. At 0 the token fails, and you are stranded until the team finds another way home.
- **Rescue Token:** issued by Sanctuary. Carries one passenger, who must be touching you when it breaks. Getting extras means a conversation back home.

Impact

Every world you visit has an **Impact track** of 6 boxes, kept where the table can see it. When your team changes a world's course, mark Impact: **Minor 1, Major 2, Critical 4**.

- **Covering your tracks:** describe how you make an intervention look natural and spend 2 Hope to lower it one step (Major to Minor, Minor to none). Once per intervention.
- **Ripples:** when an intervention succeeds with Fear, the GM may spend a Fear to mark 1 more Impact.
- **3 or more marked:** Doors to the world grow unstable. Rolls to use a Recall Token or a Door have disadvantage.
- **6 marked:** the world needs repair, and your team faces review back home.

Consulting the record

Before a mission, you may read a world's record with a **Knowledge** roll. With Hope, the GM tells you one true event the record says will happen. With Fear, you also learn something you will not like. When you act to bring a recorded event about, you roll with advantage.

The Moss Index

Ask Moss a question aloud. Moss answers truthfully, exactly, and only what was asked. A vague question takes a **Knowledge** roll; with Fear, the answer is true but uselessly literal, and the GM gains a Fear.

Favor

Do a department head a private favor and you earn that department's Favor. Spend it for an extra Rescue Token, an erased Impact mark, a restricted record, or their help. Other departments notice who you owe.

A new ancestry and community

ANCESTRY

Inkborn

People who walked off the pages of the Library. Each began as someone in a book — a hero in a legend, a villain in a history, a nameless guard in a play — and became real.

- **The look:** Faint text moving under the skin, ink-dark veins, eyes like printed letters, the smell of old paper. Most Inkborn can pass as their written ancestry. The truth shows when they bleed, because they bleed ink.
- **Your source:** Somewhere in the Records wing is the book you came from. You do not have to tell anyone you are Inkborn. Never read your own book applies twice over.

Paper-Thin

You can fold flat to slip through any gap a sheet of paper could, and you drift down like a falling page, so you never take falling damage.

Written Role

At creation, choose the role you were written as:

- **The Hero:** when you put yourself in danger to protect someone.
- **The Rogue:** when you lie, steal, or sneak your way past a problem.
- **The Mentor:** when you Help an Ally.
- **The Monster:** when you frighten or intimidate someone.
- **The Lover:** when you act for someone you care about.
- **The Fool:** when your plan goes badly wrong (you fail with Fear).

Playing to Type: Once per rest, when you trigger your role, gain a Hope.

Against Type: When you deliberately act against your role, mark a Stress to roll with advantage. You are rewriting yourself, one choice at a time.

At the table

- Paper-Thin can expose a hidden Inkborn the moment it is used; the player decides when the reveal is worth it.

Sanctuary-Born

Born in the Library to refugees of dead worlds.

- **Who they are:** Raised in the Calloway Sanctuary among survivors of dozens of sealed and lost worlds: a neighbor from a drowned city, a babysitter who was the last of her species, a schoolteacher who used to be a god. They never traveled; the multiverse came to them.
- **Sanctuary-born are often:** curious, gentle, adaptable, unflappable, homesick for places they have never seen.

Everyone's Neighbor

Once per session, when you encounter a being, people, or custom from any world, say who you grew up next to that was something like it. Your next roll to understand, befriend, or calm them has advantage.

At the table

- Each use adds a small detail to the Sanctuary; keep a running list of the neighbors players invent.

Library subclasses

One for every class. Each follows the usual format: a spellcast trait, then Foundation, Specialization, and Mastery features. Each has a *tell*: the thing other people notice when you use your gift.

GUARDIAN SUBCLASS

Threshold Warden

- **Spellcast trait:** Strength
- **Play the Threshold Warden** if you want to hold the line between your allies and everything else, then break out and make them pay.
- **Tell:** When you raise the Bulwark, a rampart of light rises around you. It cracks and glows brighter with every blow it holds.

Foundation: Raise the Bulwark

Take a position at a threshold: a doorway, a bridge, a gap, or simply the line between your allies and danger. While the Bulwark is raised:

- **Behind the Wall:** When an adversary attacks an ally behind you or tries to get past, mark a Stress. They must target you instead.
- **Battering:** Each time an attack against you misses, or you take a hit, gain 1 Battering, up to a maximum equal to your Strength.
- **Sally Forth:** Spend 2 Battering to make an attack against an adversary in Melee. On a success, deal damage as normal, throw them back to Close range, and they are Vulnerable until their next action.

Specialization: Sortie

While you are Unstoppable with the Bulwark raised, each Battering you spend on a Sally Forth adds +1 to that attack's damage, and every attack against you adds Battering.

Mastery: Calloway's Bastion

Once per long rest, when an ally behind you would mark their last Hit Point, or something is about to cross a line it must not, plant your feet. For the rest of the scene:

- No one behind you can be targeted except through you.
- You cannot mark your last Hit Point.
- When the scene ends, the Bastion breaks: spend all your Battering as a single Sally Forth against every adversary in Melee range, then mark 2 Stress.



Custodian

- **Spellcast trait:** Strength
- **Play the Custodian** if you want to bind dangerous things, draw power from what you hold, and carry horrors that would very much like to get out.
- **Faction tie:** A Seraph sworn to the Custodes.
- **Tell:** Every seal you hold orbits you as a small burning glyph. When something you have bound struggles, its glyph flares.

Foundation: Bind

Make a Spellcast roll against an adversary. On a success, it is **Bound** (Restrained) until it takes Severe damage or you release it. You can hold one Bound adversary at a time.

- **Strain:** Each time a Bound adversary struggles (it is spotlighted, attacks, or uses a feature), the seal strains and you gain a Prayer Die, up to 3 per seal. The harder it fights, the stronger you get.
- The GM decides whether it struggles, choosing between leaving it pinned and feeding your power.

Specialization: Reliquary

When a Bound adversary is defeated while still Bound, or you Bind a dangerous object, curse, or spell, its essence becomes a **Relic**: a glyph that stays in your orbit. You can hold a number of Relics equal to your Spellcast trait.

- **Draw on It:** Once per scene per Relic, spend it to use one of its Action features as your own. Only features from adversaries of your tier or lower qualify, and never Fear or Reaction features.
- **It Wants Out:** Relics carry over between sessions. At the start of each session, roll a d6 for each Relic. On a 1, it breaks free: the GM gains a Fear, and it is somewhere nearby, angry.

Mastery: Living Vault

- You can hold two Bound adversaries at once, and you can Bind places: a room, a gate, or a Door between worlds. Anything inside that tries to escape strains the seal and gives you a Prayer Die.
- While you hold 3 or more Relics, your Prayer Dice become d6s.



The Masked

- **Spellcast trait:** Presence
- **Play the Masked** if you want to hide in plain sight, become anyone, and drop the mask at exactly the wrong moment for your enemies.
- **Tell:** Every face you wear keeps one thing of yours, and you choose what: your eyes, your laugh, a scar. Anyone who notices it sees straight through you.

Foundation: Borrowed Face

Spend a Hope to take on the face and manner of someone you have watched for at least a scene, or of an unremarkable local.

While you are **Masked**:

- **Hidden in Plain Sight:** You count as Cloaked against anyone who has not seen through you, even when you are standing in the open, talking to them. Sneak Attack works as normal.
- **The Reveal:** When you attack while Masked, the mask drops, and your Sneak Attack dice become d8s for that attack.
- **Close Call:** When you are nearly caught (someone questions you, or you hold your cover on a roll with Fear), gain a Hope.

Specialization: Many Faces

You keep a number of faces on file equal to your Presence, and can swap between them as an action, with no Hope cost.

- **Back into the Crowd:** After a Reveal, mark a Stress to slip into another face. If no adversary has line of sight on you when you do, you are Masked again.
- **Papers, Please:** Once per long rest, produce the document that proves you belong. It is real until someone checks the source.

Mastery: Wear Them Home

Once per long rest, become someone so completely that records and magic confirm you as them for the session.

- **Curtain Call:** A Reveal from this face uses d10s, and every adversary who trusted the face is Vulnerable until their next action.
- **The Habit:** When you take the face off, roll a d6. On a 1, you keep one of their habits forever.



Warden of the Last

- **Spellcast trait:** Instinct
- **Play the Warden of the Last** if you want to wear the shapes of creatures that exist nowhere else, and turn every life you save into power.
- **Lore tie:** The Calloway Sanctuary and Rescue missions.
- **Tell:** Your Beastforms carry a faint glow and the scent of a world that no longer exists.

Foundation: The Last of Their Kind

When you take a Beastform, you can take the shape of one of **the Last**, the final living member of a species sheltered in Sanctuary. Choose your Beastform as normal, then add one **Last Gift**:

- **Last Song:** Once per scene, when you transform, you and every ally within Close range clear a Stress.
- **Last Stand:** The first time damage would knock you out of this form, it does not.
- **Last Sight:** You see through illusions, disguises, and anything Hidden within Close range.
- **Last Flight:** Once while in this form, carry an ally from Melee range to anywhere within Far range.

Kinship: Once per scene, when you save a being from harm (absorbing a blow meant for them, pulling them out of danger, completing a Rescue), gain 1 Kinship, up to your Instinct. Spend Kinship instead of Stress to take Beastform, or spend 1 to swap your Last Gift mid-form.

Specialization: Echo of the Kind

While you are in one of the Last's forms:

- **The Stampede:** Spend a Kinship to call the ghosts of its extinct species, a spectral herd, flock, or swarm. Make one Beastform attack against every adversary within Close range.
- You can hold two Last Gifts at once.

Mastery: Ark

Once per long rest, open a living doorway into Sanctuary, with no Rescue Token needed. A number of beings up to your Instinct can step through. Each one who still has a living world record marks Major Impact.

- **Every Life Counts:** Each being you bring through gives you a Kinship.
- **Sanctuary Opens:** For the rest of the scene, you can shift between the Last's forms freely, at no cost.



Doorwalker

- **Spellcast trait:** Agility
- **Play the Doorwalker** if you want to hunt through doors, so that wherever your quarry runs, you are already waiting on the other side.
- **Tell:** Doors open a moment before you reach them.

Foundation: Every Door Leads to Them

While you have a Focus:

- **The Chase:** When your Focus moves out of your line of sight, flees, or tries to escape, mark a Stress. Step through any nearby doorway (a door, an arch, the gap between crates, the dark under a bridge) and come out of another doorway within Close range of your Focus. Your next attack against them has advantage.
- **Always an Exit:** Once per scene, declare there is a way out you noticed earlier, then make an Agility roll. With Hope, it leads where you need. With Fear, it leads somewhere worse.
- You can sense Doors and thin places nearby.

Specialization: Doorframe Ambush

- **Out of Nowhere:** When you arrive through The Chase, you are Hidden until you attack, and you can bring one ally with you.
- **They Can't Lose You:** When your Focus escapes the scene entirely (teleporting, fleeing the building, even stepping through a Library Door), you know which door they used. At the start of the next scene, you are already there, waiting.

Mastery: Every Door Is a Door

- **Nowhere to Run:** Your Focus cannot leave a scene through any door unless you let them.
- Once per long rest, open any ordinary door onto anywhere you have been before in this world, onto wherever your Focus is in this world, or onto the Returns Desk. It stays open for a scene, and the GM may spend a Fear to send something through from the other side. If anything crosses between worlds through it, mark Major Impact.



School of the Endless Shelf

- **Spellcast trait:** Knowledge
- **Play the School of the Endless Shelf** if you want your spellbook to be a whole library, with the right book always within reach.
- **Tell:** When you cast, a phantom bookshelf flickers into being behind you, and the right volume slides out on its own.
- **Rules note:** A Wizard's loadout holds 5 domain cards; the rest sit in the vault. Mid-scene swaps normally cost the card's Recall Cost.

Foundation: Call Number

- **Off the Shelf:** Mark a Stress to swap a card from your vault into your loadout mid-scene, ignoring its Recall Cost.
- **Field Research:** Once per short rest, when an adversary does something you have not seen before (a new feature, a spell, a strange ability), make one swap for free and gain a Hope.
- **Pattern Recognition:** When your Strange Patterns number comes up, you can also make one free swap.

Specialization: Annotated Edition

- **Fresh Off the Shelf:** The first time you cast a card you swapped in this scene, roll with advantage.
- **Interlibrary Loan:** Once per long rest, borrow one domain card from an ally's loadout for the scene. You both keep it, and you cast it with your own Spellcast trait.

Mastery: Open Stacks

Once per long rest, for one scene, every card in your vault counts as part of your loadout. When the scene ends, the shelves come crashing back, and you mark 2 Stress.



The Linguist

- **Spellcast trait:** Presence
- **Play the Linguist** if you want to be the Library's diplomat, speaking the forgotten tongues that old powers still answer to.
- **Language in the Library:** Doors translate living speech for every Librarian, so no player is ever locked out. The Linguist's territory is what translation cannot reach: dead languages, forgotten tongues, and words of power. Words of power are narrative only; the player describes how theirs sound and feel.
- **Tell:** When you speak an old tongue, the air goes quiet, as if the world itself has stopped to listen.

Foundation: Dead Tongues

You speak the languages of lost and sealed worlds, including the native tongues of your Recruit allies.

- **Older Than Its Words:** Once per scene, declare that a place, being, or thing is older than the language spoken around it, and make a Spellcast roll. With Hope, you know its old tongue, and you roll social actions with it at advantage for the scene. With Fear, you know it, but something old heard you speak, and the GM gains a Fear.
- **In the Old Way:** When you Make a Scene in an old tongue, you can Distract one additional target.

Specialization: Parley

- **Hear Me Out:** Once per scene, when an adversary that understands speech threatens you or speaks to you in anger, mark a Stress and make a Presence roll against its Difficulty. On a success, it must hear you out: it cannot attack you or anyone within Close range of you until your next action, unless it is attacked first, and your next roll to negotiate with it has advantage. Beasts, hordes, and constructs are not moved by words.
- **Mother Tongue:** When you Rally, speak to each ally in the language of their lost home. Each ally rolls their Rally Die twice and keeps the higher result.
- **Unredact:** Spend a Hope to speak back something that was erased: a blanked Experience, a missing line in a record, a stolen name.

Mastery: The First Language

Once per long rest, speak a single word in the language the multiverse was first written in. Anything that can hear obeys one command, as long as it is something it could do. "Kneel" works; "die" does not.

- **The Cost:** Choose one word you will never be able to say again, and play it that way forever.



Last Light Origin

- **Spellcast trait:** Instinct
- **Play the Last Light Origin** if you want to carry the final magic of a world that no longer exists, and spend it a little at a time.
- **Your world's magic:** Describe it in a few words (frost-song, starlight, the hum of great machines, river-spirits). Every feature below takes that form.
- **Tell:** When you cast, the air briefly smells, sounds, or feels like your lost home.

Foundation: The Last of It

- **Homeward:** Once per scene, when something reminds you of home (a smell, a song, a color, a kindness), describe it. Your next spell rolls an extra damage die, or you roll the Spellcast roll with advantage.
- **Kindred Sense:** Your Arcane Sense reaches Far range, and you always know when anything from a lost or sealed world is nearby: a Recruit, a Relic, a being from Sanctuary, something in the Closed Stacks.
- **Remembered Places:** Your Minor Illusion can fill a room and carry the sound and scent of your world.

Specialization: Spend the World

You can use Channel Raw Power once per short rest instead of once per long rest. Each time you do, mark a Stress and name a piece of your world you are spending: a season, a song, a river, a name. That memory is gone from you forever. Play it that way.

Mastery: Last Light

Once per long rest, pour everything left of your world into one scene. Your world briefly returns around you, filling Close range: its light, its weather, its sounds.

- Allies inside it clear a Stress and gain a Hope.
- Your spells inside it roll with advantage.
- When the scene ends, the world fades, and you mark 2 Stress.
- The Custodes will want to know how a sealed world came back, even for a moment.



Call of the Strategist

- **Spellcast trait:** Instinct
- **Play the Call of the Strategist** if you want to read the battlefield, break your enemies open, and make everyone around you better.
- **Tell:** In a fight, your allies learn to listen for your voice.
- **The loop:** Expose an enemy, an ally takes the Opening, you gain Hope, and that Hope powers your counter to the GM's Fear moves.

Foundation: Read the Field

When you succeed on an attack, choose how you **Expose** the target:

- **Strike:** Deal damage as normal, then mark a Stress to make the target Vulnerable.
- **Feint:** Deal no damage. The target marks a Stress and becomes Vulnerable.

Opening: The first ally to attack an Exposed target chooses one benefit, and then the target is no longer Vulnerable:

- **Strike Through:** Add your level to their damage.
- **Shift:** After the attack, move anywhere within Close range.
- **Guard:** Gain +2 Evasion until the next attack against them.

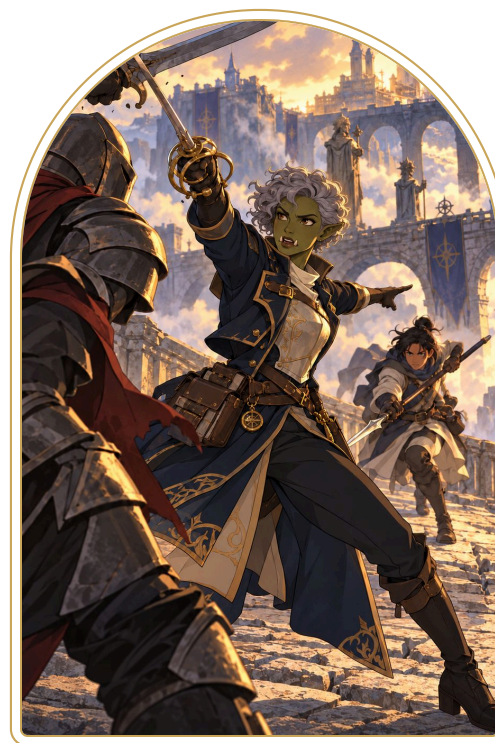
Specialization: Battle Plan

- **Momentum:** When an ally takes an Opening you created, you gain a Hope.
- **No Way Out:** When your Attack of Opportunity succeeds, the target is Exposed, with no Stress cost.

Mastery: Counter-Plan

Once per scene, when the GM spends Fear to act against you or an ally within Far range, spend 3 Hope to respond before it resolves:

- **Blunt It:** All damage from that move drops one threshold.
- **Turn It:** Make an attack against the acting adversary first. On a success, it is Exposed, and its attack is made with disadvantage.



The Veilbreaker

- **Spellcast trait:** Instinct
- **Play the Veilbreaker** if you want to find the crack in everything (armor, walls, spells, ghosts) and hit it until it breaks.
- **Nickname:** Other Librarians call them Ghost-Punchers.
- **Tell:** When you land a combo, whatever you hit cracks like glass, with fault lines of light spreading from your knuckles.

Foundation: Find the Crack

- **Nothing Is Untouchable:** Your Brawler's Strike can hit anything that exists, including spirits, illusions, and invisible things, and can deal physical or magic damage.
- **Shatter:** When you Combo Strike, count your Combo Die rolls (including the final roll). You gain every step you reach:
 - **3 rolls, Crack:** Choose one: the target is Vulnerable until its next action, or it marks a Stress.
 - **4 rolls, Break:** Also choose one: **Its Gear** (break its weapon, shield, or armor; it loses a feature tied to it), **Its Magic** (end one curse, ward, illusion, seal, or Redaction on it), or **The Room** (break a door, chain, wall, or pillar nearby; the GM says what happens next).
 - **5 rolls, Shatter:** Choose a second option from the Break list.
 - **6+ rolls, Ruin:** Break something load-bearing: a boss's signature feature, a plot-critical curse, the wall holding the roof up.



Specialization: Knock It Loose

- **Snap Out of It:** When an ally is caught by a condition you could plausibly punch them out of (Restrained, pinned, charmed, possessed, panicking, Redacted), mark a Stress to hit them, carefully. The condition ends, and they take no damage.
- **Grab Anything:** You can grab, hold, and throw anything you can hit, ghosts included. Whatever you grab is Restrained.

Mastery: Break Everything

Once per long rest, when you start a Combo Strike, it does not end when a roll comes up lower. Keep rolling until you choose to stop or roll a 1.

Ravens Guild

- **Spellcast trait:** Agility
- **Play the Ravens Guild** if you want the weight of fate and an interdimensional order behind every kill.
- **Tell:** When you Mark a target, a single black feather drifts down somewhere it can see.

Foundation: Black Feather

- **Writ of Death:** When you Mark a target, it marks a Stress as it sees the feather. The GM must spend one extra Fear to clear your Mark.
- **Already Written:** Killing your Marked target never marks Impact. The record already shows it dead.
- **Chains of Fate:** Your Marked for Death feature uses d6s instead of d4s. Against undead and anything that escaped its own death, it uses d8s.

Specialization: Murder of Crows

- **No Escape:** When you fail an attack against your Marked target, your next attack against it has advantage.
- **The Ravens See:** Get In & Get Out costs no Hope when the place you can see holds your Marked target.

Mastery: The Raven's Due

Once per long rest, **Pronounce** your Marked target. Until it dies:

- It cannot clear Hit Points or Stress.
- The GM cannot clear your Mark by any means.
- Each time you hit it, it marks an extra Hit Point.



The Bound

- **Spellcast trait:** Knowledge
- **Play the Bound** if you want to be a dangerous witch on a Library leash, and decide when to slip it.
- **The seal:** Witchcraft runs against the way the Library works. Witches the Library catches are recruited under a seal, and their power grows as the seal loosens. Only the Bound carry the seal mechanically; Hedge and Moon witches have already earned the Library's trust.
- **Tell:** Three knotted cords around your wrist. When a knot loosens, the cord smokes.
- **Witchcraft (definition):** Witch class features plus Dread and Sage domain cards. Magic from other sources (items, multiclass cards) is not witchcraft.



Foundation: Three Knots

You start each mission with all three knots tied, unless the briefing loosens some. Each loose knot adds power (cumulative):

- **1 loose, Reach:** Hex any target you can see, and one Hex does not count against your limit.
- **2 loose, Bite:** When you Hex a target, it marks a Stress, and your Commune results count as one higher.
- **3 loose, Unleashed:** Once per scene, Hex every adversary within Close range at once, with no Stress cost. The GM gains a Fear, because things outside the world notice.

Slip a Knot: Untie one knot until the end of the scene. The first knot you slip each mission costs nothing; the Library expects it. Each knot after that marks 1 Impact: the seal is the Library's, and the Library feels it tear.

Specialization: Unrecorded

While two or more knots are loose, your witchcraft marks no Impact, and the GM cannot clear your Hex by spending Fear. The record cannot see it. The Censors know that, and they hate it.

Mastery: The Last Knot

Once per long rest, cut every cord. For one scene, all three tiers are active, and your Hex has no limit. Afterward, the Custodes retie you: you start your next mission fully sealed, whatever the briefing says, and Sabine Arkwright opens a file.

At the table

- **The tracker:** Three physical cords or tokens in front of the player. Untying one is a moment the whole table sees.
- **GM lever:** Loosening knots in a briefing signals how dangerous a mission is.

Patrons for the Warlock

These patrons use the official Patron's Pact, Favor, and tribute rules as written, and work with either Warlock subclass. Each has a sphere, a tribute, a tell, and an Ask.

The Patron's Ask (new rule)

Once per session, the GM can voice your patron's request: a whisper, a dream, or a note in your own handwriting. Fulfill it, and you gain a Favor. Refuse, and nothing happens... this time.

Moss

- **Sphere:** Truth
- **Tribute:** Bring Moss a fact no record holds yet, and tell it to him at the Index desk. He gets very quiet when you do.
- **Tell:** A precise, patient voice footnotes your thoughts.
- **The Ask:** "Find out." Learn one specific thing on this mission and bring it home.

The Ninth Seal

- **Sphere:** Darkness
- **Tribute:** Visit its cell door in Containment and describe the world outside. It is starving for description.
- **Tell:** Your shadow moves a half-second after you do.
- **The Ask:** "Leave it open." Something small: a latch undone, a door unlocked, a ward left unchecked.

The World That Wouldn't Close

- **Sphere:** Mercy
- **Tribute:** Bring back something living from a mission (a seed, a song, a stray animal), and pass it through any door at night. Something on the other side takes it gently.
- **Tell:** You smell rain and ash when you use its power.
- **The Ask:** "Save them." Rescue someone the Mandate says to leave behind.

Marked by the Library

Transformations are usually earned in play, though your GM may offer one at character creation. Each has a benefit and a cost, and you track both. A character can hold only one Transformation, and it does not count against your domain cards.

TRANSFORMATION

Redacted

"Black bars run across your skin like censored ink. Sometimes the world forgets you're there."

- **Origin:** You survived a Redaction. Part of your past is blacked out, and no record of it remains anywhere.
 - **Signature, Out of the Margins:** Once per scene, after an adversary acts, you step out from nowhere and make an action with advantage. They never saw you coming. Nothing can track you by record or magic.
 - **Cost, The People You Love Forget Too:** Each time you use Out of the Margins, either mark a Stress or choose an ally who forgets your name until the scene ends.
-

TRANSFORMATION

Second Life

"You lived another life. You still carry it with you."

- **Origin:** You went native on a world for so long it became home, and then you came back.
 - **Signature, I Know a Place:** You pass as a local on any world within a scene. You carry a **souvenir** from your second home that does one impossible thing (a lighter that never runs out, a coin that always lands on the side you call). Once per long rest, name someone back home who owes you; they turn up.
 - **Cost, Homesick:** When you roll with Fear, describe something that reminds you of home. Then either mark a Stress or spend your next action chasing it.
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TRANSFORMATION

Fated

"You read the last page. You know you don't die here."

- **Origin:** You read your own book. You broke the One Unbreakable Rule.
- **Signature, Spoilers:** Once per long rest, declare something you "remember reading" that is about to happen; the GM makes it true. Separately, when you would mark your last Hit Point before your ending, you don't. You laugh it off.
- **Cost, The Ending Approaches:** You and the GM secretly agree on your ending: a place, a person, or an act. You have a 3-box **Ending countdown**; every Spoiler or near-death escape marks a box. When it fills, your ending is the climax of your next adventure, and no death move changes it. You are also a criminal: any Censor or Custodes who learns you are Fated must report you.

Moss-Touched

"There's a quiet, precise voice in the back of your head. It knows everything that was ever written down."

- **Origin:** You spent too long at the Moss Index. Some of it stayed with you.
- **Signature, Footnotes:** Once per long rest, ask the GM anything that exists in a record somewhere; the GM gives the exact truth. You may also Help an Ally on Knowledge rolls without spending Hope, as Moss whispers the citation.
- **Cost, Moss Talks Too:** When anyone asks you a direct question, answer truthfully and exactly, or mark a Stress. The GM may also spend a Fear to have Moss answer a question through your mouth, including secrets you would rather keep.

Echoed

"Somewhere out there, other versions of you made other choices. Sometimes you remember theirs."

- **Origin:** You were lost in the Drifting Halls and came out with a slightly different past.
- **Signature, Borrowed Self:** Once per long rest, call on an alternate you. Describe who they were (a pirate, a priest, a tyrant) and gain their skills as a +2 Experience for the scene, or reroll one die by remembering the version of you who got it right.
- **Cost, Drift:** Roll a d6 at the start of each session. On a 1, a piece of your past has changed: tell the table what it is, and name one NPC who still remembers the old version.

Ink-Marked

"Ink stains your fingers. It started at the fingertips. It's spreading."

- **Origin:** You touched a fragment of the multiverse's first draft. Your hand has never quite come clean.
- **Signature, Edit:** Spend 3 Hope to change one small established detail of the current scene: a door was unlocked, a guard was paid off, the letter was already sent. An edit cannot touch an adversary's HP or stats, create an object from nothing, or contradict anything a PC directly saw this scene. You can also **see edits**: by touch, you can tell when a record, identity, or history has been forged or rewritten. You are the one person who can spot a borrowed face.
- **Cost, The Ink Spreads:** Each Edit marks 1 Impact that cannot be hidden and fills one box of a 4-box **Spread countdown**. When it fills, the GM makes one edit of their own through your hand, and someone comes looking for you.

Earning them in play

- **Redacted:** Survive a Redaction attempt.
- **Second Life:** Stay on a world past your mission's end by choice.
- **Fated:** Read your own book, in the Records wing or the Closed Stacks.
- **Moss-Touched:** Spend a long rest or downtime bargaining with Moss.
- **Echoed:** Get lost in the Drifting Halls.
- **Ink-Marked:** Handle a fragment of the first draft without protection.