

* Daisy Walker

The Librarian



Miskatonic.

You get +1 and +1 sanity for each **Tome** asset you control.

: One at a time, resolve an ability on each **Tome** asset you control, ignoring their cost. (Limit once per game.)

effect: +1. You may return a **Tome** asset from your discard pile to your hand.

*"I can shut the book,
but I can never unread its words."*





* Daisy Walker

The Librarian



Deck Size: 30.

Deckbuilding Options: *Tome* cards level 0-5, Seeker cards (🌀) level 0-3, Neutral cards level 0-5, up to five other level 0 Guardian and/or Mystic cards (♣️ and/or ♠️)

Deckbuilding Requirements (do not count toward deck size): Daisy's Tote Bag, The Necronomicon (*John Dee Translation*), 1 random basic weakness.

As a respected librarian at Miskatonic University, Daisy had always felt that books were the most important thing in her life. She explored in fiction what she abhorred in life: horror, violence, fear. Then, she stumbled across the John Dee translation of the Necronomicon. It was blasphemous, unholy, and too awful to be real. But given her studies in obscure and occult subjects, Daisy knew there was more truth than fiction within the book's pages. She began to wonder what other secrets the restricted collection of the Orne Library held...

2

* Daisy's Tote Bag

ASSET

*Item.*

Daisy Walker deck only. Advanced.

You have 2 additional hand slots, which can only be used to hold **Tome** assets.

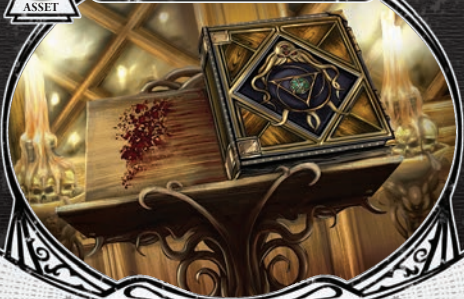
☞ When you play a **Tome** asset during your turn, exhaust Daisy's Tote Bag: That asset gains fast.





The Necronomicon

John Dee Translation



WEAKNESS

Item. Tome.

Advanced.

Revelation – Put this card into play in your threat area, with 3 horror on it. It cannot leave play while it has 1 or more horror on it. While it is in play, treat each ☆ you reveal on a chaos token as ♠, ♣, and ♠ (resolve all three).

➡: Move 1 horror from this card to Daisy Walker. Then, if this card has no horror on it, discard it.







Read or Die

EASY / STANDARD



–X. X is the number of *Tome* assets Daisy Walker controls.



Reveal another token. If you fail, discard the top 2 cards of your deck.



–2. If this is an attack or evasion attempt against Namer of the Dead and you do not succeed by at least 2, it attacks you.



–3. If you fail, Daisy Walker takes 1 horror.



Read or Die

HARD / EXPERT



–X. X is 1 more than the number of **Tome** assets Daisy Walker controls.



Reveal another token. If you fail, discard the top 3 cards of your deck.



–3. If this is an attack or evasion attempt against Namer of the Dead and you do not succeed by at least 3, it attacks you.



–5. If you fail, Daisy Walker takes 1 horror.

Mortal Inquiry

Whatever entity has been unleashed from within the Necronomicon, it is spreading across the campus like a deadly shadow. You must put a stop to it before it grows too powerful to be contained.

Dr. Henry Armitage does not take up an ally slot and gains: “You have 2 additional hand slots, which can only be used to hold **Tome** assets.”

“Jazz” Mulligan gains: “**➡**: Move to a **Miskatonic** location up to 3 connections away.”

12



Reading Can Be Deadly

A tremendous whirlwind and a thunderous voice erupts from the Necronomicon, sending a tornado of pages into the sky. A sinister shadow looms over the entire campus, then escapes through the ensuing tempest. When it is done, the grimoire clatters to the floor, devoid of energy. Whatever presence it held before is now gone. It feels somehow empty in your hands.

(→R2)



Speed Reading

The way to seal this being away must be recorded in one of the many tomes around campus ...

Ignore all **Objectives** on locations.

⚡ If you are Daisy Walker, investigators at your location spend 1 ⚡ clues: Shuffle 1 facedown player card beneath this location into your deck.

Objective – Find a way to banish the Namer of the Dead before it is too late.





Page-turner

You stand in the restricted section of the Orme Library, surrounded by volumes of ancient, heretical texts. The incantations you have found may prove to be enough to dispel the entity—or perhaps bind it back within the Necronomicon from whence it came. Your voice rises to a crescendo as you repeat the words. Shadows crawl across the room. The walls and ceiling bend. Pages flutter in the tempestuous gale. Every fiber of your hair is whisked into the air. All is swept away in the ensuing chaos, like a wet paintbrush kissing the canvas of reality.

(→R1)

Namer of the Dead

Presence Within the Grimoire

2

3

2

Monster. Geist. Elite.

Hunter.

Prey – Daisy Walker only.

Forced – When Namer of the Dead would be defeated: Instead, fully heal it, exhaust it, and move it to Orne Library.

➔ If you are Daisy Walker and you control at least 4 non-weakness **Tome** assets: **Parley**. Test  (18). This test gets -2 difficulty for each **Tome** asset you control. If you succeed, advance the act.



ENEMY

