

***Daisy Walker**
The Librarian

1 5 2 2

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."

5 7

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***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...

***Roland Banks**
The Fed

3 3 4 2

Agency. Detective.
At deck creation, choose 3 different Directive assets to add to your deck.
: Flip a Directive asset facedown (ignoring its permanent keyword). (Limit once per game.)
* effect: +2. Choose a Directive asset. You may ignore its regulation ability this round.

"If I stir up trouble, Sheriff, it will be because there's trouble to stir up."

9 5

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***Roland Banks**
The Fed

Deck Size: 30.
Deckbuilding Options: **Guardian** cards () level 0-3, **Insight** cards level 0-3, **Tactic** cards level 0-3, **Neutral** cards level 0-5.
Deckbuilding Requirements (do not count toward deck size): Roland's .38 Special, Cover Up, 1 random basic weakness.
Bonus Experience: You begin the campaign with 5 additional experience (does not affect the number of weaknesses you must take in Standalone Mode).

Roland had always taken comfort in procedure and rules. As an agent in the Bureau, he was relieved to have guidelines to follow in any given situation. But lately, his Federal Agent's Handbook had been entirely unhelpful given the cases he'd been assigned. Try as he might, Roland could find no mention of what to do when confronted with strange creatures, gates through time and space, or magic spells. If he hadn't seen it with his own eyes, he would never have believed it... and there's no way his superiors would understand.

***Agnes Baker**
The Waitress

5 2 2 3

Sorcerer.
As an additional cost to play a **Spell** event, you may take 1 damage. If you do, reduce the cost to play that event by 2, and you may shuffle that event back into your deck instead of discarding it.
* effect: +1. You may heal 1 damage.

"The magic is in my blood. Coursing through my veins. Pumping through my heart."

8 6

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***Agnes Baker**
The Waitress

Deck Size: 25.
Deckbuilding Options: **Mystic** cards () level 0-5, **Spell** cards level 0-3, **Occult** cards level 0-3, **Neutral** cards level 0-5.
Deckbuilding Requirements (do not count toward deck size): Heirloom of Hyperborea, Dark Memory, 1 random basic weakness.
Additional Options: When you upgrade a **Spell** card, you may instead pay the full experience cost of the higher level version and leave the lower level version in your deck (it does not count towards your deck size or the number of copies of that card in your deck).

Agnes Baker may be just an unassuming waitress in this life, but in a previous life, she had been a powerful witch. It began when she found a strange artifact—a key of some kind—in a dusty collection of family belongings in her attic. When she touched it, the memories came flooding back, along with one word: "Hyperborea."

***"Skids" O'Toole**
The Ex-Con

2 3 3 4

Criminal.
Spend up to 3 resources: Test a base skill value of 3 against a difficulty equal to the amount of resources just spent. If you succeed, gain twice the number of spent resources. Only and ? skill icons may be committed to this test. (Limit once per round.)
* effect: +1. Choose a level 2 or less card in your discard pile. Add the chosen card to your hand.

8 6

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***"Skids" O'Toole**
The Ex-Con

Deck Size: 25.
Deckbuilding Options: **Rogue** cards () level 0-5, **Fortune** cards level 0-3, **Gambit** cards level 0-3, **Neutral** cards level 0-5.
Deckbuilding Requirements (do not count toward deck size): On the Lam, Hospital Debts, 1 random basic weakness.
Additional Options: When you upgrade a **Fortune** or **Gambit** card, you may instead pay the full experience cost of the higher level version and leave the lower level version in your deck (it does not count towards your deck size or the number of copies of that card in your deck).

Skids hadn't planned on a life of crime. But sometimes doing the right thing means getting your hands dirty. His cellmate, Brad Hollins, would rant and rave in a quiet voice every evening about the "Old Ones". Skids didn't give it much thought until the night he woke to the sight of his cellmate bursting into flames. When Skids was finally released, he returned to Arkham, looking for answers.

*** Wendy Adams**
The Urchin

4 3 1 4

Drifter. Blessed. Cursed.
Add Tidal Memento to your deck.
After you successfully evade a non-Elite enemy: Seal either 1 ♣ or ♠ token from the chaos bag, or any ♣ or ♠ tokens revealed from the chaos bag during this test, on that enemy.
★ effect: +2. Search the chaos bag for up to 2 ♣ and/or ♠ tokens and reveal them, ignoring their effects.
"The little things are important. Grown-ups don't see that."

7 7

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*** Wendy Adams**
The Urchin

Deck Size: 30.
Trait Choice: At deck creation, choose **Blessed** or **Cursed**, or choose both and gain +5 Deck Size.
Deckbuilding Options: Survivor cards (♣) level 0-5, Neutral cards level 0-5, cards of your chosen trait(s) 0-5.
Deckbuilding Requirements (do not count toward deck size): Wendy's Amulet, Abandoned and Alone, 1 random basic weakness.
Mama used to let Wendy play with her necklace when she was small. Mama would tell her stories, and Wendy would spin the necklace and watch as it glittered. Then, word came that her father had been lost at sea, and Mama started acting strange, drawing unusual symbols in chalk all over the house. They took Mama to the asylum, and Wendy went to the orphanage. Before they took her away, Mama gave her the necklace, to "protect her." Wendy stayed in the orphanage for several years before running away, deciding that she could take better care of herself on her own.

*** Rex Murphy**
The Reporter

3 4 2 3

Reporter.
Mutated.
After you succeed at a skill test by 2 or more while investigating: Discover 1 clue at your location. (Limit once per round.)
★ effect: +2. You may instead choose to automatically fail this skill test to draw 3 cards.
"This time, nothing will stop me from getting at the truth."

6 9

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*** Rex Murphy**
The Reporter

3 4 2 3

Reporter.
Mutated.
After you succeed at a skill test by 2 or more while investigating: Discover 1 clue at your location. (Limit once per round.)
★ effect: +2. You may instead choose to automatically fail this skill test to draw 3 cards.
"This time, nothing will stop me from getting at the truth."

6 9

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*** "Skids" O'Toole**
The Ex-Con

2 3 3 4

Criminal.
Spend up to 3 resources: Test a base skill value of 3 against a difficulty equal to the amount of resources just spent. If you succeed, gain twice the number of spent resources. Only ♣ and ♠ skill icons may be committed to this test. (Limit once per round.)
★ effect: +1. Choose a level 2 or less card in your discard pile. Add the chosen card to your hand.

8 6

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*** "Skids" O'Toole**
The Ex-Con

Deck Size: 25.
Deckbuilding Options: Rogue cards (♦) level 0-5, **Fortune** cards level 0-3, **Gambit** cards level 0-3, Neutral cards level 0-5.
Deckbuilding Requirements (do not count toward deck size): On the Lam, Hospital Debts, 1 random basic weakness.
Additional Options: When you upgrade a **Fortune** or **Gambit** card, you may instead pay the full experience cost of the higher level version and leave the lower level version in your deck (it does not count towards your deck size or the number of copies of that card in your deck).

*** Daisy Walker**
The Librarian

1 5 2 2

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.

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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.