Extracurricular Activity

Dr. Armitage is worried his colleague, Professor Warren Rice, might be in trouble, so he has asked for your help in finding his friend. He seems unreasonably nervous about his colleague’s disappearance considering Professor Rice has only been “missing” for a matter of hours…

Turn 1:

Rex: St. Huberts Key > Move (Humanities Building) > investigate (3 clues)

Jenny: Machete > Move (Humanities Building) > investigate (1)

Enemy:

Mythos:

Jenny: Beyond the veil

Rex: Visions of Futures Past

Turn 2:

Rex: Move (Oren Library) > Investigate (2) > Oren special (lose action on investigate)

Flip act > Unable to find professor Rice but one of the students we spoke to saw a man coming out of professor Rices office. The faculty offices are locked at this late hour but maybe Jazz Mulligan could help unlock the doors.

Jenny: Hard Knocks (Whisky) > Move > Move (Science building)

Enemy:

Mythos:

Jenny: Light of Aforgomon

Rex: Eger for Death

Turn 3:

Rex: Move > Move (Science Building) > investigate (2)

Jenny: Jazz > Jazz > Move (quad)

Enemy:

Mythos:

Jenny: Whooperwils

Rex: Offer of Power

Turn 4:

Rex: Move > Move (Student Union) > Investigate

Jenny: Tap > Tap > Leo > Tap

Enemy:

Mythos:

Jenny Thrall

Rex: Locked Door

Turn 5:

Rex: Investigate fail > Investigate (2) > Jazz

Jenny: Jazz, Lone Wolf, Move (Administration Building) > Fight Thrall (Dead)

Enemy:

Mythos:

Jenny: Terror From Beyond

Rex: Terror From Beyond

Turn 6:

Jenny: Break down locked door > Investigate (fail) > Investigate (fail)

Rex: Move > Move > Investigate (2)

Enemy:

Mythos:

Rex: Ancient evils

Jenny: Offer of Power

Flip Agenda Experiment comes out.

Turn 7:

Rex: Jazz (flip act) > Move to Faculty office no Rice > Move to Quad

Jenny: Engage Whooperwills > Kill them > attach wizard of the order miss > attach hit

Enemy: Wizard of the Order attacks Jenny

Mythos:

Rex: Whopper Wills

Jenny: Eager for Death

Turn 8:

Jenny: Kill wizard of order > Move > Move > Move (Dorms)

Rex: move > Move > Move (Dorms)

Enemy: Whooper Wills come closer one location away

Mythos: Experiment moves a location closer.

Turn 9:

Rex: Investigate (2) > Investigate (2) > Investigate (2) > R2 WE WIN!!!