Night of the Zealot – Midnight Masks.

Roland Hand:

Beat Cop

Survival Knife

Emergency Cache

Unexpected Courage

Working a hunch

Daisy Hand:

Deduction

Fieldwork

Research Librarian

Shortcut

Dr. Milan Christopher

Intro

Rita Chantler, the red-haired woman from the parlor layed out a tale that, even in light of what Roland and Daisy had just witnessed, strained the limits of their belief.

Rita: The creatures in your home are called Ghouls, cruel beings who plague the crypts, caverns, and tunnels beneath the city of Arkham…

“These creatures feed on the corpses of humans, and they are served by a dark cult within Arkham whose members have inexplicably come to worship the ancient master of the ghouls. This cult has been killing innocent people and feeding them to the ghouls, satiating a monstrous hunger. A dark balance was maintained. Until now. Recently,” she continues,

“one of their lairs, where the corpses were stored, was destroyed. Since then, the ghouls have been more active than usual. I have tracked their movements and tried my best to stop them from running amok throughout the city. But I think there is something worse going on. The cult has been planning something darker, and more ominous, than anything I have yet observed. Indications are that this plan shall come to fruition tonight, shortly after midnight. Beyond that, I cannot fathom what to expect.“Many of the cultists,” she continues,

“will seem like everyday people, despite their foul intentions. Whenever the cult meets, its members don masks shaped like the skulls of various animals to protect their identities from one another. These masks are our mark. Symbols of death and decay. We must unmask the cultists to expose and derail their plans. We have but a few hours. The more cultists we find before midnight, the better.

Game

Roland glanced around his home, despite what happened he just couldn’t bring him to destroy it. At least not at the request of an obviously insane woman who broke into his house and as far as he was concerned, started this whole mess.

Roland: If what you say is true we haven’t got a lot of time. We need to find these people and gill em for information as soon as possible.

Daisy: And where do you suppose we’ll find these people.

Roland: Beats me. Lemme talk to an associate of mine. He’s a beat cop in Rivertown

Daisy: Now that I have gotten a closer look at these vile creatures, I am reminded of what Dr. Christopher said about the possibility of subterranean simian canine hybrids that he believes live beneath many charnel houses around the world. I thought it was just his wild rantings again and was barely listening. He does go on about such things at times. Maybe I should be listening a bit more closely.

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Turn 1:

Daisy: Dr. Milan Christopher -> Investigate (Deduction) gets all clues -> draw card.

Roland: Cache -> Beat Cop -> Survival Knife

Mythos:

Roland (Obscuring Fog) -> Daisy (Mysterious Chanting) Draw cultist.ss

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Trun 2:

Roland: Move to Rivertown -> Acolyte engages (Fight) succeed pulls clue -> Investigate

The banks of the Miskitonic River are lined with docks, warehouses and small shops in a district aptly named Rivertown. Theres something unsettling in the water of the Miskitonic River tonight. It ripples and bubbles as if something were moving beneath the surface.

Daisy: Holy Rosery -> Move (RiverTown) -> shortcut (Southside) investigate

Middle class houses and gambrel roofs crowd together between the streets of the Southside. The neighborhood is known for its cultural and social land marks such as the Southside Church, Ma’s Boarding house and the Historical Society.

Ma’s Boarding House: Ma’s is famous for cheap rooms and Mystery Meat Mondays. A motley crew of characters and be found coming and going at all times of the day.

Mythos:

Daisy (Hunting Shadow) – A Shadowy figure follows you in the rain. When you look at it your head pounds in agony and your vision blurs. (Takes 2 damage)

Roland (False Lead) – surge to (Locked Door)

Turn 3:

Daisy: Fieldwork -> investigate -> Move to St. Mary’s

St. Mary’s Hospital: Arkhams only hospital St. Mary’s has 24 hour receiving rooms and is busy all hours of the night. Dr. Mortimore and Nurse Sharon have been particularly stressed lately, thanks in part to recent events.

An extend stay at St. Mary’s can do wonders for the body, but its effect on ones psyche is unclear.

Roland: Move (Miskatonic U) -> Fight (Peter Warren) Hit 1 -> Fight hit 1

The Miskatonic University is one of the most prestigious colleges in the Northeast. The university library is famous for its collection of occult books maintained by the esteemed Dr. Henry Armitage.

The campus is quiet and lonely several of the buildings have been left unlocked for students ane faculty working late into the night.

Monster Phase: Peter Warren Attacks hits for 1, survival knife, defeat Peter Warren.

Mythos: Roland (Locked Door on Miskatonic U) -> Daisy (Acolyte)

Turn 4:

Roland: Fight Door (fail) -> Fight Door (Succeed) -> Working a Hunch (clue)

Daisy: Investigate -> Investigate -> sdMove (Arkham University)

Upkeep: Daisy Pulls Necronomicon

Mythos: Roland (Crypt Chill) Lose Survival Knife -> Daisy (On the Wings of Darkness) Pass escape Night Guant

Turn 5:

Roland: Move (Northside) -> Fight (Acolyte) dead get clue (Spawn North Side Victoria Devereux) -> Fight (Victoria) 1 damage

Roland heads to the Northside, a commercial district that contains many offices and factories. The train station is located there and he figures it may be worth a look to see who has been coming and going lately.

From the shadows a cultist acolyte attempts to surprise Roland, a wicked looking blade flashes through the darkness of night. Roland, however is alert as always, pivoting on one foot he knocks the man cold before his knife can find purchase.

Finding a receipt for Arkhams notorious Curiosity Shoppe in the pockets of the acolyte Roland heads to the shop to see if he can find some information. Oliver Thomas the proprietor of the Curiosity Shoppe informed Roland that a new client has taken a keen interest in a mysterious mask. Getting the address from Mr. Thomas Roland heads to the home of Victoria Devereux to “Engage” her some friendly conversation. The conversation quickly turns hostile as Ms. Devereux takes exception to his line of questioning and attacks.

Daisy: Investigate (Pass) -> Investigate (Fail) -> Investigate (Pass)

Mythos: Flip Agenda 1a Masked Hunter Engages Roland

Roland: False Lead (Pass) -> Daisy: Crypt Chill Takes out Necronomicon ha ha

Turn 6:

Roland: Fight (Pass) -> Fight (Pass) defeat Victoria Devereux -> Evade Masked Hunter

Daisy: Investigate (Pass) -> Investigate (Pass) -> Move (Northside)

Enemy: Masked Hunter readies and engages Roland

Mythos:

Roland: On Wings of Darkness (Fail)

A Nightgaunt swoops down from the sky and grabs Roland with its clawed hands, carrying him off into the night.

Daisy: Obscuring Fog

Turn 7:

Daisy: Spend Resources for 2 clues -> Move (DownTown) -> Investigate (Pass)

Downtown, Arkhams busiest district includes City Hall, The First Bank of Arkham, Independence Square and the Arkham Asylum. Daisy decides to take a quick detour through Donwtown on her way to meet back up with Roland in Rivertown. Something about the infamous Arkham Assylum peeks her interest, she heads in to see if she can find any information from the staff about recent admissions.

Roland: Beat Cop (Deal 1 Damage) pull .38 (Beat Cop takes attack of opportunity for 2 / 1) -> Fight (Pass) -> Fight (Fail)

Mythos:

Roland: Hunting Shadows (2 damage) - A Shadowy figure follows you in the rain. When you look at it your head pounds in agony and your vision blurs.

Daisy: Hunting Nightgaunt

Turn 8:

Daisy: Evade (Pass) -> move (Rivertown with Roland) -> Engage Masked Huntera

Roland: .38 Fight (Pass) 2 dam -> .38 Fight (Pass) 2 dam -> Toss gun at it Kills masked hunter.

Mythos:

Roland: Mysterious Chanting from grave yard

Daisy: Hunting Shadows (2 damage) - A Shadowy figure follows you in the rain. When you look at it your head pounds in agony and your vision blurs.

Turn 9:

Roland: First Aid -> heal 1 -> heal 1

Daisy: Medical Texts -> Heal -> Heal

Mythos:

Daisy: Hunting Nightgaunt

Roland: Wizard of the order spawns in Southside

Turn 10:

Roland: Evade -> Move -> Move St. Mary’s (Ruth Turner engages)

Daisy: Move to grave yard with Nightgaunt -> Parley Herman -> Evade Fail

Enemy Phase: Hunting Nightgaunt hits Daisy 1 / 1 -> Ruth Turner Attacks Roland 1 health

Mythos:

Roland: Acolyte

Daisy: Locked Door Graveyard (Locked Crypt maybe)

Turn 11: (Get the hell out, we are in witching hour)

Roland: Fight (1 dam) -> Fight (1dam) -> resign all bare handed.

Daisy: Mind over Matter (Evade pass) -> resign

The End…