Roland and Daisy The Gathering.

Roland Banks Daisy Walker

1. Machete 1. Working a Hunch

2. Vicious Blow 2. Logical Reasoning

3. Emergency Cache 3. Shortcut

4. Unexpected Courage 4. Research Librarian

5. Overpower 5. Dr. Milan Christopher

Friday, September 18, 1925. Arkham, Massachusetts. It is the end of a long and abnormally hot summer. The first hints of autumn beckon, but a heavy heat persists, relentless. A silent, unspoken anger grips the town. Tempers are short, and in the last week alone there have been numerous reports of townspeople coming to heated, violent blows with one another over simple misunderstandings.

And now, a call from James Hankerson. He claims to have found a dismembered body in his barn. Blaming the weather would be too easy. There is something wrong with this town, and not a whole lot this old soothsayer can do to stop the slide. My auguries indicate a small group of investigators will soon take note of these strange happenings and set forth to make things right. I’ll be watching their progress...but I won’ t be holding my breath.

Roland Banks had been investigating strange events taking place in his home city of Arkham, Massachusetts. Over the past few weeks, several townspeople have mysteriously gone missing. Recently, their corpses turned up in the woods, savaged and half-eaten. The police and newspapers have stated that wild animals are responsible, but Roland believes there is something else going on. Seeking help from the only person Roland sees on a regular basis, the librarian at the Miskatonic Universities Oran Library Daisy Walker, he asked her to meet him at his home to discuss these bizarre events.

Roland: I’m glad you could come Ms. Walker, I didn’t know who else to call.

Daisy: An experienced PI like you needed help from a librarian, now I’ve heard it all.

Roland: Well you’re also the only person I know in town, I spend so much time researching at the university library and all. I mean you’re the smartest person I know.

Daisy raised an eyebrow waving her hand at the pile of newspaper clippings on the worn wooden desk.

Roland motioned for Daisy to enter his study. Closing the door behind her and crossed over to his cluttered desk.

Roland: I’ve been looking at old issues of the Advertiser and I am starting to think there is something more to those animal attacks than the police are letting on.

It’s late at night. Roland and Daisy are holed up in the study, researching the bloody disappearances that have been taking place in the region. After a few hours of research a strange chanting can be heard coming from the parlor down the hall. At the same time the sound of dirt churning, as if something were digging beneath the floor causes both Daisy and Roland to stop and look nervously around the room.

Daisy: Roland, wasn’t the door to your study just there on that wall?

Roland: What!? What the hell is this. Am I dreaming… OUCH! What was that for.

Daisy: Isn’t that what people do get a pinch to see if they are asleep or not.

Roland: Maybe you can warn me next time.

Daisy: My colleague Dr. Milan Christopher who I spoke with earlier today was raving about shifts in time and distortions in reality. Could this be what he was speaking of. He had some odd theories about how this could be happening.

Daisy moved to the wall pulling a magnifying glass from her coat pocket and inspecting the area where the door once was. Roland rounds his desk and opening one of the drawers. Removing something from the draw he moved across the room to where Daisy was carefully studying the wall as floor.

Daisy: You keep a Machete is your desk drawer?

Roland: Ya never know.

The two of them began searching the room trying to pinpoint the location of the eerie digging sound.

Daisy: That chanting is unnerving.

Roland: What do ya think it is?

Daisy: Ancient Evils.

Roland: Yeah, its giving me the willies.

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Turn 1:

Daisy:

* Dr. Milan Christopher -> Investigate -> investigate

Roland:

* Machete -> cache -> investigate

Mythos:

Ancient Evils -> Ancient Evils

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Agenda turned -> 2

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The house begins to change before their very eyes. The walls have decayed and the ground in the corners of the room have turned to dirt. Roland feels as if he has been transported somewhere else entirely. Although every now and again he can recognize elements of his former home.

Daisy: Roland look here, your rug.

Daisy notices the edges of the rug are tattered and mud-stained. Finding this odd Roland shifts the furniture aside and pulls back the rug. To their surprise a door leading out of the study is revealed. Slowly turning the nob, the door swings open revealing the hallway below.

Roland jumps through the doorway landing on his feet in the soft dirt. Daisy jumps down after taking in the horrifying scene before her. The door slams shut above them. The smell of burning wood fills the narrow hall, intermingled with the scent of rot and decay.

A glowing barrier blocks the path to the parlor. As they move toward it an intense heat forces them back. Daisy grabs a handful of dirt and tosses it at the barrier. They watch in horror as the dirt incinerates.

Roland: Well I guess we can’t go that way.

Daisy: But… that’s the way out.

Roland: We’ll have to figure something else out. Let’s check the window in the attic.

Daisy: Ok you lead the way.

Roland opens the door and begins climbing the stairs to the attic with Daisy close behind him.

Daisy: Ugh what is that horrible smell, it smells like rotting meat. What the hell do you keep up here.

Roland: *Cough* Maybe a racoon got up here and died.

The bloody carcass of a malformed beast swings from a meat hook chained to the ceiling. Blood drains slowly from the carcass, dripping into a small barrel.

Roland: Good god what the hell is that. *Wretches up in the corner*

Daisy: Do you see that Roland, where is that fog coming from it’s obscuring my view I can’t see anything. Roland are you that.

Roland: *screams* Arrrg … Rats! Die you little bastards.

Daisy: Get em Roland.

Roland: I’m trying but they’re skittering all over the damn place.

*Chop Chop*

See, the machete came in handy. Oh god there’s pieces of rat all over, what a mess.

*Foot steps*

Dammit, the window is stuck shut. Well we aren’t getting out that way. Where did this meat come from anyhow. How am I gonna clean all this up.

Daisy: No time for that here come help me I’m working a hunch. I think we can use that barrel. Help me get it down stairs.

Roland: You hear that?

Daisy: No, I don’t hear anything.

Roland: They’re getting louder, voices, I can’t understand what they are saying, they are all out of harmony… oh god, I can’t think, where are they coming from.

Daisy: Roland are you ok, Roland… are you… *shivers* my god it’s so cold where is this chill coming from.

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Trun 2:

Daisy:

* investigate -> investigate -> Trun Act -> Move to Attic

Act turned -> 2

Roland:

* move -> unexpected courage investigate -> investigate

Mythos:

Obscuring fog (attic) -> rats

Roland:

* engage rats -> fight (tentacle) -> fight (kill rats)

Daisy:

* working a hunch -> investigate -> move (hallway)

Mythos:

* Dissonant Voices (Roland) -> Crypt Chill (Daisy) pass

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Roland: They’re gone… are you ok Daisy?

Daisy: I’m fine… how can these things be happening. I think Dr. Christopher was right. Something is affecting our perception of reality. Let’s bring this barrel down stairs.

Roland: Let’s check the cellar, there is a door to the backyard down there.

The stairs leading down to the cellar are slick and they glisten with a thin layer of ice.

Roland: Watch your step Daisy, the stairs are frozen. How the hell did that happen.

Suddenly Daisy slips on the icy stairs and falls into Roland sending them both careening down the steep stair case.

Daisy: Ah… my ankle. Are you ok.

Roland: I twisted my wrist but I think I’ll be ok…. What the…

The cellar seems to have been replaced with and underground network of icy tunnels and caverns. The cold is chilling to the core.

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Roland:

* Move -> Working a hunch -> investigate

Daisy:

* Shortcut -> put down fieldwork -> investigate -> investigate

Mythos:

* Icy Ghoul (Roland) -> Grasping Hands (Daisy) pass

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Suddenly a massive beast tears its way out of the ice. It is covered in a thick layer of frost, its breath visible in the bitter cold.

Staring at the horrible thing lumbering toward them Daisy’s focus is diverted as clawed hands erupt from the floor clutching at Daisy. She screams in panic as she tries to dislodge the groping hands from her. They tear at her flesh but she manages to release herself from their unholy grasp.

Roland jumps forward overpowering the creature with a vicious blow and buries his machete deep into the abomination’s skull. The wretched beast collapses to the floor in a heap sliding slightly on the icy floor. Roland places his foot on the things chest and pulls with both hands to dislodge the machete from it, blood begins to pool beneath it. Reaching into his coat pocket he pulls out his trusty .38 revolver.

Daisy: What is that thing. Wait a second, Milan gave me this, maybe it can be use full.

Daisy pulls a strange concoction out of her bag. She moves to the creature on the floor to investigate.

Daisy: I suppose all the field work I’ve done for the university is going to finally pay off.

She pours a small amount of the concoction on the dead creature. Its skin begins to smoke and bubble.

Daisy: I think I have discovered what this strange solution is. It may come in handy later. Help me get some of this ice into the barrel, I have an idea.

Another creature rushes at Roland from the darkness. This one, although similar to the first seems smaller and weaker than the first. Possible it is a minion of the beast now lying in a pool of its own blood. Roland raises his revolver and fires taking the evil thing between the eyes. It falls backward onto the ground only 3 feet from them.

Daisy: Oh my god, what is that, oh is that… no the rotting remains of some poor soul dragged up here by these hideous things.

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Roland:

* Vicious Blow / Overpower -> fight (kill Icy Ghoul) -> pull out .38

Daisy:

* Strange Concoction -> move / Field work -> Discovered the Strange Solution -> investigate

Mythos:

* Ghoul Minion (Roland) -> Rotting Remains (Daisy) fail 2 san

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Terrified and bewildered the pair rush up the icy slick stairs back into the hallway.

Using the barrel from the attic Roland carries ice and snow from the cellar and hurls it at the barrier blocking the parlor. The barrier sparks and shudders as it consumes the ice, then hisses and fades out of existence.

A woman with a torch in her hand stands in the parlor, a glimmer of hatred in her eyes.

“What have you done to my barrier?”

Before you can answer a ghastly wail sounds from behind. A creature wearing robes and a dear skull masks tears through the wall advance toward Roland and Daisy.

Roland: Now what…

Daisy: Listen lady, I don’t know who you are or why you’re here but we need to work together. This thing means business.

Lita: You’ve ruined the barrier, you don’t know what your dealing with.

Daisy: We don’t have time to argue we need your help.

Daisy closes her eyes and begins muttering words in comprehensible to the others. Suddenly the foul creature before them begins to smoke, the smell of burning flesh fills the house.

The thing launches itself toward Roland engaging him in mortal combat. As it does decayed hands rise up breaking through the floor grasping and clawing at his ankles. Roland lunges forward managing to keep the creature in the hallway away from Daisy and the strange woman in the parlor.

Daisy: No not that numbing chill again. Ah my magnifying glass.

Roland fires three shots in quick succession into the horror before him.

Rita: I will help you, we need to kill that thing.

Daisy: Follow my lead, I’ve got a plan.

Daisy quickly pulls a fish tank off of a stand in the corner of the parlor and smashes it on the floor of the hallway leaving a pool of water and flopping fish around the feet of the lumbering monstrosity. She then pulls hard on a lamp cord ripping it from the lamp leaving the live ends sparking wildly.

Roland: Hey, my fish!

Daisy: Get out of there.

Roland jumps from the hallway into the parlor as Daisy tosses the live end of the lamp cord into the water on the floor. The lights in the house flicker as the think begins to shake. Smoke rises from it’s body and the smell of ozon and burning flesh fill the room. After a few seconds of wild thrashing the robed monster falls to the ground motionless.

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Roland:

* Kill ghoul minion -> move -> draw -> Turn Act -> 3
* Barrior down lita in parlor ghoul priest spawns

Daisy:

* Play Shriviling -> Move into parlor -> Parlay take Lita

Ghoul priest attacks Roland

Mythos:

* Grasping Hands (Roland) -> Crypt Chill (Daisy)

Roland:

* Fight -> fight -> fight all success

Daisy:

* Ive got a plan -> fight (kills priest) ->

Picked R2 This hell pit is my home.

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As the robed creature falls the fiendish swarm burrows back into the ground and the chaos of the house quiets. But the stranger in the parlor does not seem relieved.

Rita: You broke my seal that was set to trap the ghouls within.

She raises her torch.

Rita: Now we must take more direct measures and burn this hell-pit to the ground!

Roland: Wait, this hell-pit is my home. No way are we burning it!

Roland and Daisy refuse to follow the overzealous woman’s order and kick her out of the house for fear she will set it ablaze without permission.

Rita: Fools you are making a grave mistake! You do not understand the threat that lurks below… the grave danger we are all in!

Shaken by the nights events they decide to hear the woman out. Perhaps she can shed some light on these bizarre events. But she doesn’t seem to trust them very much….

The end.