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

Turn 1:

Daisy:

* Dr. Milan Christopher -> Investigate -> investigate

Roland:

* Machete -> cache -> investigate

Mythos:

Ancient Evils -> Ancient Evils

Agenda turned -> 2

Trun 2:

Daisy:

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

Act turned -> 2

Roland:

* move -> unexpected courage investigate -> investigate

Mythos:

Abscuring fog (attic) -> rats

Roland:

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

Daisy:

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

Mythos:

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

Roland:

* Move -> Working a hunch -> investigate

Daisy:

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

Mythos:

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

Roland:

* Visious 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

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.