The Devourer Below

Roland:

Overpower

Machete

.45 Automatic

Dr. Milan Christopher

Survival Knife

Daisy:

Research Librarian

Tote Bag

Acidic Icor

Magnifying Glass

Dr. Milan Christopher

Hangman’s Brook separates Uptown from the woods south of Arkham. Passing over a small bridge Daisy and Roland follow the main path deeper into the forest.

Turn 1:  
Daisy: Dr. Milan Christopher -> Acidic Icor -> move (Cliffside)

Atop a nearby plateau Daisy notices signs of cult activity. She begins to climb the cliff in order to reach the top.

Roland: Click (Resource) -> .45 Automatic -> Move (Cliffside)

Mythos:

Daisy: Umordoths Wrath (Succeed)

A deathly chill engulfs Daisy attempting to suck her lifeforce away.

Roland: Dreams of R’lyeh

Turn 2:

Daisy: Investigate -> Investigate -> Research Librarian (Medical Text)

Roland: move -> fight Acolyte (Killed) -> move (Twisted Paths)

The path seems to twist and turn upon itself almost as if it were alive.

Mythos:

Roland: Rotting Remains (1 horror)

Daisy: Rotting Remains (1 horror research librarian dies)

Turn 3:

Daisy: Move -> Move (Tangled Thicket) -> Investigate with Fight fail

Roland: Investigate (fail) -> Investigate (Pass) -> Move (Main Path)

Mythos:

Roland: Ancient Evils

Daisy: Dissonant Voices

Turn 4:

Daisy: Move -> Move (Unhallowed Ground) -> Investigate (pass)

Roland: Click(Resource) -> Dr. Milan Christopher -> Move (Tangled Thicket)

Flip Act 1a

Scattered throughout the forest you’ve seen glyphs and arcane sigils in various places – etched into the bark of trees, carved upond and faces of stones, and dripped in blood upon the ground. Though you cannot decipher these glyphs, you notice that most of them tend to face south. Following these signs leads you by twists and turns tward a cave in the darkest and coldest part of the forest.

As Roland and Daisy advance shadowy figures emerge from the trees blocking the only path to the cave.

Wolf man Drew

Drew was a long-time patient at Arkham Asylum, rumor has it that he was locked up for cannibalism several years ago. He is dangerous and seems ready to pounce.

Mythos:

Daisy: Ghoul Minion

Roland: Ghoul Minion

Turn 5:

Daisy: Fight Acidi Icor (Tenticle) -> Fight Acidic Icor (Kills Ghoul Minion) -> Investigate (Pass)

Roland: Fight (tenticel) -> fight (Kill Ghoul Minion) -> Fight investigate (Pass)

Mythos:

Flip mythos:

Roland: Ravinous Ghoul

Daisy: Ancient Evils

Turn 6:

Roland: Fight (Shot Ravenous Ghoul) -> Fight (Punch) dead -> survival knife

Daisy: Shriveling -> click for resource -> Old Book of Lore

Mythos:

Roland: Acolyte

Daisy: Umordoths Wrath (pass)

Turn 7:

Roland: Cache -> Machete -> Move (Main Path)

Daisy: move -> shrivel -> shrivel Wolf man dead.

Mythos:

Daisy: Wizard of the Orderd

Roland: Mysterious Chanting

Turn 8:

Roland: Move (Ritual Site) act advance -> Fight (Wizard of the Order) Pass -> Fight kill Wizard of the Order

When Roland enters the cave the air grows cold and his nostrils are assaulted by the pungent smell of blood and rot. Spawns Ghoul Minion at ritual site

The site to the cult’s ritual is inside a large cavern in a dark corner of the woods. In the center of the camber is a candlelit circle marked by rocks and arcane symbols.

Daisy: Move (Ritual Site) -> Investigate -> Investigate

Mythos:

Umordhoth spawns

Turn 9:

Daisy: Move to main path (Take 3 dam and horror) -> Rosery Beads -> Book of lore Rita Chantler

Roland: Fight (Ghoul Minion) -> Fight (Kill Ghoul Minion) -> Fight (miss)

Dodge Umordhoth

Mythos:

Roland: Ghoul Minion

Daisy: Young Deep One

Turn 10:

Roland: .38 special -> fight

Daisy: throws Lita to Umordhoth R3