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

After a frantic nighttime search throughout Arkham, you have tracked down and questioned several members of the cult. Your findings are disturbing: they claim to worship a being known as Umôrdhoth, a monstrous entity from another realm.You are able to confirm much of Lita’s story: the cult is agitated over the destruction of a ghoul lair. However, a surprising detail also turns up: the one who invaded the lair and set this night ’s events in motion was none other than Lita Chantler herself! You are not sure why this important detail was omitted from Lita’s story—did she tell you only as much as was necessary to draw you into her conflict? But in another light, she seems to be fighting to protect the city of Arkham from a terrible menace.The final piece of the puzzle was found written in a journal possessed by one of the cultists. It describes a dark ritual to be performed deep within the woods south of Arkham, this very night. According to the journal, the ritual’s completion will open a gate and bring forth the cult ’s dark master into this world. “If the cult is not stopped,” Lita warns, “ there is a possibility that Umôrdhoth’s vengeance will consume all in its path.” Frightened but determined to stop the ritual, you head into the woods...

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