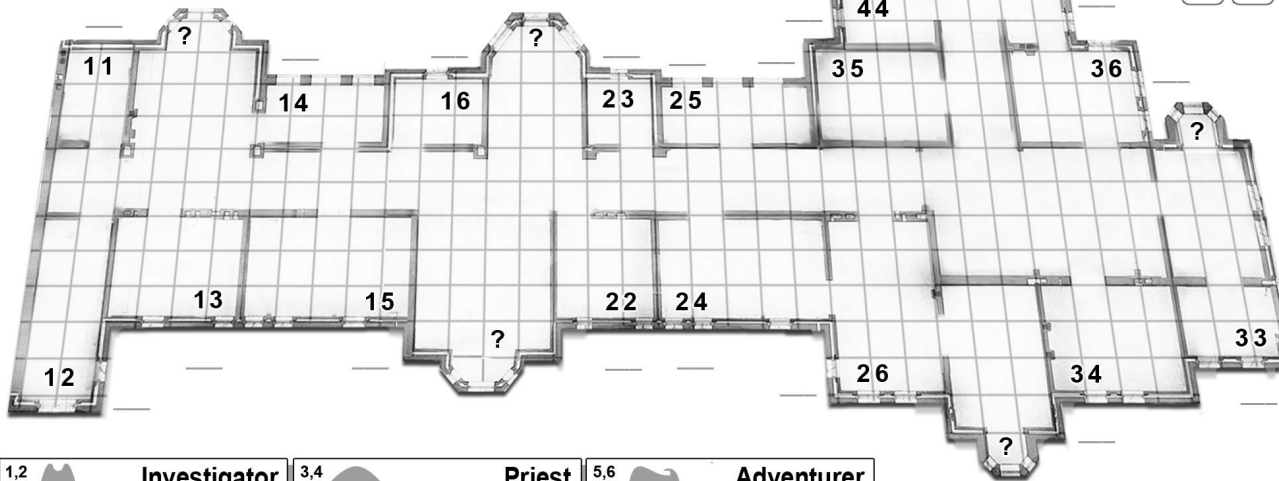


Locations

Each location you visit by shading in both of the location number squares or each mystery space ? that you shade in may uncover clues as to the whereabouts of a ritual or possibly an ancient relic that can help you in your search. Roll 2d6, add the numbers together, and consult the following chart.

- 2 **Mystical Tome:** one hero gains a level.
- 3 **Madness:** All heroes madness is increased by 1.
- 4 **Darkness:** You may not search or explore next turn.
- 5 **Ritual:** fill in one ritual square at a random ritual location.
- 6 **Clue:** fill in one a search square at a ritual location of your choice.
- 7 **Cthulhu Awakens:** fill in one summoning square for Cthulhu.
- 8 **Clue:** fill in one a search square at a ritual location of your choice.
- 9 **Ritual:** fill in one ritual square at a random ritual location.
- 10 **Ritual Dagger:** A hero gains a ritual dagger and deals 1 extra damage.
- 11 **Poison Myster:** all of your heroes suffer 1 damage.
- 12 **Necronomicon:** Roll again twice (ignoring another result of 12).



Investigator

1,2

☐

LEVEL		
1	2	3

☐☐☐☐☐☐☐
 ☐☐☐☐☐☐

Search: shade in a second search square for the location you searched this turn.

Identify: add or subtract **1** from a die.

Pistol (free): May be used to deal **2** damage. ☐☐☐

☐☐☐☐☐☐

3.4

Priest



LEVEL

1	2	3
---	---	---


      


Prayer: you may ignore shading in 1 summoning square or 1 madness square this turn.

Blessing: reroll a die up to 3 more times. You may stop and take the number you just rolled at any time.


5.6 Adventurer




 ☐

LEVEL

1	2	3
---	---	---

 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Whip: avoid or deal 1 damage.

Sprint: shade in 4 additional squares for your exploration this turn.

Torch (free): May be used to deal 1 damage or avoid darkness.

☐ ☐ ☐

Pencils & Powers™

A Roll & Write Adventure Game

The Cult of Cthulhu

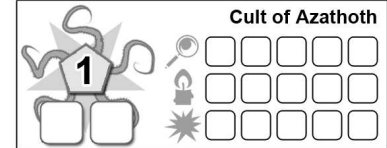
"The Thing cannot be described - there is no language for such abysses of shrieking and immemorial lunacy, such eldritch contradictions of all matter, force, and cosmic order. A mountain walked or stumbled" - H.P. Lovecraft, *The Call of Cthulhu*

Can you locate the cult and stop the ritual that will end the world?

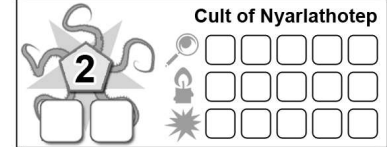


START

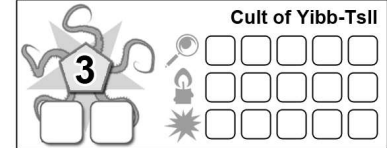
Cult of Azathoth



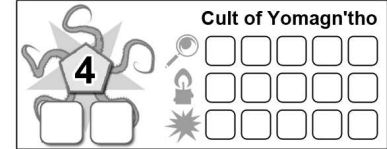
Cult of Nyarlathotep



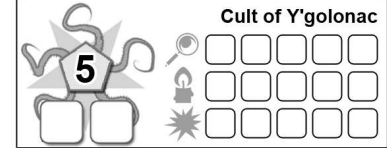
Cult of Yibb-Tsll



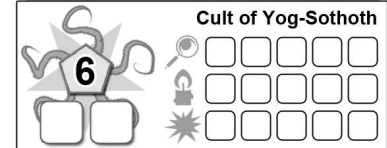
Cult of Yomagn'tho



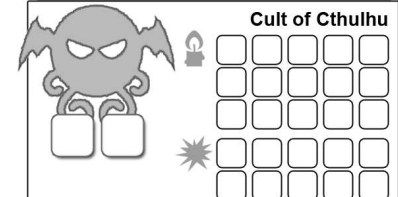
Cult of Y'gononac



Cult of Yog-Sothoth



Cult of Cthulhu



Cultists

When fighting a cult, roll a d6 for the cult and add its total power. Your attack die plus any damage from weapons or powers must beat it to defeat the cult.

- ♥ If you lose a fight with a cult, your heroes will take 1 damage for each shaded power square of that cult.
- ☀ Increase all other cults power by 1 when a cult has been defeated.
- 1 Each cult that you defeat grants the hero of your choice 1 level.

SCORING

- 10 points for defeating the Cult of Cthulhu.
- 5 point per defeated cult.
- 1 point for each shaded ritual square.
- 1 point for each fully shaded location.
- 5 points for each completed ritual.
- 10 for each dead or missing hero.

BONUS 10 points

Before the game begins shade in one ritual square and one power square for all cults.

If a cult completes all 5 ritual squares before they are defeated, increase the power of the Cult of Cthulhu by 1 and shade in 5 of its ritual squares. If Cthulhu is summoned the world is destroyed and you lose the game.

SETUP

ROLLS

ROLLS	
1	_____
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34	_____
35	_____

The Cult of Cthulhu

Setup

Roll three six-sided dice as normal for setup. Choose two of the dice and read them from lowest to highest. That will be the location on the map where you start. Shade in the two squares on the map for that location. You may not encounter cultists at this location and you will not roll for this location. The third die will be used to give you a head start exploring the sanitarium. Shade in a number of squares equal to the third die (see **exploration** below). Note that there is no gold with which to buy rerolls or level gains for your heroes however your characters may use powers or embrace the madness (see **madness** below) to reroll a die.

Assigning Dice

You will assign one die to **search**, one to die to **ritual**, and one die to **exploration**.

Search: Shade in one search square (magnifying glass icon) at the corresponding ritual location. When a ritual location has all of its search squares shaded in its location on the map will be known. Roll 2d6 to determine the location reading the numbers lowest to highest.



If you choose a ritual that has already shaded all five of its search squares one of your heroes shades in a madness square (see **madness** below).

Ritual: Shade in one ritual summoning square (candle icon) at the corresponding ritual location.



If you choose a ritual that has already shaded all five of its ritual squares one of your heroes shades in a madness square (see **madness** below).

- **The End is Coming:** After you defeat all cultists you have gathered all of the clues as to the location of the final ritual location. Roll 2d6 to determine the location reading the numbers lowest to highest. You will need to shade in the final ritual location to encounter and defeat the summoning of Cthulhu.

Exploration: You may start shading from the start location or any other shaded square. You will shade in a number squares on the map equal to the number you just rolled for exploration. You may only shade a square that is adjacent to the chosen start location or adjacent to an existing shaded square.

Defeated Cultists

When assigning the **search** and **ritual** dice, if the cultists at the respective location have already been defeated you can still assign the dice to that location provided there are empty squares. However you will mark those squares with an X and they will not count as victory points. When all of the squares have been shaded or have an X then your heroes will start going mad (see **madness** below).

Madness

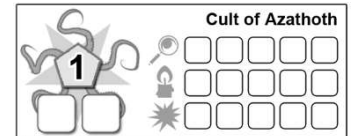
When when there are no more empty squares for the **search** and **ritual** at a location you may no longer assign a dice to that location. Instead you will shade in one madness square for one of your heroes at random. When a hero has shaded in all eight madness squares they run off screaming into the night and are no longer usable in this adventure. Roll your personal die, a result of a 1 or 2 is the *Investigator*. A result of 3 or 4 is the *Priest*, and a result of 5 or 6 is the **Adventurer**.



- **Embrace the Madness (reroll):** You may sacrifice a heroes sanity to reroll any one die. Select a hero and shade in one of their madness squares.

Locations

Each ritual summoning location has five search squares, five ritual squares, and five power squares. There are 21 possible locations. When all five of the search squares have been shaded, that location is known and you will roll 2d6 and read the two numbers lowest to highest. Fill in the two squares under the location number. Locate the matching location on the map and that is the location of the newly discovered ritual.



If you roll a location that has already been rolled you will shade in one power square for that location and roll again.

You will need to shade your way to that location and shade in both ritual squares on the map before you can engage the cultists and stop the ritual. Reaching a location before discovering a ritual there will not uncover the location as a ritual location. It is assumed the cultists have not yet reached the location or have hidden nearby waiting for you to pass.



Cult of Cthulhu

If you fill in all 15 of Cthulhu's summoning squares the great old one himself is summoned and destroys the world, and even worse you lose the game.

