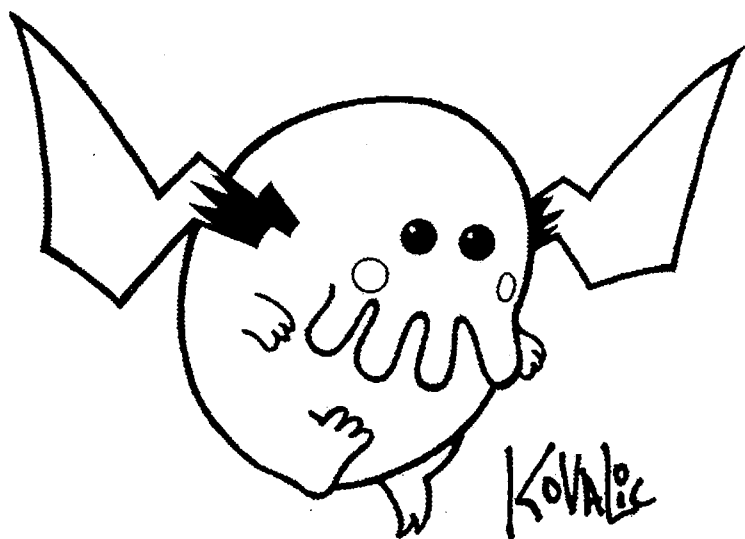


POKETHULLHU

ADVENTURE GAME

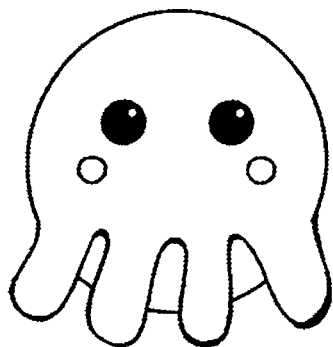


Game by S. John Ross
Illustrated by John Kovalic
SQUISHY BRAIN GAMES

Pokéthulhu

ADVENTURE

GAME



By S. John Ross

Illustrated by John Kovalic

Appendix by Philip Reed

Edited by Russell Godwin and Philip Reed

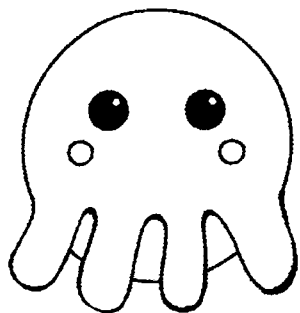
With special thanks to Tim & Jerry Driscoll, the kids at Border's Kids in South Austin, and the librarians at the Manchaca branch of the Austin Public Library.

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Pokéthulhu is a fantasy adventure game based on the popular cartoon show of the same name (as seen on the Lovecraft Network). Ever wonder what happens when Jigglypolyp goes head to 'pod with Dagong? Want to solve the mystery of why cute girls named Librarian Lumli work in every Cult Library – and why they always look the same? How does stomping to the piping music of the Blind Idiot Monster Pokéthoth sound?

You've thrilled to the adventures of Randy Carter, Sonia, Titus and their friends, from Randy's first Elder Badge to the threat of K'thu-too in *Pokéthulhu: The Movie*. But now, armed with your very own Shining Dodecahedron and *Pokénomicon*, you can quest for the Nameless City and do battle with the forces of Team Eibon! YOU become a Pokéthulhu Cultist, collecting and training thulhu of your very own!



PIKATHULHU'S TRIVIA BOX

Pokéthulhu can only say their names, or part of their names. Their alien language is very subtle and tonal. Or maybe they're just stupid.

WHAT YOU NEED TO PLAY

You'll need this booklet, pencils, paper, and a handful of "Shining Dodecahedrons" (12 sided dice, available at any fine hobby stores, including the one where you bought these rules). You may also want to photocopy the Cultist and Thulhu cards included with this game to keep track of things.

You'll also need a friend or two! One player – the Owner of Arcane Rules ("Owner" for short) – takes the part of the characters and creatures (especially the creatures) the other players will meet along the way and acts as a guide as the story develops. Everybody else plays a Cultist and taunts the Owner!

THE WORLD OF POKÉTHULHU

It's an endless summer vacation in the land of the dead. The pokéthulhu ("thulhu" for short) – adorable eldritch monsters from the icy depths of space – run wild in the swamps, the forest, and even the cobwebs and sagging gambrel roofs of the fishing village that you call home.

"Wild" pokéthulhu like to devour human souls (saving bone marrow for dessert) and frighten the pants off grownups that stray near. Grownups don't "get" pokéthulhu, but kids do! Only the young can capture and tame the wild monsters, turning their wild powers and unholy cuteness to good purposes. Toddlers have *no* fear of pokéthulhu at all (furthermore pokéthulhu with *tails* tend to be terrified of toddlers)!

A long time ago, the world arranged itself to suit this unusual state of affairs. Grownups are fishermen, mostly, keeping out of the way and living quiet lives. The kids are, well, kids . . . but some are brave enough to join the Pokéthulhu Cult, training thulhu to vent their alien aggression in harmless sporting competition!

These kids – the Cultists (and their cute little Bundles of Evil) – are the heroes of our game. This is the world of *Pokéthulhu*!

CREATING YOUR CULTIST

Your Cultist – just like Randy Carter on TV – is a kid who's made his own copy of the *Pokénomicon*. That's the magic book of elder lore that can be used (in conjunction with a Shining Dodecahedron) to store thulhu, and acts as a handy reference guide to the more than 400 known species of thulhu!

Your Cultist is represented on a Cultist Card like the one shown here:

Name: *Randy Carter* Age: *11*

Home Village: *Silver Key Cove*

Aspect: *Squamous*

Abilities

Grade Level: *5*

Phys Ed: *4*

Pokéthulhu Lore: *8*

Sanity: *5*

Shoplifting: *2*

Talking Trash: *6*

Choose a *Name*, *Age* (from 5 to 16 years old) and *Home Village* for your Cultist, now. You can be from any village you've seen on the show! (If you haven't seen the show, use your home town – you're familiar with it, after all. And wouldn't it be fun to have pokéthulhu run all over town, scaring all the older kids and grownups you don't like?)

Randy's *Aspect* is his special empathy with squamous (scale-covered) thulhu. Your character will have a special aspect, too, either "Squamous" (like Randy) or any other pokéthulhu Aspect. You can read more about *Aspects* on pages 8 & 9.

You'll have the same six *Abilities* that Randy does, too, but your numerical *score* in each may be different. You can choose any score you want for each (higher is better!) as long as you obey the following rules:

Rule #1: Your age determines your maximum Grade Level. Grade Level may not be higher than your age *minus four*.

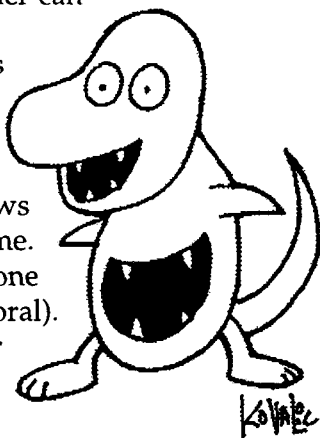
Rule #2: Every score must be at least 1, and no higher than 12.

Rule #3: The *higher* of your Grade Level and Pokéthulhu Lore scores, added to your Sanity score, cannot exceed 13.

Rule #4: All your scores added together cannot exceed 30.

If you break these rules, the Owner is permitted to kill you (this may be illegal in some markets, in which case Squishy Brain Games cannot be held responsible. We urge you to check all applicable laws before incorporating murder into your game. Play responsibly, and *never* murder anyone outside the context of gameplay; it's immoral).

When you're done, circle *one* of your abilities to mark it as your *Lucky Ability*. Randy is lucky at Talking Trash: He can almost always infuriate his foes and talk his way out of trouble, even when it seems he shouldn't be able to!



What's Good & Bad, Scorewise?

A score of 5 is an average, competent Cultist, like most of the thulhu trainers Randy encounters in his travels. A score of 10 represents almost superhuman mastery! With a score of 5, you have about a 2-in-3 chance of succeeding in a "somewhat tricky" test of ability (see page 5).

GAME RULES I:

USING ABILITIES

In this chapter, we'll learn what each of the six Abilities mean, and how to see if your Cultist succeeds in difficult tasks in the story.

Grade Level: This is your "mundane" education. It's how well you read, do math, and get your homework done. Yuck! But it's still *very* useful! If you need to know about a glowing plant you've found in the woods, or read a new incantation you've unearthed, the Owner will ask for a Grade Test.

Phys Ed: This is how agile, strong, and fit you are (Randy is a little skinny; he's just below average). You use this to pass Tests involving running, climbing, swimming, racing bicycles, and more. When you are injured, your Phys Ed score drops temporarily. If it ever drops to zero, you've fainted, and may be eaten by wild thulhu or ill-mannered friends.

Pokéthulhu Lore: This is a vital ability – your knowledge of pokéthulhu and how to train them! Randy is something of a whiz-kid at this. Will you be as good as Randy?

Shoplifting: This is how sneaky you are, how quiet you can be, and how good you are at stealing – an important skill! Randy is notoriously bad at this, and Sonia always makes fun of him for it!

Sanity: This is your Cultist's ability to stare down Shub-Rhydon himself without blinking or being afraid. As your Cultist grows older, he'll get a little less sane, retreating into the comfortable illusions of adulthood (and he'll be easier to scare)! All characters have Sanity 1 after High School – grownups are such 'fraidy cats!

Talking Trash: Used anytime you need to speak cleverly or convincingly. This is how you determine who attacks first in a Pokéthulhu Match! It's also used to get cute girls (or boys!) to go on dates with you, and to talk your way out of trouble.

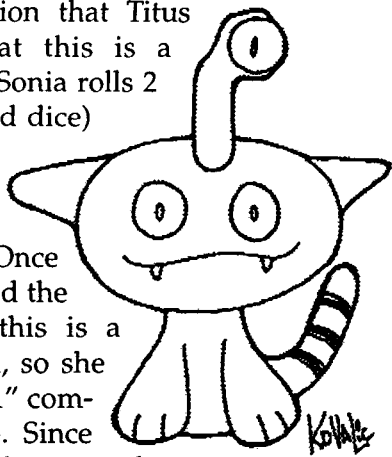
Testing Your Abilities

Your cultist can do easy stuff automatically. Provided the Owner doesn't say otherwise, you can climb a tree with low branches, pick out which Dodecahedron is storing your Jigglypolyp, break a bottle, or eat a big hamburger without rolling the dice to see if you succeed. You need to roll dice, though, in situations that are:

- ☛ **Somewhat Tricky (3 Dice):** Climbing an ordinary tree, pulling a sudden stop when your bicycle is on gravel, eating an entire pizza.
- ☛ **Challenging (2 Dice):** Jumping a creek on your bike, convincing a grownup to give you money, decoding an ancient inscription.
- ☛ **Really Hard (1 Die):** Climbing up a sheer surface, stealing an ancient Dodecahedron from a public museum platform without tripping the alarm, identifying a pokéthulhu by it's slime trail or spoor alone.

Your Owner will tell you how many Shining Dodecahedrons you need to roll, and which Ability you're testing (most tests are Challenging, but there are always exceptions). You *succeed* if at least one of the dice rolled is equal to or less than your score in the Ability being tested. Otherwise, you fail.

Example: Sonia is trying to scramble up the side of an ancient farmhouse to read an inscription that Titus spotted. The Owner says that this is a Challenging test of Phys Ed, so Sonia rolls 2 Shining Dodecahedrons (12-sided dice) against her Phys Ed score of 6. The dice come up "11" and "4." Since "4" is less than 6, she succeeds. The "11" isn't important. Once she's there, she's got to try to read the inscription. The Owner says this is a Challenging test of Grade Level, so she rolls 2 dice again - a "3" and a "1" compared to her Grade Level of 5. Since both dice came up lower than 5, she succeeds again (there's no special bonus for "succeeding" on more than one die). She reads the inscription, and it's *really really scary!* The Owner tells her that if she doesn't make a Really Hard test of Sanity, she'll be so scared she'll fall. She only gets to roll 1 die this time, and it comes up 10. Her Sanity is 5, so she screams and falls down. Hopefully, Titus can catch her!



Lucky Ability: The exception to the normal rules is your *lucky* ability. You *always* get to roll 3 dice with this ability, no matter what!

GAME RULES II: POKÉTHULHU

You keep track of individual pokéthulhu on a Pokéthulhu Card like this one:

Name: *Scuttle*

Power: 7

Hit Points: 8

Speed: 5

Aspects: *Sticky, Squamous*

Weakness: *Luminescent*

Attacks

Injure: 2 dice (*Hot Spray, Sticky*)

Dodge: 2 dice (*Scuttle, Sticky*)

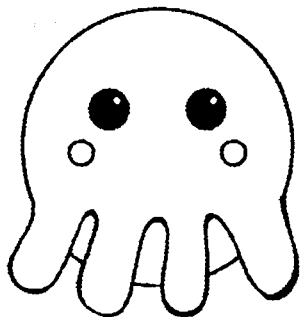
Trap: 3 dice (*Mucous Jet, Sticky*)

Frighten: 2 dice (*Screech, Squamous*)

To create a Pokéthulhu (a job for the Owner), simply pick two Aspects, another Aspect as a Weakness (this can be the same as one of the thulhu's regular Aspects!), and fill in the blanks as follows:

Power, Speed and Hit Points: Each score can be from 1 to 12. They must total no more than 20.

Attacks: Give the pokéthulhu an attack in each of the four categories, and assign each a number of dice (from 1 to 3). The total number of dice available to a typical trained thulhu may not exceed 9 (more dice means a more potent attack). Give each attack a descriptive name and an aspect (which must be one of the thulhu's Aspects).



PIKATHULHU'S TRIVIA BOX

Popular pokéthulhu
Hastursaur (who devolves
into Hungarsaur) is
enraged by the sound of his
own name when anybody
but him says it!

"Wild" pokéthulhu follow the same rules, but they tend to have only 6 dice in total attacks, frequently clustered toward Frighten. There are dangerous exceptions, though!

Training Pokéthulhu

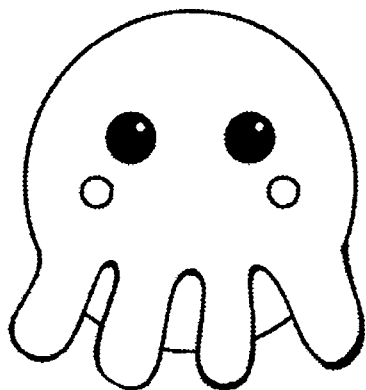
Once a Cultist earns a pokéthulhu of his own (either as a gift, or spoils of a wager, or by defeating or summoning a wild one) he may train it. Every two days of training allows the Cultist to make a Somewhat Tricky test of Pokéthulhu Lore. If he succeeds, one of the pokéthulhu's attacks is increased by 1 die (to a maximum of 3). For example, a wild Fungal cluster (which typically has a 2-die "sprout" Trap attack), could have his "sprout" attack raised to 3 dice with successful training.

Once a thulhu has 9 or more total dice of attacks, the roll necessary to train it becomes Really Hard, and each roll requires a full week of dedicated work.

Aspects and Training: If the Cultist and the thulhu share an aspect, the trainer gets to roll an extra die when training the thulhu! If the Cultist's Aspect is one that the thulhu has a Weakness to, the training takes twice as long!

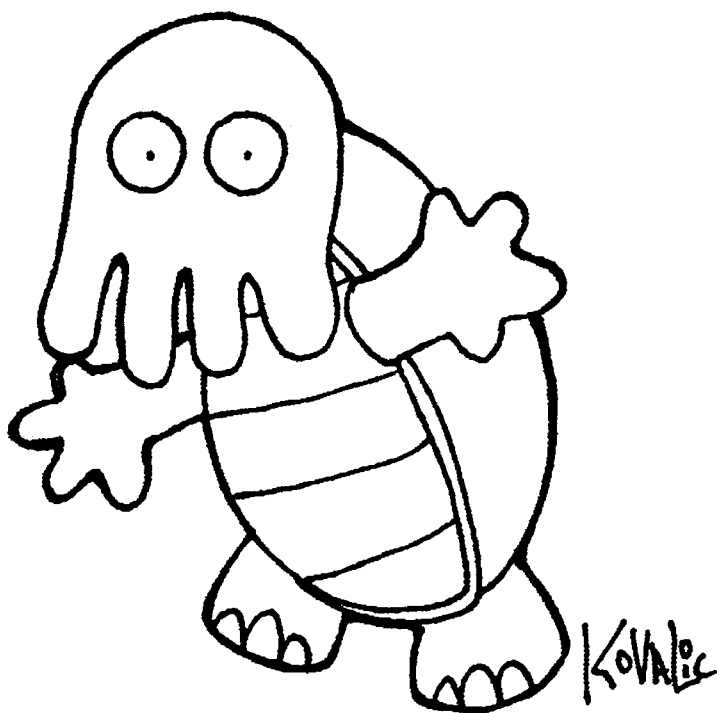
Aspects

Aspects are more than just physical (or energy-manifested) literal concepts. They're spiritual resonances. It's something to do with geometry; nobody's really figured it out yet! These are the eight Aspects known to Pokéthulhu science (and examples of popular thulhu that have these Aspects):



PIKATHULHU'S TRIVIA BOX

It's unwise to get too many Hastursaur in the same room!



- **Decomposing:** For dead/undead thulhu, or thulhu that just smell that way. *Whip-Poor-Will* is a Decomposing thulhu ('cause she's a death spirit)
- **Fishy:** Speaking of smells! Swimmers and clawed beach-scuttlers alike are often Fishy. *Dagong* is a fishy thulhu.
- **Fungous:** Soft, squishy, yielding and mushy thulhu have this. *Fungal cluster* is the most popular example.
- **Icy:** They come from cold planets and can freeze you solid! *Pokéthacqua* is an Icy thulhu.
- **Luminescent:** For thulhu using strange energies. Randy Carter's own cute little *Pikathulhu* is Luminescent.
- **Non-Euclidean:** For thulhu who warp in and out of space and time, or run at right angles to reality. *Tindaloo* is a Non-Euclidean puppy escaped from the Cheap Curry Dimensions.
- **Squamous:** The scaly, the slithery, the ophidian and the reptilian (and those who hang out with them) are squamous, just like *Scuttle*.
- **Sticky:** The wet, the slimy, the elastic and tentacular are Sticky thulhu. *Nine-Tentacled Ftaghn* isn't just sticky, it's *especially* Sticky.

RULES III: COMBAT!

There are two kinds of combat: pokéthulhu combat and people combat. Both use similar rules, but pokéthulhu combat happens a lot more often, so it's got more "stuff" in it. Pokéthulhu Combat occurs when two thulhu square off to fight one another on behalf of their Cultist masters. Sometimes, it's over very quickly, and sometimes it's a tense battle between evenly-matched pokéthulhu and their crafty Cultists! It's resolved with the following steps:

Pre-Fight: Initiative

Skip this step when a trained thulhu fights a wild thulhu. Wild thulhu *always* go first!

The two dueling Cultists threaten, pose, and brag in an attempt to rattle the other into a state where his anger or ego will undermine his strategy. This should be roleplayed!

The youngest cultist rolls 3 dice, keeping any which come up equal to or less than his Talking Trash Ability, and discarding any others.

His opponent does the same, rolling 3 dice and discarding all failures.

The turn returns to the youngest, and the process continues until one player runs out of dice. When that happens, the player with dice left has won the initiative, and his pokéthulhu will attack first. Each "turn" should be accompanied by more roleplayed arguments.

The Fight!

At the beginning of the fight, each Cultist reads aloud from his *Pokénomicon* the name of his chosen thulhu, while holding aloft the Shining Dodecahedron that contains it, summoning it to the fight. The Cultist who *loses* the initiative makes his choice first. Once both have chosen, the fight begins. Each round goes like this:

- The attacker chooses one of his thulhu's four combat modes: Injure, Trap, Frighten, or Dodge, and rolls the appropriate number of dice. [*Exception:* a thulhu that begins its turn Trapped must try to break free; see below]
- The attacker chooses a single die out of those rolled to be his result die. It's *successful* if it's equal to or lower than both the Cultist's Pokéthulhu Lore skill *and* the thulhu's Power (for Injure and Frighten attacks) or Speed (for Trap and Dodge). The "best" dice are those which roll high but still succeed (see the *Results* section, below).

- ☛ If there are no successful dice, the attack fails and the turn passes to the other player, who becomes the new attacker (and so on). If the result die is successful, apply the results of the attack before the turn passes, including defenses (if applicable).

Weaknesses: If the Pokéthulhu being attacked has a weakness to the Aspect of the attack being used, the attacker gets to roll one *extra* die when making the attack!

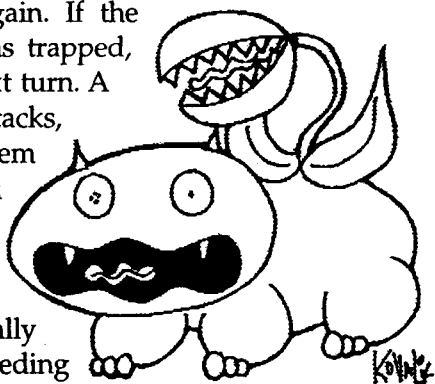
Results of Successful Attacks

Injure: The target thulhu loses a number of Hit Points equal to the value of the result die. So, if the die reads "5," the target thulhu loses 5 Hit Points. If this reduces the target's Hit Points to zero, that pokéthulhu *must* Dodge on his next turn. If, after dodging, the thulhu still has less than 1 Hit Point, he has fainted and loses the match.

Frighten: If the value of the result die *exceeds* the victim's current Hit Points, the victim is terrified and faints, ending the battle immediately. Dodge won't help!

Trap: The target thulhu cannot attack on its next turn. It must try to *beat* the result die (exceed it) with a 3d test against either Power or Speed (whichever is better). If this is successful, the thulhu is free but it takes up its entire turn, and the thulhu who Trapped him immediately goes again. If the thulhu *fails* to break free, it remains trapped, and will have to try again on its next turn. A trapped thulhu cannot make any attacks, including Dodges, which makes them easy prey! Also, a trapped thulhu which is "double trapped" by a second successful attack, is immobilized and immediately loses the fight.

Dodge: This "attack" is normally used to undo damage from a preceding Injure attack. A successful Dodge reduces damage taken in the previous turn by an amount equal to the value of the result die. If there are any points "left over" after undoing the damage, the Dodging thulhu may immediately initiate an Injure, Frighten, or Trap attack, treating the value of the "leftover" points as its Power and Speed for that turn. *Example:* A result die of 7 that removes 3 points of damage leaves the thulhu with a Power and Speed of 4 for that turn, regardless of its normal Power and Speed score).



It's entirely legal for a pokéthulhu to Dodge even if it *wasn't* injured by it's opponent's last turn. This is called a *Speed Attack*. The same rules apply, but since the entire result die will automatically be "leftover" points (since there's no damage to undo), the result die determines the thulhu's Power and Speed scores for that turn. This is a risky, but sometimes effective, way for a fast but weak pokéthulhu to have a powerful attack!

Switching Thulhu

At the beginning of an attacker's turn, the Cultist may opt to *switch* thulhu, summoning a different monster into a fight from the depths of an alternate crystal, and pulling the current thulhu out of the fight. This is always legal provided the Cultist's current thulhu isn't Trapped, and hasn't been injured to the point where its Hit Points are below 1 and it is being forced to Dodge.

The new thulhu appears instantly, and may act immediately, but *must* use the Dodge attack on the turn it appears (in other words, it must enter play with a Speed Attack, since it's being thrown into a fray unprepared).

People Combat

Sometimes, people fight people and people fight pokéthulhu (wild thulhu like attacking humans and eating their souls and bone marrow, remember). In one-on-one fights, the rules are the same as for thulhu fights, except:

- ☛ The pokéthulhu always goes first, if there is one. For two humans, determine initiative normally.
- ☛ Humans have only two attack choices: Injure (2 dice) and Dodge (2 dice). Their attacks have the Aspect shown on the human's Cultist Card, and they attack against their current Phys Ed score, instead of Pokéthulhu Lore and Power/Speed.
- ☛ Injure attacks against people reduce their Phys Ed score, which serves the same function (in this case) as Hit Points.
- ☛ Frighten attacks against people are compared to the defender's Sanity, instead of Hit Points.

If the fight isn't one-on-one, ignore the initiative round entirely and just go around the table clockwise. Or roll dice or something. I mean, really. This is a joke game.

Healing

Damage done to Hit Points and/or Phys Ed heals fairly quickly. When a fight scene is over, anyone who was injured may immediately roll a single Shining Dodecahedron and heal that many points from their injuries. After that, points heal at a rate of 1 per hour of rest, or 1 per day of activity. Other things (magic spells, a good hot meal, being tended by a nurse) can alter this, as the Owner sees fit.

APPENDIX:

POKÉTHULHU ADVENTURES

While the *Pokéthulhu Adventure Game* may be used for simple one-on-one pokéthulhu fights, greater enjoyment of the game can be gained through roleplaying adventures and campaigns. Owners interested in running extended roleplaying campaigns

are encouraged to consult *Nightmares of Mine*

written by Kenneth Hite (Iron Crown Enterprises) and *Narrator's Toolkit* for the

Star Trek Roleplaying Game (Last

Unicorn Games) written by S. John

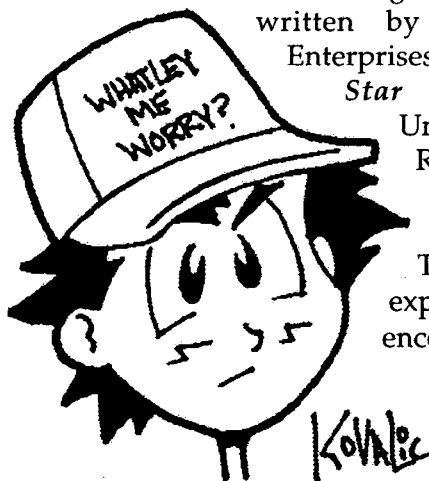
Ross (yeah, the guy who wrote this and no, it's not the only reason the book is recommended).

These two books alone can greatly expand the talents of a new or experienced *Pokéthulhu* Owner.

To help Owners get started, we have included a few adventure seeds below. They are intended to be used as the basis for role-

playing adventures and are in no way

complete, fleshed-out scenarios. The seeds have been listed in an episodic order and Owners are encouraged to string the seeds together over several game sessions (throwing in some of their own devious ideas, of course) in order to create a *Pokéthulhu* campaign.



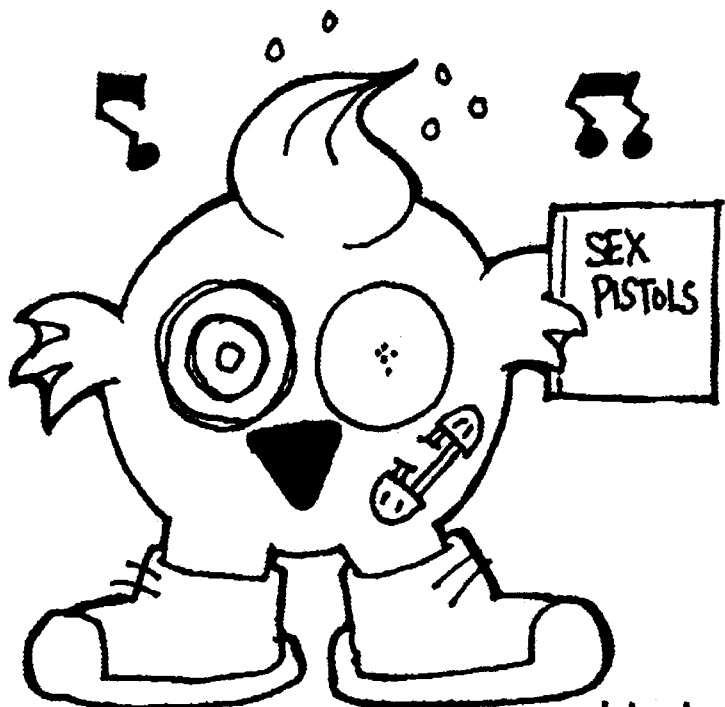
Adventure Seeds

Episode One: The Pokéthulhu Menace

The characters begin the game without any pokéthulhu. Professor Maple, one of the only adults in the world of Pokéthulhu who knows anything of the Dark Ones and isn't afraid of them (his Sanity is amazingly still fairly high – an adventure seed in and of itself) calls the characters to his lab. He explains to the young Cultists that he has studied and protected thulhu since his childhood, as he assists them in each selecting one pokéthulhu from his vast collection. As the characters are acquainting themselves with their new pokéthulhu, several wild pokéthulhu break into the lab and the characters are forced to fend off the surprise attack.

Episode Two: Mi-Go-Go

The Mi-Go-Go have appeared in only a handful of episodes of the cartoon show but each appearance has been a momentous occasion in the lives of Randy, Sonia, and the cute little *Pikathulhu*. Unfortunately for the still inexperienced Cultists, the *Mi-Go-Go* have returned.



The *Mi-Go-Go* are an extraterrestrial race much like the pokéthulhu but they are from an entirely different area of deep space and are far more evil. Can our heroes fight off the visiting *Mi-Go-Go*? Or will the home team pokéthulhu faint and force the characters to scoop up the creatures and run for their lives, giving the away team another win?

Episode Three: Dr. Harold Westermore, Reanimator?

Dr. Westermore is considered nothing more than a legend in the cartoon show, a Victor Von Frankenstein myth of the pokéthulhu world who supposedly takes *dead* thulhu and sews their severed limbs and organs together into monstrosities best left to nightmares. In episode #217 (*Macho Ado About Nothing*), Randy ran across *Machostein* who very nearly ended the his life as well as that of his loyal (and abominably cute) *Pikathulhu* (which would have ended the show and ruined everything for the men raking in the cash). Afterwards, Professor Maple told Randy a long story about Dr. Westermore at the end of the episode and hinted that *Machostein* may very well be one of Westermore's creations. This was the first and last mention of Dr. Westermore in the cartoon show. Until now.

The Cultists run across a dark tome similar in size and appearance to the *Pokénomicon*. It appears to be the journal of Dr. Harold Westermore and inside they find information hinting about Dr. Westermore's current location and activities. The Owner should encourage the characters to track down the bad doctor where they pit their pokéthulhu against the undead creations of Dr. Westermore. If the doctor's undead pokéthulhu defeat all of the characters' thulhu, the doctor steals the characters' fainted pokéthulhu and flees into the night. If the characters' thulhu win the battle, Dr. Westermore will escape, but not before vowing revenge against the characters. As Westermore flees (whether he won the battle or lost it) he hints they'll never defeat his supreme creation, the *undead* wild thulhu known as *Bulba-Zhar*.

Episode Four: Librarian Lumli is missing!

Oh no! Librarian Lumli, that cute librarian of the local Cult Library, has gone missing. The Cultists discover this horrible news early one morning when they hit the Library to search for information on an elusive wild pokéthulhu they're trying to capture.

The characters should alert the authorities (Constable Carly will be especially interested in the missing librarian) and then offer to join in the search for her (Librarian Lumli is the only one who can help them learn about *Bulba-Zhar*). Questioning the locals quickly points them in the direction of the librarian, who was last seen being carried off by a giant wild thulhu toward the swamp at the edge of town. The characters will have to track the beast to its lair and then defeat it in battle before they can rescue her. Once freed of captivity she is more than willing to assist her saviours and points them in the direction of *Bulba-Zhar*.

Episode Five: Bulba-Zhar

Dr. Westermore's *Bulba-Zhar* is quickly located by the characters once they act upon the information given to them by Librarian Lumli (if they fail rescuing her in episode four they'll have to find other clues to lead them to the undead thulhu's lair).

Upon entering the lair, Dr. Westermore appears and starts taunting the Cultists, challenging them to a pokéthulhu fight, winner take all. "I choose you, *Bulba-Zhar*," Westermore screams as the scariest pokéthulhu the cultists have ever seen bursts forth from his shining dodecahedron! If they defeat *Bulba-Zhar*, Westermore once again escapes, shouting "You'll rue the day!" If the doctor wins, he taunts the cultists one last time and then rushes into the black night with his undead creation *and* the Cultists' thulhu.

Further Episodes

The Owner can choose to either continue the campaign (by having the Cultists pursue the Doctor, trying to capture him or rescue their faithful thulhu before he can experiment on them) or start a new one with completely new characters and thulhu. Continuing the campaign is the best choice, as it creates continuity and allows the players to increase their interest in the game.

Will our heroes encounter Dr. Westermore again? When will the Mi-Go-Go attack next? How many different pokéthulhu are actually out there in the wilds of the world? Why do all of the Constable Carlys around the world have not only the same name but also the same appearance and knowledge?

In future episodes the Cultists and Owner will no doubt answer these questions and many more.

Cultist Card

Name:

Age:

Home Village:

Aspect:

Abilities

Grade Level:

Phys Ed:

Pokéthulhu Lore:

Sanity:

Shoplifting:

Talking Trash:

Notes:

Pokéthulhu Card

Name:

Power:

Hit Points:

Speed:

Aspects:

Weakness:

Attacks

Injure:

Dodge:

Trap:

Frighten:

Notes:

*That is not evil which can eternal lie,
and with strange aeons even death may die!
To bring down our masters on an icy night,
And to claim the power when the stars are right . . .
Derleth!
Bloch!
Team Eibon! Stand fast to resist our rage . . .
Or flee to the safety of a new dark age!*

FTAGHN! THAT'S RIGHT!

Amid the sagging gables of old New England, evil lurks . . . and squirms, and scuttles, and purrs. Grownups are fleeing in terror, hiding behind the Elder Sign.



You're 10 years old. You're our last hope. Armed with a Shining Dodecahedron and the elder incantations to make it work, you capture the monsters and train them to use their power . . . But not for evil. For sport.

You've thrilled to the popular TV show. Now, you can play the game! Is your Shoplifting score good enough to sneak a page from your opponent's *Pokénomicon*? Is your trained *Jigglypolyp* powerful enough to defeat a devolved *Fungal Cluster*? This is the world of Pokéthulhu, and now it's yours to save - or conquer!

squishy_brain_games@hotmail.com
(We know, we suck. There will be a website and real e-mail address soon, we swear!)