



POKéTHULHU

The Adventure Game

The Monster in Your Pocket is
Cuddly, Evil, and Itching For Action!

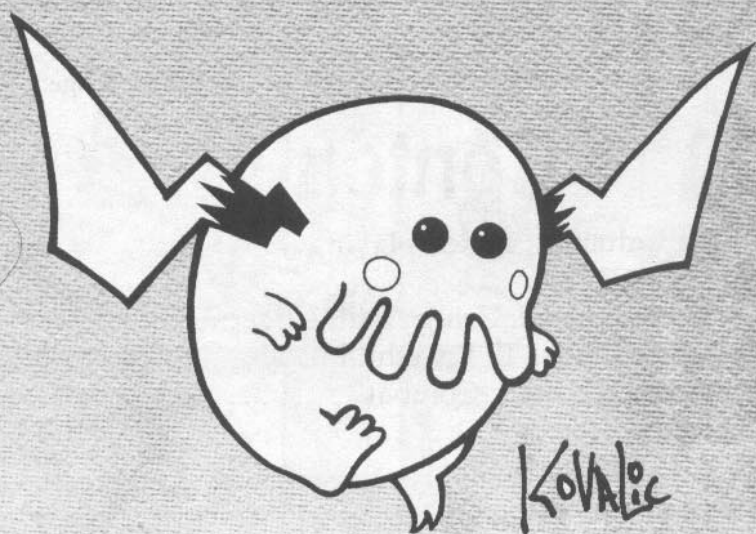
Gotta catch you all!

by S. John Ross and John Kovalic



POKEHULLO

ADVENTURE GAME



Dork Storm Press

POKÉTHULHU

ADVENTURE

GAME



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POKETHULHU ADVENTURE GAME Published by Dork Storm Press, PO Box 45063, Madison, WI 53744. Phone: (608) 255-1348 , Fax: (608) 222-5585. E-mail: john@kovalic.com. No portion of this publication save for brief review excerpts may be reproduced without the express consent of the copyright holders. This is a work of parody: any similarities to any actual persons, elder gods or pocket monsters save for the purpose of satire is purely coincidental. SALES: Liz Fulda, sales@DorkStorm.com. Phone: (608) 255-1348, Fax: (608) 255-1352. All letters to Dork Storm Press are assumed intended for publication unless otherwise stated, and becomes the property of Dork Storm Press. Dark they were, and golden-eyed. FIRST PRINTING - MARCH 2001. PRINTED IN THE USA.

DORKTOWER PRESENTS AN INTRODUCTION TO ROLE PLAYING

SO,
YOU WANT
TO FIND OUT
ABOUT
ROLEPLAYING?

WELL, WELCOME TO A
HOBBY EVERY BIT AS
HEALTHY AS MACRAMÉ!
JUST SIT BACK
AND RELAX
AS WE EXAMINE
"WHAT IS
ROLEPLAYING?"

SIMPLY PUT,
ROLEPLAYING
IS INTERACTIVE
STORYTELLING!

A ROLEPLAYING
GAME IS ONE
WHERE PLAYERS
TAKE PART IN A
FICTIONAL
ADVENTURE.

THIS ADVENTURE
IS CREATED BY
THE REFEREE,
ALSO KNOWN
AS A DUNGEON
MASTER...

OR, ALTERNATELY,
"GAME MASTER,
DICE MASTER, KEEPER..."

"ENEMY..."

THANK
YOU, KEN
"

ROLEPLAYING GAMES CAN
TAKE MANY DIFFERENT FORMS,
FROM BLOODTHIRSTY HACK-AND-
SLASH SLAUGHTERFESTS...

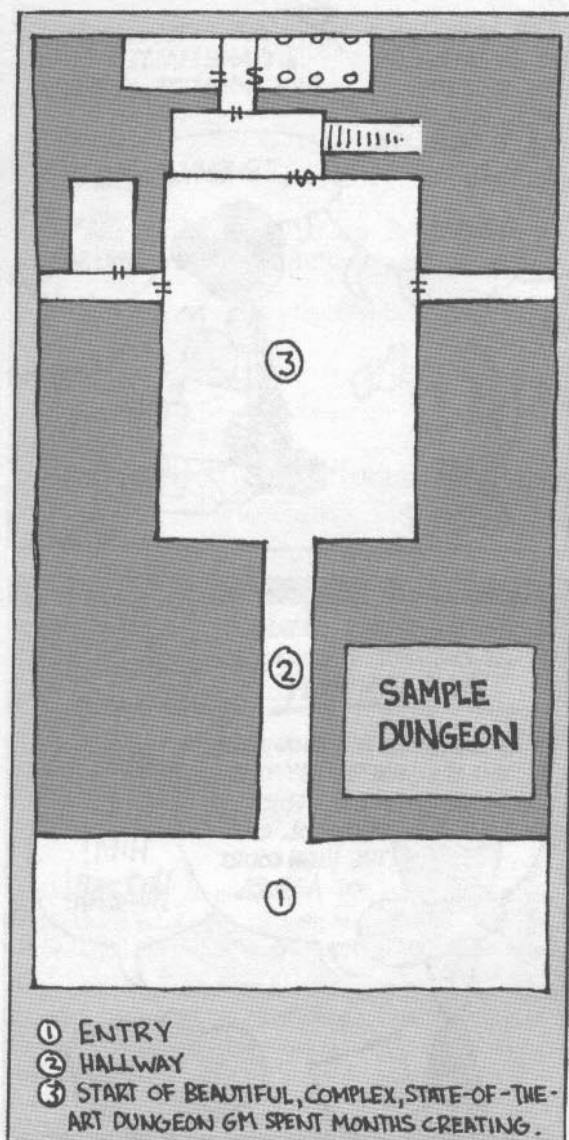
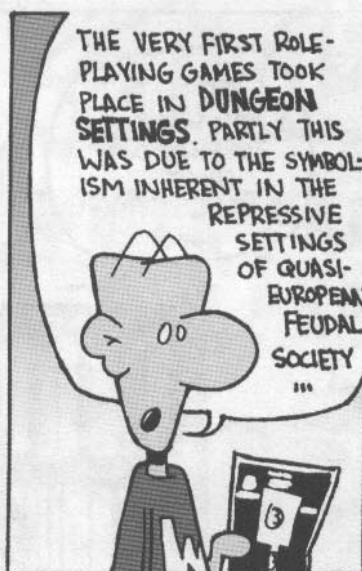
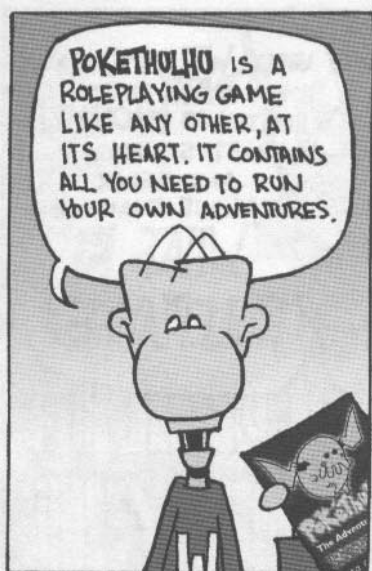
YOU ENTER THE
TOMB OF BLOOD
AND SEE A
DEATH-LICHE.

WE
KILL
IT!
HUZZAH!

"TO THE SUBTLE INTRIGUES
OF CAREFULLY NUANCED
HIGH FANTASY!"

AS YOU ENTER THE CHAMBERS
YOU ARE GREETED BY THE
MINISTER FOR
PROTOCOL OF
THE HIGH COURT
OF AURORA
"

WE
KILL
HIM!
HUZZAH!



GAME MASTER: After a long day's journey, your party arrives in front of the entrance to the Tomb of Hot Elf Chicks Chained Up by the Evil Overlord. What do you do?

PLAYER ONE: We continue down the road.

GAME MASTER: What?

PLAYER TWO: Hey! Who ordered mushrooms on the stupid pizza?

PLAYER ONE: We continue down the road.

GAME MASTER: But you see a dungeon entrance!

PLAYER THREE: Sorry I'm late, guys...

GAME MASTER: Did I mention the DUNGEON ENTRANCE? Hello?

PLAYER ONE: So what's down the road?

GAME MASTER: NOTHING! Because there's a dungeon entrance RIGHT IN FRONT OF YOU!

PLAYER THREE: Aw, MAN, you guys started without me! I can't believe you guys started without me!

PLAYER ONE: Oh, shut up! We're about to explore this road...

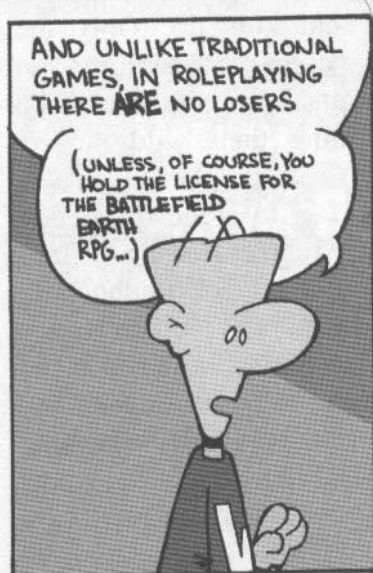
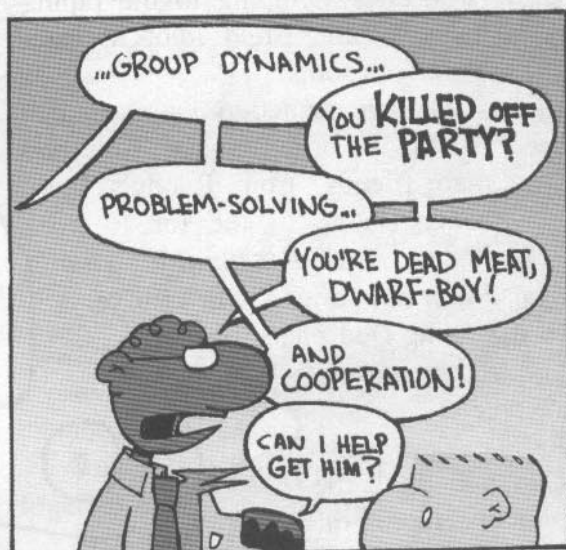
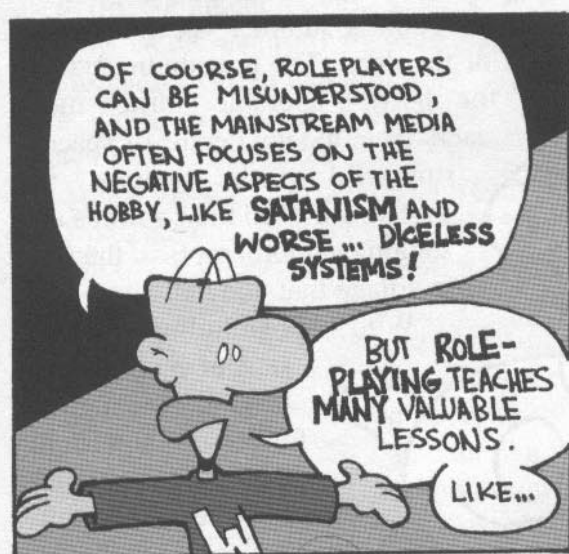
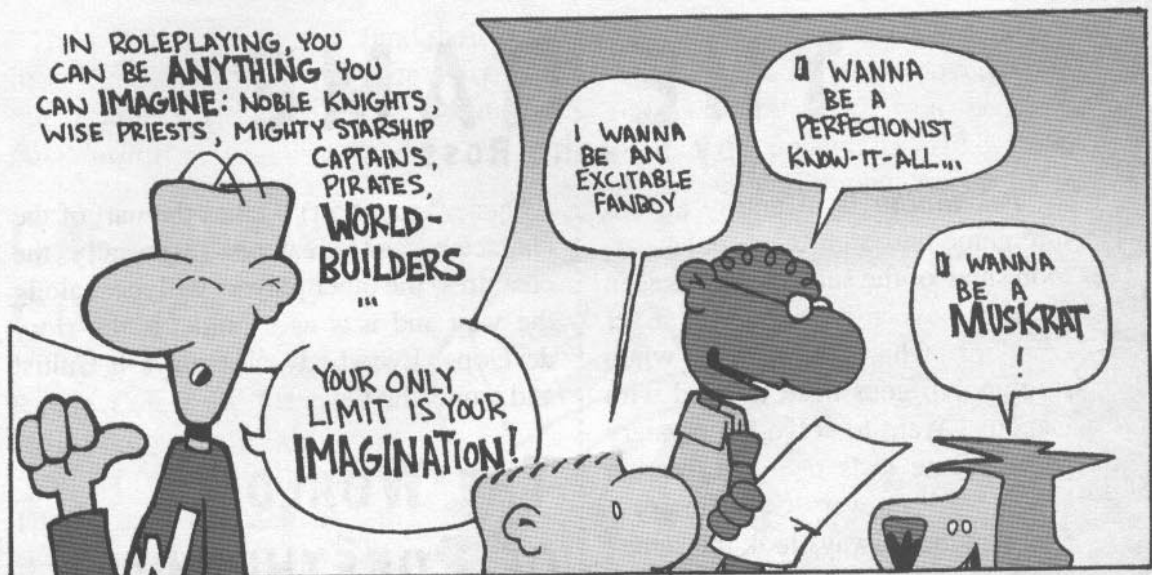
GAME MASTER: *splut* *splut* *splutter*

PLAYER TWO: I'll check for traps on the road...

GAME MASTER: A dungeon entrance to a BEAUTIFUL, COMPLEX, STATE-OF-THE-ART DUNGEON I SPENT MONTHS CREATING...

PLAYER ONE: Does the road have a name?

GAME MASTER: *gasp* *choke*...my...heart...



THE GAME

by S. John Ross

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!

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 (and 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!



POKÉTHULHU

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 for Randy on page 8.

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 page 10.

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 Dork Storm Press 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!

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!

POKÉTHULHU

GAME RULES I: USING ABILITIES

8

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 below).

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 Level 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)! Most 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.

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

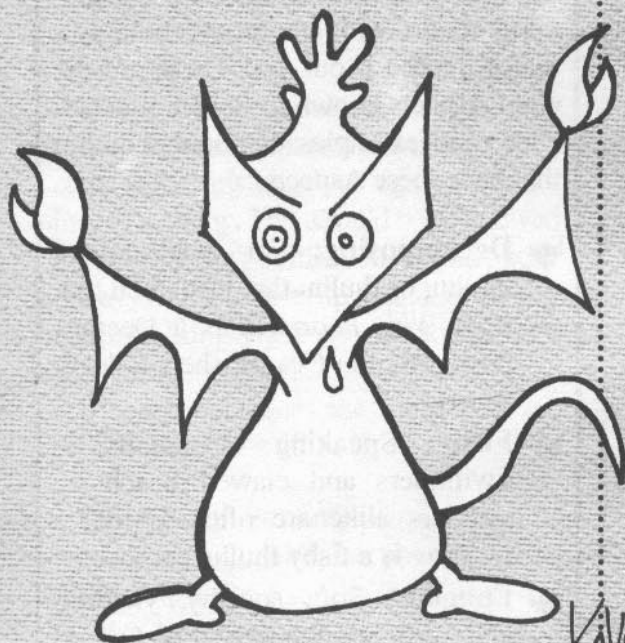
Testing Your Abilities

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

POKÉTHULHU

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 the ones on pages 10 & 11.

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).

"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!

Name: *Pikathulhu* **Power:** 8
Speed: 6 **Hit Points:** 6
Aspects: *Fungous, Luminescent*
Weakness: *Sticky*

Attacks

Injure: 3 dice (*Blastatic Surge, Luminescent*)
Dodge: 3 dice (*Playful Scampering, Fungous*)
Trap: 1 die (*Adorable Pose, Fungous*)
Frighten: 2 dice (*Adorable Cheesecake Pose, Fungous*)

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):

☛ **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.

POKÉTHULHU

GAME RULES III: COMBAT!

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.

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:

PIKATHULHU'S TRIVIA BOX

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

Name: *Scuttle*

Power: 7

Speed: 8

Hit Points: 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 (*Screach, Squamous*)

The Fight!

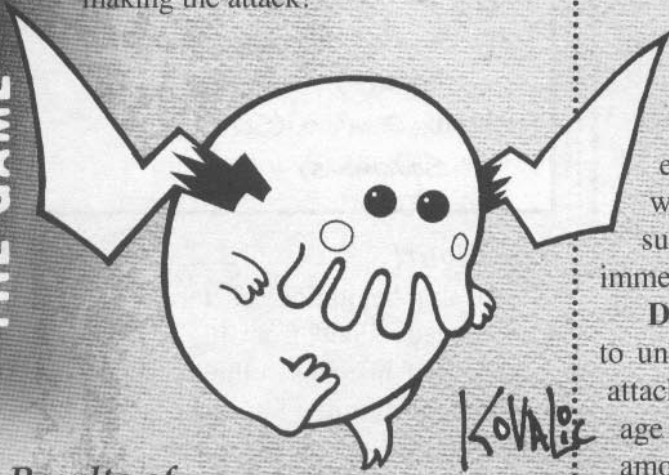
At the beginning of the fight, each Cultist reads aloud from his *Pokénomicon* the name of his chosen thulhu, while holding aloft the Shining Dodecahedron that contains it, summoning it to the fight. The Cultist who *loses* the initiative makes his choice first. Once both have chosen, the fight begins. 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 page 12.]

♥ 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, page 12).

❖ 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.

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.

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 its 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!

PIKATHULHU'S TRIVIA BOX

In *Pokéthulhu: The Movie*, the voice of Suddenly Randy Pikathulhu (which spawned the most controversial plush toy of 1999) was provided by *Pokéthulhu* CCG Champion Chris Reid.

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,

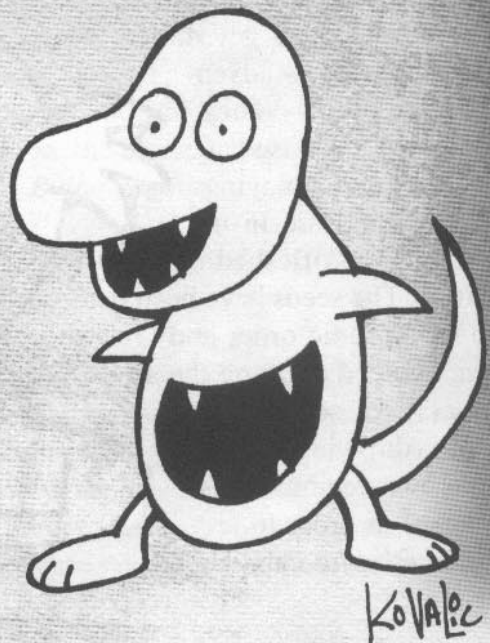
and they attack against their current Phys Ed score, instead of Pokéthulhu Lore and Power/Speed.

- ❖ 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.



POKÉTHULHU

ADVENTURE
SEEDS

by Philip Reed

ADVENTURE SEEDS

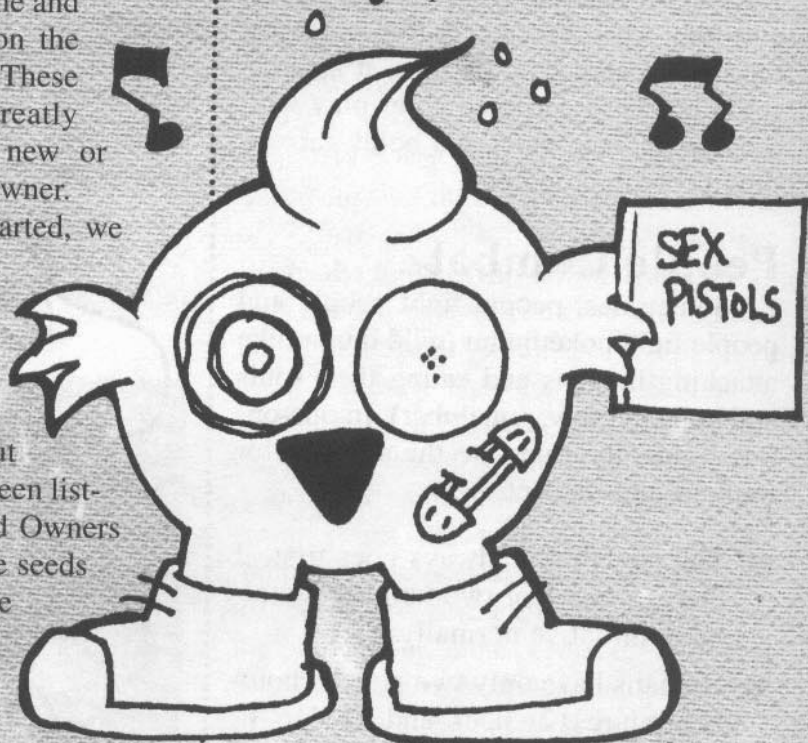
Episode One:

The Pokéthulhu Menace

The characters begin the game without any pokéthulhu. Dark Priest Maple, one of the few 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

Although 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 game 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 roleplaying 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.



Kovalic

PIKATHULHU'S TRIVIA BOX

The *Mi-Go-Go* allergy to chicken-flavored snack crackers wasn't revealed until Season 4, so it's up to the Owner to decide if the players are allowed to know about it!

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, Dark Priest 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.

POKÉTHULHU

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).

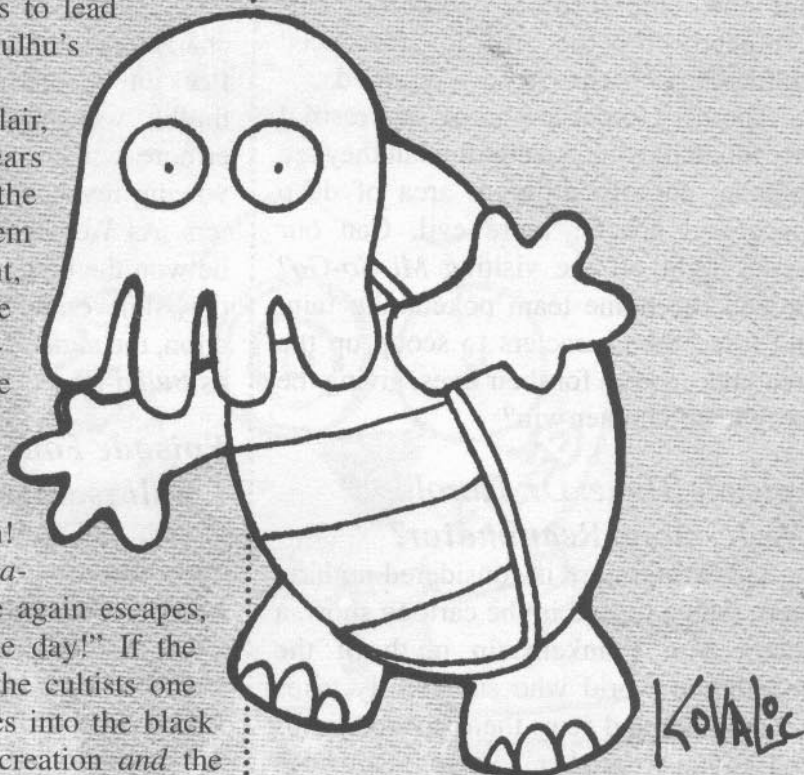
Upon entering the lair, Dr. Westermore appears and starts taunting the Cultists, challenging them to a pokéthulhu fight, winner take all. "I choose you, *Bulba-Zhar*," Westermore screams as the scariest pokéthulhu the cultists have ever seen bursts forth from his shining dodecahedron! If they defeat *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.



POKÉTHULHU

OVER COLD MOUNTAIN



**A Pokéthulhu Adventure for
3-5 Cultists and their Owner
by S. John Ross**

Synopsis

While on their way to Nameless Harbor, the Cultists encounter Gemini, a Cultist their own age who's spoiling for a fight! After a few rounds of thulhu combat, Gemini tells them the real reasons she's fighting passers-by for fun: she's bored, because she can't cross Cold Mountain. A bully named Joey Curwen is terrorizing the mountain road with his pack of Tan Jenkins, and traffic is halted! Can the Cultists break the roadblock and deal with the mysterious increase in storms?

Scene One:

None Shall Pass

The Cultists are completing a journey from Lake Gali to Nameless Harbor. There's only one obstacle left – the road through the heights of Cold Mountain, which looms ahead of them, a gray wedge of rock blotting out half the sky, covered in beautiful green fir trees and snow-capped. They pass over babbling brooks and past gibbering grownups; the latter dive into the former at the sight of genuine Pokéthulhu Cultists passing their way. The Cultists are used to adults being leery of them, but people on the Plateau seem especially skittish right now.

The Cultists come to a short stone bridge spanning a deep, wooded gorge. Mists curl in the early morning light, and birds twitter. On the bridge there is a small girl – a pretty redhead about the same age as the Cultists. They don't know it yet, but her name is Gemini.

Name: *Gemini*

Age: 12

Aspect: *Fungous*

Abilities

Grade Level: 5

Phys Ed: 4

Pokethulhu Lore: 7

Sanity: 5

Shoplifting: 5

Talking Trash: 4



When the Cultists step on the bridge to cross it (it's the only way across the misty gorge) Gemini simply shakes her head and goes "mm-mm" to indicate that she isn't going to let them cross without a fight. She raises a Shining Dodecahedron, and a gleam of light runs across it. She smiles. Behind her, the Cultists notice that a lot of storm clouds are gathering over Cold Mountain.

POKÉTHULHU

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OVER COLD MOUNTAIN

Gemini is a young cultist itching for a fight. She has three Pokéthulhu – a Scuttle, a Drek Maki, and her favorite (since she's aspected towards Fungous thulhu) an Olaus Worm:

Name: *Olaus Worm* **Power:** 7
Speed: 7 **Hit Points:** 6
Aspects: *Sticky, Fungous*
Weakness: *Icy*

Attacks

Injure: 3 dice (*Spore Spritz, Fungous*)
Dodge: 3 dice (*Rapid Coiling Leap, Fungous*)
Trap: 2 dice (*Orange Ooze, Sticky*)
Frighten: 1 die (*Smells Like Wet Worms, Fungous*)

She'll lead with the Olaus Worm, swapping in another thulhu if necessary. If more than one Cultist insists on battling her at the same time, she'll release her other thulhu as needed to keep a mix of one-on-one battles going. Gemini will battle furiously and seriously, but her heart isn't really in it. After the fight is over, regardless of who wins, she'll be a good sport about it and congratulate her opponents. She'll not only let them cross the bridge, she'll invite herself along to walk with them!

Gemini lives in Nameless Harbor, and she's trying to get home. She's been trapped on this side of Cold Mountain for four days, though, because the road is blocked by a brat (her word for him) named Joey Curwen is bullying travelers and not letting anyone by. She's been upset about it, so she decided to blow off steam by fighting some passers-by of her own. She apologizes for her behavior and explains all this as they wander.

If they ask her more about Joey Curwen: She'll get angry, but not at them – at Joey. "I used to have a lovely Nine-Tentacled Ftaghn!" she'll sob. "But I tried to fight Joey to get home, and those wierd Pokéthulhu he's using . . . made it vanish! I haven't been able to find it, and when I demanded he return my thulhu, he just laughed! He's a mean old bully of a *brat*!" She doesn't know the name of the thulhus Joey had trained, but can describe them: weasel-like creatures with humanoid (but furry) faces and hands. This is a rare thulhu; the Cultists will need to make a Really Hard test of their Pokéthulhu Lore ability to know that she's talking about a Tan Jenkin, unless they happen to have the Tan Jenkin entered into their personal Pokénomicon. Gemini believes that Joey has *several* of the creatures; she defeated one, and he simply summoned a healthy duplicate to replace it!

Optional Interlude:

Wild Thulhu

This adventure assumes that the Cultists have several Thulhu trained and ready to fight for them. If you think they could use a few extra "fodder" thulhu for the impending conflict with Joey Curwen, have them spot a few easy-to-catch wild thulhu along the forested mountain road. Captured wild thulhu can be used immediately to fight (though without proper training their abilities won't be very good).

Scene Two:

Sturm & Drang

The Cultists and their new friend Gemini are near the top of Cold Mountain, on the outskirts of Cold Mountain Village. It's begun to rain, and clouds are boiling and churning in the

Pikathulhu's Trivia Box: Ezekiel Returned?

Smartass players might decide that Joey isn't Joey, exactly, but rather the ghost of Ezekiel Fitch, returned from the grave to exact revenge on his ingrate kids by controlling and/or replacing his good-for-nothing grandspawn. This is especially true of smartass players who read too much. Reward such insight by making it true, especially if it adds a wrinkle to the climactic scene!

skies overhead. Flashes of lightning are followed almost immediately by cracks of thunder. There are many villagers visible, but none of them are *in* the village ahead. They're all gathered in a crowd on the outskirts. A few opportunistic types have set up stalls selling drinks and snacks.

The Cultists can speak to any of the villagers that they wish to. Most are simply scared – scared of Joey Curwen, and scared (to a much lesser degree) of the

Cultists. They'll wail, moan, complain, and pull their hair out in frustration. Joey Curwen is holding their village hostage, and with it, the only passageway across the mountain. The villagers all know that Joey is using Tan Jenkins to terrorize them – Joey has been bragging about it!

The Cultists won't have much trouble finding Joey when they decide to face him; he'll come out to meet them if they dare cross into "his" new village. He'll call them stupid for coming out in the rain, and tell them to go home while they still have their "pets." He really is a brat, but he's also a savagely competent Thulhu trainer, and not very sane. He'll keep a safe distance from the Cultists, summoning up Tan Jenkins at need to defend himself and generally cause trouble. He has an *unlimited supply* of Tan Jenkins, due to a special, emerald-hued Dodecahedron he stole from his Aunt Fitch's house (see the next scene for more on the Green Dodecahedron).

Name: Joey Curwen **Age:** 10
Aspect: *Non-Euclidean*

Abilities

Grade Level: 4 **Phys Ed:** 4
Pokethulhu Lore: 10 **Sanity:** 3
Shoplifting: 4 **Talking Trash:** 5

Name: Tan Jenkin **Power:** 5
Speed: 10 **Hit Points:** 5

Aspects: *Decomposing,
Non-Euclidean*

Weakness: *Luminescent*

Attacks

Injure: 2 dice (*Intestinal
Burrowing,
Non-Euclidean*)

Dodge: 3 dice (*Simply Failing
to Be There,
Non-Euclidean*)

Trap: 3 dice (*Door to
Nowhere, Non-Euclidean*)

Frighten: 1 die (*Chest-Burst,
Decomposing*)

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These Tan Jenkins are the mutated creation of Joey's special Dodecahedron. The normal "Unexpected Rotting Things, Decomposing" Trap attack that wild Jenkins use is replaced by the "Door to Nowhere, Non-Euclidean," created by the Jenkin whirling in a circle, scraping a wound in the fabric of reality.

Any Thulhu (or people!) defeated by this Trap power will simply vanish, and Joey will refuse to release them. He won't let on that he isn't sure *how* to release them . . . He'll simply be a brat about it and use it as an excuse to brag and make threats.

If any of his own Thulhu are defeated, Joey will be a poor sport about it, and (whining loudly) summon more Jenkins to attack. He'll keep going until he's captured at least one of the Cultists' thulhu with the Door to Nowhere, and then he'll attack yet again.

During that next fight, however, something will happen: the storm will intervene. Suddenly, the rain will feel charged with energy, and the air fills with a greenish haze. Everybody's hair stands on edge, and there is a sharp smell of ozone. Ask the Cultists how they react, and make it plain that they have only a split-second to do so!

BOOM!!! The lightning strikes, right in the middle of the fight. Everybody is scattered, and any people and free (not stored in a crystal) Pokéthulhu near the fight scene take a single point of damage (to their Hit Points, for the thulhu, and to their Phys Ed, for people). The two thulhu involved in the fight are blacked to a crisp (except for their eyes, which grow wide and blink a lot before collapsing onto a small pile of ashes). Both thulhu are permanently destroyed (*exception:*

Luminescent thulhu will survive, unconscious) and everybody else is singed a bit and knocked several feet away from the center of the blast. When the Cultists come to their senses, the rain is harder, more lightning is striking nearby, and Joey is gone — as are the onlooking crowds. Everybody has scattered, seeking shelter, and the Cultists should, too, because it's starting to hail!

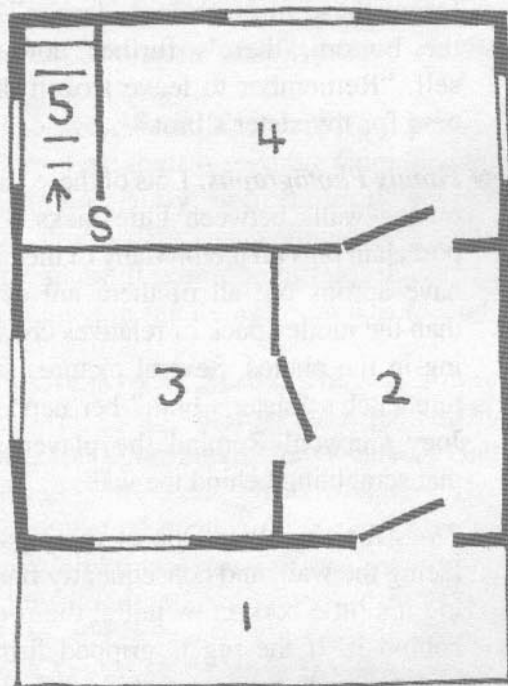
Scene Three: Schemes in the Fitch House

The hailstones start small, but they don't stay that way. If the Cultists don't seek cover, and fast, they'll soon be battered by falling chunks of ice or fried by lightning! The Cultists see several houses nearby; if the players seem extra-choosy, give them a choice of four colors (a brown house, a green house, a red house, and a white

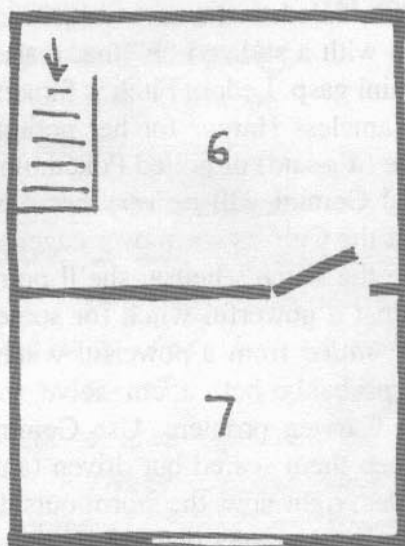
Pikathulhu's Trivia Box: Wizards & Witches

A handful of adults aren't afraid of Pokéthulhu . . . not because they have an unnaturally high Sanity (it's extremely rare when a grown-up has a Sanity higher than 1), but because they have *no Sanity at all*. Some grown-ups maintain ties to the realms of eldritch evil that amused them as a child, and so become wizards and witches, and completely lose their Sanity score. Wizards and Witches are immune to two things: being frightened, and rational behavior. They're all loopy as loons.

GROUND FLOOR



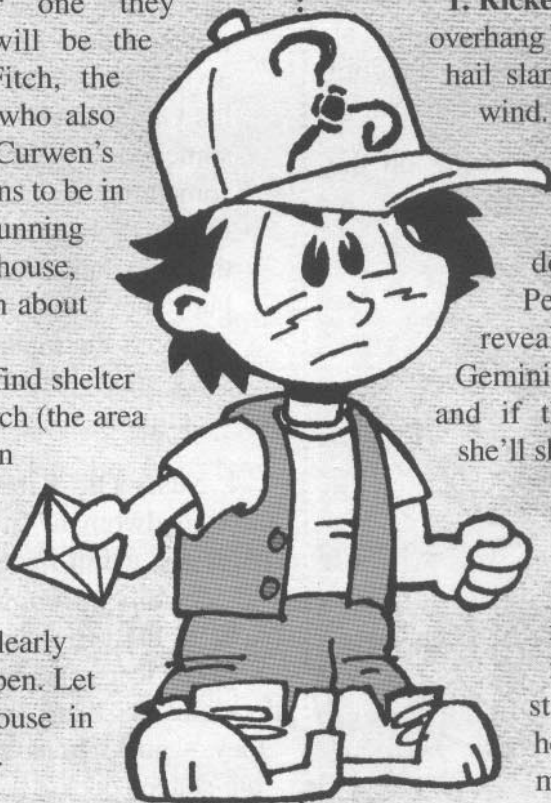
UPSTAIRS



The Fitch House

house). Whichever one they choose, however, will be the house of Ledora Fitch, the Famous Witch . . . who also happens to be Joey Curwen's aunt, who also happens to be in Nameless Harbor running errands! In the Fitch house, the Cultists will learn about what's going on.

The Cultists first find shelter on the creaky old porch (the area numbered with a 1 on the map provided). Lots of hail can still reach them there, though, and the door to the house (clearly abandoned) stands open. Let them explore the house in any way they choose.



1. Rickety Old Porch: The overhang here is fragile, and hail slants in on a driving wind. There are some old chairs sitting against the window, and the door hangs open. Peering into either reveals only darkness. Gemini has a flashlight, and if the Cultists don't, she'll share.

2. Drafty Old Corridor: The benches and coat racks aren't very menacing, but the stuffed Lllidorino head might be. It's mounted on the

west wall, to the right of the door (and it's probably a fake, but still). There's a quilt nailed to the east wall, decorated with a stylized "F" that makes Gemini gasp. Ledora Fitch is famous in Nameless Harbor for her potions made (it's said) of boiled Pokéthulhu parts! Gemini will be *very* nervous, but if the Cultists seem over-eager to leave the witch's house, she'll point out that a powerful witch (or something *stolen* from a powerful witch) can probably help them solve the Joey Curwen problem. Use Gemini to keep them scared but driven (and besides, right now, the storm outside really *is* the greater danger).

Both doors are closed; neither is locked. From now on, the Cultists will occasionally hear scrabbling, scratching noises from inside the walls.

3. Musty Old Living Room:

There are comfy couches, here, and a small table used to serve tea. Improvise other details as needed, with a "stuffy, blue-haired old madwoman" motif as your guide. There are, amid the random bric-a-brac, three items of real interest:

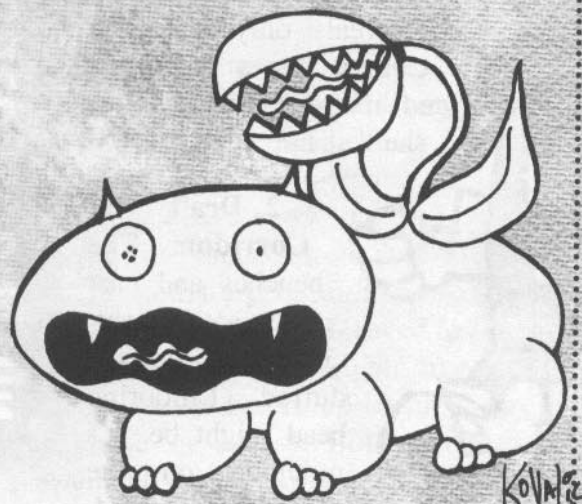
- ♥ **A Shopping List:** It's sitting on the tea-table with a dried ring of tea staining it. It's a list of Random Occult

Ingredients (adder's wort, blind-worm's sting, etc) with the title "Don't forget these in Nameless Harbor." At the bottom, there's further note-to-self: "Remember to leave frozen dinners for my sister's brat."

- ♥ **Family Photographs:** Lots of these hang on the walls between little racks with porcelain pigs on them. Many of the pigs have aprons on; all of them are cuter than the motley pack of relatives crowding in the photos. Several pictures feature Fitch's "sister's brat:" her nephew, Joey Curwen! Remind the players of that scrabbling behind the walls.

- ♥ **The Mooning Pig:** One of the pigs is facing the wall, and consequently flashing it's little corkscrew tail at the room behind it. If the pig is gripped firmly and twisted, the concealed stairway-door in the kitchen will open with an audible snap. Nobody will notice the odd pig if they aren't taking the time to look; if a Cultist just asks for a general description of the knickknacks, include the mooning pig only if he succeeds at a (secretly-made) Really Hard test of his Grade Level. On the other hand, if somebody's specifically searching for something secret or odd, the test is merely Somewhat Tricky. You'll want them to notice it *eventually* of course, but there's no hurry if they haven't explored the kitchen yet. If they have, slyly insert the mooning pig into a description.

- 4. **Nasty Old Kitchen:** Here, the "pig" and "madwoman" motifs marshal their forces for a full-fledged assault on sense and sensibility, from the dancing-pig wallpaper to the pig-shaped toaster cover. Pig magnets leer mockingly from the fridge door (inside, there are frozen dinners for Joey - pork chops, every one). A squat, pig-shaped cookie jar stands like a wicked



sentinel atop the microwave (inside *that*, a thawed pork chop dinner is slowly going bad). There's a table and chairs for eating on. You can guess what's printed on the tablecloth.

The west wall is covered by pantry-shelves. One shelf is separate from the others (immediately noticeable if anyone looks closely); it's a swiveling door leading to the stairs. It won't open until the secret mechanism in the living room is activated.

5. Creaky Old Stairs: The secret door gives way to this narrow stair, half lit by flashes of lightning in the window. Hail plinks urgently on the panes, and the runny shadows of the rain paint the steps in queasy, nightmare patterns that, mercifully, don't resemble pigs.

6. Creepy Old Cobwebs: This musty, nasty room is used to store assorted rubbish. Recently, this included Joey Curwen. Mrs. Fitch put out a cot here for him to sleep on while he's visiting, but he prefers the livingroom couch. The crates here are stuffed to the brim with dusty tools of evil magic; let the Cultists find anything that might interest or frighten them. If they tarry, Gemini will gasp loudly – she hears movement beyond the door to the south! There's even a hint of greenish light seeping under the doorframe.

7. Something New: Outside, the storm rages worse than ever. In here, things are suddenly much worse. As the cultists enter this room, they're immediately attacked by a pair of Tan Jenkins, bursting from burrow-holes in the plaster walls!

Treat them as Wild Thulhu with super-attributes. Note that they have the traditional Trap attack of the Jenkins, not the souped-up Door to Nowhere. They'll fight to the bitter end; each will open with a Dodge (speed attack).

This is Ledora's bedchamber and magical laboratory. There are plenty of fascinating

Name: Tan Jenkin

Power: 5

Speed: 10

Hit Points: 5

Aspects: Decomposing,
Non-Euclidean

Weakness: Luminescent

Attacks

Injure: 2 dice (Intestinal
Burrowing, Non-Euclidean)

Dodge: 3 dice (Simply Failing to
Be There, Non-Euclidean)

Trap: 3 dice (Unexpected Rotting
Things, Decomposing)

Frighten: 1 die (Chest-Burst,
Decomposing)

items of paraphernalia, here, but only one item of vital importance: *The Grimoire of Ezekiel Fitch*, sitting open on a squatting pedestal of black, gnarly wood. *The Grimoire* was penned by Joey's grandfather (Ledora's dad) in his days as a powerful sorcerer (before he choked to death on a pork chop made just for him by Ledora). It's open to a very telling passage. The page reads:

On the Uses of the Green Dodecahedron

... It is a portal to two dimensions. One contains an inexhaustible supply of the mutated Tan Jenkins, the other has a seemingly unfillable space in which to store whatever the Jenkins capture for me. It is extremely powerful. Perhaps I'll conquer the world with it next week, after I finish my visit to Ledora here on Cold Mountain. We'll see ...

It might occur to the Cultists to turn the page. That would make them smarter than Joey, who never bothered. If it doesn't occur to them, hint (or have a sudden draft do it for them):

... I'm concerned, though, about the Storm Demons, the more I fill the storage dimension, the more attentive they become. If I overdo it, I suspect they'll rise out of their black folds behind the walls of time and destroy me (and any geography nearby). No matter. I'll just make a point of emptying the storage pocket regularly with the Ritual of Yug. And if anyone cheeses me off, brother, I hope they like rain ha ha.

I should rest my pen; already I crave those pork chops I smell. My daughters may hate me, but they sure can cook. I wonder what they'll do when I tell them I'm leaving all the money to my parakeet? Stupid kids.

There are no further entries in the *Grimoire of Ezekiel Fitch*; the few remaining pages are mostly blank, with the occasional cheerful doodle of a dancing pig. The Ritual of Yug is described earlier in the *Grimoire*; it can be found with a Challenging Grade Level test. The Ritual requires the use of the Green Dodecahedron itself (as well as "any amusing statuette of a barnyard animal," and the usual chanting and beseeching).

Scene Four:

Tame the Storm!

Hail begins to rattle against the window so hard that a pane cracks, and the house begins to shudder. Through the cracked

glass, the Cultists can see why: Joey is using a crowd of Jenkins to absorb all the hail that's falling on him – using the Door to Nowhere power as . . . an umbrella! He strolls through the streets of the village as if nothing were wrong, sneering at anything that moves. As the pocket dimension fills with hail, the storm grows ever more deadly. Lightning destroys a house across the street to punctuate the concept.

It's finale time, and the Cultists must save the day. They can accomplish a satisfying conclusion in a variety of ways, but it all boils down to two vital tasks:

- ❖ They must get the Green Dodecahedron from Joey. They can do this by defeating him in battle, tricking him, or *convincing* him that he's endangering himself along with everybody else.
- ❖ They must perform the Ritual of Yug to empty the pocket dimension and get the Storm Demons to back off.

Joey won't be a pushover. If need be, he'll deliberately endanger innocent villagers to distract the efforts of the Cultists, and he has no qualms about continuing to use the Jenkins for whatever purposes he might devise. He'll be very stubborn if they try to just "talk him down."

However, over the course of the scene (wherever it leads) things will change to soften his hard noggin a bit. Everytime he uses the Jenkins power to suck up something thulhu-sized or larger (or every few minutes in any case, since he's still doing the umbrella trick) two things will happen:

- ❖ The Tan Jenkins get snarlier and surlier, meaner and less obedient. They're willing servants of Joey right now, but as they sense the arrival of their Storm Demon masters, their natural allegiance will take over, and they'll become unpredictable.

POKÉTHULHU

☛ The storm itself gets deadlier and and deadlier, and even a clod like Joey will begin to suspect that it isn't coincidence, especially if the Cultists helpfully imply a connection. When the Jenkins finally grow disobedient enough to give up playing umbrella, Joey will be very very angry and then very very scared in rapid turns. He'll be vulnerable, then – so vulnerable that the Cultists might have to rescue *him* in order to get the Green Dodecahedron!

Let the village backdrop provide any props or screaming innocents you may need. The scene can work itself in any direction suited to the Cultists' preferred angle of approach.

When it comes time to perform the Ritual of Yug, a Hard test of Pokéthulhu Lore is required. If the roll fails, the Cultist performing the ritual can keep trying 'til he gets it right, but every failure should up the ante on Dangerous Storm Special FX, just to heighten tension. You can also have things get randomly sucked into the "nowhere" dimension when the roll fails, to make it seem like there are dangerous consequences. Players are suckers for that kind of thing.

When the ritual succeeds, the storm will melt away instantly, leaving a half-wrecked village ruffled gently by cool mountain breezes. Everything will be very quiet. The shadow of a single, fluffy cloud will pass over the scene, followed by sparkling sunlight.

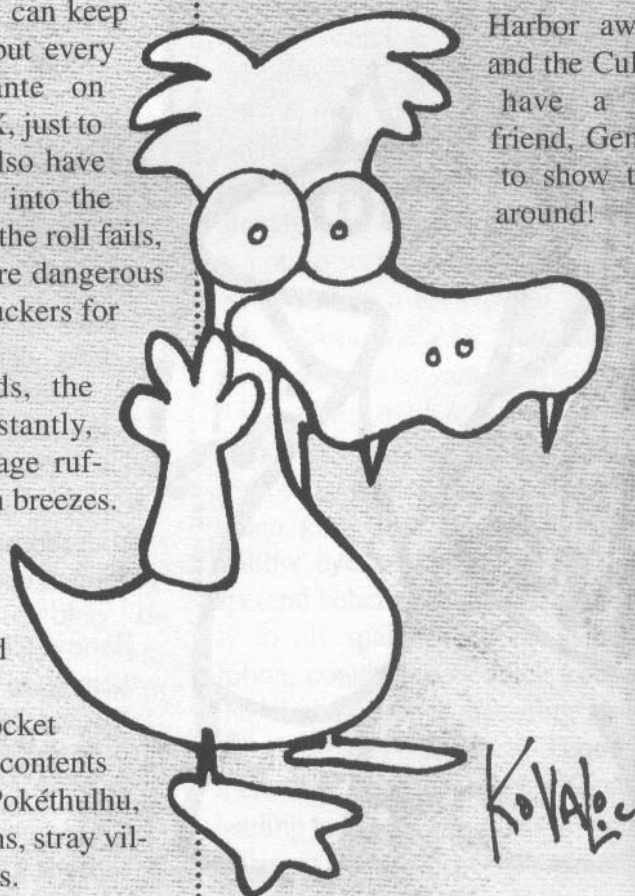
Five second later, the pocket dimension will disgorge its contents in a chaotic explosion of Pokéthulhu, furniture, squawking chickens, stray villagers, and a lot of hailstones.

Huzzah!

The Cultists – and Gemini – get back anything they lost to the pocket dimension, including any Pokéthulhu that weren't zorched by the lightning blast. Those are still long gone, but a wild *replacement* or two (and any new Thulhu the Owner throws in as a reward) wouldn't be out of the question. Joey had trapped a lot of Thulhu when playing around with the stolen gem, and some of them emerge from the chaos sleeping peacefully (the rest scatter in terror almost immediately).

The Green Dodecahedron is irreparably cracked in the Ritual of Yug – the stresses of performing the ritual with the Storm Demons so close at hand were a bit too much for it, so the souped-up Tan Jenkins are gone, at least for now. Mrs. Fitch will be very upset when she gets home.

Nameless Harbor awaits, and the Cultists have a new friend, Gemini, to show them around!



CONTEST WINNERS

To celebrate the release of the original Squishy Brain edition of *Pokéthulhu*, we held a thulhu design contest via the internet. The outpouring of ridiculous evil was enough to bring tears to the eyes, and everybody got into the spirit of things, adapting creatures from their favorite episodes of a show nobody's ever seen! Or, possibly, a show that nobody's ever seen and *lived*. We dare not speculate.

The winners were chosen by peer vote, with a perfect tie for first place broken by *Pokéthulhu* art-wizard John Kovalic! Enjoy, and be afraid.



1ST-PLACE WINNER, BY MARK COGAN

Name: *Lllidorino* **Power:** 8
Speed: 4 **Hit Points:** 8
Aspects: *Squamous, Non-Euclidean*
Weakness: *Luminescent*

Attacks

Injure: 2 dice (*Gaping Nameless Orifice, Squamous*)
Dodge: 2 dice (*Leathery Wings Utterly Unlike Those of a Bat, Squamous*)
Trap: 2 dice (*Chrono-Spatial Paradox, Non-Euclidean*)
Frighten: 3 dice (*Baleful, Slitted Eye Utterly Unlike That of a Snake, Squamous*)

Pokénomicon Excerpt: The mysterious Lllidorino seem to be extra-temporal pseudo-draconian nether-beings — but, on any close examination, they display features utterly unlike that of any ordinary extra-temporal pseudo-draconian nether-beings. They inhabit both the dark future and the dim mists of the past; their unfathomable intelligences (utterly unlike any other unfathomable intelligences) conspire to unknown ends.

Randy Carter ran into the Lllidorino when Team Ebion attempted to use them to in an ophidiomantic ritual to temporarily transform all of the pokethulhu into serpentine monstrosities (as seen in Episode #94: *In The Future Everyone Will Be Squamous For Fifteen Minutes*). Fortunately, little Pikathulhu broke free

POKETHULHU

from the sunken city of gyrating stone that Ftaghn had lured him to, just in time to help Randy foil the evil plan!

Llidorino are dangerous and difficult to summon, and nobody has ever managed to capture one. Team Ebion used a combination of ultraterrestrial sorcery and a chocolate milkshake to invoke them, and even then, it seemed that the eerie entities (utterly unlike any other eerie entities) were more than willing to be conjured. Maybe they just really liked the milkshake. Who knows?

FIRST RUNNER-UP, BY P.D. MAGNUS

Name: Drek Maki **Power:** 8
Speed: 7 **Hit Points:** 5
Aspects: Fishy, Sticky
Weakness: Fungous

Attacks

Injure: 3 dice (Tentacles Hot Like Wasabi, Fishy)
Dodge: 1 die (Delivery, Sticky)
Trap: 2 dice (Sticky Rice, Sticky)
Frighten: 3 dice (Presentation Which is Everything, Fishy)

Pokénomicon Excerpt: Drek Maki is the proper name for the dreaded Ichor Roll. A plate of Drek Maki appeared at the sushi bar in Episode #71: *Miso Horny*, but these pokethulhus were not mentioned by name until they helped to clobber the Kim'chigo two episodes later. Drek Maki are raw fighters, relying less on skill than on their natural strength. Many frustrated trainers have been forced to give up and ask for kelp with these thulhus. Although easily roused, Drek Maki are just as easily pacified with green tea and a slice of pickled ginger.

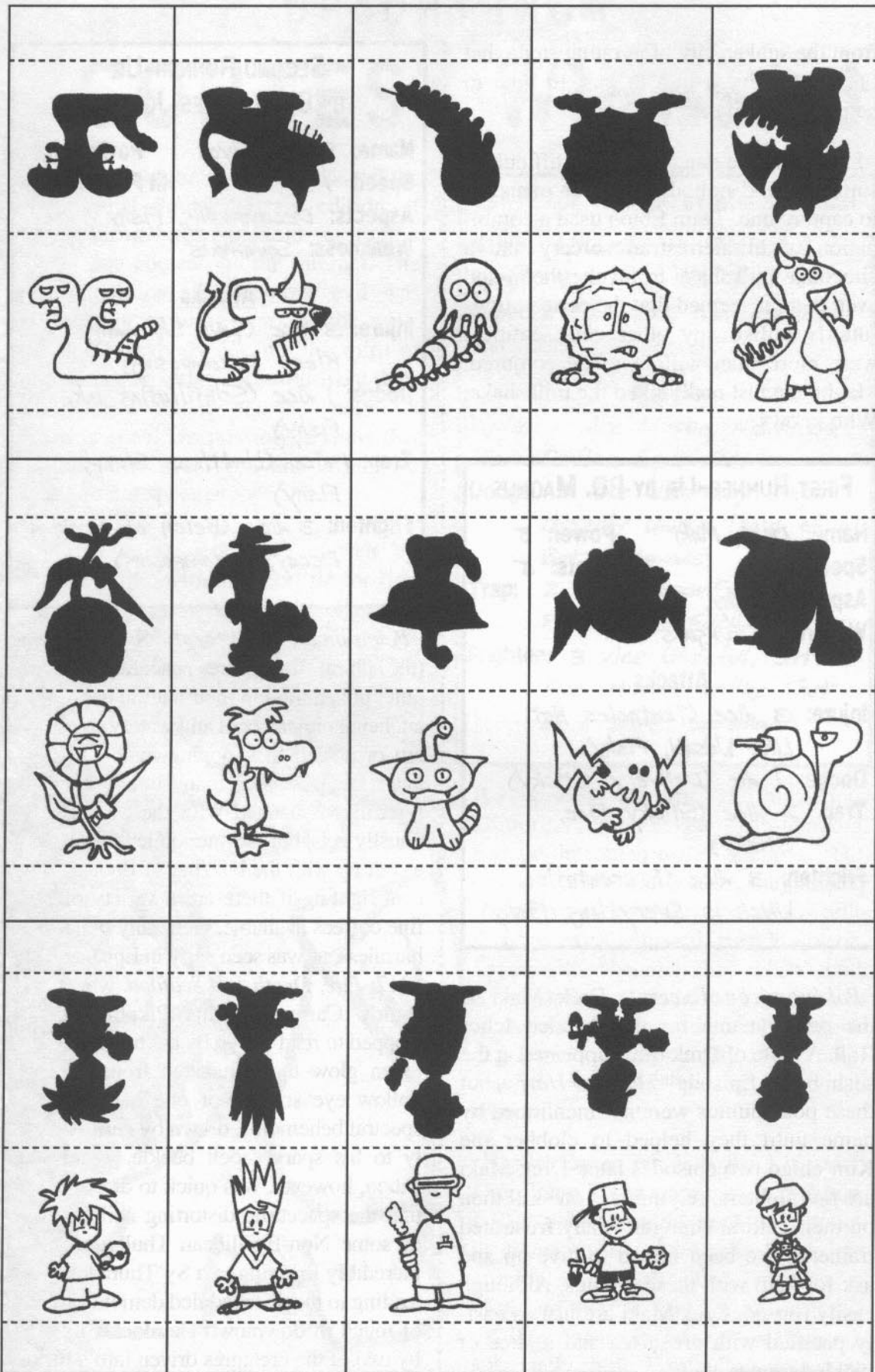
SECOND RUNNER-UP BY DAVID JAMES JORDAN

Name: Sy'Thuradyas **Power:** 11
Speed: 1 **Hit Points:** 8
Aspects: Decomposing, Fishy
Weakness: Squamous

Attacks

Injure: 3 dice (Soul Shredding Blast, Decomposing)
Dodge: 1 dice (Scintillating Ink, Fishy)
Trap: 1 dice (Limitless Slurp, Fishy)
Frighten: 3 dice (Belch of Reeking Decay, Decomposing)

Pokénomicon Excerpt: Sy'Thuradyae (the plural form) are peaceful and quiet pokethulhu in their natural habitat, being either a cold and watery cavern or a well lit shopping mall. The latter lair possesses many things not typically associated with these giant ghostly eels, but they are quite willing to put up with the buzzing of fluorescent lighting if there are a variety of fine coffees available. Generally quite harmless, as was seen early in Episode #317: *Fire, Death and Seafood*, when Randy Carter and his Pikathulhu stopped to read a map by the haunting green glow that emanated from the hollow eye sockets of one of these spectral behemoths, drawn by curiosity to his sparkly belt buckle. Team Eibon, however, was quick to discover that the spacetime distorting abilities of some Non-Euclidean Thulhu are incredibly irritating to a Sy'Thurados, leading to the unscheduled demolition of much of downtown Hemlock City by two of the creatures driven into a furious rage by their trained Y'T'T.



Cultist Card

Name: Age:

Home Village:

Aspect:

ABILITIES

Grade Level:

Phys Ed:

Pokéthulhu Lore:

Sanity:

Shoplifting:

Talking Trash:

NOTES

Cultist Card

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ATTACKS

Injure:

Dodge:

Trap:

Frighten:

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Pokéthulhu Card

Name: Power:

Speed: Hit Points:

Aspects:

Weakness:

ATTACKS

Injure:

Dodge:

Trap:

Frighten:

NOTES



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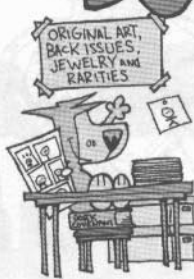
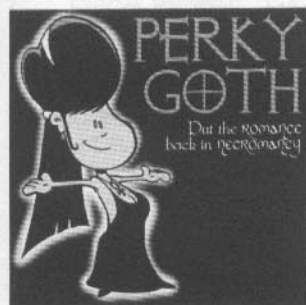
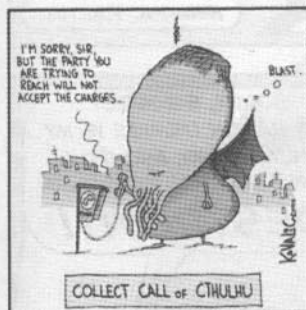


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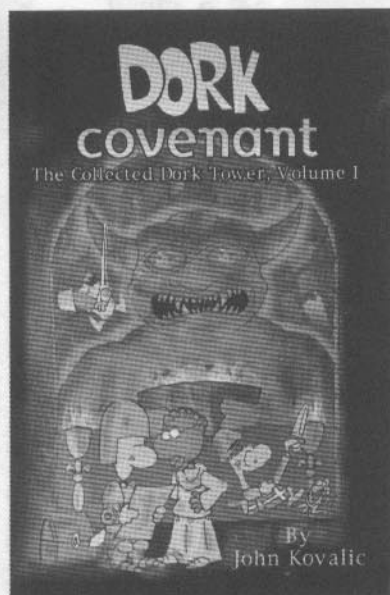


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SPARKY & RENFIELD IN "A SHOWER OF SPARKS"

MEANWHILE... STICK-MAN CITY IS UNDER SIEGE AS THE **BIGASS OGRE** RUNS A DEADLY RAMPAGE!


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LET'S STOP HIM! I'LL GET THE MEAT SNACKS!



NO AMOUNT OF DRIED BEEFLIKE SUBSTANCE CAN STOP **BIGASS OGRE**! NOT EVEN A **FULL DAY'S SUPPLY** OF DIETARY SODIUM WILL SWAY HIM FROM HIS COURSE, **STICK-FOOLS**! HE IS MY SLAVE, AND YOU ARE MY VICTIMS!

MWA-HA. HA. HA.

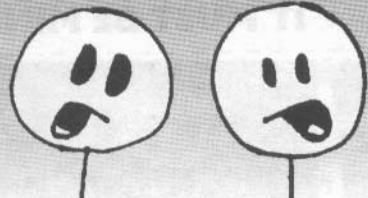


JIMINY CHRISTMAS, REN! I DON'T THINK EVEN YOUR VAUNTED **GRAPE DRINK ATTACK** WILL WORK! THE CITY IS DOOMED UNLESS...

BUT IT WORKS, REN. WE MUST DISGUISE OURSELVES AS **TOOTSIE POPS**!

OH, NO YOU DON'T... DON'T EVEN SAY IT.

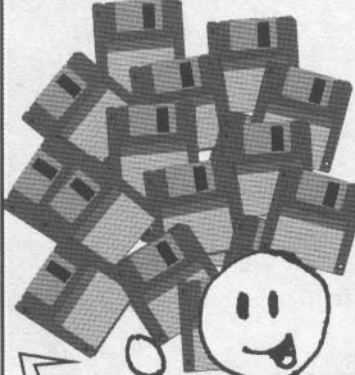
NO.
I NEARLY SUFFOCATED THE LAST TIME. NO.



SORRY, SQUIRTS! BUT **BARON DEMISE** IS MY ONLY FRIEND, AND IF HE SAYS DESTROY, I'M GONNA **DESTROY!!!**



IF IT'S FRIENDS YOU NEED, WE'LL JUST MAKE YOU **MORE FUN** WITH ALL THESE SWELL GAMING PRODUCTS AND TOYS FROM WWW.CUMBERLANDGAMES.COM THEY'RE GREAT!



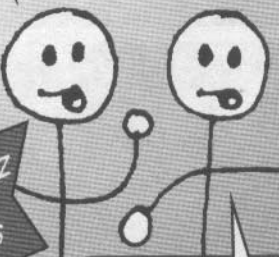
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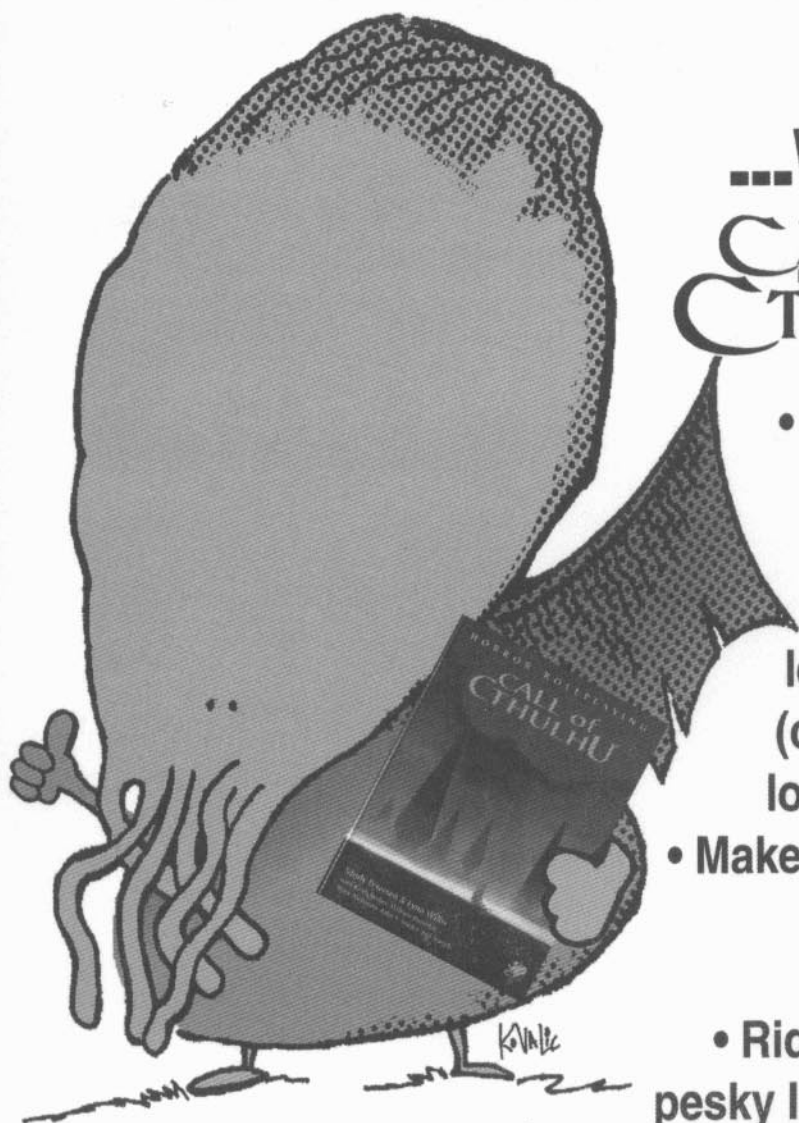


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MWA-HA. HA. HA.



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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!*

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