

Tiny
EPIC
Cthulhu



Cult of Chaos

CULTIST
MANUSCRIPT



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Prologue

As New Arkhamoore descends into chaos, it is not only our intrepid investigators who are trying to unlock the secrets of the Necronomicon. From the shadows, the Cult of Chaos is trying to use those same pages for their dark cause. They don't want to seal the Great Old One away — they want to bring it into our earthly realm permanently. It is now a race against time for the players to translate the Necronomicon and seal the portals before the nefarious cult raises an army of followers and unleashes the Great Old One onto the world!

Table of Contents

Components.....	2	• Sealing a Portal.....	5
Setup Additions.....	3	• Banishing a Follower.....	5
Overview, Cultist Mat.....	3	Additional Game End Condition.....	6
Drawing a Cultist Tentacle.....	4	Cultist Mode (Solo Variant).....	6
Resolving the Cultist.....	4	• Overview Setup Additions.....	6
Casting a Spell.....	4	• Gameplay Changes.....	7
Changes to Player Actions.....	5	• Game End Conditions.....	11
• Translating a Page Card.....	5	Quick Reference.....	12

Components



4 Double-Sided Great Old One Mats and Tokens



4 Double-Sided Player Mats and Tokens



10 Follower Tokens



1 Necronomicon



1 Cultist Token



1 Double-Sided Cultist Mat



5 Eldritch Tentacles



10 Cultist Tentacles



2 Town Cards

Setup Additions

- 1 Place the **Cultist Mat** in the play area (horizontal side face-up).
- 2 During **Step 10** of basic Setup (see page 4 of TECT), Place the **Cult Leader Token** by spinning the Wheel of Madness. Place it on the Town Card where the front-pointer stops.
- 3 During **Step 11** of basic Setup, also place **5 Cultist Tentacles** (👤) in the Tentacle Draw Bag.
- 4 During **Step 12** of basic Setup, if you draw a Cultist Tentacle, place it back in the bag and draw again.
- 5 Place the **5** remaining Cultist Tentacles onto the tentacle spaces of the **Cultist Mat**.
- 6 Place the **10 Follower Tokens** on the follower spaces of the Cultist Mat.
- 7 Place **5 Eldritch Tentacles** on the Cultist Mat.

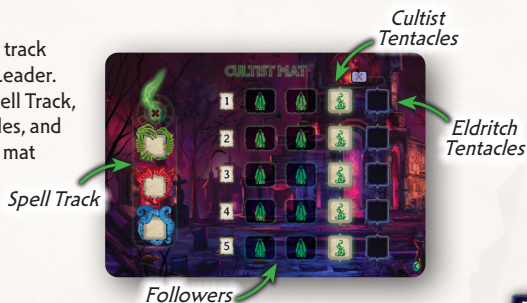


Overview

The Cult Leader will be moving around New Arkhamoore, collecting Madness Tentacles from various locations. They will harness this madness in order to cast spells from the *Necronomicon* to summon Followers. Once there are enough cultists to satisfy the Great Old One, they will be released and all is lost. However, the world will be saved if players can close all six portals first!

Cultist Mat

The Cultist Mat is used to track the progress of the Cult Leader. You will reference the Spell Track, Followers, Cultist Tentacles, and Eldritch Tentacles on this mat during game play.



Drawing a Cultist Tentacle

When a Cultist Tentacle (👤) is drawn for **any** reason, the Cult Leader immediately moves **one** Town Card clockwise and then attempts to cast a spell.

Note: Draw and resolve **each** Tentacle drawn **one at a time**. Cultist Tentacles are resolved **first**, before any Madness or Eldritch Tentacles. After a Cultist Tentacle is resolved, it is placed on the **Discard Mat**.

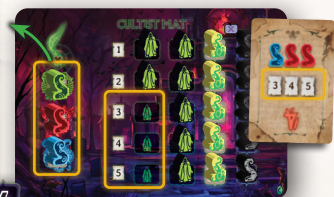
Resolving the Cultist


- Move the Cultist one Town Card clockwise.
- The Cultist reveals a Page Card. If the Page Card at the location where the Cultist stops has not yet been turned face-up, then it is the one that is revealed.
- Assess the **Spell Track**. The Cultist looks at the color of the **next open space** on their Spell Track, from bottom to top. If a Madness Tentacle of that color is on the Town Card, they collect it and place it on the track.
- A Fear Tentacle (👤) will be collected first. If there is no Fear Tentacle on the Town Card the Cultist will collect a Rage Tentacle (👤). If there is no Rage Tentacle on the Town Card the Cultist will collect a Greed Tentacle (👤). If the Cultist can not collect a Madness Tentacle then they do nothing.
- The Cultist may **only** collect **1** tentacle **per move**.
- If the tentacle chosen **fills the Spell Track** then the Cult Leader can cast a spell!

Casting a Spell

The Cultist casts their spell from the *Necronomicon* which will release Followers from the Shrine out into the town by doing the following at their current location:

1. Discard the 3 Madness Tentacles from the Spell Track and place them onto the **Shambler Mat**.
2. Remove the Page Card at the Cultist's location and discard it. Then replace it with a new Page Card face-down. Take **1** Follower from each numbered row on the Cultist Mat that matches a page number on the Page Card taken. Place the Followers onto the Page Cards starting where the **Cultist is located**. Followers are removed from Cultist Track left to right and placed in **clockwise** order on Page Cards.



- When placing Followers, start at the Cultist's location and place Followers in clockwise order around the town on the Page Cards. There can be no more than **2** Followers on a Page Card at any given time. If there are already 2 Followers on a Page Card, skip it and move to the next Page Card in clockwise order.
- If a Follower cannot be taken from a row, then place a Cultist Tentacle from the same row onto the **Discard Mat**.
- If neither a Follower nor a Cultist Tentacle can be taken from a row, then place the Eldritch Tentacle from that row onto the **Discard Mat**.
- If the row is completely empty, meaning there is no Follower, Cultist Tentacle, or Eldritch Tentacle to remove, the Strength Token () on the Great Old One mat advances one space.

Note: The Cultist can **only** cast **1** spell **per turn**. Once a spell is cast, **do not** resolve another Cultist Tentacle from the draw bag this turn; they are placed on the Discard Mat.

Changes to Player Actions

The Cultist and Followers will all try to stop the players from translating and sealing the portals. During **Step 2: Take Player Actions** (see page 10 of TEcT), players have the following changes to their actions:

Translating a Page Card: Players must spend **1** extra Madness Tentacle of their choice from their Player Mat per Follower present at the location where they are translating. The Cultist will require **2** extra tentacles.

Seal a Portal: When you are trying to close a portal, each Follower at the same Town Card as you absorb 1 damage of your strike.

Followers are **banished** when they absorb any damage. When **banished**, Followers are placed back onto the **Cultist Mat**. Players may choose which row they are placed onto, and if multiple are banished they may be placed in different rows.

Example: You roll a total of 5 on your Attack Dice to seal a 3-point portal, but 2 Followers are present. The Followers each absorb 1 damage, and are banished. That leaves you with a total of 3 which is enough to seal this portal.

Important Note: If the Cult Leader is in the same location as the Great Old One, then the Great Old One **can not be attacked** and, therefore, you can not attempt to close any portals in that location.

Banishing a Follower (new action): You gain Cthulhu Dice equal to the number of runes you have on collected Page Cards, up to 3. The color of the runes does not matter. You get one die per rune. **Example:** If you have three Page Cards you could roll three dice regardless of the rune colors.

The Follower's strength depends on how many Followers are on a Page Card together:

- If there is one Follower at the location, that follower has a strength of 1.
- If there are two Followers they each have a strength of 2.

Banishing a Follower (Continued)

You need to match or exceed the strength of a Follower in order to successfully banish one. **You may only banish one Follower per attempt.**

Additional End Game Condition

If the Cultist ever has all 10 Followers in town, then they are able to unleash the Great Old One. The game ends **immediately** and all players have collectively lost.

Cultist Mode (Solo Variant)

It is recommended that you play normal solo mode from the base game first.

Overview

This is a special solo variant where you take the role of the Cultist! You will be playing against an automated Investigator trying to stop you from bringing the Great Old One into the world. You will be helping the Great Old One to come forth into this realm and sow chaos. However, you also want to harness as much of its power as you can — and to do that, you need your Followers spread throughout the town.

Your goal is to bring all of your Followers into New Arkhamoore and then bring the Great Old One into the world. If the Investigator seals all the portals, or you fail to bring all of your Followers into town ahead of the Great Old One's arrival, then you lose.

This solo variant starts in Phase Two, with the Investigator able to seal the portals. You will be able to take pages from the *Necronomicon* and summon your Followers to the town. Your loyal Followers will help to inflict your wrath onto the town.


Setup Additions

Set up this variant the same as a two-player game, with the following changes:

1. During Step 4 of basic Setup (see pg. 4 of TEcT), instead of taking a Player Mat take the Cultist Mat and flip it to the back side. This will serve as your Player Mat. Do the following:
 1. Take a Brain Token and place it on the bottom space of your Delirium Track.
 2. Choose another Player Mat and flip it to the 'Assistant' Side (S) as in the base game Solo Mode. This will be the Investigator working against you. Give them their matching Player Token and a Brain Token. In addition do the following:
 - Place the Brain Token at the bottom of their Delirium Track.
 - Place an Assistant Reference Card next to the Investigator's Player Mat and flip it to the Phase Two side.
 - Deal the Investigator 2 face-up Page Cards in their play area.


- 2 During **Step 5A** of main Setup (see pg. 4 of TEcT), do the following:
 1. Start with all 25 Page Tokens already placed on the *Necronomicon*.
 2. Instead of placing Chaos Tentacles on the *Necronomicon*, place Followers instead.
- 3 During **Step 11F** of basic Setup (see pg. 4 of TEcT), additionally place 2 Cultist Tentacles on your Cultist Mat and place 2 Cultist Tentacles on the Discard Mat.
- 4 During step 11G of basic Setup (see pg. 5 of TEcT), additionally place 6 Cultist Tentacles, one above each portal location of the Great Old One Mat.

1




Cultist Mat

3




Reference Card

3




Investigator (rival) Mat

2



Deal two face-up Page Cards


2



Followers 1 per space


Place 25 Page Tokens

3



DISCARD MAT

4



DAGON

Gameplay Changes

The turn structure will be the same as in the standard game Solo Mode (see pg 18 of TEcT). You will alternate turns with the Assistant:

- Step 1:** Spin the Wheel of Madness (see page 10 of TEcT).
 - Step 2:** The Assistant Actions are resolved (see page 19 of TEcT).
 - Step 3:** Spin the Wheel of Madness.
 - Step 4:** Your actions are resolved.
- Continue in this order until you win or lose the game.

Changes to these steps are described in detail below:

Draw from the Bag: If the Investigator draws a Cultist Tentacle it is placed on the Discard Mat. If the Investigator draws a Chaos Tentacle it goes to the Investigator Mat.

Note: The Investigator can hold up to 2 Chaos Tentacles at a time on their Player Mat. If they receive a Chaos Tentacle and have no room for it on their Player Mat, then the tentacle is placed onto the Discard Mat. Their Chaos Temperament Track **cannot** become **accursed**.

Translate: If the Investigator Translates a Page Card, no pages are moved from the *Necronomicon*. The Investigator only Translates Page Cards to gain needed Runes.

Seal a Portal: Sealing a Portal works the same way as described on page 16 of the TECT rulebook. However, when the Portal is Sealed, the Cultist Tentacle above the Portal is moved to the Discard Mat.

Cultist Actions

The Cultist can hold up to 2 Cultist Tentacles at a time. When a Cultist Tentacle is drawn from the bag by the Cultist it is added to the Cultist Mat. If there is no space the Cultist **will** become **accursed** (see pg. 9 of TECT).


As the Cultist you will have three actions per turn. These are the actions available to you as the Cult Leader.

Move: You aren't hindered or affected by the Great Old One or the Shamblers while moving.

Collect: You may collect Madness Tentacles from a Town Card in the same way a player does in a standard game (see page 13 of TECT).

Summon Shamblers: To do this you must be on a Town Card with no more than two or less Shamblers, then resolve the following steps in order:

- Roll **one** Cthulhu Die for **each** empty spot on the Shambler Track.
- Spend Madness Tentacles from your Cultist Mat as indicated by the Cthulhu Dice to summon any color Shambler from the Shambler Mat. Spent tentacles go to the Shambler Mat.

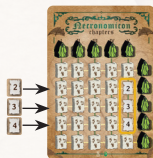
When the Cthulhu Dice are rolled, the **highest number of tentacles shown on a single die** is the number of Madness Tentacles that must be spent from your Cultist Mat. **The tentacles spent must match the color of the Shambler being summoned.** If all dice rolled show zero , you summon a tentacle for free. If the highest number is on more than one die, do not add them together. *For example, if you roll two dice and get two single tentacles, then you only need to spend one Madness Tentacle the same color as the Shambler you choose to summon.*

Translate: You may **translate** a Page Card at your **current** location. To translate, follow these steps:

- You may spend Madness Tentacles shown on the Page Card from your Temperament Tracks and place them on the Discard Mat.
- You may spend **Cultist Tentacles** as wild tentacles; if spent, they go to the general supply.
- You may use Shamblers from the current location as Tentacles. The color of the Shambler must match the needed Tentacles on the Page Card. When a Shambler is used this way, it goes to the Shambler Mat.
- Remove the same number of Page Tokens shown on the Page Card from the *Necronomicon* for the numbers indicated on the Page Card. If a **column** or **row** of pages is **emptied**, remove the associated Follower in that column or row and place it in a general supply for only Followers next to your Cultist Mat.

Remove one matching page from each row. Remove the pages from right to left in the row.

Example: When this page is Translated it has pages 2, 3, and 4 on it. Remove the page tokens from rows 2, 3, and 4.



- Take the translated Page Card and place it next to your Cultist Mat. Start a column of Page Cards next to your Cultist Mat for each of the three colored **runes** shown on the Page Cards. These runes will assist in Reopening the Portals.
- Draw a **new Page Card** from the deck, keeping it **face-down**, to replace the Page Card you just translated.

Reopen a Portal: You can use this action to reopen a portal that has been Sealed by the Investigator. Reopening a portal works the same as if you were sealing it (see pg. 16 of TEct). Then, place the Madness Tentacle you used to open the portal and the Madness Tentacle that was sealing the portal onto the Shambler Mat.



With 2 Blue Runes you can roll 2 Cthulhu Dice. The total is 3. This is enough to Reopen the Sealed Portal.



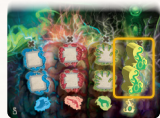
Both Fear Tentacles, one from the Great Old One Mat and one from your Cultist Mat are moved to the Shambler Mat.

Summoning Followers: To summon your Followers, you must be in the same location as the Great Old One. Spend Cultist Tentacles from your Cultist Mat. You can summon one Follower for one Cultist Tentacle and three Followers for two Cultist Tentacles.

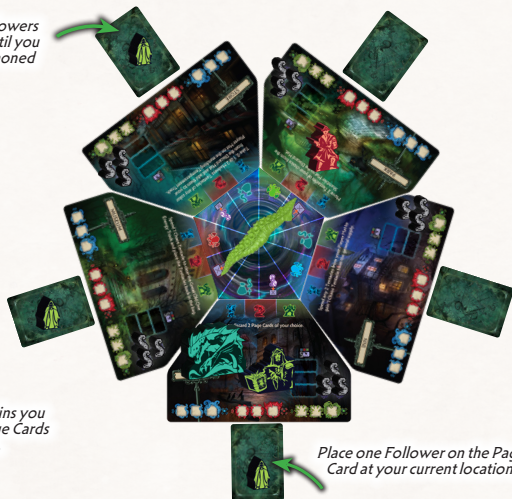


Followers are taken from your general supply and placed on Page Cards, beginning with your current location and then in a clockwise direction until you've placed all the Followers you Summoned:

Continue placing Followers in clockwise order until you have placed all summoned Followers.



Spending 2 Cultist Tentacles gains you 3 Followers to place on the Page Cards starting at your location.



Place one Follower on the Page Card at your current location.

Cult Leader and Follower Effects

As the Cult Leader you and your Followers will all try to stop the Investigator from sealing the portals. You and your Followers will have the following effects when present at a location:

Translating Pages: The Investigator must spend **1** extra Madness Tentacle (any color) from their Player Mat per Follower present at the location where they are translating. If the Cultist is there, it will take 2 extra tentacles just for the Cultist.

Seal the Portals: When the Investigator is trying to Seal a Portal, each Follower at the same Town Card as the Investigator absorbs 1 damage of the Investigator's strike.

Followers are **banished** when they absorb any damage. When **banished**, Followers are placed back into the general supply next to the **Cultist Mat**.

Example: The Investigator rolls a total of 5 on The Cthulhu Dice to seal a 3-point portal, but 2 Followers are present. The Followers each absorb 1 damage, and are banished. That leaves the Investigator with a total of 3 which is barely enough to seal this portal.

Important Note: If the Cultist is in the same location as the Great Old One, then the Great Old One **can not be attacked** and, therefore, the investigator can not attempt to close any portals in that location.

Game End Conditions

To win the game, you must have all your Followers in town when the Great Old One reaches its full strength. If you fail to do this in time, or if the Investigator closes all the portals, then you lose the game.

Note: The Investigator cannot be eliminated from the game by going completely mad.

Appendix: Great Old One Powers


Difficulty order of Great Old Ones: Mormo, Dagon, Basatan, then Atlach-Nacha.

At the proper time . . . the secret priests would take great Cthulhu from his tomb to revive His subjects and resume his rule of earth . . . Then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and revelling in joy. Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom.

H.P. Lovecraft


Mormo — *O friend and companion of night, thou who rejoicest in the baying of dogs (here a hideous howl burst forth) and spilt blood (here nameless sounds vied with morbid shriekings), who wanderest in the midst of shades among the tombs, (here a whistling sigh occurred) who longest for blood and bringest terror to mortals, (short, sharp cries from myriad throats) . . . look favourably on our sacrifices!* H.P. Lovecraft

A shapeshifter, she has three primary forms: a vampire-like maiden, a creature with tentacles for hair (like a gorgon's snakes), and a large toad-like creature with tentacles for a face.







Powers: take all  that are within one Town Card of Mormo and distribute them among all players.

Dagon — *With only a slight churning to mark its rise to the surface, the thing slid into view above the dark waters. Vast, Polyphemus-like, and loathsome, with gigantic scaly arms, it darted like a stupendous monster of nightmares.* H.P. Lovecraft

He is enormous, as in perhaps too-big-to-wrestle-whales enormous, and might be immortal (size is often related to length of years). Dagon serves Cthulhu, and in fact leads all the Lesser Great Ones who serve him.




Powers: move all  that are within one Town Card of Dagon to the Shambler Mat.

Basatan — Little is known about this obscure Great Old One. His ring has the tentacles of a kraken clasping its orb-like gem. The visions that one can see in the orb are swirling as of tides and of shadowy fins and tentacles far down in its glimmering greenness. The ring can control all life of the sea.

Powers: for every two  /  /  within one Town Card of Basatan, move one  /  /  from the Discard Mat to the Shambler Mat.

Atlach-Nacha — *The dark form ran toward him with incredible swiftness. When it came near he saw that there was a kind of face on the squat ebon body, low down amid the several-jointed legs. The face peered up with a weird expression of doubt and inquiry; and terror crawled through the veins of the bold huntsman as he met the small, crafty eyes that were circled about with hair.* Clark Ashton Smith

Atlach-Nacha dwells in a cave system beneath Mount Voormithadreth, in the now extinct Arctic kingdom of Hyperborea. There, it spins a great web, bridging the many caverns of the underworld together.

Powers: everyone within one Town Card of Atlach-Nacha who has a  /  /  removes one Page Token from the Necronomicon.

Thanks to the H.P. Lovecraft Wiki (lovecraft.fandom.com) for assembling most of the information on The Great Old Ones. Check it out to discover even more about Cthulhu and the other Great Old Ones.

Tentacle Types:

-  Fear Tentacle
-  Rage Tentacle
-  Greed Tentacle
-  Chaos Tentacle
-  Eldritch Tentacle

Quick Reference

Dice Faces:

-  = 0
-  = 1
-  = 2

Temperament Tracks:

-  Fear / Move
-  Rage / Banish
-  Greed / Collect
-  Chaos / Wild

Spinner Sides:

-  Front-Pointer
-  Tentacle-Pointer

Player Actions:

- Move - Move player token from one Town Card to another (pg 13).
- Collect - Pick up Madness Tentacles from your town location (pg 13).
- Banish - Banish a Shambler from your town location (pg 14).
- Town Card Action - Take the action listed on the Town Card at your location (pg 15).
- Translate - Add tokens to the *Necronomicon* and collect Runes (pg 15).
- Seal a Portal (Phase Two only) - Close Portals on the Great Old One mat (pg 16).

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