

RULEBOOK – GENERAL GAME SYSTEM



ROLL FOR  
**GREAT OLD ONES**  
A ROLL & WRITE GAME

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# ROLL FOR GREAT OLD ONES

## A ROLL & WRITE GAME

1 - 4 INVESTIGATOR

APPROX. 60MIN

FROM 14 YEARS OLD

### OVERVIEW & GOAL

In this **cooperative** roll & write game for 1 to 4 players, based around the Lovecraft mythos, you must work together as investigators against ancient evil.

Investigators are tasked with finding the necessary clues and fighting cultists, as well as other creatures, to close the dark seals before the ritual is completed and they are devoured by evil forces.

This is a **Roll & Write** game, which means that you write directly on the printed game material. Print & Play Variation: We recommend laminating the printouts for multiple use and using foil pens.

At the beginning of each round, an investigator rolls all the dice to form a common dice pool. From this pool, each investigator chooses one die and uses it to control their actions. The remaining dice control the actions on the respective scenario board.

The game system allows for varied and new possibilities in each scenario. The path to victory is never easy.

### SCENARIOS

The investigators initially decide together which of the available scenarios they will choose. The scenarios differ in complexity, as well as in the way the scenario interacts with the investigators or the emphasis the scenario aims at.

For the first game, we recommend scenario #1 „The Eternal Ritual“ as it gives a good understanding of the basic mechanics and does not contain any deviating special rules.

### LEVELS OF DIFFICULTY

Each scenario can be played in three difficulty levels:

<b>normal</b>	8 clues - Normal (good chance of winning).
<b>hard</b>	12 clues - Hard (medium chance of winning)
<b>insane</b>	15 clues - Very difficult (very low chance of winning)

The difficulty level is determined by the amount of clues to be collected by each investigator: the more clues that have to be found, the more difficult the scenario becomes.

For your first game, we recommend the „Normal“ difficulty level.

### ABBREVIATIONS IN THIS RULEBOOK

D6 - 6-sided die

D12 - 12-sided dice

Reroll - the re-rolling of action die

## DIARY ENTRY #52

And there I sit. Alone. In a small alley, in an even smaller café near the church. It is hot. So damn hot. Even my sweat seems to be sweating. And yet my entire body is completely dry. That's how damn hot it is. The coffee that has just been brought to my table by the pretty young waitress, whose name has already slipped my mind again, seems almost cold. Sitting around me are ordinary people of all different backgrounds and classes. If I had to guess, I would call them teachers, civil servants, bankers or even mail carriers. Surely there is also a farmer sitting in between. Normal people who live their lives just like that and don't even know what's going on around them. They sit there and have no worries, at least none that need to be taken seriously. And yet, whether they know it or not, they wouldn't be sitting here today if we hadn't done what we did.

Just a month ago, on what seemed like a normal Tuesday at first, I was out and about with three other figures. Yes, „figures“, that's what I call them from now on. That's all that's left of them, so that's what I call them. We had heard about a book that holds a certain power. If only we had kept our hands off it. That damn book! Bob, a terrific actor in his day, started out by saying we had to find it. Otherwise bad things would happen, he said. We had no idea. How naive we were!

We followed him on his quest and the further we went, the more clues opened up. But the more we learned, the more we found out about our search, the more we felt a pull on our minds. It may sound strange, but I can't describe it any better. Certain things revealed themselves, but other things became more confused and finally pure madness took over us more and more. We fought. Against people of sinister convictions. „Cultists“ we called them. If only it had stayed that way. What we found in the depths there were true monsters. Undefinable creatures more horrible than anything you can even imagine.

The policewoman, Mandy, was the first one we lost. One of those disgusting monsters devoured her and spat her back out. I don't know if she's still alive,

but the last time I saw her, she didn't emit any emotion. I am not even sure if she was still breathing. But I will never forget her look. Never. Those widened yet dead eyes will stare into my soul forever. The other three of us escaped with our lives and even our bodies mostly intact, but our minds are forever doomed to remember what we saw. Sally, this young thing, got it the hardest. She had her whole life ahead of her and now it's downright forfeited.

When we finally found this book, chaos broke out. Blurry creatures and those messed up cultists rushed at us from all directions. The throbbing in my brain grew stronger steadily the closer we got to the book. I could swear I heard strange sounds, as if something was trying to contact me telepathically. We did not talk about it. In fact, we never talked about it again. Come to think of it, I never saw the others again after that.

Somehow we managed to survive together. Together we were strong. Luck certainly played its part. I'm sure it did. I can't explain our survival any other way.

What I will never forget is this light. A bright, round structure, foul smell, and tendril-like tentacles that sprouted from it. It vibrated with a terribly disturbing rhythm. Whatever it was, I hope I never see it again. I'm not sure, but I think we somehow managed to close off this structure. Eventually it disappeared and we were the only ones left. These cultists were worshipping something. We could never understand what they were humming. It seemed to be a strange language. We only understood that they were talking about the end of the world and an ancient god who will exterminate mankind. It sounds crazy, but we had no doubt that they were speaking the truth. Everything we felt, everything we saw, screamed to us that we had to stop this at all costs. And we did.

The exact sequence of events is fuzzy at best, but the result speaks for itself. We are still here. Everyone is still here.

- Rouven Smith



# GAME SETUP

## 1. SELECT INVESTIGATOR BOARDS

Each player selects one investigator board and places it in front of him.

## 2. CHOOSE A SCENARIO

Together you decide on a scenario board, which is placed in the center of the table for all investigators to see.

## 3. CREATE DICE POOL

Create a dice pool with 1x D12 and 1x D6.

## 4. EXPAND THE DICE POOL

Add one D6 to the dice pool for each participating investigator.

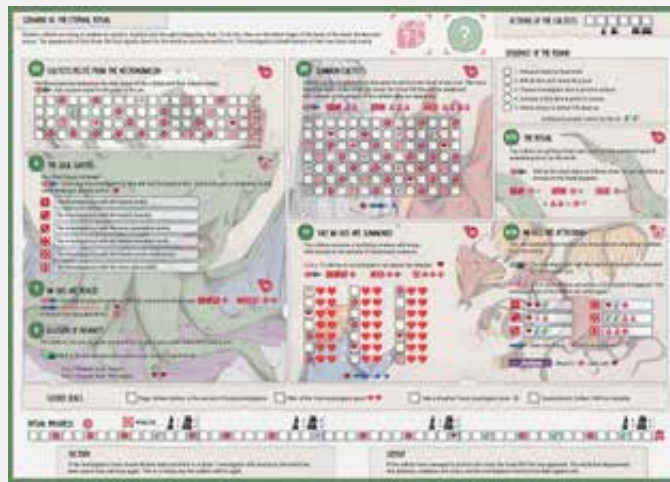
## 5. HAVE PENCILS READY

Each investigator needs a foil pencil with eraser function. (Print & Play version: pencil & eraser)

## 6. FOLLOW THE SCENARIO SETUP

The further setup depends on the scenario that has been chosen. Further preparations may need to be taken into consideration.

### SCENARIO BOARD (HERE SCENARIO #1)



### MISC

FOIL PENCIL WITH  
ERASE FUNCTION

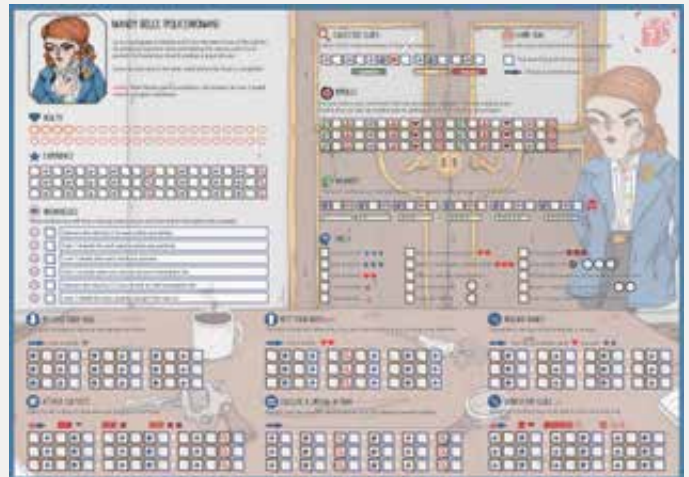
### DICE POOL



### INVESTIGATOR BOARD #1 - BOB



### INVESTIGATOR BOARD #2 - MANDY



### EXAMPLE SETUP FOR 2 INVESTIGATORS

All examples in this guide are explained using scenario #1 „The Eternal Ritual“ for better understanding.

This scenario is explained in detail in the corresponding scenario guide. In this guide, the basic mechanics and the general game system are taught.

## GOAL OF THE GAME

Investigators must work together as a team to achieve the goal defined by the scenario. This goal, sometimes multiple goals, varies for each scenario.

However, there are always three fixed objectives:

1. the ritual must not be completed.
2. each investigator must close his own dark seal.
3. at least one investigator must survive.

These objectives, in addition to those defined by the scenario, must always be achieved in order to win Roll for Great Old Ones.



The victory and defeat conditions are located on the bottom left and right of the scenario board.

## THE GAMEPLAY

The game is played for an unspecified number of rounds until the win or lose conditions, always found at the bottom of the scenario board, are met. These conditions are checked at the end of the round, so the current round is always played in its entirety with all cultist actions before the check.

Investigators perform turns by selecting a D6 from the dice pool and inserting the corresponding dice value into designated action boxes to fill and perform actions.

By inserting these values and performing actions, they gain health, experience points, insanity, skills, and free numbers during the course of the game, which they use to fulfill the game objective.

The cultists (the scenario) use the dice remaining in the dice pool to perform the ritual and bring disaster to the investigators, along with the world.

The game ends when either the investigators or the cultists have achieved their goal.

## SEQUENCE OF THE ROUND

The sequence of rounds follows this general pattern. The example of Scenario #1 - „The Eternal Ritual“ is shown here.

This general sequence that may be changed by the chosen scenario is defined in the scenario guide and is always located in the upper right corner of the scenario board.

1. Advance ritual by ritual level
2. Roll all dice and create dice pool
3. Choose investigator dice & perform actions
4. Activate cultist dice & perform actions
5. Check victory or defeat OR clean up.

If neither victory nor defeat has occurred, the investigators begin another round of play and clean up beforehand.

This is repeated until victory or defeat occurs. After that, the game is over.

## SEQUENCE OF THE ROUND ON THE SCENARIO BOARD

In this example scenario #1 - „The Eternal Ritual“ was chosen.

At the top right corner of the scenario board, the sequence of the round is shown. For a safe handling of the round sequence, the respective step can be crossed off in the circle in front of it. This way, no step can be forgotten.



## ADDITIONAL PENALTY CULTIST DIE REROLL:

Below the sequence of the round is a depiction of the additional penalty if investigators wish to reroll cultist dice. Cultist dice are described further on page 7.

This additional penalty is scenario-specific and can always be found there. It is explained in detail on page 12.

## ONE ROUND IN DETAIL

### 1. ADVANCE RITUAL BY RITUALLEVEL

At the bottom of the scenario is the ritual track.



Crosses are placed in the amount of the ritual level at the beginning of the round.

The ritual track is divided into different sections that define the ritual level depending on the active number of investigators.

**In scenario #1, the ritual level for:**

- 1 investigator is 1 - 2 investigators is 2
- 3 investigators is 3 - 4 investigators is 4

In the next levels, this value is steadily increased, i.e. the ritual level for 1 investigator is already 2 at ritual level 2.

**This may result in two effects:**

1. A cross on a red die symbol triggers a cultist action on the scenario board. (See the ritual track above).



The number shown on the die (here 2) is transferred into the „Actions of the Cultists“ track (top right) on the scenario board and executed later.



A maximum of 6 actions can be entered there. If further actions are activated, they have no further effect and are ignored. However, all crosses will be added.

The amount of cultist actions is limited by the number of investigators. With 1 investigator only 2 cultist actions can be entered. With 3 investigators there are already 5 possible cultist actions.

2. A cross is placed in the next section of the ritual track and increases the ritual level for the rest of the game. The ritual level has a maximum value of 6 unless otherwise specified by the scenario.



**Important:** If the amount of crosses is so high that the current ritual level is exceeded (blue box), the entry of the crosses is ended there. The current ritual level will never be finished and exceeded by the same action. The remaining crosses are forfeit. If another action causes the ritual to progress immediately afterwards, the new ritual level is used.



If the crosses reach the end of the ritual track, the scenario is automatically lost.

### 2. ROLL ALL DICE AND CREATE DICE POOL

All the dice in the game are collected and rolled simultaneously to create a new dice pool. This pool always consists of:

1. 1x D12
2. 1x D6
3. 1x D6 for each active investigator

No rerolls are allowed in this phase.

Note: If an investigator is incapacitated in this phase, no dice are rolled for him, as he does not count as an active investigator.

#### DICE POOL



In this example the following values were rolled for a game with 2 investigators:

D12: 11  
D6: 4, 5 and 6

These dice create the active dice pool.

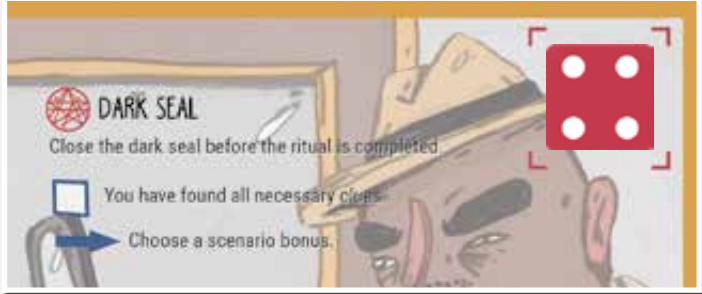
Some of the dice are then used by the investigators and some by the cultists (the scenario) to perform actions.

### 3. CHOOSE INVESTIGATOR DICE & PERFORM ACTIONS

#### A) CHOOSE INVESTIGATOR DICE

Each investigator chooses one of the dice (D6) from the active dice pool without changing its value.

This is the personal investigator die for the active game round. The investigator die is placed on the designated space at the top right of the investigator tableau.



It is important that the investigators agree on which die values they can use efficiently, or which die values they cannot use or even result in a penalty. Likewise, it is already known here which cultist action will take place with which effect, should the cultist dice not be manipulated afterwards.

These investigator dice can be manipulated afterwards by rerolls. However, the initial value must not be changed, since any weaknesses must be taken into account first.

#### B) PLACE CULTIST DICE

The remaining dice (D12 & D6) become cultist dice. These dice are placed on the scenario board without changing the values and are activated in the next phase.



*The cultist dice can later be manipulated by rerolls, but „additional penalties“ are added here, which are determined by the scenario. More about this on page 12.*

#### C) FILL & PERFORM INVESTIGATOR ACTIONS

Each investigator uses his personal investigator die and initially enters its value into **2 different** investigator actions (desk zone), following the action rules.



Additional effects are executed or performed afterwards. By using these values efficiently, actions can be triggered, but also experience points (star), clues (magnifying glass) or free numbers (plus) can be obtained passively.

This step is performed simultaneously by the investigators. However, they should agree on what they roughly intend to do. Some actions are more effective when investigators work together. Likewise, it should be ensured that actions do not result in nothing.

Before using the die, the value of the investigator die can be manipulated by any number of rerolls (with possible penalties).

If one of the two initial die values cannot be entered, the investigator automatically receives one experience point. However, this should be avoided at all costs.

#### GENERAL FUNCTIONALITY OF THE ACTION BOXES

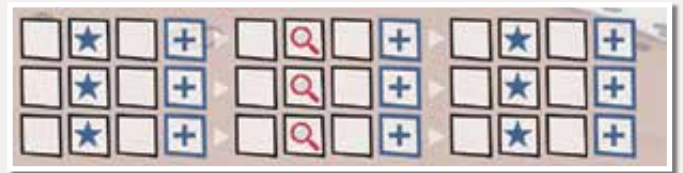
To perform an action, all action boxes of a section (2-5 action boxes) must be filled.



If the last action box of a section has been filled (outlined in blue), the action is performed **immediately**.

If a section is completely filled and the activation of the action is finished, the next section can be filled in reading direction (from left to right). If a row is completely filled, the sections of the next row are filled (from left to right).

If all sections (here 9) of an action are filled, this action can no longer be performed.



Only one section per investigator action may be active at a time, i.e. no further section may be started until the active one has been completely filled and the investigator action has been performed.

## 4. ACTIVATE CULTIST DICE & PERFORM ACTIONS

### A) ACTIVATE CULTIST DICE

After all investigators have performed their actions, the cultist dice already placed on the scenario board are activated.



The 12-sided cultist die determines the scenario action and the 6-sided cultist die determines the effect or strength of the action.

**Important:** Only these two physical dice are cultist dice.

**Example: Scenario Action 11 (Disgusting Mi-Gos are summoned).**

The D12 has a value of 11, which activates Scenario Action 11. With the dice value of 5 from the example, 2 Mi-Gos are summoned.

(With a dice value of 1-3, only 1 Mi-Go would be summoned).



**Important:** After the corresponding scenario action is activated, the two dice are no longer needed and are removed from the tableau!

**Attention:** In this phase, cultist dice can no longer be manipulated by rerolls!

### GENERAL CONCEPT FOR ACTION BOXES MARKED WITH A CROSS

**7** If action boxes are marked with a cross where a scenario action, such as 7, is printed, this value is transferred to the „Actions of the Cultists“. A maximum of 6 scenario actions per round are defined there. If further scenario actions are activated, they have no further effect and are ignored. However, all crosses will be executed.

**✗** If action boxes are marked with a cross behind which an action/punishment is printed, e.g. insanity test, insanity, loss of health or the appearance of a cultist, it will be performed immediately.

If the action box is marked with a cross by the scenario, penalties are dealt with individually for each investigator. Scenario actions are always transferred to the „Actions of Cultists“ only once.

If the action box is marked with a cross by an investigator, only that investigator will receive the penalty/action. Scenario actions are transferred.

### B) PERFORM ACTIONS OF THE CULTISTS

The scenario actions entered here are performed from left to right and then crossed out to indicate that they have already been performed.



The number of active investigators determines the maximum number of cultist actions. With 1 investigator there is a maximum of 2 actions, with 4 investigators there is a maximum of 6 actions.

The determination of the strength or effect of the scenario actions is defined in the respective action (top right).

**There are two ways to determine this:**



The current ritual level specifies the strength or effect. The value is used here as a fictitious dice value.



Roll a D6 that is not currently in use to determine the strength or effect.

**The general concept for action boxes to be marked with a cross (scenario actions/punishments) still applies here!**

## 5. VICTORY OR DEFEAT

Check whether the investigators can claim a victory or have suffered a defeat. The exact definition of a victory or defeat can be found on the scenario board at the bottom of the page.

### VICTORY



### DEFEAT



If no end of the game can be determined, the game is cleaned up, i.e. the „Actions of the Cultists“ are erased and a new game round is started.



## THE INVESTIGATOR BOARDS

All investigator boards are identical and differ only in one special ability of the respective investigator.

At the top left in the light area is the description of the investigator with picture and **special ability**. Below that is the **health**, **experience**, and any **active weaknesses**.

At the bottom in the **dark area** are the investigator actions. The dice values are entered there to trigger actions and generate instant bonuses.

At the top right, the collected **clues**, including the **dark seal**, are saved.

Below that are the available **rerolls**.

Also shown is the investigator's current **insanity**, including the **insanity level** he is currently at.

At the bottom of this area are the **15 skills** that can be unlocked in the course of the game.

## THE INVESTIGATORS



### BOB SAVEAU (ACTOR)

Bob is a passionate actor who has no fear of the cultists or their creatures.

**Ability:** When defeating cultists, Bob can lose 2 health once to defeat two more cultists.



### SALLY JONES (STUDENT)

Sally loves risk. However, she likes the rewards that come with it even more.

**Ability:** When rerolling dice, Sally can lose 1 health once to repeat the reroll at no further cost.



### MANDY BELLE (POLICEWOMAN)

Mandy has a particularly strong will. Along with this comes an unruly spirit.

**Ability:** If Mandy receives a weakness, she can instead lose 2 health to not receive a weakness.



### ROUVEN SMITH (LIBRARIAN)

Rouven is the perfect team player. All investigators feel comfortable around him.

**Ability:** If Rouven recovers his soul, he can lose 2 health once to recover the soul of another investigator.

## THE INVESTIGATOR ACTIONS IN DETAIL

### I. RECOVER YOUR SOUL

In the course of the game, the investigators get weaknesses that cause various disadvantages. To lose a weakness, the soul can be recovered.



To trigger this action, 4 numbers must be used, from left to right, in descending order.

**Attention: No number may appear twice.**

*Example: The sequence of numbers: 6, 4, 2, 1*

➔ If the action is triggered, the investigator loses any one active weakness of his choice. To do this, delete the corresponding marking. This can be done 9 times.

### II. REST YOUR BODY

The investigators start with 4 health. They are attacked again and again and need to give their body some rest from time to time.



To trigger this action 4 numbers must be used, from left to right, in ascending order.

**Attention: No number may appear twice.**



*Example: The sequence of numbers: 2, 3, 5, 6*

➔ If the action is triggered, the investigator receives 2 health.

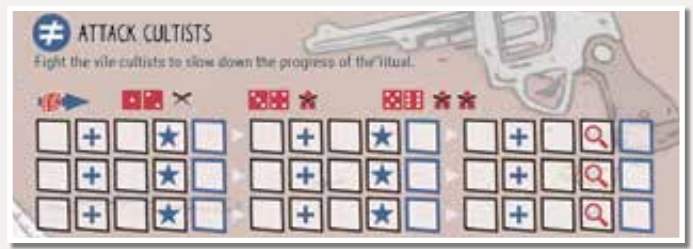
To do this, 2 more hearts are circled at health to indicate that they are now active. This can be done 9x and a maximum of 38 more health can be obtained in the game.

If an investigator loses health, a heart is crossed out to indicate this. This crossed out health, cannot be „healed“ again.

**Note: Health is finite.**

### III. ATTACK CULTISTS

Cultists are scurrying around to complete the ritual faster. They must be stopped and fought.



To trigger the action 5 unequal numbers, from left to right, must be used in any order.

**Attention: No number may appear twice.**

*Example: The sequence of numbers: 2, 6, 1, 5, 3*

➔ If the action is triggered, a D6 must be rolled. This die may be manipulated as often as desired via the reroll mechanism under consideration of possible penalties!

**The value of the die determines the result of the attack:**



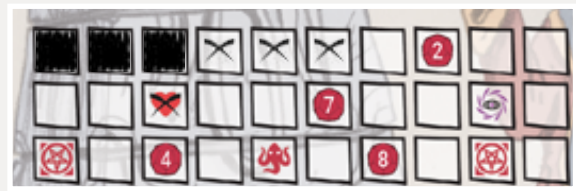
This action can be performed 9 times.

**Note:** On the scenario board, the reward for defeating cultists is defined. In the example of scenario #1, this is 1 experience point per defeated cultist.



### MARK DEFEATED CULTISTS

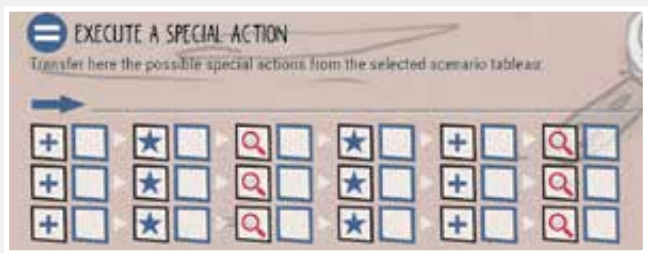
When a cultist is defeated, fill out a box with a cross on the scenario board where the cultists are represented. No other cultist can appear at this point. The box no longer counts as an active cultist.



If the action is performed even though there are no active cultists on the scenario board, the attack is counted as an automatic failure.

## IV. EXECUTE A SPECIAL ACTION

Each scenario offers various special actions defined on the scenario board. These options can be noted here.



To trigger this action 2 equal numbers, from left to right, must be used.

**Attention: The same numbers must be used.**

*Example: The sequence of numbers: 4, 4*

➔ If the action is triggered, one of the defined special actions can be performed. This can be performed 18x.

**In scenario #1, for example, the special action is defined like as follows:**



Wound 2 scenario monsters (here Mi-Gos) with one damage each.

## V. HEALING HANDS

The investigators, when they are not loners, work as a team. This way they can also support and take care of each other.

To trigger this action 3 odd numbers, from left to right, must be inserted.

**Attention: Duplicate numbers may be used.**

*Example: Any combination/sequence of: 1, 3, 5*

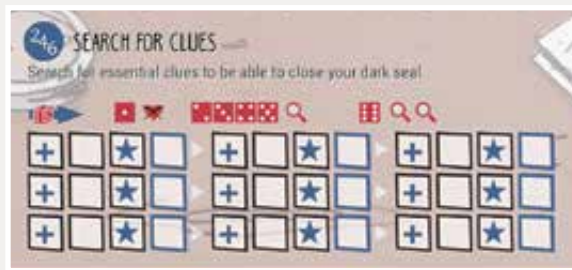


➔ When the action is triggered, any 1 investigator gains 1 health. The investigator can also heal himself.

The investigator performing the action immediately gains 2 experience points. This can be performed 12x.

## VI. SEARCH FOR CLUES

Investigators can specify their search and actively look for clues. This search is not always crowned with success, but it can be very effective and accelerate the closing of the dark seal.



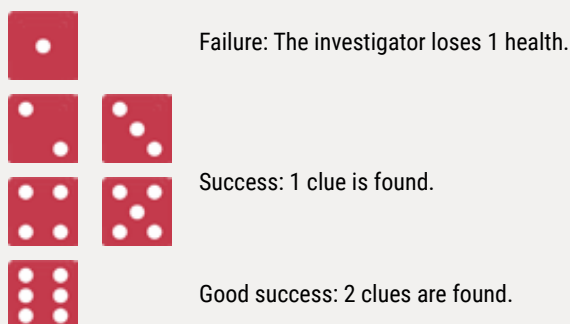
To trigger the action 4 even numbers, from left to right, must be used.

**Attention: Duplicate numbers may be used.**

*Example: Any combination/sequence of: 2, 4, 6*

➔ If the action is triggered, a D6 must be rolled. This die may be manipulated as often as desired via the reroll mechanism under consideration of possible penalties!

**The value of the dice determines the result of the search:**



**Note:** Collected clues are recorded on the top right of the investigator's board. See „Collected clues“ on page 12 for more information.

## REPEATING OF INVESTIGATOR ACTIONS

**An action may only be performed twice in succession. Before performing this action again, another action must be performed first.**

*Example: An investigator uses the second 3 in the action „Perform special action“ and can as a result perform a special action. Through this action he now receives experience points, which in combination with another action let him receive 2 Free Numbers. He could invest these 2 Free Numbers in the Special Action again and perform it again. Should he receive further Free Numbers, e.g. via a skill, he must first fill and trigger another action before he may perform a Special Action again this round.*

## INVESTIGATOR ACTIONS: ADDITIONAL EFFECTS

### A. REROLLS

After an investigator die has been chosen and placed on the investigator board and after any penalties due to weaknesses for the chosen die have been dealt with, the die may be rerolled any number of times **before** it is used.



This also applies to dice rolled for tests or investigator actions. For example, if clues are to be searched for or cultists are to be attacked, the D6 rolled for this purpose can be manipulated by rerolls any number of times.

This is a passive action that can be used to reroll any investigator die and even the cultist dice. This means that an investigator can also manipulate another investigator's investigator die or test die to escape any penalty.

The skill to reroll dice is very powerful and should be used excessively to manipulate the scenario according to the investigator's wishes. However, this may result in a chaining of penalties or transferred scenario actions. Attention should be paid to the consequences of a reroll.

**Two special aspects should be taken into account here:**

### 1. PENALTIES

**Every second reroll results in a penalty!**

Be it the receiving of an insanity point, the summoning of a cultist, the receiving of a weakness, the loss of a health or the advancing of the ritual. (In order of the above illustration).

If a reroll is to be performed, first place the cross in the reroll box (from left to right), then reroll the selected die. This can be repeated as often as desired, but any penalty must be performed immediately after the die has been manipulated.

### 2. ADDITIONAL PENALTY FOR CULTIST DIE REROLL

If a physical cultist die (D12 or D6) is to be rerolled, not only must the possible penalty of the reroll be accepted, but also the additional penalty of the scenario.



For example, in scenario #1, this additional penalty is: The investigator performing the reroll receives 2 insanity points.

### B. INSTANT BONUSES

#### 1. EXPERIENCE POINTS

★ If a number is entered in an action box behind which a star is displayed, the investigator gains one experience point.



Experience points are accumulated and provide additional bonuses and clues in the course of the game, if the corresponding boxes are filled. The experience points are entered from left to right with a cross.

#### 2. FREE NUMBERS

+ If a number is entered in an action box behind which a plus is displayed, the investigator receives a free number.

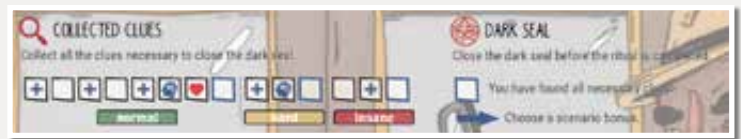
This free number can now be entered in any action, according to known rules from left to right. Free Numbers may also be entered in actions where they have just been unlocked. An effective move unlocks several Free Numbers.

**Tip:** To keep track of the Free Numbers, you can use your fingers, markings on the edge of the board or a piece of paper for counting.

#### 3. CLUES

🔍 If a number is entered in an action box behind which a magnifying glass is shown, the investigator finds a clue.

These clues are existential to close the dark seal. Clues are recorded on the investigator's board under „Collected Clues“.



The amount of clues needed depends on the selected difficulty level. In easy mode, 8 clues are needed.

Collected clues also provide bonuses, such as Free Numbers, Skills, and Health during the course of the game when corresponding boxes are filled.

## DARK SEAL

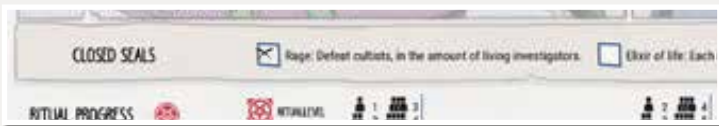
Once an investigator has managed to find the required amount of clues for the chosen difficulty level, he automatically closes his personal dark seal.



Once the seal is closed, any of the four available scenario bonuses can be selected to help the investigator complete the scenario task.

Each scenario bonus may only be selected once and is then marked with a cross.

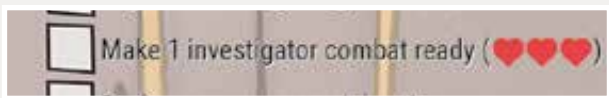
The scenario bonuses can be found at the bottom of the scenario board, above the ritual track.



The investigators can only be victorious if each participating investigator has closed their dark seal.

## INCAPACITATED INVESTIGATORS

If an investigator loses his last health, he becomes incapacitated and does not participate in the game for the time being. The investigator die remains on his investigator board until he is able to fight again.



An incapacitated investigator can only be made combat ready by another investigator using the skill „Make 1 investigator combat ready.“ He then gains 3 health and participates normally in the game.

An incapacitated investigator no longer counts as an active investigator and is excluded from all actions and penalties until he is able to fight again.

## INSANITY

The search for the important clues and the fight against the cultists and monsters wears on your body and mind. In the course of the game, the investigators gain more and more insanity points, which on the one hand strengthens them, but on the other hand also weakens them.



If an investigator gains an insanity point, he adds a cross to his insanity track (from left to right).



If an investigator sets the last possible insanity point, he is eliminated from the game. He has succumbed to madness. If the personal dark seal is not closed at this point, the scenario is unfortunately lost for all investigators.

**There are 2 effects that can occur:**

### SKILLS:



If a cross is entered in a box behind which the skill symbol is shown, the investigator learns one of 15 freely selectable skills. Each skill is very powerful and can significantly change the course of the game.

### WEAKNESSES:



If a cross is entered in a box behind which the weakness symbol is shown, one of the investigator's weaknesses is revealed. To do this, a D6 must be rolled. The value of the die determines the corresponding weakness.

**Tip:** This die can also be manipulated as often as you like by rerolling it.

## INSANITY LEVEL & TEST

The Insanity track is divided into different sections that represent the level of insanity. The number of green tentacles determines the level from 1-6.

**For example, level 4:**




If an investigator must pass an insanity test, he must roll a D6 against his insanity level. The result of the dice must be higher than the insanity level. The test is not passed if the die value is lower or equal to the current insanity level.

**If the test is passed, the investigator gains 1 insanity point.**

**If the test is not passed, the investigator will lose 2 health.**

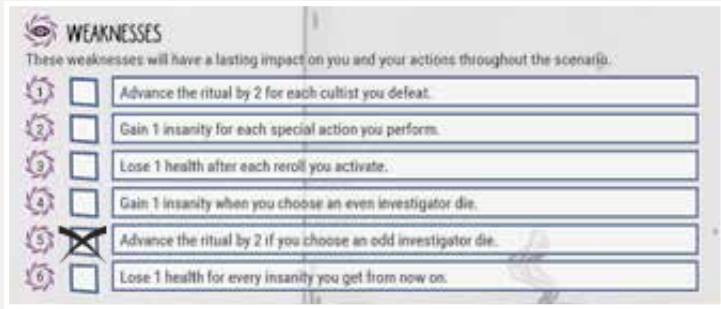
**Tip:** This die can also be manipulated as often as you like by rerolling it.

## WEAKNESSES

 If an investigator receives a weakness, it appears in the form of a restriction or penalty.


To determine the weakness, a D6 must be rolled whose die value determines the corresponding weakness.

For example, the value of the die 5 determines the weakness 5.



If a weakness is already active, the investigator loses one health instead.

## SKILLS

 If an investigator gains an ability, one of 15 skills can be learned immediately.

These powerful abilities provide a wide variety of useful actions or precautions for further play.

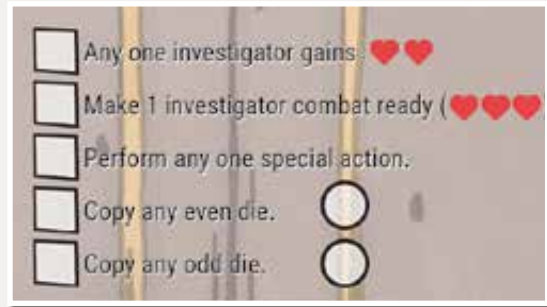
Each ability is available 1x and is marked with a cross.

**Instant bonuses are available in the first column.**



1. Get 3 free numbers instantly.
2. Receive 3 experience points instantly.
3. Get 2 health instantly
4. Lose any 1 weakness instantly.
5. Find 1 clue instantly.

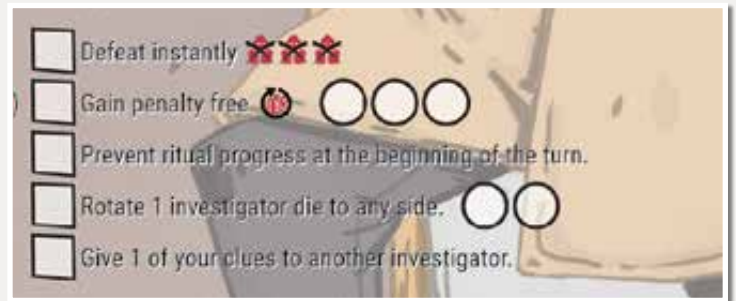
**The second column offers instant effects, but also important precautions for further play.**



1. Any investigator (also yourself) instantly gains 2 health.
2. An investigator can be made combat-ready. He gains 3 health.
3. Perform any one special action. (Defined in the scenario)

4-5. Copying an investigator die is offered here as a precautionary option: If one of these options is selected, a cross may be placed at any time in the circle at the end once to copy any even/odd investigator die currently in play, in addition to his own investigator die. The value of the copied investigator die may now again be entered in 2 different action boxes.

**The third column offers the most diverse possibilities.**



1. Instantly defeat 3 cultists.
2. The investigator gains 3 free rerolls, outside the reroll track. There are no penalties or conditions for these rerolls. Weaknesses are ignored here as well. The rerolls are crossed off in the circles.
3. The ritual progress at the beginning of the round is prevented, so the first step of the sequence of the round is ignored in the next round once.
4. Turning any investigator die to any side can be very powerful. This can be activated 2x. To do this, add a cross in a circle after using it.
- 5) Passing on a clue can turn the game in the investigator's favor. By doing this, the performing investigator loses one clue. This clue is given away to any investigator, who can thus get closer to closing his seal.

*By this skill the performing investigator may not move back on the clue track to „open his seal“ again, should he have already closed it!*

## CONTROLLING THE DICE

An important concept of Roll For Great Old Ones is to manipulate the dice values of the investigator dice and especially the dice values of the cultist dice whenever necessary.

A lot is demanded of the investigators, but this optional control means they don't have to let it all wash over them. The result is never certain, but it is usually worth a try.

## THE SOLO GAME

Playing as a single investigator is no different from the rest of the game with multiple investigators. The adjustment automatically takes place in the scenario.

Note: When talking about „all investigators“, only 1 investigator is addressed here.

## THE MYTH & ITS CREATOR

The well-known Lovecraft myth is based on the stories of the author H.P. Lovecraft. He was an important author of fantastic horror literature of the 20th century and influenced many creative people with his myth. Lovecraft's influence is clearly noticeable in many modern books, films, series or even games.

His ideas have been further developed and refined, or reinvented, by many authors.

Besides his popular stories and numerous admirations, due to his literary work, Lovecraft also gains fierce rejection, due to his racist ideas, which clearly stand out in some of his works.

As an author and fantasy lover, I love Lovecraft's literary work to a great extent and therefore set this game in that mythos. The world of these monsters and their power is exciting and always engaging. It is unique in the way horror is conveyed.


However, it is important to mention here that I explicitly distance myself from the creator of this very myth, as well as his racist views. H.P. Lovecraft created a great universe, but was a terrible anti-semitic and made this more than obvious in some of his works.

For more information on this, we recommend the Wikipedia page, including sub-pages as a starting point for research: [https://en.wikipedia.org/wiki/H.\\_P.\\_Lovecraft#Personal\\_views](https://en.wikipedia.org/wiki/H._P._Lovecraft#Personal_views)

## DON'T FORGET

### GENERAL CONCEPT FOR ACTION BOXES MARKED WITH A CROSS

**7** If action boxes are marked with a cross where a scenario action, such as 7, is printed, this value is transferred to the „Actions of the Cultists“. A maximum of 6 scenario actions per round are defined there. If further scenario actions are activated, they have no further effect and are ignored. However, all crosses will be executed.

 If action boxes are marked with a cross behind which an action/punishment is printed, e.g. insanity test, insanity, loss of health or the appearance of a cultist, it will be performed immediately.

If the action box is marked with a cross by the scenario, penalties are dealt with individually for each investigator. Scenario actions are always transferred to the „Actions of Cultists“ only once.

If the action box is marked with a cross by an investigator, only that investigator will receive the penalty/action. Scenario actions are transferred.

### REPEATING OF INVESTIGATOR ACTIONS










**An action may only be performed twice in succession. Before performing this action again, another action must be performed first.**

### REROLLS ARE ESSENTIAL


Manipulating dice, even the cultist dice, is an important concept in Roll For Great Old Ones. After the investigator or cultist dice have been assigned and any penalties have been dealt with, each die can be manipulated as many times as desired by each investigator. Be aware of the possible penalties or additional penalties here.




## ACTIONS OR PENALTIES TRIGGERED BY THE SYSTEM

-  Each investigator loses 1 health.
-  Each investigator gains 1 insanity point.
-  Each investigator must pass an insanity test.
-  Summon 1 cultist for each active investigator.
-  Summon 1 scenario monster for each active investigator.
-  All investigators gain 1 weakness, which is rolled for each investigator.
-  A scenario action is transferred to „Actions of the Cultists“. Here the scenario action 6.
-  Advance ritual by value X
-  The ritual is advanced by the current ritual level.

Important: These effects can also affect only one investigator, depending on how they are triggered in the action.

 If an action box is marked with a cross, all investigators are affected.

 If a dice action is performed and one or more investigators are determined, the effect affects only those specific investigators, not all investigators.

## THE FUN OF THE GAME ALWAYS COMES FIRST

Have fun fighting and planning together against the cultists and their evil plans. If you ever come to a situation where questions arise, find a common solution and push the game forward.

The fun of the game should always be in the foreground.

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## OTHER SYMBOLS

-  Dice value, here 3.
-  Skill
-  Experience point
-  Free number
-  Clue
-  Health
-  Reroll
-  Weakness
-  Ritual level determines effect of scenario action
-  Die determines effect of scenario action
-  Nothing happens
-  Lose health
-  Insanity
-  Perform insanity test
-  Defeat cultist
-  Defeat scenario monster
-  Scenario lost

## INSANITY TEST

 Roll a D6 and compare the result with your current insanity level (0-6).

Dice value > Insanity: **Pass**

Dice value ≤ Insanity: **Not Passed**



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