

Cthulhu Dice™



Yellow Sign

Yellow Sign – Your target (whoever you were rolling against) loses 1 Sanity to Cthulhu. Push one token to the middle of the table.



Tentacle

Tentacle – The Caster takes 1 Sanity from the Victim, whether the Caster or the Victim rolls the Tentacle. If the Caster is mad when he attacks, he does not get to keep the stolen Sanity. It goes to Cthulhu.



Elder Sign

Elder Sign – You gain 1 Sanity from Cthulhu. If there are no Sanity tokens in the middle of the table, you get nothing.



Cthulhu

Cthulhu – Everyone loses 1 Sanity to Cthulhu.



Eye

Eye– Choose any result above.