

# OPENER OF THE WAY

CTHULHU  
WARS

— A Scenario for Star Wars: The Roleplaying Game —





YOG SOBBOTH MINIATURE CONCEPT



# OPENER OF THE WAY

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## I. Components

Rulebook  
Faction Card  
6 Spellbooks  
Opener of the Way Glyph token  
Plastic Faction Figures (18)



### PURPLE Faction

#### OPENER of the WAY

Power marker; Doom marker

6 Acolyte Cultists

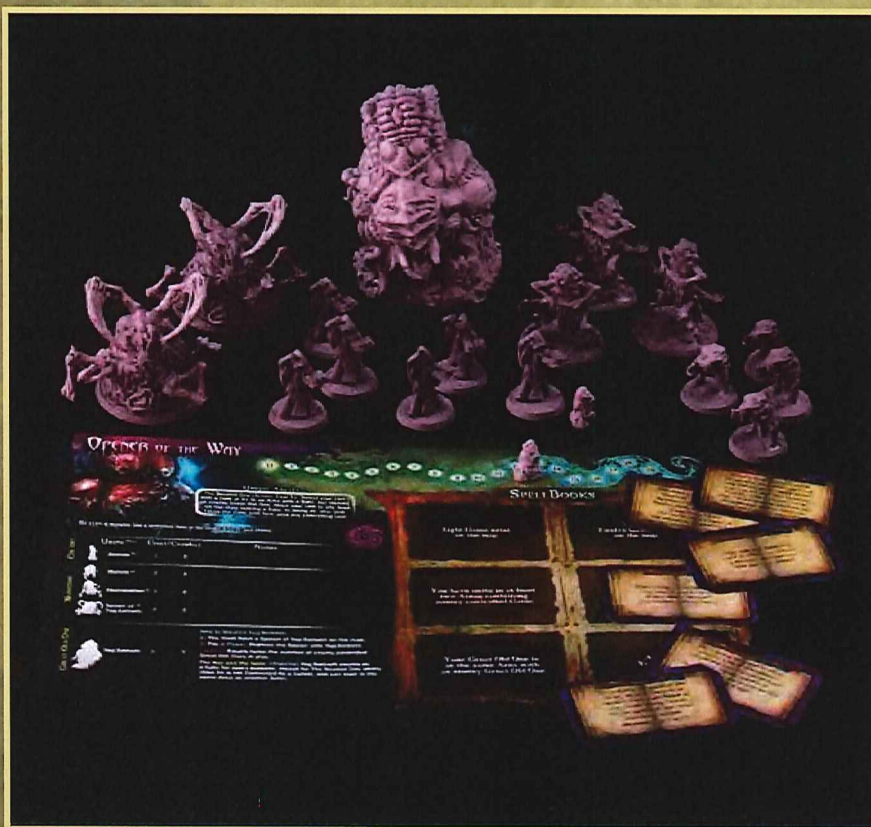
4 Mutants

3 Abominations

2 Spawn of Yog-Sothoth

Yog-Sothoth

TOTAL FIGURES: 18





## II. Playing Opener of the Way

Opener of the Way is probably the weirdest Faction of them all. Your Faction is delicate and requires precision, but has unparalleled flexibility. In fact, your Faction begins with an important strategic decision - where to start! More than any other Faction, you must react on the fly to other players' actions. You always have something effective you can do, but it differs depending on the situation.

Keep a Mutant with your Cultists - if someone enters your Area, this is a perfect opportunity to Battle and promote with Million Favored Ones! This also plops Cultists back in your Pool to be Recruited by Monsters placed via They Break Through. Don't fall into the trap of using Million Favored Ones exclusively to get big Units out - it is okay to purchase them straight-up.

Though Yog-Sothoth really costs ten Power to Awaken (six for him and four for the Spawn you give up), he is flexible because you can pay on the installment plan - Summon a Spawn one turn, then Yog-Sothoth the next. Everyone else has to pay for their Great Old One all at once. Don't forget you can Summon Monsters through him.

Beyond-One is best in the early game. You not only steal a Gate, but Move long distances and escape threats.

Summon a Spawn of Yog-Sothoth early, despite the huge cost, so you can bring out your Great Old One at the right time (usually once two to three others have taken the field). You won't dominate the game in the beginning - you must grow over time, by promoting Units and re-designing the map's Gate structure. Movement is not cheap for you, so use Beyond-One and They Break Through as affordable alternatives.

*NOTE: Don't only use Million Favored Ones to get big Units out - you can always purchase them outright.*



Use numbers to swamp an Enemy once you've built up. Do not fear to "promote" a Spawn of Yog-Sothoth into as few as two Mutants. Remember once you have six Spellbooks, you can declare more than one Battle in a round. This is huge for you.

**Channel Power:** A handy spell for obvious reasons. Your Faction is often Power-hungry, so save it for special occasions.

**Million Favored Ones:** A core ability you'll want early.

**Dread Curse of Azathoth:** Pester enemies with death from the sky. Enemy Units are often in the same Area as Gates, and you can drive them out with Dread Curse while your Units stay behind.

**They Break Through:** Possibly your Spellbook most hated by Enemy players.

**Dragon Ascending:** Choose the right time and this can reverse the course of play. Remember that using this Spellbook is NOT an Action, which means you can do it even if you are out of Power.

**Dragon Descending:** If you wait until the perfect moment, you might not get its benefits - seize the day.

### III. Thwarting Opener of the Way

Opener of the Way's Monsters are expensive, so he tries to promote them rather than to Summon. If you can Kill a Monster in each Battle, it becomes a losing proposition for him. He is also restricted by his need to share territories to earn Spellbooks. Turn this to your advantage by setting up traps - Areas where you can counter with overwhelming force.





## IV. Epilogue

*"At first we thought it was a disease. We even tried to treat it. People, seemingly at random, developed disgusting deformities. But those people couldn't be treated. They didn't want to be treated. They lashed out and, in their anger, became more and more monstrous. Near the end, fire came from the skies, destroying cities, farmland, countryside. Finally, It appeared. It was bigger than human words and seen all around the world, by everyone at the same time. Impossible? That word is now useless. We pretend to hope it won't find us, but hiding hasn't worked yet. No, it simply hasn't gotten around to all of us."* - David Mendiola



## V. Frequently Asked Questions

Q. If both Windwalker and Opener of the Way are in a game, which one chooses his starting Area first?

A. Windwalker chooses first, then Opener.

Q. How does Key and the Gate Work?

A. Opener gets two Power for Yog-Sothoth during Gather Power. He also gets one Doom point for having Yog-Sothoth on the map during the Doom Phase. If he performs a Ritual of Annihilation, he gets a point for Yog-Sothoth as a Gate (plus an Elder Token for Yog-Sothoth as a Great Old One).

As a Gate, Yog-Sothoth can always Summon Monsters at his location. Unlike other Gates, he can co-exist with a normal Gate, plus he is never Abandoned. Cultists do not Control him nor can they ride him. He cannot be Moved with The Beyond One as if he were a Gate.

Q. How do Key and the Gate Work on the Dreamlands map?

A. Yog-Sothoth counts as a Controlled Gate in a Citadel Area (even if Zoogs are present). Besides giving him a slight advantage on the surface of the Dreamlands, this means that two players could Control a Gate at a single Citadel Area. During the Doom phase, if Yog-Sothoth is in the Citadel Area that the Bhole attacks, he is destroyed along with the normal Gate if there is one.

Q. How does Key and the Gate Work on the Primeval map?

A. Yog-Sothoth is never occupied by a Glacier.

Q. How does Key and the Gate Work on the Yuggoth map?

A. He can only Control the Slime Sea Overlook if there is not already a Controlled Gate present (the Controlled Gate takes precedence if both are present). He can use the Laboratory Surgery ability without Controlling the Gate (if there is also a Controlled Gate there, the player who Controls the normal Gate can also use the Surgery ability). He gets plus one Power when he is at the Green Pyramid; his presence may Awaken the Watcher even if there is not a Controlled Gate there.

Q. Does Yog-Sothoth provide Power to Cthulhu via Y'ha Nthlei if he is in an Ocean?

A. Yes, because Yog-Sothoth is an Enemy-controlled Gate in the Ocean!

Q. If Yog-Sothoth is in the Area where Ithaqua is Awakened, do you have to replace Yog-Sothoth (as the Gate) with Ithaqua?

A. If Yog-Sothoth is the ONLY Gate in the Area, then yes. If there is another available Gate, then you must replace THAT Gate with Ithaqua instead.

Q. Can I use Beyond-One to Move a Gate to an Area containing Yog-Sothoth, since he is, after all, a Gate as well?

A. Despite this fact, yes you can Beyond-One to Yog-Sothoth's Area.

Q. Do Enemy Great Old Ones still cancel Beyond-One if the Gate in question is not Controlled by their Faction?

A. Yes.



Q. If an Opener of the Way Unit in an Area is turned invisible by a Flying Polyp, does it count as “participating in a Combat” for the purpose of getting promoted by The Million Favored Ones?

A. No. The Invisibility Spellbook states that the Unit “takes no part in the rest of the Battle”. This includes post-battle effects.

Q. If I have a Mutant and an Abomination eligible to promote via The Million Favored Ones, but I do not have an Abomination figure in my Pool, can I first promote the Abomination, then the Mutant (now that an Abomination figure has returned to the Pool)?

A. Yes. You can cycle Units through your Pool in this way to promote them.

Q. If I promote a Spawn of Yog-Sothoth into 2 or more Mutants via The Million Favored Ones, and that Spawn was Pained in the Battle, are all of his Mutant “progeny” Pained?

A. Million Favored Ones happens after the Pains and Kills are inflicted, so the Spawn first retreats into a neighboring Area, THEN shatters into multiple Mutants. This also means that if a Spawn is Eliminated by a Pain result because it was surrounded by its opponent, you do not get the Mutants.

Q. Can Units use Million Favored Ones even if Sleeper’s Energy Nexus removes all Sleeper Units from the Area before the Battle starts?

A. Yes, they can still promote, since a Battle was declared and paid for.

Q. If Windwalker’s Howl is used to retreat one of Opener’s Monsters, can it still promote via Million Favored Ones?

A. No, they do not participate in the rest of the Battle, and so cannot use their Abilities.

Q. How do Battle abilities interact with Dread Curse of Azathoth?

A. Dread Curse is not considered a Battle, despite the fact that Combat dice are rolled. It cannot be combined with Channel Power or any other Pre-Battle, Battle, or Post-Battle effects (such as Regeneration, Necrophagy or even Madness).

Q. Do you select the targets of Dread Curse of Azathoth?

A. The victim selects the targets; you just choose which results apply to which Faction. Thus, if you rolled a Kill and two Pains, you could apply the Kill and a Pain to one Faction, and the remaining Pain to another.

Q. Vis-a-vis Dread Curse of Azathoth, where do Pained Units retreat?

A. After the victim selects which Units are Pained, Opener of the Way selects which adjacent Area each Unit retreats to. He can include Areas containing Opener of the Way Units (these Units cannot be Eliminated by being surrounded).

Q. Can the Dread Curse of Azathoth be used to attack Units that are not Controlled by any Faction, such as Zoogs on the Dreamlands Surface Map, or Abhoth’s Filth tokens after Abhoth has been Killed?

A. No, because that Spellbook requires you to apply the Combat results to particular Factions. In the case of Abhoth, once he is back in play, the Filth tokens may be targeted, but the Zoogs are never under the Control of a particular Faction, so they can never be targeted.



Q. Can I use Channel Power more than once in the same Battle?

A. Yes. You can keep re-rolling misses (rolls of one, two or three), paying one Power per re-roll, until you run out of Power or all the dice are hits.

Q. Does They Break Through permit you to Summon a Monster at an abandoned Gate?

A. Yes. With this Spellbook, you can Summon a Monster at any Gate on the map.

Q. Can I use Dragon Ascending even if I am out of Power?

A. Yes, because it is not an Action – it is simply an effect that you can apply at any time.

Q. If I use Dragon Ascending during Gather Power, who becomes the First Player?

A. You will be tied for most Power with another Player, and so whoever was First Player in the previous turn chooses.

Q. To Awaken an Independent Great Old One, you need a Controlled Gate and your own Great Old One. Does Yog-Sothoth, by himself, fulfill both these requirements?

A. No, because Yog-Sothoth is not, technically, a Controlled Gate.

Q. Chaugnar Faugn's Miri Nigri ability gives Gates 3 Combat dice. Does this apply to Yog-Sothoth?

A. Of course! For example, if there are five Enemy Great Old Ones on the map and Opener Controlled Chaugnar Faugn, then Yog-Sothoth's Combat would be thirteen (ten plus three). However, if Opener also Controlled a normal Gate in the same Area as Yog-Sothoth, you still only add plus three to your Combat in that Area, not plus six. The ability reads "in an Area" which means you only get the Combat bonus once per Area, rather than once per Gate.

Q. If Sleeper uses Cursed Slumber to remove a Gate from the map, does that lower the count towards Opener's two Spellbook requirements which require eight or twelve Gates to exist on the Map, respectively?

A. Yes. A Gate on Sleeper's Faction Card is not on the Map.

Q. Can Sleeper use Cursed Slumber to place a Gate from his Faction Card onto the Area containing Yog-Sothoth, but lacking a normal Gate?

A. Yes.



## Credits

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# CTHULHU WARS

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# OPENER OF THE WAY



The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them, they walk serene and primal, undimensioned and to us unseen. Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again.

— H. P. Lovecraft

## Others

have observed that the distinction between science and magic is at best tenuous, and often nonexistent. Pagan chants to eldritch gods can be viewed as naught but tones and vibrations linked into patterns agreeable to alien things which our ancestors saw as demons or gods. Hell, heaven, nirvana, all the facetious “realms” of mummery and witchcraft are likely to be other worlds, universes, or unknowable plateaus floating in the vastness of multiple realities.

For ages, humanity meddled with these realms. From the ancient sorcery of Atlantis, to the recent Tillinghast Resonator, it is our privilege and curse to glean fragmentary insights into these realms.

It should come as no surprise that the launch of the Large Hadron Collider had unintended results. The physicists (modern day sorcerers) expected to recreate Genesis. We hoped to glimpse the unglimpseable: the creation of reality. But what we found was something other. We opened a window into another world, another reality. The subatomic particles, flaming with energy, ripped open a microscopic breach between our world and the unknown. Readings were taken, facts checked, and data recorded.

All seemed benign for months after the experiment. Then the corruption began. They didn't simply glimpse creation, they opened the way.

It began with what our grandfathers would have called “Gremlins”. Technology failed in the lab. Computers shut down unexpectedly, or began displaying gibberish. Then the entire complex went dark. Communication was cut off entirely; nobody knew what was inside, or what had happened.

When the complex was opened, reports differ on what was found within. The official reports state that everyone was dead, victims of a radiation leak. But eyewitnesses report something far worse. The lab was an abattoir. The wretched inhabitants had turned feral, rending each other limb from limb. Blood, organs, and human remains were stretched and spattered all about. The few survivors had become monstrous; they'd melded together, forming indescribable congeries of arms, heads, faces; cannibal creatures poured forth from the complex, killing and feasting as they ravaged the vicinity. The authorities tried to suppress the information, but soon it was visible to all.

As the sun set, roiling, noxious orbs of light, alien tittering, and an utter stench of foulness began to fill the land. The key was thrown, the gate was open.



# OPENER OF THE WAY

## UNIQUE ABILITY

**The Beyond One** (Action: Cost 1): Select your Unit with a Cost of 3+ in an Area with a Gate, but lacking an enemy Great Old One. Move your Unit to any Area on the map lacking a Gate. In doing so, your Unit takes the Gate with him, plus any controlling Unit.

**SETUP:** 6 Acolytes and a controlled Gate in the empty Area of your choice.

CULTIST



Units <sup>(Total)</sup>

Cost/Combat

Notes

Acolyte <sup>(6)</sup>

1

0

MONSTERS



Mutant <sup>(4)</sup>

2

1



Abomination <sup>(3)</sup>

3

2



Spawn of  
Yog-Sothoth <sup>(2)</sup>

4

3

GREAT OLD ONE



Yog-Sothoth

6

?

### How to Awaken Yog-Sothoth:

- 1) You must have a Spawn of Yog-Sothoth on the map.
- 2) Pay 6 Power. Replace the Spawn with Yog-Sothoth.

**Combat:** Equals twice the number of enemy-controlled Great Old Ones in play.

**The Key and the Gate:** (Ongoing) Yog-Sothoth counts as a Gate for every purpose, except for The Beyond One ability (Also he is not Controlled by a Cultist, and can exist in the same Area as another Gate).

## SPELLBOOKS

Eight Gates exist  
on the map

Twelve Gates exist  
on the map

You have units in at least  
two Areas containing  
enemy-controlled Gates

Lose one of  
your own Units  
in Battle

Your Great Old One is  
in the same Area with  
an enemy Great Old One

Awaken  
Yog-Sothoth



**They Break Through (Ongoing)**

You can Summon Monsters at Enemy Controlled and Abandoned Gates.  
You do not need to have any Units present in the Area.

**Dragon Ascending (Once Only)**

Once during the game (at any time), set your Power to be equal to the current Power of one chosen enemy Faction. Flip this spellbook face-down after use to indicate you cannot use it again.

**Dragon Descending (Once Only)**

Once during the game when you perform a Ritual of Annihilation, you receive twice the normal Doom points. Flip this spellbook face down after use to indicate you cannot use it again.

**Dread Curse of Azathoth (Action: Cost 2)**

Select an Area and roll 1 Combat die per Abomination and Spawn of Yog-Sothoth in play. Apply the die results as Kills and Pains to enemy Factions in the Area (you choose which Faction receives which results). No Battle-type abilities apply. You choose to which Area(s) Units are Pained.

**The Million Favored Ones (Post-Battle)**

After Pains and Kills are resolved, “promote” any or all surviving Acolytes to Mutants, Mutants to Abominations, and Abominations to Spawns of Yog-Sothoth.  
You can Promote a Spawn of Yog-Sothoth by transforming it into as many Mutants as are in your Pool.

**Channel Power (Battle)**

After rolling combat dice, you may pay 1 Power to reroll all dice which “missed” (i.e., were not Kills or Pains).





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