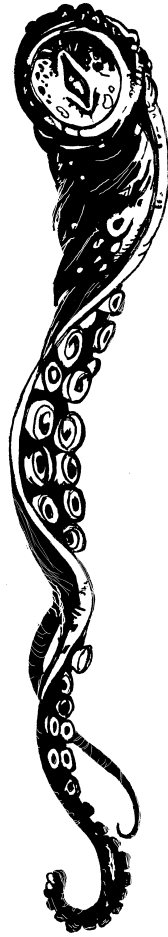# Crawl-thulhu

A Two-Fisted Zine of Lovecraftian Horror

Issue 2

COMPATIBLE WITH
DCC
RPG

Howard Phillips Lovecraft

Crawl-thulhu

A Two-Fisted Zine of Lovecraftian Horror

Table of Contents

Skills

In DCC, skills are an abstract concept. The judge makes a ruling about which attribute applies and a DC; the player rolls and applies the modifier for the attribute. If they make the DC, they succeed, if they don't, they fail. It's simple and only two pages in the rulebook.

Crawl-thulhu *slightly* reimagines this idea while also introducing concrete skills with which the PCs can excel. There are 16 skills in Crawl-thulhu; representing the most common tasks PCs perform in Cthulhu stories. They range from physical feats, knowledge, to social interactions. Each class has starting skills and others which become available as they level.

A skill check in Crawl-thulhu is the same as DCC. The PC describes their action, the judge chooses an attribute which applies based on their description, which skill is being used, and sets a DC. The player rolls their skill die and applies the attribute modifier. The difference is that skill die can vary in size depending on the level of training the PC has in the skill.

All PCs have at least a d10 in all 16 skills representing the base chance the average person has to accomplish things. Once a PC receives training, they raise their skill die from d10 to d20. A PC becomes trained in a skill in two ways. First, their occupation will give them training in a single skill as described in the **Occupation Training** table. Second, as they go up in level, they earn skill points which can be used to receive training in a skill. A PC can only become trained using skill points in a skill in their class's skill list detailed in the Classes section.

Going Beyond Simple Training

After a PC is trained in a skill, they can spend points to become an expert (d24) and then a master (d30) of that skill by putting more Skill Points into it. Going up one level usually costs 1 Skill Point. This allows you to either generalize, specialize, or anything in between. It also allows overlap of skill training between different classes to ensure your party has the bases covered. You don't want your party being masters in a handful of Skills because when one dies or goes insane, they've lost that skill almost entirely.

Skills List

Each of the skills below describe what the skill is used for and what various attribute modifiers might mean during their use.

Bribery

Bribery allows you to get something you want through a quid pro quo interaction. It allows you to know whom to bribe, what they want, and what they might be willing to give you in exchange. You might use PER if you talk them up and you might use STR if you become physically imposing.

Climb

Climbing is involved anytime you want to get somewhere high with no steps or ladder. You might use AGI if you're in a hurry or INT if you take the time to carefully plan your path.

Convince

Convincing is getting someone to believe or do something through words; whether deceitful, rational, or emotional. You might use PER if you are friendly and charming or INT if you use logic to explain it.

Manipulate Device

Manipulate Device allows you to find and manipulate mechanical devices like traps, locks, machines, etc. You might use AGI if you deftly wiggle your lock-pick in the keyhole or you might use STR if you apply pressure at the weak point of the hinge.

History

History is remembering or finding anything related to the events of the world and the living things in it. You might use INT to already know what you need or you might use PER to explain to the librarian what you're looking for and get assistance.

Intimidate

Intimidation gets someone to do something through a threat of violence, either overt or implied. You might use PER to calmly explain to them the horrible things which will be done if they don't comply or you might use STR to smack them around a bit to show them you're serious.

Magic

Magic is the ability to understand ancient, alien ways to manipulate reality, which humanity generally calls magic. It's used to understand and cast spells. Magic is the singular skill that always uses INT for its modifier. The mechanics of casting spells are discussed later in this issue.

Medicine

Medicine allows you to recover hit points, diagnose / treat narrative injuries (i.e. Crit table results), and investigate a cadaver. Only training in Medicine allows you to heal HP as per the cleric's Lay on hands as Adjacent alignment. Refer to the **Lay on hands** ability in the DCC rulebook for details on the mechanics. You can use this once per day per target.

You might use INT to evaluate the wounds prior to treatment or PER to coordinate assistance from another party member.

Navigation

Navigation covers the ability to find your way around on land, by sea, or through the air with or without a map. This covers the ability to read maps, correlate landmarks, use the stars for navigation, or know special tricks for determining your direction. You might use AGI to correlate landmarks quickly as you pass them or use PER to get your compatriots to help find your way.

Outdoors

Outdoors covers activities such as tracking things outside, surviving in the wilderness, and identifying things in nature. You might use INT to determine whether something is edible or STR to fashion a weapon from nature.

Psychiatry

Psychiatry allows you to read people's mood, investigate things related to Psychology, and treat trauma such as others' Sanity loss, narrative psychological conditions from the Insanity table.

Only training in Psychiatry allows you to help others recover Sanity and narrative psychological conditions as per cleric's Lay on hands table as Adjacent alignment. You cannot recover your own Sanity or treat your own psychological conditions. The recovery die is always a **d3**. Removing a narrative psychological condition requires 3 dice. This requires at least an hour of quiet time where no danger is present. Psychiatry can only be used once per week per target for this purpose.

Example: Fran is treating Jennifer's Sanity using hypnosis. She has an AGI of 13, so adds a +1 to her roll. She is an Expert at Psychiatry and thus rolls a d24. She rolls a 17, so her total is 18. Jennifer will recover 2d3 Sanity this week.

You might use PER to calmly reach the afflicted person or AGI to slowly rock the pocket watch back and forth as you hypnotize them.

Languages

Languages covers the ability to read, write, and speak a language other than your native tongue. The obscurity of the language determines the DC; from 5 for common languages to the region, 10 for currently spoken languages, 15 for ancient or dead human languages, and 25-30 for alien languages. You might use STA to stay up all night digging through books to translate something or INT to see if you might already know the language.

Research

Research is finding specific information among an abundant resource of related information. You might use AGI to deftly organize your sources or PER to get assistance from an archivist.

Search

Search covers finding something out of place or something of interest among the mundane. This can range from noticing a painting is askew to locating a secret hiding place behind a bookcase. You might use STR to start flipping tables and mattresses or use INT to psychoanalyze the owner and think of where they most likely would hide things.

Stealth

Stealth is getting from one place to another unseen and/or unheard. You might use AGI to carefully move through the shadows or STA to hold your breath as the Deep One slinks by your hiding spot.

Street Smarts

Street Smarts is finding people in a city and knowing how the criminal underworld works. This can range from knowing where you can sell stolen goods to which cops are crooked. You might use PER to know the person already or STR to rough up some hooligans to get the information.

Occupation Training

In Issue 1, the rules for generating a PC include picking an occupation. Specified on the table below, each occupation also provides training with an associated skill. Starting at 0-level, they can roll a d20 when using their Trained Skill. If they become level 1, they are considered to be already trained in this skill and can become an expert for 1 less Skill Point.

Occupation	Trained Skill	Occupation	Trained Skill
Actor	Psychiatry	Law Officer	Climbing
Alienist	Psychiatry	Librarian	Research
Antiquarian	History	Mechanic	Manipulate Device
Artist	Research	Midwife	Medicine
Athlete	Intimidate	Military (wo)man	Outdoors
Attorney	Convince	Musician	Street Smarts
Bartender	Bribery	Nurse	Medicine
Book Dealer	Languages	Photographer	Outdoors
Bootlegger	Street Smarts	Preacher/Priest	Languages
Business(wo)man	Convince	Private Eye	Search
Criminal	Street Smarts	Professor	History
Curator	History	Sailor	Navigation
Dilettante	Languages	Sales(wo)man	Convince
Driver	Navigation	Secretary	Search
Elected Official	Bribery	Student	Research
Fire(wo)man	Climbing	Surgeon	Medicine
Gangster	Intimidate	Teacher	Intimidate
Hobo	Stealth	Technician	Manipulate Device
Hunter	Stealth	Undertaker	Stealth
Journalist	Search	Writer	Psychiatry

Magic *by John Potts*

Lovecraftian magic is meant to be a dangerous and scarce resource. This holds true in Crawl-thulhu and to emphasize this, there is a Sanity cost for anyone attempting to cast spells. Bending the universe through unknown means opens your mind to the true way the universe functions. This will whittle away at even the most stout of psyche.

Functionally, magic operates in Crawl-thulhu very similar to DCC. However, anyone can be trained in magic but only the Scholar comes to magic with the ability to mitigate the Sanity cost of casting spells. This allows other classes to dabble but still gives the Scholar a clear edge.

When deciding how to introduce magic to your PCs, whether through research or having them find an ancient tome containing Mythos secrets, be prepared for many PCs to be trying to learn the spell(s). If they want to spend the time doing so, allow them. Knowing the spell is different than casting the spell. They'll have to throw their Sanity away to abuse the spell.

Magic Skill Tests

When a PC attempts to cast spell, they roll their Magic skill die and add their INT modifier to the roll. Consult the spell's chart for the result which will detail the effects of the result including SAN loss for casting the spell.

When casting spells keep in mind the following:
- No one adds their level to Magic skill tests.
- Mercurial magic may or may not apply depending on your GM's decision.
- Spell levels do **NOT** exist in Crawl-thulhu. Higher level spells have greater SAN loss and require higher results to succeed anyway.
- SAN loss is mandatory (except for Scholar's mitigation). You cannot perform a Sanity test to avoid the loss.

Using DCC Spells

Lovecraftian magic represents more of a science that is outside the realm of human understanding. A human understanding Lovecraftian magic is akin to a dog understanding particle physics. They function in a world where it's happening all around them but they go about their lives anyway. A dog may sometimes take advantage of particle physics, but usually not knowingly.

DCC magic is granted by higher beings. The exact function of this magic isn't exactly known; it could be possible to understand it as a science. This is left open ended but a Wizard does rely on Intelligence so it's assumed there is a method to the functionality of magic in DCC.

These similarities make it easy to simply use the DCC magic rules in a Crawl-thulhu campaign. However, as with all Mythos related things, there is always an extra cost, and it's usually your Sanity. This sets Crawl-thulhu apart from DCC. However, keep in mind that magic should be difficult to learn and rare in Crawl-thulhu. PCs shouldn't be creating their own spells or carrying around a spell book with 20 spells in them.

For the sake of simplicity, it is recommended to leave out Mercurial magic. Casting spells already includes an additional die roll due to Sanity. Mercurial Magic, while one of the coolest parts of magic in DCC, is not on theme with Lovecraftian settings. Lovecraftian magic isn't chaotic, it's a science our feeble minds can't entirely comprehend.

Use the following table to apply SAN cost to DCC spells:

Spell Result	Sanity Loss	Spell Result	Sanity Loss
1	Automatically Insane	Successful result 5	1d10 SAN loss
Failure and spell is lost	1d8 SAN loss	Successful result 6	1d12 SAN loss
Failure and spell is retained	1d6 SAN loss	Successful result 7	1d14 SAN loss
Successful result 1	1d4 SAN loss	Successful result 8	1d16 SAN loss
Successful result 2	1d6 SAN loss	Successful result 9	1d20 SAN loss
Successful result 3	1d7 SAN loss	Successful result 10	1d24 SAN loss
Successful result 4	1d8 SAN loss		

Mythos Spell Name Generator

One issue with using spells straight from DCC is that they are fantasy themed rather than Mythos themed. Their actual spell effects could easily be Mythos related but having a thematic name is quite important for immersion of play. To resolve this issue, the following table provides assistance with generating spell names for your Crawl-thulhu sessions. These can be used to rename existing DCC spells or to come up with ideas for creating your own. Simply roll on or select from the table to construct a Lovecraftian spell name from a combination of commonly used words. You may need to introduce a preposition or the name of a Lovecraftian deity to make your results make sense.

Roll	Verbs	Adjectives 1	Adjectives 2	Nouns 1	Nouns 2	Locations
1	Adjure	Abnormal	Fungoid	Beasts	Gate	Carcosa
2	Alter	Accursed	Gibbous	Curse	Loathsome	Deep
3	Bind	Amorphous	Hideous	Darkness	Mask	Haddath
4	Commune	Antiquarian	Loathsome	Death	Mortal	Leng
5	Conjure	Black	Maddening	Doom	Mouth	Kadath
6	Grant	Charnel	Nameless	Effulgence	One	R'lyeh
7	Hex	Cyclopean	Non-Euclidean	Eye	Sign	Shaggai
8	Release	Daemoniac	Spectral	Fear	Tentacle	Tindalos
9	Steal	Eldritch	Tenebrous	Flames	Thing	Yith
10	Summon	Foetid	Unnamable	Flesh	Whisper	Yuggoth

Examples:
- Adjure Yog-Sothoth
- Alter Flesh
- Conjure the Spectral Mouth of Shaggai
- Summon Black Flames of Yith
- Grant Carcosan Mask
- Hex Eldritch Sign Classes

Classes

Classes in Crawl-thulhu match the tropes of Cthulhu settings but also provide a little flexibility in how you imagine them. Each of the classes below offers a description, one or two unique abilities, a list of skills associated with the class, and the familiar DCC advancement table.

Overview of Classes

- Adventurer, the outdoorsman
- Doc, the fixer
- Gumshoe, the investigator
- Roughneck, the tough guy
- Scholar, the brains
- Socialite, the (wo)man about town

Skill Training

When a PC becomes trained in a skill, they go from a d10 (normal person) in that skill to a d20 (trained professional). This costs 1 Skill Point. Skill Points received at first level must be spent to train one of the required skills (marked with the '*' symbol). Skill points from future advancement can be spent as desired among the skill list. Future training will lead to d24 (expert) and d30 (master). A PC can't advance more than one training level at each level.

Section Overview

Hit points

Hit Die gain with each level advancement.

Weapons Training

Weapons which can be used with a d20 die (otherwise a d16 is used).

Unique Skill

Each class has at least one unique skill which is defined.

Skills

A list of skills in which this class can increase training levels.

Advancement

Common DCC advancement table listing Attack Bonus, Critical Hit Die and Table, Action Dice, Saving Throw Bonuses, and class specific bonuses. Additionally, Skill Points earned each level are listed.

Adventurer

The Adventurer is the guide, tracker, and crypt delver of the group; think Indiana Jones or Lara Croft. She is an expert at archaeology; languages, history, and with finding their way around outside. Never outdone when the party needs to venture into the wilderness or underground, her skills concentrate on freedom of movement and knowledge of history and cultures.

If you want to brave forgotten and buried civilizations, deftly scour for ancient artifacts and treasures, and help the party decipher ancient runes and hieroglyphs, you may want to be an Adventurer.

Hit points

Adventurers gain 1d10 +STA hit points each level.

Weapons Training

Adventurers can use all melee weapons, all pistols, and rifles.

Unique Skill: Deeds of Derring-Do

The Adventurer is adept at making incredible physical feats such as swinging across chasms from a rope, outrunning collapsing buildings, and jumping from vehicle to vehicle in a high-speed chase. Roll your Deed die and on a 3 or higher, you achieve the stunt you were attempting.

Skills

Bribery, Climbing, Manipulate Device, History*, Languages, Magic, Medicine, Navigation*, Search, and Outdoors*.

Advancement

Level	Attack	Crit Die/ Table	Action Dice	Deed Die	Ref	Fort	Will	Skill Points
1	+1	1d8/III	1d20	d3	+1	+1	+1	1
2	+1	1d8/III	1d20	d4	+1	+1	+1	2
3	+2	1d10/III	1d20	d5	+2	+2	+1	1
4	+2	1d10/III	1d20	d6	+2	+2	+2	2
5	+3	1d12/III	1d20+1d12	d7	+3	+3	+2	1
6	+4	1d12/III	1d20+1d14	d8	+4	+4	+2	2
7	+5	1d14/III	1d20+1d16	d10	+4	+4	+3	1
8	+5	1d14/III	1d20+1d20	d12	+5	+5	+3	2
9	+6	1d16/III	1d20+1d20	d14	+5	+5	+3	1
10	+7	1d16/III	1d24+1d20	D16	+6	+6	+4	2

Doc

The Doc is the expert of the mind and body; think Jules de Grandin and Doc Savage. He helps keep their head straight and their body intact. As a master of science, the Doc evaluates the Mythos from an interesting position. His goal is to understand it the way he understands the mind and body, especially when looking for weakness to exploit.

If you want to patch up your compatriots after battle, soothe their minds after experiencing the maddening revelations, and drag the corpse of some unearthly creature back to your lab for dissection you may want to be a Doc.

Hit points

Docs gain 1d7 +STA hit points each level.

Weapons Training

Docs can use all simple weapons and small pistols.

Unique Skill: Dissection

Docs can dissect a Mythos creature to evaluate its biology and weaknesses. Dissection requires a completely intact body, 1d6 hours per HD of creature, and proper tools. Upon completion of the dissection, the Doc gains an attack bonus of +1 per level against that creature. The Doc can walk others through the anatomy of the creature if they are available for an hour immediately after the dissection or they can receive half the bonus (round down) if shown through diagrams created immediately after dissection.

Skills

Convince, History, Languages, Magic, Medicine*, Psychiatry*, Research, Search

Advancement

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Skill Points
1	+0	1d10/II	1d20	+0	+1	+1	1
2	+1	1d12/II	1d20	+0	+1	+1	1
3	+2	1d14/II	1d20	+1	+2	+1	1
4	+2	1d16/II	1d20	+1	+2	+2	1
5	+3	1d20/II	1d20	+1	+3	+2	1
6	+4	1d24/II	1d20+1d14	+2	+4	+2	1
7	+5	1d30/II	1d20+1d16	+2	+4	+3	1
8	+5	1d30+2/II	1d20+1d20	+2	+5	+3	1
9	+6	1d30+4/II	1d20+1d20	+3	+5	+3	1
10	+7	1d30+6/II	1d20+1d20	+3	+6	+4	1
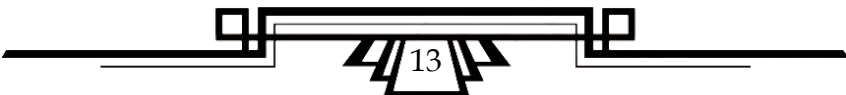
Gumshoe

The Gumshoe is the investigator and criminal underworld expert; think Dan Turner and Peggy Allen. He can range from the quiet observational-type to the silver-tongued word-smith who always gets what he wants. The Gumshoe knows how to find the clues, get into the building, interrogate the witness, and find the connections.

If you want to deftly the pick the lock to get into the warehouse, spit snark at the cutthroat to get him to drop his guard, and locate the arcane tome hidden behind the dresser, you may want to be a Gumshoe.

Hit points

Gumshoes gain 1d8 +STA hit points each level.

Weapon Training

Gumshoes can use simple weapons, rifles, small/medium pistols.

Unique Skill: Sharpened Skills

Gumshoes have learned to use their senses to the fullest. They either have sharp eyes, a sharp mind, or a sharp tongue. The player can choose to add their Agility, Intelligence, or Personality modifier to any roll involving noticing, finding, or gaining information. If a roll would normally apply this modifier anyway, double it.

Skills

Bribery, Climbing, Convince, Manipulate Device*, Intimidate, Magic, Psychiatry, Search*, Stealth, Street Smarts*

Advancement

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Skill Points
1	+0	1d8/III	1d20	+1	+1	+1	1
2	+1	1d8/III	1d20	+1	+1	+1	2
3	+2	1d10/III	1d20	+2	+2	+1	1
4	+2	1d10/III	1d20	+2	+2	+2	2
5	+3	1d12/III	1d20+1d12	+3	+3	+2	1
6	+4	1d12/III	1d20+1d14	+4	+4	+2	2
7	+5	1d14/III	1d20+1d16	+4	+4	+3	1
8	+5	1d14/III	1d20+1d20	+5	+5	+3	2
9	+6	1d16/III	1d20+1d20	+5	+5	+3	1
10	+7	1d16/III	1d24+1d20	+6	+6	+4	2

Roughneck

Roughnecks are the combat experts of the group; think Ellen Patrick or G-8. They excel at fighting in any situation and can really throw their weight around either literally or with the threat of doing so. Roughnecks have no qualms with taking the fight to the Mythos and taking a few hits on the chin in the process.

If you want to crack some cultists' heads, punch an Elder Thing in the "face", and ride guns blazing on the bow of a ship into Cthulhu's gut, you may want to be a Roughneck.

Hit points

Roughnecks gain 1d12 +STA hit points each level.

Weapons Training

Roughnecks can use all weapons.

Unique Skill: The Old One-Two

Roughnecks add a variable bonus to their Attack and Damage rolls. This does NOT provide a Deed as a DCC   warrior, simply a variable bonus with each attack roll.

Unique Skill: Hardened to Threats

Roughnecks add their level to their AC.

Skills

Manipulate Device, Climbing, Intimidate*, Magic, Navigation, Outdoors, Stealth, Street Smarts*

Advancement

Level	Attack	CritDie/Table	Action Dice	Ref	Fort	Will	Skill Points
1	+d3	1d12/III	1d20	+1	+1	+0	1
2	+d4	1d14/III	1d20	+1	+1	+0	1
3	+d5	1d16/IV	1d20	+1	+2	+1	1
4	+d6	1d20/IV	1d20+1d12	+2	+2	+1	1
5	+d7	1d24/V	1d20+1d14	+2	+3	+1	1
6	+d8	1d30/V	1d20+1d16	+2	+4	+2	1
7	+d10	2d20/V	1d20+1d20	+3	+4	+2	1
8	+d12	2d20/V	1d20+1d20	+3	+5	+2	1
9	+d14	2d20/V	1d20+1d20+1d14	+3	+5	+3	1
10	+d16	2d20/V	1d24+1d20+1d14	+4	+6	+3	1

Scholar

The Scholar analyzes the Mythos from an intellectual point of view. She attempts to understand the cause and effect of the true reality. By understanding how something works, it lessens the impact of witnessing it on the mind and makes it easier to utilize for an advantage.

If you want to study tomes for knowledge humans were never meant to know, sacrifice your Sanity casting reality-bending spells, and stare straight into the true reality, you may want to be a Scholar.

Hit points

Scholars gain 1d5 +STA hit points each level.

Weapons Training

Scholars can use all simple weapons and small pistols.

Unique Skill: Inquisitive Mind

Scholars try to understand the Mythos at a level deeper than other classes. Through study and experimentation, they learn that there is a cause and effect within the Mythos. It just functions differently than humanity's concept of physics. A scholar may mitigate the loss of Sanity (from any source other than Burning Sanity) by the result of a Mythos die roll.

Skills

History, Languages, Magic*, Medicine, Navigation, Psychiatry, Research*

Advancement

Level	Attack	Crit Die / Table	Action Dice	Mythos Die	Ref	Fort	Will	Skill Points
1	+0	1d6/I	1d20	1d2	+0	+0	+1	1
2	+1	1d6/I	1d20	1d3	+0	+0	+1	1
3	+1	1d8/I	1d20	1d4	+1	+1	+2	2
4	+1	1d8/I	1d20	1d5	+1	+1	+2	1
5	+2	1d10/I	1d20+1d14	1d6	+1	+1	+3	1
6	+2	1d10/I	1d20+1d16	1d7	+2	+2	+4	2
7	+3	1d12/I	1d20+1d20	1d8	+2	+2	+4	1
8	+3	1d12/I	1d20+1d20	1d10	+2	+2	+5	1
9	+4	1d14/I	1d20+1d20	1d12	+3	+3	+5	2
10	+4	1d14/I	1d20+1d20 +1d14	1d14	+3	+3	+6	2

Socialite

The Socialite is the rich, charismatic world traveler whose drive provides simple relief from the ennui or boredom of human drudgery. She knows all the right people and get what she wants whether it's simply because she's well-connected or throws money at the problem. The Socialite has the time and resources to dabble in everything that her heart desires.

If you want to easily go from a jungle expedition to mingling at parties, reading through ancient tomes for lost knowledge, and ensuring the party travels in comfort and has all the items they need, you may want to be a Socialite.

Hit points

Socialites gain 1d6 +STA hit points each level.

Weapon Training

Socialites can use simple weapons and light guns.

Unique Skill: Force of Will

Socialites can burn their Personality to get a +2 to a Skill test involving people for each point of Personality burnt. This Personality recovers by 1 point per level each morning.

Unique Skill: Deep Pockets

Socialites have access to wealth, either through connections, family, or their own bank. Once per week, a Socialite can make any purchase in dollars equal to their Personality roll x their level.

Skills

Bribery*, Convince*, Intimidate, Languages, Magic, Outdoors, Stealth, Street Smarts

Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Skill Points
1	+1	1d6/II	1d20	+0	+1	+1	1
2	+1	1d8/II	1d20	+0	+1	+1	1
3	+2	1d8/II	1d20	+1	+2	+1	1
4	+2	1d10/II	1d20	+1	+2	+2	1
5	+3	1d10/II	1d20+1d14	+1	+3	+2	1
6	+3	1d12/II	1d20+1d16	+2	+4	+2	1
7	+4	1d12/II	1d20+1d20	+2	+4	+3	1
8	+4	1d14/II	1d20+1d20	+2	+5	+3	1
9	+5	1d14/II	1d20+1d20	+3	+5	+3	1
10	+5	1d16/II	1d20+1d20+1d16	+3	+6	+4	1

Mental Trauma *by Anne Hunter*

Starting at 1st level, when a character reaches 0 Sanity, they go insane and cannot recover temporary Sanity loss normally. Their mind shatters as their consciousness recoils and hides. Saving them requires the rapid application of emergency psychiatric services. A character whose permanent Sanity maximum falls to 0 can never be recovered.
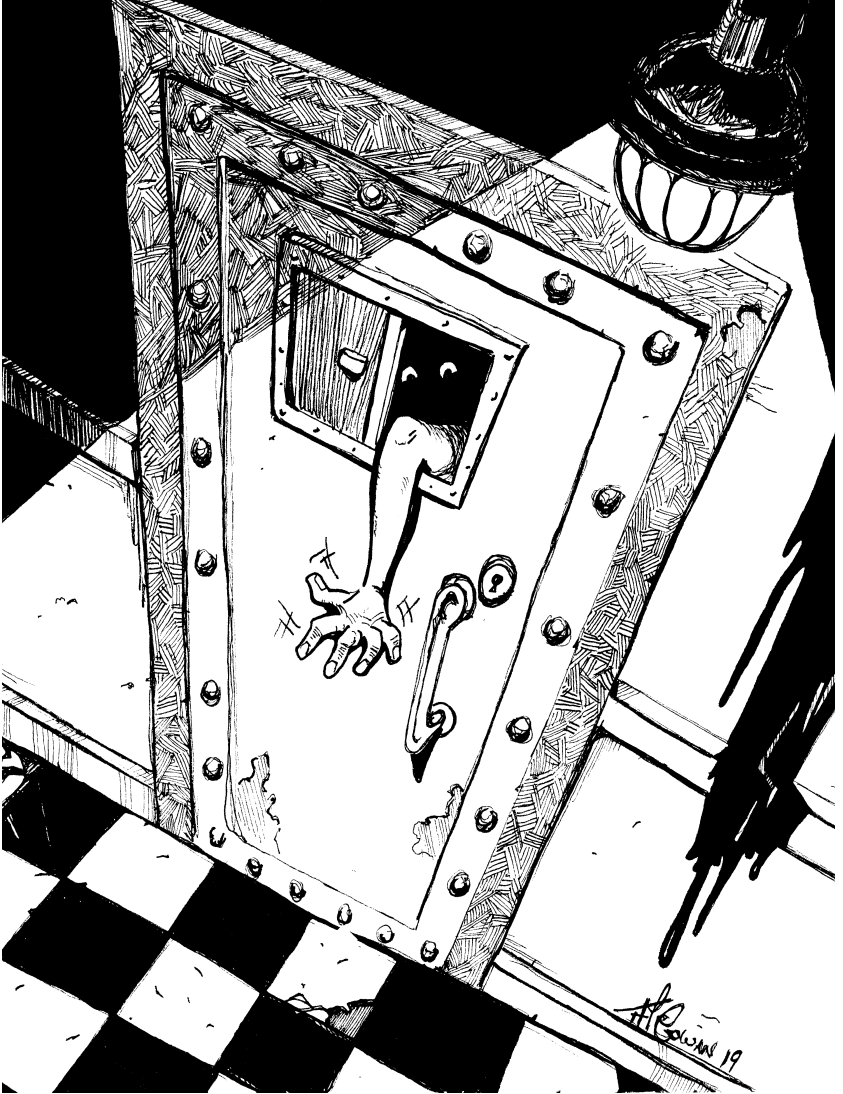
Treating an insane character requires either using the Psychiatry skill or checking the character into an asylum. A character with 0 Sanity has one day per level to receive treatment via Psychiatry. If a Psychiatry skill check fails, the only option is to check the character into an asylum. Detailed rules for asylums will be presented in the future. A character who recovers from 0 Sanity loses 1 **permanent** Sanity and must roll on the Mental Trauma table below.

Roll the Psychiatry skill die of the treating PC again and modify as follows:

- If the treated PC is a Scholar, add their Mythos Die.
- Judge subtracts the Insanity Die corresponding to the source of the character's final sanity loss.

    Example: Amanda has been driven insane by the sight of a Deep One shedding its human skin. She failed her Sanity test and the Judge used a d8 Insanity Die. After escaping to safety, Donatella treats Amanda with her Psychiatry skill which she has a d20 skill die in. She succeeds and Amanda recovers 2 Sanity. Amanda then rolls on the Mental Trauma table with a d20 (Donatella's Psychiatry skill). She rolls an 11. The Judge rolls the d8 (Insanity Die) and he rolls a 4. Amanda's result is a 11 - 4 or 7. Amanda now has an affinity towards Deep Ones and anything that reminds her of it.

Roll	Mental Trauma
1 or lower	You are irretrievably insane.
2	You suffer permanent ability score loss to your SAN score. If the source of your final sanity loss was a spell, you lose -1 SAN. If the source was a creature, you lose -2 SAN. If the source was a Great Old One, you lose -3 SAN.
3	You believe yourself to be dead. You can no longer earn XP or advance in level until your delusion is cured. You ignore any evidence that you possess a living body. You won't eat or drink unless fed, won't accept medicine unless it's forced on you, etc. Roll 1d4: (1) You believe you are simply "dead"; (2) You believe that you are a walking corpse; (3) You believe that you are disembodied consciousness or ghost; (4) You believe that you are already in the afterlife and that everything you experience is an allegory.
4	Your personality splits. Your "other self" is your enemy, and the enemy of the other characters. Until cured, whenever you encounter the source of your insanity, roll 1d6 each turn (or each round during combat): (1) Act normally for the rest of the encounter; (2) Act normally this turn; (3) Take no action this turn; (4) Take a non-combat action that serves the source or advances its goals; (5) Cast a spell against yourself or your friends (your "other self" uses your Magic skill, it knows one new spell chosen by the judge in addition to all the spells you know); (6) Make an attack targeting either yourself or one of your friends (attacks against yourself hit automatically and automatically score a critical hit. Attacks against your friends are resolved normally).
5	The trauma caused short-term memory loss, making it harder for you to use your abilities. Depending on the source of your final sanity loss: spells result in -1d10 XP; creatures result in -1d20 XP; Great Old Ones result in -1d30 XP. This may cause you to revert to an earlier character level. If you are reduced to 0 XP, you retire.
6	During your illness, every goal and ambition you ever had fell away, leaving only a desire to understand the Mythos and the forces that afflicted you. You become a Cultist (detailed in a future issue). Your character level and XP total remain the same, but your character changes a Cultist of equal level.
7	You gain an affinity with the source of your insanity. This affinity is permanent until cured and can't be resisted. It must be acted on whenever you encounter the source of your insanity. Roll 1d6 to determine the form of your affinity: (1) Projection, you must relentlessly attack things that remind you of the source; (2) Aggression, you must relentlessly attack the source whenever you encounter it; (3) Investigation, you must seek out information about the source; (4) Obsession, you must seek out the source; (5) Genuflection, you must praise and admire the source whenever you encounter it; (6) Adoration, you must serve the source by taking non-combat actions that advance its goals whenever you're in its presence.
8	Your mind opened like a door, and the Mythos came inside, stomping its imprint into the very flesh of your body. You gain two corruptions. If the source of your final sanity loss was a spell, gain two minor corruptions. If the source was a creature, gain two major corruptions. If the source was a Great Old One, gain two greater corruptions.
9	Your time insane felt like an eternity. Moments stretched into months, days felt like decades. You age 1d20 years. (Lose -1 from Strength, Agility, and Stamina for each 20 years of cumulative aging.)

10	You heard a voice speaking to you, calling out from the night. You learn to commune with a Great Old One of the judge's choice. You will attempt communion as often as the spell description allows until you successfully negotiate a contract. Thereafter, you will invoke the Old One as often as the contract allows.
11	You suffer permanent ability score loss to your Personality score. If the source of your final sanity loss was a spell, you lose -1 Personality. If the source was a creature, you lose -2 Personality. If the source was a Great Old One, you lose -3 Personality.
12	The trauma caused total amnesia, although you retain your character level and abilities. If you re-encounter any source that requires a Sanity Check, you must make the check anew, as though you had never seen it before.
13	Your madness changed you. You're like a completely different person now. Roll 3d6 three times to generate new Intelligence, Personality, and Sanity scores. These replace your old scores. Roll 1d20 on DCC table 7-6: Familiar Personality and adopt this new trait. You refuse to talk about what happened to you.
14	You suffer permanent ability score loss to your Intelligence score. If the source of your final sanity loss was a spell, you lose -1 Intelligence. If the source was a creature, you lose -2 Intelligence. If the source was a Great Old One, you lose -3 Intelligence.
15	You gain an aversion toward the source of your insanity. This aversion is permanent until cured, and can't be overcome by willpower. It must be acted on whenever you encounter the source of your insanity. Roll to determine the form of your aversion: (1) Displacement, you are afraid of something that reminds you of the source and must avoid it; (2) Phobia, you are afraid of the source and must shy away from it; (3) Fatalism, you believe nothing you do can hurt the source so you cannot do anything to harm it; (4) Resignation, you believe nothing you do can affect the source so you cannot take any actions in its presence; (5) Terror, you fear the source beyond reason and all you can do is run from it; (6) Hysteria, you cannot bear the sight of the source and go blind while you're in its presence.
16	You suffered a psychotic break. You insist on being called by a new first name (roll d50 or choose). You have a new zero-level occupation (roll d50) and a new Celestial Alignment (roll d20). You retain your character level and abilities. You may decide if this is a new personality emerging to replace the old, or a conscious choice to reinvent yourself as part of the healing process.
17	Your mind opened to the Mythos, and it left its mark on you. You gain one corruption. If the source of your final sanity loss was a spell, gain a minor corruption. If the source was a creature, gain a major corruption. If the source was a Great Old One, gain a greater corruption.
18	The stress of your insanity took years off your life. You age 1d10 years. (Lose -1 from Strength, Agility, and Stamina for each 20 years of cumulative aging.)
19	You saw a new pattern, shining bright and clear like a star in a darkened sky. You learn a spell of the judge's choice.
20 or higher	You never really knew yourself, before. There were always things you couldn't admit, truths you couldn't confront. Becoming sick has made you healthier. You recover WITHOUT the customary Sanity loss. Instead, gain 1 Sanity OR roll on the Miraculous Recovery table (detailed in a future issue).

Near-Death Experience *by Anne Hunter*

Starting at 1st level, when a PC reaches 0 HP, they begin dying. They flatline and glimpse the other side. Treating a PC requires a successful trained Medicine skill check or checking the character into a hospital (detailed in a future issue). PCs who recover lose 1 HP **permanently** and must roll on the Near-Death Experience table below. The PC makes the roll using the treating PC's skill die size and subtracts the damage roll result from the killing blow.

Roll	Result
1 or lower	You are irrevocably dead.
2	You permanently lose 2 points of STA and suffer severe organ damage. Physical exertion is difficult; you must pass a DC 13 FORT save to avoid passing out. If you don't receive medical care within a number of days equal to your level, you will die.
3	You permanently lose 2 points of AGI and your dominant arm is badly broken. You can only take actions with your off-hand which is at -1D. If you don't receive medical care within a number of days equal to your level, the arm will need to be amputated.
4	You permanently lose 2 points of STR and your leg is badly broken. You cannot move without help. Help reduces it to half normal movement. If you don't receive medical care within a number of days equal to your level, the leg will need to be amputated.
5	You permanently lose 1 STA and suffer organ damage. Until you receive medical treatment, you must pass a DC 7 FORT save to attempt physical exertion.
6	You permanently lose 1 AGI and your arm is dislocated or broken. Until you receive medical treatment, you can only take actions that can be performed one-handed.
7	You permanently lose 1 STR and one of your ankles is sprained or broken. Until you receive medical treatment, your movement speed is reduced by half.
8	You permanently lose 1 STA. You have arrhythmia. Your heartbeat is irregular; sometimes it races like a hummingbird; sometimes the spaces between beats stretch for ages.
9	You permanently lose 1 STA. You always feel out of breath. Your lungs wheeze and never really fill, no matter how hard you inhale. Sometimes it feels like you are suffocating.
10	You permanently lose 1 AGI. Your fingers tremble, your hands shake; sometimes you can't stop your foot from tapping; sometimes your whole body quivers.
11	You permanently lose 1 AGI. You never used to be so clumsy. Now it feels like you're always bumping into people, tripping over your feet, and knocking things over.
12	You permanently lose 1 STR. Your back aches; sometimes it's agony but it's always there like a dull throbbing ache. It hurts to bend, hurts to lift, hurts to fight.
13	You permanently lose 1 STR. You're tired all the time now. Even after a full night's sleep, you're ready to go back to bed. You always feel like you just finished a hard workout.
14	You saw your life flash before your eyes, your childhood, your career, the decisions that brought you here to die, and when you got to end, you woke up.

15	You felt yourself float into the air and saw yourself and your friends desperately trying to save you. Your body gasped for breath, and suddenly, you were back inside it.
16	You saw a bright light in the distance, which grew brighter and engulfed you. You closed your eyes and when you opened them, you saw the living world once again.
17	You permanently gain 1 STR. Adrenaline surges through you. The world almost seems weightless. Your next hit automatically deals maximum damage.
18	You permanently gain 1 AGI. Your body feels electric, and for a moment it seems like the whole world is in slow motion around you. Your next attack automatically hits.
19	You permanently gain 1 STA. Although you were only out for a moment, you feel as refreshed as if you had a full night's sleep. You're ready to rejoin the fight.
20 or higher	You stared into the abyss and now see with new eyes. Add (rather than lose) 1 max HP and gain 1 max SAN **or** roll on the Miraculous Recovery table (detailed in a future issue).

Crawl-thulhu Campaigns *by John Potts*

Role-playing games set in the Cthulhu Mythos are often played as one-shots or a short series of adventures. However, Crawl-thulhu is not quite as pessimistic with the PCs' chances of surviving once exposed to the Mythos. They can recover physically and psychologically. This means that the players and the judge could play through an entire campaign. Of course, there is still a great chance some new PCs must be introduced but no more so than in a standard Dungeon Crawl Classics campaign.

Classy Characters

Once the PCs have played through the funnel and leveled up using the classes described in this issue, the characters are now much more formidable and should have a little more confidence going up against the Mythos. At the end of "A Horrible Day at the Dunwich Fair," Dr. Henry Armitage was introduced as a possible benefactor who could send the PCs on missions or clue them in on things to investigate. This allows the judge to introduce plot hooks to the players as the PCs either train or continue their regular lives until they are called up for a mission. As leveled characters, the PCs are now significant figures in the fight against the Mythos. They may still be learning the ropes, but they're much more prepared than the average joe.

Creating Adventures

Improvisational adventures become easier when you don't need to worry about the trail of clues that the PCs need to make. There are a lot of resources out there for generating Lovecraftian stories. Stealing Lovecraft is an excellent book which walks you through adapting elements from Lovecraft's short stories and rejiggering them into something new. DriveThruRPG has several Mythos random generators that can be used to come up with plot hooks in seconds. We'll provide some hooks, locations, monsters, and cults in future issues of Crawl-thulhu to help you along the way.

Re-using Existing Material

There is one legendary Cthulhu game which shares a name with the titular Lovecraft story. It's been around for decades and has hundreds of modules. The game has been re-imagined using other systems and ideas. All of this material can be brought into Crawl-thulhu so you can play these adventures and settings but keep the familiar Dungeon Crawl Classic rules you love.

Conversion Rules

The legendary Cthulhu RPG has most of the Lovecraftian adventures out in the world. However, it uses a game system radically different than DCC. Use the following rules to convert characters and monsters to DCC:

Attributes

DCC	CoC	DCC	CoC
STR	STR	CON	CON
DEX	DEX	INT	$\dfrac{(INT - 1d5) + (EDU - 3)}{2}$
WIS	POW	CHA	$\dfrac{APP + POW}{2}$
SAN	POW		

Other
- Hit Die = HP divided by 4. Roll hit points per HD as usual.
- Attack Bonus = (Main Weapon / 10 (round down)) - STR bonus

Skills

Crawl-thulhu	CoC	Crawl-thulhu	CoC
Bribery	Bargain	Navigation	Navigation
Climb	Climb	Outdoors	Survival
Convince	Persuade or Diplomacy	Psychiatry	Psychoanalysis
Manipulate Device	(Locksmith + Mechanical Repair) / 2	Languages	Highest Language
History	Highest History	Research	Library Use
Intimidate	Persuade	Search	Spot Hidden
Magic	+12.5% per spell known	Stealth	Stealth
Medicine	First Aid	Street Smarts	(Disguise + Law + Locksmith + Stealth + Sleight of hand) / 5

Once you've identified the corresponding skill for the legendary Cthulhu RPG, calculate the Crawl-thulhu Skill Die using the follow:

00-25% = d10   26-50% = d20

51-75% = d24   76%+ = d30

DCC Module Recommendations

We highly encourage you purchase the following DCC modules and supplements both by Goodman Games and third-party publishers:

Goodman Games

- Goodman Games Gen Con Program 2017

  Contains has 22 Mythos monster stats created by Jon Hook.

- The Corpse That Love Built

  An adventure by Stephen Newton set in a creepy castle with a mad scientist that can easily be reset in a European countryside.

- Shadow Under Devil's Reef

  A Lovecraftian adventure by Jon Hook about Deep Ones and a mysterious isle which the party finds in the middle of the ocean.

- People of the Pit

  An adventure by Joseph Goodman set in a small village terrorized by tentacled monstrosities within a pit.

- Journey to the Center of Aereth

  Adventure series by Harley Stroh about an lost underground civilization. Easily rethemed to the Nameless City.

Straycouch Press

- Crawl! fanzine no. 9

  Funnel adventure by Daniel Bishop with a Lovecraftian feel similar to "A Horrible Day at the Dunwich Fair".

Moon Dice Games

- Bizarre Tales

  Contains an adventure by Tim Callahan called "Into the Depths of Zurr" about an underwater city patrolled by horrible underwater beings.

Purple Duck Games

- The Portsmouth Mermaid and Three Nights in Portsmouth

  A fairytale adventure by Daniel Bishop set in a coastal which could easily be switched to Innsmouth or somewhere similar.

Sanctum Media

- Sanctum Secorum - Episode #36b Companion

  A Free RPG Day for 2018 containing an entry by us for Crawl-thulhu.

Next Issue

Issue 3 of Crawl-thulhu will be a re-launch featuring a new editor and main writer starting with an exciting new adventure!

Discerning Dhole Productions

There is Still Hope!

You've survived the Dunwich Fair and are now ready to take on the Mythos with clenched fists and oiled guns. You may have new tools at your disposal, but you're just scratching the surface of the power the enemy wields. Gather your companions, heighten your skills, and come back from the brink. You'll need everything you can muster in order for humanity have a shred of a chance at survival.

This issue covers:
- Skills
- Classes
- Recovery from death and insanity
- Magic
- Campaign tips

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