

# Crawl-thulhu



*A Two-Fisted Zine of Lovecraftian Horror*

**Issue 1**

COMPATIBLE WITH  
**DCC  
RPG**



Howard Phillips Lovecraft

# Crawl-thulhu

A Two-Fisted Zine of Lovecraftian Horror

## Discerning Dhole Productions

Contact us at [DiscerningDholeProductions@gmail.com](mailto:DiscerningDholeProductions@gmail.com)

**Writing and Layout By**  
John Potts

**Editing By**  
Anne Hunter & Jeff Doon

**Art By**  
Todd McGowan

**A Special Thanks To**  
Anne Hunter, John Smith, John Anderson,  
Nick Serluco, and Jeff Doon

**Play-Testing**  
John Smith, Anne Hunter, Todd McGowan

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**RPG**

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## Introduction

Crawl-thulhu takes the exciting dungeon-delving adventure from Dungeon Crawl Classics™ (DCC) and brings it to the 1920s Lovecraft Mythos. You will confront cults and monsters; sacrifice your sanity to cast reality-bending spells that humanity was never meant to know; travel to strange dimensions and planets; and put your body, mind, and very soul on the line to keep the Great Old Ones' plans on hold so humanity can live another day. Crawl-thulhu requires ownership of the DCC rulebook.

This zine series provides the rule changes which allow you to scour quaint, corrupt towns and forgotten catacombs for cults and monstrosities. This issue concentrates on creating zero-level characters to begin your adventures. These are everyday people who are living their lives the only way they know how. Little do they know, they will soon discover what lurks just under the fabric of reality and the horrors they must face to give everyone a fleeting chance of survival.

## Pulp Action in the 1920s

The stories of H. P. Lovecraft usually revolve around a single protagonist who discovers that the world does not function as humanity always assumed. There are unseen forces at play responsible for everything around us. Our use of science to understand the world is limited by what our feeble senses allow us to observe. Lovecraft's protagonists are often unable to prevail against the powers in the end, losing their lives or minds in the process.

Crawl-thulhu takes this idea and brings in the pulp action of the same era. The struggle against these powers Lovecraft imagined is a difficult, but not impossible task. Instead of being destined to fail, you'll bring the fight to the Mythos in an attempt to defeat powers which could consume you. The rules of Crawl-thulhu make for exciting, action oriented play. Players will have limited but powerful resources which they must weigh the benefits of spending on almost every roll.

## New Rules

Crawl-thulhu changes some of the rules of DCC to better simulate the sort of adventures that occur in Lovecraft's setting. The first changes are introduced in this issue. Future issues will provide additional rules.





## Luck is for the Sane

*Crawl-thulhu* replaces Luck with Sanity. It represents your character's ability to continue to function as the revelations of the Mythos become apparent to them. At zero-level, Sanity loss (as described in each section below) is **permanent**. Once a class is selected, Sanity (even if burned) is recovered in various ways explored in future issues.

### Burning Sanity

Sanity can be burned in a way similar to Luck. After **any** roll involving your character, you may choose to increase or decrease the die roll by 1 for each Sanity burned. This is a change from DCC, as it allows you to modify rolls made by other players or the GM, as long as your PC is involved. Sanity is a more powerful resource than Luck, but it is also scarcer as you will soon see.

### Sanity Check

Whenever your character encounters something from the Mythos (such as the casting of a spell, a monster, or a Great Old One), you must make a Sanity Check. Roll a d20. If your roll is equal to or less than your current Sanity, your character succeeds; otherwise they fail. Failure means you must roll on the Insanity Table below with the appropriate Insanity Die. The general breakdown of Insanity Die sizes are as follows: spells use a d4; monsters use a d6 to d16 (The Insanity Die will be listed in monster stat blocks as **ID**); and Great Old Ones always use a d20. A critical failure (rolling a 20) results in **losing** 1 Sanity permanently. A critical success (rolling a 1) results in **gaining** 1 Sanity permanently. When a character's Sanity is reduced to 0, they have gone insane. Insanity means the Judge has final say on PC actions until they can recover.

### Future Uses of Sanity

Sanity will change in other ways once your character has reached 1st level. They could spend Sanity to cast reality-bending spells or to commune with the Great Old Ones. Sanity will be recovered by witnessing success against the Mythos, receiving psychiatric treatment, or taking time off to recover. These rules will be detailed in future issues.

### Roleplaying Insanity

As your character's Sanity whittles away, it needs to be represented in play. Some effects from the Insanity table detail specific mechanical effects or hurdles. However, you should take it upon yourself to bring the insanity into the roleplaying of your character in addition to the mechanical impact.



Several of these effects are open to interpretation by the Judge. When your character receives a phobia or obsession, the Judge should make a ruling to decide what triggers it. For example, characters who witness cows being slaughtered by an invisible monster at a town fair might respond to live cows, beef, the sight of others eating meat, being outside, or being in large crowds. Once the Judge has ruled, you should feel free to work it into play yourself.





## Insanity Table

When you fail a Sanity test, roll on this table using the appropriate Insanity Die. Subtract your Sanity modifier from your roll. (i.e. a -1 modifier adds 1 to the roll)

| Roll      | Result                                                                                                                                                                                                 |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 or less | You are taken aback by what you saw but manage to maintain control over yourself. Lose 1 Sanity.                                                                                                       |
| 1         | You have a mental breakdown; suffer -1D to all Action Dice and Saving throws for 1d6 hours. Lose 1 Sanity.                                                                                             |
| 2         | You become obsessed with the source of the encounter and anything reminding you of it for 1d6 hours. Each day, you must seek it out unless you pass a DC 10 Willpower save. Lose 2 Sanity.             |
| 3         | You develop a phobia of the source of the encounter and anything reminding you of it for 1d6 hours. You must pass a DC 10 Willpower save to overcome it. Lose 2 Sanity.                                |
| 4         | You don't believe the source of the encounter can be harmed for 1d6 hours. You must flee or pass a DC 10 Willpower save. Lose 3 Sanity.                                                                |
| 5         | You believe the source of the encounter must be destroyed for 1d6 hours. You must attack/hunt it unless you pass a DC 10 Willpower save. Lose 3 Sanity.                                                |
| 6         | Your mind has blocked out the events surrounding the encounter. You no longer remember what happened. Lose 4 Sanity.                                                                                   |
| 7         | Your mind can't take any more. You go hysterically blind for 1d12 hours. Lose 4 Sanity.                                                                                                                |
| 8         | The source of the encounter enthalls you, you believe it deserves your adulation. You must obey its commands unless you pass a DC 12 Willpower save. Lose 5 Sanity.                                    |
| 9         | You develop a phobia of the source of the encounter and anything reminding you of it for 1d6 days. You must pass a DC 15 Willpower save to overcome it. Lose 5 Sanity.                                 |
| 10        | You don't believe the source of the encounter can be harmed for 1d6 days. You must flee or pass a DC 15 Willpower save. Lose 6 Sanity.                                                                 |
| 11        | You believe the source of the encounter must be destroyed for 1d6 days. You must attack/hunt it unless you pass a DC 15 Willpower save. Lose 6 Sanity.                                                 |
| 12        | You resort to animal instincts and lash out at everything around you, even your friends, until you are dead or incapacitated. Each round, you must attack a random target close to you. Lose 7 Sanity. |
| 13        | You've lost all sense of reality and mutilate yourself, roll on Crit Table IV with the Insanity Die used on this table. Lose 8 Sanity.                                                                 |
| 14        | Your mind shuts down as it simply cannot process what you saw. You go catatonic for 1d7 days. Lose 9 Sanity.                                                                                           |
| 15        | You beheld a sight which makes you realize nothing else can be worth seeing again. You blind yourself. Lose 10 Sanity.                                                                                 |
| 16+       | You realize your life and all humanity mean nothing in the grand scheme of the universe. You sacrifice yourself to the Mythos in the hopes of mercy.                                                   |





## Firearms

Firearms are a centerpiece of many pulp action stories. Most likely, PCs will want at least a basic firearm at their side. They are treated as any other weapons in DCC with the following exceptions.

### Modified Initiative

A readied firearm can be fired almost instantly. However, their size, weight, and complexity varies resulting in a shift of the Initiative die used up or down the die chain as listed in the table below.

### Capacity

Firearms have a limited amount of ammunition that can be loaded at any one time. It requires 1 Action to reload to full capacity during combat.

| Firearm      | Initiative Shift | Damage | Range      | Capacity | Weight     | Cost  |
|--------------|------------------|--------|------------|----------|------------|-------|
| Small Pistol | +1D              | 1d6    | 30/60/90   | 6        | 2 lbs.     | \$15  |
| Large Pistol | N/A              | 1d10   | 30/60/90   | 6        | 3 lbs.     | \$25  |
| Shotgun      | -1D*             | 1d14   | 15/30/45   | 2        | 8 lbs.     | \$45  |
| Rifle        | -1D*             | 1d12   | 50/100/150 | 8        | 10 lbs.    | \$75  |
| Tommy Gun†   | -1D*/-2D*        | 1d16   | 20/40/60   | 4/10     | 12/15 lbs. | \$200 |

\* This Initiative shift does not compound on DCC's initiative rules with two handed weapons.

† This weapon is heavy and difficult to control. It has two variations, a standard box magazine and a drum magazine. Due to special familiarity needed, a -2D shift in the Action Die is applied for PCs not specifically trained with this weapon. It is not generally used by civilians.





## **Fight Against Impossible Odds**

PCs begin their struggle as 0-level characters. They have no knowledge of the Mythos and have only the skills acquired through normal life. It is recommended that players roll up four characters each as PC survival rates and their ability to fight the Mythos is rather small. Use the following sections to generate characters.

### **Player Character Attributes**

The following sections describe various attributes and PC information for DCC characters. Crawl-thulhu PCs have some significant differences due to the fact they live in a fictional version of the 1920s.

#### **Ability Scores**

Roll 3d6 for each of the following: Strength, Agility, Stamina, Personality, Intelligence, and Sanity. See Table 1-1 in the DCC rulebook for the modifiers.

#### **Hit Points**

Characters start with  $2d2 + \text{STA modifier}$  in HP.

#### **Saving Throws**

Characters start with Saving modifiers of 0 + appropriate modifier.

#### **Armor Class**

Characters begin with AC of  $10 + \text{AGI modifier}$ .

#### **Speed**

Characters have a 30 speed unless an effect specifies otherwise.

#### **Title**

Titles bear no significance in Crawl-thulhu. Simply surviving against the Mythos bears a reputation in and of itself amongst those in-the-know.

#### **Alignment**

The struggle is between the Mythos and humanity. Alignment is not applicable in Crawl-thulhu.

#### **Languages**

There is no need to track languages individually. Language knowledge will be elaborated upon in a future issue.





## Common Names in the 1920s

If you are having trouble coming up with an authentic period name for your PC, roll or choose from the table.

| d50 | Male First  | Female First | Surname    |
|-----|-------------|--------------|------------|
| 1   | Ambrose     | Abigail      | Archer     |
| 2   | Ansel       | Agnes        | Arnold     |
| 3   | Archer      | Amelia       | Atwood     |
| 4   | Arthur      | Angela       | Burroughs  |
| 5   | August      | Annette      | Capwell    |
| 6   | Bernard     | Annie        | Carter     |
| 7   | Booker      | Arlene       | Coleman    |
| 8   | Calvin      | Barbara      | Collins    |
| 9   | Charles     | Beatrice     | Conrad     |
| 10  | Christian   | Beverly      | Davis      |
| 11  | Christopher | Carla        | Devereux   |
| 12  | Cooper      | Charlotte    | Dewey      |
| 13  | Dorian      | Christine    | Donovan    |
| 14  | Earl        | Daisy        | Driscoll   |
| 15  | Eugene      | Darlene      | Fairfax    |
| 16  | Francis     | Donna        | Garland    |
| 17  | Franklin    | Doris        | Grosvenor  |
| 18  | George      | Edith        | Harrison   |
| 19  | Gerald      | Eleanor      | Hawkins    |
| 20  | Godrey      | Elizabeth    | Herrick    |
| 21  | Grant       | Emily        | Howard     |
| 22  | Hamilton    | Evelyn       | Key        |
| 23  | Harold      | Freda        | Lake       |
| 24  | Henry       | Gail         | Leach      |
| 25  | Isaac       | Gloria       | Livingston |





| d50 | Male First | Female First | Surname    |
|-----|------------|--------------|------------|
| 26  | Jasper     | Harriet      | Long       |
| 27  | John       | Helen        | Loyd       |
| 28  | Joseph     | Henrietta    | Marsh      |
| 29  | Leonard    | Hilda        | Mason      |
| 30  | Loyd       | Iris         | McCarthy   |
| 31  | Luke       | Jane         | Miller     |
| 32  | Lyndon     | Janice       | Montgomery |
| 33  | Malcolm    | Joyce        | Parker     |
| 34  | Marvin     | Julia        | Pickman    |
| 35  | Paul       | Kathleen     | Prescott   |
| 36  | Philip     | Lillian      | Reese      |
| 37  | Randall    | Lindsey      | Richmond   |
| 38  | Reginald   | Louise       | Slater     |
| 39  | Robert     | Marian       | Stuart     |
| 40  | Rudolph    | Maxine       | Thornton   |
| 41  | Samuel     | Mercedes     | Thurston   |
| 42  | Saul       | Myrna        | Upton      |
| 43  | Sigmund    | Myrtle       | Verner     |
| 44  | Thomas     | Pauline      | Waldron    |
| 45  | Tobias     | Roberta      | Webb       |
| 46  | Victor     | Sara         | West       |
| 47  | Wallace    | Susan        | Whateley   |
| 48  | Warren     | Suzanne      | Wilcox     |
| 49  | William    | Vera         | Wilmarth   |
| 50  | Woodrow    | Winifred     | Winton     |







## Occupations

Characters have a starting occupation which determines the skills they have as well as their starting weapon and an appropriate trade good.

| d50   | Occupation       | Starting Weapon      | Trade Good                   |
|-------|------------------|----------------------|------------------------------|
| 1     | Actor            | Prop weapon (1d3)    | play script                  |
| 2     | Alienist         | Pen (1d2)            | pocket watch                 |
| 3-4   | Antiquarian      | Ancient dagger (1d4) | old relic                    |
| 5-6   | Artist           | Art tool (1d2)       | paints or clays              |
| 7     | Athlete          | Baseball bat (1d6)   | cleats                       |
| 8     | Attorney         | Pen (1d2)            | bar accreditation            |
| 9     | Bartender        | Blackjack (1d4)      | bottle of whiskey            |
| 10    | Book Dealer      | Knife (1d3)          | heavy occult tome            |
| 11    | Bootlegger       | Mallet (1d4)         | jar of moonshine             |
| 12    | Business(wo)man  | Small pistol (1d6)   | 2d12 dollars                 |
| 13-14 | Criminal         | Knife (1d3)          | stolen wallet w/1d12 dollars |
| 15    | Curator          | Sculpture (1d5)      | list of artwork              |
| 16-17 | Dilettante       | Small pistol (1d6)   | silver flask of liquor       |
| 18    | Driver           | Tire iron (1d6)      | hand crank                   |
| 19    | Elected Official | Small pistol (1d6)   | 2d12 dollars                 |
| 20    | Fire(wo)man      | Hand axe (1d6)       | a large bucket               |
| 21-22 | Gangster         | Large pistol (1d10)  | 3d20 dollars                 |
| 23-24 | Hobo             | Pocket knife (1d3)   | cardboard box and a dog      |
| 25    | Hunter           | Rifle (1d12)         | deer skins                   |
| 26    | Journalist       | Pen (1d2)            | notebook                     |





| d50   | Occupation       | Starting Weapon     | Trade Good                 |
|-------|------------------|---------------------|----------------------------|
| 27    | Law Officer      | Large pistol (1d10) | badge                      |
| 28    | Librarian        | Pocket knife (1d3)  | hardbound book             |
| 29    | Mechanic         | Wrench (1d4)        | tool set                   |
| 30    | Midwife          | Forceps (1d2)       | scissors                   |
| 31-32 | Military (wo)man | Rifle (1d12)        | a mess kit                 |
| 33    | Musician         | Pocket knife (1d3)  | music instrument           |
| 34    | Nurse            | Needle (1d2)        | bandages                   |
| 35    | Photographer     | Flash (1d2)         | camera and film for photos |
| 36    | Preacher/Priest  | Cane (1d4)          | holy book                  |
| 37-38 | Private Eye      | Small pistol (1d6)  | magnifying glass           |
| 39-40 | Professor        | Sword cane (1d6)    | hardcover book             |
| 41    | Sailor           | Small pistol (1d6)  | uniform                    |
| 42    | Sales(wo)man     | Small pistol (1d6)  | collection of sale items   |
| 43    | Secretary        | Pencil (1d2)        | address book               |
| 44    | Student          | Pencil (1d2)        | text books                 |
| 45    | Surgeon          | Small pistol (1d6)  | a surgeon's bag            |
| 46    | Teacher          | Ruler (1d2)         | apple and flask of liquor  |
| 47    | Technician       | Screwdriver (1d3)   | wire and screws            |
| 48    | Undertaker       | Shovel (1d4)        | gloves                     |
| 49-50 | Writer           | Typewriter (1d8)    | 4d10 sheets of paper       |





## Celestial Alignment

A Celestial Alignment determines what star or planet your character was born under. Each alignment could provide a bonus or penalty to a particular roll based on your **current** Sanity modifier. This is different from DCC birth signs, where the modifier does not change after character creation.

| D20 | Celestial Alignment                  | Modified Roll                      |
|-----|--------------------------------------|------------------------------------|
| 1   | Abbith, the metal world              | Insanity table rolls               |
| 2   | Celaeno, home of universal knowledge | Spell checks                       |
| 3   | Cykransh, the other earth            | Fumble table rolls                 |
| 4   | Glyu-Uho, the red world              | Attack rolls                       |
| 5   | Gnarr-Kthun, the Seventh Dimension   | Search rolls                       |
| 6   | Haddath, the flaming world           | Hit points (applies at each level) |
| 7   | Hchab, the emerald light             | Initiative                         |
| 8   | Hyades, field of lost Carcosa        | Sanity checks                      |
| 9   | Korvaz, the imprisoned fire          | All saving throws                  |
| 10  | L'gy'hx, planet of many legs         | Speed (each +1/-1 = +5'/-5' speed) |
| 11  | Mthura, the crystal world            | Skill checks                       |
| 12  | Pleiades, home of the destroyer god  | Magical healing                    |
| 13  | Polaris, the lodestar                | Communing attempts                 |
| 14  | Tindalos, the dark world             | Critical hit table rolls           |
| 15  | Shaggai, home of the Shan            | Willpower saving throws            |
| 16  | Xoth, the demon eye                  | Armor Class                        |
| 17  | Yaddith, the penta-sun               | Fortitude saving throws            |
| 18  | Yekub, the mind interlopers          | Reflex saving throws               |
| 19  | Yith, the dead orb                   | Attack and damage rolls            |
| 20  | Yuggoth, the ebony towers            | All damage roll                    |

In addition, action performed against monsters associated with that planet/star results in a +1D Action Die shift. For example, if your Celestial Alignment is Yuggoth, fighting the Mi-Go (who come from Yuggoth) would result in a +1D on your Attack roll. Celestial Alignments will be listed in monster stat blocks as **CA**.





# A Horrible Day at the Dunwich Fair

## Overview

Dunwich is a small rural town in North Central Massachusetts. Its residents have a reputation for being miscreants and backward folk. Despite this, they take pride in their small town. Each year they have a fair that lasts an entire weekend where they have games, dancing, and competitions. Unfortunately, this year someone (or something) is going to rain on their parade. This adventure is an adaptation of Lovecraft's story, *The Dunwich Horror*. It starts with the Dunwich Horror having broken out of the barn at the Whateley Farm and rampaging across town. It is recommended that the Judge read that story. The story is in the public domain and is available for free, [www.hplovecraft.com/writings/texts/fiction/dh.aspx](http://www.hplovecraft.com/writings/texts/fiction/dh.aspx).

## Judge's Notes

A Horrible Day at the Dunwich Fair generally takes place over a single day. This funnel is presented as a series of locations with an overview of the events that take place there. Use this to determine what the PCs find at each location based on when they arrive and what you think has already taken place. The pacing of these events is up to you. Since the NPCs can move around Dunwich, all NPC stats are found at the end of the adventure.

After you've familiarized yourself with the events at each location, establish the reason the PCs are at the fair. Here are a few ideas:

- They are tourists traveling by bus to see the various sites in Massachusetts.
- They are supernatural investigators and came to find a haunted house.
- They have roots in Dunwich and have returned for various reasons.

Once the events at the fairgrounds unravel, determine a reason the PCs stay in town for the short term such as the destruction of their tour bus. Present the NPCs at each location as either needing assistance or offering refuge to the characters, depending on the approach your players have chosen.

## Background

For several decades a cult of Yog-Sothoth has operated within Dunwich. Most prominent members of the town are active members. A rift grew between the leaders, "Old Man" Warren Whateley and Mayor Leroy Hodges, over the sacrificing out-of-towners. Whateley felt this would draw unwanted attention to Dunwich. The Mayor felt the villagers should be protected.





Over a decade ago, Whateley secretly conducted a ritual which bound his daughter, Lavinia, to Yog-Sothoth itself. After the binding, Lavinia became pregnant, unexpectedly gave birth to twins, and died in the process. One twin was a hideous monstrosity, which Whateley assumed was Yog-Sothoth's progeny; the other was a peculiar looking boy whom Whateley named Wilbur.

Whateley secretly kept the progeny in the hopes of using it to ensure his control of the cult, and openly raised Wilbur. The boy grew incredibly fast, reaching physical maturity in less than a decade. Wilbur was very intelligent and had bizarre, goat-like disfigurements. He was kept sheltered and home-schooled so as to not draw too much attention to the family.

The progeny grew to a horrendous size and seemed to never achieve anything more than a toddler's intelligence. The creature consumed vast quantities of meat, to the point that Whateley had to raise cattle on his farm just to feed it. It eventually became so big, Whateley decided to hide it by casting a spell of invisibility he attained from communing with Yog-Sothoth. Recently, Whateley had to slaughter the last of his cows to keep up with feeding the beast.

Eventually, stressed and without money, his body grew weak and he died from a simple cold, leaving poor Wilbur to care for his sibling. This threw the cult into turmoil as they long suspected Whateley was up to something over the years. The Mayor and the Sheriff have wanted to break into the Whateley home but have been having trouble persuading the men to do so. The men fear the wrath of Yog-Sothoth if they disturb whatever machinations Whateley had going on.

With the death of his grandfather, Wilbur was unable tend to his sibling and left for Miskatonic University several days ago to find a book with the solution. The unseen beast has been left alone. The night before the Fair, it broke the chains which bound it in the barn. We start the adventure with the Horror wreaking havoc in Dunwich as it wanders looking for its brother.

The destruction it causes is the final straw to get the Mayor to act. He sends men to search the farm to investigate. The Mayor believes Whateley summoned a servitor of Yog-Sothoth and thinks he can complete its evolution. It requires the sacrifice of humans totaling 333 years in age. They must find a way to gather humans, whether they be PCs, outsiders, or townspeople (if necessary). In order to perform the ritual, they must get the Horror to Sentinel Hill along with the sacrifices.



## 1. The Fairgrounds

*It's the opening day at the Dunwich Fair. Despite its reputation for being a dreary place, it looks like a very nice day. There are amazing smells in the air as cooking has already begun.*



*Most of the town must be here already. You can see large crowds gathered in the main grounds along with a group of cattle. Your arrival in town has been quite congenial so far, which is quite surprising. As you make your way around the grounds, several members of the community introduce themselves to you.*

Introduce each NPC to one player's group of PCs. Only take about five to ten minutes each. Allow some interaction and questions while introducing the information below. Have each player choose a PC to do a DC 12 PER test to see how they get along with the NPC. Passing the test means the NPC will deliver a more valuable clue. Make note of who passes their test for later.

### Mayor Leroy Hodges

- *Welcome to Dunwich, it's always nice to have some fresh blood in town. (True)*
- *The town is in mourning because of the recent death of a lifetime resident, Warren Whateley. He passed away a couple days ago. (False, they aren't in mourning)*
- *I'll just need to make sure Wilbur, his grandson, has the support of the town. (False, he just wants to earn Wilbur's favor to solidify his leadership.)*
- **(PER DC 12)** *He had a falling out with several folks but he was a friend. (False, he's not a friend.)*

### Sheriff Delbert Shaw

- *I usually look forward to this fair but things have been a bit chaotic here recently. (True)*
- *Old Man Whateley, he passed away a couple days ago. His troubled grandson, Wilbur, isn't making townsfolk too happy. (True)*
- *Wilbur keeps to himself; he lives by himself over at their farm (pointing yonder). His mother passed during childbirth, she was a beloved member of the community. His grandfather, not so much. (True)*
- **(PER DC 12)** *You all seem like a bunch of god-fearing folk. We've had some troublemakers here recently so I hope I don't see you lot get into trouble. (True)*



3.



4.



8.

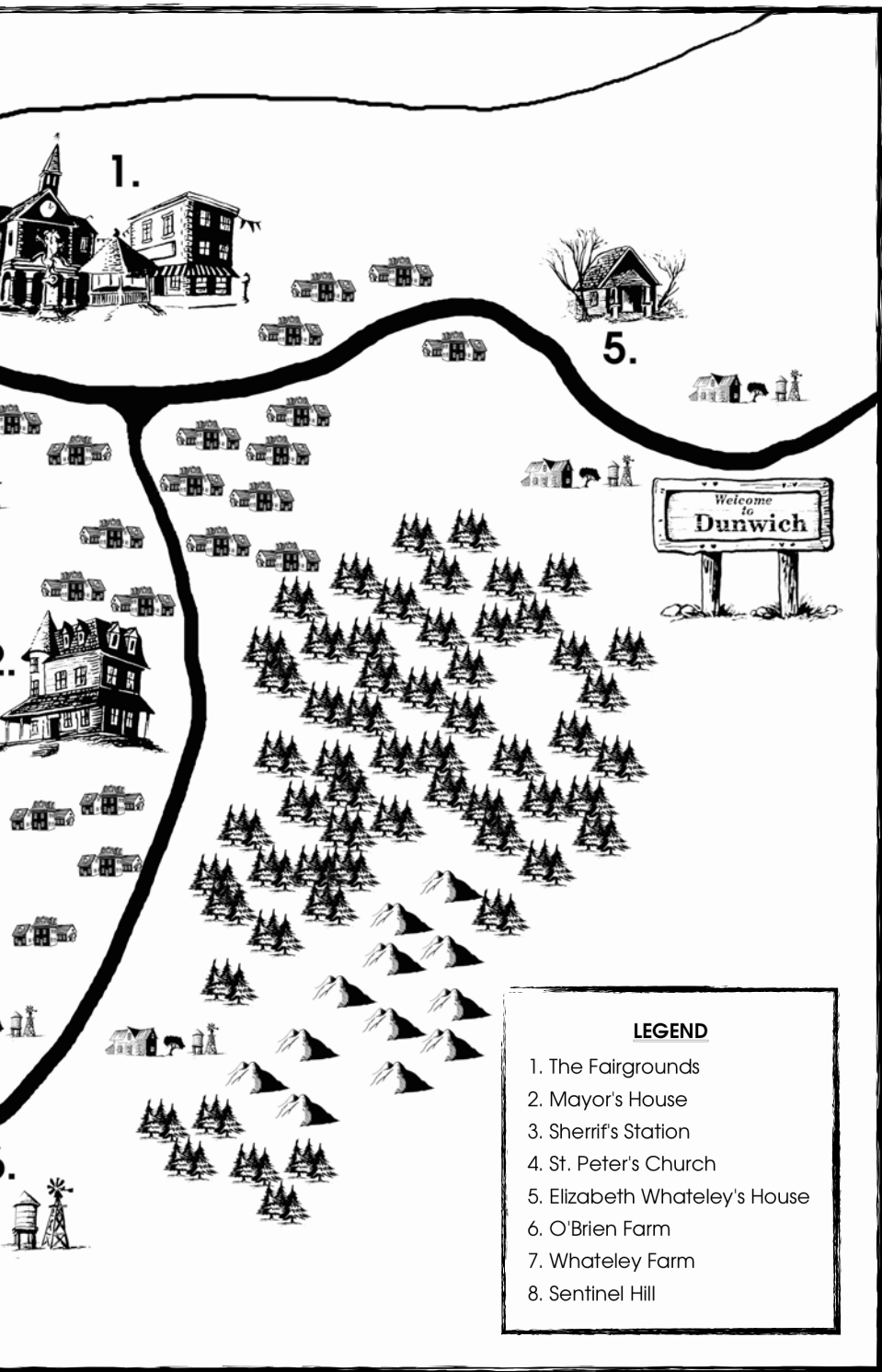


7.



2.

6.



#### LEGEND

1. The Fairgrounds
2. Mayor's House
3. Sheriff's Station
4. St. Peter's Church
5. Elizabeth Whateley's House
6. O'Brien Farm
7. Whateley Farm
8. Sentinel Hill





## Pastor Price

- *Dunwich is a godlier place now that Whateley's gone. He consorted with demons and the devil came to collect.* (False, he died of sickness)
- *The Whateleys are the source of all the problems in this town.* (False, the cultists are, led by the Mayor and the Sheriff)
- *The Whateley Farm is a hell-mouth and God has come to cleanse the town.* (False, it's where the progeny of Yog-Sothoth lives)
- **(PER DC 12)** *Old Man Whateley's daughter laid with the devil, bore its offspring, and died because of it.* (True, from a certain point of view)

## Elizabeth Whateley

- *My great uncle recently died, I'm terribly worried about my cousin, Wilbur. We grew up together but I haven't seen him for a few years.* (True)
- *My parents haven't let me anywhere near the Whateley's farm.* (True)
- *Everyone teased Wilbur but he was always nice to me. I feel bad for him.* (True)
- **(PER DC 12)** *My mother said that Wilbur had a twin who died at birth. He's all alone now.* (False, the twin didn't die)

## Greg O'Brien

- *I apologize for my appearance. I had trouble sleeping because I heard some strange noises this morning just before dawn.* (True)
- *It seemed to be coming from the Whateley's, the farm next to mine.* (True)
- *Ignore all the gossip about the Whateley's. I've known them a long time and they've never really caused any problems.* (False, the town knows they're "odd")
- **(PER DC 12)** *<As the mayor comes on stage> Ya know, Mayor Hodges has been mayor way too long, no one comes close to beating him in an election.* (True)

## The Disturbance

*You see the Mayor, a portly balding man, go up to the podium preparing to speak. He begins by going on about what a beautiful day it is and he is sure that Mrs. Caldwell will win the pie competition again this year with her blueberry pie. The Mayor greets you and welcomes you to their small town. Everyone turns to look at you. From the looks on their faces, they don't seem to often have strangers in town. Some uncomfortably hold their gaze too long.*





The Mayor goes on to mention the passing of Old Man Whateley and what a rock he was to the community. He says Wilbur is going to be challenged being on his own and the town should show some courtesy. Several unsavory looking characters begin to boo and someone yells that Wilbur is a freak and should be run out of town.

Suddenly, in the distance, a series of trees on the other side of the fairgrounds violently splinter as if a giant elephant barreled right through them. Whatever caused it continues to plow through City Hall and demolishes the building. Several people are crushed by rubble spewed into the fairgrounds. Cattle in the dairy competition fly into the sky and disappear in the air in a bloody mess.

A mass of people scatter in various directions with looks of horror on their faces. The mayor looks down on the mess from the podium with a look of contempt, rather than terror, on his face. He moves slowly off the stage but is helping people along who've fallen.



The Dunwich Horror is rampaging through the fairgrounds consuming cattle and destroying buildings as it looks for its brother, Wilbur. It's currently invisible due to an enchantment placed on it by Old Man Whateley. Wilbur died while breaking into Miskatonic University so he will never be found.

The PCs need to make a Sanity test (ID d10) before they can react to what's going on. PCs who succeed at their Sanity test can move with the crowd. Any who fail may not be able to depending on their Insanity table roll. Failure to move with the crowd requires a DC 10 Reflex save to avoid injury from being trampled and to avoid flying debris. Failure results in 1d4 damage. PCs who succeed their Sanity test can make a DC 15 INT test to see if they can make out the fact that the Horror is calling out for "Wilbur" like a lost child.

## Destroyed Locations

The PCs, not being locals, may try to find refuge from whatever is demolishing the fair. Anyone who passed their Personality test during the conversations before the speech will be found by the NPC and offer shelter. Otherwise, they can either follow the large group, which is going to the mayor's house for shelter, or go off on their own.

Every 30 minutes of real-time following the destruction of the Fairgrounds requires the players to roll a d20. If it's greater than Destruction Value (DV) of the location they are in, the Dunwich Horror comes to that location and destroys it at a time that seems suitable. The Mayor's House, Whateley Farm, and Sentinel Hill cannot be destroyed due to enchantments placed on these locations by the cult. If you create a new location not listed in the adventure, the default Destruction Value is 10.

When the Horror destroys a location while the PCs are present, each must make a DC 12 Reflex save if they are outside a building to avoid being trampled by the Horror. Failure results in instant death. Anyone inside a building must make a DC 8 reflex save or take 1d4 damage from debris.



## 2. The Mayor's House

### Events

#### Finding Safety ■ Cultists Conspire ■ Prepare Ritual

#### Finding Safety

Most of the town heads towards the Mayor's large mansion. There are dozens of people sheltering from the Horror. The Mayor responds to questions about what's going on by claiming ignorance. This is a lie as he suspects this has to do with Old Man Whateley and his secret rituals.

If the PCs explore the house, they find it quite beautiful and well decorated. The only thing which stands out is a library with bizarre books, seemingly of occult subject matter. In the center of the room is a large glass vase of odd looking, yellowish dust. There are also a number of men who speak secretly to each other and seem to come and go quite often despite the danger outside. These are the cultists among the townspeople. A group of them are heading to the Whateley Farm in an effort to find Wilbur and determine what's going on.

#### Cultists Conspire

The Mayor's house is the cultists' headquarters. He suspects that Whateley has summoned some sort of servitor of Yog-Sothoth and that is what is rampaging around Dunwich. The cultists sent to the Whateley Farm (if they are not killed by the PCs) return to confirm the Mayor's suspicions, possibly with the *Book of the Starry Maw*. After reviewing the book, the Mayor realizes what Whateley was up to. He begins to prepare powder from the jar in the library. He must perform a ceremony to convert it to the Powder of Ibn Ghazi. This powder can be used to make the Horror visible again.

#### Prepare Ritual

The Mayor will order several cultists to bring all the sacrifices they've obtained, whether villagers or outsiders, to Sentinel Hill. The Mayor will bring the Sheriff and deputies in an attempt to draw the Horror to Sentinel Hill.

If the PCs get in the way, the Mayor will reveal himself to be a Mi-Go in the skin of the Mayor. In his true form, he is a crustacean-like monster with multiple pincer limbs. His head is covered in dozens of antennae, and he has large butterfly-like wings. The Mayor will fight the PCs to the death.



### 3. Sheriff's Station

#### Events

**Finding Safety ■ Cultists Conspire ■ Villagers Prepared  
■ Destroyed (DV 12)**



#### Finding Safety

The Sheriff will allow anyone in the police station for protection. He asks those that have a firearm to temporarily turn it over (unless that person is in law enforcement or military). He doesn't want any problems or violence. The Sheriff will respond to refusal to turn over firearms with threatening arrest.

When he believes everyone is out of earshot, he secretly speaks to his local deputies about transporting the troublemakers in back. These people are the holding cells are from out of town, claim to have been unlawfully detained, and say that the Sheriff took their friend a couple days ago and he never came back. These are excellent replacement PCs if the party has a lot of losses.

The following items are available in the station:

- A locked armory containing 5 small pistols, 2 shotguns, and a tommy gun.
- There are two patrol vehicles in the parking lot.

#### Cultists Conspire

The Sheriff and all his deputies are members of the cult. He distributes the weapons in the armory to his deputies and sends all but two of them out to round people up and bring back here. The final two are sent to bring the people in the holding cells to Sentinel Hill so they can be used as sacrificed.

If the PCs are present, he will encourage them look for survivors to send back here, investigate, and report back to him. He will be willing to deputize anyone with law or military related occupations. Arming anyone with department weapons is out of the question.

#### Villagers Prepared

Eventually, the Mayor, by way of messenger, will inform the Sheriff that a ritual of grave importance must be performed. When the deputies return with this message, he casts a spell which knocks out all the survivors in the station. If the PCs are present when the spell is cast, they must make a DC 12 Willpower Save or fall unconscious. The Sheriff begins making choices as to who will be sent to Sentinel Hill. A few survivors found unaffected are tied up in the armory and interrogated. These are excellent replacement PCs if the party has a lot of losses.



## Destroyed

Most of the survivors of the fair die if the Horror destroys the station. There is a 40% chance the armory is still accessible after the building is destroyed. If the armory is accessible and the weapons haven't been distributed among the deputies, they're available to the PCs. The Sheriff and any Deputies present should perform a Reflex Save the same as the PCs. Any patrol cars present are destroyed.

## 4. St. Peter's Church

### Events

**Finding Safety ■ Mob Leaving ■**

**Destroyed (DV 10)**

### Finding Safety

Pastor Price will provide shelter to the PCs and several other townsfolk. The Pastor ensures that everyone injured gets medical attention. If this includes PCs, they recover 1 HP each.

Pastor Price answers any questions with a sermon about how God is cleansing the town. People in the church can be heard talking about God's retribution and that this is the reckoning for having devil worshipers among them. Eventually the Pastor will give a speech reiterating that the town must be cleansed and begins organizing a mob to march on the Whateley Farm. There is a bus in the church parking lot used for field trips.

### Mob Leaving

The villagers at the church are not cultists. Pastor Price will designate some charismatic young men to lead a mob on the Whateley Farm to burn it to the ground. This mob will take the bus at the church and use it to drive to the farm. If the bus has been taken by the PCs, they will walk. Expecting Wilbur to be in the house, they'll set the house on fire, destroying all the clues inside.

### Destroyed

If the Horror destroys the church, most of the survivors inside will be killed. The survivors will either be trapped or flee into the streets. Pastor Price will be killed by debris. There is a 50% chance the bus survives.





## 5. Elizabeth Whateley's House

### Events

**Finding Safety ■ Destroyed (DV 8)**

### Finding Safety

Elizabeth will let the PCs into her quaint home for shelter. She lives with her elderly mother and tells them to make themselves at home while she goes to check on her. After returning, she tells the story of how her Aunt Lavinia, Wilbur's mother who never married, became pregnant with Wilbur and died during childbirth.

There is a family secret that he actually had a twin who died with his mother. The family assumes that Wilbur's sibling had a severe deformation like him. She'll reveal a necklace Wilbur gave her which belonged to his mother. It's an Elder Sign and it prevents Mythos creatures from directly injuring the wearer.

### Destroyed

If the Horror destroys Elizabeth's home, her mother is killed and there is a 50% chance that Elizabeth survives. Either way, she has the necklace on her person.



## 6. O'Brien Farm

### Events

**Finding Safety ■ Destroyed (DV 5)**

### Finding Safety

Greg O'Brien allows the PCs refuge in his farm. He is primarily concerned about the safety of his family. He will provide the PCs with essentials and basic armaments.

- Hand axe
- Rifle
- Shotgun

The Whateley Farm can be seen from here. Greg points out the collapsed barn to them saying that they must have been the noise he heard last night. Greg insists on huddling in the basement of his farmhouse to protect his family.

### Destroyed

If the Horror destroys the O'Brien Farm, Greg and his family are killed. There is a 25% chance each that the three basic weapons can be recovered. There is a 50% chance his truck is not damaged.



## 7. Whateley Farm

### Events

#### Exploration ■ Cultists Arrive ■

#### Lynch Mob Arrives



### Exploration

The Whateley Farm is fairly easy to find. The only structures are a very small farmhouse and a partially collapsed barn. One half of it looks like it's been destroyed by an explosion. There are water-stained children's books scattered around the collapsed side of the barn.

Getting inside the barn requires a DC 8 AGI test to navigate the gaps in the rubble. Failure results in 1d2 damage from cuts. Inside it reeks horribly of death. The only unscathed structure inside is a metal support post. Connected to it is a chain twisted around the post several times with multiple manacles attached which appear snapped. Covered under a pile of hay in the far corner is a pile of gore containing large animal bones the size of cattle. A DC 10 INT test reveals that it's been destroyed from the inside-out.

The house looks like it was heavily renovated and modified several years ago. The house is almost empty. The furniture is covered and there are wooden crates labeled for an upcoming move. They contain odds and ends but a firearm would be appropriate if the PCs are under-armed.

There is a single bedroom upstairs which appears to still be lived in, although it's a complete mess. A stack of old books are piled next to a mattress on the ground. Several of them are fairly advanced reading on topics like theoretical physics and occult worshipping practices in Europe. Two are about zoology involving large animals. The final one looks ancient and is written in Latin (DC 10 INT or a suitable occupation to even read). It's called the *Book of the Starry Maw*. It contains notes and prayers surrounding a ritual to commune with something called Yog-Sothoth (see end of adventure for casting rules).

There are discarded cans of food scattered all over the place. A journal, with "Wilbur" scribbled inside the cover, lies on a dirty pillow on the mattress. Inside is a picture of an old man with a very disturbing young boy with goat-like features. The young boy is holding the hand of someone not in the photo. The hand is very oddly shaped, it's more like its wrapped around the boy's hand like a tentacle rather than holding it.





*The journal entries go back several years, mostly writing about how mean people around town are to Wilbur or how happy he is to have his father and his brother. Flipping through to a more recent one reveals a rather long entry which seems to detail his grandfather passing away. It mentions that his grandfather developed of a cough. The mayor tried to help him but wasn't able to do anything. It got worse and worse until he started hacking up his guts. His grandfather made him promise to take care of his brother.*

*The most recent entries seem to detail his brother not getting any sleep at night. He's up letting out inhuman screams all night. Nothing he tries seems to do anything. He even tried reading him some of the stories out of his grandfather's old books. He remembered his grandfather heard of a book that he said might help his brother. But the book is held by some stuck-up bookworms at Miskatonic University in Arkham. Wilbur appears bent on going there to get it.*

While the PCs are searching the room, they see something small move out of the corner of their eye. It's Yrgrif, the ratling familiar of Old Man Whateley. He looks like a foot-long black haired rat with a tiny human face. Seeing its face causes a Sanity test (ID 1d6). He's returned to check up on Wilbur and his brother. If the PCs attack, he'll defend himself. If he's losing, he'll attempt to run or plead for mercy. If they are friendly or relent their attack, he'll explain what's going on.

*These Whateleys were quite the pain the first few years. I helped them care for the unnamed one. I also tried to explain that Wilbur was the progeny, not that abomination, but Warren wouldn't listen. I watched over Wilbur when I could. I'm quite worried about the lot of them. The unnamed one could cause havoc that could reach Arkham or even Kingsport.*

Yrgrif will accompany the PCs if they're friendly and defend them in combat.

## Cultists Arrive

The cultists are coming from the Mayor's House to ransack the house and find out what Old Man Whateley was up to in there. They will split up to search the barn and the house simultaneously looking for Wilbur and evidence of sorcery. They'll attempt to subdue anyone they find and bring them to the Mayor's house. If the PCs are not there, they just find the barn destroyed and the *Book of the Starry Maw* (if it wasn't taken by the PCs).





## Lynch Mob Arrives

If the bus is available to the survivors at the church, a group of 10 of them will come here to kill Wilbur. If the bus isn't available, only 5 will survive the walk. They will not find him here but will burn down the farm. They can be driven off by subduing or killing several of them. If they aren't stopped, the farmhouse will be destroyed along with Wilbur's journal. Yrgrif will escape.

## Enter Armitage

Doctor Henry Armitage is the head librarian at Miskatonic University in Arkham, Massachusetts. Arkham is about forty to fifty miles from Dunwich. It would take several hours by car on Aylesbury Pike. Armitage met with Wilbur when he began asking about borrowing a copy of the Necronomicon. Armitage refused his request and sent him away. The following day, Armitage came across Wilbur's body after he broke into the Miskatonic library and was killed by guards. Several anatomical curiosities in Wilbur's corpse drove Armitage to organize several of his peers and students to take a trip to Dunwich to determine what's going on.

If the PCs head to Arkham after reading Wilbur's journal, they run into the group led by Henry Armitage. The convoy is taking up the road, blocking traffic heading in the other direction. They will stop and strike up a conversation asking where the PCs are coming from. After the PCs explain what's going on, Armitage says he has the means to stop this but he could use more assistance.

If the players don't find Wilbur's journal, or otherwise decide to stay in Dunwich, introduce Armitage and his entourage as arriving after a horrible battle or destruction of location. The reinforcements will give the PCs a needed boost of confidence.

## Confronting the Monster

If the group decides to confront the monster themselves, give them time to attempt a resolution. The Horror can be defeated three ways:

- **Brute force:** Attempt to destroy the Horror through brute force.
- **Reasoning with it:** The party can attempt to reason with the Horror if Yrgrif is present or they have learned about Horror's brother and mother.
- **Performing a banishment ritual:** Reveal the Horror with the Powder of Ibn Ghazi (optional), pin its limbs in place, and perform the banishment ritual which only Armitage knows.







## Brute Force

The players will need to find a way to deal massive amounts of damage to the Horror. This could be ramming it with a large vehicle, explosives, a ridiculous amount of gunfire, or something similar. Resolve this as regular combat using the Dunwich Horror (Brute Force) monster stats. It will be quite difficult but not impossible to achieve.

## Reasoning with it

By appealing to the Horror's situation, they can coax it to stop terrorizing the village. Yrgrif is the only living being it is familiar with. He has helped the Whateleys raise the Horror over the years and is willing to mediate. Alternatively, if the PCs have learned a significant amount about the Whateleys, including how the Horror and Wilbur were born and the loss of its family, they can use this information to talk it down without Yrgrif.

With Yrgrif's assistance, it requires a DC 12 PER test to calm it. With only the information, it requires a DC 15 PER test. If successful, it either wonders off into the Appalachian Mountains to die or Yrgrif offers to take it some where it can live out the rest of its days, whichever is most fitting to the situation.

## Performing the Banishment

Armitage tasks the players with drawing the beast to an open area where he can perform a ritual to banish it from our dimension. The problem is that the beast is invisible. If the players acquired the Powder of Ibn Ghazi, they can use it to reveal the beast. This will decrease the difficulty of avoiding its attacks and pinning its limbs but also require a Sanity test (ID d12) due to its hideous appearance. The pinning is resolved as a combat against the 13 limbs. Pinning a limb requires a successful DC 12 (DC 8 if Powder was used) Strength checks. All 13 limbs must be pinned to proceed. Each successful Strength check stops that tentacle from attacking.

Each limb will target anybody trying to pin it. If there are less than 16 PCs left, enough Miskatonic University employees to make it 16 will help. They each have 0 STR modifier, AC 10, and 1 hp. Once all the limbs are pinned, Armitage can cast the banishment ritual and the Horror will be driven from this dimension. This ritual will cause a Sanity Check with a d4 Insanity Die.





## 8. Sentinel Hill

### Events

#### Preparing Grounds ■ The Sacrifice



#### Preparing Grounds

The cult of Yog-Sothoth uses Sentinel Hill to perform their rituals. They have a sacrificial grounds setup at the crest of the hill. Carved into the ground and lined with stones are a huge series of eight spheres partially overlaid similar to a Venn diagram, approximately 60' across. The ground in the center where all the sphere converge is stained maroon with dried blood.

If the PCs arrive here before the sacrifice begins, the cultists are bringing unconscious or bound people from out of town and some villagers. They are going through their belongings to determine their ages. The total age of the sacrifices must be 333 years. If the PCs reveal themselves, the cultists will attempt to subdue them to replace villagers, who they are reluctant to kill.

#### The Sacrifice

Once the Mayor has located the Horror, he'll persuade it to come to Sentinel Hill under the guise of Wilbur being there. He'll reveal it using the Powder of Ibn Ghazi. This will cause terrified screaming amongst any conscious sacrifices. The Mayor will bind it in place and begin the ceremony to transform it into a true avatar of Yog-sothoth. The Mayor doesn't realize that the Horror is not Yog-sothoth's progeny, Wilbur was. The ceremony will cause the Horror to grow to an even greater size, eventually destroying all of New England.

The PCs can stop the ritual before its complete by freeing the sacrifices, killing the Mayor, or freeing/killing the Horror. If the Mayor is attacked, he'll reveal himself to be a Mi-Go in the skin of the Mayor. In his true form, he is a crustacean-like monster with multiple pincer limbs. His head is covered in dozens of antennae, and he has large butterfly-like wings.

## Conclusion

### Defeating the Horror

After defeating the Horror, Armitage, who will arrive if not already present, will thank the group for their achievement. He offers to take the PCs under his wing so they can help him investigate more cults and evil plots against humanity. He and his compatriots will provide the PCs with the training they'll need to reach 1<sup>st</sup> level. This is just the tip of the iceberg.





## Failing to Stop the Horror

If the PCs fail to defeat the Horror and also fail to prevent the cultists from capturing it, the cultists will sacrifice the Horror in an unholy ritual which results in its rebirth as the true avatar of Yog-Sothoth. As a true avatar, the Horror grows to an even more immense size and will be nigh undefeatable. This will likely result in the destruction of most of New England within weeks.

## NPCs

**Mayor Leroy Hodges (Cult Leader):** Init +2; Atk cane-sword +3 melee (1d6) or small pistol +2 missile fire (1d6); AC 13 (16); HD 3d8; HP 15; MV 30; Act 1d20; SV Fort +1, Ref +2, Will +2; Attack rolls of 13-15 reveal his true self in the torn flesh underneath but does not actually remove hit points.

**Revealed Leroy Hodges (Mi-Go):** Init +2; Atk pincer +3 (1d8) or alien pistol +2 (1d10); AC 16; HD 3d8; HP 15; ID d10; MV 30; Act 1d20; SV Fort +1, Ref +2, Will +2; CA Yuggoth.

**Cultists:** Init -1; Atk clubs +1 melee (1d4) or small pistols +1 missile fire (1d6); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +2.

**Sheriff Delbert Shaw (Cult lieutenant):** Init +2; Atk heavy pistol +2 (1d10); AC 14; HD 2d8; HP 9; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0.

**Sheriff's Deputies:** Init +1; Atk rifle +1 re (1d12) or small pistols +1 missile fire (1d6); AC 11; HD 2d6; hp 7; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +2.

**Yrgrif:** Init +1; Atk bite +1 melee (1d4+SP); AC 14; HD 3d4; hp 9; ID 1d6; MV 35'; Act 1d20; SV Fort 0, Ref +1, Will -2; SP Bleeding Bite: Each round after bit, target takes 1 damage until it passes a Fort save DC 10; CA Gnarr-Kthun.

**Dunwich Horror (Brute Force):** Init +2; Atk Impale +1 melee (1d6) or stomp -2 (1d12); AC 12/18; HD 5d8; HP 30; ID 1d12; MV 20' Act 2d20; SV Fort +4, Ref -6, Will -2; Regenerates 6 HP per round unless reduced to 0; CA: L'gy'hx.

**Dunwich Horror (Pinning Limbs):** Init +2; Atk Impale +1 melee (1d6); MV 0' Act 1d20; ID 1d12; SP DC 12 (8 if powder was used) STR check to pin limb; SP all wounds regenerate; CA L'gy'hx.





## Commune with Yog-Sothoth

This is the first spell the PCs come across. It requires a DC 16 INT check to figure out how to cast the spell. Learning the spell requires a Sanity test with a 1d4 Insanity Die. Casting it and communing with Yog-Sothoth requires a Sanity test with a d20 Insanity Die. Even if the PC passes the Sanity test, they will still lose 1 Sanity. Sanity can be burned to cast the spell but must be burned before the test to commune with Yog-Sothoth:

|       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | Failure! Spell is lost permanently and caster loses all Sanity!                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 2-11  | Failure and lose 1d10 Sanity. This spell is lost for an entire month, not simply one day.                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 12-13 | The caster makes contact with Yog-Sothoth and successfully negotiates the terms of a contract. Once per week, Yog-Sothoth can be invoked, at the cost of 1d10 Sanity, as long as it meets Yog-Sothoth's desires. Each invocation indebts the caster, which will be called upon at some point. Yog-Sothoth marks him with a conglomerate of spheres.                                                                                                                                                                                                          |
| 14-17 | The caster makes contact with Yog-Sothoth and is considered a useful pawn. Once per day, Yog-Sothoth can be invoked, at the cost of 1d8 Sanity, as long as it meets Yog-Sothoth's desires. Each invocation indebts the caster, which will be called upon at some point. The caster receives a mark of a conglomerate of spheres on the hand or face.                                                                                                                                                                                                         |
| 18-19 | The caster makes contact with Yog-Sothoth and is granted a mark of favor, a prominent mark of a conglomerate of spheres on his face. Once per day, Yog-Sothoth can be invoked, at the cost of 1d7 Sanity, as long as it meets Yog-Sothoth's desires. Each invocation indebts the caster, which will be called upon at some point.                                                                                                                                                                                                                            |
| 20-23 | The caster arrives at an agreeable arrangement with Yog-Sothoth. Twice per day, Yog-Sothoth can be invoked, at the cost of 1d7 Sanity, as long as it meets Yog-Sothoth's desires. Each invocation indebts the caster, which will be called upon at some point. The caster receives a prominent mark of a conglomerate of spheres on the face.                                                                                                                                                                                                                |
| 24-27 | The caster is considered an important person in Yog-Sothoth's machinations. The caster forms an agreement with Yog-Sothoth and is marked as one in its service. Twice per day, Yog-Sothoth can be invoked, at the cost of 1d6 Sanity, as long as it meets Yog-Sothoth's desires. Each invocation indebts the caster, which will be called upon at some point. Yog-Sothoth also gives the caster a gift (for which a counter-gift is to be expected, of course). The Judge should determine a suitable gift and the suitability of the counter-gift.          |
| 28-29 | Yog-Sothoth considers the caster indispensable to his long-term goals. The caster forms an agreement with Yog-Sothoth and is marked as one in its service. Thrice per day, Yog-Sothoth can be invoked, at the cost of 1d6 Sanity, as long as it meets Yog-Sothoth's desires. Each invocation indebts the caster, which will be called upon at some point. Yog-Sothoth also gives the caster a gift (for which a counter-gift is to be expected, of course). The Judge should determine a suitable gift and the suitability of the counter-gift.              |
| 30+   | Yog-Sothoth considers the caster indispensable to his long-term goals. He forms an agreement with Yog-Sothoth and is marked as one in its service. Thrice per day, Yog-Sothoth can be invoked, at the cost of 1d5 Sanity, as long as it meets Yog-Sothoth's desires. Each invocation indebts the caster, which will be called upon at some point. Yog-Sothoth also gives the caster a powerful gift (for which a significant counter-gift is to be expected, of course). The Judge should determine a suitable gift and the suitability of the counter-gift. |





## Next Issue

Issue 2 of Crawl-thulhu will delve into more advanced rules which will allow your survivors to continue their fight against the Mythos. Here is a sneak peak of what's to come:

- **Classes!**

Adventurer, Doc, Gumshoe, Roughneck, Scholar, and Socialite

- **Skills!**

Each class has their tricks of the trade!

- **Magic!**

Reality-bending spells to fight them with their own weapons

- **Crawl-thulhu Campaigns!**

Plot-hooks and tips on making a Crawl-thulhu campaign your own





# Crawl-thulhu



Name:

Class:

Occupation:

Celestial Align:

Attack Mod:

Crit Die Table:

Action Dice:

Saves

Ref

Will

Fort

Armor Class:

Hit Points:     /

Abilities & Spells

STR

Weapons

Damage

STA

AGI

Equipment

INT

PER

SAN

Max

Current

Funds



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## Do You Dare Peek Inside?

Welcome to *Crawl-thulhu*, where you will scour quaint, corrupt towns and forgotten catacomb for cults and monsters bent on the downfall of humanity; sacrifice your sanity to cast reality-bending spells that you were never meant to know; travel to strange, alien dimensions and planets; and put your body, mind, and very soul on the line to keep the Great Old Ones' plans on hold so mankind can live another day. *Crawl-thulhu* requires ownership of the *Dungeon Crawl Classics* rulebook.

This issue covers:

- Sanity Rules
- Firearms
- Zero-level character creation
- Funnel: "A Horrible Day at the Dunwich Fair"

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