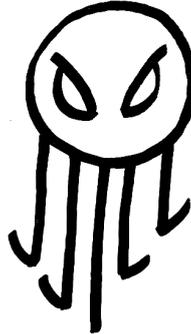


This document lists the specifics and tenets of Cthulhu and his faith, along with the details considering his clerics.



A Psalm of the Dreamer Below

*That is not dead which can eternal lie.
And in strange aeons
even death
may die¹.*

Description: Cthulhu, Priest of the Old Ones, the Dread Sleeper Below, the Lord and Master of Ancient R'lyeh is an ancient deity, the last remnant of the horrid religion of the antediluvian age when mankind was merely a mewling herd of slaves, subjugated by the squamous and batrachian races reigning over the blasted landscape of the past.

Cthulhu's designs and goals are inscrutable at best, but based on the testimony of a few partially lucid worshipers, scholars have agreed that the ancient deity awaits somewhere in the sea, for an awakening moment when the stars align and the Old Ones return. Although interpretations and inferences vary, all investigators agree that such an event would be an apocalypse of untold proportion, possibly ending the efforts of Law, Chaos and even Balance through sheer eldritch force. What most scholars also agree on is that this is mere fancy, for the gods of antiquity rarely return to haunt the present.

Built by unspeakable ancient races, Cthulhu's temples can be found anywhere. They are labyrinths of stone, surrounded by black basalt walls of indecipherable design and covered in maddening glyphs of the ancient past: the current spawn of man inhabiting the passages are merely custodians, awaiting their master's return. Those not belonging to the blighted faith rarely return from these obsidian gardens but the gates are never locked or barred: every door of a temple of Cthulhu leads into the Eibon Maze, an obsidian hell of non-euclidian geometry, where a black, void-like sky looks down on the wretched faithful. At the center of the maze sits the Well Below, a black pit with stairways leading down to dread R'lyeh itself.

¹ This is obviously a quote from *The Call of Cthulhu* (1928) by H.P. Lovecraft. I do hope that he'd appreciate this version of the dread deity.

Cthulhu's worshipers in this age of man are a strange bunch. Some are called to the writhing dark of the starless skies through eldritch dreams, but most are simply driven to madness through the utter despair of their wretched existence among the meaningless teeming mass of human effluent. Cthulhu is the god of madmen, dreamers and nihilists.

Aligned deities:

The Old Ones

Opposing deities:

Crom, the Uncaring

Services of the Temple: Cthulhu's cult offers no services to the faithless. Indeed, those stepping through a gate into the the Eibon Maze are at risk to lose their very essence to the Great Master of the Deep and the Starless Sky (Judges should emphasize this risk to everyone, this is common knowledge). Anyone not belonging to the Grand Cult of Cthulhu rolls on the table below (Table C-1) when entering the Eibon Maze:

Table C – 1 – The Fate of the Faithless	
D5 + PER mod + LCK mod	Effect
<i>0 or less</i>	Gone: The character is lost in the Eibon Maze, carried beyond the Deep and the Starless Sky. They never return. (A lenient Judge may apply all of the results below instead.)
<i>1</i>	Ī! Ī! The character returns from their foray, but is now a worshiper of Cthulhu. They sever all ties to previous deities (and Judges should leverage this as a consequence).
<i>2</i>	Touched by the Old Ones: The character suffers greater corruption (pg. 119 of the DCC rulebook).
<i>3</i>	Permanently changed: The character suffers major corruption (pg. 118 of the DCC rulebook).
<i>4</i>	Forever scarred: The character suffers minor corruption (pg. 116 of the DCC rulebook).
<i>5</i>	Almost unscathed: The eldritch dread witnessed by the trespasser manifests as a minor physical change, roll d5: (1) all their hair turns white; (2) their skin turns pale and pallid; (3) they suffer from a constant, fearful shaking; (4) their eyes become bloodshot, sunken and watery; (5) the Face of the One Sleeping God appears on their body as an inflamed, malformed sigil.
<i>6</i>	Eldritch dreams: The traveler will forever suffer ebon dreams of the Deep and the Starless Sky. They will never settle or be hopeful again.
<i>7 or more</i>	The paragon of his ilk: The blasphemous trespasser suffers no ill effect, nor are they confounded by the Eibon Maze. They reach the Well Below and return (but what they see and witness is up to the Judge).

Cleric description

Symbol: The symbol of Cthulhu is the glorious Face of the One Sleeping God. His faithful carry it jubilantly on their body as a scar, brand or malformation. It is the sigil of the Coming Age, and it signifies a glorious end to us all.

Weapon proficiencies: Clerics of Cthulhu are proficient with all daggers, clubs, maces and mauls, staves and simple spears, and axes of any design. For ranged combat they may use slings and all thrown weapons.

Special: Cthulhu, in his horrible and squamous glory, grants the following boons.

- Followers of Cthulhu may receive succour at temples of the cult, without fear of additional hardship: they've surely witnessed something terrible, or heard the call of the Master in the Deep, so the Eibon Maze lives in their souls already.
- All followers of the Waiting One are additionally granted the ability to roll all skill checks pertaining to antediluvian, strange lore or misaligned astrology with +1d to the skill check.
- Clerics of Cthulhu count any natural roll of 23 or 5 as a critical success on whatever they were doing. Similarly, any natural roll of 7 counts as a fumble. Crits gained this way reduce the cleric's disapproval by 1, fumbles increase it by 5.
- Clerics of Cthulhu may spend Luck to increase or decrease their result on the disapproval table. After all, the Great Cthulhu sleeps in his halls inf R'lyeh, and is not really following what his worshipers do or don't do.
- Cthulhu, the Grandmaster of the Eldritch, may grant his most faithful the following spells (from the wizard spell list, pg. 127 of the DCC rulebook): *Chill touch* (no spellburn required for casting), *Sleep* (only nightmares of the Deep, always and eternally), *Phantasm*, *Scare*, *Em iriko's Entropic Maelstrom*, *Demon summoning* (the batrachian beasts of Bobugbubilz are subservient to the elder powers of Cthulhu as well), *Transference* and *Water breathing*².
- All lay on hands checks by a cleric of Cthulhu result in strange dreams of the Eibon Maze, the Deep and the Starless Sky. If a cleric of Cthulhu brings someone back from below 0 HP there is a 20% chance that the healed character must roll on the table of Eibon Joy (Table C-1 above) after they are healed.

Turn unholy: Clerics of Cthulhu can turn mundane animals and the followers of most other gods (but not their servants, including clerics, paladins, etc.).



² Judges should entirely disregard level requirements for any and all of these spells, and grant them when they see fit for suitable madness to ensue.

Disapproval Table: Clerics of the Great God Cthulhu use the following disapproval table.

Table C – 2 – Cthulhu’s Disapproval	
Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but ululate the known phrases of the ancient tongues for for the next 10 minutes, starting as soon as they’re not in immediate danger. If the player actually ululates the right phrases, the Judge is encouraged to reward the character.
1	The cleric must atone for their sins. They can do nothing but ululate the important phrases for the next 10 minutes, starting as soon as they’re not in immediate danger. If the player’s ululation is found lacking by the Judge, or the phraseology is mispronounced, Judges are encouraged to punish the cleric.
2	The cleric must spend a full hour in prayer and madness. Failure to start the repentance immediately incurs a -1 penalty to all spell checks until prayer is complete.
3	The cleric incurs Cthulhu’s ire: a -1 to spell checks for a day, and they must roll for unspeakable consequences (Table C-1) unless they succeed in a DC 10 Will save.
4	The cleric must increase Cthulhu’s power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
5	The cleric undergoes the test of manifest destiny. For the remainder of the day they must treat all characters and creatures apart for Cthulhu’s own as their servants: they are only beholden to the Great Cthulhu, Scion of the Ancients! Failure to do so results in loss of all spell casting ability including healing for the remainder of the day, but they gain a +5 to subjugate any lesser beings to their will for the duration of the effect.
6	The cleric incurs an immediate -1 to all spell checks until they prostrate their meaningless flesh before a symbol of Cthulhu. Additionally, they must carve the Face of the One Sleeping God upon flesh (which need not be their own).
7	The cleric must endure the test of understanding. They lose a point from all of their attributes. The damage heals at the normal rate (apart for Luck), but cannot be healed by other means. Additionally, they are suffocated each night by unspeakable dreams of the Deep, never reaching the Starless Sky.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Also, their rest is spent in a comatose state: when they next fall asleep, they cannot be roused for 1d6+8 hours as they are roaming the Eibon Maze.
9	The cleric immediately incurs a -2 penalty to all spell checks until they proselytize the word of the Eldritch End to at least 20 listeners.
10	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Additionally, they’ve drawn the attention of investigators wishing to prevent the inevitable

	rise of Cthulhu (effect at Judge's discretion).
11	The cleric is ordered to meditate upon the Awakening. The cleric incurs a -2 penalty to all spell checks. To remove the penalty they must complete the Elder Ritual: succeeding in a DC 15 Will save while ululating the grand phraseology, and carving the sigil of Lord Cthulhu upon living, sentient flesh.
12	The cleric is temporarily disowned by Cthulhu. For the rest of the day they cannot gain XP. Also, they permanently suffer from the attention of the priests of other deities, who deem them blasphemous to the order of Law and Chaos.
13	The cleric loses access to two random 1st level spells for the remainder of the day. Also, they must roll for the Boons of the Deep (Table C-1).
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 40% of this value; each 10% increment drops the penalty by -1. The wealth has to be spent in the inscrutable glory of Old R'lyeh. Also, the cleric starts to have manic dreams of the Deep, craving a directionless journey upon the waves.
15	Cthulhu is not pleased. The cleric's disapproval does not reset for the following 5 days. After that things return to normal. Also, they are hounded by those who wish to stop the rise of Cthulhu.
16	Cthulhu withholds the cleric's healing powers for 2d5 days. Also, they must roll a DC 10 Will save to get any restful sleep for the duration, failure indicates that they are exhausted (-1d to all rolls) as they've spent their nights wandering the Eibon Maze. Additionally, they are required to sacrifice a living creature to the glory of Cthulhu.
17	The cleric loses access to 2d3+1 spells until the next day. Also, they cannot sleep at all for the duration (-1d to all rolls due to exhaustion), for they live a waking dream of the Starless Sky. From now on their thoughts are constantly haunted by the return of the Old Ones, and they are merely wretched spawn upon the earth.
18	The cleric is temporarily unable to turn creatures, the effect persists for 5d5 days. Additionally, they are driven by a desperate urge to die for the duration, as their mammalian survival instincts kick in and they lose faith in the hope that Master Cthulhu will eat them first when he awakens.
19	The cleric's ability to lay on hands is restricted for 13 days. Additionally, they are attacked and followed by a group of ardent, skilled investigators, who seem to anticipate their every move and find them regardless of any effort to avoid them.
20 or more*	The cleric is taken to R'lyeh, and will never return. (Unless the Judge deems otherwise the character is gone. Not even dead, just gone. Forever.)
*23	Cthulhu's attention is tied elsewhere. The cleric's disapproval is set to 1.