

# DREADCRAWLS



ISSUE ZERO  
STRANGE PLACES



# DREADITORIAL

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## ISSUE ZERO

This is the zeroth issue of *DREADCRAWLS*, a zine supporting the *Cthulhu Awakens* roleplaying game, but which is not entirely averse to other approaches to the Mythos. Nevertheless, you may see some unfamiliar slang, even if you're a diehard Mythos cultist, like the Weird Century, across which stories of *Cthulhu Awakens* take place.

Many of you will have this in your hands or on screens because you backed the crowdfunding of *Cthulhu Awakens*. If you did, thank you! Since that campaign, where this issue was an early backer reward, we've decided to do at least two more issues, which of course would be #1 and #2, even though they're the second and third issue. It kind of makes sense! Keep Green Ronin in your feeds and you'll know when they're coming. Here's what to expect:

***DREADCRAWLS #1—Threatening Scenarios:*** A story generator for Mythos tales, pressing the unknowable into narratives our limited minds are capable of understanding.

***DREADCRAWLS #2—Events Under Sinister Stars:*** A simulation of reality, in the sense of things that happen whether we believe them or not. Or less pretentiously: generate local, regional, and global events of mundane and Mythos-drenched significance with this issue's tools, to present an ever-changing world.

Now you might ask whether these generators are some kind of old-school throwback—even wonder if you've seen something like this issue's tool set in back of an old DMG from *What Is Usually The World's Most Popular Roleplaying Game*. The answer? Definitely. Sometimes the old ways are the best, even if you should never take that on faith. I asked author Jesse Heinig to look at the Elder Things of the hobby for inspiration here, because it occurred to me that so many Mythos stories involve exploring weird places that an oracle or generator would be useful. Make your own Mountains of Madness or unreasonably vast Oklahoma cave system. Design temples which imprison terrifying gods.

Also, don't be afraid to cheat when a table inspires an idea before you roll for a result. Some people are inspired by constraints, and others need to look at a critical handful of words to find that cursed ruin they always wanted. Then introduce the characters. They should probably bring flashlights.

Be wary,

*M.*