



DREADCRAWLS

ISSUE TWO

EVENTS UNDER SINISTER STARS

CONTENTS

DREADITORIAL			iii
EVENTS			1
GENERATING EVENTS	1	MYTHO-POLITICAL INFLUENCE	19
When to Generate an Event	1	UNREST EVENTS	20
EVENT IMPACT	3	Unrest: Corruption	20
Event Intensity Levels	3	Unrest: Matter of Justice	20
Connecting the Event to the Mythos	4	Unrest: Notorious Crime	22
EVENT CATEGORY	5	Unrest: Organized Crime	23
INDIVIDUAL EVENTS	6	Unrest: Raid and Sweep	24
EVENT LISTINGS	7	Unrest: Mythos Uprising	25
CULTURE EVENTS	7	MISCELLANEOUS EVENTS	25
Culture: Artwork	7	Miscellaneous: Disease	25
Culture: Backlash	8	Miscellaneous: Ecological Event	26
Culture: Mythos Infiltration	9	Miscellaneous:	
Culture: Innovation	10	Industrial Accident	27
Culture: Scandal	10	Miscellaneous:	
Culture: Social Movement	11	Infrastructure Failure	28
ECONOMICS EVENTS	12	Miscellaneous: Natural Disaster	28
Economics: Boom	12	WAR AND PEACE EVENTS	29
Economics: Bubble	13	War and Peace: Coup	29
Economics: Bust	14	War and Peace: Espionage	30
Economics: Corporate Shift	14	War and Peace: Military Action	30
Economics: Espionage	15	War and Peace: Peacemaking	30
Economics:		War and Peace:	
Mythos Market Meddling	15	War Against the Mythos	31
POLITICS EVENTS	16	Miscellaneous: Strangeness	33
Politics: Appointment/Election	17	EVENT GAME EFFECTS	33
Politics: Corruption	17	Spreading Events vs.	
Politics: Espionage	18	Sudden Events	34
Politics: Militant Politics	18		
Politics: Political Crisis	19		

DREADITORIAL

ISSUE TWO

Welcome to *DREADCRAWLS 2*, weirdly the third issue of the series. Issue 0 was about maps, and #1 was about plots. This one finishes the trifecta of approaches. It's about ambient events: things that happen as the world turns, as people chase paychecks, duck out of rain, and unconsciously take comfort when clouds hide the stars that remind us how trivial everything we care about is on the cosmic scale.

Then again, screw the cosmic scale! While we may be built for smaller thoughts by the laws of evolution, and barring occasional adventures, are limited to a rocky ball with a lucky magnetic field that keeps us from being killed by the sun, we matter nonetheless, because if we aren't Alienated by the temptation of the starry void, we know that our small passions remain, and share them with the rest of our species.

Nevertheless, we can't avoid the cosmic context. Our brains used to be star stuff, as Carl Sagan liked to put it. We clothe ourselves in it. We wear gold forged in supernovas. And from the disposition of gold rings to the radio screams of novae, those processes *never stop*. Our small perspectives are constantly being challenged by the spinning wheel of time. This issue, *Events Under Sinister Stars* is about that. Where the previous issues gave you engines to create unusual places, or outline tales of the Mythos, this one gives you tools to create local, regional, national, and global events that arise and unfold as time passes in your *Cthulhu Awakens* stories.

Like previous issues, the tool here is a procedure and a series of tables. Cheating is allowed, of course. Jesse Heinig has demonstrated his usual excellence.

I like to think of this series of *DREADCRAWLS*, #0 to here in #2, as the "Story Trilogy" of issues. Note an upgrade in potential scale across each issue. We started with temples, ruins, basements, and other sites in #0. We stepped up a degree when we started outlining stories in #1, and now we're getting into ambient events. You can in fact link these tools together in reverse order. An event prompts a story. A story suggests a site.

But what happens after the "Story Trilogy?" That depends on you. If you like *DREADCRAWLS*, collect them. Tell people you like them. Tell us what you want to see. I have some ideas.

Be wary,

M.