



PRESS RELEASE



~The Age of Hastur~

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Media Contact:

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Links to publications:

YELLOW DAWN:

www.lulu.com/content/923035

SHADOWS OF THE

QUANTINEX (beta):

www.lulu.com/content/2216451

YELLOW DAWN CONTINUES TO EVOLVE

What seems like a long time ago now, mid-2006, I punted out a PDF version of the 1st Edition of Yellow Dawn. The first person to request a copy was **Robert McClelland** - no idea who he is, but he's got the very first copy of the 1st Edition in PDF.

I usually cringe when I think about the 1st Edition. It had no structure, was very messy, and was essentially a random jumble of mis-fitting rule systems. But, it did convey the *world* of Yellow Dawn. So I was pleased by the positive responses, despite the shortcomings.

A lot has changed between the first edition and the 2nd edition. Here are some bullet points:

- Brand new Mythos Gods and monsters
- Rules for characters picking up "Mythos taint"
- A more robust system for Mythos Magic; Occult Magic, the differences between them; and a section for Demonology.
- Refined character creation
- Options for characters to pick up "hero bonuses" – or special feats – as they develop.
- Properly play-tested rules for exploring the land: encounters, creating a network of settlements and the transport links (if any) between them.
- Improved combat system: a lot of effort has gone into creating a fast yet detailed combat experience.
- Each Mythos monster has its combat options defined to make it easier for GM's to run them.
- Improved rules for scavenging, extracting raw resources, and using character skills to convert raw resources into...stuff!
- Improved rules for GM's to manage Dead Cities and characters trying to move through them: the frightening prospect of zombie surges!
- A simple but effective system for building friendships and useful contacts out of the people they meet (Non-player characters).

Hastur and Yellow Dawn

I've stuck to the "official" version of events – about what caused Yellow Dawn to occur – within the core rulebook: it was caused by a cargo ship owned by SOYAR corporation, carrying dangerous biological compounds crashing into Earth's atmosphere.

I've written a major campaign called "Shadows of the Quantinex" – currently in Beta version. In "Shadows..." characters discover the truth behind this event: the machinations of an individual obsessed with The King in Yellow, and his desire to "bring his God into this world". It also plunges the characters into a desperate race to stop the next catastrophe... a major conspiracy building up to deal another blow to humanity, except this time the King in Yellow has been usurped by a far more powerful Mythos entity, and the consequences will be far reaching (not just Earth).

Yellow Dawn and German Magazine for Call of Cthulhu : "Cthuloide Welten"

Frank Heller - the Chief Editor for "Cthuloide Welten" has decided to commission an article about "Yellow Dawn" from the point of view as a recommended world for Call of Cthulhu. This feels like a wonderful endorsement of my work. The article won't be completed for some time and is expected to be included in next October's edition (2009). Hopefully though, news of this endorsement will spread amongst those lovers of the Cthulhu Mythos and generate further interest in Yellow Dawn as a legitimate game system.

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Yellow Dawn (The Age of Hastur) is a creation of David J Rodger. Visit davidjrodger.com for more information.

ABOUT AUTHOR

David J Rodger was born in Newcastle Upon Tyne in 1970. He has published three novels (fiction) and is the creator of YELLOW DAWN, a successful role playing game based on the world formed by his books. He has written freelance non-fiction for UK magazines and had short stories published in the UK, US and Canada. His presence on the Internet got him a place in a BBC documentary in 2000, 'Through The Eyes of the Young.' He spent 8 years working for a government agency, within the IT Division, developing a virtual communications service, before moving into commercial online project management for a major UK media company. He now lives in Bristol with a Braun coffee-maker, writing from a house on a hill with a view of the Earth's curve.