



ORPHIC SCRUTINY

This is a rule system for characters with Occult and / or Mythos experience, specifically for those who have the ability to enter the Astral Plane. You'll need a copy of the Yellow Dawn Primary rulebook to get the most out of it.

WHAT IS ORPHIC SCRUTINY

Orphic Scrutiny, or Orphscrut as it more commonly referred by, is the process of zooming-in your conscious awareness on a Relic or a malevolent bond (created by a relic) for the following purpose(s):

- Understand what it is and does
- Disable a malevolent bond
- Siphon off POW that is discarded during Ethereal Decompression.

HOW TO ORPHSCRUT

Orphic Scrutiny can only be performed from the Astral Plane, so a character needs to be able to enter the Astral Plane as a pre-requisite. Any object with embedded POW will give-off a glow on the Astral Plane, so a character can home-in on items that are likely to have some kind of Occult or Mythos functionality.

Malevolent Bonds: unlike "curses" which are always clearly visible on the Astral Plane as a dark smudge staining or enveloping the victim's personal aura, a malevolent bond is much more subtle. A character on the Astral Plane needs to state they are specifically looking for a Malevolent Bond to be able to see it. This takes 1d20 combat rounds to see or confirm there isn't one.

Once a character has the Relic or Malevolent Bond in their Astral vision, then they need to increase the focus, zoom-in, project their conscious mind much closer to the thing they're investigating. This is Orphic Scrutiny. To succeed, the character must make an Occult skill check (VERY DIFFICULT)

Failure: if you fail then you're dumped from the Astral Plane back into your physical body. See Primary Rules/Astral Plane for consequences.

Success: the Relic or the Bond swells to fill your Astral Vision; it's as if you've shrunk to the size of an atom, clearly able to see the structure and configuration of magickal components; whether or not you recognise what

Yellow Dawn (The Age of Hastur) is a creation of David J Rodger. This document is Copyright © 2009 David J Rodger, all rights reserved. Visit davidjrodger.com for more free downloads, and to preview or buy his books of cyber fiction and mythos horror.



~The Age of Hastur~

Author: Djr

Release Date: May 2009

Version: 1.0

they are and what they do is down to your particular skill set, but more immediate is how does the Relic or Bond react to the conscious investigation of the character. See below.

A NOTE REGARDING CURSES

Curses can be placed on a character via an object or an NPC. Any such curse is given an effective POW. These curses are visible on the Astral Plane, typically the larger the POW the bigger its presence on the Astral Plane.

You can defeat these curses by "attacking" them on the Astral Plane, or using a Relic that is able to defeat and remove curses in one fell swoop.

This is very different to Orphscruting.

WHAT YOU SEE

Once you have successfully Orphscruted:

RELICS

For Occult relics you'll see if there is a trapped Demon or Trapped Spirit, and the magickal construct ensnaring them. They'll also see you and respond. You'll see when there isn't a trapped demon or spirit; leaving just a complex construct, formed from interlinking shapes of magickal energy, forming powerful symbols, all infused with POW. Such solitary constructs will perform the functions they've been created to do by acquiring magickal energy from its surrounding; one feature of Orphscruting is working out if the Construct does this by drip-charge (favourable) or auto-burn (potentially dangerous).

Make a relevant skill check

Either make an Occult Skill check or Mythos skill check, depending on whether the relic itself is Occult or Mythos. See Primary Rules / Occult & Mythos for an explanation of the difference between these.

Failure: you're unable to recognise the precise nature of what you're seeing. You'll be able to sense the level of POW, but not what the Relic does or how and why it does it.

- Success:** you'll know the following information:
- Circle of any trapped Demon
 - Nature of any trapped Spirit
 - Knowledge of the Associated Mythos entity
 - POW
 - Drip-charge or Auto-Burn construct
 - What the Relic can do
 - What risks the Relic can pose – including any Malevolent Bond - BUT NOT WHAT WILL HAPPEN THROUGH THE MALEVOLENT BOND.
 - Any other information the GM may wish to reveal or colour the narrative with.

MALEVOLENT BONDS

Performing Orphic Scrutiny on a malevolent bond allows you to attempt to disable it. However, getting this close to some particular malevolent bonds actually brings you into potentially dangerous proximity to powerful entities behind them:

- Trapped Demon – performing Orphscrut on the malevolent bond brings you immediately to the Demon's attention, it tries to strike a deal to fashion its release, failing that it attacks you.
- Trapped Spirit - performing Orphscrut on the malevolent bond brings you immediately to the Spirit's attention; it cannot attack you or harm you, but can create a potent atmosphere of fear.
- Associated with an Aspect of a Mythos Entity - performing Orphscrut on the malevolent bond brings you immediately to the attention of whatever this aspect is, it can be an intelligent probing or mindless fumbling towards the character; the character has a chance to back-out without consequence, otherwise they're exposed to corruptive alien energies of the Mythos.

What is a malevolent bond

Some artefacts / relics can "attach" themselves to you. Providing you with generous bonuses without requiring Magick Points; but this typically carries a sting in the tail with some kind of horrific evolving fate. This is known as a Malevolent Bond.

Malevolent Bonds are visible on the Astral Plane but tend not to be directly obvious: a character needs to state they're looking for such a bond to actually see one.

Although "faintly" visible on the Astral Plane, giving the appearance of being weak, they will be connected to something with real POW.

How to Disable a Malevolent Bond

This is discussed within the general descriptions below.

OCCULT RELICS AND MALEVOLENT BONDS

Trapped Demon

A trapped demon is fully aware of what it is and has its full range of powers. By orphscruting the relic, or even just the bond, the demon will see you as you see it, and will immediately respond with dialogue, to lure you into some kind of servitude ultimately aiming for escape. If you back out at this point then you'll be cursed by the Demon according to Angelic Law; see Yellow Dawn Primary Rules / Demonic Curses.

To be able to withdraw from this encounter without being cursed, you'll either need to win the discussion or cast the Demon out (See Yellow Dawn Primary Rules / Demonology).

Winning the discussion **does not** mean you can demand the Demon depart this plane, leave the Relic or break the bond; the nature of the Demon's servitude – toward the sorcerer who trapped it- means the Demon cannot do these things of its own free will.

Disabling the Bond

The only way to disable the Bond is to Cast Out the trapped Demon , or Take Apart the Construct controlling it.

Casting out the Demon

Done with words of Angelic Power; see Yellow Dawn Primary Rulebook / Demonology.

Take Apart the Construct

Easier said than done. Refer to the section further on called "Dismantling Occult Constructs" for the process.

This Relic has a construct keeping the Demon locked in place, and controlling some of the metaphysical functionality associated with consequences of using the Relic.

Such a construct has a POW of either 1, 5 or 25, depending on whether the Demon is 1st, 2nd or 3rd Circle. GM's may want to add +2d6 POW for older items, demonstrating the accumulation of POW by a series of previous owners.

GM NOTE: removing the POW of the Construct whilst the Demon is still inside is like opening the gate. The Demon will launch itself upon the character who destroyed the construct, acting in blind rage: there is no gratitude, no concept of making a deal for the character "helping" it.

Trapped Spirit

By orphscruting the Relic or Bond the trapped spirit will sense you and reaches out to you but cannot actually interact with or harm you. All it can do is generate an atmosphere of fear, forcing an Anxiety check or suffer 0/1d6 COOL loss. Each time the Spirit does this, roll 1d6; on a '1' the Spirit has exhausted its energy and withdraws for the next 12 hours. Failing the Anxiety check causes you to back-off for at least four hours.

You cannot attack the Spirit on the Astral Plane because it is "protected" by the construct surrounding the relic, as well as trapped by it.

Disabling the Bond

The only way to disable the Bond is to Perform a Vigil on the Relic, or Take Apart the Construct controlling it.

Performing a Vigil

Completed by the user of certain objects and words of Power; see Yellow Dawn Primary Rulebook / Ghosts, Spirits and Elementals.

Take Apart the Construct

Easier said than done. Refer to the section further on called "Dismantling Occult Constructs" for the process.

This Relic has a construct keeping the Spirit locked in place, and controlling some of the metaphysical functionality associated with consequences of using the Relic.

Such a construct has a POW equal to the POW of the Spirit. GM's may want to add +2d6 POW for older items, demonstrating the accumulation of POW by a series of previous owners.

GM NOTE: removing the POW of the Construct whilst the Spirit is still inside is like opening the gate. However, there is a chance the Spirit may be grateful for being released (using NPC Motivation score to determine this).

Occult Construct

The Relic has a magickal construct controlling its functionality, including the consequences associated with the Relic. It will have a POW of 1, 5 or rarely 25. Orphscruting the Relic or the Bond has no direct consequences. To disable a malevolent bond, requires you to take apart the construct. Refer to the section further on called "Dismantling Occult Constructs" for the process.

MYTHOS RELICS AND MALEVOLENT BONDS

Associated with an Aspect of a Mythos Entity

This configuration does not require a Mythos Construct to "keep the thing in place", because whatever aspect is associated with the Relic does not *want* or *need* to "go anywhere".

The act of orphscruting the Relic or the bond exposes the character to the mindless or not-so-mindless fumbling and probing of whatever has been associated with the Relic.

This is unlikely to be direct exposure to an Outer God, or Great Old One, because direct contact with such things (beyond the boundary of the Quantisphere) normally requires a lot of effort and magickal energy. But there could be an embedded shadow or echo of such a God's mind-state, creating a less potent but still terribly powerful encounter waiting to happen.

Unless already defined, the Aspect will have a POW of 5 (non-human entity), 25 (Great Old One), 125 (Outer God).

Once it becomes aware of the character the character will realise / sense some awful probing is coming their way and have a chance to back out first. To successfully withdraw without consequences, the character must win an Opposed POW roll.

Success: then the character is able to return to the Astral Plane, detaching from the state of orphscruting, free of any come back from the bond or the relic it is attached to.

Failure: the Mythos thing leans out and gets up close and personal with the character's conscious mind. Consequences of this are as follows:

- The character picks up a Mythos Taint, 1 point (Great Old One association), 1d6 points (Outer God association), nothing for a non-human entity.
- Make an Anxiety check or suffer COOL loss (0/1 for non-human entity); (1/1d3 for Great Old One); (1d3/1d6 for Outer God)
- Roll over your current Mythos score and you'll gain Mythos skill points (+1 for non-human entity, +1d3 for Great Old One, +1d6 for Outer God). This can only happen once for this particular bond, relic.
- The thing that *is* the aspect inside the Relic will become aware of the POW of the character and hungrily grope towards it, seeking to absorb it; this is limited by the nature of its existence within the Quantisphere. The character must win an opposed POW roll or lose 1d3 POW, which is absorbed by the bond / relic; if this happens the character will see layers of his astral form melting away, being stretched and soaked-up by the Mythos thing.

As the Mythos entity gets close to the character's conscious mind, through Orphscruting with the Relic or a Malevolent Bond, there is a great opportunity for the GM to bring in narrative at this point, as the character's mind is pulled into a sensory experience through the intensely close proximity to the thing. Go wild but just remember that this isn't the entity itself, just an aspect of it, and it is contained behind a layer of the Quantispheric boundary... albeit incredibly thin. Such narrative could create additional Anxiety checks, and additional opportunities for knowledge.

Mythos Construct

The Relic has a magickal construct controlling its functionality, including the consequences associated with the Relic. It will have a POW of 1, 5, 25 or rarely 125. Orphscruting the Relic or the Bond has no direct consequences, but will force an immediate Anxiety check or suffer 0/1d6 COOL loss. To disable a malevolent bond, requires you to take apart the construct. Refer to the section further on called "Dismantling Mythos Constructs" for the process

Dismantling Occult Constructs

This is possible once you Orphscrut the Relic or a Malevolent Bond between a victim and the Relic. You cannot just go an attack these things as on the Astral Plane.. You need to unpick them, one layer at a time.

It's like lifting up the minute and fantastically complex cogs and springs of some mechanism, except all the components are made of energy and symbols that interconnect: move the wrong symbol, at the wrong time, and the consequences can be catastrophic.

By Orphscruting the Relic or Bond you will be aware of the POW contained within the Construct. For each POW point you need to:

- o Make a separate Occult Skill check to know the particular incantations for interacting with the configuration of symbols and energy links of this layer.

Occult Skill succeeds

You've grasped various components of energy tied into the main construct and have managed to disentangle them and remove them. Reduce the POW of the Construct by 1. You can either let this energy discharge into the ether or you can try to absorb it (this is known as Ethereal Decompression, see the section later for how to do that).

Occult Skill Fails

The consequences depend on how much you failed by:

01-20%

Yellow Dawn (The Age of Hastur) is a creation of David J Rodger. This document is Copyright © 2009 David J Rodger, all rights reserved. Visit davidjrodger.com for more free downloads, and to preview or buy his books of cyber fiction and mythos horror.

Then you've managed to reduce the constructs POW by 1, but you've also fumbled at the final moment, accidentally allowing the disentangled components to "unravel" far too quickly, this causes a blast of psychic blowback, like a shockwave, delivering 3d6 Stun Damage to you as a whole.

21-40%

Then you fail to defeat the defensive mechanism of the construct, you need to make an opposed POW roll or the construct rapidly swings out various arabesque lines of energy, these plunge into you and drain 1d3 POW. One point of POW always goes back into the Construct, topping up its POW (it can go higher than its original score); any other points of POW vaporise.

41% or more,

Then you've tangled various symbols and links causing a sort of Magickal "short circuit" with one of the following consequences:

Roll 1d100 to determine the consequence, or the GM can simply select the most appropriate:

01-20: you've pulled a malevolent poltergeist / ghost into the immediate location; it fixates upon you – with some obscure motive – and hounds and harasses you for as long as you remain here.

21-40: you've attracted a 1st Circle Demon, it manifests before you and attempts to take possession of you; if it fails it will cling-on.

41-80: you've attracted a 2nd Circle Demon; it manifests before you, attempts to take possession and then tries to kill you...remaining a threat until it runs out of breath.

81-00: you've attracted a 3rd Circle Demon; it manifests before you, attempts to take possession and then tries to kill you...remaining a threat until it runs out of breath.

Dismantling Mythos Constructs

This is possible once you Orphscrut the Relic or a Malevolent Bond between a victim and the Relic. You cannot just go an attack these things as on the Astral Plane.. You need to unpick them, one layer at a time.

It's like lifting up the minute and fantastically complex cogs and springs of some mechanism, except all the components are made of energy and symbols that interconnect: move the wrong symbol, at the wrong time, and the consequences can be catastrophic.

By Orphscruting the Relic or Bond you will be aware of the POW contained within the Construct. For each POW point you need to:

- Make a Mythos Skill check to know the particular incantations for interacting with the configuration of symbols and energy links of this layer.

Mythos Skill succeeds

You've grasped various components of energy tied into the main construct and have managed to disentangle them and remove them. Reduce the POW of the Construct by 1. You can either let this energy discharge into the ether or you can try to absorb it (this is known as Ethereal Decompression, see the section later for how to do that).

Mythos Skill Fails

The consequences depend on how much you failed by:

01-20%

Then you've managed to reduce the constructs POW by 1, but you've also fumbled at the final moment, accidentally allowing the disentangled components to "decompress" far too quickly, this causes a flash of searing energy that manifests around you in reality in a flare of alien colours surging around your body: you suffer 3d6 Burn damage.

21-40%

Then you fail to defeat the defensive mechanism of the construct, you need to make an opposed POW roll or the construct rapidly swings out various arabesque lines of energy, these plunge into you and drain 1d6 POW. Half of these POW points vaporise; half of them go back into the Construct, topping up its POW (it can go higher than its original score).

41% or more

Then you've tangled various symbols and links causing a sort of Magickal "short circuit" with one of the following consequences:

Roll 1d100 to determine the consequence, or the GM can simply select the most appropriate:

01-20: The entire construct collapses with a supernova-like flare of energy. POW x 1d6 burn damage to the sorcerer and anybody else near him in reality suffers similar effects; reduce the effective POW by 1 for every 1 metre distance from the sorcerer.

21-40: The entangled symbols and lines of energy begin to rapidly form new branches, knitting themselves around the sorcerer. The more POW in the construct, the bigger it is and the more terrifying the experience as it suddenly looms up and begins to enmesh the character. The only way to escape is to win an opposed POW roll. Otherwise, each time the Sorcerer fails the opposed POW roll they lose 1d6 POW to the construct. If the sorcerer fails to escape, then when all their POW is gone, their physical

form drops dead and their soul becomes part of the construct.

41-80: Some kind of Mythos apparition / voice / experience occurs, either as a warning or an accidental consequence; if possible, it should be related to an entity / God that is associated with the construct, but, if this isn't feasible, then simply describe a surreal alien Mythos experience. Regardless, the experience will force an Anxiety check with suitable penalties. If the POW is 1, then 0/1d6 COOL loss; if POW is 2-5, then 1d6/3d6 COOL loss; if POW is 6-25, then 1d6/2d20 COOL loss; and finally, if POW 26+ then 3d6/1d100 COOL loss.

81-00: The sorcerer manages to combine several components in the wrong order, whilst trying to unlock them, but does so in the wrong order. The result is a brief hole in the Quantisphere, exposing the sorcerer and those around them to the Outer Chaos. The more POW in the construct, the bigger the tear. The immediate consequence of this is an Anxiety check or suffer 1d6/3d6 from the exposure to the horrible energy and environmental warping that occurs due to the brief existence of the hole.

The sorcerer has an immediate chance of being sucked through this hole, equal to the construct POW x 1%.

Anybody close to them has a similar chance; but reduce the effective POW by 1 point for every 1 metre distance from the sorcerer.

The fate of these people is typically brief, sucked into Outer Space, or grabbed by monstrous alien pseudo pods and fed upon, or hurled into a place / universe where another story can continue?

There is also a chance of "something" coming through the hole. This chance is equal to the construct POW x 1%. This something will be typically small but potent, the equivalent of roaming insect life on Earth.

GM's should feel free to create any kind of critter they choose but I've included one here for convenience. Refer to "Skein Roamer" further on.

ETHEREAL DECOMPRESSION

When taking apart an Occult or Mythos construct, you do so one layer at a time, which is equivalent to 1 POW at a time. Once you disentangled the magickal elements of a layer from the main construct, a competent Sorcerer can absorb its POW to increase their own.

To succeed you need to make a successful DIFFICULT Occult or NORMAL Mythos skill check (whichever is relevant to the source of the POW).

Success: congratulations, you've gained +1 POW.

Failure: consequences depend on how much you fail by:

01-20% then the 1 point of POW “vaporises” and is lost.

21-40% then you’ve failed to consider the danger that some of the configuration of symbols and dangling broken links still pose. You manage to form a connection that activates some misfiring aspect of the construct. Lose 1d3 POW from a randomly formed auto-burn function. There is also exposure to some sight or sense of something profoundly Occult or Mythos in nature (relevant to the source of the POW). This sight or sense of something creates an atmosphere of fear and dread, and forces an Anxiety check or suffer 0/1d6 (occult) or 1d6/3d6 (mythos) COOL loss. The GM may want to add some narrative flair to describe the consequences of breaking apart this construct.

41% or more, the components “decompress” in a sudden flash of energy that manifests in reality as a pulse of intense coloured light, like an aurora around your body, blasts you with 3d6 burn damage to whole body.

SKEIN ROAMER

Mindless creatures that have evolved through feeding on the alien detritus that accumulates on the invisible nodal points that form the Quantispheric membrane (the boundary between Our Universe and the Outer Chaos).

They’re typically encountered in places where a breach in the Quantisphere has occurred. They rarely last long within Our Universe because organic matter is poisonous to them, and such matter typically gets ingested as they burrow through living beings feasting on the metaphysical bonds between their POW and their living tissue.

Skein Roamers don’t eat POW, they eat the connecting material, which can dislodge the POW from the being it belonged to.

Skein Roamers resemble a clump of sour milk sliding across the surface of a hot drink, wispy tendrils free-floating around it; they flicker with an alien colour that has the effect of making them invisible to the naked human eye, re-appearing every few seconds as their grey-white colour returns. About the size of a human hand, they tumble through the air and drift on unfelt currents of energy.

They’re immune to all physical damage, but are susceptible to electricity and magical damage. In this regard they have 3d6 HP.

Anybody within the immediate area should start rolling 1d00 every combat round. If there are any horses or solitary cattle, roll for them also. If there is a heard of animals, or a group of generic NPCs, roll just 1d100 for them as a single group.

Anybody individual person or animal rolling a ‘1’ will become the target of the Skein Roamer. For any group, rolling 01-20 results in one of that group being targeted.

If you ever roll ‘00’, the Skein Roamer is poisoned by something it comes into contact with, swells, bursts and dissolves out of existence.

TARGETED BY A SKEIN ROAMER

The Skein Roamer has taken notice of somebody or some animal and squirms through the air towards their victim. It can move at any speed, and if the victim attempts to flee it easily keeps pace and catches up – unless the target reaches a speed of 66 metres per round (66 miles per hour) in which case the Skein Roamer will give up and look for something more interesting.

To determine how long it takes the Skein Roamer to reach their victim, roll 1d6 each round: on a ‘1’ the thing plunges into the victim’s body, passing through armour and clothes.

The thing expands within the victim, wispy tendrils rapidly exploring channels between fatty tissues, seeking out invisible matter that connects the POW to fleshy matter, fracturing bones from the marrow, ripping through arterial networks and shredding through muscle and the internal spongy fibre.

All of this causes unbearable agony: the victim will go into a rigid spasm before flailing around shrieking as loud as any such creature can. Their flesh visibly ripples and in places tears with great spurts of blood; a grotesque cracking of bones and a squishy sound of internal movement commences.

Each round delivers 1d6 HP damage.

Also, each round the victim should roll 1d6 for each of the following STATS, if they score a 1 or 2 on any of them, then that’s how many points are deducted from that particular STAT, otherwise, if they roll 3-6, then no STAT loss occurs that round:

- STR (lost muscle tissue)
- POW (detached from victim)
- DEX (damaged nervous system)
- CON (damage to internal organs)
- INT (brain damage)
- APP (disfigurement through muscle damage and scarring)

Poisoned Feasting

The Skein Roamer will ingest organic matter that is poisonous to it during the feeding frenzy. Whilst rolling

1d6 for each STAT above, any time a '6' is rolled, there is a 20% chance the Skein Roamer goes into "toxic shock", swells rapidly, bursts and dissolves out of existence: delivering a final 3d6 Stun Damage to the victim.

POW Scavenging

Any Sorcerer within 20 metres of the victim, can try to make a VERY DIFFICULT Occult or DIFFICULT Mythos skill check, to absorb the freshly detached POW. One skill check is required for each point of POW up for grabs. The POW only remains attainable for 1 combat round before dissolving into the ether.

About the 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 project management for a 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. He can be found on the web at:

www.davidjrodger.com

About Yellow Dawn

A role-playing game, *Yellow Dawn* consists of a primary rulebook, over 300 pages, containing everything you need to create characters and run a game.

In *Yellow Dawn* the Earth has been ravaged by viral pathogens, leaving billions dead or mutated into mindless creatures that lurk in abandoned cities, killing or infecting those desperate enough to scavenge for resources there. Ten years later, a handful of cities have bounced back and survivor settlements sprung up across the New Wilderness bringing renewed hope.

Characters can explore the often harsh and sometimes violent places that have sprung up in this New Wilderness, or hug close to the remnants of the world as they used to know it, the Living Cities. This flexibility provides a vast range of scenario settings and potential for varying technology levels to suit whatever scenario the GM wishes to introduce into the Yellow Dawn world.

Features

- *Caters for high-tech to low-tech in one world.*
- *Dead Cities provide a contemporary dungeon crawl, scavenging for resources and "artefacts".*
- *The endemic threat of "Zombies" within Dead Cities can easily be modified, evolved or even swapped out entirely.*
- *Use skills to convert raw components found through scavenging into useful equipment*
- *Surviving satellite network provides access to powerful data systems and facilitates hacking options.*
- *Enhance character and NPCs through cyberware and bioware*
- *Can accommodate scenarios from most game systems with minimal tweaking*
- *Well defined political, corporate and quasi religious groups and their rivalries and tensions.*
- *Reconciled systems for Occult and "Mythos" Magick, including defined artefacts and operations.*
- *Demonology, Spirits, Ghosts, Auras, and Schools of Elemental Magick*
- *New Great Old Ones and non-human species of the Cthulhu Mythos.*

Preview or purchase a copy: www.lulu.com/content/923035

Shadows of the Quantinex

In Spring 2009, Rodger published a major campaign for Yellow Dawn called *Shadows of the Quantinex*. It took nearly two years to write, and a further year of play-testing the Beta version. As *Shadows of the Quantinex* unfolds, characters will see all the hope of the past ten years is about to be snuffed out as a new threat looms. The characters are pressed into a tense race against time to stop five apocalyptic cataclysms, during which they will also have an opportunity to discover the truth about what caused Yellow Dawn and deliver retribution on the perpetrators.

Preview or purchase a copy: www.lulu.com/content/2216451

Other Scenarios & Campaigns

Yellow Dawn was designed to facilitate scenarios from a broad range of other game systems. A sort of one-world fits all scenarios. In particular, scenarios for Call of Cthulhu, D&D, Cyberpunk and Shadowrun were considered during the design phase and can be run within the world of Yellow Dawn with only minor tweaking.

New "Mythos" Novels

For the uninitiated I'm referring to the collective body of cosmic horror begun by the American author of horror, fantasy, and science fiction, Howard Phillips Lovecraft (1890 – 1937). In particular, I'm referring to his Cthulhu Mythos, which contains within its black heart a pantheon of monstrous, god-like entities, and often describes the "sanity-shattering" consequences for those protagonists who foolishly attempt to learn more about them, or worse, interact with them.

This is a brief statement the role Mythos plays in my writing to capture the interest of Mythos fans. None of the PR around my writing screams out "Cthulhu Mythos" bad guys. However, two of my novels, *God Seed*, and *EDGE*, have significant Mythos elements.

GOD SEED: see what an aspect of Nyarlathotep has in store for humanity. Can documentary film-maker, Adam Kyle, stop it? Or will Kyle merely capture a record of humanities demise.

Preview or buy a copy: <http://www.lulu.com/content/673735>

EDGE: after several millennia roaming the outer cosmos a potent Mythos entity - a Great Old One - has crawled back within our reality through a weak-spot in the Quantispheric boundary. The remote mountain is now a snowboarding resort in New Zealand. See the shocking consequences as its emergence corrupts the susceptible minds within the resort.

Preview or buy a copy: www.lulu.com/content/4137991

Wishing you the best of dark dreams.

David J Rodger
- Bristol, 2009