



RECOVERED RELICS: COLLECTION 1

This is a collection of Occult and Mythos (Cthulhu) relics to supplement those already listed in the Primary Rulebook for Yellow Dawn.

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OVERVIEW

This refers to “magick items” that migrate through history, locked away in priceless collections, or venerated by vile cults and placed in the centre of obscene ceremonies. Many began as a ‘simple’ Focus but subsequently came to represent something unique, powerful, through its place in history and the hands of whatever Priest or entity wielded it.

Some relics can store Magick Points in the same way a Focus can, but the main purpose of any relic is to perform a specific function, such as a magickal operation. Performing this function does not require a skill check, the relic simply does whatever it is designed to do, but it will require Magick Points. These Magick Points will either be collected by the relic gradually, over a period of time, meaning it can only be used infrequently; or the relic will collect the Magick Points aggressively from the person wielding it; or the relic requires the wielder to recharge the Magick Points through their own means.



~The Age of Hastur~

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01. BABOON-HEADED DAGGER

◄►**Mythos:** The dagger is made of bronze, 30cm long (handle is 12cm and blade 18 cm). The blade is thin and engraved with Sumerian cuneiform. The artistically extended “neck” of the baboon forms most of the handle. The relic has a potent Mythos aura of 18 points and so generates a Mythos taint if a person spends time with it. Anybody becoming entranced by the object (because of the Taint) will use the blade to cut themselves.

Any time the dagger is used to inflict HP damage (either to self or another) there are weird visual / dimension distortions within the immediate area. This is because every 1 HP of damage inflicted with the dagger creates a 5% chance of opening a Mythos window. If 10+ HP damage is every done by the dagger then this window automatically opens up.

The window is 20 metre wide aperture that is always directly in front of the dagger’s wielder. Alien energy and colours that indescribable by human tongue radiate from the edges of this window.

The surrounding location (up to 100 metres out) warps and changes. The light becomes polarised, like viewing the world in negative, everything dark becomes white, everything light becomes dark... but there’s an oily shimmering effect to this too. All witnessing this should make an ANX check or lose 1/1d6 COOL.

Through the window is what appears to be a vast stone chamber, filled by an intensity of darkness that is almost painful to the eyes. Sitting within this dark “light” is a large humanoid figure in flowing yellow silk robes, motionless upon a throne. The only movement is the slow waft of the giant figure’s robes in unfelt currents of air. The figure’s face is concealed by a silken mask or veil. The yellow colour of the robes and mask are striking within the intense darkness. There is a sense that this figure is observing, watching, waiting for the knife wielder (or other observers) to step through.

Anybody making a successful Mythos skill check will know this is an aspect of Hastur: the King in Yellow.

The window remains open until the GM rolls ‘1’ on 1d6, one roll per round. Anybody stepping through experiences a sickening sense of speed and overwhelming

vertigo and dizziness, before finding themselves standing within the vast hall chamber.

For observers remaining behind and watching somebody pass through: they will see the person vanish from sight, not appearing in the chamber before the window disappears.

For those person(s) now within the chamber: a sound like the sluggish lapping of slow-motion waves drifts in through the arcade of high arched apertures. It's apparent that the chamber is high up within a tower of black stone. Occasional pulses and flickers of a strange blue lighting come in from outside. The Yellow King remains motionless within its throne, robes wafting in minute curls of slow motion. Time has no place here, it seems.

Make an Anxiety check or lose 1d10/1d100 COOL for being here, in the presence of Hastur. When they finally leave, characters also receive a Mythos Taint of 3d6 points (unless they've already encountered Hastur before).

Going to the arcade of tall apertures provides access to a vast stone balcony, overlooking an oily black lake far below, and edges of some kind of city (Caracossa) though it is maddeningly impossible to focus on the crumbling outlines from up here.

Going near the Yellow King elicits no response, no reaction – although there is incredible malevolence in its presence. However, touching or tampering the mask covering its face results in an immediate consequence.

When the Yellow King is first encountered, any characters with a Mythos Taint must roll over their current Taint score on 1d100 or become obsessed by Hastur. See Primary Rulebook for rules on handling Taint and obsession. Obsessed characters must succeed in an IDEA roll every 4 hours to avoid going up to the Yellow King and pulling away the pallid silken mask. Regardless, see notes further on in this section for what happens if anybody touches the mask.

There are no exits from this chamber, other than the "window" the character(s) entered through. This window remains open throughout their experience here: the view beyond now shows the location / time they entered from...frozen in time. If they step back through then they re-appear in this location / time as if nothing had happened. No other effects occur.

Meanwhile, for the character(s) still inside the chamber: if they can make a successful Mythos skill check, or, roll 25+ on 1d20+POW, then they perceive they can manipulate the view through the window via their mind and will.

They can cause the window's view to pan left, right, up or down. It can remote view back through time, to any period, and then play-back revealing events that occurred within the window's observable field of vision. Note that during this rewind/play-back mode, it is impossible for anybody to step through the window: in other words, character(s) cannot use this to travel physically back in time.

The window can skip forward in time... but everything blurs until stopped, meaning that observers cannot watch events unfold. Also, once the window view is pushed forward in time, it can no longer rewind. Character(s) will have to leave through the window, back into their reality – albeit some point in the future – and then use the Dagger to return to chamber.

Here's some rules:

- The window "knows" the point in space and time the character(s) entered from.
- It can rewind a view of time (blurred) and then allow events to play-back... up to the point in time the character(s) entered from.
- This can be repeated again and again, manipulating the window's view to cover different locations.
- Going forward in time (from the point the character entered the chamber) is possible but the view is blurred until you reach the future point you want. From this moment onwards, the window's view cannot be sent back in time again. It's as if it's stuck on this future time. It can move left/right, up and down, or further forward in time, but can no longer go back.
- The real "sting" is that pushing the view forward in time means that character(s) can no longer simply return to the point in time they came from. The window view will not return there. The characters can only step back into their reality at the future point they're currently viewing. In game-terms this means those character(s) are out of play until the rest of the game world catches up: if it's really far into the future then those characters are lost. There is no way for characters to know this unless they've read about this fact in their accumulation of Mythos knowledge (a Mythos skill check will tell them to use this feature with caution).
- So long as they've not gone forward in time, then rewinding time takes 1 minute per day (a blurred view throughout this process).
- Watching events play-back occurs at normal pace of time. You cannot fast-forward to skip the bits you don't want to watch. You can jump back to the time you entered from.
- Moving the view of the window to another physical location can be done at the speed of thought, you can slowly pan the view through the window, or you can "jump" the view to any place you're familiar with (GM may call for an IDEA roll to be able recall a particular location clearly).
- Pushing forward through time takes 1 minute per month (a blurred view throughout this process).
- Whilst within the chamber characters do not age, they do not need to eat or to sleep.
- However, every 1 hour (conceptual) spent in the chamber increases the maddening sense of being "watched" by the pallid masked figure of the Yellow

King... and increases the desire to *know* what lies beneath that mask. This manifests as a constant sense of eyes burning into the back of your skull. Characters will regularly twist their heads to look round at the Yellow King and stare back at that enigmatically shrouded face...if there even is one. Every 1 hour, each character must make a COOL roll, otherwise they're become utterly fascinated by the Yellow King and wander over to the throne (this is entirely separate from the Mythos Taint rules).

Going over to the Yellow King's throne

Characters will be able to perceive the rudimentary shape of a face behind the pallid silken mask and churning shadows within the hood of the King's robes. Regardless of whether or not they came over here out of player-curiosity, Obsession (Mythos Taint) or a failed COOL check (one every hour), then simply being here, this close to the throne subjects them to profound risk.

- They will find themselves standing, staring, moving closer for almost an hour.
- The invisible gaze of the thing burns into their minds.
- They must make an opposed roll, beating or scoring equal to the GM who rolls 1d20+20, with 1d20+POW. If the character wins, then they stumble away, slightly dazed and confused. If they lose then they get ever closer and abruptly decide to lift away the pallid mask.

Lifting the mask

There is no face. Just a glimpse of some cosmic vastness beyond scale or measure. It's as if the character is on the edge of some cavernous rim looking down unfathomable depths of cosmic darkness, all alive, and moving with squirming ghostly shadows. From within this madness the character's collapsing mind will perceive an overall sentience, a foul, malevolent intelligence that in the same moment becomes aware of the character and so plunges monstrous tendrils of fungus-like matter into the jellified gloop of human brain. The character must make an immediate Anxiety check or lose 3d6/1d100 COOL. They stagger back, with burst eyeballs and blood streaming from raw sockets, nose and mouth... yellow pustules bursting across their flesh, these suppurating wounds covering the whole body, leaking rancid liquid matter and blood. The character will suffer 6d6 HP damage and drop to ½ STR from blood loss. If they survive, then they live on, shrivelled and pock-scarred, facial features twisted, muscles frozen in a paroxysm of fear (-80% to all communication skills and the subject of much revulsion, finger-pointing and frightened children). Although blind, they can "see" through their ruined eyes, a sort of permanent Astral Vision. They gain a further 3d6 points of Mythos Taint. Finally, the character will have no

recollection of what they actually saw, except for fragmentary glimpses in cold-sweat dreams during nights where the moon rides low and gibbous.

02. ACCURSED BERRY OF VENGEANCE

☞ **Occult:** there is no known means of acquiring or growing this berry. Narrators of the Occult describe it as being found in the possession of shaman who are powerful beyond the normal means of their kind, men and women who straddle a divide between our world and a place of monstrous manifestations. The Berry is used against an enemy, turning them into macabre automaton that is under the mental control of the Occultist...for a while.

Whilst preparing the berry for use the character should invest it with either 5mp, 25mp or 125mp, forming the foundation of the bond that will occur between Occultist and victim. Doing this requires a successful Occult skill check, unless the skill competence is 40% or higher, in which case no check is required.

Getting the prepared Berry composition into the victim can be done in a number of ways:

- Smearred onto a dart / blowpipe / needlegun
- Mixed with food
- Rammed into the victim's mouth until they're forced to swallow it.

Once the Berry has been ingested or shot into bloodstream

Effects don't begin until the GM rolls '1' on 1d20, one roll per round.

Once the effects begin, the victim has one chance to avoid a gruesome end. If they can roll 1d20+POW and beat the target score of [40] then they will only suffer severe illness for the next 4 hours; effects of severe illness are:

- Doubled-up in pain and stomach cramps
- Aching limbs with severe stiffness of joints
- -80% to all skills
- DEX reduced to 3

If the victim failed to roll over the target score then they are doomed. As soon as the effects begin they go into cardiac fibrillation (see Yellow Dawn primary rulebook) and start losing HP. Nothing can save them. Not even the best drugs or medical facilities available (this may baffle science). Within minutes the victim will be clinically dead.

4 hours after death

Unless the victim's body has been incinerated, it will reanimate; even if it's been through an autopsy (GM should reduce new HP to 15 in unlikely event autopsy occurred).

The victim will rise confused and angry, and under the Occultists command. At the moment of re-animation, the victim's mind-state will appear within the Occultist's awareness like some blurry, shaky video feed.

The victim will have rudimentary memories of who he/she used to be but these are more instinctual. The victim cannot speak... only moan or howl with frustration.

Range: the Occultist can "direct" the victim mentally over a range determined by the number of MP invested in the Berry. This will be either 5 miles, 25miles or 125 miles. If this range is exceeded the Victim goes into "autonomous mode" – see below – but if the Victim/Occultist comes back into range then control resumes. Control has a finite duration, however.

Duration: the Occultist's control over the victim lasts for either 1 day, 5 days or 25 days, again depending on how many MP were invested into the Berry. Once this duration is exceeded, the Victim goes into "autonomous mode" – see below.

The creature's vital Stats:

- its DEX becomes 16
- its STR will increase to 32
- Damage Bonus becomes: +1d12
- HP become 30
- Immunity: projectile weapons always do minimum damage. It regenerates 1 HP per hour, even from as far down as -20HP. Beyond -20HP, or following decapitation, it is truly dead.
- Attacks: grapple & bite (1+1d12 HP), or brawling; all attack skills now at 40% regardless of previous ability.
- Hide/Evade/Move Stealthy is 80%

Chance of discovery & destruction: whilst under the Occultist's control, the Thing will lie low, remaining dormant for long periods of time, only moving to avoid being disturbed or to follow the Occultist's commands. There is however, a chance of discovery by random chance, locals stumbling across its hiding place; or through being hunted by other investigators acting on rumours of "something" lurking in the area.

Regardless, every day, (whilst under Occultist control) the GM should roll 1d10. On a '1' it is found and killed. The GM should convey the circumstances of the death / destruction to the Occultist. The Occultist must make an Anxiety check for witnessing this or lose 0/1d3 COOL points for essentially experiencing the killing first hand.

Autonomous Mode: the familiar and almost "comforting" presence of the Occultist's thoughts within the victim's mind fades away. The victim is left a Thing, cold, hungry and alone; confused and angry, with a vestige of a personality and no ability to speak. Rage takes over. The victim is now doomed to roam the land, killing when it wants to feed, lurking in the shadows, sneaking when it knows it should. It brings terror and bloody death to communities. If the Occultist travels less than 50 miles in one day, then the Thing will instinctively

(metaphysically) make all effort to travel to be in the similar area as the Occultist; the Thing can move up to 50 miles per day.

Consequences of Autonomous Mode: when the victim first becomes a "Thing" it will restrict its bloody murder spree to only those people suggested by the Occultist, but once the victim becomes autonomous, it will begin to terrorise any area it travels to. The consequences of this are innocent deaths and a *possible* response from the communities being preyed-upon. Worryingly for an Occultist, these areas are often in their own current location.

Every day the Thing will skulk around, or move distances as much as 50 miles to get close to the Occultist even though they no longer have direct mental contact.

Every day the Thing will kill 1d6 people (if you roll a '6' then roll an additional 1d6 and combine the scores; repeating for every '6' scored).

The number of people killed in any given day is also the basis for the chance the Thing is stopped by one of its intended victims, or by a posse out hunting the Thing down. This chance is based on the (# of victims killed that day) x 5%.

If the Thing is killed, the GM should decide on the likelihood of the event being reported in local media.

Risks to the Occultist

During the period where the Thing is under the Occultist's control there is no risk, but the moment the Thing slips from control into autonomous mode the Occultist will suffer an acute sense of dread and worry; they will fear what the Thing might do, and experience a dim horror at the idea of it coming after them for revenge.

At the moment the Thing enters autonomous mode, the Occultist must make an Anxiety check or lose 0/1d6 COOL. If they fail, and lose COOL, then every day (for the next 30 days or until the Occultist gets conclusive proof the Thing is dead) the Occultist must make an Anxiety roll or lose 0/1 COOL – a result of ongoing worry and fear.

Each day the Occultist is within 50 miles of the Thing (when in Autonomous mode): the GM should roll 1d20. On a '1' there is some kind of encounter. Roll 1d100: on 01-40% the Thing is noticed as a shadow / shape in the distance, watching, or leaves signs around the house, regardless, the Occultist will be forced to make an Anxiety check or lose 1d6 COOL. On a 41-100% the Thing goes on the attack and tries to kill the Occultist and anybody with them.

03. SIMULACRA OF NEM

☉ **Occult:** when found it will look like a wax figure in an antique wooden box with a glass lid; the side of the box has a number of holes roughly 1 cm in diameter. The figure is no more than 30cm tall and yellowed with age; there are rudimentary bumps around the chest and groin suggesting it could be of either sex. The box is likely to be locked. Latin text carved into the wooden surfaces of the box can be read with a successful Occult skill check:

- *Vengeance travels on swift wings*
- *Guard your thoughts lest it hear them*
- *Control your anger lest it responds*
- *Never show fright or you shall become as before*

How to activate

You can open the box without affect but the moment a person touches the wax figurine with bare flesh they are automatically drained of 25 Mp [auto burn POW as required]. Within seconds the wax figurine begins to display “blisters” of liquid, as if slowly melting, but then it cools again.

Rules

- The wax-figure is now intrinsically linked with the person (Activator) who touched it.
- If the figure is left out of the box for more than 11 minutes, then the next time it is unobserved, it will vanish – to be found within the box again.
- If the holes in the side of the box are stoppered or blocked, the Activator will start to feel dizzy and out of breath: use suffocation rules.

If Activator is attacked by an opponent

- Any mechanical weapon has a 40% chance of jamming (it will be found to have a wax-like resin coating vital parts).
- Any melee weapon has a 40% chance to slip out of the opponents hand (it will be found to have a slippery wax-like resin on the handle).
- Any physical or magical damage has a 40% chance of being stopped / absorbed, leaving the Activator unaffected. However, from now on, the wax-like figure in the box will display a version, or representation of the wounds that would have been delivered (no blood, just marks and gouges and crushed aspects).

If Activator is ever angered by somebody

Even if a trivial dispute, or a moment when somebody says something that might get the Activator’s blood-up, the GM should call for a COOL check. If the COOL check

succeeds then take no further action; but if the COOL check fails, the Simulacra of Nem takes notice.

Over the next few hours the offending person will start to suffer a sense of subtle dread; hard to define or place, but there’s a feeling of being watched. They will see glimpses of the Activator’s face – a white waxen mask – in mirrors (watching from a shadowy doorway) or reflected in windows (observing from a distance). Every hour this person must make an Anxiety check or suffer 0/1 COOL loss, through frights like this, or from the stress of growing tension. Every hour the GM should roll 1d20; on ‘1’ the Simulacra strikes.

The Simulacra strikes by coalescing to resemble a ghost-like apparition, with features identical to the Activator; it surges forward and sprays the victim in “molten wax” – rivulets and droplets that squirm into their airways. This has a 40% chance of succeeding – killing the victim via asphyxia and choking. If the victim survives they should make an Anxiety check or suffer 1d6/2d6 COOL loss from the apparition and experience of nearly choking to death.

A gradual transformation

After a period of time, anybody examining the wax figure will notice it has started to take on features that resembles the person who Activated it. This transformation will continue the more time that goes by until it looks like an absolute replica (in miniature of the Activator).

If somebody else touches the wax figure

Nothing happens. The “Activation” process only resets once the final conclusion has occurred: see below.

If somebody damages the wax figure

The wax figure is indestructible. However, the first time somebody attacks it, the damage transfers directly onto the Activator. If the Activator is killed by this 1st attack then the Simulacra resets itself; over the next few seconds any resemblance to the Activator melts away, including representations of injuries. Anybody now touching t he Simulacra will become an Activator.

There won’t be a second attack. This is because the Simulacra needs the Activator to be alive, it won’t allow itself to be used like some kind of voodoo doll. If it is ever attacked directly in this way, then the next action it vaporises and then “attacks” the attacker. See above for effects of it’s spray of “molten wax”.

If the Simulacra attack fails to kill, then after 11 minutes the wax figure reappears in the wooden box.

Final Conclusion

Ultimately, the simulacra will gain control of the Activator and *become* them, leaving the Activator's mind locked in the wax figurine – doomed to be the Simulacra and suffer all the pain that comes with it. How this transference takes place is simple:

The GM makes a note of a secret score called, Takeover. This score begins at Zero.

Every 7 days, make an opposed POW roll between the Simulacra and the Activator. The Simulacra has an effective POW of 25. Each time the Simulacra wins, add 3d6 points to the secret Takeover score.

When the takeover score reaches 100, the Activator will go to sleep that night and never wake up in their body again. Their mind is now locked inside the wax figure. The simulacra wakes up in their body and does whatever the GM feels appropriate.

04. DECK OF SOULS

Occult: A deck of tarot cards (22 cards) based around the Major Arcana. Flicking through the cards and looking at the images has no effect, other than revealing the rather grim and sorrowful looks on many of the faces in the figures in the cards.

Using the Cards

By picking up the cards, shuffling them and laying them out, they will depict important events and people likely to impact the User's life within the next 12 hours. What is particularly noticeable is that although the style of the artwork on the cards remains constant, the images change from reading to reading; the scenes change, the characters in the cards change, always showing something relevant (pictorially) to the User's life.

Once a User has used the cards, the following effects apply for the next 12 hours:

- Any ambush, or surprise, or sudden event will be "known" about. The User has been forewarned through the cards.
- If they can make an IDEA roll when required, then any First Contact roll will get +40 point bonus. The User is aware of who is important and will react in a way that creates a positive first impression.
- If they can make an IDEA roll when required, then gain a +40% bonus to any Communication Skill check. The User knows about the background and context of the people they're dealing with.

The IDEA roll is required before enjoying a benefit in any particular circumstance, because although the Tarot deck will have revealed the information providing the bonus;

the User has to have the intelligence to recall and apply that information, when required.

Consequences

Obsession Score

Each time a person uses the Tarot deck (and anybody can), they gain +1d6 increase of a hidden score kept by the GM. This is an "Obsession Score". It starts at zero. If/when the Obsession score reaches 100 points or more, the User will attempt to commit suicide (see Yellow Dawn Primary Rules / Drugs). If the suicide attempt fails, then slash the Obsession score back to 40 points and continue. If the suicide attempt succeeds, then the User's face will join those visible within the Deck (when somebody is just flicking through the card images, not actually using it). Any friend noticing this, must make an Anxiety check or lose 0/1d3 COOL.

Any person who has an Obsession score associated with this deck, and is within 25 miles of it, will have further consequences:

Bad Dreams

Every time this person goes to sleep, they will experience awful dreams involving the figures that are always visible on the cards when simply flicking through them. These figures seem to be trying to warn the person of some great danger or horror but the person can never accurately recall their dreams. The dreams cause the person to make an Anxiety check or lose 0/1 COOL.

Compulsion to use deck again

Every time this User wakes from sleep they will want to use the cards again, immediately. To resist this they must make a COOL roll, otherwise they pick up the cards, shuffle them and lay them out for another reading. If the person does make a COOL roll, then they have free will until the next time they wake up.

NOTE ABOUT ABSENT CARDS: If they failed the COOL roll and the cards are not available for some reason (locked away by another person, etc), then the User will be useless for the next 4 hours, moping around, distracted, day dreaming about the cards; try to make another COOL roll after 4 hours, to end the psychological obsession, or continue to be useless for a further 4 hours, and continue.

Remember, these affects only continue if the person is within 25 miles of the cards, or has the Obsession score (visible on the Astral Plane as a dark smudge with tendrils).

Destroying the Cards

The card's do not burn and cannot be torn or ripped. Bullets flex them but don't puncture them, and swords or knives don't even make a scratch.

Reducing the Obsession Score

Undertaking Psychotherapy: specifically aimed at the fixation with the cards, can be used to reduce the Obsession score (instead of increasing COOL score, use the same number of points to reduce Obsession).

Attacking the Obsession on the Astral Plane: any such Obsession score is visible on the Astral Plane as a dark smoky smudge, surrounding the person's aura with tendrils reaching in. The bigger the Obsession score, the bigger the smudge. This can be attacked as an entity on the Astral Plane, however, doing so, actually counts as attacking the Deck of Souls (effective POW of 25).

05. SILVER ORB OF DOOM

☉ **Occult:** A little smaller than an egg, forged of solid silver and inscribed with numerous runes and Latin script. Anybody holding the ovoid will experience a sensation of their innermost thoughts opening up and playing out as if somebody were flicking through their mind. This is not far from the truth. The User will gain a sense that they can focus on particularly people, in fact, the User will experience a clarity of mental visioning that they've never known before. This is the Ovoid helping them. A muttered incomprehensible whispering will commence, intimate and somehow obscene. At this point the User should make an Anxiety check or be forced to put the Ovoid down (and suffer 0/1 COOL loss). If they make the Anxiety check then their thoughts can focus on any person they wish ill of.

NOTE: the Ovoid can only be used on one victim at a time, i.e. it cannot be used again until after the next new moon.

Consequences

The victim, whoever has been "focussed on" by the User, now faces a 5% chance of being killed (through a freak accident, or whatever the GM can think of), every day, until the day of the next new moon.

If the victim is a character then the GM should apply -40% to all physical skills, and -40% to any LUCK roll, until the next new moon.

There is still a 5% chance per day of some fatal incident occurring, but give the character a LUCK roll to avoid it. Fatal incidents can be automatic death, or, if the GM feels this is a little unfair, deliver 5d6 HP damage to the head,

or "whole body" damage like fire or electricity or explosive force.

The User Suffers the Fates

There is no Magick Point cost for using this relic, but, there is another cost. Once activated, the User suffers an acute sense of being observed by something unseen, observed by something radiating absolute and unrelenting hatred towards them. It is an intensely unnerving and uncomfortable experience, and lasts until the next New Moon. Every 4 hours the User must make an Anxiety check, or suffer 0/1 COOL loss. If this happens whilst trying to sleep, then sleep evades them. See Yellow Dawn Primary Rules / Exploring the Land, Misc, for consequences of lack of sleep. Taking certain drugs will remove the need to make these Anxiety checks, whilst the drug is in effect.

If the User ever loses their entire COOL before the New Moon occurs then the demonic forces within the Ovoid actually take possession of the mindless fool.

Destroying the Ovoid

This can be done by melting the silver object down. However, this also releases a 3rd Circle Demon into the immediate area.

Determining the date of the next New Moon

This can be rolled randomly, as 5d6-3 days. Alternatively, the User can plan this by making an Astronomy or Occult Skill check. Failing the skill check creates an error of 1d20 days, either +/-, whatever works against the User's wishes.

Research Options

An Occult skill check on the runes or Latin reveals:

- o Dedications to demonic forces
- o Phrases such as: "He who possesses it shall suffer the Fates and the joys of its Power" and "He who is marked by it bears the shadow until the new moon"

A Research skill check on the relic reveals a documented history littered with suicides and nervous breakdowns in people who have been in possession of it. It is considered an object of ill-omen. Depending on how much the Research skill check succeeds by (20% or better?), the GM may want to reveal some investigators have associated the object with strings of bizarre deaths and gruesome accidents often surrounding people known to the object's owner.

06. A DEADLY BEAUTIFUL THING

☉**Occult:** This refers to an object that can be anything the GM chooses. For this example, I've selected a historical piece of Roman mosaic, roughly ½ metre by ½ metre in dimension, and made up of tiny coloured stones (tesserae) and depicting a male face, broad featured, bold, and framed by dark flowing hair. Deep brown eyes glower from below a downward pointed brow. It's quite an ugly thing, but, for one character, it will strike a chord and appear to be the most beautiful object in the world.

If it's on sale, the character will pay almost any price to buy it, although they'll certainly bargain and remain within a sensible budget. If the object is not for sale, or if the character cannot afford the asking price, then they will go to any lengths to get hold of it...even robbery. It is quite possible that the current owner (who may appear nervous and anxiety ridden) will be quietly delighted to get rid of it.

Other people are likely to be a little dismayed by the character's determination to buy such an un-striking or ugly thing. In fact, the majority of people offered the thing will decline to take possession of it. This has significance later on, when the current owner tries to dispose of it. The only people who will want to take it, are people who are enthralled by it.

GM NOTE: the way in which a character is singled out for this can be down to the GM's choice. It can also be based on a random roll, any character or NPC who comes within sight of the object has a one-off chance of becoming enthralled by it; this chance is '01' on 1d100. Any random stranger (not a character or NPC) will become enthralled on a '001' on 1d1000 (roll 3d10).

As soon as the character gains outright possession of the item, a curious thing happens. People start to respond to them differently. It's as if the character has been imbued with an incredible energy and positive aura. The character feels important, empowered and desired. Also gain following benefits:

- o +20% to all Communication skill checks
- o +40% to LUCK
- o +80 points bonus to any First Contact attempt

GM NOTE: non of these bonuses will combine with other bonuses, so you cannot have +80 point to First Contact for this and further bonus points to First Contact from something else (like a Hero Bonus, etc)

Consequences

There is a dark side to this object. The GM should **!!!secretly!!!** make a Anxiety check on the character's behalf, every day from the point of ownership.

1st Anxiety failure

The character is aware of a vague sense of dread. As if fearful that something bad is about to happen. This feeling persists day after day, so the character will eventually become inured to it, but it's always there.

2nd Anxiety failure

At some point, typically during the night, the character will hear a sound from outside. It can be any kind of sound but it will strike the character as odd and out of place and should get them checking for what could have caused it. There will be no sign of anything there. The GM should keep repeating this experience every day or so. Don't make it obvious but create the impression that something is moving around out there.

3rd Anxiety failure

The character will be woken by the sound of furtive scratching on their window, or door of their room. If they investigate, the sound will cease immediately; checking the window frame or the door will reveal strange claw marks. The character should make an immediate Anxiety check (not secret this time) or lose 0/1 COOL. The GM should repeat this furtive sound and disturbing signs of activity every day or so.

4th Anxiety failure

The character begins to fixate on the idea that there is something outside. Every four hours they must make a separate COOL check or spend those four hours distracted, on edge and bothered, often going to the window to look outside, or glancing at the window during conversation, or going to the door to peer out; during these periods, remove all of the bonuses for communication skills, LUCK and First Contact. They never see anything. Although a cruel GM could place an innocent person in location, somebody who happens to be standing there, and see how the character reacts.

5th Anxiety Failure

Continue forcing a COOL roll every 4 hours, but at this point they actually DO see something. A shadowy figure, impossibly thin, possibly wearing a cloak. The figure will be at the furthest point of the character's line-of-sight, whilst still being close enough for it to be obvious the shadowy figure is watching; typically, the far side of the street, just by the perimeter wall of the garden, in the trees bordering the property, on the edge of the car park, etc. Nobody else in the area will be taking notice of the figure.

Seeing this figure the 1st time will force the character to make an immediate Anxiety roll or lose (0/1d3) COOL. If the character tries to point it out to any other person, not only will they not be able to see it but the figure will vanish from the character's sight also.

The character should continue making COOL roll's every 4 hours – now absolutely convinced something IS out there. The figure won't appear again (not yet). During any 4 hour period after failing a COOL roll, the character will suffer -20% to all Communication skills and First Contact. (LUCK remains intact).

6th Anxiety Failure

Continue forcing a COOL roll every 4 hours, but at this point they see the shadowy figure again; this time closer to the building, effectively halfway between the perimeter of the property and the wall of the building (or if there isn't a garden or a yard, then halfway across the street). The figure's hands are broad, skeletal figures outstretched and horribly long. The face is hidden by shadows. There is something terrifying about darkness clinging around the nebulous features of that unseen face.

Seeing this figure the 2nd time will force the character to make an immediate Anxiety roll or lose (1/1d3) COOL. If the character tries to point it out to any other person, not only will they not be able to see it but the figure will vanish from the character's sight also.

The character should continue making COOL roll's every 4 hours – now not only convinced something IS out there, but absolutely terrified by the fact it is getting closer. The character does NOT want to see that face. The figure won't appear again (not yet). During any 4 hour period after failing a COOL roll, the character will suffer -40% to all Communication skills and First Contact. (LUCK remains intact). Finally, the behaviour of the character during these 4 hour periods (after a failed COOL check) is to try to avoid looking outside, closing curtains and taking unnecessary measures to lock or block doors.

7th Anxiety Failure

At this point the character no longer needs to make COOL checks every 4 hours. Instead, they enter a permanent state of apprehension and irrational fear of windows and doors, and a permanent -40% to all Communication skills and all First Contact attempts.

At the 7th Anxiety Failure, the character becomes aware of sounds on the roof at night (they'll find broken tiles), rattling door handles (they'll see discoloration as if metal / wood handles affected by heat), and disturbed flower beds and bushes in the morning. All of these physical manifestations are visible to other people, not the creepy events themselves, but the signs they leave behind.

Each creepy event forces an Anxiety check or lose (1/1d3 COOL), no more than once per day.

8th Anxiety Failure

At some point during the day, or night, preferably when alone, the GM should tell the character they have a profound sense that whatever has been stalking them is just outside, beyond the window, right now. If on an

upper story of a building, then the entity is clinging from the roof, or to the window sill, or even just hugging the wall – at least, that's what the character suspects.

If the character goes over and takes a look then refer to the section below "What the character sees". However, the GM should give the character warning that they are acutely fearful and dread what they might see.

If the character wants to resist looking, then force the character to make an opposed roll, using their POW + 1d20 against the entities LURE score +1d20.

The LURE score begins at 3d6.

If the character wins then they live another day. The GM should continue to make secret Anxiety rolls, once per day, and when failed, repeat the steps in 8th Anxiety Failure.

However, every time the character experiences the sense that the thing is just outside, they are forced into making an Anxiety roll or lose (0/1d6 COOL). Any COOL lost at this point is added to the entity's LURE score.

Eventually the character will lose the opposed roll against the LURE score. When this happens, the character goes to the window and looks outside.

What the Character Sees

A filthy, scrawny, stick-like figure with a tendrils of smoky darkness rotating around it like some swarm of insects. The face is the epitome of horror itself. The GM should feel free to apply as much artistic licence as they see fit here. The end result is the same: the character either suffers a fatal heart attack or a crippling stroke. To determine which, roll 1d10.

01-04 Heart attack

05-10 Stroke

07. THE CREEPING TERROR

☉**Occult:** This revolves around a metal talisman, engraved with angular symbols that resemble Germanic Runes. On first impression the metal could easily be mistaken for Bronze; in truth, it is of a type utterly unknown to Earth or anywhere in the Solar System. If dated, it is found to be 20,000 years old; although the markings are likely to be just over 2,000 years old. Of note, a translucent, pale blue gem has been welded onto the upper area (circa late 19th century); the added gem doesn't ruin the design but simply creates an intriguing effect.

GM NOTE: the way in which a character is singled out for this can be down to the GM's choice. It can also be based on a random roll, any character or NPC who comes within sight of the talisman has a one-off chance of becoming enthralled by it; this chance is '01' on 1d100. Any random stranger (not a character or NPC) will become enthralled on a '001' on 1d1000 (roll 3d10).

As soon as the character gains outright possession of the item, they feel an incredible sense of power, mental power, psychic power, and a curious feeling of invulnerability. They also begin to behave with an arrogance that is subtle or direct; they also begin to become aggressive, often flaring up conflict where it isn't necessary. This talisman bestows the following effects:

- +5 POW (it attaches itself to the characters actual POW, although it can never be burned for Magick Points)
- +50 MP, a pool of points that regenerates at 7 A.M. each day. Unused points do not accumulate. There is never more than 50 Mp.
- -40 penalty to First Contact score, sadly, this comes from the arrogance and aggression that begins to seep into the character's personality.
- +20 to all IDEA rolls, through an increased sense of mental clarity.
- 80% chance for any attack, that would have struck the character, to actually miss. This only relates to attacks wielded by another living thing (it does include zombies). It does not apply to damage from falls, explosions, or chance events, etc.
- Finally, any time there is even just a whiff of an argument, or potential for conflict, the character must make a COOL check or launch into violence. The character can temper this violence to be suitable to the location – they won't kill somebody if there's a risk of arrest, but they will gladly cause bodily harm. The purpose of this violence can be for violence-sake, or it is to simply "get what I want". The character feels invulnerable and is more than happy to use violence against others - impervious to counter attack.

Consequences

The Talisman is tied into the immortal spirit of a Germanic warrior from the Vangiones tribe; this man became embroiled in a Roman sect and suffered a fate worse than death. His soul was stolen by the High Priest of this sect and used to forge the Talisman. Intended as an object of protection and power, the High Priest was unable to temper the eternal rage of the Germanic Warrior despite throwing horrific curses and pains against the spirit. The consequence of the High Priests punitive attempts was to create a monster, which eventually grew strong enough to begin hunting down whoever possessed the Talisman. The High Priest was the first victim, and it has continued for over 2,000 years since.

The GM should *!!!secretly!!!* roll 1d20 on the character's behalf, every day from the point of ownership. On the day the GM rolls a '1', the raging spirit has tracked down the owner. This is where the retrofitted blue gemstone comes into play. It was added by an Occultist who'd discovered the dark side of the Talisman. Once the GM

rolls a '1', the gem stone glows bright blue. When this first happens the character may have no idea what it means; that's okay, they'll soon learn.

Trying to get ride of the Talisman

Nobody will want it. Regardless of how much the character tries to persuade somebody to take it, they won't. However, if the character pays somebody or forces somebody to take it, so be it. However, 4 hours later, the Talisman will re-appear in the character's pocket, belongings, room, etc.

Likewise, if the character throws the Talisman away, or leaves it somewhere, 4 hours later it will be returned via the blink of an eye.

Once the Gemstone Glows Blue

Then the character has a limited and undetermined amount of time before the Creeping Terror strikes. From this point on the GM should stop rolling 1d20 every day.

The character is aware of a sense of impending doom, it's hard to pin down. There's a sense that somebody or something is coming for them. They feel they need to run but no idea where or how far.

Every day the character must make an Anxiety check or lose 0/1 COOL. Meanwhile, every day the GM should roll 1d6, on '1' the Creeping Terror gets close enough to strike (see below).

Worse, any time the character gets into a vehicle, or rides a horse, there is a 40% chance the vehicle fails to start, or the horse grows sick and can't travel. A new roll can be attempted every 4 hours. It's as if there is a veil of shadows surrounding the character, bringing problems.

If the character decides to get away before the Creeping Terror gets close enough to strike, then so long as they travel far enough, the Gemstone will stop glowing blue, the Anxiety rolls will stop, and the GM will revert to rolling 1d20 every day rather than 1d6.

How Far to "get away"

The distance the character is required to travel to "get away" is 1d100 miles within a 24 hour period. If they fail to achieve this distance in 24 hours, then the Gemstone continues to Glow Blue, and add an additional 2d20 miles to the remaining distance, and make this the new target for the next 24 hours – as Creeping Terror continues to get closer.

When the Creeping Terror Gets Close Enough to Strike

The GM should roll 1d100 to determine what happens.

01-80%

Scenario #1

The character's attention is distracted by the sight of something moving erratically in the middle-distance. It's hard to discern at first what it actually is: low to the ground, a flat black shape, all shabby and covered in filth...it's crawling around in circles, as if hunting for something or following a scent.

Nobody else can see it and the character can never get close to it – not that they would want to. No matter how much the character tries to point out where the thing is, it remains invisible to anybody else. However, when ever the character does point wildly and gesticulate to comrades, trying to show them the thing, the Thing stops moving and appears to focus its attention upon the character and so moves a little closer (this forces an immediate Anxiety check or suffer 1/1d3 COOL loss). Also, the character will perceive a slashed, crushed and bleeding face, with rotting empty eye sockets and a dribbling mouth.

The GM should determine what direction the thing is in relation to the character; this is because the character will not take any movement in that direction, will not do anything that brings him/her closer to the Thing, not without passing a COOL check.

After a few minutes the thing vanishes; but it returns every few hours. Always just that little bit closer.

ANXIETY AT THIS POINT: every 4 hours, the character should make an Anxiety check or suffer 0/1 COOL loss.

Getting Closer and Closer

The GM should roll 1d6 every four hours. On a '1' the Thing moves from the middle-distance into the near distance. It was once human, now twisted, crippled, stabbed, shot, crushed and burned, it's tribal furs and cloak and boots covered in dark caked on blood and the filth of centuries. It's ruined face is now clearly visible and terrifying. It stinks and makes an awful moaning and muttering sound. It crawls in sickly quick bursts of movement, with rapid changes of direction, snuffling the ground, spreading broken and dirty stained fingers across the ground and nearby surfaces. As before, the Thing comes and goes, but each time it returns it seems to be getting closer and more aware of the character.

ANXIETY AT THIS POINT: every 4 hours, the character should make an Anxiety check or suffer 1/1d3 COOL loss.

Deadly Embrace

Once you've entered "Getting Closer and Closer" the GM should stop rolling 1d6 every 4 hours; instead, they should roll 1d20 every 1 hour. When the GM rolls a '1' then the thing re-appears as above, but then starts to crawl rapidly towards the character, making a direct bee-line, before rearing up, screaming and blind, exhaling a furious storm of black dust that bursts from it's lungs, shredding what remains of it's face in the process. This delivers 3d6 HP damage to the character (whole body), easily passing through armour and clothing, plunging into vital organs and blood vessels. This also causes Neural Damage (see that section).

The character must make an Anxiety check or suffer following:

Success: they lose 1d6 COOL.

Fail: they lose 3d6 COOL and suffer a massive heart-attack. The character enters Cardiac Fib (see Yellow Dawn Primary Rulebook).

Regardless of Success or Fail, the Talisman vanishes – to reappear in some different place and so continue the curse with somebody else. The character is now free of the curse of the Creeping Terror.

Additional Dangers of Anxiety

Throughout this whole event #1, if at any time the character fails the Anxiety Check by 40 points or more, then the continued pressure and heightened state of prolonged tension results in the character suffering a Stroke (see that section).

81-00%

Scenario #2

This is identical to Scenario #1 up to the point of "Deadly Embrace".

Deadly Embrace for Scenario #2

Once you've entered "Getting Closer and Closer" the GM should stop rolling 1d6 every 4 hours; instead, they should roll 1d20 every 1 hour. When the GM rolls a '1' then the thing re-appears as above, but then starts to crawl rapidly towards the character. However, before reaching the character the thing "sniffs" the aura of its target on somebody who has been close to the character (another character or an intimate NPC).

The character will watch in helpless horror as the thing diverts its course and makes a rapid bee-line to this "innocent" person, before rearing up, screaming and blind, exhaling a furious storm of black dust that bursts from it's lungs, shredding what remains of it's face in the process.

Of course, the mistaken target cannot see the thing and has no awareness of its rapid approach, other than possibly seeing the true target, the character, reacting with fear and horror at what they *can* see.

However, the thing's assault is with such insane fury and rage that the black particles are able to cross the boundary of realities, materialising as a spray of high-velocity black dust around the mistaken target. There is also a terrifying screaming sound, accompanied by the smell of the open grave and centuries of congealed blood.

The result is the mistaken victim sustains 2d6 HP damage (whole body), the black particles easily passing through armour and clothing, plunging into vital organs and blood vessels. This also causes Neural Damage (see that section).

The mistaken victim must make an Anxiety check or suffer 1/1d6 COOL loss.

If the intended victim, the character, witnessed this, then force them to make an Anxiety check or suffer 1/1d6 COOL loss from seeing somebody they know go through this. Also, because they now know what kind of fate is creeping after them, increase all subsequent COOL loss caused by the Creeping Terror, by +3 Points.

Finally, once the Thing has finished its screaming face-explosion, it withdraws, ragged and bloody, and unsteadily rears backwards and sniffs the air... becoming aware that it has made a mistake. It points its ruined face in the characters direction but its current energy is fading and so it retreats...for now.

Go back to "Once the Gemstone Glows Blue" and continue from there.



SUFFERING A HEART ATTACK

The character enters Cardiac Fibrillation. See Primary Rulebook for this.

SUFFERING A STROKE

The character will black out and be incapacitated until they roll a '1' on 1d20, one roll per round. Once they recover, they will have sustained brain damage, memory loss, and partial paralysis in limbs and face.

Roll 1d100 and consult the table below to determine the severity of the Stroke (Hero Points not allowed; but you can use Karma points).

Stroke points: permanently reduce the person's INT and DEX by this score. Also reduce all skill checks by a blanket penalty of the stroke points x 5% (loss of eye-hand coordination effects physical skills; memory loss and brain damage affects cognitive skills; slurring speech impediment affects communication skills). This can be cumulative, if the person ever suffers more than one stroke.

Risk of Paralysis: use the Stroke Point x5% as the percentage chance that each limb is paralysed and effectively useless. If a leg becomes paralysed, then the person can move around at 1 metre per round (or 2 metres per round on crutches).

Die Roll	Stroke Points	Die Roll	Stroke Points
00	10	90-94	5
99	9	81-89	4
98	8	51-80	3
97	7	31-50	2
95-96	6	01-30	1

SUFFERING NEURAL DAMAGE

If this occurs, the character will go into a muscular spasm, unable to move or communicate (other than gurgle and shriek), lasting until they roll a '1' on 1d6, one roll per round. Once they recover, they should roll 1d10 to determine which of the following ailments they have permanently picked up:

1. *Numbness.* GM's call, but the result will be -5% to any *physical* skill using that body part.
2. *Slow reflexes.* Suffer a permanent loss of 1d3 DEX.
3. *Creeping flesh Sensations.* Causes a dislike of being touched, including handshake or kisses, reducing First Contact by -20 points.
4. *Pains.* Creates a general discomfort that causes poor concentration and bad sleep. Suffer -5% to any *cognitive* skills (non-physical).
5. *Temperature sensitivity.* Increase burn damage by x 1.5; any ambient temperature below 10c feels like it is 0c, so reduce the subjective character by -10c for this person.

6. *Taste symptoms.* Food and drink does not taste as it should, indeed some things taste utterly disgusting. This causes general anxiety, permanently reduce COOL by 10 points.
7. *Hearing impairment.* Reduce the basic listening ability from its usual 80% down to 40%.
8. *Tingling.* Mild discomfort but no other adverse effects.
9. *Burning.* Comes in random moments, causing person to break out in acute sweats, bugging eyes, frowns and visible appearance of discomfort. Every time a skill check is being performed, there is a '1' on 1d6 chance of suffering an attack, which lasts for 1 hour and imposes a -20% penalty on all skills and First Contact checks.
10. *Optic nerve damage.* Reduce awareness and all physical skill checks by 5%.

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:

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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