



MAP MAKING CRIB SHEET



~The Age of Hastur~

Author: Djr

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The purpose of supplement is to pull together the various notes from the Yellow Dawn rulebook into one place, making it easier to create maps on-the-fly. You will need a copy of the Primary Rulebook to make sense of some of the terms used here.

BACKGROUND

Chapter 10 of the Yellow Dawn rulebook contains a lot of information about settlements, their distribution and make-up, and about the Interlink. All very useful for defining any particular place, but when it comes to rolling up maps on-the-fly, I find I'm flicking between several pages trying to remember all the little bits that have influence. This supplement is a crib-sheet for GM's wishing to create such maps, and, provides a few ideas not included in the primary rulebook.

➡ Any new rules are identified with this arrow symbol.

THE PROCESS

DETERMINE INTERLINK STATUS

This can be your choice; if you want to have a place that's out in the middle of nowhere then give it D-status. Alternatively, if it's somewhere that's on the surviving road network, make it B-Status, and if it needs to have a regular (but infrequent) transport link to a Living City, then give it A-Status. Finally, if you're open to letting the Gods decide, roll 1d100 on the Chart 1.0 below:

Chart 1.0

01-05	A-status
06-80	B-status
81-99	C-status
00	D-status

CONNECTING ROUTES

Once you know what the Interlink status of a settlement is, it's worth quickly determining what it's connected to.

A & B Status

At the very least they will be connected to another A or B-status further along the surviving road network (the Interlink). The distance to this next A/B Status settlement is 1d20+10 miles (New Wilderness) or 1d6 miles (Support Zone).

Additionally, there may be additional connections to this settlement. Roll 1d100 on Chart 2.0 to see what, if any.

Chart 2.0

01-20	A road connects to a Dead City 1d20+4 miles away.
21-40	There is another Interlink passing through this settlement, essentially creating a "cross-roads" of Interlinks, allowing travellers to head North-South rather than East-West, or visa versa.
41-50	There is a simple horse trail connecting this settlement to a (C-status)**.
51	There are three simple horse trails fanning out in different directions, each connecting a separate settlement (C-status)**.
52-00	There are no other significant routes leading from this settlement. There is just the road that passes through, continuing the Interlink.

** C-Status are either 1d20+10 miles or 1d6 miles away depending on New Wilderness or Support Zone location.

A Status, Special Connection: the very nature of A-status means that settlement has a direct link back to the nearest Living City for some reason. Note: the nearest Living City can be a few miles away, several hundred miles or even a couple of thousand.

To determine what this special connection is, roll 1d100.

On 01-99 it is a Cessna type aircraft that lands every 6 days, delivering and picking up cargo and passengers.

On a '00' the special connection is a private space shuttle that operates out of one of the orbital colonies, arriving every 20 days: the GM will have to think of a reason why these journeys might be happening.

C Status

The Primary Rulebook says that by default there is a B-Status settlement connected via horse trail, and a 20% chance of there being one D-Status settlement 1d20+10 miles away, cross-country.

➡ Rather than have a short strand of horsetrail leading off the Interlink, ending in a solitary C or D-status settlement, you can allow for a longer thread to weave through the countryside. When you're determining what is connected to the C-status settlement, roll 1d100 on Chart 3.0 below.

Chart 3.0

01-20	B-status (horsetrail, 1d6 or 1d20+10 miles)
21-80	C-status (horsetrail, 1d6 or 1d20+10 miles)
81+	D-status, 1d20+10 miles, cross-country.

D Status

The Primary Rulebook only allows for there to be a C-status, 1d20+10 miles away, cross country. This is because such remote and isolated communities, surviving after Yellow Dawn, with minimal interaction with neighbours are not common.

➡ You could allow for another D-Status settlements to be the next connection, separated by 1d20+10 miles, cross-country. Roll 1d100 on Chart 4.0

Chart 4.0

01-80	C-status, 1d20+10 miles away, cross country.
81+	D-status, 1d20+10 miles away, cross country

DETERMINE TERRAIN

Table 10.9, in the Primary Rulebook, provides a way to randomly generate local terrain type. Feel free to decide this yourself. There is no hard and fast rule for how often you should determine terrain, i.e. when does one terrain type become another. The rule-of-thumb I use is in the New Wilderness I generate a separate terrain roll for each settlement, affecting the surrounding 20 mile radius; in the Support Zone I include 3 settlements in one terrain type.

HUMAN OR ORC

There is a 10% chance the settlement is occupied by the Changed. If so, only roll 1d6 for Settlement SIZ, rather than 1d10.

GOVERNANCE

Within a Support Zone

➡ There is a 40% chance that the local Living City has joined the UDP.

When the Living City is UDP

Then there is an 80% chance any settlement in the Support Zone is also UDP. If this roll scores 81%+, then it means the settlement is rebellious towards the general UDP presence and quite possibly harbours MOCID agents.

When the Living City is NOT part of UDP

Then every settlement has an 80% chance of following the same rules as the Living City, whatever that may be.

In New Wilderness

Governance is rolled on Table 10.5 in the primary rulebook.

UTOC: the GM should note these people have gained a foothold if the Governance type is Corporatocracy.

UDP: There is only a very small chance that a settlement has joined the UDP; this comes down to the SIZ, TECH and Nature of the people within the settlement. The UDP are so busy converting Living Cities and the support zone settlements that there is only a small number of UDP teams working on New Wilderness conversions: quite often dangerous work. The presence of UDP is typically restricted to the small garrisons strung along the Interlink.

➡ As a rule of thumb, if there's a UDP garrison between two settlements, I'll give each settlement a 40% chance of becoming UDP, overriding any previously rolled government type.

DETERMINE SIZ

Roll 1d10, unless an Orc settlement, then only roll 1d6.

Chart 5.0

Die Roll	Population	Die Roll	Population
1	1d10	7-8	500
2-4	100	9	1,000
5-6	200	10	2,000

DETERMINE TECH

Roll 1d10

Chart 6.0

Die Roll	Tech & Quality of Life
1	Extremely Bleak
2-4	Hard
5-9	Positive Outlook
10	Wonderful

Modifiers:

- Cultivated Farmland, +4 TECH
- Government Type Technocracy, +4TECH
- Within Support Zone, +3 TECH

DETERMINE NATURE

Roll 3d6. Nature can affect the following variables:

- Carrying Weapons policy
- Religious viewpoints
- Criminal Corruption

CLOSED GATE POLICY

Every settlement has 40% chance of operating "closed gate" policy. This is where all entrants by road are stopped by a militia who charge 1cp for entry/ passing through.

Closed Gate when Nature 05 to 09

Then there's a 40% chance of an Unfair Tax policy.

Closed Gate when Nature 03 or 04

Then there's a 40% chance of an Unfair Tax policy, but a score of 1% to 8% (a critical roll) means that the militia is entirely corrupt and stop, search and rob people coming through (20% chance any item is "confiscated").

CONSIDERATIONS

HOW DOES YOUR MAP SPREAD?

If I've placed a settlement in the top left corner of a sheet of A4 paper (my map), then the next settlement to appear can only be to the right (East) or below (South). I will usually decide by rolling 1d2, and appointed '1' as East and '2' as South. This is how I let my maps evolve across a blank sheet.



CROSSING OPEN SPACE ON A MAP

I wouldn't worry about placing these details on any map until a group of characters decides they want to cross an empty space.

Players are not always going to stick to the routes prescribed on the map. Seeing an open space between two parallel Interlink routes or between two settlements, some players are going to want their characters to go that way.

How do they know?

The first obstacle a GM may throw up is to ask the character to demonstrate how they know there's another Interlink or settlement "over there." It could be through local knowledge, research or access to the Internet and an up-to-date satellite map. But if they don't know... then they're essentially taking a big gamble.

Terrain Type

Table 10.9, in the Primary Rulebook to randomly generate local terrain type. Any terrain type typically covers 20 mile area, unless the GM decides otherwise.

Distance

The simplest way to determine distance is to keep all settlements on your map in a N-S and E-W grid; total up the number of settlements that border the gap being crossed, ignore the stated distances between these settlements (otherwise you'll end up spending precious moments adding up lots of figures), instead and use an arbitrary distance, multiplied by the number of settlements bordering the gap.

In Support Zone: the arbitrary distance is 8 miles.

In New Wilderness: the arbitrary distance is 20 miles.

Finding Uncharted Roads

Between two parallel Interlinks

Every 10 miles along an Interlink route, there is a 20% chance of finding an unmapped connecting route from this Interlink to another one running parallel. Roll 1d20 on Chart 7.0 below to determine what this is:

Chart 7.0

- 01-04 This is an eroded road
- 05-20 It is a simple horse trail.

*There will be no settlements along this connecting-route but there will be the usual chance of **encounters** and **roadside structures**. The distance** is decided by the GM.*

Between two settlements

Although there are uncharted roads, the chance they lead anywhere useful for any significant distance is minimal and beyond the scope of this system. If you're crossing open space between two settlements, you're going cross-country.

Going Cross-Country

!!!This does not apply to normal "Cross Country" route defined to exist between D-status and C-status settlements!!! It only refers to crossing empty spaces in maps.

The main risk to characters going cross-country is, Orienteering: getting lost and dying from exposure.

Orienteering

Characters who have a specific objective to reach can use Wilderness Survival skill (daily skill check) to ensure they reach target; failing the skill check will indicate they're off-target, increasing journey time and risk of becoming lost. They'll also be needing food and water; they can carry this with them or find it en-route through use of Wilderness Survival skill.

Other risks

The other risks are (roll on Chart 8.0:

- o Crossing Rivers
- o Dead Cities

Chart 8.0

Every 5☞ miles going cross-country the GM should roll 1d20:

- 01-02 Encounter a river that will need to be crossed
- 03-04 Encounter a Dead City.
- 05 Deserted & Destroyed
- 06 Small Cluster of buildings
- 07-20 Nothing.

☞ GM discretion to ignore this, or even increase the frequency of rolls.

Encounter a River that Needs to be crossed

Creating STATS for a river (speed, width and depth) is covered under Table 10.9 in Primary Rulebook, in the section called "Rivers". If character(s) are unwilling or unable to cross at this point, they will need to follow the river for some distance. Every 1 mile creates a 5%** chance of finding a Forging Point, or a 35%** chance of finding a Wading point.

**DM's:

- o During unusually warm weather -20%
- o During heavy rain (or 1 day after) +20%

Every 1 mile there is a 5% chance the river snakes away, opening up the cross-country route so that characters don't need to Ford, Wade or Swim through it.

Every 1 mile, roll 1d100 on Chart 9.0 and determine the chance of any of these occurring:

Chart 9.0

- 01-05 Forging Point
- 06-40 Wading Point
- 41-95 River remains as Rapids or Swimming depth
- 96-00 River snakes away so can be avoided.

Encounter a Dead City

This must either be passed through (4d6 miles across) or circumnavigated, going cross-country an extra (2d6+1 x 3 miles).

Small Cluster of Buildings

As per Primary Rules, Between Settlements. It refers to structures left over from Yellow Dawn and gone to ruin; but potentially yielding resources and arefacts if they've not been scavenged.

Deserted & Destroyed

As per table 10.6 in Primary Rulebook.



CREATING RAFTS & USING THEM.

Building a raft: (4 hours per 2 people). This is something that will float and withstand a river up to STR 10, and can cope with depth as shallow as Fording depth.

If the Wilderness Survival skill check failed then the raft 'looks okay' but every mile there is a 40% chance it falls apart, casting the occupants into the water (typically in the middle of the river).

For every 20% the Wilderness Survival skill check succeeded by, increase the STR of river it can cope with by +2.

River Journey's by Raft

Once the raft is in the water, they will be at the mercy of the current. That is the only direction of travel possible. You cannot use a raft to go up-stream.

Speed of travel is either 1mph (slow river) or 6 mph (fast river); this can be determined under Table 10.9 in Primary Rulebook, in the section called "Rivers".

Every 1 mile of journey, roll 1d100 on the "River Depth" table. Each time the depth changes, either increase or decrease the STR of the river by 1d3 points.

If the STR of the river ever exceeds what the raft can cope with, there's an 80% chance per mile that it breaks apart throwing the occupants into the river.

Rapids!!!!

If the River depth changes to rapids then all characters have one chance to make a Wilderness Survival skill check in order to realise what is approaching: this gives them the opportunity to steer the raft (if they have made oars) to the side of the river and portage the raft alongside the river, avoiding the rapids. This is covered in the primary rulebook, under Rapids.

A raft "can" go through rapids but requires a successful pilot water-craft skill. Failing this skill check can be fatal.

END

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