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ABOUT YELLOW DAWN

YELLOW DAWN IS DESCRIBED AS A POST-APOCALYPTIC WORLD FOR ACTION ADVENTURE AND INVESTIGATIVE HORROR. SOME ASPECTS OF THE GAME DRAW HEAVILY UPON H. P. LOVECRAFT'S CTHULHU MYTHOS CYCLE OF STORIES. IT WAS PUBLISHED BY DAVID J RODGER AS A ROLE-PLAYING GAME IN 2008 BUT ALSO EXISTS AS A PLATFORM FOR A RAFT OF STORIES, INCLUDING THE NOVEL "DOG EAT DOG" AND SHORTS SUCH AS "HOUSE OF HEAVENLY LIGHT", "THE TAINTED MOOR" AND "CORRUPT MOON". IN 2012 A NEW VERSION (2.5) WAS RELEASED.

RPG & A WORLD FOR FICTION

As 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. As a world for fiction, Rodger created *Yellow Dawn* as a natural extension to the shared universe of his existing novels.

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.

In November 2010, Rodger launched "Dog Eat Dog" the first novel to be set within the world of Yellow Dawn – tracking the collision between two tough characters: a renegade intelligence agent and a cold-blooded master of violence, shaping events with their virulent hunger for money and a desire to carve their name into this new 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 for new threats.
- 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
- References Great Old Ones and non-human species of the Cthulhu Mythos
- Influence of Hastur can warp and "infect" reality.



CONCEPTION & EVOLUTION

An initial 1st Edition, which was really a Beta, was launched in 2006 as a freely available PDF. It was a conglomeration of home-grown rule systems developed since 1996 as a way of playing Call of Cthulhu and Cyberpunk scenarios, within the near-future universe of Rodger's science fiction & dark fantasy novels. This 1st Edition was well received and helped to validate the proof of concept. Writing and ratification of the assortment of systems began in early 2007. The 2nd Edition was published in January 2008, with a subsequent update (2.1) containing bug-fixes launched February 2009. In March 2011, Rodger began a major overhaul of the way the rulebook was structured, bringing to the front the systems that best define the heart of the game (Global background, Dead Cities, Zombies, Exploration, Scavenging) and pushing to the back things that are secondary to evoking the atmosphere and mood of Yellow Dawn. This new version (2.5) was released in February 2012 and also contains more descriptive narrative and more about the influence Hastur has upon the world – something which was considered lacking in the previous version of the rulebook.

CAMPAIGNS & SCENARIOS

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.

Yellow Dawn was designed to facilitate scenarios from a broad range of other game systems: a sort of one-world fits all. 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.

ORBIT & DEEP SPACE

Although *Yellow Dawn* had a catastrophic effect on the population of Earth, the Orbital and Deep Space colonies were virtually unaffected. The Living City of New Tokyo, built in what was once the US State of Florida, remains a vital umbilical chord between Earth-side and off world. This aspect of Yellow Dawn will be more sketched out in more detail in a forthcoming supplement.

PLAYER REVIEWS

GENRE-BUSTING ROLEPLAYING

by Chris Halliday

Yellow Dawn is a complete roleplaying game, set in a world gradually recovering from a terrible disaster. Civilisation exists in the Living Cities - walled enclaves surrounded by howling zombie hordes - and smaller settlements survive by daring and dangerous raids into the Dead Cities, looking for salvagable resources. With the fall of the old world, things long-buried have started to creep out from around the edges of the world, casting long shadows on what remains of humankind.

As a setting, Yellow Dawn successfully combines elements of survival horror, post-apocalypse, cyberpunk, Lovecraftian horror and high-tech investigation. The game systems are thorough and well-developed, and are detailed without being overly complex. The rules include systems for developing and maintaining your own settlement, for learning magical operations, and for enhancing your character with cyberware.

One of the most innovative parts of the game is the system for "Dead City Runs"; scavenging runs into cities still infested with savage zombie-like creatures that swarm at the first signs of life. Dead City Runs can be run as stand-alone adventures, and are perfect for gaming groups that want a role-playing night without extensive preparation. My first experience with Yellow Dawn was just such a night, and it proved to be one of the tensest, most memorable gaming experiences of my life so far.

If I have one complaint about the book, it's that it badly needs a thorough index, as tracking down bits of information during a game can be time consuming. Over all though, this is a fine piece of work and a remarkable example of a small-press independent RPG. Highly recommended.



PLAYER REVIEWS CONTINUED

YAY FOR POST-APOCALYPTIC CTHULHU by Kevin O'Neill

Okay, I like me some Cthulhu but I love me some post-apocalypse. Yellow Dawn has just reactivated my desire to buy more RPGs. [...]the game has been around since 2008 but this is the first I've heard of it. Big YAYs for World Wide Gamers for locating this :-)

YELLOW DAWN by Tony Jordan

Yellow Dawn has a lot going for it, and, considering it's independently published, is refreshingly professional and very well put together.

There's a great scope for adventure genres - everything from Wild West to Hi-tech espionage, and has a number of interesting game system additions. Two of my favourites are the use of resources - where you can literally build anything with enough materials and the right skills, and character generation.

Character generation is, I'd say, possibly one of the most interesting parts of Yellow Dawn, as it allows a large amount of character customisation and an ongoing series of options for improving your characters from the start.

It also introduces some great character ideas: first contact for example, that gives a numerical "score" to your characters personality and how well they act in situations without putting you in a straight jacket.

The system itself is based on the d100% roll, and is easy to follow and is very intuitive.

There's also a great way of generating quick adventures called "Dead city runs" which can be set up and ran in an evening without any preparation - kind of like very involved encounters or mini dungeon crawls. .

All in all, a very good and well put together game world and system.

COMPLETE PACKAGE FOR AMAZING ROLE-PLAYING GAME by H Landsem

This 300 page thick book is all that you need to set up campaigns, characters and scenarios in Yellow Dawn. Having played this game for over a year now, I'm amazed at the possibilities of themes in this world. Cyber cowboy gun slingers in the new wild west. Scavenging riches in the scary abandoned zombie filled cities of the world. Cyber espionage thrills among mega corporations and in utopian orbital worlds. The investigation of the returning magic of the occult and mythos on Earth. Build your own settlement on the frontier facing zombies, bandits, mythos creatures or taxmen. Or a mix of all the above. What else is great is all the resources available in the book for running campaigns, in such a way that you only need a rough story line, and use the system to roll yourself through it. NPCs, scavenged items, settlements, spells, vehicles, weather... its all there to be used to enhance the atmosphere and details of the story.

I highly recommend this book for all chutchu players as well all players who have grown bored of other RPG game types.

COMPREHENSIVE & AMAZINGLY INTEGRATED WORLD by Dr J Goodman

With the death of so many comes a silence to vast areas of the world. Away from the Living Cities it is easy to experience real isolation; places remote from the remaining centres of civilisation where laws can reflect the whims of a strong personality rather than any moral code. Small armies of bandits roam without challenge. New empires are forming on the backs of victorious skirmishes. Old ethnic and racial hatreds are allowed to fester unchecked. Religious sects are springing up as people find new interpretations of previous teachings. In some of these dark corners, human agents of the Mythos are gathering to perform grotesque ceremonies in worship of their alien Gods, unfettered by prying eyes. In other locations, non-human monsters are stirring, sensory organs probing and exploring the empty spaces, preying upon and feeding from those who are unfortunate to live on their unseen borders. The Cthulhu Mythos and other Things are growing stronger. This game unlocks your imagination and sets your scenarios free.



INTERVIEW FRAGMENTS

Excerpts of an interview I did with Michael Tresca from the Examiner:

Q: Tell us a little about the Yellow Dawn setting

DJR: At some point in the not-too-distant future, a corporate cargo hauler, called the Calisto and owned by Soyar Corporation, is heading back from Choma Lab Habitat en-route to Earth. It suffers a critical systems failure resulting in it ploughing into Earth's atmosphere; breaking up as it fireballs across the sky, it showers debris across Southern Europe and North Africa. Within a week seventy percent of the human population on Earth is dead: victims of a swift and fatal pathogen. Over the next few months, a large proportion of the survivors have succumbed to a second pathogen, the second wave or "zed wave". Zombies begin to take over whole cities – forcing survivors to either fight it out, creating protected zones, or flee into the wilderness leaving behind Dead Cities.

The story of Yellow Dawn – of the characters getting involved – starts ten years later.

There are three separate settings within the terrestrial world of Yellow Dawn. Living Cities – where life continues with urban complexity. Rural Support Zones – where life is a blend of city technology and sustainable development; artisans rub shoulders with farmers and wealthy survivors who want to breathe good air with their toes in the soil. And the New Wilderness – the vast majority of what was once the world; lawless, dangerous, intriguing, littered with small survivor settlements and packed with adventure.

There are also Dead Cities and Dead Zones. Domain of the teeming undead, and treasure troves of resources to be scavenged by those foolish or brave enough to risk infection to reclaim them.

Interweaving all this is a rich tapestry of political, corporate and militant entities, fighting it out for influence or outright control.

Q: Cthulhu-future-style games are becoming common but yours was way ahead of the pack. Have you seen a renewed interest in your setting as a result?

DJR: Hey, wow, thanks for that massive compliment. Yes, definitely, which was surprising (to me) and a little unnerving. I'm hoping to leverage that interest in the game world to drive sales of the books that will be set within in. I'm also keen to start collaborating with other authors and game-designers who want to insert their creative output within the Yellow Dawn world; either through rule systems; scenarios or stories.

Q: Yellow Dawn also has zombies. I love zombies. Lay some zombie goodness on us -- how do they work in Yellow Dawn and what rules support their existence?

DJR: I also love zombies. I find them terrifying, and Yellow Dawn is no exception.

I stated earlier that Hastur's presence within the world is primarily through the zombies. How is Hastur associated with zombies?

The term zombies is actually a misnomer, created by the survivors and emerging popular media after Yellow Dawn happened. At first the 2nd wave infection was believed to be a military-engineered virus that had been released when the Soyar Corporation's vessel, Calisto, crashed into Earth's atmosphere. This infection attacks the cognitive and personality centres of the brain and induces a frenzied and aggressive compulsion to spread the infection through biting. The popular media, typically those in the unaffected orbital colonies spinning high overhead, drew parallels with the fictional entities from such movies as 28 Days later, and dubbed the victims as "Zombies". This term grew when it was discovered the victims of the 2nd wave were not deteriorating, or decaying and do not die without extreme violence. The term Zombie was the easiest parallel for a population unsure what they were being confronted by.

The truth is. Well, the truth is revealed in the campaign book "Shadows of the Quantinex", but the over-arching principle is that the essence of Hastur has infected these people. They're lost in a never-ending existence of horror and rage. Their existential reality now overlaps with a slithering, confusing, non-Euclidean, ever-shifting



meta-reality where they are in thrall to the entity / concept / meme that is the King in Yellow.

If I was to criticise Yellow Dawn rulebook, it is that I fundamentally failed to explain this very well. I aim to rectify this in the next release of YD rulebook (2.5)

As to what rules exist to support the zombies existence in YD. If you encounter an individual zombie, it's tough to kill and you risk getting infected through a bite or blood splatter striking your eyes or mouth. However, the best resources to be found for scavenging are in Dead Cities, and here you have hundreds if not thousands of these so-called zombies – and they operate as one organism. So if you're stupid or unlucky, and make too much noise whilst sneaking around, you can create what's called a zombie-surge. The only way to escape this is to outrun the surge, or duck into a building, secure the perimeters and hope your defences hold long enough for them to forget what the heck they were shrieking about and go away.

All the players who've gotten into YD state that Dead City runs, and the risk of Zombies, is one of the most nerve-racking game experiences they've ever endured. One guy even started smoking again. Quite a compliment.

However, I'm wary of sticking to a formulae that players get smart enough to exploit or simply bored with. So I designed a narrative background to the zombies existence that enables them – the risk – to evolve. And evolve in many ways. One way, for example, is Bile Weed. A free to download bolt-on rule system I wrote to demonstrate this. The GM starts to introduce changes to the zombie threat that confuse and worry players – because they actually think these things are zombies. They're not. The changes continue, accelerate and become... something else. In this case, Bile Weed, pods formed from now rotting zombie cadavers, that slither and crawl very slowly, releasing spores that can carry the infection. But really, GM's can create any variation of the theme and populate those treasure troves – the Dead Cities – with new and exiting horrors. And hopefully share them with the growing Yellow Dawn community to enjoy.

Q: Yellow Dawn has orcs, which may surprise some folks. They're not the traditional orc though...

DJR: Orcs. Again a misnomer used by an "ignorant" population and a lazy media within the world of Yellow Dawn. Victims of the first or second pathogen, nobody's really sure. Their mutated flesh, heightened strength, and feral behaviour lends themselves to be pointed at with

disdain by "pure humans", ostracised, and punished for being walking /talking reminders of the catastrophe that has fallen across the Earth. The majority of them are good people. A new strain of humanity. However, there's a small proportion of them who experience a "calling", an inner desire to commune with others like themselves and some higher-power. Called Star Whisperers, these creatures devolve (or evolve) into Mythos entities who are not afraid to go after vulnerable humans in the Wilderness....earning themselves the label of Warrior Orcs.

They're a bit of a meta class. They're also the product of an idea I've been carrying for a couple decades: what if the world of D&D isn't some parallel universe from the far-flung past? What if it's our own far flung future? I wanted to drop Orcs in there as a seed for a new strain of humanoids. They're certainly not fully-fleshed as a character class concept but I'm glad they're in there.

Q: How do the Mythos manifest in Yellow Dawn?

DJR: The Mythos. The Mythos. I feel like using the same tone as Joseph Conrad's protagonist character in Heart of Darkness.

I adore H.P.Lovecraft's body of work and all the ideas that had been bolted onto it by other writers during the last (almost) one hundred years.

Most of my stories include a deep undercurrent of Mythos machinations, either direct involvement, such as Ramun Sada in God Seed or the YD campaign Shadows of the Quantinex, or the or my Great Old One "Kzuryu-gawa" in Edge, or indirectly through the actions of the humans that worship them.

Kzuryu-gawa: Also known as "Dragon Flower" in English speaking cults (a connection between the dragon references in the name and the association of cherry blossom with the Kuzuryu-river) Cherry blossom is altered by the imminent arrival or presence of this Great Old One. The connection to it being a many headed dragon fits because it can reach out and burn its victims.

My personal take on the Mythos is that the human plane of existence was wrapped in a protective boundary – for whatever reason- which Magi and adepts of the Outer Chaos have called the Quantisphere.



Outer Gods and Great Old Ones must spend vast amounts of energy to penetrate this boundary for short periods of time; so it only tends to happen through human or non-human agents generating this energy with blood-sacrifice or magical- artefacts.

Why they would want to is down to individual GM's and the scenarios they choose to run. Travel far enough in the New Wilderness and you'll encounter the Mythos.

ABOUT THE AUTHOR

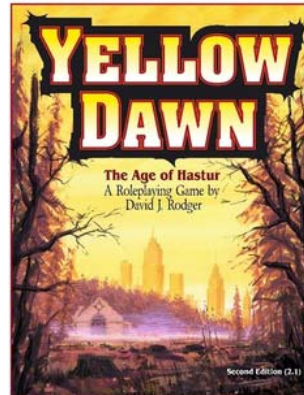
David J. Rodger (born 1970 in Newcastle Upon Tyne) is a British science fiction & fantasy author and game designer best known for his novels set in a near-future world of corporate and political intrigue. So far he has published five novels; four that are set in the same world: [God Seed](#); [Dante's Fool](#); [Iron Man Project](#) and [Edge](#), and one, [Dog Eat Dog](#), set within the world of Yellow Dawn.

Rodger's contributions to H.P.Lovecraft's Cthulhu Mythos include the creation of a new Great Old One in his novel [Edge](#), and the use of the Outer God Nyarlathotep in the novel [God Seed](#). Rodger has published [Shadows of the Quantinex](#), a large-scale campaign expansion for the Yellow Dawn game.

Rodger has also written [Cloudy Head](#), a Mythos inspired children's story illustrated by Kenn-Ole Moen, and [Murder at Sharky Point](#), a murder mystery game.

Rodger spent 8 years working for a non-departmental government agency, developing a virtual communications service within the IT Division, before moving into commercial project management for a UK media company. In 2000 Rodger's presence on the Internet got him a place in the BBC documentary [Through The Eyes of the Young](#), directed by Chris Terrill. Rodger now lives in Bristol, England, with a Braun coffee-maker, writing from a house on a hill with a view of Earth's curve.

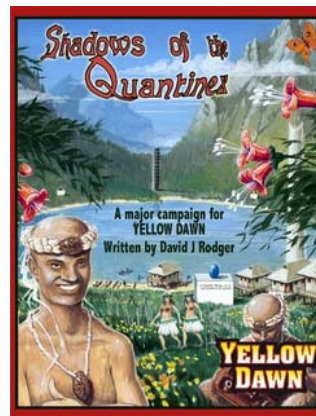
YELLOW DAWN PRODUCTS



Primary Rulebook: everything you need to create characters and run a Yellow Dawn game.

Purchase link:

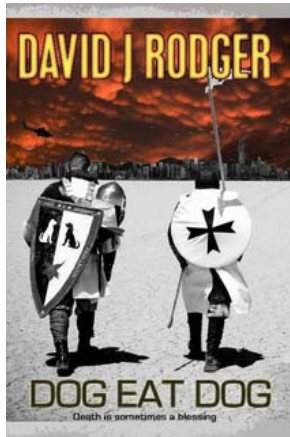
<http://www.lulu.com/content/paperback-book/yellow-dawn---the-age-of-hastur/923035>



Shadows of the Quantinex: reveals the secret behind what caused Yellow Dawn and gives characters a chance to stop the next Mythos-inspired catastrophe against Humankind.

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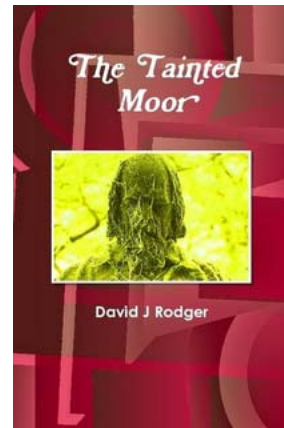
<http://www.lulu.com/product/paperback/shadows-of-the-quantinex/5057523>



Dog Eat Dog: the first novel to be set within the post-apocalyptic world of Yellow Dawn.

Purchase link:

<http://www.lulu.com/product/paperback/dog-eat-dog/14360524>



The Tainted Moor: short story (6,700 words) that fits into Yellow Dawn. Do not tread in the crumbling footsteps of the decaying God, or survey the warped signs of its fury. For to see and breathe, and believe, is to be changed and so doomed forever.

Purchase link:

<http://www.lulu.com/product/file-download/the-tainted-moor/14418803>