

Release Source: David J Rodger

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The post-apocalypse just became a lot scarier: new version (2.5) of *Yellow Dawn – The Age of Hastur* is launched.

BRISTOL, UK—FEBRUARY, 2012— David J Rodger has released an updated version (2.5) of the role-playing game *Yellow Dawn – The Age of Hastur*, a post-apocalyptic twist on the near future universe shared by his novels. It's where the Sci-Fi sub-genre of Cyberpunk meets the cosmic horror and brooding tension of H.P.Lovecraft's Cthulhu Mythos.

In *Yellow Dawn* the Earth has been ravaged by viral pathogens, the death of billions observed by the orbital colonies and deep-space habitats that were largely unaffected by the Outbreak. Ten years later a handful of cities have bounced back and survivor settlements sprung up across the New Wilderness. The Infected pose an extreme threat within the thousands of Dead Cities; and rumours of alien monsters and Satanic ceremonies filter out from the deep wilderness on the tongues of those brave enough to travel. Players have the chance to become heroes in the New Wilderness, or become involve in city-based investigations and action-adventure.

2.5 was written to expand on the concept of the Influence of Hastur having taken root in the fabric of Earth's reality; also, the entire structure of the rulebook was shifted around to place the narrative up front and separating out "crunchy" dice-based mechanics; this was done with the aim of allowing GMs to use the "world of Yellow Dawn" as a setting within their own game system. Many of the existing systems have been streamlined to allow faster in-game flow, further enabling them to be re-purposed within other RPGs.

There are several USPs in *Yellow Dawn* where the emphasis is placed on character skills beyond combat, and many of these have been further improved in 2.5, including: survival in a harsh new wilderness; repairing and building things from scavenged resources; trading in scavenged goods; options to enhance Anxiety and Cool checks with Morality, Stress and Depression; and key to everything – First Contact, where interpersonal communication and "likeability" allow characters to leverage influence with the NPCs they meet.

The Influence of Hastur is revealed in pockets of Infection, through the terrible once-human victims that have been erroneously dubbed "zombies" and the horrific – and sanity crushing-phenomenon that snags the unwary in Dead Cities. The risk from the Infection is evolving: giving GMs the ability to adjust the threat as the game progresses, keeping players on their toes.

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ABOUT AUTHOR

David J. Rodger 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. Rodger's contributions to the 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 also written *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.

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MEDIA CONTACT: David J Rodger [] **Email:** clovenfeet@hotmail.com [] **Web:** davidjrodger.com