

THE DINOSAUR PROTOCOL

CHRIS HALLIDAY

JONATHAN M. THOMPSON



Credits

Writing: Chris Halliday and Jonathan M. Thompson

Additional Development: Sean Patrick Fannon, Jason Lang, S Chris Moore, Terrence Thompson, Ian Bacque, Adrienne Compton, Tommy Brownell, Lee F. Szczepanik, Jr., Lee F. Szczepanik, III, Jeremy Menefee, Jordan Peacock

One Sheet Adventures: Egg Embry (78th Coven), Keith Garrett (The Mushroom Forest), Andrew J. Lucas (Not My First Rodeo)

Editing and Proofreading: Keith Garrett

Graphic Design, Typography and Digital Pre-Press: Morne Schaap

Playtesters: S Chris Moore, Terrence Thompson, Ian Bacque, Adrienne Compton

Cover Art: Charles Knight

Interior Art: Jacob Blackmon, Luigi Castellani, Charles Knight, J.E. Shields, Dean Spenser, yingyang (freepik.com), kjpargeter



Dedication from Jonathan M. Thompson: This book is dedicated to my friend Victor Milan (1954-2018), notable author and gamer. He was always there when I needed some writing advice, and just to have someone to chat with. He was a lover of dinosaurs and a great person to be around. My life is just a little bit lesser without him in it. He is sorely missed. Thank you for being my friend and I think this setting would have been right up your alley.

Dedication from Chris Halliday: Dedicated to the memory of David J. Rodger (1970-2015), author and creator of YELLOW DAWN. David was a true friend, who taught me more about writing, gaming and music than I can ever say. He is missed every day.

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For use with the *Savage Worlds* core rulebook published by Pinnacle Entertainment Group.

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Everybody loves dinosaurs...

Okay, maybe not everyone. But the chances are that you, by the very virtue of reading this book, are one of the many that do.

I discovered dinosaurs in the living room of a terraced house in Leamington Spa, England, at the grand old age of four. I watched with an open mouth as Raquel Welch, dressed in a fur bikini, watched a Ceratosaurus fight a Triceratops (still one of my favorite words. Say it with me; *triceratops*). When I asked my mum what the creatures were, she told me that they were dinosaurs, and that they had been real. She didn't mention that they'd died out millions of years ago and that they'd never existed alongside people. That single omission is probably why this game exists today.

My infant mind was blown, and pretty soon I had a raging case of dino-fever. I read dinosaur books, played with plastic dinosaurs, and often pretended to *be* a dinosaur. Possessed of a vivid imagination, I would often populate the streets and parks surrounding our home with saurian behemoths, fantasizing about what I would do when (not if) the dinosaurs came to town. It had quite simply never occurred to me that humans would never have to face the dinosaur menace.

A Sunday afternoon movie on BBC2 (Ray Harryhausen's *The Valley of Gwangi*) brought the dinosaurs closer to the modern age by pitting the monsters against cowboys, two great tastes that still taste great together. From that point on, I was hooked.

It was many years later that I learned how badly reality had let us all down by killing off the dinosaurs millions of years before humans even existed, something that still irks me to this day. It feels rather like that poster of the galaxy, with a "you are here" pointer on one side, and another on the other side that says, "all the cool stuff is here". The temporal distance between us and the most amazing things to ever live is vast, and in my mind, deeply unfair.

Apparently, I'm not the only one to think that way. The producers of *Hammer's One Million Years BC*, *Prehistoric Women*, *When Dinosaurs Ruled the Earth* and *Creatures the World Forgot* certainly felt the same way, displaying a fine disregard for scientific accuracy in favor of showing things the way they should have been. This cinematic desire to pit man against real-life monsters later gave birth to Steven Spielberg's breath-taking (and still pretty effective) masterwork *Jurassic Park* and its sequels. With advances in computer technology, even the BBC got in on the act, with their *Walking with Dinosaurs* documentary series. A later series produced by the same team finally gave in to the urge to match dinosaurs with humans by placed naturalist Nigel Marven in fictional time travel missions to retrieve dinosaurs from the past and house them in his *Prehistoric Park*. Later, TV's *Primeval* gave us five seasons of human / dinosaur interaction as mysterious temporal anomalies allowed extinct animals to roam the modern world, causing chaos and occasionally eating people just to show they could.

Everybody with a heart loves dinosaurs. And everybody, if they're really honest with themselves, feels just a little bit cheated that they're no longer around. Thankfully, roleplaying games give us the opportunity to correct that injustice.

Welcome then, to *The Dinosaur Protocol*.

Chris Halliday, Bristol, 2018

Dinosaurs are the product of imagination and science...

They spark the essence of fear, awe and wonder in all of us. Dinosaur movies have been a staple of the silver screen since the film was first invented. Even before that they sparked the imagination of the most gifted writers of their era. Authors such as Edgar Rice Burroughs and Sir Arthur Conan Doyle. I grew up thinking about a mass extinction event that caused the dinosaurs all to die out, that a giant comet hit the Yucatan Peninsula and threw dirt in the air, killing off all but the most hardy of the species.

The very mention of dinosaurs sparks thoughts of large lizards with ferocious teeth and claws, ready to eat you at a moment's notice. This particular view of dinosaurs has not changed much since they were first discovered, and the people like Charles Knight were drawing dinosaurs and telling us what they looked like.

Today scientists are telling us that dinosaurs had feathers, they didn't die out as much as they are still here mostly evolving into birds. That some of the dinosauroid cousins still exist in creatures like the alligator and crocodile and of course the shark (both of which existed at the same time as their larger cousins).

That brings us to this point. In your hands is *The Dinosaur Protocol*, a world of wonder and adventure. A world where man and dinosaur exist at the same time, just like in those old movies where cavemen were fighting dinosaurs. *The Dinosaur Protocol* was an idea that had a long time in coming to fruition. In the course of events I was able to enlist the assistance of Chris Halliday to bring this book to life, so to speak. And of course without the backers of this project on Kickstarter, we wouldn't have this book, so a shout out goes to all of those people as well.

So, what do you do now? That's easy, grab some dice, some friends and this book and go out and hunt poachers, find dinosaurs, experiment on paleo plant life, but whatever you do, don't feed the animals :D *The Dinosaur Protocol* is a world of adventure, explore and see what is left of the old world while embracing the new world.

Enjoy this book as much as we enjoyed writing it. Now it is time for Directive One. You shall enter the world and see what is left of the one you left behind, and what is new and exciting for you. Go out and play and see what you can do. Your imagination is key to what we have put together here.

Welcome to *The Dinosaur Protocol*

Jonathan M. Thompson, Shreveport, Louisiana 2018



Introduction

65 million years have separated the ages of man and dinosaur. Until now.

"Some time in the 21st Century, something broke the world. No one knows for sure what happened. Solar flares, war, global warming, pollution and environmental collapse, or perhaps a combination of all of them. Perhaps it was something much stranger. All we know is that mankind fled the surface, retreating into vast underground shelters where they could wait out the centuries until the earth was habitable once more. But when we emerged from the darkness and prepared to retake our world, it was not as we remembered it. Something had happened to the world that once was. In the centuries without man, nature wound back the clock, returning the planet to an earlier, cleaner, more primal age. An age of dinosaurs.

Now humanity must choose – do we fight to reclaim our past, or do we make peace with the present and embrace a simpler future? Armed with the skills and technologies of our ancestors, do we struggle to recreate former glories, or will we use the second chance we have been given to avoid the mistakes of the past? Will human nature even give us the choice? Will we exterminate the reborn dinosaurs, enslave them, or something else? What will be our Dinosaur Protocol?"

- From the journals of Archivist Roebuck



The Dying Time

In the latter half of the 21st Century, the world was in its death throes. Mankind's effect on the planet could no longer be denied. Over-population and a rapacious need for natural resources had led to war, pollution, disease, global warming, over-farming and famine. Shrinking ice-caps and rising sea-levels created catastrophic weather disruptions and shrank the available living space. Virtually every disaster predicted by science and ignored by the politicians came true. Ultraviolet levels rose, the seas emptied, and ocean currents that had flowed for hundreds of thousands of years

faltered and died, bringing with their death the threat of a new global ice age.

Faced with extinction, humans fought desperately amongst themselves. People fought with missiles for oil, bullets and bombs for land, clubs for food and eventually rocks and fists for drinkable water. Brushfire wars erupted everywhere, spread out and eventually merged. Whole populations fled the fighting, only to be met with hatred by those jealously guarding the resources of their own lands. Refugee camps became hotbeds of disease mutation, cauldrons within which a toxic brew of plagues bred and grew before bursting out across a defenseless world.

Those nations and organizations with foresight and resources began the construction of underground shelters, within which the remnants of humanity could wait out the centuries while the planet healed itself. Some shelters were vast subterranean habitats within which life could go on; sunken cities designed to house, feed and protect generations of refugees from the dying world. Others were smaller; self-contained cryogenic facilities in which mankind could sleep through the ages like hibernating bees in winter, awaiting the touch of spring.

No one knows what caused the final retreat. Those were days of chaos, where the fragile infrastructures that supplied billions with food, water and information all broke down. Was it a war? A threat from space like a comet or solar flares? Rogue nanotechnology? The judgment of an angry God? Or was it just the accelerating collapse of an eco-system and infrastructure strained beyond their limits by the needs of a human population far greater than their ability to support? Records from that time are fragmented and incomplete. All that remains are myths of the dying time, when bodies lined the streets and the stench of death was everywhere. Cities fell, nations collapsed, and entire populations died. Those who could fled to the shelters and locked themselves away from the glowering sun and the poisoned skies for centuries.

How long mankind cowered in the dark, no one really knows. The best estimate is that it was five hundred years, but in truth that's just a comfortable fiction. In the habitats, generations lived, raised families and died. Some successfully clung on to their memories of civilization. Others descended into savagery and worse. Some were warped by radiation and other, subtler environmental factors, losing their very humanity as well as their culture. The sleepers in their frozen caskets dreamed of a better world, and of everything they had lost.

In the end, when people emerged once again on the surface of the world, forced out of their shelters by failing systems or by the prompting of buried environmental sensors, they expected a ruined world. Radioactive deserts perhaps, with ash-choked cities and craters of glass.

Glacier-covered plains. No one expected lush jungles, sweeping grasslands, crystal clear rivers and teeming oceans. No one expected a world brimming with life of every kind, with plentiful food and a tropical climate.

They certainly didn't expect the dinosaurs.

The World Reborn

In the centuries without man, the wounded earth changed. What drove it and how it happened is a mystery mankind will perhaps never solve. The natural forces of erosion and decay swept aside what mankind had built, leaving few signs that our civilization had ever existed at all. Earthquakes, tsunamis, volcanic eruptions, superstorms, glacial winters; all ground the works of man into the dust. Land that had been drained for building was reclaimed by the swamp. Dams collapsed, and ancient watercourses returned. Forests stormed the cities in slow motion, waging a war of decades against glass and steel and concrete.

The Earth *bloomed* again.

Without man, life ran riot. Bathed in cosmic radiation filtering through a weakened ozone layer, mutation became the norm. Evolution accelerated under the pressure of a burgeoning ecosystem. Of those few animals that had survived the Dying Time, some grew larger, wilder, reverting to the forms of their distant ancestors before humanity had tamed them and bred them into servility. Others grew stranger, developing new forms and traits to survive the changing environment.

And into this world grown wild and strange, Earth's first masters strode like the titans of myth to reclaim their fallen kingdom.

Where the dinosaurs and the other paleofauna came from, no one knows. No one could know, for surely their origins must lie within the chaos of the dying time. Perhaps they were bred as biological weapons by some nation or corporation as a last-ditch attempt to claim supremacy. Perhaps they escaped from some genetic menagerie as humanity died. Perhaps they were merely sleeping, awaiting the fall of man within some subterranean lost world. Perhaps they escaped their own extinction by

stepping across the eons from their doomed world to one that resembled their home. Across the surface of the earth, monstrous beasts once separated from each other by geological eras now exist side-by-side, competing for food and territory.

In the end, how it happened doesn't matter. They are here now, roaring their dominance through the jungles, across the plains, even under the seas, claiming this world by right of tooth and claw, by rent flesh and spilled blood. Humans, former masters of the food chain, are now learning that they are prey once more.

Welcome to the mid-28th Century...let's see if you can survive.

The Dinosaur Protocol

Welcome to the world of *The Dinosaur Protocol*, an adventure setting for *Savage Worlds*, in which the players struggle to survive and build a future in a world they are no longer masters of. It is a post-apocalyptic world with a difference, one in which the planet is reborn, changed and wild, rather than poisoned and dying. It is a world of plentiful food and clean water, vast territory for expansion, and almost limitless natural resources. All mankind must do is survive it, for this world does not belong to them any longer. It is the realm of the dinosaurs.

A different kind of apocalypse

A different kind of apocalypse

Post-apocalyptic fiction has risen in popularity over the last two decades, partly in response to millennial fears and partly due to the relentless pressure of the hungry news cycle, ever eager to tell us how awful the world is.

Shows like *The Walking Dead* and *The Last Ship*, and movies like *The Road*, *Mad Max* and *George A. Romero's* zombie series uniformly portray post-apocalyptic worlds as broken and devastated landscapes, where people fight tooth and nail for precious, limited resources.

However, there's another side to the idea of global destruction; that of rebirth. Forest fires, for example, are events of terrible destruction, but they're also an essential part of the forest's life cycle, clearing the way for new growth. With *The Dinosaur Protocol*, we decided to create a different kind of apocalypse, one that cleared the earth for something wild and beautiful; a reborn, reinvigorated world in which food and water were plentiful, and which presented the players with dilemmas other than where to find fresh food and water.

Heroes of the New World

This section of *The Dinosaur Protocol* rules outlines character creation. This is where you make your character for the campaigns (or stories) created by the GM of the game. Like the main characters in a movie, the player characters should be the ones doing the important actions of the story and not the non-player characters (or NPCs) that are played by the GM. The player characters are always the important part of the story, and at the heart of the action.

Really, the only way to play *The Dinosaur Protocol* incorrectly would be to not have the player characters at the center of the action of the campaign. This is not a game just for the GM, it is for everyone at the gaming table – players and GM alike. This is the best way to get the maximum enjoyment out of a *The Dinosaur Protocol* game session.

Making Heroes

Before beginning character creation, the player is encouraged to come up with the basic concept of their character so that they have something to work towards. Think about who you want to play in the context of the game world. Where they one of the sleepers, those who hibernated through the centuries to awake in the world reborn? Or are they a descendant, born of generations of those who fled to the shelters when the dying time came? Sleepers may be more relatable to the players

but will not be as well adapted to this strange new world, while descendants will have known no other world and may have limited understanding of what has gone before.

1) Race

The Dinosaur Protocol campaign setting assumes all the player characters are human. They therefore get all the bonuses associated with being Human.

2) Attributes

Your character's attributes are determined normally per the *Savage Worlds* rulebook. Each character has five points to distribute among the five attributes, starting with a d4 in each.

Secondary Statistics

Your hero's Pace, Parry and Toughness are determined normally.

3) Hindrances

Forbidden Hindrances: The following hindrances from the *Savage Worlds* core book are unable to be taken in the world of *The Dinosaur Protocol – Doubting Thomas* (as there are no supernatural elements in this game).

Modified Hindrances

All Thumbs

The All Thumbs Hindrance applies only to complex technology; not simple technology as might be found in more primitive areas.

New Hindrances

Bloodlust (Minor / Major)

The character must make a successful Spirit roll when engaging or being engaged by an opponent. Failure indicates that the character must make a Fighting Attack until the encounter is over. The character may regain control by spending an action and making a successful Spirit roll. If shaken off this way, the character does not need to roll for the rest of the combat. The major version of this Hindrance is as above, except the Spirit roll to either maintain or to regain control is at -2.

Chain of Command (Minor/Major)

You have superiors that issue your orders, and they usually speak for the organization while they brief you on what to do. You are required to obey the chain of command because your character is legally or ethically bound to obey them. As a Major Hindrance, your superior views you as expendable, or perhaps they even hold a personal grudge against you: they always choose you for the most degrading and dangerous missions.

Dependent (Minor)

The character has someone they care deeply for such as a family member, close friend, or lover and will do all they can to protect that person so long as they are able to. If this dependent dies, the Hindrance must be replaced with a new Minor Hindrance, such as Depression, Death Wish, Vengeful, etc.

Depression (Minor/Major)

Your character's emotional problems make the very act of living a chore. Symptoms include sleep problems (either oversleeping or insomnia), severe procrastination (to the point that the sufferer may lose his job), and a lack of interest in anything. With anti-depressant drugs, there is no penalty and this is a Minor Hindrance, without drugs this is a Major Hindrance and characters suffer a -2 to most tasks, and tend to avoid getting involved. A life-threatening crisis or shock may snap the

**A Note on using
earlier editions of
Savage Worlds with *The
Dinosaur Protocol***

Pinnacle Entertainment has provided a conversion guide on their website. This conversion guide covers going from earlier editions to the *Savage Worlds* Adventure Edition. It should be no trouble to reverse the conversions to cover playing this setting in an earlier edition of *Savage Worlds*.

character out of it for a while, but when the crisis is over, the character sinks back into inactivity afterwards.

Illiterate (Minor)

You cannot read, period. You are either have no aptitude, unable, or just not interested in reading. This Hindrance can be bought off.

Love (Minor)

The character is in love. As this is a Hindrance, it will be either a wild tempestuous destructive car crash type of a relationship, one that is not reciprocated by the other partner or similar tragic and harmful situation such as being in love with the spouse of a powerful political figure.

Whenever you have to choose between your head or your heart in situations involving the one you love, you must make a Spirit roll and score a raise in order to act as common sense or your head would dictate.

Naturally the Game Master will use this love in adventures in order to make your life difficult

– for example, your love may become a villain and you'll need those Spirit rolls to try and bring them to justice, or they may keep getting into situations that require you to abandon other activities and help them out, unless you make those Spirit rolls.

PTSD (Major)

The character has had horrific experiences that have left them with psychological scars. They often wake up screaming in the middle of the night and must make a Fear check whenever an unexpected loud noise goes off.

Xenophobic (Minor/Major)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all races other than his own and finds dealing with them unpleasant at best. He suffers a -2 penalty to Persuasion when dealing with aliens with the Minor version and -4 with the Major Hindrance. Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism.



Zealot (Major)

He is willing to sacrifice anything, including his life (or the lives of others) in service to the ideals and beliefs (political, religious or personal) he holds dear. This character is dangerous to himself and others and shows a total disregard for the law whenever it conflicts with his beliefs. Wild-eyed crusader types and other mixed wackos qualify for this. The character is clearly deranged, with no regard for such considerations as the law, the safety of others, or the integrity of his immortal soul (you know, little things like that). That does not mean the character is completely berserk. He may control himself out of fear of being stopped or discovered by the law or other major threat, but when no such fear exists, watch out.

4) Skills

Your character's skills are determined normally per the *Savage Worlds* rulebook with the exceptions noted below. Each character has 15 points to distribute among the skills.

Forbidden Skills: The following skills are not allowed for use in *The Dinosaur Protocol* – Faith, Focus, Occult, and Spellcasting.

New Skill use for Survival: Animal Handling

The character knows how to behave around animals. Animals encountered by the character start at one of five different threat states;

Threat State	Behavior
Unaware	The animal hasn't noticed the characters and can be avoided with a successful Stealth roll.
Passive	The animal has noticed the characters but isn't concerned. It is calm and tractable, and can be led
Alert	The animal has noticed the characters and is wary of any potential threat.

Threat State	Behavior
Threatened	The animal feels endangered and reacts according to its Threat Response (see its entry in the Bestiary).
Enraged	The animal immediately attacks until all perceived threats are destroyed.

A successful Animal Handling roll improves the animal's threat state one step, or two with a raise. Failure, on the other hand, worsens the animal's threat state by a step, or two if a 1 is rolled on the Animal Handling die (regardless of the Wild Die). Most animals won't change their reaction more than one or two levels during a single encounter, but that's entirely up to the Game Master and the situation.

Persuasion: Animal Handling is always modified by Persuasion modifiers from Edges and Hindrances.**Reaction Table:** If the Game Master doesn't already have an initial threat state in mind for the animal, he can roll on the chart below.

Reaction Table

2D6	Initial Reaction
2	Enraged
3-4	Threatened
5-9	Alert
10-11	Passive
12	Unaware

The threat state can be modified by the animal's circumstances. Examples of common modifiers are;

- **Fear** – Animals that are confined, confused or who scent predators raise their threat state by one.
- **Hunger** – Hungry animals become more aggressive, and raise their threat state by one level every few hours until they are fed.
- **Disease** – Some diseases cause animals to become more aggressive, raising their threat state by one

- **Injury** – Wounded animals raise their threat level by one every time they are injured.
- **Mating** – Many animals become dangerously aggressive during the mating season, raising their threat state by two.
- **Young/Nesting** – Many animals aggressively defend their young from even the most minor of perceived threats, raising their threat state by two.

5) Edges

- **Forbidden Edges:** The following edges are not allowed in the world of *The Dinosaur Protocol* – *Arcane Background (Gifted, Magic Miracles)*, *Arcane Resistance, Improved Arcane Resistance*, *No Power Edges except for Gadeteer and Mentalist*, and *Champion*

Modified Edges

The following Edges from *Savage Worlds* have been modified for their use in *The Dinosaur Protocol*.

Beast Bond

The hero can substitute a dinosaur for any animal under the existing description. However, the character can only have one dinosaur at a time, and it replaces all other descriptive text for the Edge. If the dinosaur is killed, the character finds a replacement within 2d10 days, but starts each session with one fewer Benny until then.

Dinosaur Master

This Edge has all the same requirements and descriptive text as Beast Master, but it applies to dinosaurs. Characters cannot take both Dinosaur Master and Beast Master.

Marksman

Requirements: Novice, Athletics d10+ or Shooting d10+

This Edge has different requirements, but otherwise functions as described in *Savage Worlds*.

Mr. Fix-It

Requirements: Novice, Smarts d10+, Repair d10+, Physical Sciences d8+

This Edge has different requirements, but otherwise functions as described in *Savage Worlds*.

Background Edges

Cryogenic Survivor

Requirements: Novice, Spirit d6+

You are a survivor of the old world. You and some companions were put into cryogenic suspension, to be awakened when the Earth was safe again, only something went wrong with the computer, it failed to awaken you on time. You have stumbled out of your pod, grabbed your gear and have gone on the look out for civilization. You are surprised and amazed about what you find.

When you awake from the pod, you have up to an additional \$500 in old world equipment (in modern dollars). This equipment is functional as if it were new. The character can pick from a suit of armor, a weapon and up to 1d6 pieces of miscellaneous equipment.

They start out at -2 to Survival checks and Knowledge checks relating to phenomena that didn't exist in the old-world, and +2 to old-world technology, practices, and locations. These penalties go away over time (at the discretion of the game master).

Empathic Connection

Requirements: Novice, Spirit d6+

Sometimes people are born with a natural empathic connection with dinosaurs, allowing them to feel what the dinosaurs feel, and communicate empathically with them up to Smarts x 10" in distance. This edge can only be taken during the initial character creation.

Heirloom

Requirements: Novice, Spirit d6+

Your hero gains a piece of equipment that has been passed throughout generations in his family. When visible this item grants a +2 to Persuasion, Taunt and Intimidation checks. This is a powerful edge, but if the Heirloom is lost, the edge is lost as well. Recovering a lost Heirloom, however, makes an excellent basis for an adventure. All such items are subject to GM's approval. The value of the item is equal or less than \$300.

Raised by Savages

Requirements: Novice

The character was raised in the wild by savages, either through an accident such as a part of a lost colony or purposely being left in the jungle. Either way, the character is intimately familiar with the ways of the "uncivilized" world. The taint of the wild is always there however and the character has a -2 to all trait tests in civilized situations.

Status

Requirements: Seasoned, Smarts d8+

The Status Edge is intended to represent those specialized degrees, licenses, and privileges that characters may possess. Several are requirements for professions, while most are status changes that effect how others perceive and react to the character.

The following changes to a character's status are meant as examples only. Gamemasters are encouraged to alter them, or even create new ones, to better reflect their individual campaigns. Also, gamemasters may wish to give some as bonuses at no cost as part of a professional package or upon obtaining a set level in a specific skill.

- **Advanced degrees:** Requires one slot per degree. These include such degrees as M.D., Ph.D., an MBA, or scientific doctorates. Characters must pay for each degree separately. So, if Eric wants his character, Vin, to hold doctorates in both

physics and biology, he would end up taking the Edge for each one.

- **Award Winner:** Requires one slot per award. This category includes such prestigious awards as the Nobel Prize. The edge must be purchased for each time a character has been awarded a particular prize. Therefore, a two-time winner of the Nobel Peace Prize would have the edge twice.

Temptation

Requirements: Seasoned, Persuasion d8+

The dark power of temptation makes victory even sweeter when it is initially resisted. If a Hero uses a Benny to reroll a failed Persuasion check, the second roll is at +4.

Tracker

Requirements: Novice, Notice d6+, Survival d8+

You could follow a mouse in a rainstorm. You gain a +2 to Survival rolls that involve foraging for animals such as rabbits and deer and a +2 to Survival rolls.

Combat Edges

Assessment

Requirements: Seasoned, Notice d8+

Make a notice check as you take your opponent's measure. Gain a +1 on your next attack, tricks, or tests of will against the target for a success and each raise on the roll.

Crack Shot

Requirements: Seasoned, Shooting d8+

Your character's skill with firearms leads them to be a reliably deal devastating damage. When you get a raise on your Shooting roll, you gain an additional +d8 damage instead of the normal +d6.

Improved Grapppler

Requirements: Seasoned, Strength d8+

If an initial grappling check is unsuccessful (to either start or maintain a grapple), you may immediately make another grappling attempt at -4 (including all other modifiers). This second check does not incur a Multi-Action Penalty.

Leaping Charge

Requirements: Novice, Agility d8+

The character may run and attack in the same round with no additional Multi-Action Penalty. Other Multi-Action Penalties still apply normally.

Portable Armory

Requirements: Novice

The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired, but remarkably, the character can access them whenever he needs them instead of being forced to return to where they are normally stored. Characters with Portable Armory may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round. (Bennies apply to this roll.)



One Shot Left

Requirements: Novice, Shooting d6+

The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment.

Leadership Edges

Battle-trained

Requirements: Seasoned, Smarts d6+, Spirit d6+

A battle-trained leader has spent a lot of his life in group combat, and over time, has learned ways to direct his allies to be more effective. After initiative cards have been fully dealt, but before any actions are taken, the player may swap initiative cards with any single willing ally. Alternatively, they may spend two Bennies to swap with the GM. In addition, they gain +2 to any Soak roll.

Rank (NCO)

Requirements: Novice, Smarts d6+,

Regardless of which service you belong to, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you, and be commanded by those of higher rank than yourself. With this edge you begin as a non-commissioned officer in your service and nation of choice. This is listed as a Grade 4 Non officer on the chart corresponding to the correct military service.

Rank (Officer)

Requirements: Novice, Smarts d6+,

Regardless of which service you belong to, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you, and be commanded by those of higher rank than yourself. With this edge you begin as an officer in your service and nation of choice. This rank corresponds to the lowest available rank on your nation's officer chart.

Professional Edges

Black Marketeer

Requirements: Novice, Streetwise edge, Smarts d8+ Persuasion d6+

Some brokers on the Black Market are experts in their trade, maintaining extensive contacts and able to send out feelers for just about anything. Instead of having to take the Connections Edge for each contact, the character gets use of the Connections Edge, as though he possessed it normally, by spending a Benny. This is a single use per Benny spent, but can apply to a new contact each time it is used. Additionally, the character receives a +2 to bartering rolls for buying and selling goods through the market.

Master of Disguise

Requirements: Novice, Persuasion d6+, Stealth d6+.

There is an art to disguise, and if you are very lucky you can fool everyone. This goes beyond the level of a regular disguise, you

Promotion

To advance in rank, a soldier must be promoted. Promotions are awarded for good performance, and generally mean higher pay and status. Along with these perks, however, comes responsibility. A private doesn't have to worry much about anyone else but himself and his teammates. A captain gets nicer quarters and access to the officer's club when in garrison, but is responsible for a company of men, equipment, and their performance in action.

At the completion of a mission in which the squad leader recommends the soldier's performance, each player rolls a d20 and adds or subtracts the modifiers below. Modifiers are cumulative. A total of 20 or better means the character has been promoted one rank by the powers that be.

Promotion Modifiers

Modifier	Situation
-2	Easy Mission
-	Routine Mission
+2	Difficult Mission
-2	Character is an Officer Grade 4 or higher
+1	Character is Enlisted Grade 1
+2	Character displays great heroism or good judgment during the mission

Rank structure is not predetermined by the setting. Your gamemaster will determine what rank structure works for the area you are playing in.

have become an expert at the art of disguise. A Master of Disguise gets a +2 to Persuasion and Stealth rolls that involve trickery of some kind, including disguises, bluffing and outright lying.

Relic Hunter

Requirements: Novice, Smarts d6+, Academic d6+

Relic Hunters are those people that travel the globe looking for treasure. They can be found in ancient burial grounds to ruined cities. Relic Hunters gain a +2 to Academic Tests when determining the location to ancient treasures.

Weapons Encyclopedia

Requirements: Smarts d8+, Battle d6+

A character can recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they own or use regularly and will need to successfully roll a Common Knowledge Skill Check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +2 bonus on any Skill checks needed to locate or buy weapons.

Social Edges

Legal Protection

Prerequisites: Seasoned

Somehow, your police file has a little red line across it that makes beat cops think twice before they haul you in on minor crimes. The character gains a +4 Persuasion bonus when dealing with the security forces in your home area.

Low Profile

Requirements: Novice

Even though you have had your name in the spotlight, you have managed to downplay your involvement in events. When a roll is made to recognize you, the roll is at -4. This modifier can be doubled by spending a Benny.

Setting Rules

The following setting rules are in place in *The Dinosaur Protocol*.

Born a Hero: Heroes may ignore the Rank qualifications for Edges during character creation. They must still meet any other Requirements as usual. The usual rules for Rank Requirements apply afterward.

Gritty Damage: Whenever a Wild Card takes a Wound, roll on the Injury Table and apply the results immediately (but roll only once per incident regardless of how many Wounds are actually caused). A hero who takes two Wounds from an attack, for example, rolls once on the Injury Table

More Skill Points: Thanks to technology and improved education, characters in *The Dinosaur Protocol* have 15 skill points at character creation rather than 12.

No Power Points: Instead of using Power Points, characters with Arcane Backgrounds in Weird Science or Psionics simply choose the power they want to activate and make a Psionics or Engineering skill roll.

Gear and Equipment

Gear is the equipment you carry around with you on a day to day basis, while you are out adventuring or exploring your new world. This section only details any gear that is new to this setting; gear from the *Savage Words Adventure Edition* is listed only as what is available from that book, and its costs in *The Dinosaur Protocol*. All the gear from the *Savage Worlds* core book is available in *The Dinosaur Protocol* campaign, but the prices can be more or less than the listed price, depending on your location. Some gamemasters may wish to double or triple prices on items they think are hard to find. In most cases the goods are no longer produced and the item you have is an artifact from the old world. The following charts and descriptive text are for items not found in the core rulebook that are available in the world of *The Dinosaur Protocol*. In a campaign for *The Dinosaur Protocol*, characters are assumed to have clothes and other personal items. The characters in the setting are considered to be more than average. They are not super heroes, as they are just as vulnerable as every other person. Thus, characters will have access to a better range of equipment than the average person, trying to make a living. Characters in a *Dinosaur Protocol* campaign can start play with \$500 in trade goods and equipment.

Futuristic equipment from the Core Rulebook is not allowed in the standard *The Dinosaur Protocol* setting.

Armor

Item	Armor	Min Str	Weight	Cost
Duct Tape (entire body)	+1	d4	1 lb.	\$100
Scrap Armor	+2	d4	10 lb	\$200

Rifles

Type	Range	Dmg	AP	ROF	Shots	Min Str	Weight	Costs
Dinosaur Gun	24/48/96	3d10+2	12	1	5	d8	35	\$750

Notes: Heavy Weapon, Snapfire

The Black Market

Dealing on the black-market means knowing a person, or several people, who can get you what you need, and who know you can be trusted.

This is represented in gameplay by the Black Marketeer Professional Edge. Simply taking the Edge, however, doesn't grant you unlimited access to the market. Black marketeers are specialized. While one broker might be able to get you firearms, you will need another to get you vehicles. Usually, the broker getting you military grade explosives is not the same person dealing in slaves.

Duct Tape Armor

This is highly uncomfortable, and only lasts until you take it off (making it a one use item), but can be made with about 8 rolls of duct tape and some scrap cardboard or newspaper. The cost is for the actual duct tape.

Scrap Armor

This is a mish-mash of protective sports and/or work gear hastily thrown together. Examples include football shoulder pads, hockey padding, steel mesh gloves, a hard hat with visor, and so forth. While it offers some protection, it has many gaps that might be exploited, and parts that might fall out of place in action, hence only a 50% chance to protect against any given attack.

Dinosaur Gun

This rifle generally runs in the 20 mm caliber range of weapons. In theory it has enough stopping power to put down a dinosaur, and they are often used by hunters and poachers alike. They are all handmade, so they are rarer than other weapons in their same general category.



Scavenging

Even in a world full of lush forest, fresh water and readily edible food stuffs, there is still a need to acquire treasure of the lost world. To fill that supply demand, scavenging is a necessary part of survival. Whether it's the dangerous ruins of a city or town, combing through long abandoned business and homes is a skill that every survivor must hone. For the more entrepreneur-minded, finding the right stuff can also lead to a very lucrative lifestyle in the new world.

Finding places to scavenge can be time consuming. As the characters ply the places to salvage in the new world, they are going to be mostly looking at abandoned buildings. Some of these buildings will be in the cities that the characters live in or visit, but there are a lot of new areas that are mostly unexplored that still contain some remnants of the old world.

The first thing the GM does on a scavenging run is to roll a d20 on the Building Type chart to determine what buildings the characters have found. The GM can roll as many times as

needed, depending on whether the characters are in a city, suburban center, or rural town.

Structure Type

Structure: Indicates the type of building that's being searched. Some results are specific, such as single-family home, while others are more generic, such as small retail store and can be specified in the context of the narration.

Base Cargo Space: Indicates the number of base cargo spaces worth of salvage that can be discovered, modified by the Notice roll and the structure's salvaging history.

Salvage Type: The type of salvage that can be discovered at the location. Players and GMs should define individual pieces as needed. For example, electrical could mean brand new circuit boards or fuses, or could be cannibalized components from abandoned desktop terminals.

After you've determined the type of structure that's being searched, roll a d6 on the Structure Condition chart to determine the structure's state of disrepair. Each condition will indicate how many times to roll on the Structure Hazard chart.



Roll	Structure	Base Cargo Space	Salvage Type
1	Small Office complex	d4	Type II
2	Convenience Store	d4	Type VIII
3	Single Family Home	d4	Type I
4	Department Store	d6	Type III
5	Warehouse	d8	Type IV
6	Armory	d6	Type V
7	Restaurant	d4	Type VI
8	Medium Office complex	d6	Type II
9	Drug Store	d4	Type VII
10	Big Box Store	d8	Type II
11	Fire Station	d4	Type VII
12	Hospital	d6	Type VII
13	Apartment Building	d6	Type I
14	Super Market	d6	Type VIII
15	Police Station	d4	Type V
16	Townhome	d6	Type I
17	Small Retail Store	d6	Type VIII
18	Auto Shop	d4	Type IX
19	Large Office Complex	d6	Type II
20	Medical Clinic	d4	Type VII

Structure Condition

Roll	Result	Structure Hazard Rolls
1	Collapsed	0
2	Heavily Damaged	3
3-4	Lightly Damaged	1
5	Moderately Damaged	2
6	Undamaged	0

Undamaged: The structure is fully intact.

Lightly Damage: The structure has broken windows, maybe some holes in the walls, but is otherwise intact.

Moderately Damaged: The structure has a few missing walls, holes in the ceiling, and maybe some small sections of missing floor.

Heavily Damaged: The structure is standing, but barely. The roof is collapsed, the walls

aren't all the sturdy, and the floor might give away at any moment.

Collapsed: A collapsed building is primarily a pile of rubble. Though there might be a room or two still standing, the scavenger is mostly going to be digging through rubble.

After determining the structure's condition and how many times to roll on the hazards chart, roll a d12 for each hazard and consult the chart below.

Structure Hazards

Roll	Structure Hazard Rolls
1	Ambush Attack, Major
2	Punch Through Floor
3	Ambush Attack, Minor
4	Roof Cave-In
5	Others Arrive, Moderate
6	Wall Crumbles
7	Ambush Attack, Moderate
8	Others Arrive, Major
9	Floor Collapse
10	Others Arrive, Minor
11	Trap Is Tripped
12	No Hazard

Ambush attack: The group is attacked by attacked by dinosaurs, saurians, morlocks, cultists, outlaws, or whatever seems appropriate

- **Minor:** Half the number of attackers as the characters.
- **Moderate:** One per character. At least one Wild Card attacker.
- **Major:** Two per character. At least one or two Wild Card attackers.

Floor collapse: The floor beneath the character completely collapses. Make an Agility roll. On a success, the character takes 2d4. On a failure, the character takes 2d6 damage.

No Hazard: You lucked out. Enjoy your spoils.

Others arrive: A group of enemies, dependent on the setting the same as for an Ambush Attack, arrives on the scene, potentially trapping the characters inside the structure.

- **Minor:** One (1) enemy per character. At least one Wild Card enemy.
- **Moderate:** Two (2) enemies per character. At least one or two Wild Card enemies.
- **Major:** Three (4) enemies per character. At least two or three Wild Card enemies.

Punch through floor: The character’s foot punches through the floor. Make an Agility roll to avoid falling through and taking 2d6 damage. Otherwise, it takes a full round to pull the foot out.

Roof cave-in: The roof caves in over the character. Make an Agility roll at -2 to avoid 2d6 damage.

Trap is tripped: Someone rigged the place to explode. Everyone within a Medium Burst Template of the character must make an Agility roll to get behind cover or suffer 2d8 damage.

Wall crumbles: The wall next to the character suddenly walls toward them. Roll Agility to avoid taking 2d8 damage.

Finally, roll a d4 on the Scavenging History chart to determine any modifiers to the upcoming Notice check and the Cargo Space salvage roll.

Scavenging History

Roll	Result	Notice Modifier	Cargo Space Modifier
1	Heavily Scavenged	-4	-2
2	Moderately Scavenged	-2	-1
3	Lightly Scavenged	+0	+0
4	Never Scavenged	+1	+0

Once all the preliminaries are out of the way, each character participating in searching a structure makes a Notice check, modified by the place's salvaging history. On a success, they discover the structure's Base Cargo Space in salvage. Each raise on the roll adds +1 cargo space to the total.

When making the Notice check, don't forget to also apply any lighting modifiers from *Savage Worlds*.

Determining Salvage

If the Notice check was successful, then roll the indicated Base Cargo Space die from the Structure Type chart. Apply any modifier to the roll based on the location's salvaging history, and then add +1 cargo space for each raise achieved on the Notice check.

For each cargo space the character salvaged, roll the appropriate die on the Salvage Type chart as indicated for the location next to the structure's type.

Salvage Type I (roll d8)

Roll	Salvage
1	Food
2	Weapons
3	Armor
4	Electrical
5	Mechanical
6	Misc.
7	Fuel
8	Medical

Salvage Type II (roll d6)

Roll	Salvage
1-2	Electrical
3-4	Fuel
5-6	Misc.

Salvage Type III (roll d6)

Roll	Salvage
1-2	Electrical
3-4	Mechanical
5-6	Misc.

Salvage Type IV (roll d6)

Roll	Salvage
1-2	Electrical
3-4	Food
5-6	Mechanical

Salvage Type V (roll d6)

Roll	Salvage
1-2	Armor
3-4	Misc.
5-6	Weapons

Salvage Type VI (roll d6)

Roll	Salvage
1-2	Food
3-4	Fuel
5-6	Misc.

Salvage Type VIII (roll d6)

Roll	Salvage
1-2	Food
3-4	Medical
5-6	Misc.

Salvage Type IX (roll d6)

Roll	Salvage
1-2	Fuel
3-4	Mechanical
5-6	Misc.

Salvage Value

Now that you have your cargo spaces' worth of salvage, it's time to determine what it's worth. Use the chart below to figure out the value of what you've found. Roll the appropriate die next to each type of salvage, and multiply it by the amount (which represents dollars, or whatever type of currency your setting uses).

Salvage Type VIII (roll d6)

Salvage Type	Value in Gear Points (per Cargo Space)
Armor	1d6 x 300
Electrical	1d4 x 100
Food	1d6 x 200
Fuel	1d6 x 200
Mechanical	1d4 x 100
Medical	1d8 x 400
Misc.	1d4 x 50
Weapons	1d6 x 300

Finding Vehicles

Finding working vehicles can be a great discovery, but unless the characters were fortunate enough to take the vehicle from a living person, the chances of it having the keys waiting for them aren't good. If you want to randomly determine if the keys are available, roll a d6. On a 5 or 6, the vehicle has keys with it.

Otherwise, they are going to have to hotwire the thing.

Hotwiring an older model car requires at least a screwdriver and Repair roll at -2 penalty. If the car is a newer model (and more likely has an anti-theft system) the Repair roll suffers -4 penalty.

Attempting to hotwire it while under pressure (such as a battle raging around the character) imposes an additional -2 penalty.

If the characters want to sell the vehicle, the value will depend on whether the buyer has access to fuel. If the buyer would have access to fuel, the value is whatever total is rolled. If the buyer doesn't have access to fuel for the vehicle, the value is cut in half (round up).



Character Vocations

Archivist

Archivists are the keepers of knowledge, dedicated to the accumulation, preservation and dissemination of the wisdom to the fallen world. Part archaeologist, scholar and teacher, they immerse themselves in the past to understand the present and enlighten the future. A true Jack-of-all-Trades, a good archivist knows a little bit of everything (or as some put it “just enough of everything to be dangerous”).

In most communities, archivists are highly valued, keepers of the history of the enclave and advisors to the settlement’s leaders. Master archivists are rarely allowed to risk their lives outside the safety of their settlement and are valuable enough to be legitimate prizes of war. Archivists in the field are usually apprentices.

As well as accumulating and preserving knowledge, archivists impart it. To them is passed one of the greatest duties of all; ensuring that humanity’s hard-won wisdom is passed on to the next generation. Most archivists are skilled story tellers, able to unfold the tapestry of history through recitation and song. These are the people you seek when you want to know what that strange object you found in the jungle does, when you need to know what lies beneath the ruins of a city, or how to understand the clues contained in an ancient map.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Academics d8, Athletics d4, Common Knowledge d8, Fighting d4, Hacking d4, Language (any) d6, Notice d6, Persuasion d6, Repair d4, Research d6, Shooting d4, Stealth d4 (plus 1 additional skill point)

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Scholar

Gear: Knife, 1 handgun of choice, 1d4 books of the old world, handheld computer, 50 rounds of ammunition, basic electronic toolkit

Bard

In the harsh reality of the world reborn, human culture hangs on a knife-edge. With humanity no longer at the top of the food chain, and with daily life often one of drudgery, danger and toil, it has become more important than ever to remind us of our past and the beauty we can create. Bards serve a vital function, preserving and communicating the spark of humanity’s creative history.

A bard is a professional storyteller, poet, performer and journalist, using performance art to commemorate and disseminate history. In the past of the fallen world, bards were usually employed by a patron to sing their praises and glorify their achievements. In the world reborn, bards use song and recitation to convey such vital information as news, medical procedures, basic science, local geography and ecology, as well as tales and songs from before

the dying time. Bards who were sleepers are often known for their dramatic performances of ancient epics such as “War of the Stars”, and “The Voyages of the Enterprise”.

Most bards are wanderers, travelling from settlement to settlement, performing for food and shelter.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Athletics d6, Fighting d4, Common

Knowledge d6, Notice d6, Persuasion d8, Shooting d4, Stealth d6,

Thievery d4 (plus 4 additional skill points)

Pace: 6; **Parry:** 4; **Toughness:** 4

Hindrances: Maximum of 4 points

Edges: Charismatic, Streetwise

Gear: Pen and Paper, knife, a book of “stories” from the old world.

Blacksmith

As some of Earth’s oldest creatures have returned, so has one of mankind’s oldest professions. In the years before the dying time, blacksmiths had died out entirely. Metal was worked exclusively by machines, designed by computers, and ultimately assembled by robots. In the world reborn, humanity has rediscovered the power of the forge, the anvil, and a muscular arm.

Blacksmiths work with scavengers to recover metals that they can smelt, pour and cast. They work with engineers to make nails and tools, with techs to make engines and components, and with soldiers to craft weapons and armor. A blacksmiths forge is the fiery heart of their community, and smith is a respected and valued career.

Most blacksmiths are powerfully muscled, as blunt and hard as the metal they work. Few like to wander far from their forge, but those that do make strong allies and terrible enemies.

Attributes: Agility d6, Smarts d4, Spirit d6,

Strength d8, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d6, Repair d8, Stealth d4, Survival d8 (plus 1 additional skill point)

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Maximum of 4 points

Edges: Brawny, Brute

Gear: Portable Anvil, Hammer (STR + 1d6), Leather Apron

Dinosaur Herder

In the old West of the fallen world, cowpokes were the hard-working, hard-living men and women who rode the prairies and grasslands tending and protecting vast heard of cattle against the predations of rustlers, wolves and coyotes. In the world reborn, their spirit has been revived in the dinosaur herder, those hardy souls responsible for the care and management of the herbivore herds upon which so many settlements depend.

Dinosaur herders, like the cattle herders of so long ago, have a reputation of being rough around the edges and as tough as old boot leather, though in truth they are much tougher. While most saurian herbivores are placid creatures, just one misstep can see you and your steed accidentally crushed between a hadrosaur and her calf, trampled by a stegosaur or gored by a bull ceratopsian.

In the world reborn, horses have almost completely died out, and those that have survived are too small and too wild to ride, so most dinosaur herders either ride motorbikes and quad-bikes, or more often on bipedal herbivorous boneheads like *pachycephalosaurus* or the smaller and more agile *stygimoloch* and *sphaerotherolus*. Boneheads are easily trained, possess great endurance, and can eat any vegetation they can reach, making it easy to feed them on the trail. They can put on a surprising turn of speed when required, and their dense bony skulls can be used to butt a wayward triceratops in the right direction without causing a stampede.

Successful dinosaur herders require nerves of steel, cat-like reflexes and eyes in the back of their head. Very few live to a ripe old age, and most end up being killed or crippled by the animals in their charge. Despite this – or perhaps because of it – herders love what they do and live life to the fullest, squeezing out every drop before the end.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Healing d4, Notice d6, Persuasion d8, Shooting d6, Stealth d6, Survival d6 (plus 2 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Nerves of Steel

Gear: 1 handgun and 1 rifle of choice, horse, saddle, 50 rounds of ammunition for each weapon.

Dinosaur Hunter

Hunting dinosaur is a dangerous – frequently deadly – pursuit, and it takes a special kind of person to hunt and kill creatures that mass in the tons, can ignore small arms fire, crush vehicles and can easily kill you in the space of time between you killing them and their body realizing that they're dead.

Dinosaur hunters are masters of precision, accuracy and stealth. While a few dinosaurs have learned to fear mankind, it's an easy thing to get snapped up by a passing carnosaur because you attracted its attention while lining up your shot. With most dinosaurs' vital organs wrapped within dense layers of muscle, fat, and bone, killing shots are hard, and most hunters go for either the brain (through the eye), the neck and spinal column, or a leg in the knee or ankle joints.

Few hunters kill for food. In the wild, corpses of any kind attract scavengers from miles around, and it's rare that a hunter will be able to extract enough flesh from a fallen dinosaur



before its vicinity becomes a very unhealthy place to be. In most cases, hunters are paired with a tracker to locate and destroy predatory dinosaurs such as tyrannosaurs, allosaurs, and spinosaurs. These creatures can devastate a community's food stocks and populations if not dealt with swiftly, and the dinosaur hunter is the one who gets the job done.

Some hunters travel from settlement to settlement like the gunslingers of the Old West, trading their skills for food and lodging, levelling out the local food chain before moving on. It's a lonely life, and often a short one.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Language (Sign Language) d8, Notice d8, Persuasion d4, Shooting d8, Stealth d4, Survival d8 (plus 2 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points (if the character is a poacher, then it would be appropriate to have the Wanted (Major or Minor) Hinderance, with 2 or 3 points left over)

Edges: Danger Sense

Gear: Dinosaur Gun, Knife, Basic vehicle (Jeep or Motorcycle) or 1 suit of dinosaur hide armor, maps of the area, 50 rounds of ammunition

Diplomat

To thrive in the face of the hazardous world reborn, humans need to cooperate in a way they never have before. Despite the abundance of resources in the form of food, water and land, humans are still highly territorial and suspicious of anyone other than their immediate family group of community. If mankind is to survive, diplomats are needed.

Part communications specialist, part negotiator, part peace-maker, diplomats smooth the way for clear communication and peaceful trade. With their in-depth knowledge

of human behavior and their ability to make friends and mediate disputes, diplomats are an essential part of life in the world reborn. They make deals, forge alliances, mediate disputes, unite disparate settlements and prevent (or end) wasteful conflict. With their easy manner and ability to read people, they're also a valuable source of information.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d8, Stealth d6 (Academics or Science at d8, four languages of choice at d6, plus 3 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Charismatic, Linguist

Gear: Knife, Letter of introduction

Engineer

Settlements in the world reborn have a desperate need for people who can design, build and repair gross mechanical systems: drains, water pumps, generators, windmills, waterwheels, dams, shelters, bridges and other infrastructure components.

There is some crossover between engineers and techs, but the distinction is really a matter of scale; techs deal with *things*, engineers deal with *structures*. A good engineer understands not only how to build and maintain a structure or system, but also grasps the logistics of its construction. They can manage work crews, build scaffolding, source materials and find ways to transport them to the site. Most of all, an engineer has vision, and understands how to turn mechanical forces to the advantage of all.

Most engineers prefer a quiet life of design and construction in a settled environment, but some enjoy travelling, selling their services from place to place, helping as many settlements as possible back to some measure of safety and civilization.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d6, Vigor d4

Skills: Academics d8, Athletics d4, Common Knowledge d8, Notice d6, Persuasion d6, Repair d4, Science d8, Stealth d4 (plus 4 additional skill points)

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Maximum of 4 points

Edges: Scholar

Gear: Slide rule, handheld computer, basic electronic repair kit

Leader

Now more than ever, humanity needs guidance and wise leadership. Leaders try to provide that, if they can. In the world reborn, leaders are primarily concerned with resource-management and making large-scale decisions for the community. They have a detailed knowledge of their settlement, its population, resources and capabilities. They endeavor to anticipate the needs of their people and foresee their perils. Leaders are practiced in the art of making hard decisions. Often, sacrifices must be made for the good of the majority, and a good leader must be able to make those choices without being destroyed by them.

Leaders are not politicians, though they must share many of the same skills and may sometimes appear indistinguishable. Politicians are motivated not by the need to do the objective best for their people, but by the need to pursue a personal vision and the sense that they know what is best for everyone. Leaders listen to advice and will step away from the reins of power if it is the best thing for the people; a politician never will.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d6, Hacking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6 (plus 2 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Connections, Common Bond or Charismatic

Gear: Badge of Office

Medic

The word reborn is a dangerous place, and when that danger strikes, the medic is there to pick up the pieces. Whether it's a crush injury from getting the wrong side of a stegosaurus corral, a slash from a raptor claw, or sickness from drinking tainted water, the medic knows how best to deal with it. At home medics treat injuries and diagnose illness, perform surgery, immunize and vaccinate, even deliver babies. In the field medics help stabilize wounds and prevent the spread of infection, keeping the patient alive until they can receive more effective treatment. Some develop skills in botany and biochemistry to allow them to synthesize drugs from local plant life.

In a community, the medic is the most valued member. Communities can – and do – survive without a leader, but it is very rare to find one doing well without a medic. Experienced medics are a valuable commodity, and rarely allowed to venture far from their settlement without armed protection. Some desperate communities have even been known to kidnap medics from other settlements, and no experienced medic can go long without taking an apprentice to replace them. A medic who settles in one place can earn a fine living and command respect from the settlement. Some medics prefer to travel the world reborn, moving from place to place, selling their services where they can.

While medics generally make poor fighters, there is one secret few like to tell, and it is this; medics understand drugs and toxins. They know exactly how the human body works, how fragile it is, and how to inflict the maximum amount of pain and discomfort without causing unconsciousness or death. Don't ever upset a medic; they know how to make you suffer.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Healing d8, Notice d6, Persuasion d6, Science d8, Stealth d6 (plus 4 additional skill points)

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Healer

Gear: Medic Kit, First Aid Kit, 1d6 tubes of super glue, 1 beat up and barely held together copy of Grey's Anatomy

Naturalist

Naturalists research, catalog and explore the ecosystem of the world reborn. They strive to understand its systems and complex interrelationships, and seek answers to its many mysteries. Part scientist, scholar and explorer in an environment full of hostile and predatory life, naturalists are no strangers to danger. Many naturalists find their posterity by bequeathing their name to the thing that killed them.

Unlike pure scientists, naturalists have a practical, first-hand knowledge of their subject. They prefer to get up close and personal, and sometimes need to be reminded of the dangers around them when faced with something new and interesting. Most naturalists have a deep love and respect for the natural world, and they passionately resist its exploitation.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Science d6, Shooting d6, Stealth d8 (plus 1 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: —

Gear: Notebook full of notes about plants and animals, Knife, 1 handgun of choice, 50 rounds of ammunition.

Ranger

Self-reliant, stealthy, self-assured and smart, rangers know the local terrain like the back of their hand. They know the easiest routes, sources of water, the location of nearby settlements and ruins, which plants are dangerous and which are edible, and the

territories of the local predators. Most will have a working knowledge of local diseases and their treatment, feuds and local politics, and the locations of various plants and animals. Rangers are also excellent hunters and trappers, and can live off the land for

weeks – perhaps months – at a time. Rangers also act as local law enforcement, when there are no other agencies around.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Research d6, Shooting d8, Stealth d8, Survival d8



Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Beast Master or Dinosaur Master

Gear: Knife, 1 handgun or rifle of choice, 50 rounds of ammunition

Scavenger

Despite the centuries that have passed since the dying time, valuable relics of the fallen world can still be found among the ruins, and the scavenger knows where to find them. Scavengers spend weeks in the wilderness, locating sites of interest, scouting them carefully and then systematically looting them for anything of value. Some scavengers work in crews, braving the terrors of shattered and overgrown cities, dead shelters and ruined installations. Most work alone, trusting no-one with the secrets of their finds, stashing the most valuable items in hidden caches, to be retrieved when the price is right.

Scavenging is a hard life, and usually a short one. Many unpleasant things make their homes in the ruins of the fallen world. Morlocks, rat swarms, and giant ant colonies are the least a scavenger might encounter. Many scavengers die in claim disputes, slain by scavengers less diligent but more ruthless. Others are buried alive when ancient concrete finally gives way, or die from infected wounds, dinosaur predation or disease.

Scavengers and traders often work together; the scavenger finds goods, and the trader sells them. Few trust each other completely. Scavengers make excellent thieves; those that live quickly learned the value of stealth and agility early in their careers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Repair d6, Shooting d6, Stealth d6 (plus 5 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Scavenger

Gear: 1 handgun of choice, 50 rounds of ammunition, 1d6 salvaged items (from general equipment only), knife

Scientist

In the centuries after man took to the shelters and the cryo-hives, the world changed. The works of man were overgrown, inundated and eventually overthrown. Over twenty billion people died, their remains eventually crumbling to dust and scattered to the winds. The climate changed, the jungles and forests grew. And then there are the dinosaurs...

The world reborn is full of mysteries, and the scientist seeks to understand them. Driven by a need to know, scientists hunger for new data to feed their theories, often putting themselves in danger in the search for new information. Armed with education and a faith that the processes of the world can be understood, scientists lead the way in mankind's long journey back to civilization.

In some settlements, scientists enjoy respect and position, much as archivists, blacksmiths, medics and engineers do. In others they are viewed with suspicion, much as sorcerers and witches were in the Middle Ages, held in some way responsible for the fall of mankind and the horrors of the dying time. Scientists work well with techs, engineers, archivists and blacksmiths.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Academics d8, Athletics d4, Common Knowledge d8, Fighting d4, Notice d6, Persuasion d6, Science d8, Shooting d4, Stealth d6 (plus 2 additional skill points)

Pace: 6; **Parry:** 4; **Toughness:** 4

Hindrances: Maximum of 4 points

Edges: Jack of all Trades

Gear: Handheld computer, slide rule, pocket notebook and pen

Soldier

In the savagery of the world reborn, warrior remains a vital and honored profession. Soldiers put their lives and bodies on the line for their community, standing ready to defend their people against any and all threats. A good soldier is disciplined, well-trained and capable, able to follow orders or act without them if necessary.

Most soldiers are skilled with a variety of weapons, while some specialize. Those who emerge from the cryo-hives may have graduated from a formal military academy or had law enforcement training in the years before the dying time. Soldiers from the shelter cities may have been born in guard creches and grown to adulthood in the world reborn, developing their skills from years of experience.

The dark reflection of the soldier is the mercenary. Loyal to no-one but themselves, mercenaries are opportunistic adventurers, sharing the skills of the soldier, but rarely exhibiting their courage or discipline.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4 (plus 2 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Maximum of 4 points

Edges: Soldier, any one Combat edge

Gear: Knife, One handgun or longarm of choice, 1 Kevlar Vest.

Tech

Techs are specialists in the technology of the fallen world. While an archivist may be able to tell you what a gadget is for, you'll need a tech to get it working. Techs are fascinated with the lost wonders of the fallen world and are always tinkering with something, either trying to repair it, reproduce it or maintain it.

Most techs have a broad foundation in the physical sciences, including physics, chemistry and mechanical engineering. Some specialize in electronics, but most are grease monkeys, never happier then when they're elbow deep in the guts of some machine. Most techs are more comfortable with technology than they are with people, and the very best seem to have a knack with devices that borders on the uncanny.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Hacking d6, Notice d8, Persuasion d6, Repair, d8, Shooting d6, Stealth d6 (plus 2 additional skill points)

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Maximum of 4 points

Edges: Mr. Fix-it or McGyver, Scavenger

Gear: 1 handgun of choice, map case full of 1d6 old world engineering diagrams, 1 electrical tool kit, a desktop computer, 50 rounds of ammunition

Tracker

While scouts know the lay of the land, it's perils and pitfalls, the tracker knows how to read it. Trackers can interpret the smallest of signs in the ground and the brush to divine what has passed nearby, and in which direction. A skilled tracker can read the scuffs in the dirt and the broken twigs in the trees and give you a detailed breakdown on what took place, and how long ago. Part hunter, part detective, the tracker can follow even the faintest of trails for miles through dense jungle or across rolling plains. Trackers live for the chase, treating the pursuit as a game between tracked and tracker.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Survival d8 (plus 2 additional skill points)

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Maximum of 4 points

Edges: Tracker

Gear: Horse, Saddle, 1 rifle or handgun, 50 rounds of ammunition

Trader

Even in the world reborn, commerce fuels civilization. It is the lifeblood that drives cooperation and helps create social structures that foster mutual aid and support. Traders are a vital part of that process, forging links between communities, bringing vital supplies and information, facilitating regular communication and maintaining the vital web of resources so necessary for settlements to thrive.

Traders and diplomats share many of the same skills. Both are consummate negotiators and communicators, but while the diplomat seeks equity between all parties, the trader seeks to make a profit, preferably a healthy one. The

wise trader plays fair; an unhappy customer may come looking for you to settle accounts later, and you never know when you might need to pass along the same route. Rogue traders enjoy getting one over on a customer and are forever trying to keep one step ahead of those they've conned or cheated.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Fighting d4, Notice d8, Persuasion d8, Research d8, Shooting d6, Stealth d4 (plus 2 additional skill points)

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Maximum of 4 points

Edges: Black Marketeer, Charismatic, Connections or Scavenger are all appropriate.

Gear: 1 handgun or rifle of choice, Leather Jacket, 50 rounds of ammunition



A Gazetteer of North America

Relics of the Fallen World

The world of *The Dinosaur Protocol* is one of lush forests, dense jungles, steaming swamps and barren deserts. It is a primal world, harsh and beautiful in equal measure, one in which the traces of human civilization are very faint indeed. Here and there, perhaps, can be found oddly carved stones or pieces of rusted wrought metal, but in almost every way the works of man have been swept away by the relentless forces of resurgent nature.

The influence of man upon the landscape has been undone by the silent centuries. Where dams once stood, wild rivers flow. Swamps once drained for building and pastureland have returned. The tallest buildings lie toppled and overgrown, and coastal cities have been claimed by the tides.

The works of man aren't entirely gone though. Buried by the desert sands, overgrown by the jungles, submerged beneath the tides, some small, scattered remnants of the fallen world remain. Still sealed vaults, hidden complexes, subterranean tunnels, all await discovery for the enterprising explorer. Most are empty, filled with nothing but dust and the echoes of a lost past, while others may contain riches in the form of equipment, medicines, information and technology.

The Clock of the Eternal Now

Buried in a series of deep caverns near the peak of Mount Washington in what used to be Nevada, is the Clock of the Eternal Now. Originally developed by a coalition of scientists and tech billionaires, the Clock was a project to create a time-keeping device capable of operating accurately for over ten thousand years, without the need for human intervention. The intricate mechanism of the Clock is designed to be self-maintaining where possible, and repairable with nothing greater than Bronze ages tools and materials. Though the Clock requires periodic winding, it can power itself by capturing thermal energy from the difference between night and day. Though complex in function, the design of the Clock is simple to grasp, and is designed to educate observers in the principles of mechanical engineering. It contains no valuable parts or materials, and is designed to discourage looting.

Scattered throughout the installation are hundreds of glass spheres, within which are embedded metal disks covered tiny etched letters. Each disk can be read through a microscope, or by using another sphere as a magnifying lens, and contain nearly 13 thousand pages of text. Each page is duplicated in a number of languages and is intended to act as a sort of Rosetta Stone to help preserve languages across the lifetime of the Clock.

Many spheres contain texts on the science and technology, while others store literature, music and poetry. Each sphere is duplicated many times over, ensuring that no information is lost. Smaller caches of the spheres can be found in locations across North America.

Dead Zones

When the old world fell, it fell hard. Death stalked the land, and none could hide from her skeletal touch. The systems, checks and balances that maintained a precarious equilibrium failed, and with them struck disaster.

Those blighted areas referred to as dead zones by explorers of the world reborn are areas of environmental disaster, warped, twisted and poisoned by the death throes of the fallen world. They are sites where nuclear reactors went into meltdown when their coolant ran out, where chemical refineries spewed toxic clouds into the air when safety systems weren't activated, where oil refineries covered the waters with cloying hydrocarbons, where malfunctioning nanotechnology went rogue and devoured everything to build strange and alien objects.

Ironically, it is within these poisoned lands that treasures can be found, where the grinding erosion of relentless nature has been stayed, however briefly, by the toxic shadow of man's carelessness. Here then, can be found the richest pickings, for those who dare to risk poisoning, cancers and the attentions of the mutated creatures that make these blighted regions their home.

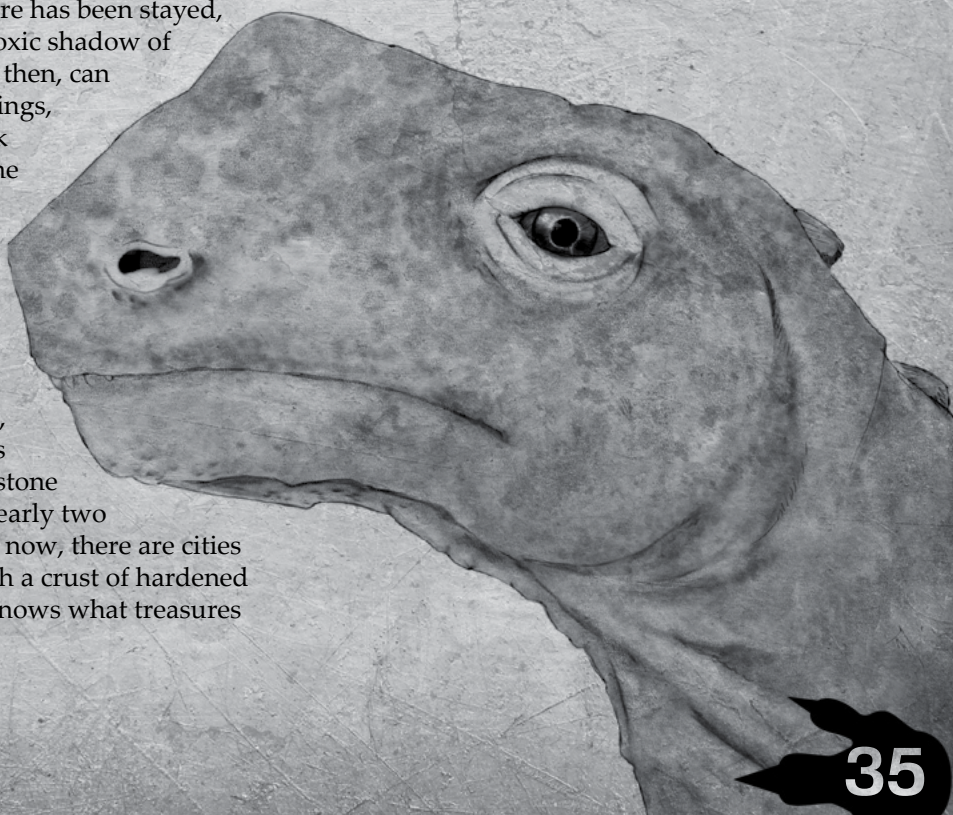
One of the largest dead zones in North America is the Yellowstone Crater, a vast, blasted wilderness created when the Yellowstone super-volcano erupted nearly two hundred years ago. Even now, there are cities and towns buried beneath a crust of hardened volcanic ash, with who knows what treasures awaiting discovery.

Settlements of the World Reborn

The world of *The Dinosaur Protocol* is a lush, tropical world. It is unknown how the flora and fauna returned to the Earth, but it is known that it flourished in the time humans hid themselves underground. In the years since the return, humans have built new communities on the ruins of the old empires.

There are several places that exist, and several more that are just known about through rumor. The best idea is for a gamemaster to center their campaign around a community and spend adventuring time to explore other places that are rumored to exist.

The world reborn was not kind to the cities of the old world, but a lot of the great cities survived, more or less intact. At least intact enough for human habitation. Every settlement in the world reborn has grown around a survival shelter, and its culture is heavily influenced by the nature of the shelter and the philosophy of its builders. Subterranean cities, with their generations of survivors, are likely to produce very different settlements to those built by the survivors of the cryogenic hives, people who experienced the last days



of the fallen world first hand. Shelters built by corporations or the military are going to have a very different outlook on the world from those built by religious organizations, militias or private citizens.

When populating the world reborn, GMs are encouraged to think about who built the original shelters, and what their legacy to the world reborn might be. For more thoughts on this, check out the Factions section.

Chi-Town

This settlement is built about 30 miles southwest of the ruins of old Chicago. It is a major trading town, with people constantly coming through from all areas to see the market, or at least that's what the town council would like you to think. A lot of the goods for sale and trade in Chi-Town come from the ruins of Chicago, and from wanderers that stumble upon a settlement, not on any map.

One of the largest settlements of the world reborn, Chi-Town is best known for its thriving black market and has a reputation in the underworld as being the place that you can get anything you want, for the right price of course. Chi-Town has become a major center for metal-working and weapons manufacture, producing everything from armor, swords and axes to firearms.

Chi-Town is a major inland port, with water access to both the Great Lakes and what was once the Mississippi River, and has once again become a hub of transport and communications. Fishing is a major industry here, and Chi-Town sailors are renowned for their skills on the water as fishers, merchant mariners and pirates.

While Chi-Town relies on trade for much of its food, the town council takes care to ensure that the city is capable of being self-sufficient should they need to isolate themselves for any reason. The city maintains paddy fields for rice and meat fruit groves, and jealously protects the fishing rights to its surrounding waters.

Note: In game terms, Chi-Town is a gigantic (population 500+) merit-based community. Anyone who is willing and able to pull their

weight is welcome here, as long as they can contribute to the settlement as a whole.

Council of the Islands

As the name implies, the Council of the Islands is built on top of the old-world city of Manhattan, whose ruins were flooded while humanity was underground. The government of the Council of Islands is headed by a mayor elected from a council of elders. They locate their government offices in the top of what use to be the Empire State Building, the tallest building to survive the apocalypse.

The Council of the Islands has one major feature that is coveted by other communities. They have the known worlds largest repository of old-world knowledge; somehow the majority of the works in the New York Public Library survived. The books can be accessed by the public, but only with permission of the council, and they can never be removed from the library's location. The Library is maintained and monitored by the Order of Librarians, who have evolved into something resembling the monastic orders of the old world, and is zealously guarded by the Library Police, who deal with transgressors swiftly and finally. The Library has come under repeated attack by adherents of the Church of the Divine Reptile, as well as pirates seeking to steal the books for ransom or trade, and the Library Police take their responsibility very seriously indeed.

In recent years, the Order of Librarians have begun gathering resources to create what they hope to be the first university in the world reborn, dedicated to bringing enlightenment to the new age. The proposal has not been well-received in some quarters, with more than a few settlements believing that science and the quest for knowledge is what led to the fall of the old world.

The Council of the Islands maintain large areas dedicated to sea agriculture, farming fish and protein-rich seaweed. When dried, the seaweed is a tasty and nutritious trail-ration for explorers, with the added benefit that its scent doesn't attract predators or scavengers.

Note: The Council of the Islands is a gigantic (population 500+) community, which functions similarly to a religious settlement. Those who seek knowledge or bring new sources of information are welcome here.

Dry Lake

The ruins of Dry Lake are interesting. It exists in a place where the city was mostly preserved by the hot and arid conditions surrounding the city. It is rumored that the dry lake bed, that contain the salt mines that the city relies upon for trade, that the city sits near, was rumored at one time to be a lake of salt. Dry Lake is mostly controlled by the Church of Latter-day Saints, and sits in the ruins of what was once known as Salt Lake City on the maps of the old world.

Dry Lake is rumored to contain the second largest surviving library in the world reborn, located in the vast labyrinth of tunnels and caverns beneath the settlement, though the Latter-day Saints refuse to confirm or deny this. What is certain is that, though the settlement has come under attack by roving outlaw bands more than once, each time the defenses have been breached the settlement has been discovered to be utterly deserted, with no sign of where the inhabitants have gone. It is for this reason that Dry Lake is sometimes referred to as “Ghost Town” by local raiders.

Dry Lake gets its food and water from vast subterranean aquifers buried deep beneath the city. The Latter-day Saints are experts in hydroponics, maintaining huge agricultural installations below ground, illuminated by fiber-optic “sun pipes” that channel natural sunlight into the deep caverns. They specialize in the production of a high-protein fungus that can be processed in a variety of ways as a meat substitute, which is one of their primary exports as requires no freezing to store for long periods in its dried form.

Note: Dry Lake is a gigantic religious community. While they are generally welcoming to well-behaved visitors, they are also extremely secretive, preferring to answer questions with a frustratingly bland smile.

Republic of Washington

The Republic of Washington rests in the ruins of the old-world city of Washington, D.C. and a few miles of the surrounding area, including some forests and swamps.

The inhabitants of the Republic of Washington are mostly a tribe of traders, scholars and diplomats, though they maintain a small but efficient army – the Republican Guard – and can put up a fight if needed. The Republic thrives on trade deals and through providing security to smaller local settlements, for a price. Because of this, they are often treated with disdain by other settlements, seen as parasites instead of contributors to the survival of humankind. Citizens of the Republic consider themselves to be at the forefront of the rebuilding of civilization, a unifying force providing security and structure to the scattered settlements of the area.

Like Chi-Town, the Republic is a center of trade and communication, with merchant caravans bringing news from all over North America. The ruling body of the Republic – the Commerce Chamber – is said to be one of the most efficient intelligence gathering operations in the world reborn, fed by a vast network of traders, merchants and diplomats throughout the continent. Exactly how the Chamber gets this information so quickly is unknown, though some speculate that they have successfully salvaged and reactivated several items of fallen world communications technology.

The Republic is fed by several vast farms surrounding the city and is constantly clearing and reclaiming more areas of jungle and swamp land for agriculture. In recent years considerable resentment has been growing amongst the farmers for the amount of oversight and interference from the Commerce Chamber that they must endure, and there have been rumblings about the forming of a Growers Association to help in negotiations with the city. Such an action would almost certainly provoke retaliatory action from the Commerce Chamber, and both sides are secretly preparing for what most see as an inevitable conflict.

Note: The Republic of Washington is a gigantic old-world community, though which bits of the old world they seek to revive is up to the GM. They welcome those who are willing to trade, either in goods or in information, and pay well for both.

Sandy

Sandy is another city built on platforms on top of a ruined city of the old world. Located on top of the flooded ruins of San Diego, it is one of the more prosperous cities on the West Coast. They have recently made diplomatic contact with the city of Seattac, north of them.

The largest and oldest of the human settlements in the world reborn, the city of Sandy has managed to make quite a bit of the old world available to its citizens. They have the “modern conveniences” of electricity, sewage, plumbing and even access to computers (and some basic electronic manufacturing) in the central areas. This is in part to do with the large solar farms they managed to salvage from nearby areas and through trial and error were able to get them to work to provide electricity to the entire community.

Sandy is also the home (relatively speaking) to a large animal preserve. They boast of having the largest preserve on the West Coast (but until recently they thought they were by themselves). Inside this preserve all hunting is illegal and is patrolled by Rangers. This of course does not stop the poachers who think hunting there is fair game...in spite of it being the death penalty, in most cases, if they are caught.

Sandy does a brisk trade in technology and engineering skills, though each sale is carefully considered to ensure that it doesn't put the city at risk. Though Sandy has a

number of armaments factories, they almost never trade weaponry or technology that can be used to produce weapons.

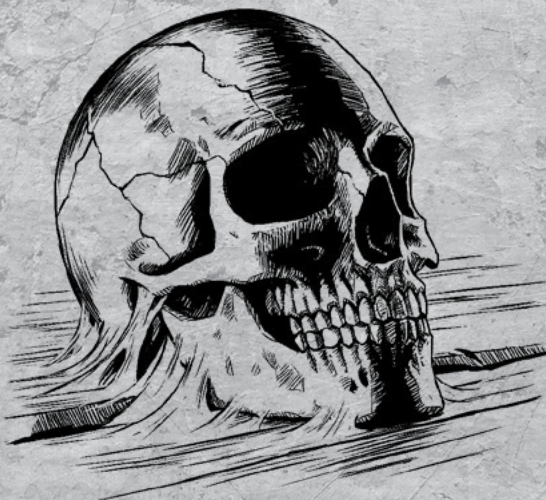
Sandy considers itself to the forerunner in the drive to recreate and reclaim human civilization, which often manifests as a patronizing attitude to those settlements who have yet to recover an advanced level of technology. This is keenly resented by the inhabitants of most settlements, who believe that Sandy could do more to help the less fortunate.

Note: Sandy is a gigantic merit-based community, with a strong sense of social responsibility within their own boundaries. Sanders are often referred to as “the iron hand in the velvet glove,” referring to the harsh lesson learned by those who mistake their liberal values for weakness.

Seattac

Seattac is located on the ruins of the old world cities of Seattle and Tacoma, Washington in the Pacific Northwest. They have decent trade relations with the city of Van to the north, and more recently the city of Sandy in the south. The community exists primarily of people that fish and hunt, and there is enough of a surplus that they make a decent living in the trading regions.

Though Seattac has a large, robust population, they have little in the way of technology, remaining at a level akin to the Middle Ages. The exceptions to this are the fields of medicine and ship-building, at which they excel. The Seattac fishing fleets are known to brave the roughest seas and are well used to dealing with ocean-dwelling predators, of which there are many. In recent years a new religion seems to have evolved amongst Seattac fishermen, which reveres



an unseen entity they refer to as “The Voice of the Deep,” though the details of this faith are unclear to outsiders.

Seattac fishermen and women often practice deep free-diving, much like the pearl divers of the old world. They have developed a remarkable ability to hold their breath for far longer than most would believe possible, and are more at home in the water than out of it.

Note: Seattac is a gigantic merit-based community, though this may become a religious community if the followers of the Voice of the Deep become more numerous.

Thunder Mountain

Thunder Mountain is a strange place, located in a mountain range in the western part of what was once the United States. There is not much is known about it outside of the fact the sign, covered by the flora of the new world, reads Welcome to NORAD and SPACE COMMAND Cheyanne Mountain Complex. Few explorers who have investigated the area have returned, and those who do speak of an area apparently devoid of human life, surrounded by sturdy electrified fences and automated defense systems powerful enough to keep out the most determined of dinosaurs.

No one knows who or what now occupies the mountain, but it is rumored to contain a treasure trove of information and materials from the old world, if only someone could get access...

Note: The truth about Thunder Mountain is left for the GM to decide. If it is a human community, it is almost certainly Militant or Totalitarian.

Creating your own Settlements

The exact nature of the community is up to you. What matters is that if you decide to build a community, the player-characters are deeply involved in its continued survival. Which means that constructing your own community isn't for every group. While the GM can create communities to populate the campaign world

based on the needs of the story (and is not bound by the cost mechanics when doing so, same as for creating NPCs in *Savage Worlds*), if the players want to construct their own community, then they must be prepared for the responsibilities that follow.

Using the community mechanics are an abstract affair, meant to mimic the ups, downs, and resource management issues that can plague a survivor enclave. The real meat of being part of a community is the interpersonal drama between the members — the romance issues, the politics, people going out of their minds, and so forth.

Don't let the community mechanics become the focus of getting a bunch of characters together in one place. It's up to the GM and players to create the friends, enemies, mover and shakers, and other people who are living side by side. Create them as full NPCs, and create stories where sometimes they are the catalyst that gets it moving and forces the character to get involved.

The community mechanics are only meant to deal with the general resource and population upkeep, while providing benefits to some specific action types.

Types of Communities

Communities not only come in a variety of sizes, but also themes. Some are based around a religious belief, while others might be a ragtag band of outlaws who seek to ply the wasteland and take whatever they want. Others might require its citizens to earn resources by their contributions to the greater whole.

Merit Community

In a merit community, the citizens are expected to pull their weight and contribute to the greater welfare and expansion of the society. It might be through manufacturing, hunting and gathering, providing security, or even general maintenance. The more a citizen contributes, the greater their share of food, water, and other resources. Those who fail to contribute might find themselves starving, imprisoned, or even exiled.

Militant Community

A militant community is structured around a military hierarchy in one form or another. Discipline and adherence to the code of behavior are tantamount to remaining a citizen. This type of community also focuses on survival tactics, combat training, medical training, and other branches of knowledge that guarantee a well-oiled machine and an upper hand in surviving not only the wasteland, but encounters with hostile forces.

Old World Community

An Old World Community is created around the laws and concepts of the world before the apocalypse. It adheres to the old beliefs of law and order, of the Constitution, freedom, and helping those in need. This type of community believes that the old government should be restored, and it does what it can to keep the old world alive in one form or another.

Outlaw Community

The Outlaw Community is exactly what it sounds like: it's a society of criminals, degenerates, and maybe even psychopaths, who have banded together for power and strength. They ply the wasteland, taking what and who they want by force. Although typically ruled by a single individual, a coup can always be just around the corner, and feuds between members aren't uncommon, often resulting in someone's death.

Religious Community

Like the cults of the old world, the religious society is based on a central, theological

belief. It might be a belief based on a major religion, or a belief system of original design. Whatever the faith, such societies require strict adherence to the faith and the rules it preaches. Failure to be a "true believer" could result in imprisonment or even exile.

Totalitarian Community

This type of society is ruled by a single individual, or creates laws and maintains order through the absolute fear they invoke in the citizens. The ruler controls the military forces, and maintains a cadre of personal enforcers and bodyguards. Opposition is typically dealt with swiftly and decisively, with the accused party often taken in the middle of the night, or even publicly executed.

Constructing the Community

Constructing the community is a straight forward affair. The players first choose the desired size of their community and cross-reference the size on the chart below. The size will determine the community's general population (used to determine the military during a Mass Battle), how many trait dice they have to spend on the four traits, how often the community must play through an Upkeep Mission, and the size of the die used against the community during the mission.

The size of the community also determines how many modification points the players have to spend to construct the community defenses, resources, and other features.

Community Building

Size	Population	Trait Dice	Frequency	Mods	Mission Die
Tiny	10	4	Once/2 months	5	d4
Small	50	6	Once per month	10	d6
Medium	100	8	Twice per month	20	d8
Large	200	10	Once per week	25	d10
Gigantic	500+	12	Once per week	30	d12

Population: Determines the general population of the community, which is used when purchasing military resources, as well as for figuring opposing forces for Upkeep Missions.

Trait Dice: Determines the number of dice that can be spent to increase the community's four Traits. When an Upkeep Mission is not run as a full adventure, the community's Trait die is used in place of character Traits, as detailed in the specific mission types.

Frequency: How often the community must conduct Upkeep Missions.

Mods: The number of modification points that can be spent to build the community, its resources, and its defenses.

Mission Die: The size of the die rolled against the community during an Upkeep Mission. The larger the community, the larger the threat against it.

Travel in the World Reborn

Few people travel any distance in the world reborn. The land is a mysterious and potentially hostile place, full of dangerous wildlife, and the majority of people stay as close as possible to the relative safety of their settlement. Those few hardy souls who do venture out and brave the wilderness are usually forced to travel on foot. There are very few roads, and the dense jungles, deep forests and steaming swamps make short work of most any vehicle.

When travel between settlements is necessary, it normally takes the form of large, heavily armed mounted caravans. It is never undertaken lightly; predators have learned to recognize the signs of a large expedition and stalk them the same way they stalk herds of prey animals, waiting to pick off stragglers or those who fall behind.

Characters in *The Dinosaur Protocol* can walk for eight hours a day under normal conditions, unless handicapped. Walking for longer, or under hostile conditions such as extreme cold or heat, incur a Vigor test every hour. If a character fails they suffer a level of Fatigue. For more information on travel, see the *Savage Worlds* core rulebook.

Factions of the World Reborn

The Phoenix Group

The brainchild of billionaire industrialist Judith Singh, the Phoenix Initiative was created in the years before the dying time, when those with power and foresight began to realize that the collapse of civilization was an inevitability. Singh had never forgotten her struggle to escape the squalor of her childhood, and refused to believe that humanity and its accomplishments should be allowed to die out. Secretly, with the aid of a cabal of like-minded captains of industry, she created a program of construction, building vast cryogenic hives powered by geothermal taps sunk deep into the earth. With the aid of PHOENIX, a sophisticated AI, she selected individuals to go into the hives, based not on their net worth or political power, but on what they could contribute to whatever world the survivors would inherit. As the global death toll rose, she activated teams of retrieval specialists to gather her chosen survivors and their families, air-lifting them to remote locations where they could be prepped and trained prior to hibernation.

When the time came, she took no place in the shelter for herself, claiming that her work was done.

The Phoenix Group are one of the better equipped and organized factions in the world reborn. Though as surprised as everyone else at the renewal and metamorphosis of the planet, they have adapted well. Their settlements are well-defended and well-appointed, with

power, communications, weapons, vehicles and medicine.

Most Phoenix Group settlements are representative democracies, run by an elected council.

The Church of the Divine Reptile

The years before the dying time saw a sudden rise in political and religious extremism, as the population sought desperately for any hint of salvation. North America became riven with conflict as the government fell under attack from a toxic brew of Christian Fundamentalists and Neo-Fascists, fighting together under the flag of the Righteous Fist of God. While their faith was one that preached love, tolerance and forgiveness, theirs was a sect who declared that their god hated. They showed up at funerals and at vigils, bearing signs and banners telling the bereaved that their loved ones were burning in hell. When misfortune struck, they were there to pour salt in the wound, proclaiming that this was God's punishment of the guilty. When the Dying Time came, they were ready. They'd been ready for decades, convinced that their hateful God was ready to tear down the works of man and start over. They gloated over the suffering of the world, and then crept into their bunkers and closed the door behind them.

Their leader, the Right Reverend Billy-Joe Harris, had been preaching the end of the

world in fire and brimstone for decades, and while he was overjoyed to see it actually happening, he had no intention of dying with the rest of the unbelievers. While he claimed to be certain of his place in heaven, it seemed that he wasn't completely willing to put his trust in the Lord to the test.

For years, Billy-Joe and his followers had been building an army, excavating massive shelters beneath their churches and compounds, equipped with the latest technology to ensure their bodily survival into the Promised Land. Cryogenic systems were expensive, so their shelters were vast concrete warrens, powered by ex-military fusion reactors bought on the black market. When a radioactive dust-cloud engulfed the South, Billy-Joe and his followers locked themselves away from encroaching death, safe in the knowledge that they and they alone would inherit the Earth.

It's not known what their descendants thought when they finally emerged and discovered the world reborn. Those who emerged into the world reborn centuries later were shaped by the hatred of the sect, riddled with mental and physical deformities caused by the genetic damage inflicted by centuries of inbreeding. The world they found must have seemed like a miracle indeed, but when they encountered the dinosaurs, they must have gone a little mad. The teachings of their founder had always insisted that the dinosaurs were nothing more than a deception of Satan, carefully crafted to put doubt in the minds of the faithful. And yet here they were, living and breathing.

For centuries, the sect had followed the word of Billy-Joe Harris, their prophet who had foretold the end of the world and been proven correct. Harris had never believed in dinosaurs, considering their fossilized remains tricks of the devil, put there to put doubts in the minds of the faithful. Seeing them in the flesh, in a world they had been told would be their paradise, sent more than a few of the faithful insane.

The leader of the sect was severely injured in a raptor attack, in which she was horribly scarred and blinded in one eye. When her wounds became infected, her followers all

expected – and perhaps hoped – she would die. Instead she lay in her cot, sweating and raving on the brink of death for almost a month before clawing her way back to the world of the living. But she came back changed.

The sect leader declared that in her sickness, as she had hovered between the worlds of the living and the dead, that God had come to her. Not the God that man had crafted in his own image, but an older, purer god. This God bore scaled skin, and had slit pupils and long, sharp teeth. This divine reptile showed the sect leader the true story of the world, how God had populated the world with his children, the dinosaurs. How Satan had rebelled against the Lord and been cast out of Heaven, falling to Earth as a burning star, whose impact wiped out the dinosaurs, making way for Satan's creation – humanity. Now God had wiped mankind out, remaking the world for his firstborn children once again. The sect leader declared that God had decided to spare only the holiest and most pure of mankind to share this new Eden with the dinosaurs, but that they must follow his ways and become one with his children.

Whoever the sect had once been in the fallen world, now they are the Church of the Divine Reptile. Dangerous fanatics, they believe that only those who abandon any vestige of the fallen world can be allowed to join them, and that only those who join them can be allowed to live. They are, quite simply, lunatics who dress in dinosaur skins taken from saurians who have died from natural causes or the action of predators, who file their teeth into points and claim they "live as God's first children live." Eschewing their humanity as much as possible, they cover themselves in dinosaur hide, scarify themselves with dinosaur bones and use weapons fashioned out of dinosaur claws and teeth. They either hunting their own meat, scavenge from the kills of other predators, or cannibalize the few humans they meet who they cannot "persuade" to join them. Disturbingly, they appear to be spreading...

The more extreme cases communicate in little more than bestial grunts, clicks and growls, emulating the reptiles they worship. They

worship the large carnososaurs, particularly theropods like the tyrannosaurs, making sacrifice to them whenever possible. It's rumored that some of the more extreme cases have become cannibals, though this has been hard to substantiate. What is known for sure is that they are almost unremittingly hostile to other survivor groups, mounting raids on them to snatch women and children for breeding stock and recruitment, and cheerfully murdering anyone who doesn't bow down before their scaly deity.

Rumors persist that Billy-Joe Harris still sleeps somewhere in cryogenic suspension. What he would think of what his followers have become is a mystery.

The Latter Day Saints

Based out of Dry Lake, what was once Salt Lake City, the Latter-day Saints are one of the largest independent survivor groups in the world reborn. While it became known in the early 21st Century that the Mormons were constructing a vast library of human genetic information, what went undiscovered was that they were also preparing to survive the end times. Unknown to the rest of the world, a vast underground city was built in Utah, in which the righteous and their descendants could wait out the years of tribulation. When the time came, those chosen to survive went dutifully into the shelters, while those left behind did what they could to aid their fellow man.

It is perhaps this sense of duty and service that helped the Latter-day Saints to survive the centuries underground when so many other shelters descended into chaos and anarchy. When they emerged, they did so singing the praises of the Lord who had sustained them in the dark.

Since that time the Latter-day Saints have thrived in this strange new frontier. Apparently unphased by the presence of the dinosaurs, they quickly established outposts across the southern regions of North America, and regularly send out wagon trains to contact and trade with the surrounding settlements, much as their ancestors had done hundreds of years before. They are regarded with some

affection by most survivors, who consider them a little weird but basically "good people, as long as they don't start preaching."

Omega

The survivor group known as Omega was originally created in the early 21st Century as a military-industrial co-operative venture, a think-tank dedicated to anticipating the conflicts of the new millennium and preparing for new threats. Omega was given access to radical new technologies and what was then called "fringe intelligence" – unconventional intelligence gathering methods such as divination, precognition and mapping of the collective unconscious.

The first truly successful use of fringe intelligence gathering completely changed the direct of Omega. Exactly what they foresaw is unknown, with the only hint being a scribbled note in a classified file: "every species can smell its own extinction."

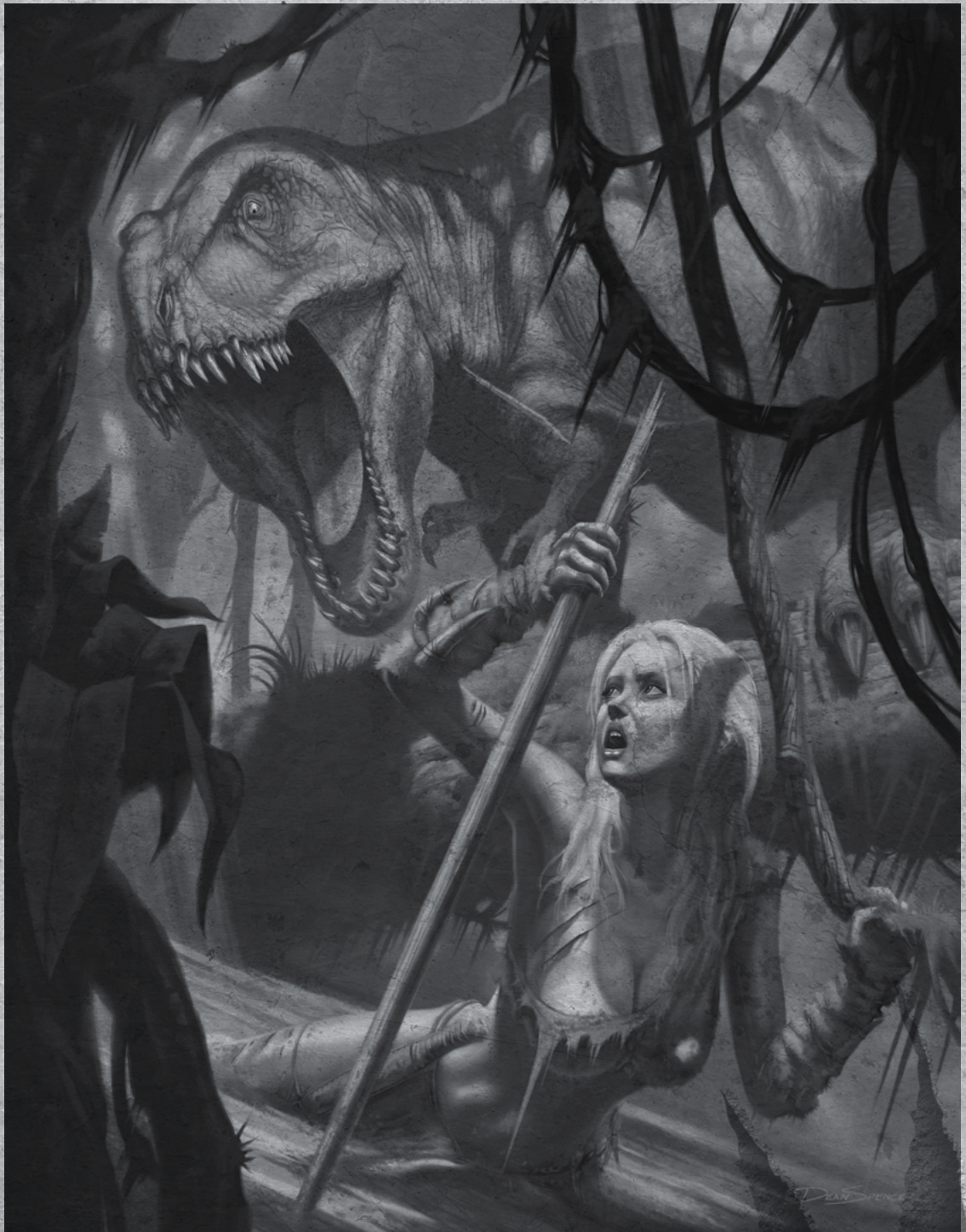
Fed by black budgets, cloaked in secrecy, Omega prepared for the end. Vast shelters were excavated in geologically stable areas, huge complexes filled with gene banks, hospitals and machine shops, powered by fusion reactors and geothermal taps, all designed to sustain a population for centuries.

While the decades-long construction effort was underway, Omega experimented in social psychology and mind-control, struggling to create an artificial social structure that could survive hundreds of years locked away from the sun. In the end they crafted something closely resembling a human hive, in which individuality is sacrificed for the greater good of the whole. When the dying time came, Omega's subterranean shelters were already sealed.

In the centuries since, the hive-like social structure of the Omega complexes has become something instinctive. While Omega operatives look and act something like the former US Military used to, there is something inhuman about them. They do not question orders, do not think for themselves. There is the complex, there is the mission, and there is nothing else. The spirit of freedom that created the United

States has died, leaving behind only survival and uniformity. Those who dissent or question their orders are severely punished, and eventually killed for the good of the complex. And heaven help anyone who gets in their way.

Omega is the best equipped faction in the world reborn, capable of fielding everything from tanks to attack helicopters. What they lack in original thought, they can more than make up for in firepower and materiel.



Bestiary of North America

With the discovery of dinosaurs and other megafauna in the world reborn, survivors have struggled with the naming and classification of these monstrous creatures. Before the dying time, when such creatures were known only through their fossilized remains, species were classified by often tiny differences in their skeletal structure. In the world reborn, where survival takes precedence over scientific rigor, creatures are normally grouped by family. Minor differences between species are either played down or simply ignored altogether. For example, most ceratopsians are about the same size and behave in the same way, the only difference between varieties being the shape of their neck frill and the number and placement of their horns. And one gigantic hungry theropod looks much like another when it's sprinting after you at 45 mph with its mouth open.

Below is a bestiary of notable flora and fauna of North America in the world reborn. It should not be considered exacting or definitive; it is merely a snapshot of some of the incredible life forms humans can encounter as they move beyond their settlements into this new and mysterious landscape. Several types of mundane creatures from the *Savage Worlds* core rulebook can also be found in the world reborn.

Dinosaurs

Ankylosaurs

(Stats also usable for *Doedicurus* – Giant Armadillos)

This family of massively armored quadrupedal herbivores were among the last dinosaurs standing at the time of the great K/T Extinction Event. With a low-slung body-plan, dense armored plates across a broad back, and a long muscular tail (armed in some species with a thick bony club strong enough to break a tyrannosaur's thigh), ankylosaurs are almost perfectly protected against the large theropod carnivores that try to prey on them. Densely stupid, bad tempered and powerfully muscled, these stocky truck-sized beasts often weigh more than 3 tons and can normally only be killed by rolling them onto their back to expose their unarmored belly; a task easier described than achieved.

Despite having short, stumpy legs, ankylosaurs can develop a surprising turn of speed in short bursts when necessary and can easily trample or crush an unwary predator. Ankylosaurs are social animals, travelling in small family groups of no more than six adults and any number of calves. They spend most of their time grazing on low-growth vegetation, though they are territorially aggressive and are known to charge intruders who wander too close to the herd.

A Note on Scientific Accuracy

Dinosaurs dominated life on Earth for over 165 million years. They are by far the most successful animals ever to walk the planet and existed in a wild profusion of species beyond anything seen in the age of man. They occupied every ecological niche, conquering land, sea and air. They appeared in every size imaginable, from the 40 cm (16 inch) *Microraptor* to the titanic *Argentinosaurus* (35 meters from nose to tail and weighing in at over 100 tons). They developed in a hostile, primeval environment, where predation and competition for food drove vastly accelerated evolutionary change. They grew horns, frills, fins, crests, clubs, scythes, fins, shells and wings in a biological arms race for survival.

But for a quirk of fate, mankind would never have had the chance to evolve, remaining a mouse-like animal quivering in burrows beneath the feet of the dinosaurs, living on their scraps. It took a series of events so powerful that they eradicated over 90 per cent of life on the planet to overthrow the dinosaurs' mastery of the world and even then, their descendants survived as birds.

With all that we have learned from their bones, the dinosaurs still keep secrets. For all that we know of how they died, we know little of their lives. For example, no one knows how long they lived, with some scientists speculating that certain species could reach 200 years old. It is thought that some species of dinosaur never stopped growing, becoming truly titanic if they didn't die through accident or predation. We still aren't sure if they were warm-blooded, cold-blooded, or something in between. Some paleontologists have theorized that dinosaurs shed their skin as they grew, like modern snakes and reptiles. Current paleontological theory suggests that many dinosaurs had feathers, or feather-like fur, but again, like so many things about dinosaurs and other prehistoric megafauna, it's all up for debate, based on very slim evidence. Whole species have, after all, been extrapolated from a single tooth.

The point the authors are trying to make is this; don't sweat the scientific accuracy. *The Dinosaur Protocol* is, when all is said and done, just a game. While we strive to remain rooted in fact, we don't let it get in the way of telling a good story, and neither should you. When a player tells you that such-and-such a dinosaur wouldn't behave in the way you've described, just remember that most of what we think we know about dinosaurs is simply educated guessing, performed by *very* clever people.

Ankylosaurs can be found all over North America and the rest of the world. One of the most successful dinosaur families, they exist in a variety of species, from the *Ankylosaurus magniventris* to the *Euoplacephalus tutus* and *Nodosaurus*. Ankylosaurs are related to stegosaurs but have developed different defensive strategies.

Habitat: Generally found grazing on upland plains, away from the coast and forest areas where predators might lurk.

Threat Response: Naturally wary and ill-tempered, ankylosaurs become highly aggressive during the mating season and when their calves are young and vulnerable. They are quite short-sighted and generally react to rapid movement but have a well-developed sense of smell. If approached slowly and carefully they will tolerate humans up to a point, but they are very stupid and can easily kill by accident. If startled, ankylosaurs paw the ground and bellow as a threat display before charging. When threatened by a large predator, most ankylosaurs hunker down and turn their back, relying on the bone-breaking power of their heavily muscled tail to drive off any attacker. When travelling with calves, adult ankylosaurs form a circle of armored bodies around their young and thrash their tails.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d12, Survival d12

Pace: 6; **Parry:** 6; **Toughness:** 17 (3)

Edges: Trademark Weapon (tail)

Special Abilities:

- **Armor +3:** Thick hide.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object, they suffer +d6 damage.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +7:** Thirty feet long; Toughness +7.
- **Tail:** Str+d8; Knockback.

Anurognathus (Swarm)

One of the smallest of the pterosaur family, Anurognathus has a wingspan of only 50 cm (20 inches) and a body measuring 9 cm (3.5 inches) from nose to tail. It has a short head with a mouthful of needle-sharp teeth and was assumed, before the dying time, to have lived primarily on a diet of insects. Since their rebirth in the world reborn, they have been discovered to be more akin to piranhas of the air. While they can – and do – feed on large insects, they prefer flesh, and when excited by the scent of blood they swarm their prey in a whirlwind of teeth and wings, stripping most animals to the bones in minutes.

Habitat: Anurognathus can be found throughout the jungles and forests of North America. Flocks number in the hundreds, and they roost in vast rookeries amidst the forest canopy. Some flocks develop a symbiotic relationship with larger dinosaurs like sauropods, roosting on their skin and feeding on their parasites.

Threat Response: Anurognathus are shy and easily startled creatures, fleeing from danger unless provoked by the scent of blood, when they become rapacious predators.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Edges: Frenzy

Special Abilities:

- **Bite:** When swarming, Anurognathus flocks inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Bleed:** A victim who is Shaken or wounded starts Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound).
- **Flight:** Anurognathus flocks have a Flying Pace of 10".
- **Scent:** Can navigate, track and detect blood by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Split:** Anurognathus flocks split into two smaller flocks when Wounded (GM's call). Reduce the Blast Template one size after a Wound; Small flocks are destroyed.
- **Swarm:** Parry +2. Because the flock is composed of hundreds, or even thousands of creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Anurognathus flocks may be foiled by total immersion in water.

Archaeopteryx

Archaeopteryx (ancient wing) is a small carnivorous theropod dinosaur, roughly the size of a raven, that combines many of the characteristics of dinosaur and bird. Partly scaled, it has feathered wings with claws at the hands, a long bony feathered tail and sharp-toothed jaws, rather than a beak. Like their relatives the velociraptors and dromaeosaurs, archaeopteryx is a swift runner and has hyperextensible second toes equipped with a brutal killing claw.

Despite having wings, archaeopteryx spends most of its time either on the ground or in trees. While it can fly tolerably well, it prefers to use its wings for leaping or gliding. Like other small theropods, archaeopteryx is social, existing and hunting in small flocks, usually numbering no more than 20 adults plus juveniles. These flocks are opportunistic scavengers and predators, swooping down from treetops and cliffs to feast on the leftovers of a predator's kill, and sometimes attacking smaller prey in a mob of feathers and claws.

Habitat: Found all over North America these creatures – along with the pterosaurs – have virtually wiped out and replaced all but the largest species of birds, and varieties of archaeopteryx can be found everywhere that birds once lived. While they exist in small family groups, vast numbers of these groups can gather in enormous roosts, nesting along cliffs, mountainsides and the ruins of the fallen world.

Threat Response: Highly intelligent, archaeopteryx's normal response to a threat is to remove itself to a point where it can observe and evaluate the danger. Should it deem the threat to be an opportunity, it will call for the rest of its family before launching a coordinated attack. If the threat is more than it can handle, it will either leave in search of better pickings or remain and watch. Many rangers and trackers have reported the unnerving feeling that archaeopteryx they have encountered have been learning from watching them. Some have even claimed that they have seen specimens of archaeopteryx using simple tools such as rocks or bits of wood to open shellfish and crack open termite mounds.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d4-2, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8

Pace: 3; **Parry:** 5; **Toughness:** 2

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Flight:** Archaeopteryx fly at a Pace of 20".

- **Size –3 (Very Small):** Archaeopteryx are lightweight and about two feet tall.

Ceratopsians

Ceratopsians (horned faces) are a family of beaked herbivorous quadrupedal dinosaurs, characterized by a large bone frill extending back from the skull over the neck. Ceratopsian species include Protoceratops, Triceratops, Machairoceratops, Pentaceratops, Diabloceratops, Styracosaurus and Einosaurus, most distinguished by the number of facial and or brow horns they possess.

Ceratopsians all share a stocky, sturdy build, with a stout body, four strong limbs and a short tail. Adults average between 8 – 9 meters (26 – 29.5 ft) long, 2.5 – 3 meters (8.2 – 9.8 ft) high and weigh between 6.5 and 13 tons. Though stocky powerfully built, ceratopsians can move with quickly when provoked, and will charge a foe at speeds of up to 40 mph. The neck frill and horns of the ceratopsians protect them against predators, and the frills can be flushed with blood in courtship displays.

Ceratopsians graze on shrubs and low-lying plants, occasionally rearing up to reach tasty morsels at higher levels. They are eating machines, devouring huge volumes of palms, ferns cycads and other vegetation. Some settlements have attempted to farm ceratopsians, but their aggression and size makes them a poor choice for domestication.

Habitat: Ceratopsians can be found wherever there is enough food to fuel their massive bodies. They prefer prairies, grasslands and savannahs, where they can scent the approach of predators, but can also be found in light forests.

Threat Response: Ceratopsians are stupid, territorial and aggressive, especially during the mating season, and later when their young have hatched. While they will tolerate intruders at a distance, approaching too close to a herd will usually prompt a threat display of bellowing and pawing the ground from the dominant male, followed by a charge.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12

Skills: Athletics d8, Fighting d10, Notice d12+3, Survival d12+3

Pace: 6; **Parry:** 7; **Toughness:** 18 (3)

Edges: Trademark Weapon (gore)

Special Abilities:

- **Armor +3:** Thick hide.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Horns:** Str+d8.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks. • **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +7:** Thirty feet long; Toughness +7.

Dimetrodon

Dimetrodon (two measures of teeth) is not actually a dinosaur, but an ancient species of reptile that first walked the Earth 295 million years ago in the Permian Era, and became extinct 40 million years before the dinosaurs evolved. While reptilian, it is warm-blooded and more closely related to mammals than modern reptiles and was the apex predator of its age.

Dimetrodon is a quadrupedal, sail-backed carnivore, with adults measuring up to 4.6 meters (15 ft) in length and weighing up to 250 kg (550 lbs). The characteristic sail is formed

from skin growing over elongated spines growing from the vertebrae and is used for both thermoregulation and for courtship and threat displays. Dimetrodon possesses both large canine-like fangs, cutting incisors and smaller teardrop-shaped teeth towards the rear of the jaws, a mix from which the species derives its name.

Dimetrodons are ambush predators and will often spend hours in total stillness before attacking prey in an explosive burst of speed. They are solitary animals, gathering only in large groups for mating, at which time they are exceptionally dangerous and aggressive. During the mating season males compete for mates by flushing their sails red with blood and fighting each other for dominance.

Habitat: Dimetrodons prefer swamp, marshes and shallow bodies of water, where they feed on fish, small dinosaurs and reptiles, insects and arthropods like the arthropods, eurypterids, trilobites and giant isopods.

Threat Response: Dimetrodons are particularly stupid, aggressive, and fearless, but will not normally attack things that don't conform to their limited concept of prey. Anything that doesn't look like something it would normally eat is reasonably safe from a dimetrodon... unless it is very hungry and feels like trying something new.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d12

Skills: Fighting d8, Notice d6, Stealth d4, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (1)

Edges: Level Headed, Trademark Weapon (bite)

Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect

creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- **Size +2:** Increases Toughness by +2.

Dromeosaurs (Raptors)

Dromaeosaurs (running lizards) are a family of man-sized theropod dinosaurs that includes such species as Deinonychus, Utahraptor, Dakotaraptor and others. More commonly referred to by the collective term "raptors," dromeosaurs are aggressive, highly intelligent, fast and agile, and are among the most lethal hunters ever to exist. Raptors are typified by a lean build, stiffened tail, three-fingered claws on their forelimbs and an enlarged sickle-shaped "killing claw" on the second toe of each foot. Adult raptors average between 6.5 to 8 ft (2-2.5 meters) tall, 6 to 7 meters (19.6 – 23 ft) nose to tail, weighing roughly 1000 lbs. (453 kg).

Raptors are pack hunters and scavengers. Their large forward-facing eyes give them superb binocular vision, and their senses of smell and hearing are equally acute. They are fast runners, able to sprint at speeds in excess of 40 mph for short periods, and their powerful

thighs allow them to leap into combat. Raptors have sharp teeth designed for biting off chunks of fallen prey, but their primary weapons are their killing claws, which they use to disembowel their prey. For larger prey, the claw is used to help climb on to the target's back and hold on while the raptor bites at the animal's throat.

Raptor intelligence is a matter of debate among scientists and naturalists of the world reborn, but anyone who has faced them knows exactly how clever they are. Raptors have a large brain and are capable of devising and employing complex strategies to distract and disable prey. They communicate with the rest of their pack via a complex pattern of growls, croaks, clicks, squeals and hisses, in a manner that some scientists have compared to the language of dolphins and orcas. Some rangers have even gone as far as suggesting that these sounds are a language, albeit one that human throats and mouths are totally unable to pronounce.

Raptors exist in a number of varieties, sizes and colors according to the environment. Some have feathered crests, arms and tails, while others have only a light coat of down. Most have no feathers at all, confounding the expectations of those scientists and naturalists familiar with pre-dying time paleontology.



Habitat: One of the most successful carnivores of the world reborn, raptors can be found almost anywhere. They like warmer climes and enjoy higher humidity, preferring forests, jungles and swamps where their size and coloration give them an advantage. However, some naturalists and rangers have reported rumors of furred raptor species existing in the cooler north and in mountainous forest areas.

Threat Response: Raptors are highly intelligent – smarter than most primates – and they will observe any potential threat from a distance or from cover before acting. Raptors are ruthless and totally without fear. When attacking as a group, raptors use distraction tactics, focusing the attention of their prey on a single obvious point and coordinating their strikes. Raptors will often herd prey into a pre-arranged “killing zone” and have been known to use tactics like driving prey over cliff edges and into crevasses or using wounded animals (or people) as bait.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d8, Vigor d12

Skills: Athletics d8, Fighting d6, Notice d12, Stealth d12, Survival d12

Pace: 12; **Parry:** 5; **Toughness:** 9 (1)

Edges: Alertness, Frenzy, Level Headed, Trademark Weapon (Claw)

Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d6.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6” in a straight line towards non-adjacent foe.
- **Scent:** Can navigate, track and detect creatures by scent (range 6”, halved for upwind and doubled for downwind, doubled again for very strong scents).

Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- **Talons:** Str+d6.

Hadrosaurs (Duck-Bills)

Hadrosaurs (sturdy lizards), sometimes called duck-bills, are herbivorous facultative bipeds, walking mostly on four legs, but able to stand and run swiftly on two when necessary. They get their name from the flat, duck-bill appearance of their snouts. The family includes tree-grazers like Hadrosaurus, Edmontosaurus, Charonosaurus and Parasaurolophus, some of whom (the lambeosauridae like Parasaurolophus) possess a large hollow head crest used for producing a booming fog-horn cry and for courtship displays. Hadrosaurs possess an excellent sense of smell, which they use to detect unseen predators. Iguanadons are closely related to hadrosaurs and are generally considered duck-bills by all but the most pedantic of scientists and naturalists in the world reborn.

Hadrosaurs are densely muscled, and when bipedal can achieve speeds of up to 45 kph (28 mph), enough to outpace most of its predators. Hadrosaurs are herd animals, living and grazing in groups of up to fifty adults and calves. They are large animals, averaging about 9.5 meters (31 ft) from nose to tail and weighing just under 3 tons. Hadrosaur herds tend to draw large predators like tyrannosaurs, as well as small hunters like dire wolves, sabretooth cats and raptors.

Due to their high muscle mass and herbivorous diet, some settlements have started to raise them as an alternative to domesticated cattle (sauropods being too big to contain), storing the meat and using their hide to produce leather. Like most large herbivores, hadrosaurs aren’t particularly bright.

Habitat: Hadrosaur herds can be found grazing the plains, savannahs and lightly forested areas of North America, usually near bodies of water. They rarely wander into jungles, coastal areas or dense forest for fear of predators.

Threat Response: Though easily startled, hadrosaurs are placid creatures, more interested in eating than anything else. When danger threatens, hadrosaurs run, moving together like a flock of birds. Hadrosaurs will almost never act aggressively, unless one of their young is threatened, at which point they will trample or kick the threat until it no longer moves.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d10, Stealth d6, Survival d10

Pace: 6; **Parry:** 6; **Toughness:** 15 (2)

Special Abilities:

- **Armor +2:** Thick hide.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Tail:** Str+d8.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +6:** Thirty feet long; Toughness +6.

Ichthyosaurs

Ichthyosaurs (fish lizards) are large carnivorous marine reptiles resembling dolphins and sharks, with limbs that have evolved into fins. Ichthyosaur species vary in size, but in the hostile oceans of the world reborn adults average 16 meters (52.5 ft) though some monsters have been seen at 23 meters (75.5 ft). Ichthyosaurs are warm-blooded air-breathers and give birth to live young, rather than laying eggs like dinosaurs.

Adapted for fast swimming, some ichthyosaurs possess a dorsal fin, like a shark. Their heads



are pointed, and their long jaws have large, blade-like teeth for slicing flesh from large prey. Ichthyosaurs have large eyes for spotting prey in darkness or deep water. Ichthyosaurs use their speed in the water while hunting, flashing out of the darkness to strike and then curve away before their target can retaliate. While ichthyosaurs primarily feed on fish, they are macropredators, easily capable of taking on animals that equal them in size. Ichthyosaurs frequently attack deep sea cephalopods like orthocones, nautilus, octopus and squid, while they are themselves often eaten by sharks, other ichthyosaurs, mosasaurs, pliosaurus and plesiosaurs.

Ichthyosaurs are deep divers, able to reach depths of over a kilometer with no ill-effects and can hold their breath for long periods at a time before needing to surface. They live in small hunting groups and use coordinated attacks to cripple prey animals many times their own size but are otherwise not particularly intelligent.

Habitat: Ichthyosaurs are deep sea beasts, preferring the open ocean than coastal regions. They follow whale pods, feasting both on the whales and on the creatures hoping to feed on them.

Threat Response: Ichthyosaurs are predators and are not easily scared off. Most will investigate anything novel to determine if it is prey or not. If it isn't, the ichthyosaur will move on in search of food. If it is, the animal will begin a series of high-speed attacks,

literally tearing its target apart in the water.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Athletics d8, Fighting d10, Notice d12, Stealth d12

Pace: —; **Parry:** 7; **Toughness:** 12

Edges: Fearless

Special Abilities:

- **Aquatic:** Pace 30.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Hold Breath:** Can hold breath for Vigor x 10 minutes.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **Size +10:** Forty feet long; Toughness +10.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Mosasaurs

Mosasaurs (Meuse river lizards) are a family of carnivorous aquatic reptiles, somewhat resembling an alligator, if the alligator was 18 meters long (59 ft), weighed 10 tons and possessed large flippers instead of legs. While most are ocean-dwellers, some freshwater varieties exist. Ferociously carnivorous, mosasaurs will devour anything that comes within reach, including pterosaurs, sharks, ichthyosaurs, plesiosaurs and pliosaurs, even

dinosaurs and other mosasaurs. Like modern snakes, mosasaurs can unhinge their jaws in order to bite down on large prey, and they are known to lunge out of the water, clamp down on their prey and then drag it back under the surface to drown it.

Though ostensibly slow-moving, mosasaurs are fast swimmers and can produce terrifying bursts of speed in pursuit of prey. They are aggressive and solitary hunters, frequently engaging in battles with other mosasaurs over food, territory and mating rights.

Like ichthyosaurs, mosasaurs are air-breathers and give birth to live young, though they exhibit no parental instincts and will frequently eat infant mosasaurs that don't swim away fast enough.

Habitat: Mosasaurs prefer coastal regions and river estuaries, though some species can be found inhabiting lakes, swamps and rivers. They can be found everywhere in North America, making any large body of water a potential death trap.

Threat Response: Mosasaurs are apex predators and are afraid of nothing. Their standard response to anything within range is to close quickly and attack, either swallowing it whole, biting off a chunk, or dragging it into the water to drown.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+5, Vigor d12+2

Skills: Athletics d12+1, Fighting d8, Notice d12

Pace: 4; **Parry:** 6; **Toughness:** 22 (3)

Edges: Dodge, Improved Dodge, Sweep

Special Abilities:

- **Armor +3:** Thick hide.
- **Bite:** Str+d8; Grab.
- **Grab:** Pin your opponent if you hit with a raise; they require a raise on an opposed Strength roll to escape.
- **Hardy:** A second Shaken result doesn't become a wound.

- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- **Size +10:** Sixty feet long; Toughness +10.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Pachycephalosaurs (Bone-Heads)

Pachycephalosaurs (thick-headed lizard) are a family of bipedal omnivorous dinosaurs typified by a large, extremely dense domed skull partially ringed by bony knobs and spikes. The family includes such species as Tyleosteus, Dracorex, Stygimoloch and Stegoceras.

At approximately 4.5 meters (14.8 ft) from nose to tail and weighing about 450 kg (990 lbs.), pachycephalosaurs are small for a dinosaur but can be remarkably belligerent and dangerous. Young bone-heads have pronounced horns on their faces and skulls, which are reduced to knobs and spikes through mating combats once they reach maturity. Pachycephalosaurs use their thick domed skull as a weapon, charging, butting and smashing their opponents, much as bighorn sheep, goats and musk oxen once did. Even a casual headbutt from a pachycephalosaur can kill a man, while leaving the dinosaur unharmed.

Bone-heads are easily provoked and highly territorial, especially when the females are in

season. They travel in mostly female herds dominated by a single bull male who protects his females jealously, with a few juvenile males. These young males are normally either driven out of the herd by the bull when they reach maturity, or they defeat the bull in combat and become the new dominant male. Defeated males usually leave the herd and either quickly find a new herd or are picked off by predators.

Despite their natural belligerence, bone-heads can be trained, and even ridden. Due to their strength, speed and durability, they have become a favorite of dinosaur herders, who consider them superior in every way to vehicles. A trained pachycephalosaur can use its famed headbutt to nudge recalcitrant hadrosaurs in the right direction and carry a herder in a way that a vehicle – with its noise, fuel consumption and maintenance needs – never could.

Habitat: Pachycephalosaur herds can be found in plains and lightly forested areas across North America, particularly in what used to be Wyoming, Montana and South Dakota. Trained bone-heads can be found wherever there are people.

Threat Response: Wild bone-heads respond to threats as a herd, with the females gathering together under the protection of the males. The males will attempt to warn intruders off with a threat display consisting of bellowing calls and pawing the ground before charging while the females flee. Males charge as a group, and together can deliver a devastating strike to even the largest predator.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d4, Survival d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Thick hide.
- **Fast Runner:** Roll d8 when running instead of d6.

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +3:** Increases Toughness by +3.
- **Slam:** Str+d6.

Plesiosaurs

Plesiosaurs (almost lizards) are a family of air-breathing aquatic reptile characterized by having a long neck, a wide body, short tail and four flippers instead of legs. The family includes such species as Plesiosaurus, Clyptoclidus and Elasmosaurus. Like other marine reptiles, plesiosaurs are warm-blooded and give birth to live young.

Different species of plesiosaur vary greatly in size, from the smallest (Thalassiodracon, only 6 ft from nose to tail) to the largest (Mauisaurus, over 55 ft long). Plesiosaurs use their long necks to root up the sea bed, disturbing fish, crustaceans and cephalopods for them to eat.

Plesiosaurs are social creatures, existing in pods of up to thirty, with adults watching over and protecting the young. Plesiosaur pods are often found raiding fishing nets and following fishing trawlers for cast offs.

Habitat: Plesiosaurs can be found in lakes, swamps, rivers and the oceans all over the world.

Threat Response: Plesiosaurs are placid, curious beasts, and rarely feel threatened by humans. When faced with a recognizable threat like a hungry mosasaur, plesiosaurs circle their young and execute quick diving attacks on the cause of the danger, slamming their bodies into it in an attempt to pummel it into fleeing.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12+1

Skills: Athletics d12, Fighting d8, Notice d12, Survival d12

Pace: 4; **Parry:** 6; **Toughness:** 17 (2)

Edges: Dodge, Improved Dodge, Strong Willed

Special Abilities:

- **Armor +2:** Thick hide.
- **Bite:** Str+d8.
- **Endurance:** +2 to Soak rolls.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Large:** -2 to attack medium-sized foes; they receive +2 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +7:** Forty-five feet long; Toughness +7.

Pliosaurus

Pliosaurus (more lizards) are a family of predatory aquatic reptiles, related to the plesiosaurs, but characterized by short necks, a long tail, large elongated heads and massively powerful toothed jaws. Examples of the pliosaur family include Liopleurodon and Kronosaurus.

Like the plesiosaurs, pliosaurs are warm-blooded and give birth to live young. Unlike the mainly fish-eating plesiosaurs, pliosaurs are aggressive pursuit predators, using their speed and power to hunt and tear apart prey. Driven by a voracious appetite, pliosaurs hunt fish, sharks, plesiosaurs, dinosaurs and even other pliosaurs, and have been known to leap out of the water to snatch pterosaurs from the

air and even pursue prey onto land.

Pliosaur species vary greatly in size, but in the world reborn adults have been encountered achieving lengths as much as 25 meters (80 ft) from nose to tail and weighing almost 150 tons. Most are, however, much smaller, normally only 10 meters (33 ft) long and weighing 6.6 tons.

Pliosaur are generally aggressive and stupid, though rumors circulate of massive pliosaurs that exhibit almost human levels of cunning and vindictiveness.

Habitat: Pliosaur can be found in deep inland seas, deep river estuaries and the oceans.

Threat Response: Pliosaur are apex predators and completely without fear. Their first response to almost anything is to see if it can be eaten.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+5, Vigor d12+2

Skills: Athletics d12+3, Fighting d8, Notice d12+1, Survival d12+1

Pace: -; **Parry:** 6; **Toughness:** 23 (4)

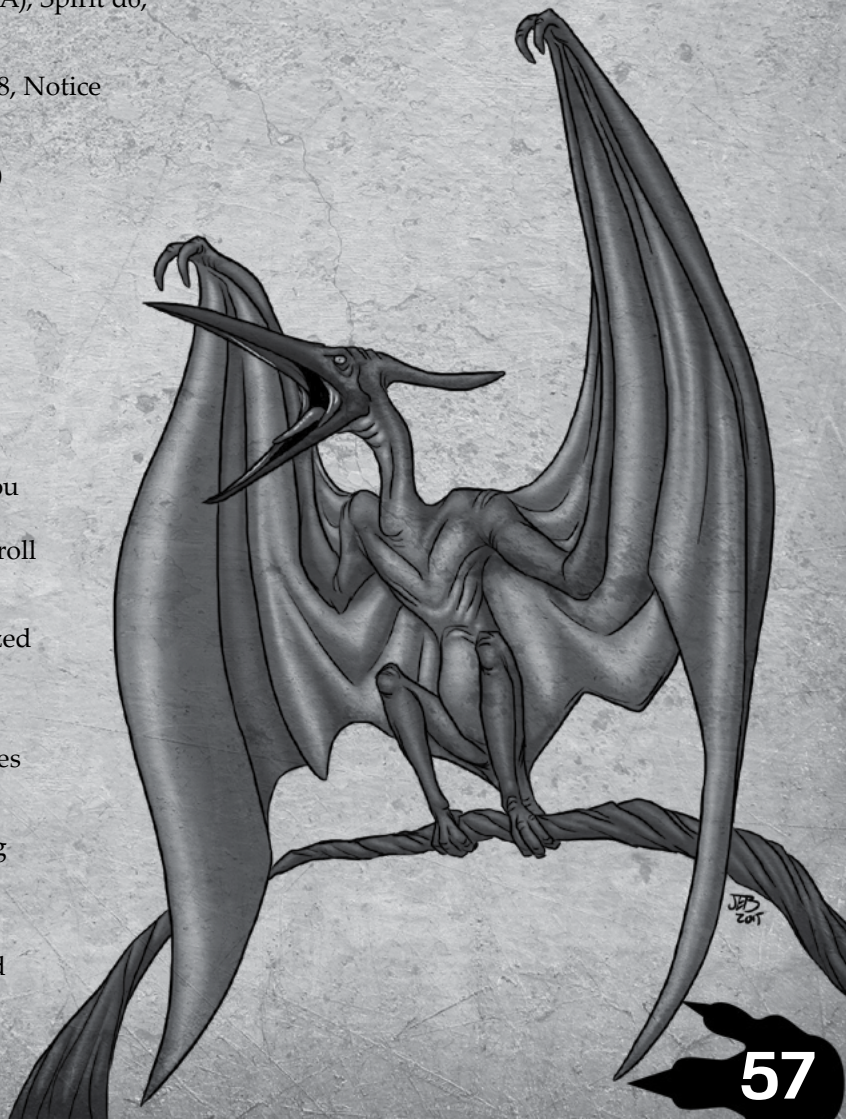
Edges: Strong Willed, Trademark Weapon (bite)

Special Abilities:

- **Armor +4:** Thick hide.
- **Bite:** Str+d8; Grab.
- **Grab:** Pin your opponent if you hit with a raise; they require a raise on an opposed Strength roll to escape.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.
- **Scent:** Can navigate, track and

detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- **Size +10:** Increases Toughness by +10.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.



Pteranodons

Pteranodons are a family of pterosaurs (flying reptiles rather than dinosaurs) encompassing a number of species. With an average wingspan of 7.5 meters (25 ft) and a body 1.8 meters (6 ft) long, they primarily feed on fish, squid and small reptiles, though they will supplement this diet with anything up to and including man. Pteranodons have an elongated skull crest and a pointed beak. The crest is used to provide additional stability during flight and is flushed with color for mating displays.

Pteranodons hunt in flocks and gather together in large rookies on cliff faces and mountainsides. Many can be found roosting in the few tall buildings left in the ruins of the fallen world. Pteranodons swoop on their prey, either spearing it with their beak or in the case of larger prey, grabbing it with their feet and dropping it from a height to kill or stun it.

Habitat: Pteranodons prefer coastal areas where they can hunt for fish but can be found anywhere that they can build their nests and rookeries. Inland they are most often found in mountainous areas and ruined cities.

Threat Response: Pteranodons are opportunistic predators and will attack anything smaller than them. Anything larger and more fast moving will prompt a swift retreat to the air.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d10

Pace: 4; **Parry:** 5; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite/Claw:** Str+d6.
- **Flight:** Pteranodons have a Flying Pace of 12", with an Acceleration of 3".
- **Fly-By Attack:** When the pteranodon is flying at fully speed, it can do a fly-by attack, getting a +2 to damage. If it gets a raise on its attack roll when flying-

by against a human or smaller sized opponent, it snatches them up and carries them off, most likely to its nest.

- **Size +2**

- **Slow:** On the ground, they have Pace 4" and cannot run.

Sarcosuchus

Sarcosuchus (flesh crocodile) is a distant ancestor of modern crocodiles. It first lived over 112 million years ago and is almost twice the size of the modern saltwater crocodile, reaching up to 11–12 m (36–39 ft) in length and weighing 8 tons.

Sarcosuchus is an ambush predator, lying almost totally submerged and erupting out of the water to grab its prey before dragging it back into the water to drown. Sarcosuchus eats fish, crustaceans and large land-based prey like dinosaurs and man, caching the remains of its kills in soft river mud so that it can revisit them as they decay, eating them bit by bit over a period of time. It is possible that sarcosuchus also relies on the scent of decaying flesh to attract scavengers, which it also adds to its diet.

Habitat: Sarcosuchus establishes territories in freshwater swamps, marshes and riverbanks, where it will occasionally compete for food with spinosaurus.

Threat Response: Sarcosuchus assesses potential threats from a distance. If something is too big to be prey, it slithers away under the water, leaving few any the wiser that it was even there.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d8

Pace: 3; **Parry:** 6; **Toughness:** 10 (2)

Special Abilities:

- **Armor +4:** Thick hide.
- **Bite:** Str+d8; Grab.

- **Hold Breath:** Can hold breath for Vigor x 10 minutes.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Rollover:** Sarchosuchus grasps prey in its vice-like jaws and rolls with them. If one of these monsters hits with a raise, its bonus damage is a d10 instead of a d6.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +8:** Forty feet long; Toughness +8.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Sauropods

The sauropod (lizard foot) family encompasses the largest animals ever to exist on land, including Apatosaurus, Brachiosaurus, Diplodocus and Brontosaurus. These gigantic creatures are typified by long necks, long tails, massive bodies and four sturdy legs. Herbivores, they feed on high-growth plant matter, stripping tree-tops to fuel their bulk.

Some can even rear up on their hind legs to reach higher growth despite weighing more than a blue whale, shaking the earth when they drop back to all fours. Adult sauropods can reach 18 meters (60 ft) high, 58 meters (190 ft) long and weigh as much as 73 tons.

Sauropods vary very little in basic structure, and few except the most dedicated scientists and naturalists bother to distinguish the various species. Despite being herbivores, sauropods fear very little, being massive enough to crush most predators flat. When provoked, sauropods can crack their enormously long tails like a whip, with the tip travelling faster than a bullet.

Since sauropods returned to the world, scientists have discovered that they communicate over vast distances using subsonic song, generated inside the massive body and transmitted through the ground via the leg bones. Sauropods communicate with others in their herd using an audible version of the same sound, highly reminiscent of whale-song.

Sauropods are social animals, gathering in large herds. Within the herd the animals are segregated by age, with the smaller juveniles forming smaller sub-herds away from the adults, possibly to avoid crushing accidents.

Habitat: Sauropod herds frequent lightly forested plains and grasslands, feeding from the canopy on the forest edge, as well as wetlands and coastal areas.

Threat Response: Unlike most herbivores, sauropods are curious and not easily startled. Their massive size and power means that they have few natural predators, and even carnosaurs like tyrannosaurus rex will hesitate at taking on a 56-ton brachiosaurus. When presented with something novel, most sauropods will simply stare at it for a while before returning to their grazing.

Apatosaurus/Brachiosaurus

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+6, Vigor d12+1

Skills: Athletics d10, Fighting d10, Notice

d12+4, Survival d12+4

Pace: 6; **Parry:** 7; **Toughness:** 21 (3)

Edges: Sweep, Improved Sweep, Strong Willed, Trademark Weapon (tail)

Special Abilities:

- **Armor +3:** Thick hide.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +10:** Eighty feet long; Toughness +10.
- **Tail:** Str+d8.

Brontosaurus

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d12+3

Skills: Notice d12+5, Fighting d12+1

Pace: 4; **Parry:** 8; **Toughness:** 22 (3)

Edges: Level Headed, Trademark Weapon (stomp)

Special Abilities:

- **Armor +3:** Thick hide.
- **Endurance:** +2 to Soak rolls.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Size +10:** Increases Toughness by +10.
- **Stomp:** Str+d8.
- **Tail:** Str+d8.



Spinosaurus

Spinosaurus (spine lizard) is a semi-aquatic carnivorous theropod dinosaur found in deep water rivers and lakes. At 15 meters (49 ft) long and weighing nearly 8.5 tons, it is one of the largest carnosaurs, even bigger than Tyrannosaurus rex. Spinosaurus is an ambush predator that lurks partially submerged in the manner of a modern alligator, regulating its body temperature through the 6 foot-high sail-like fin on its back.

Spinosaurus has powerful legs and strong, thickly muscled forelimbs, and can travel on either two legs or on all fours. The forelimbs are 5 ft long, terminating in clawed, foot-long fingers designed for slashing and gouging. Spinosaurus kills like an alligator, by grabbing prey with its elongated jaws and shaking it from side to side to stun it before dragging it into the water to drown.

Spinosaurus primarily feeds of fish, supplementing its diet with small animals snatched from the shoreline and drowned. While it is an opportunistic ambush predator, it will hunt on land if no other prey is available, and it is equally as deadly on land as it is in the water.

Habitat: Spinosaurus is typically found in fresh-water lakes, rivers and swamps throughout North and South America and Africa. Spinosaurus and sarcosuchus share the same ecological niche and often compete for territory.

Threat Response: Spinosaurus is an ambush predator, and remains still in the presence of potential danger, observing until it comes close. Then Spinosaurus will either strike, lunging out of cover to grab and shake its prey, or it will slither into deeper water away from danger.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+5, Vigor d12

Skills: Athletics d12+4, Fighting d12, Notice d12+3, Survival d12+3

Pace: 8; **Parry:** 8; **Toughness:** 22 (4)

Edges: Hard to Kill, Improved Level Headed, Strong Willed

Special Abilities:

- **Armor +4:** Thick hide.
- **Bite:** Str+d8; Grab.
- **Claws:** Str+d8.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Grab:** Pin your opponent if you hit with a raise; they require a raise on an opposed Strength roll to escape.
- **Hold Breath:** Can hold breath for Vigor x 10 minutes.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +10:** Sixty feet long; Toughness +10.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Stegosaurus

This family of large, heavily-built quadrupedal herbivorous dinosaurs can be found all over North America, Asia, Africa and Europe and are easily recognized by their arched back, spiked tails and the rows of plates (osteoderms) and spikes following the spine. The distinctive back plates provide protection and can be flushed with blood for threat and mating displays. They also help the animal with thermoregulation by providing additional cooling surface. Adults average 9 meters (30 ft) in length and 4 meters (13 ft) tall, and weigh about 4.5 tons. Members of the stegosaur family include *Stegosaurus*, *Gigantospinosaurus*, *Kentrosaurus*, *Chungkingosaurus*, *Hesperosaurus* and *Wuerhosaurus*.

calving season. They are notoriously short-sighted and can easily be spooked by rapid movement in their peripheral visual field.

Habitat: Generally found grazing on upland plains, away from the coast and forest areas where predators might lurk.

Threat Response: Naturally wary, stegosaurus become highly alert to possible threats during the mating season and when their calves are young and vulnerable. They are quite short-sighted and generally react to rapid movement but have a well-developed sense of smell. If approached slowly and carefully they will tolerate humans up to a point, but they are very stupid and can easily kill by accident. Rapid movement in their peripheral vision can startle them into delivering a crushing blow



Closely related to the ankylosaurs, stegosaurus are also low-level grazers, though they will occasionally rear up on their hind legs to reach higher growth. Stegosaurus are ruminants, with broad, flat teeth designed to grind and chew vegetation behind a horny beak (rhamphotheca) designed to strip leaves from branches. Like ankylosaurs, stegosaurus are about as intelligent as a cow, though they do not share the ankylosaur's bad temper. Stegosaurus are generally placid beasts, though wary of possible threats, especially during

with their spiked tail (jokingly referred to by 21st Century archaeologists as a "thagomizer"). If startled, stegosaurus will flush their dorsal plates bright red with blood, paw the ground and bellow as a threat display. When threatened by a large predator, stegosaurus hunker down and turn their back, relying on the bone-breaking power of their heavily muscled spiked tail to drive off any attacker. When travelling with calves, adult stegosaurus form a protective circle around their young and thrash their tails.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Notice d12, Survival d12

Pace: 6; **Parry:** 6; **Toughness:** 17 (3)

Edges: Level Headed, Sweep, Trademark Weapon (tail)

Special Abilities:

- **Armor +3:** Thick hide.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Knockback:** Opponent knocked back d8" on a raise; if they hit a solid object they suffer +d6 damage.
- **Large:** -2 to attack medium-sized foes; they receive +2 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +7:** Thirty feet long; Toughness +7.
- **Tail:** Str+d8; Knockback.

Tyrannosaurs

The most successful and well-known family of theropod carnivores, the tyrannosaurs (tyrant lizards) dominate the dinosaur landscape. This family includes the infamously massive *Tyrannosaurus rex*, as well as such efficient land predators as *Tarbosaurus*, *Albertosaurus*, *Megaraptor*, *Daspletosaurus*, *Gorgosaurus* and *Giganotosaurus*. In the world reborn, the often-subtle distinctions between species are considered irrelevant, and the umbrella term "tyrannosaur" is used for any large theropod carnivore.

Tyrannosaurs come in a variety of sizes and colors, depending on environmental factors

and the amount of food available. While some are merely the size of a small truck (the *Nanotyrannus* or "pygmy tyrant"), others – like *Tyrannosaurus rex* and *Giganotosaurus* – are huge, up to 40 ft long, 12 ft high at the hips and weighing a colossal 9.5 tons. Tyrannosaurs continue to grow throughout their life, and while few live beyond thirty years due to the violence of their lives, almost every naturalist and ranger has heard rumors of some truly monstrous ancient beasts in the wilderness.

Tyrannosaurs have good binocular vision and a tremendously well-developed sense of smell, making them formidable hunters and ambush predators. Their powerful legs allow them to run at 45 mph – as fast as an Olympic sprinter – and they can leap almost double their own length given enough space. Their teeth are roughly the size of modern bananas and are designed for tearing off 500-600 lb. chunks of meat which are then swallowed whole. A tyrannosaur bite can kill even if not immediately fatal; the teeth have tiny serrations in which bacteria thrive, leading to the virulent infection of any wound inflicted. When faced with large prey, a tyrannosaur can inflict a bite wound, and then simply follow the animal until it collapses due to the infection.

Tyrannosaurs have an incredibly powerful bite force, in excess of 23 tons – enough to bite through a family car. This enables them to devour the entire carcass of a kill, bones and all, though they will do this over a period of days, sleeping off a meal before returning to eat more.

Far from being the stupid, short-sighted creatures portrayed in fiction before the dying time, tyrannosaurs are highly intelligent. Smarter than a chimp, a tyrannosaur can develop strategies for dealing with difficult prey and complex situations. They learn quickly, and while they are normally solitary hunters, they will occasionally cooperate with others of their own kind to bring down troublesome or well-protected prey.

Since tyrannosaurs returned to the world, observers have discovered that their often-mocked small forearms are incredibly strong,

capable of lifting over 500 lbs. each. These limbs are used in mating and to help secure struggling prey while the powerful jaws tear off chunks of flesh.

Adult tyrannosaurs are solitary creatures outside of the mating and young rearing stages. In the mating seasons they gather together in large groups, where the males display and compete for mating rights to the females. During this time, they are particularly aggressive and dangerous, as males will often seek prey to present to the females as gifts. Many tyrannosaur males are wounded during fights for dominance, though they are extremely robust and can survive injuries that would be fatal to almost any other animal, including traumatic brain injuries. Once mating has been successful and the egg clutches have been laid, the females and males cover them with dung to keep them warm during their incubation. The males then hunt for food while the female guards the nest from opportunistic egg thieves. Once the young have hatched the females drive the males away until the next mating cycle. Young tyrannosaurs hunt in packs in the same way as raptors but are eventually driven off or eaten by the females once they reach maturity.

Habitat: Tyrannosaurs can be found across North America and can adapt to a variety of different environments. They prefer forests and jungles, however, where their coloration and ability to sprint after prey at surprising speeds puts them at an advantage.

Threat Response: Tyrannosaurs are aggressive, intelligent apex predators, and very little can intimidate them. Unless it has recently fed, a tyrannosaur's response to a threat is to chase it, catch it and eat it. If the prey is lucky, the tyrannosaur will kill them before it starts eating.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12+7, Survival d12+7

Pace: 8; **Parry:** 7; **Toughness:** 21 (3)

Edges: Hard to Kill, Level Headed, Strong Willed



Special Abilities:

- **Armor +3:** Thick hide.
- **Bite:** Str+d8; Grab.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Grab:** Pin your opponent if you hit with a raise; they require a raise on an opposed Strength roll to escape.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +10:** Forty feet long; Toughness +10.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as

a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Variant: Bone Crusher Rex

The Bone Crusher is a theropod dinosaur either previously unknown in the fossil record or – worryingly – a recent development. It is closely related to Tyrannosaurus rex, but with more powerfully developed forearms – more like a Dryptosaurus than a Tyrannosaurus – and a highly specialized muscular jaw. Bone crushers operate as opportunistic hunters and scavengers and tend to be solitary creatures except during the mating seasons, when they congregate in vastly dangerous herds and become even more aggressive than usual.

Approximately the same length and height as a tyrannosaurus, bone crushers are more powerfully built, with denser skeletons and musculature, and a far larger brain. Their jaws are wrapped in multiple layers of muscle and tendon, allowing them to bite clean through anything from an ankylosaur to a sauropod thigh bone. It is this impressive bite which gives the bone crusher gets its popular name.

Bone crushers are both hunters and scavengers. They possess excellent visual and olfactory acuity and will track prey over a considerable distance if an easier source of food does not present itself. Their sense of smell draws them to the presence of carrion, and they are known to stalk smaller predators (or groups of predators such as raptors or pterosaurs) to either claim their kills or feast off the remains. For such a large creature, bone crushers can be uncannily stealthy, and have been known to surprise hunters and explorers by lying down in long grass or undergrowth and being mistaken for a rock formation or fallen tree before pouncing. As scavengers and carrion eaters, bone crushers have a remarkably efficient immune system and are highly resistant to toxins and disease. As hunters,

they are both highly territorial and highly aggressive, frequently battling other predators for the rights to a kill.

Bone crushers will typically not tolerate another apex predator within a radius of about 5 miles from their nest except during the mating season. Bone crushers are almost never found in groups, unless it is an adult and a clutch of immature offspring. Once bone crushers attain physical maturity, their parent will drive them off to establish their own territory somewhere else. Offspring that remain to challenge their parent are usually killed and eaten in short order. In combat, bone crushers are vicious and unrelenting. Though they normally move at a slow, measured pace, when attacking or pursuing prey they can move at terrifying speed, achieving 45 mph for short bursts. Their massive thigh muscles make them good jumpers, and a bone crusher will often attack by leaping on prey from cover. They have also been observed using their forearms to throw rocks and debris, making them possibly the largest tool-using animal ever.

Habitat: See tyrannosaurs.

Threat Response: See tyrannosaurs.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d12+1

Skills: Athletics d6, Fighting d12+2, Notice d12+7, Survival d12+7

Pace: 8; **Parry:** 7; **Toughness:** 21 (3)

Edges: Alertness, Charge, Hard to Kill, Level Headed, Strong Willed

Special Abilities:

- **Armor +3:** Thick hide.
- **Bite:** Str+d8 (AP 6); Grab.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Grab:** Pin your opponent if you hit with a raise; they require a raise on an opposed Strength roll to escape.
- **Huge:** -4 to attack medium-sized foes; they

receive +4 to their attacks.

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +10:** Forty feet long; Toughness +10.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Velociraptors

Velociraptors (swift seizers) are a family of small, slender theropod dinosaurs comprising a number of similar species. Roughly the size of a wild turkey or a dog, they have serrated teeth for tearing flesh, a long stiffened tail for balance while running, and a large sickle-shaped claw on the second toe of each foot. Unlike larger theropods they have long arms with three-fingered claws, and well-developed chest and arm muscles.

Velociraptors are fast moving, intelligent scavengers and opportunistic predators that



hunt in packs. They communicate with each other through a series of squeaks, clicks, trills and croaks that seem to some to approximate actual language. When hungry or excited by the smell of blood, velociraptor packs can swarm a target like piranhas, crippling it with strikes to the belly and legs before moving in en masse and eating it alive.

Velociraptors have a large brain for their body and demonstrate problem-solving intelligence equivalent to a raven or chimpanzee. They have excellent binocular vision, keen hearing and a well-developed sense of smell. Their three-fingered claws are surprisingly dexterous, and they have been known to open doors and perform other feats of manipulation.

Habitat: Velociraptors success at hunting and scavenging has led to them spreading to every continent on Earth, and variations exist in almost every kind of environment. Species adaptations include fur and feathers for those species in colder landscapes. Smaller species live almost exclusively by scavenging the kills of larger carnivores and stealing the eggs of other dinosaurs. Some groups have learned to associate man with food waste, and they can become a serious pest for settlements that do not eliminate them quickly.

Threat Response: Velociraptors are curious creatures, and their normal response to a potential threat is to observe it and size it

up, fleeing if it proves too big or dangerous to handle. While careful, they are not easily scared, and will often follow animals or humans at a distance. When attacking as a group, velociraptors use distraction tactics, focusing the attention of prey on a single obvious point, while the prey is stealthily flanked and out-numbered.

Attributes: Agility d12, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d12, Fighting d6, Notice d12, Stealth d12+1, Survival d12

Pace: 12; **Parry:** 5; **Toughness:** 5

Edges: Alertness, Frenzy, Level Headed

Special Abilities:

- **Bite:** Str+d4.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size -1:** Reduces Toughness by -1.
- **Talons:** Str+d4.



Other Fauna

Arthopleurid (Giant Millipede)

Found in swamps and marshes, adult giant millipedes can reach 2.5 meters (8 ft) in length. Omnivorous, they feed on decaying plant matter, insects, vermin and carrion. Giant millipedes are true amphibians, possessing both spiracles and gills, and can move with terrifying speed both on land and in the water. While normally placid due to the relatively impervious nature of their segmented armor, they can be highly aggressive when protecting a clutch of eggs.

Habitat: Arthopleurids can be found in warm swamps, marshes and moist forests across North America.

Threat Response: Giant millipedes ignore almost everything that isn't food, unless they are directly interfered with, in which case they can deliver a nasty (though non-venomous) bite.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d10 Athletics d10, Fighting d6, Notice d6, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 6 (1)

Special Abilities:

- **Armor +1:** Natural armor.
- **Bite:** Str+d6
- **Darkvision:** No vision penalties for darkness (range 12").
- **Fearless:** Immune to fear and Intimidation.
- **Immunity:** Mind-affecting effects.
- **Size +1:** Increases Toughness by +1.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 8".

Dire Wolf

Dire Wolves are large canine carnivores, similar to the North American gray wolf, but stockier and more powerfully built. No one knows if these mammals are the original Pleistocene canines reborn in the same mysterious way as the dinosaurs, or if they are the descendants of wolves and domesticated dogs that survived the dying time.

Adult dire wolves average about 1.5 meters (5 ft) in length and weigh about 80 kg (174 lbs.). They have a sturdy build, thick gray fur and powerful jaws capable of crushing bone to get at the marrow within.

Dire wolves are intelligent creatures, pack hunters and scavengers capable of developing strategies to disarm and distract potential prey. They possess a well-developed sense of smell and are excellent trackers, capable of following a scent trail through several feet of snow. They are primarily carnivores, though they can and will eat almost anything. Dire wolves hunt by harrying their prey, darting in to deliver quick, shallow bites before retreating to allow the prey to weaken due to blood loss. Dire wolf packs will hunt and kill animals far larger than themselves, up to and including massive sauropods and carnivores, and coordinate their attacks through a complex pattern of growls, barks and yips.

Dire wolves live in large packs, often numbering in the hundreds, to protect against predation by carnivorous dinosaurs and sabretooth cats. These packs – sometimes referred to as hordes – are normally led by a dominant mated pair, with subordinate pairs acting as deputies. Dire wolf packs exhibit true communal behavior, including play and mutual grooming, rather than the dominance through aggression portrayed in the fiction of the fallen world. Care and protection – even suckling – of pups is performed by the pack as a whole. Dire wolf packs are nomadic, following their prey, usually trailing large herbivore herds and picking off outliers, the elderly and the injured.

Some communities have re-kindled the relationship between dog and man by attempting to domesticate dire wolves. The

results are mixed, but it is not unusual for settlements to maintain a pack of dire wolves for use in hunting and as guards.

Habitat: Dire wolves are highly adaptable and can be found across a broad range of habitats including plains and grasslands, forests, tundra and savannah. Dire wolves in hotter regions have thinner coats but can grow thicker fur in response to environmental change.

Threat Response: Dire wolves are fearless predators and scavengers. When faced with potential danger a dire wolf will either pause or back off a little way to assess the threat. If the dire wolf decides it has found prey, it will howl to summon the rest of the pack and begin harrying the target through a series of darting attacks. Dire wolf packs will only break off an attack if a significant number of them are killed or wounded, or if they are seriously outnumbered. Dire wolves are intelligent animals, and have an instinctive ability to read body language, allowing them to quickly identify the greatest threat in any group, as well as to pinpoint the weakest and most vulnerable.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 6

Edges: Alertness

Special Abilities:

- • **Bite:** Str+d6.
- • **Speed:** d10 running die.

Dunkleostus (Bone Fish)

The Dunkleosteus is a 33-ft (10 meters) long heavily armored predatory fish. Equipped with a dense bony skull and slicing tooth plates, this marine monster feeds on sharks, fish, orthocones, giant turtles and any large animal it can get close to. Anchored to the massive skull, the jaw muscles of this creature are powerful enough to allow it to bite through steel. In the wild, it uses them to shear off

and swallow huge chunks of flesh from its prey, before it vomits up those parts it finds indigestible. Like the teeth of the shark, the dunkleosteus is constantly renewing and replacing the shearing tooth plates, keeping them razor sharp.

Dunkleosteus are normally solitary hunters, cruising the depths for prey, but will take prey on the surface if it presents itself. They possess a powerful sense of smell and are easily attracted to the scent of blood in the water. The only time dunkleosteus can be found in large numbers is during the mating season, when the seas will churn with their bodies as the males fight for dominance and the right to fertilize the eggs of the females. During this time their natural aggression is increased ten-fold, and they have been known to beach themselves in pursuit of prey, thrashing onto the shore for great distances before either giving up or suffocating.

Despite their size, dunkleosteus are powerful swimmers, and adults have been observed leaping onto or over boats in pursuit of their prey.

Habitat: Dunkleosteus prefers large prey (including other dunkleosteus), and so tends to inhabit deeper waters where large marine animals can go without risk of beaching. Shorelines with a steep drop-off are particularly dangerous, as dunkleosteus will supplement its diet with giant turtles, unwary pterosaurs and people.

Threat Response: Dunkleosteus isn't particularly bright, and there appears to be little room in its mind for the concept of danger. When in the presence of something novel, a dunkleosteus will usually try to eat it.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Athletics d12+4, Fighting d8, Notice d12
Pace: -; **Parry:** 6; **Toughness:** 17 (2)

Edges: Level Headed, Trademark Weapon (bite)

Special Abilities:

- **Aquatic:** Swimming Pace of 16", and cannot drown.

- **Armor +2:** Tough scales.
- **Bite:** Str+d8; Grab.
- **Grab:** Pin your opponent if you hit with a raise; they require a raise on an opposed Strength roll to escape.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Size +8:** Thirty feet long; Toughness +8.

Eurypterids (Sea Scorpions)

A primitive form of arthropod, distantly related to the horseshoe crab, species of eurypterids can be found in both fresh and sea water. Growing up to 6 ft in length, they are a formidable aquatic predator and can survive both on land and in the water. The main body of the creature is protected by a tough semi-circular carapace, from which depends an armored segmented tail, tipped with a bladed spine. In some species this spine contains a venom sac, but even those without one can fatally pierce a foe. Beneath the armor are six pairs of legs, the last of which are modified for swimming, and the mouth, which itself is equipped with pedipalps similar to the mouthparts of a spider.

Eurypterids feed on small fish, crustaceans, sea slugs and other creatures, though larger specimens will take a bird or incautious mammal or reptile when the opportunity presents itself. They reproduce in vast spawnings, usually during the full moon. Hordes of the creatures emerge from the water and crawl onto the shore, where they lay thousands of eggs in shallow pits. The males then fertilize the eggs and bury them, leaving them to hatch in around two weeks. Many of the eggs are eaten by scavengers, but enough of them survive to perpetuate the species.

Habitat: Eurypterids can be found in rivers, lakes, swamps, marshes and oceans. Some varieties live on floodplains, burying

themselves beneath the ground during the dry season, then emerging to hunt and lay eggs when the rains come.

Threat Response: Eurypterids have poor eyesight, and track prey mostly by vibration. When sensing a possible threat, eurypterids become very still, raising their tail in a warning posture. If left alone, they will normally withdraw.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 6 (1)

Edges: Frenzy, Level Headed

Special Abilities:

- **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Armor +1:** Dense chitin.
- **Claws:** Str+d6.
- **Fearless:** Immune to fear and Intimidation.
- **Immunity:** Mind-affecting effects.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Mindless:** Immune to mind-affecting magic.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Sting:** Str+d6; Poison.
- **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

Giant Cockroaches

This mutant species has thrived in the absence of man, growing in both size and hunger. Shunning the light as their ancestors did, these wolf-sized creatures haunt what's left of the cities of mankind. Creating vast nests in the

underground tunnels and sewers of the fallen world's great metropolises, they swarm out at night in search of flesh and bodies to host their young. Though carnivorous by preference, giant cockroaches can eat almost anything, and can subsist on decaying vegetation and carrion when fresh meat is not available. Some species are winged, though their immense size limits them to extended leaps.

Giant cockroaches are notoriously tough and hard to kill. Their carapace is resistant to impact and can deflect small-caliber gunfire. When the carapace is cracked, giant cockroaches secrete a noisome fluid that drive other cockroaches into a killing frenzy.

Habitat: Giant cockroaches hunt in the jungles and swamps of the South.

Threat Response: Giant cockroaches respond to threats by swarming them and trying to eat them.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8.

Skills: Athletics d10, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d4.
- **Flight:** Giant roaches fly at Pace 6" and Climb 0.
- **Size -1:** Giant roaches are as big as a medium-sized wolf.

Giant Leech

Giant leeches live and thrive in the humid swamps of the South, where they live as parasites on the bodies of dinosaurs like sarchosuchus and spinosaurus. Giant leeches can grow up to 30 cm (1 ft) long, attaching themselves to prey with a sucker at both head and tail, before boring through the flesh with a complex mouth resembling the iris of a camera and draining blood. A giant leech can ingest blood at a phenomenal rate and is capable of completely draining an adult

human in an hour.

While leeches are normally parasites, some have become predatory, developing finger-like tendrils on either side of the mouth to help trap and guide small insects and other food into the grinding jaws.

When not attached to a host, leeches are free swimmers, and are often prey themselves to fish, pterosaurs and other opportunistic predators.

Habitat: Giant leeches require high humidity and fresh water to survive and can be found in great numbers in rivers and swamps throughout North America.

Threat Response: Giant leeches barely have anything resembling a brain and respond to anything by swimming towards it and attempting to attach themselves to it and drain its blood.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: FAthletics d8, Fighting d6, Notice d4, Stealth d4, Survival d4

Pace: 1; **Parry:** 5;
Toughness: 6

Edges: Fearless

Special Abilities:

- **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Attach:** Attach yourself to opponent on a raise, and automatically inflict Str+d6 damage each round after that. The victim requires a raise on an opposed Strength roll to pull you off.
- **Bite:** Str+d6; Attach.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

- **Fearless:** Immune to fear and Intimidation.
- **Immunity:** Mind-affecting effects.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

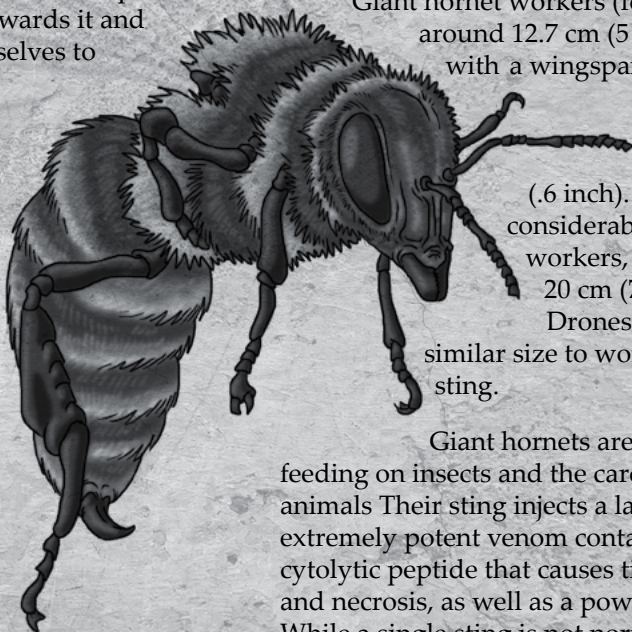
Giant Hornets

In the world reborn, insects, as with everything else, have grown bigger, meaner and far more dangerous. Perhaps the most dangerous insect in North America is the giant hornet, sometimes simply referred to as the "stinger."

Giant hornet workers (females) average around 12.7 cm (5 inches) long, with a wingspan of 22.8 cm (9 inches) and a stinger length of 16 mm

(.6 inch). Queens are considerably larger than workers, often exceeding 20 cm (7.8 inches) long.

Drones (males) are of a similar size to workers but cannot sting.



Giant hornets are carnivorous, feeding on insects and the carcasses of dead animals. Their sting injects a large dose of an extremely potent venom containing both a cytolytic peptide that causes tissue damage and necrosis, as well as a powerful neurotoxin. While a single sting is not normally fatal, they are extremely painful (more than one victim has compared the pain to being shot or stabbed with a hot dagger), and multiple stings usually require immediate medical attention. Five or more stings to a human being almost always lead to multiple organ failure and death, and even non-lethal stings cause tissue necrosis and gangrene if not treated. Giant hornets can sting through thick leather and dinosaur hide.

Giant hornet varieties differ very little in shape and size but may vary in color according to environment. Most are dark brown or crimson,

with yellow or orange bands on the abdomen. Some – particularly those in the northeast – have dark green or brown wings, which when folded make them almost invisible against tree bark.

Giant hornets build complex underground nests with several entrances in and around the roots of trees, often extending several feet below ground. Giant hornet swarms can contain as many as 1500 individuals.

Habitat: Giant hornet nests can be in low mountain foothills, lowland forests and occasionally in the ruins of the fallen world.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage within a MBT), Notice d8

Pace: 4; **Parry:** 5; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Natural armor.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Fearless:** Immune to fear and Intimidation.
- **Flight:** Flying Pace of 12" and Climb 1.
- **Immunity:** Mind-affecting effects.
- **Mindless:** Immune to mind-affecting magic.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Size -3** (Very Small)
- **Sting:** Str+d6; Armor Piercing 3, Poison.

Giant Python

Before the dying time, Burmese pythons were an invasive species in Florida. Bought as pets, these reptiles often escaped or were dumped when their owners tired of feeding them. In the humid Florida swampland, they thrived, competing with the native alligators for prey, and frequently winning. Only regular culls kept the python population in check, and when

civilization fell, their numbers exploded.

In the centuries since the fall of man, pythons have spread throughout the southern part of the North American continent. Preferring heat and humidity, they are usually found in the swamps, marshes and rainforests that have reclaimed the lowlands and coastal areas. With plentiful prey and no natural predators, the pythons have grown gigantic, with adults capable of achieving a length of over 40 ft and a weight of 1.25 tons. Females are usually larger than males and more aggressive.

Giant pythons are equally at home on land or in the water, and are exclusively carnivorous, living on a diet of fish, birds, mammals, small dinosaurs and the occasional human. They aren't venomous but will sometimes bite in order to hold struggling prey. They are ambush hunters, waiting until prey moves within striking range before attacking and killing it by constriction. However, they will hunt actively if particularly hungry and show no fear of man. Once a python has crushed the life out of its prey, it unhinges its jaw and gradually swallows the animal whole, slowly digesting it over a period of days. Pythons that have just fed are usually placid, but they will still attack if threatened.

Despite their immense size, pythons are excellent climbers, and can often be found coiled in the branches of a tree. Some prefer to hunt from this position, dropping on their prey from above rather than risking being seen. In this case the victim is usually crushed dead by the impact before the python has even begun to constrict around it.

Habitat: Giant pythons can be found throughout the hot, humid swamps, rainforests and jungles of southern North America.

Threat Response: Ambush predators, giant pythons assess potential prey from cover before attacking. If out-matched or actively threatened, they will swiftly retreat and vanish into the water or undergrowth.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d12+2

Skills: Athletics d12+2, Fighting d8, Notice d12+2, Survival d12+2

Pace: 4; **Parry:** 6; **Toughness:** 23 (4)

Edges: Dodge, Level Headed, Trademark Weapon (bite)

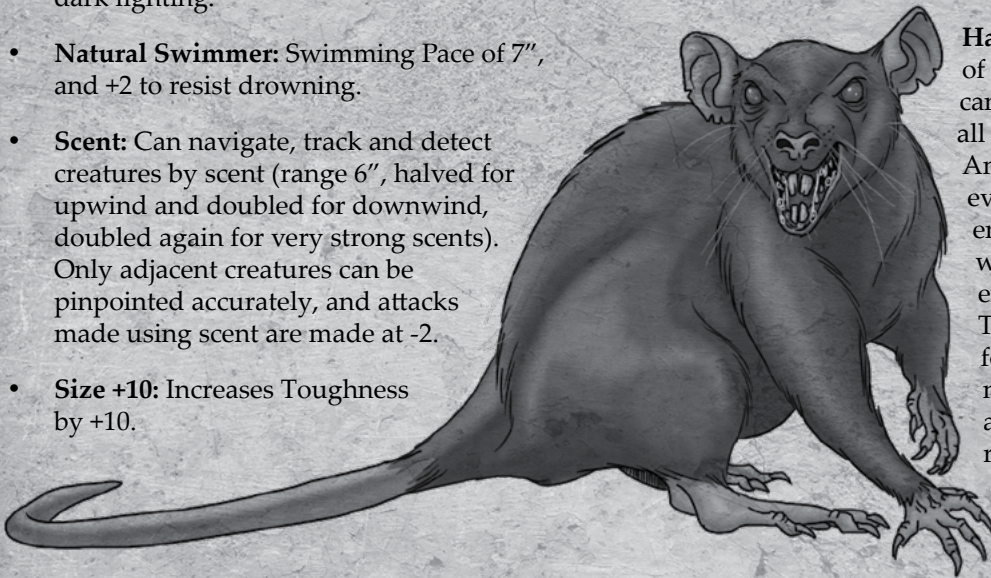
Special Abilities:

- **Armor +4:** Scales.
- **Bite:** Str+d8; Constrict.
- **Constrict:** Pin opponent on a raise; inflict Str+d6 per round after that, and they require a raise on an opposed Strength roll to escape.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +10:** Increases Toughness by +10.

(88 lbs.). They are true omnivores, eating seeds, fruit, fungi, plant stems, leaves, insects, worms, and scavenging dinosaur kills. In large groups they become predatory, swarming large prey fearlessly, usually eating it alive.

Giant rats are highly intelligent, and have been reported displaying strategizing behavior, though this is considered unlikely by most scientists. Nevertheless, there are many stories of groups of giant rats undermining buildings to force the occupants outside and driving prey into concealed pits where they are trapped and devoured.

Giant rats have a remarkable resistance to toxins and disease, and their bodies host a wide variety of virulent infections. Giant rat bites are almost always fatal without an intensive course of wide-spectrum antibiotics, causing gangrenous infection, delirium, madness and death within a matter of days.



Habitat: Nests of giant rats can be found all over North America, in every types of environment where there is enough food. They can be found in great numbers amongst the ruins of the fallen world, where packs of them can be

Giant Rats

Rats have always lived alongside man, but when his world fell, theirs did not. Feasting on the bodies of billions of humans, they grew both in size and number. When the world was reborn and the dinosaurs returned, the rats did as they had always done; they adapted and thrived.

Adult giant rats measure 61 cm (2 ft) in length – not including a tail that usually matches the length of the body – and can weigh up to 40 kg

encountered in sewers and tunnel systems. Though they are primarily nocturnal, they have been known to hunt in the day if food is scarce and they are at their most dangerous.

Threat Response: Giant rats rarely run from danger as a first response. Instead they observe and assess, before either calling the rest of their horde with a chilling high-pitched squeal or disappearing into the undergrowth.

Attributes: Agility d10, Smarts d12 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d4, Notice d6, Stealth d10, Survival d6

Pace: 8; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Bite:** Str+d4; Disease.
- **Disease:** Make a Vigor roll or become afflicted.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size -1:** Two feet long; Toughness -1.

Giant Turtles

In the world reborn, giant turtles exist in both freshwater and seawater varieties. Both types are immense, with shells measuring 2.5 meters (8 ft) in length. Both are omnivores, with a diet consisting mainly of aquatic plants, supplemented by fish and crustaceans.

Though giant turtles are air-breathers, their massive size and immensely efficient lungs allow them to remain submerged for prolonged periods of time. Like modern turtles, giant turtles lay their eggs on land and abandon them to hatch in droves during the next full moon. The eggs are a favorite food of scavengers, but they are laid in such quantities that some newly-hatched infants always make it back to the water before being devoured.

Habitat: Giant turtles prefer warm water and tend to be found in greater numbers near the equator. However, they have a global distribution and can be found all over the world.

Threat Response: Giant turtles have almost no predators beyond the massive mosasaurs, megalodons and pliosaurs, and are placid unless bothered. They have a powerful beak and can bite through a human femur if provoked.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 3; **Parry:** 5; **Toughness:** 11 (3)

Special Abilities:

- **Armor +3:** The Giant Turtle's armored shell adds +3 to its torso armor.
- **Bite:** Strength +d12
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- **Size +1:** Toughness +1

Mammoth

The largest of the Pliocene mammals, the mammoth resembles a massive, powerfully-built elephant with hugely exaggerated tusks and a coat of long, wiry hair. Adult mammoths reach a height of 4 meters (13 ft) at the shoulder and weigh up to 13.2 tons (13,411 kg). Both males and females bear tusks, which can grow over 2 meters (6.5 ft) long.

Mammoths are social animals, with females living in herds dominated by an older matriarch, with males either being solitary or forming small herds of their own after they reach maturity. Mammoths have a gestation period of twenty-two months and give birth to single calves.

Mammoths are grazing herbivores, preferring a diet of grasses, soft shrubs and leaves. They are intelligent and curious about man but learn quickly and are not easily fooled. Like their descendants, the modern elephants, mammoths have a long memory and have been known to hold a grudge.

Habitat: Mammoth herds range across the plains and savannahs of North America,

occasionally venturing into light forest when grazing is poor.

Threat Response: Mammoths are generally placid animals, though it is unwise to get between a calf and its mother. Males are normally only dangerous during the mating season, when they become aggressively territorial. When threatened or spooked, a mammoth herd will gather around the calves and move quickly to a position of safety where they can spot approaching predators. In the world reborn, mammoths will always stampede if they catch the scent of a tyrannosaur or other large predatory dinosaur.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+5, Vigor d12+2

Skills: Fighting d8, Notice d12+1, Survival d12+1 **Pace:** 8; **Parry:** 6; **Toughness:** 20 (3)

Edges: Ambidextrous, Strong Willed, Trademark Weapon (slam)

Tactics: Two Weapons

Special Abilities:

- **Armor +3:** Thick pelt.
- **Endurance:** +2 to Soak rolls.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- **Huge:** -4 to attack medium-sized foes; they receive +4 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +8:** Thirteen feet tall; Toughness +8.
- **Slam:** Str+d8.
- **Tusks:** Str+d8.

Megacerops

Megacerops (large-horned face) is a brontothere, a family of Eocene hoofed mammals distantly related to modern horses. Bearing a superficial resemblance to the modern rhinoceros, these massive creatures are herbivores. Standing 2.5 meters (8 ft) at the shoulder and reaching 5 meters (16 ft) in length, adults weigh around 3350 kg (3.3 tons). Most species have a curious blunt Y-shaped horn on the nose, which the males use to fight for mating rights and to defend the herd.

Megacerops are social animals, gathering in female-dominated herd of up to fifty adults, plus juveniles. They are nomadic low-level grazers, feeding on grasses, leaves and soft shrubs.

Megacerops are extremely robust, and have a particularly tough hide, which can be tanned into a durable and hard-wearing leather. Some settlements maintain small herds of megacerops for food, milk and leather.

Habitat: Megacerops herds can be found all over the plains of North America, where the grazing is good, and predators can be seen from a distance.

Threat Response: Megacerops are placid creatures but males will charge a predator if it gets too close to the herd. If startled or attacked, the herd will stampede for a couple of miles before stopping to resume feeding.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d6, Notice d10, Survival d10

Pace: 8; **Parry:** 5; **Toughness:** 13 (2)

Special Abilities:

- **Armor +2:** Thick hide.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- **Hardy:** A second Shaken result doesn't become a wound.

- **Horn:** Str+d6.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +3:** Increases Toughness by +3.

Megalodon (Giant Shark)

The terror of the Pliocene oceans, the megalodon (big tooth) is a truly massive shark, possibly the largest fish that ever lived. At a length of 18 meters (59 ft), with jaws capable of biting a family car in half, megalodons can live for hundreds of years. Solitary hunters, they can be found in every ocean of the world reborn.

Megalodons resemble a stockier, more muscular version of the modern great white shark, and are so massive and voracious that they can alter the distribution of aquatic life for hundreds of miles. They tend to target large prey, including whales, pliosaurs, plesiosaurs, ichthyosaurs, seals, giant turtles and giant cephalopods. Megalodons, instead of attacking from beneath like most shark species, simply use their powerful jaws to crush their prey before biting chunks of flesh off and swallowing them whole.

Habitat: Megalodon is an ocean predator, preferring the deeps where it is in no danger of beaching itself. It is most often found in subtropical to temperate waters but can be encountered anywhere including in arctic and Antarctic seas.

Threat Response: Megalodon doesn't recognize threats; it is the threat.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Athletics d12+1, Fighting d10, Notice d12+3, Survival d12+3

Pace: -; **Parry:** 7; **Toughness:** 21 (4)

Edges: Improved Level Headed, Strong Willed

Special Abilities:

- **Aquatic:** Swimming Pace of 13", and cannot drown.
- **Armor +4:** Tough flesh.
- **Bite:** Str+d12; Grab.
- **Blindsense:** Can sense and approximately pinpoint things within 6"; attacks using blindsense are made at -2.
- **Grab:** Pin your opponent if you hit with a raise; they require a raise on an opposed Strength roll to escape.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +10:** Sixty feet long; Toughness +10.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Megalonyx (Giant Ground Sloth)

Though herbivorous, at just over 3 meters tall (10 ft) and weighing up to 1000 kg (1.1 tons),

the giant ground sloth known as Megalonyx (large claw) has few natural predators. Powerfully built with three large claws on each forepaw, it has a blunt snout, massive jaw and chunky, peg-like teeth used for grinding plant matter. Megalonyx uses its claws to shred leaves and soft branches from trees, sometimes rearing up on its hind legs to do so. Though normally a placid and slow-moving creature, Megalonyx is tough, strong and easily capable of delivering a casual killing blow with its claws.

Megalonyx and other related ground sloths live in small family groups, usually consisting of a mated pair and two or three seasons worth of young. They move wherever there is food, using their great strength and claws to dig huge burrows out of the ground for the family to shelter in. These burrows are often returned to and expanded by subsequent generations of Megalonyx, resulting in vast tunnel complexes. Megalonyx use their burrows for birthing their young, with the parents taking turns to steward the young while the other ventures out for food.

Habitat: Megalonyx and other related giant ground sloths live all over North and Central America, primarily in temperate woodland and forest regions.

Threat Response: Megalonyx are placid and slow to react to danger, unless their young are present. Their typical response is to rear up on their hind legs and bellow while prominently displaying their claws. This is usually enough for most predators to get the message. Those that don't are often surprised to discover that Megalonyx can move with blinding speed when necessary and can eviscerate even the largest predator with ease. Megalonyx are extremely hardy and have a high degree of resilience in the face of injury and disease.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12

Skills: Athletics d12, Fighting d6, Notice d12, Survival d12

Pace: 6; **Parry:** 5; **Toughness:** 18 (3)

Edges: Frenzy

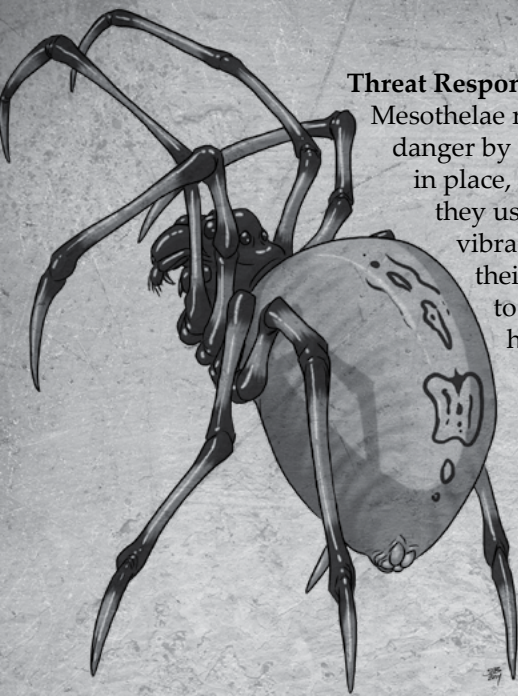
Special Abilities:

- **Armor +3:** Thick hide.
- **Claws:** Str+d8; Knockback.
- **Knockback:** Opponent knocked back d8" on a raise; if they hit a solid object they suffer +d6 damage.
- **Large:** -2 to attack medium-sized foes; they receive +2 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +7:** Increases Toughness by +7.

Mesothelae (Giant Spider)

Mesothelae are primitive ancestors of the modern spider, measuring just under 1 meter (3.3 ft) across. Lacking the ability to spin webs, they hunt by pursuit and ambush, swarming larger prey to bring them down. Though they don't have venom glands they have large jaws, and the bite of a mesothelid can easily slice through leather and bone. While modern spiders are solitary, mesothelae are pack hunters, communicating through the subsonic vibrations of their pedipalps to coordinate their attacks.

Habitat: Mesothelae like it warm, dark and slightly humid, and can be found in great numbers in underground caves, dead shelters and the sewers and sub-basements of the fallen world.



Threat Response:

Mesothelae respond to danger by freezing in place, while they use the vibrations of their pedipalps to call for help. They are never alone; for every one of them you can see, there are dozens nearby that you can't.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Bite:** Str+d4.
- **Size -1:** These spiders are the size of a large dog.
- **Wall Walker:** The creatures move at their full Pace on walls and ceilings.

Orthocone

Orthocones are a form of giant squid with a long, tapering conical shell. Highly intelligent, these creatures are fearsome marine predators capable of moving through the water at terrifying speeds. Adult orthocones have a shell 9 meters (30 ft) long and 6ft across at its widest, plus an additional 5 meters (16.4 ft) of head and tentacles. Orthocones have two large independently mobile eyes on either side of the head, and eight immensely strong tentacles surrounding a powerful horny beak capable of delivering a crushing bite.

Despite their size, orthocones are incredibly maneuverable, controlling their position in the

water precisely by means of a flexible water jet just under the tentacles.

Disturbingly, these immense predators are intelligent, often working together to take down large prey despite their normally solitary nature. They have been observed setting primitive traps and will occasionally use tools such as rocks to crack a victim's armor.

Habitat: Orthocones are deep water predators and rarely come near the shore. They can be found in every sea on earth.

Threat Response: Orthocones are shy creatures, despite their predatory nature, and will cautiously assess a threat before acting. They do not make threat displays and will either move away, or attack with no warning.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12

Skills: Athletics d12, Fighting d8, Notice d12+2

Pace: -; **Parry:** 6; **Toughness:** 17 (2)

Gear: Arms (Str+d8)

Edges: Ambidextrous, Combat Reflexes, Improved Level Headed

Tactics: Two Weapons

Special Abilities:

- **Aquatic:** Swimming Pace of 12", and cannot drown.
- **Armor +3:** Tough shell, rubbery flesh
- **Bite:** Str+d10.
- **Constrict:** Pin opponent on a raise; inflict Str+d6 per round after that, and they require a raise on an opposed Strength roll to escape.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Large:** -2 to attack medium-sized foes; they receive +2 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Size +7:** Thirty feet long; Toughness +7.

Pronghorns

This name covers the wide variety of antelope and gazelle-like creatures that inhabit the prairies in vast herds. Pronghorns vary dramatically in size from the tiny *Merycodus* (80 cm nose to tail) to the larger six-horned *Hexameryx* (4 ft nose to tail). Living in herds often numbering in the thousands, these animals can completely denude an area of vegetation, requiring that they exist in a state of constant migration. Pronghorns form the favored diet of most of the predators of North America, including humans. They are plentiful and breed rapidly, but can be dangerous if cornered. Many an unwary sabretooth and raptor bear scars from a pronghorn it thought easy prey.

Habitat: Pronghorns live on the prairies and grasslands of North America, where they can easily see predators approaching.

Threat Response: Easily startled, a pronghorn's natural response to any kind of threat is to bound away as quickly as possible, until the danger is no longer in sight. During the mating season males may kick, butt or gore interlopers with their horns.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8

Pace: 12; **Parry:** 5; **Toughness:** 5

Edges: Fleet-Footed

Special Abilities:

- **Hooves:** Strength +d6.
- **Horns:** Strength +d4.

Razorbacks

Descended from the domesticated pig and feral swine, these giant boars are intelligent, ill-tempered and relentlessly omnivorous. Adult razorbacks are as large as an African white rhino, measuring between 3.5 – 4.5 meters (11.4 – 14.7 ft) in length and between 1.8 – 2 meters (5.9 – 6.6 ft) tall at the shoulder. Equipped with a dense hide and savage tusks, these beasts

are true omnivores and will eat anything that stays still long enough. Powerfully muscular and hard to kill, razorbacks are fast, mean and horribly cunning, able to take on raptor packs and win.

Razorbacks are typically social animals, living in female-dominated family groups consisting of barren sows and mothers with young, led by an old matriarch. Male razorbacks leave the group at the age of 8–15 months, while the females either remain with their mothers or leave to establish new territories nearby. Adult and elderly males tend to be solitary outside the breeding season, when they are briefly tolerated by the matriarch. During the mating season males compete for mating rights in frequently deadly battles.

Razorbacks are highly territorial and have an exceptional sense of smell. If they scent an intruder in their territory, they will often pursue it for several miles. Razorbacks will not tolerate large predators in their territory, often gathering attacking carnivores much larger than themselves in a coordinated group.

Habitat: Razorbacks are forest-dwellers, preferring the northern rain-forests to the southern jungles. They can be found all over North America.

Threat Response: Razorbacks respond... poorly to attempts to intimidate them. They don't indulge in threat displays, preferring instead to charge out of the undergrowth at speed and gore opponents with their tusks.

Attributes: Agility d6, Smarts d8 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Notice d10, Survival d10

Pace: 8; **Parry:** 5; **Toughness:** 12 (2)

Edges: Hard to Kill

Special Abilities:

- **Armor +2:** Bristly fur.
- **Endurance:** +2 to Soak rolls.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +3:** The size of a rhino; Toughness +3.
- **Tusks:** Str+d6.

Simians

Descended from chimpanzees, bonobos, gorillas and other great apes that escaped from zoos and menageries during the dying time, these primates have grown larger and more intelligent than their ancestors to survive the challenges of the world reborn. Clever, aggressively territorial and social, they live in large tribal groups that dominate large territories. Some tribes are nomadic, while others occupy permanent settlements. Settled simian tribes have been observed tending termite mounds, fishing with sharpened spears, and even herding grazing animals.

Simians are curious about humans, but defend their territory vigorously, mounting guards and placing large piles of rocks where they can be thrown at invaders. They will often investigate human campsites and settlements and can often make a nuisance of themselves by stealing food, intriguing objects and bits of technology.

Simians are omnivores and will eat everything from plants and insects to other primates. Tribes are usually male dominated, though there is often an elder female to which the lead male will sometimes defer.

Habitat: Simian tribes can be found across

North America, but they tend to avoid swamps and marshlands, preferring temperate forest areas where they can forage and hide from predators. Simians and ape men (see below) are highly antagonistic and are almost never found in the same regions without conflict.

Threat Response: Unless in the presence of its young, a simian will pause and assess potential danger before responding with a threat display. Should the display provoke no aggression, the simian may choose to investigate further and may be tempted with food, shiny objects or interesting sounds. If the display provokes a hostile response, the simian will normally call for its tribe, who will attempt to drive off the intruder with concerted hooting and a hail of thrown rocks and feces.

Attributes: Agility d8, Smarts d10 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Athletics d12, Fighting d6, Notice d8, Stealth d4, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 12 (1)

Edges: Strong Willed

Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d8.
- **Claws:** Str+d8.
- **Large:** -2 to attack medium-sized foes; they receive +2 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +1:** Eight feet tall; Toughness +1.

Smilodon (Saber-Toothed Tiger)

Smilodon is perhaps the best known as the saber-toothed big cats, one of the few mammals capable of taking on the dinosaurs. Smilodon is more muscular than any modern big cat, with powerful forelimbs and exceptionally long upper canine teeth adapted for precision killing. Its jaw has a bigger gape than that of modern cats, and its upper canines are slender and fragile, being adapted for

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8

Pace: 6 **Parry:** 6 **Toughness:** 8

Special Abilities:

- **Bite or Claw:** Strength +d8 damage.
- **Fleet-Footed:** Despite their size, Saber-Tooths get a d8 running bonus.



precision killing. Adult smilodons grow to 3 meters (9.8 ft) long and 1 meter (3.3 ft) tall at the shoulder and weigh up to 400 kg (888 lbs.). Their coat patterns vary from region to region, allowing them to blend in to their environment perfectly.

Smilodon is a solitary hunter, stalking its prey through the long grass before leaping out to deliver a killing strike with its fangs. In the world reborn smilodon hunts large herbivores like megacerops, megalonyx, ceratopsians and hadrosaurs, competing for food against raptors, dire wolves and other carnivores.

Habitat: Smilodon haunts the prairies, brush and forests of North and South America.

Threat Response: Smilodon is a cautious, intelligent hunter, preferring to assess threat from cover before deciding whether to attack or retreat.

- **Improved Frenzy:** Saber-Toothed Tigers may make 2 Fighting attacks each action at no penalty.
- **Pounce:** Saber-Toothed Tigers often pounce on their prey to best bring their mass and claws to bear. When charging at least 1 Hand they can leap on their prey to gain +2 to their attack and +d6 damage. Their Parry is reduced by -2 until their next action when performing this maneuver.
- **Size +2:** Male Saber-Tooths are around the size of lions, and can weigh over 500 pounds.

Terror Birds

The "Terror Birds" are a family of large, ferocious flightless birds encompassing such species as *Diatrymia*, *Gastornis* and *Phorusrhacos*. Standing 2 - 3 meters (6.5 - 9.8 ft) tall, they can run at speeds of up to 5 kph (31 mph). Equipped with savage claws and a wicked beak, these aggressive creatures hunt in packs, but will occasionally hunt alone as an ambush predator. While they are primarily carnivorous, they can eat plants and will scavenge for fruit, nuts and roots in times of hardship.

Terror birds prefer to hunt large game, using their muscular necks and powerful beaks to deliver a lethal strike to the skull of their prey. Terror birds have a reputation for cunning, and like raptors, with whom they often compete for food or territory, they often use sophisticated tactics to gain the upper hand in any encounter.

Habitat: Terror birds can be found in all environments across North America, though they prefer open plains and grasslands where their speed gives them the advantage.

Threat Response: Terror birds are highly aggressive hunters and will only back down from a fight if they are significantly out-massed or outnumbered. When protecting a nest, terror birds become frenzied and will continue to attack long after their opponent is defeated or dead.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8

Pace: 1 Hand; **Parry:** 6; **Toughness:** 7

Edges: Frenzy, Trademark Weapon (Beak)

Special Abilities

- **Bite:** Strength +d6 damage.
- **Hardy:** If the beast is Shaken; another Shaken result doesn't cause a Wound.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +1:** Toughness +1

Titanomyrma (Giant Ant) Swarm

In the world reborn, one of the most feared of all species is *Titanomyrma gigantea*; the giant ant. Measuring an average of 5 cm (2 inches) long, these robust and lethal creatures live in vast nomadic colonies of up to 20 million individual ants. Like the driver ant of the fallen world, giant ants are omnivores with a preference for flesh, and will swarm over and devour anything that does not get out of their way. Equipped with powerful mandibles capable of shearing through bone, each ant can also spray formic acid as a defense, either as a jet of caustic fluid or a blinding, choking aerosol.

Each colony possesses a single winged queen, capable of laying a million eggs a month when fertilized during the mating season. The eggs (and later the larvae) are carried along with the colony as it moves. Colonies cannot raise new queens if the old one dies without creating an heir (through the secretion of royal jelly, which is then fed to the largest and healthiest larva), and the premature death of the queen inevitably causes the dissolution and death of the colony.

At the start of the mating season, giant ant queens develop wings with a span of 13 cm (5 inches) and fly away from the colony, pursued by alates (winged drones), who compete to mate with her. Once mating has been successfully completed, the queen returns to the colony, sheds her wings and begins to lay eggs. The winged males die, their purpose served.

While a colony of giant ants travels at around 12 mph, they are fiercely rapacious and can strip a man to the bone in seconds. A colony on the move is a terrifying enemy, capable of forming bridges to cross rivers, splitting in two to outflank prey, dropping on targets from trees branches, even forming a living curtain with which to snare the unwary.

Habitat: Giant ant colonies are nomadic, and can be found throughout the jungles, swamps and forests of North America.

Threat Response: Titanomyrma colonies

Flora

Enforcer Vine

Observers of this specimen have conjectured that it is some form of carnivorous plant similar to aquatic Aldrovanda, though far more agile. It gains its rather colorful local name, the enforcer vine, from its mode of strangling victims with its agile tendrils. The enforcer vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long, branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Enforcer vine berries make a heady wine. An enforcer vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in new vicinity. A subterranean version of the enforcer vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An enforcer vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d6

Pace: 1; **Parry:** 5; **Toughness:** 11 (2)

Special Abilities:

- **Armor +2:** Natural armor.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- **Constrict:** Pin opponent on a raise. Inflict Str+d6 per round after that, and they require a raise on an opposed Strength roll to escape.

respond to threats the same way they respond to everything else; by swarming and eating it. A large enough colony could theoretically take down a sauropod, though there is no evidence that this has happened, as colonies over 20 million individuals tend to fragment into new, smaller colonies.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d8, Vigor d8

Skills: Athletics d10, Fighting N/A (automatically hits, 2d8 damage within a MBT), Notice d6, Survival d6

Pace: 12; **Parry:** 4; **Toughness:** 6

Special Abilities:

- **Darkvision:** No vision penalties for darkness (range 12").
- **Fearless:** Immune to fear and Intimidation.
- **Mindless:** Immune to mind-affecting effects.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Stun:** (Formic Acid spray) When it successfully hits a character (even if it causes no damage), she must make a Vigor roll minus any listed penalties or be Stunned.
- **Swarm:** +2 Parry, immune to most weapons. Because the swarm is composed of thousand or even millions of ants, cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Giant ant swarms may be foiled by total immersion in water.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

- **Fearless:** Immune to fear and Intimidation.
- **Plant:** +2 to recover from Shaken; ignore wound modifiers, poison, and extra damage from called shots.
- **Size +2:** Increases Toughness by +2.
- **Slam:** Str+d6.

Stinging Bell Plant

The stinging bell plant is a mobile, predatory carnivorous plant found widely across the steaming swamps and jungles of North America. The origin of the stinging bell plant is unknown – the archaeologists of the fallen world found no sign of it in the fossil record, and some botanists believe it to be either the product of deliberate genetic engineering, or a bizarre fluke of mutation.

The stinging bell plant resembles the funnel of a greatly enlarged pitcher plant, emerging from a dense round bole of thickly gnarled roots. The funnel contains a stamen-like stinger on a long-fibrous filament that, when fully extended, can measure nearly four meters in length. The stinging bell plant can launch the sting at high speed and considerable accuracy. Contact with bare skin causes an agonizing chemical burn and can be lethal.

Bell plants are ambush predators, striking from a distance to incapacitate and kill their prey. Once a target has been stung to death the stinging bell plant uses its unique tri-pedal root structure to drag itself over to the corpse, where it digs feeder roots into the body and excretes digestive enzymes. While normally solitary, bell plants will occasionally “swarm,” forming vast, slow-moving hordes that gather around settlements and gradually crush their defenses with sheer weight of numbers before moving in and feasting on the trapped denizens.

Stinging Bell Plants reproduce by releasing drifting white seeds into the air like dandelions and can easily spread within a stockade. Despite their predatory nature, stinging bell plants are often cultivated by settlements. Their flesh, when pulped and cooked, is highly nutritious, and regular consumption can

confer immunity to their sting. The funnel of the stinging bell plant, when crushed, exudes a plant oil that can be refined into a potent, clean-burning biofuel.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6

Pace: 4; **Parry:** 5; **Toughness:** 7(1)

Edges: Trademark Weapon (Sting)

Special Abilities:

- **Fearless:** Immune to fear and Intimidation.
- **Mindless:** Immune to mind-affecting effects.
- **Plant:** +2 to recover from Shaken; ignore wound modifiers, poison, and extra damage from called shots.
- **Poison:** The victim is Stunned, takes a Wound (two with a Critical Failure), and perishes in 2d6 rounds unless successfully treated.
- **Sting:** Str +d4, Poison, Reach 13”.

Meat Fruit

The meat fruit is a plant mutation probably derived from the pumpkin or common squash, found in humid climates throughout North America. The fruit is large and round, with a thick greenish skin that deepens to red when the fruit is ripe. Within the skin are the seeds and the flesh, which gives the fruit its name.

The flesh of the meat fruit closely resembles animal flesh and is high in protein. The flesh can be carved out in slabs and cooked or eaten raw, and forms a dietary staple for many settlements. Unlike actual meat, meat fruit can be stored for long periods without spoiling as long as they are kept dry and out of direct sunlight, and do not require refrigeration or curing.

Most botanists believe that the meat fruit is the product of genetic engineering during the last days of the fallen world, possibly in an attempt to combat famine.

Spitting Eye Flower

The spitting eye flower is a particularly bizarre plant mutation normally found in dense jungle. It is a parasitic plant and attaches itself to the trunks of trees and shrubs, sinking tap roots into the body of the host and absorbing nutrients through the host root system.

The spitting eye flower gains its name from the curious movement-sensing organ that sits in the center of its orchid-like flowers. This unique growth reacts to any movement in the immediate vicinity, causing the plant to eject a sticky stream of sap from a large bladder just below the flower. The fluid, which dries quickly to a tarry consistency on contact, contains the seeds of the plant, which are eventually brushed off against other trees, allowing them to take root in a new host.

Curiously, the sap of the spitting eye flower is also highly attractive to carnivores and carrion-eaters, smelling very similar to fresh blood. It has been theorized that this evolutionary adaptation encourages carnivores to devour animals bearing the seeds of the plant, so that they will be excreted later within a fresh pile of nutritive dung.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d12+1

Skills: Fighting d6, Notice d4, Shooting d4

Pace: -; **Parry:** 5; **Toughness:** 9 (2)

Special Abilities:

- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- **Fearless:** Immune to fear and Intimidation.
- **Immunity:** Electricity.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Mindless:** Immune to mind-affecting magic.
- **Plant:** +2 to recover from Shaken; ignore wound modifiers, poison, and extra damage from called shots.
- **Sap Spray:** Shooting; range 3/6/12; No

damage, Scent Lure.

- **Scent Lure:** The coppery scent of the sap lures any predators with the Scent ability within 3 miles downwind of the target. Harsh chemical astringents and persistent scrubbing is required to get rid of the smell.
- **Size -2:** Two feet tall; Toughness -2.

Sapient Species

It was with some surprise that human explorers discovered they weren't the only sapient species in the world reborn.

Ape Men

Sometimes referred to as a "Cave Men," these humanoids appear to be a form of primitive man, similar to the Neanderthal. Ape men are generally no taller than five feet and sturdily built, with heavy bones and dense musculature. Their skin tones vary widely, from a deep black to a pale tan depending on climate.

Ape men are aggressively territorial in defense of their family groups but are otherwise merely inquisitive. Young males will often steal items of interest from settlements and camp grounds and are fascinated by anything hard and shiny.

Though intelligent and tool-using, they have no writing and no history, despite intensive study by cultural anthropologists. They seem incapable of understanding spoken language, but their ability to interpret body-language borders on the psychic, allowing them to read mood and intention with uncanny accuracy. They are mute and limited to grunts and signing for communication. Ape men typically exist in extended family groups, dominated by a physically powerful and cunning male and his mate. They are usually nomadic unless restricted by geography and subsist by hunting and gathering rather than agriculture.

The origin of these creatures is as unknown as that of the dinosaurs.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12+2, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6, Survival d6

Pace: 5; **Parry:** 6; **Toughness:** 9

Gear: Club (Str+d6)

Special Abilities:

- **Brawler:** All Ape Men are tough and strong, increasing their Toughness by 1, and they roll Str+d4 when hitting with their fists or feet.

Morlocks

The creatures commonly referred to as morlocks are the tragic survivors of subterranean shelters that descended into barbarism. Centuries of inbreeding, cannibalism and mutation in the darkness of these failed shelters has produced a breed of nocturnal predators with an instinctive grasp of technology. Morlocks are man-sized, with powerful builds, wide, fanged mouths and slitted eyes. Their skin tones vary from dark brown to a pale gray. Their hands and feet are large and tipped with sharp claws, used for both digging and climbing. Male and female morlocks are virtually indistinguishable from each other, and their society seems to draw no distinction between the two.

Morlocks are carnivores and ambush predators. They are expert engineers, and can quickly design and build sophisticated traps, snares and deadfalls. They always hunt in groups, and are formidable tacticians, with an uncanny ability to spot and exploit the flaw in a target's defenses. They use often use subterfuge when attempting to penetrate a settlement or stronghold, such as wounding a member of a patrol and then leaving him or her outside the gates as a distraction.

Virtually blind in daylight, morlocks can see perfectly in almost total darkness and possess extremely sensitive senses of smell and hearing. While morlocks are expert hunters, and can easily bring down large animals, their preferred prey is mankind. Exactly why this should be is unknown, but some rangers have speculated that it is because the morlocks recognize in man that which they themselves have lost and seek to reclaim it in the only way they understand.

Morlocks are prodigious burrowers and construct vast subterranean warrens from which they swarm on moonless nights in search of food. The morlocks keep their captives both for food and for breeding purposes in deep pits sunk in the center of the warren, guarded by the largest and fiercest of their kind.

Like the ape men, morlocks are mostly mute, communicating silently through a simple sign-language, emphasized by grunts, clicks and hisses.



Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Skills: Athletics d12+2, Fighting d6, Notice d4, Stealth d8, Survival d4

Pace: 8; **Parry:** 5; **Toughness:** 6

Gear: Club (Str+d6)

Edges: Calculating, Level Headed, Quick, Sneak Attack

Special Abilities:

- **Bite:** Str+d6.
- **Immunities:** Disease and poison.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

Saurians

Sometimes called "dragons" or "clickers" (after the sounds they use as language), the saurians were perhaps the second biggest surprise awaiting the first explorers of the world reborn. Saurians are an intelligent dinosaur species, similar in size and build to the Dromeosaurids (raptors) but differing in the construction of their skull and foreclaws. Where raptors have a narrow, bird-like head, saurians have a wider, deeper skull with an arrowhead-shaped plate covering an extended brainpan. Their foreclaws are long and dexterous and possess an opposable thumb. Most noticeably, saurians possess a third eye set between and above their primary eyes, and a ridge of short bony protrusions (osteoderms) running from the crown of the head down the spine to the tip

of the tail, characteristics that have led some biologists to suggest that the saurians are a form of highly evolved tuatara. In all other respects the saurian body-plan is identical to that of a raptor, and from a distance the two species are all but indistinguishable.

Saurians are highly social creatures, living, travelling and hunting in large family groups. While they are primarily carnivorous, they can and will eat almost anything, allowing them to adopt a hunter-gatherer lifestyle as circumstances permit. They are tool users, with a technology level approximating that of Neolithic man. Saurian culture is a mystery due to the language barrier, but individuals are often seen wearing small items of jewelry, bone piercings, dyed feathers and what appear to be ritual scars.

While curious about humans, saurians are naturally wary, and will normally avoid contact with mankind if they can possibly help it. On the rare occasions there has been conflict between the two species, the saurians have proven themselves to be deadly foes, equally lethal with a spear and club as they are with their killing claws. Though generally peaceful, inter-tribal conflicts are common in times of scarcity, and saurians have been seen wearing primitive armor made of bone and dinosaur skin.

Some rangers have stories to tell of saurian



shamans that wield strange powers, such as the ability to command the weather or control other dinosaurs, while others have intimated that their third eye allows the saurians to manifest uncanny psychic effects, but these are surely fanciful tales.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Gear: Club (Str+d6), medium shield (+1 Parry), spear (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Ambidextrous, Trademark Weapon (Claw)

Tactics: Two Weapons

Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d6.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Talons:** Str+d6.

The Machines

By the mid-21st Century, domestic and industrial robots were wide-spread. Virtually all industrial production took place in fully robotic factories, overseen by AI systems and a handful of bored human operators, reduced to the role of caretakers. Advances in processor

capacity and smart materials made the humanoid robot servants so beloved of science-fiction writers both possible and affordable. Expert system autopilots made traffic gridlock and accidents a thing of the past. Vast robotic cargo ships, guided by satellite and with only a token human security force onboard, moved goods across the oceans. Armed drones and autonomous weapons platforms replaced human troops on the battlefield, and in the hospitals robot surgical suites replaced fallible human surgeons.

When the dying time came, something strange happened to these complex systems. No one knows exactly what took place or why, but fragmented records remain of factories locking themselves down, of military robots securing power stations and production facilities, of cargo drones ignoring the commands of their controllers and vanishing into the wilderness, bearing their loads of raw materials and machine parts to locations unknown.

Now, in the world reborn, the machines have, like the planet, grown into something almost unrecognizable. In the centuries without mankind, humanity's creations have evolved. No longer mankind's servants, the machines function like a series of vast hives, each one constantly busy building, maintaining and defending vast complexes buried beneath the primeval landscape. The purpose of these complexes remains unknown, as no one who goes in has yet made it out.

The machines normally ignore humans, unless they pose a threat to whatever unknowable task the robots are engaged in. Threats to the machines and their complexes are dealt with swiftly and efficiently, often with overwhelming force. The machines never communicate with humans or use human language. While it is possible to jam their transmissions, most robots have a series of back-up protocols that ensure they are not immobilized by a break in communications from their base, and will often default to combat mode.

The machines come in a bewildering variety of sizes, forms and functions, each with a specific purpose, and are built as Constructs (see their entry in the Bestiary chapter of *Savage Worlds*) or using the Robot Rules in the *Savage Worlds Science Fiction Companion*.

Adventuring in the World Reborn

The strange post-apocalyptic landscape of the world reborn offers a wide variety of possible adventures, but it helps to have an idea of the general themes of the campaign. Most campaigns have a main theme that sets the tone overall, with secondary themes showing up in individual adventures and game sessions. We present a number of campaign themes below to provide inspiration, but you are encouraged to think of your own.

Mystery

Mystery campaigns are puzzle-boxes, where individual adventures are cast against the backdrop of a larger, overarching mystery. On television, the perfect model of this kind of story is the series *LOST*, in which individual episodes had as a backdrop the larger mystery of why the characters were on the island. In *The Dinosaur Protocol*, the biggest mystery is *where did the dinosaurs come from*, closely followed by *what happened to all the people?* However, these aren't the only mysteries in the setting. Mystery campaigns could be built around the activities of the machines, the saurians, the ape-men or the morlocks.

An enterprising gamemaster might build a campaign around the characters waking up in a cryogenic shelter, with no memory of who they are or how they got there, with the skills they use whilst trying to survive in the world reborn providing clues to who

they were and what happened to them as the campaign develops. Other mysteries might revolve around the discovery of a murder in a settlement and its cover-up, political intrigue between settlements, or the quest for a long-lost gene bank.

Survival

As the name suggests, a survival campaign is based around the day-to-day struggle to survive the many hazards of the world reborn. Adventures will revolve around the search for food, water and shelter, with death an ever-present risk. In this sort of campaign, it's best to have a good sense of what resources the characters can bring with them, and what they can expect to find. Sub-themes for this kind of campaign might be the conflict between pragmatism and humanity, what we are prepared to do and give up in order to survive.

Survival campaigns are likely to have a high risk of character death, and the gamemaster should think about where replacement characters are going to come from if the worst happens. Every adventure should be a life or death struggle in some way, whether the threat comes from the environment, from disease, from hungry dinosaurs or other human factions. Characters can expect to face constant peril, and each bit of safety and security should be fragile and hard-earned.

When running a survival-themed campaign, care must be taken not to overdo it. Allow the player characters some small victories in the midst of their scramble to survive and take care not to rob them too readily of things they have striven long and hard to earn. While life is often cruel and capricious, GMs running a survival campaign must be scrupulously fair, or risk losing the trust of their players.

Discovery campaigns require more work than the others on the part of the gamemaster. New sites, rumors, clues, hazards, stories of strange happenings and bizarre events must be created to draw the characters on to new places, expanding the game world a bit at a time. Discovery campaigns thrive on variety, taking the characters across an array of terrains and facing them with many different foes and perils.

When preparing for a discovery campaign, the gamemaster should determine which areas of



Discovery

A discovery themed campaign is one built around exploring the wonders of the world reborn. The characters will normally have a fixed base of operations they can call home and will range out from there in search of new discoveries, fresh resources and raw materials, and other settlements. Discovery can often be a sub-theme of the mystery campaign, with odd or unusual finds providing clues to the campaign's overarching puzzle.

the world reborn the characters are to explore, and what dangers and finds await them. At the same time, care should be taken to develop their home base, providing the players with an emotional anchor for their characters.

A discovery campaign can be combined with a survival campaign, perhaps sending the characters on a desperate quest for the cure to a strange tropical disease, or on a rescue mission across a wild continent full of dinosaurs to aid a besieged enclave of survivors with valuable technical or medical expertise.

Trade

Like the discovery campaign, trade campaigns provide the player characters with plenty of opportunities for travel and exploration, driven by the need to trade and barter.

Travel in the world reborn is always dangerous and difficult but becomes even more so when carrying items others may want to kill for. Trade campaigns usually involve the characters being part of a large party, either as merchants themselves or as hired muscle to protect the goods from rogue elements and hungry dinosaurs.

Most trade campaigns will have the characters hailing from the same settlement, using or forging trade routes to other settlements, bringing back goods and materials to help grow their home community. Trade campaigns can help the characters develop a wide array of friends (and enemies!) across the continent and can be more social than other campaigns. Trade campaigns can lead to adventures of intrigue, where perhaps a close friend warns one of the player characters that his own settlement is planning an attack, or mysteries, where perhaps a contact in a settlement has vanished and no one will even admit she existed.

Players interested in a trade campaign may enjoy the challenge of building a trading empire, accumulating wealth in the form of resources and technology and converting into military or political power. Resource management and political horse-trading are useful skills in this kind of campaign, and successful characters could find themselves as the generals of their own army.

Scavenging

Scavenging campaigns take the player characters into the most dangerous places in the world reborn; the ruins of the fallen world. In this campaign, the player characters delve deep into hidden vaults and long-buried complexes, trek into dead zones and scout through the crumbling ruins of long-dead cities, all in search of the treasures of lost technology, materials and information. They face the perils of lurking swarms of titanomyrma and mesothelae, giant rats, leeches, morlocks and other horrors. The perils are many, the rewards likewise.

Characters in a scavenging campaign combine elements of adventurer and archaeologist as they scour the remains of the fallen world for useful items. Their lives are likely to be short but glamorous, and successful scavengers will be the heroes of their community. However, the fallen world left many things that should remain lost, and an enterprising gamemaster will find it easy to use scavenged goods to drive stories forward. That piston they've just fitted to the water pump? The building it was found in was a nuclear reactor, and the piston is now irradiating the settlements drinking water. Now the characters must go in search of medical supplies to save their loved ones. That vault they opened? It contained experimental nanotechnology, and now it's devouring the surrounding jungle.

Campaign Modes

How you play the game is as important as the set-up of the campaign, and it's important to have a clear sense of this communicated to the players before you start your first session. Campaigns of *The Dinosaur Protocol* can be played in the following modes.

Gritty

Gritty mode lends itself best to Survival-themed campaigns, but can be used with other themes. Gritty campaigns are as realistic as it's possible to get when you're in a post-apocalyptic world populated by dinosaurs. Combat is fast and lethal, injured characters heal slowly and face the risk of infection and gangrene, and crazy stunts will almost certainly end with the character dead at best, crippled at worst. Character death is a constant possibility, and often it will be because they were simply in the wrong place at the wrong time.

GMs determined to try a Gritty mode campaign must be absolutely scrupulous in their adherence to dice rolls and avoid playing favorites in any way.

Grim

Grim mode is basically Gritty turned up to eleven. In Gritty campaigns, the characters will have allies, and it's possible to make progress and improve the world. In Grim campaigns, victory is measured by how long you can survive, and how much of yourself you can carry with you. Grim mode campaigns are a struggle against the savagery of the world, and against the need to sacrifice morality and humanity in order to survive. In Grim mode, the world is a savage place, where sudden death is almost inevitable, and civilized values are a thing of the past. Everyone is out to get you in one way or another, morality is a very murky gray, and often the only victory you can achieve is living longer than the other guy.

Grim mode campaigns are exceptionally hard to get right, but can be very rewarding with the right group. A Grim mode campaign should constantly place the PCs in the position of making hard decisions with lasting effects, often with no "right" option, only a choice between evils. An example of Grim mode in media might be the later seasons of *The Walking Dead* TV series, where the characters are often faced with having to do terrible things in order to survive. Victories in Grim mode are hard to come by, but all the sweeter when they are achieved, even if they're something comparatively trivial. As with Gritty mode, the gamemaster must be absolutely scrupulous in their impartiality.

Both Grim and Gritty modes are more suited for one-off adventures or short-lived campaigns, given the reduced life expectancy of the characters. They can also be used for “prequel” or “cutaway” adventures, such as a doomed expedition that the “main cast” of the campaign must follow-up on.

Heroic

The default campaign of *The Dinosaur Protocol* falls under Heroic mode, where the characters are slightly larger than life, and the action is fast, furious and fun. In Heroic mode, the characters can achieve great victories or dramatic failures, and the game is more story-driven. Combat is dangerous, but not automatically lethal, crazy stunts are (just) survivable, and the morality of the game is less gray and more black and white.

Heroic mode suits campaigns focused on mystery and discovery, but can also fit scavenging campaigns (think Indiana Jones or Tomb Raider, with dinosaurs).

Epic

Epic mode campaigns are wide-screen blockbuster games, where the stakes are high and the action thrilling. These are the Game of Thrones campaigns, where the PCs can change the face of human society and shape the destiny of thousands, or are swept up in great events beyond their control. Natural disasters, stampeding dinosaurs and huge armies are all features of Epic mode campaigns. The GM should think big when planning Epic mode campaigns, be familiar with the Mass Battle rules (see *Savage Worlds*), and be prepared for the characters to change the campaign world in major ways.

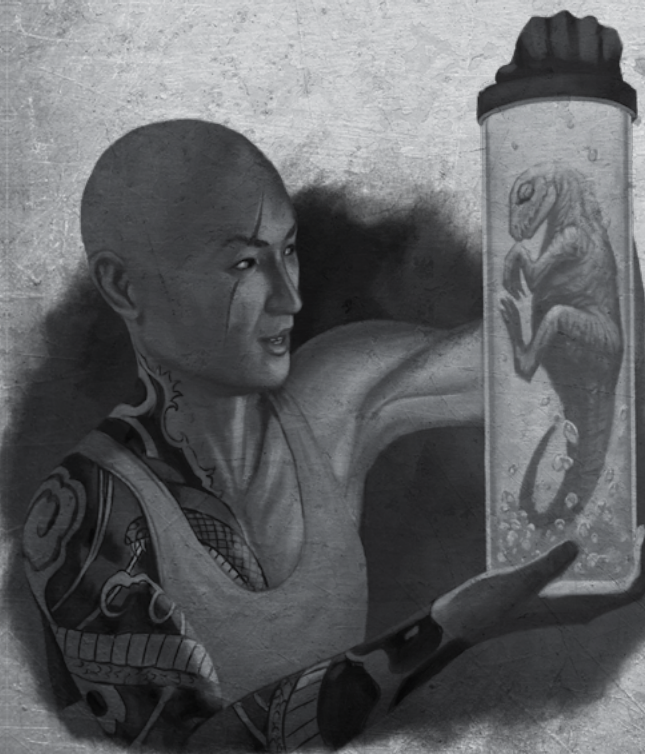
Epic mode suits campaigns based around trade, mystery and discovery, with the characters involved in intrigue and diplomacy between human factions.

Gonzo

In the standard Dinosaur Protocol campaign, there are no magic or supernatural elements, and the most fantastic things are the dinosaurs. In Gonzo mode anything goes. Magic and psychic powers exist, mutants and futuristic technology are possible, and the supernatural lurks in the darker shadows of the world reborn. The death of billions of humans has damaged the fabric of the world, and dark forces creep in to prowl the night. Mad scientists create augmented dinosaurs in secluded labs, robot cities rise above steaming jungles, and hidden tribes of big-headed psychic mutants worship nuclear missiles in the ruins of the fallen world.

In Gonzo mode games the prohibition on futuristic tech and paranormal skills, hindrances and edges in *The Dinosaur Protocol* can be ignored. Knock yourselves out.

Gonzo mode works best for shorter campaigns, or for some of the campaign alternatives detailed in the following pages.



Campaign Alternatives

Exploring the world reborn can provide you with a lifetime of adventure, but it's not the only way to play *The Dinosaur Protocol*. Below are some examples of alternative campaign frameworks that your group can explore using this book.

Blast to the Past

Something went wrong the day they tested the weapon, and the sky tore open. Now your hometown is millions of years in the past, and you and your neighbors must survive a world you never thought you'd encounter.

This campaign is inspired by those science fantasy novels in which a community is uprooted from the present and hurled – buildings and all – into the past. In this, the GM needs to prepare a little more first. Details of the community need to be worked out in advance, including major personalities and the resources that can be gathered after the initial time slip. Enterprising GMs might enjoy using their hometown as the community in question, which should enable them to do much of the advance prep quickly and will help establish a sense of verisimilitude that will serve them well in later sessions. Important considerations should include sources of food and medicine, fuel and skilled individuals.

Blast to the Past campaigns can be played in Gritty, Heroic, Epic or Gonzo modes.

The Broken World

Time has shattered. Imperial Rome has mingled with modern Europe. Blood runs down the step pyramids of Mexico, and at the bottom of your street is a jungle that wasn't there yesterday. A jungle from which thunderous footsteps and distant roaring can be heard...

Much like *Blast to the Past*, this campaign alternative allows the GM to freely intermingle the familiar and every day with the strange and terrifying. This campaign requires a little more forethought, as the GM will need to plan out the temporal geography of the broken world and decide how the inhabitants of the different zones will react to the event. Including zones from the far future or from forgotten eras of the past allows a wider spread of possibility. Did the distant past include eras where magic was real, and how there really are fairies as well as dinosaurs at the bottom of the garden? A *Broken World* campaign has the potential to become a gonzo thrill-ride in which literally anything can happen, but the GM will need to remember to keep the dinosaurs in the front and center of the action. Remember that human history is barely a blip in the face of the millions of years that the dinosaurs ruled the planet.

This campaign suits the Heroic, Gonzo and Epic modes well.

On Safari

Time travel has allowed humanity to retrieve extinct species from the past, and correct some of our worst mistakes, but it's expensive. Chronos Corp allows universities and research institutes access to their Deep Time stations, while paying customers and their guides hunt the most savage and successful creatures in history. But something has gone wrong at the station. They've lost contact with home, the power is failing, and there's a horde of hungry raptors gathering beyond the security fence...

The *On Safari* framework can be used for a single adventure and short or long-term campaigns. Like *Blast to the Past*, it requires some preparation from the GM in terms of cast, location and resources. Like a disaster movie, the GM will need to work out who the major personalities will be, what their aims are, and what are the pressure points that will cause conflict within the group of survivors. *On Safari* works well as a survival horror game, where desperate characters must stay ahead of the attacking raptors while trying to reactivate the time portal, and as a conspiracy game where the players must find out why contact was lost with home and the real cause of their misfortunes. Player characters might be experienced time travelers, familiar with the dangers of the prehistoric world, or the clueless paying customers suddenly trapped in a fun excursion turned unexpectedly deadly.

Inside the Triangle

It was supposed to be a holiday, time off in the sun to recover from the stresses and strains of modern life. Only something hit the plane and now you've come down near an island that doesn't show up on any map, populated by creatures that should have been dead for millions of years. Can you survive, let alone find a way home?

Inspired by the TV series *LOST* and numerous made-for-TV movies of the seventies and eighties, this campaign pitches the player characters headlong into a hostile world with little preparation and few resources. Like the *Broken World* campaign, the nature of the Bermuda Triangle allows the GM to throw almost anything at the characters. Want to have the island dominated by aliens riding

augmented dinosaurs? Go right ahead. Want to have magic or ancient super-science? The field is yours. Enjoy conspiracies? Have the island be a secret government project run by hard-faced men in lab coats who can't allow the characters to survive to tell what they've seen.

Preparation for this campaign will involve determining who is on the plane when it crashes, and what resources are available. Players will initially have no access to weapons (unless one of them happens to be an air marshal) and they will need to deal with the injuries suffered during the crash. Was the aircraft a commercial jet-liner or a small charter plane? Having a plane-load of traumatized survivors to look after gives them some skin in the game and will help direct the first few sessions while they get used to their new surroundings, while a smaller craft will simplify things for the GM but also reduce the pool of potential replacement characters should things go south.

This campaign suits Gonzo mode well, but can be equally effective as a Heroic, Gritty or even Grim mode campaign.

The New World

When scientists discovered a crack in time leading to the distant past of a nearby timeline, it seemed like a gift from the gods, a means to escape an overcrowded world strangling to death on pollution. Now you and your family are pilgrims exploring a frontier like no other, building a new life in a primal land. But the factions and pressures of the old world may just have followed you here, and you no longer know who you can trust.

Inspired by TV shows like *TERRA NOVA* and the revived *LOST IN SPACE*, a *New World* campaign allows the characters to start off well-equipped, well-prepared and provisioned. Out of all the campaign alternatives, it's the only one in which the characters start play knowing what they're getting into. The GM will need to work out the roster for the expedition, the equipment and resources the player characters can bring, who else is with them and what their agendas might be. This campaign is good for groups that enjoy a slice of mystery and intrigue along with their action and adventure.

Suitable modes for a *The New World* campaign are Gritty and Heroic.

Adventure Generator

Even the most creative Game Masters occasionally need help. With that in mind, we present a series of tables for use either as inspiration, or to randomly generate the bones of an adventure. Using the tables and tools presented below, the busy GM can create a plot, threat, plot twists, action scenes and locations. Exactly what those elements are is up to the GM to flesh out, but each table comes with suggestions and examples to help you on your way.

The Format

First off, let's determine exactly what kind of adventure we're creating. Adventures in *The Dinosaur Protocol* can come in several flavours, each of which shapes the plot. Each format presents the characters with different challenges, obstacles and goals. In some adventures, the heroes must battle hordes of creatures before facing the ultimate challenge, while in others stealth, cunning, detective work or diplomacy might provide the key to victory.

2d6	Format
2	Quest/Voyage
3	Horror
4	Mystery
5	Chase/Hunt
6	Heist/Infiltration
7	Protection
8	Romance/Passion
9	Intrigue
10	Drama
11	War/Conflict
12	Disaster!

Quest/Voyage

The heroes must travel to find their goal, overcoming multiple obstacles and opponents along the way. A quest can be anything from a scavenger hunt for vital medical supplies stolen and sold on by raiders to a trip across North America on a diplomatic mission, to an expedition into the jungle in search of a lost bunker full of fantastic technologies. Regardless, a quest should incorporate a variety of locations, encounters, obstacles and enemies, giving every character in the party a chance to shine.

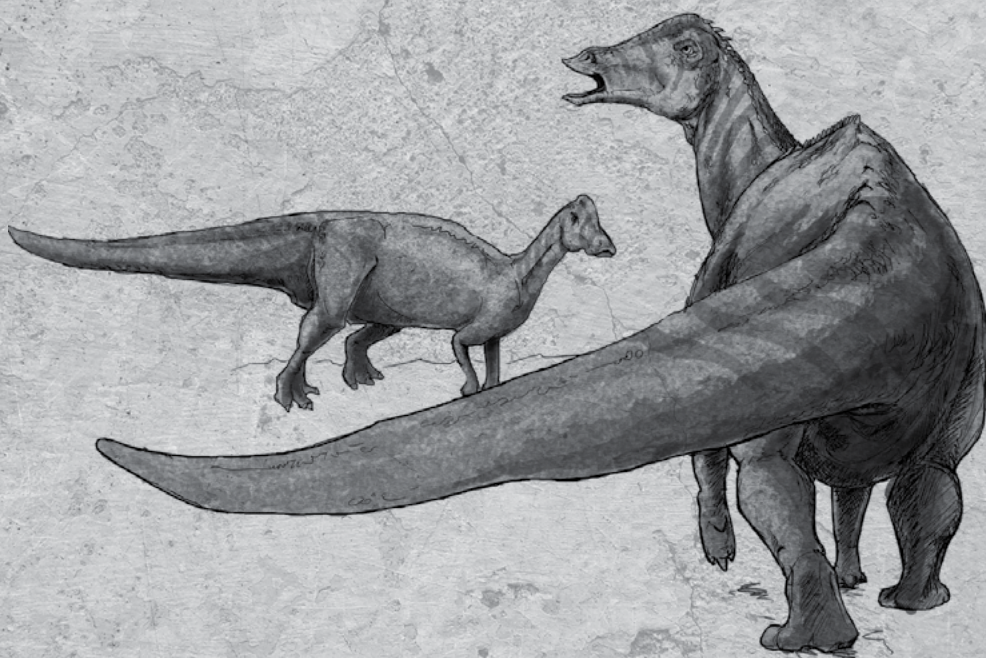
Horror

In a world where the majority of humanity has died, there are terrible things in the dark places of the world reborn, and sometimes

those things come briefly into the light. When they do, the heroes are all that stand between them and a world that would be driven mad simply by knowing they exist. Insane cultists, cannibals, mutant monstrosities, intrusions from beyond the grave, the products of twisted science or dark magic, or a truly twisted criminal mind are all suitable opponents for a horror scenario. Encounters with horror should create feelings of fear, uncertainty and helplessness in the hearts of even the most stalwart of heroes, and work best in environments which isolate the characters or separate them from their normal surroundings, friends and support networks.

Chase/Hunt

Unlike the Mystery, the Chase/Hunt scenario is not about identifying the target, but about tracking her down and catching her. The target is on the move and actively avoiding her pursuers. Perhaps the target is a spy moving through a major settlement, an escaped criminal or madman. Perhaps he is a disease carrier, unknowingly spreading a virulent plague, or simply an innocent abroad who must be retrieved before enemies find him and exploit him for their own advantage. Regardless, the chase should involve lots of opportunity for tracking, pursuit, thrills, and perhaps even some broad comedy!



Mystery

These scenarios are essentially puzzles for the heroes to solve. A theft has taken place, a murder or some other monstrous crime has been committed, and the heroes must find out how it was done, why it was done, and who did it. The scenario should present the heroes with a wide array of suspects and facts from which they must sift the truth, pinpointing those with the means, the motive and the opportunity to commit the heinous deed. The challenge of the scenario should be in the interpretation of the gathered information (some of which may be false), rather than in the gathering of the information itself.

Heist/Infiltration

Somewhere well-protected, there is a MacGuffin, and the heroes need to get it, overcoming formidable obstacles in order to do so. Perhaps they are being blackmailed, perhaps they need to retrieve something before the antagonist steals it, or perhaps the MacGuffin is already in the hands of evil and the heroes must find a way to get it back. These scenarios are all about the gathering of intelligence, the planning of the mission, creativity in the face of adversity... and quick thinking when it all goes horribly wrong.

Protection

Something, somewhere, requires protection, and it's the job of the heroes to provide it. Whether it's being bodyguards to an obnoxious visiting dignitary, guarding a vulnerable settlement against raiders, protecting a diplomat against assassins, or transporting valuable technology to a secret laboratory; the heroes have it, and the antagonists want it.

Romance/Passion

A romance doesn't necessarily mean a love story – in its classical sense the word means “the feeling of excitement or mystery that you have from a particular experience or event”. In this case the scenario is driven by emotion – good or bad – and may not involve the heroes' hearts directly. Perhaps the heroes have to smooth the path of true love, or mitigate the fall-out between feuding parties when two lovers abscond. Perhaps the driving emotion is hatred or vengeance, and the heroes have to prevent a wronged innocent from becoming a murderer in her quest for revenge.

Intrigue

Intrigue scenarios tangle the characters in a web of deceit, half-truths, betrayal and manipulation. The heroes should never be sure who they can trust in their search for the truth, what that truth is, or even why it is important. Like the Mystery, the characters must sift out the truth from the lies, in an environment where everyone has their own agenda. Intrigues cloak everyone's motives – could the brutish thug be protecting someone from a sense of duty or love, or are they purely mercenary? Once the true antagonist is uncovered, the heroes must find a way to prove it or face the prospect that their opponent may not just escape justice, but win!

Drama

Like the Romance, Drama is driven by motive, but focuses more on moral choices and values than emotion. Dramas involve putting good people in bad situations, where the decisions they make may not always be the best and where there may not even be a “right” answer.

Faced with supporting the leaders of an allied settlement, what will the heroes do when they discover that their allies still own slaves? Will they aid the spirited rebels, or the regime that has promised free passage for the heroes trade caravan? When faced with a dire enemy in desperate need, will the heroes offer the hand of friendship, or take revenge for past crimes? The choices they make will make the difference between triumph...and tragedy.

War/Conflict

Even in the world reborn, war and conflict are almost inevitable. Armed conflict is part of human nature, and as settlements grow the storm clouds of war are gathering once again. In a War scenario, the heroes are dragged into an armed struggle on a large or small scale. Perhaps they're trapped in the no-man's land between warring settlements, or in the midst of a prolonged fight between rival groups or families. A War scenario could pit the heroes against armed thugs trying to drive innocent farmers off their land, or against tanks and war machines crushing settlements beneath their treads. Blood has been spilled, and now the heroes must fight for what's right.

Disaster!

In a Disaster scenario, the environment itself is the enemy, having turned against mankind in some way. Now the heroes must do what they can to stop the situation from getting worse, by aiding those affected and preventing others from taking advantage of it. Volcanic eruptions, earthquakes, tsunamis, tornadoes, dinosaur stampedes and meteor strikes; all can turn the world of the heroes upside down. In an environment where the basic structures that maintain life have been swept away, even finding food and cleaning drinking water can be a challenge. Can the heroes rise to the occasion and provide the stability and support the survivors need?

The Basics

Now we know what kind of tale we're weaving, let's build the basic elements; the Who, What, How, Why and Where?

- **Who** – Who is the antagonist?
- **What** – What is the antagonist's goal?
- **How?** – What is the antagonist's method?
- **Why** – What's the antagonist's motive?
- **Where** – Where does the action take place?

Let's start with the Who...

Who?

Almost every *The Dinosaur Protocol* adventure needs an antagonist to oppose the heroes. Roll below to find yours.

2d6	Antagonist
2	The Mastermind
3	The Mad Scientist
4	The Cult Leader
5	The Anti-Antagonist
6	The Dictator
7	The Corrupt Noble
8	The Master Spy
9	The Raider Chieftain
10	The Monster
11	Beast/Cryptid/Dinosaur
12	Fantastic Creature/Undead (for use in gonzo campaigns only)

The Mastermind

The Mastermind is a schemer who rarely takes direct action herself, but acts through catspaws and proxies. The mastermind desires power and security, and is sometimes the power behind the throne, whispering in the ears of those around them to manipulate situations to their advantage. They are often served by fanatical henchmen and a loyal yet utterly unscrupulous lieutenant.

The Mad Scientist

Brilliant, obsessed and morally flexible, the mad scientist is driven by the need to know, to achieve...and to wreak horrible revenge on those who mocked him at the academy. They called him mad, you know, and they were right.

The Cult Leader

Amoral, just plain bad or worse, a true believer, the Cult Leader and his followers represent our fear of irrationality and fanaticism. Some Cult Leaders are merely deluded, or are charlatans, while in campaigns where the supernatural is real others may have access to dark powers fuelled by forbidden rites and the blessings of pre-human gods. The only thing worse than a mad Cult Leader is a mad Cult Leader who is right...

The Anti-Antagonist

The twisted reflection of the hero, the anti-antagonist illustrates the consequences of losing one's moral compass. Often the anti-antagonist is a former friend or ally of the hero, sometimes even a mentor who has gone too far and condemns the hero for his or her weakness in the face of what must be done. Can the anti-antagonist be saved and brought back to righteousness? Alternatively, this option can be used to signify the return of a persistent nemesis or arch-enemy, the Moriarty to the heroes' Holmes and Watson.

The Dictator

The Dictator believes that the morality of the fallen world has no place in the world reborn. She believes that might makes right, and that concepts like freedom and equality are outmoded and weak. She is backed up by a force of ruthless thugs who enjoy violence and the power that using it brings. She may recognise the strength of the heroes and want them on her side as she secures a bright future for humanity...under her absolute rule, of course. The Dictator seeks to consolidate her power or expand it. She has tasted real power and wants more...

The Corrupt Noble

Rich, amoral and willing to sacrifice anyone, the Corrupt Noble is our distrust of the wealthy writ large. This could be a crooked councillor or a greedy captain of industry, willing to create a war or a shortage of resources in order to profit from it. Whoever this antagonist is, they have resources, power and the will to use it.

The Master Spy

Concealed behind a friendly smile and the façade of respectability, the Master Spy earns his pay through espionage, sabotage, betrayal and treachery, all in the service of a rival settlement or opposing faction.

The Raider Chieftain

The Raider Chieftain has earned his position the old-fashioned way; through the blood of his enemies. Now he's on top, he means to stay there, no matter what it takes. Often the most pragmatic of antagonists, his favourite maxim is "it's nothing personal, it's just business." And business is good.

The Monster

The Monster is something unknown that threatens the things the heroes hold dear. It could be a human serial killer, driven to even greater excesses in the world reborn, or the product of science unleashed, unhampered by ethics, conscience or morality. The Monster could be a clone, a robot or android, or some sort of horrible mutant dinosaur. In campaigns in which magic or the supernatural is real, it could be the herald of an ancient horror, or

perhaps a creature that survived the dying time and may be the only surviving eyewitness to what has gone before. Monsters may be plural; cannibals, Morlocks, and cultist hordes all qualify. Whatever it is, it must be stopped before life can go on in the settlement.

Beast/Cryptid/Dinosaur

In this scenario, nature – of an extreme sort – is the threat. Has the region become the home of a swarm of rabid bats, driven mad by their virulent form of the disease, and attacking the settlement? Has a truly cunning predatory dinosaur been forced into the territory of the heroes? Perhaps the nest of a monstrous spider has been disturbed, and it is now hunting the settlement at night? Maybe during the exploration of a vast cavern network, the heroes encounter a lost colony of robot servitors, and must prevent a rival settlement from capturing them to use as soldiers.

Fantastic Creature

Only for use in gonzo campaigns, the threat in this adventure is provided by something unnatural, something inhuman. Martians or other alien menaces, an Eldritch Abomination or its servitor monsters, supernatural creatures such as ghosts, vampires, werewolves, mummies or the hungry dead, all come under the heading of fantastic creature. What does the threat want, can it be stopped or merely delayed? In campaigns where the supernatural does not exist, perhaps the threat merely appears unnatural, with a rational scientific explanation if only it can be found.



What?

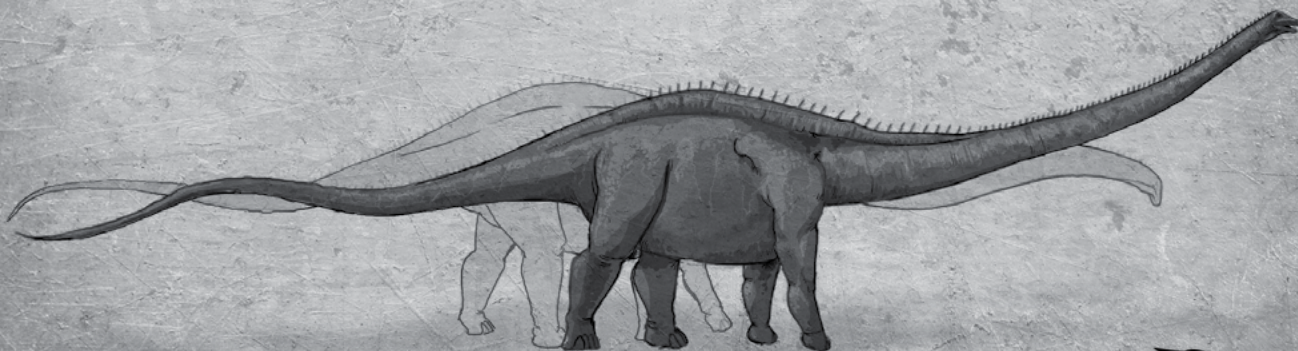
Now we've identified the antagonist, we need to understand what it is they're trying to do. For this we present two tables; the first determining the action the antagonist is perpetrating, and the second the target of the action.

3d6	Action
3	Blackmail/Extort
4	Control/Manipulate
5	Corrupt
6	Create/Discover
7	Cripple/Scar
8	Expose/Reveal
9	Hunt
10	Infiltrate/Spy On
11	Kidnap/Hijack
12	Kill/Destroy
13	Ransom
14	Sell
15	Smuggle
16	Steal/Acquire
17	Terrorize
18	Roll twice and combine

2d6	Target
2	A building
3	A settlement or region
4	A Loved One or VIP
5	A MacGuffin (A medical breakthrough, crucial technology, missile launch codes, etc)
6	A supernatural power/Monster
7	An Enemy/Rival
8	Innocents/People
9	Resources (water, crops, livestock, fuel, drugs, etc)
10	Local government
11	The hero (or heroes)
12	Roll twice and combine

To determine the antagonist's nefarious plot, simply roll for the Action and the Target. When the rolls provide a result that either doesn't make sense (even for a post-apocalyptic world full of dinosaurs!) or fails to provide some inspiration, simply roll again.

For example: A roll of 14 for the Action and 9 for the Target gives us "Sell" and "Resources". Clearly the antagonist has gotten his hands on something precious and has decided to auction it off to the highest bidder. Alternatively, a roll of 11 for the Action and 8 for the Target gives us "Kidnap/Hijack" and "Innocents/People". The antagonist has decided that her plan requires hostages and plans to kidnap ordinary civilians.



How?

Once you have determined what it is the antagonist is trying to do, let's get an idea of how they are trying to do it.

1d6	Method
1	Crime
2	Deceit/Trickery
3	Force
4	Subversion
5	The Occult
6	Science/Technology

Crime

The antagonist intends to accomplish his or her goals by the tried and tested methods of blackmail, theft, coercion, or some other purely criminal enterprise.

Deceit

The antagonists' plan involves a con, grand lie or some kind of elaborate ruse.

Force

This plan involves the use of brute force to overwhelm the antagonists' opponents.

Subversion

Treachery, subversion and destroying the enemy from within are the hallmarks of this type of plan.

The Occult

This plan involves dark rites, pacts with the forces of evil, and perhaps even the aid of Eldritch Abominations. If your campaign world doesn't include the supernatural, this plan simply involves the semblance of such things, either as part of an elaborate smokescreen or because the antagonist really believes such things are real.

Science/Technology

The antagonist employs or seeks new and barely understood marvels of science in this plot. Advanced weapons, exotic toxins, engineered diseases and bizarre inventions may all play a part.

Why?

The best antagonists have motives beyond simply opposing the heroes or being evil. Very few antagonists ever see themselves as anything other than the heroes of their own story. Roll on the table below to find out what's driving your antagonist.

3d6	Motive
3	Curiosity/Knowledge
4	Envy/Greed
5	Fame/Status
6	Hedonism/Experience
7	A Mistake
8	Justice
9	Love/Faith
10	Madness/Fear
11	Power/Ambition
12	Pragmatism/Necessity
13	Pride/Patriotism
14	Revenge/Hatred
15	Social/Scientific Advancement
16	Force/Trickery
17	To Achieve/Escape Destiny
18	Greed

Curiosity/Knowledge

The antagonist is driven by the desire to know; either scientific zeal or sheer curiosity. Is the antagonist an amnesiac, searching for answers, or obsessed with discovering the answer to a scientific or occult riddle? What will the consequences of success be?

Envy/Greed

Two of the simplest motives to understand, greed and envy can be easy to underestimate. What is the antagonist envious of? What are they greedy for?

Fame/Status

The egomaniac antagonist is a cliché for a reason; you must be a certain kind of special to draw attention to your nefarious deeds, after all. Perhaps the antagonist is simply an

attention seeker, who wants her name to be whispered in dread across the settlements of the world reborn? Perhaps he wants respect from potential enemies?

Hedonism/Experience

One of the most dangerous motivations is boredom, or the search for thrills. Antagonists driven by this will go to any lengths to get their kicks.

A Mistake

The antagonist has made an error, and the heroes have to deal with the consequences. Perhaps the antagonist has assumed the heroes are on to him, or has mistaken an accident for deliberate interference? Perhaps they've opened the wrong hidden vault and now need help before the contents wipe out what's left of humanity?

Justice

Another dangerous motivation. The antagonist feels that she, or someone she cares about, has been wronged, and is out to balance the books. Antagonists motivated by a desire for justice can often feel justified in committing the most heinous acts.

Love/Faith

Even antagonists can have finer feelings, whether romantic love, the love of family and friends, or faith in a cause or higher power. How will the heroes react when they learn that the antagonists' deeds were driven by the purest of emotions?

Madness/Fear

With madness as a motivation, antagonists have no choice but to do what they do. The way they see the world is at odds – perhaps – with the way it really is. They cannot be reasoned with or talked down, because their actions make perfect sense to them in the world inside their minds. Fear similarly warps the antagonists' world view, justifying their actions as self-defence. And what if they're actually right?

Power/Ambition

While the lust for power as an end to itself is a cliché, perhaps the GM should define what it is the antagonist actually wants to achieve? Power for the sake of power is boring, but power in order to complete a specific task or achieve a goal is more interesting.

Pragmatism/Necessity

"You can't make an omelette without breaking some eggs" is the mantra of the pragmatic antagonist. They see themselves as doing what is necessary, no matter how unpleasant it may be or the cost to individuals.

Pride/Patriotism

The proud or patriotic antagonist is motivated by love of home, creed, culture, race or simply himself and his achievements. Clever heroes can use this pride against the antagonist.

Revenge/Hatred

The desire for revenge or sheer hatred are both classic antagonist motivations. The GM needs to know what is being avenged, and against whom this vengeance is sought. Perhaps the vengeance would be justified in the eyes of the heroes, if it weren't for the collateral damage strewn in the antagonists' wake? Hatred is less likely to be laudable, but the question of what or who is hated and why should still be considered. What if the object of the antagonists' hatred is a corrupt government or the perpetrators of a long-buried crime?

Social/Scientific Advancement

Altruism is an unusual motive for an antagonist, but the "ends justifies the means" outlook is what separates them from the heroes. What if the antagonist is seeking a cure for a crippling and horrific disease, but his experiments require the use of unwilling subjects?

Force/Trickery

The antagonist is either acting against her will due to coercion or desperation or has somehow been tricked into her latest outrageous act. The interesting factor here is what or who is doing the forcing or trickery, and what it is they

hope to achieve? The revelation of coercion can be used to illustrate the antagonists’ secret weakness, or inner humanity.

To Achieve/Escape Destiny

There is no doubt that antagonists and heroes are people of destiny, whether they choose to embrace it or deny it. Either way, their efforts to achieve or escape their destiny can have wide-reaching effects. Heroes are often the subjects of prophecy, but what if the antagonists are too?

Greed

If greed isn’t always the root of all evil, it can certainly water those roots. In this case the antagonist is motivated by the desire for payment. Perhaps they need certain materials for their latest plan, or are simply acting as mercenaries for a wealthy client? Can they be trusted to carry out their task, or are they planning to double cross their employer (or is the employer planning to welch on the deal once the deed is done)?

Where?

Now we need to determine where the adventure is set. The world reborn is a big place, so don’t be afraid to yank your heroes out of their comfort zone and send them halfway across the continent, or beyond!

1d6	Location
1	Major Settlement (see below)
2	The Sticks (see below)
3	On the Road (see below)
4	Foreign Climes (see below)
5	Strange Horizons (only for gonzo campaigns, see below)
6	Other

3d6	Major Settlement
3	Uptown
4	Downtown / Business District
5	The Docks / Warehouse District
6	City Hall
7	Sewers/Subway Tunnels
8	Slums
9	Construction Site
10	Factory District
11	Airport
12	Church/Cathedral
13	Cemetery
14	Suburbs
15	Courthouse
16	Jail
17	School/College
18	Hospital

3d6	The Sticks
3	Farmland
4	Deep Forest
5	Desert
6	Jungle
7	Mountains
8	Rural Backwoods
9	Minor Settlement
10	River
11	Cabin in the Woods
12	Beach
13	Isolated Island
14	Natural Wonder
15	Ranch Land
16	Swamp/Bayou
17	Canyons
18	The Lakes

1d4	On the Road
1	On the High Seas
2	On the River
3	Trade Caravan
4	Sleeping beneath the Stars
6	

1d6	Foreign Climes
1	Steaming Jungle
2	The Cold Wastes
3	Paradise Islands
4	Majestic Mountains
5	The Empty Quarter
6	Ancient Ruins

1d6	Strange Horizons
1	Another Plane/Dimension
2	Another Time
3	Another World
4	Outer Space
5	The Bottom of the Sea
6	The Bowels of the Earth

The Hook

Now that you've defined who the antagonist is and the details of their nefarious plot, let's take a look at the Hook, or exactly how you're going to draw the heroes into the adventure.

3d6	Major Settlement
3	Lay Over
4	Error
5	Mission from God
6	Favour/Obligation
7	Rain of Frogs
8	Shadow of the Past
9	Hearts Desire
10	Too late!
11	In Media Res
12	Accused
13	Under Attack
14	Body in the Library

3d6	Major Settlement
15	Hired Hands
16	Help Me!
17	Extra! Extra!
18	Oh, the Humanity!

Lay Over

The heroes are travelling somewhere, and on their way they accidentally arrive at the scene of the action, which may or may not be related to the reason they were travelling in the first place. Lay over scenarios are good fillers to slip in as part of a larger campaign or series of adventures, and can be used as a palate cleanser or change of pace, or to give the heroes the chance to test themselves on a lesser opponent before meeting the real antagonist.

Regardless, having arrived, there is usually little chance of escape. Perhaps the riverboat the heroes are travelling on is overrun by pirates, the hovel they are spending the night in is the lair of a homicidal maniac, the sultry woman at the bar is really a spy who has slipped a stolen map into a heroes pocket. Perhaps the characters are becalmed, shipwrecked or simply trapped on a sea voyage with a hungry raptor. Whatever the source and location of the problem, it's not what they were prepared for, but it has to be dealt with before they can move on.

Error

Through no fault of their own, the characters have stumbled into something, and now they're up to their necks in it. Perhaps they saw something they shouldn't have, been mistaken for somebody else, walked through the wrong door in a big settlement, helped the wrong person fend off an attacker. Somebody, somewhere, made a mistake, and now the heroes have to clean it up before someone cleans them up!

Mission from God

The heroes have been enlisted by someone in power to complete a task. While they can refuse, the higher power could easily make life very difficult for the heroes if displeased and can bestow great favor if properly cultivated.

Favor/Obligation

The heroes need something from someone, and in return that someone wants something doing. Like the Mission from God scenario, the heroes are given a task to complete. Unlike the Mission from God, they're more invested in its completion. Perhaps they need an antidote for a rare and exotic poison, or a map showing the location of a lost cryogenic hive. Perhaps they need evidence proving the identity of a spy, or a chunk of technology to power a new invention. Whatever it is that they need, the GM must be careful to balance its value to the players with the difficulty and risk of the task they are being asked to perform. Of course, it's always possible that they won't be told the complete truth about the task and its risks.

The flip side of Favour is Obligation. This kind of scenario is driven by the heroes' sense of honour. Sometime in the past, someone did them a favour. They've got red in their ledger,

Rain of Frogs

Something weird and apparently inexplicable has happened that is related in some way to the antagonists' nefarious plot. Perhaps a lake has mysteriously frozen over in high summer or previously passive dinosaurs have suddenly become aggressive. In the case of supernatural or paranormal antagonists, it may be something as bizarre as a literal rain of frogs!

Shadow of the Past

Everyone has a past, including the heroes, and this kind of scenario involves the consequences of it returning anew. This can be either an unaddressed plot thread from an earlier adventure, fallout from a previous scenario or something from a hero's deep background. Scenarios like this can give players and GMs the opportunity to fill in the gaps in their characters backgrounds.



and now it's time to balance the books. A face from the past has come calling, and they need something, playing on the memories of former glories to enlist the heroes' help. Maybe they saved a hero's life during a war between settlements or rescued a loved one. Maybe they protected a hero's secret or tipped them off to an enemy's plans. The hero owes them, and they've come to collect.

Hearts Desire

Everybody wants something. This scenario is driven by desire; desire for a specific object, a person or a state of being. Whatever it is, it overrules everything else for the character, robbing him of logic and rationality. Others may choose to use that weakness to control him, either by offering to give him his heart's desire, take it from him, keep him from it or

destroy it. Perhaps the heroes are enlisted to retrieve it, promised great rewards if they can recover it. Perhaps the MacGuffin is the object of a hero's desire, setting her against her comrades.

Too late!

In this scenario, the heroes arrive on the scene too late. The crime has been committed, the nefarious plot successfully executed, the MacGuffin stolen or the VIP killed. The heroes have failed, and now they must deal with the consequences. Can they put things right, or stop a bad situation from getting worse?

In Media Res

Scenarios of this kind start with the heroes already in the thick of things. The bullets are flying, the cultists are battering down the door, the explosives are about to blow...then pause the action and let the players figure out exactly how this mess got started, and how it's going to end.

Accused

Somehow the heroes have ended up on the wrong side of society. Accused and beset on all sides by former friends and allies, can they prove their innocence and uncover the real perpetrator of the crime. Worse, what if they really are guilty, but the crime itself is not what it appears to be? Were they discovered standing over the body of a respected citizen, who was actually a spy hoping to poison the settlements water supply? Have they been framed as part of an arch-enemy's diabolical scheme? Worse, will the revelation of their innocence betray a greater secret? Is their reputation in tatters, or does the general public believe in their story?

Under Attack

Someone, somewhere, is gunning for the heroes. The forces of evil have decided to sweep them from the board, perhaps in preparation for the commencement of the antagonist's master plot. Friends, allies and loved ones are no longer safe as the bad guys come looking for them. These scenarios are often a good opportunity to flesh out (or

trim!) the supporting cast and can often give a campaign a much-needed shake-up.

Body in the Library

The heroes have stumbled across a corpse. Who is it? What killed them, how did they die, and why? Finding the solution to these questions leads the heroes into the adventure proper.

Hired Hands

As hired hands, the heroes have been promised fair payment for their services. What form this payment comes in (and whether or not they can trust their employer) is up to the heroes to decide. Just be aware that anything described as "easy in, easy out" rarely is! The problem with employers is that they don't always value the health and well-being of those who help them quite as highly as they should...

Help Me!

Perhaps the simplest hook of all. The heroes have received a plea for help from someone involved or affected by the antagonists' nefarious plot.

Extra! Extra!

The heroes are drawn into the adventure by an item of news or gossip. Something about the item draws their attention, perhaps a theft by a man thought long dead or using the modus operandi of a thief currently lounging in jail. Perhaps someone is behaving out of character, such as a brutal killer rescuing a child, a respectable councillor beating up a rival, or a noted bard being distracted and lost for words.

Oh, the Humanity!

A terrible disaster has occurred, either because of, or related to, the antagonists' nefarious plot. The characters must investigate the disaster, and in so doing, uncover the antagonists' plans.

Supporting Cast

Every adventure needs a cast of supporting characters, from nameless extras to “special guest stars”. Use the following tables to help create bit players for your The Dinosaur Protocol adventure. Most adventures will have between 1 and 6 supporting characters, but you can use these tables to create as many as you like. Roll once on each table to determine their Personality, Description and Occupation.

5d6	Personality
5	Active
6	Aggressive
7	Agreeable
8	Argumentative
9	Brave
10	Cautious
11	Charming
12	Cheerful
13	Clever
14	Cowardly
15	Distracted
16	Dominant
17	Eager
18	Flippant
19	Focussed
20	Grouchy/Dour
21	Impulsive
22	Indolent
23	Naive/Stupid
25	Passive
26	Selfish
27	Selfless
28	Serious
29	Shifty/Sleazy
30	Submissive

5d6	Description
5	Beautiful/Handsome
6	Big
7	Demonstrative
8	Elderly
9	Elegant
10	Fat
11	Foreign
12	Fragrant
13	Local
14	Nervous
15	Poor
16	Quiet
17	Relaxed
18	Robust/Healthy
19	Scruffy
20	Sickly
21	Small
22	Smelly
23	Stoic
24	Strong
25	Thin
26	Ugly
27	Uptight
28	Weak
29	Wealthy
30	Young



1d20	Occupation
1	Construction
2	Blacksmith
3	Merchant
4	Con Artist
5	Medic
6	Bard
7	Farmer/Rancher
8	Dinosaur Herder
9	Law Enforcement
10	Dinosaur Hunter
11	Archivist
12	Diplomat
13	Lunatic
14	Engineer
15	Pilot/Driver
16	Leader/Politician
17	Pretty Face (male or female)
18	Scientist
19	Servant/Slave
20	Soldier/Sailor

For example: A roll of 19 for the Personality, 15 for the Description and 14 for the Occupation gives us an “Eager, Poor, Engineer”, perhaps a guy or gal who loves to tinker but doesn’t have much business sense. Rolls of 9, 21 and 16 gives us a “Brave, Small, Leader/Politician”, maybe a diminutive settlement councillor with the heart of a lion.

Occasionally rolling on these tables will give you a result that doesn’t make sense no matter how hard you think about it. When this happens, simply re-roll one or more of the elements.

Action!

Every adventure needs some action. To start the creation of your action sequence, roll on the table below.

1d6	Sequence Type
1	Chase (Heroes Pursued)
2	Chase (Heroes Pursuing)
3	Escape
4	Fight
5	Infiltration
6	Obstacle Course

The Obstacle Course option represents action sequences dominated by traps, snares and concealed or unexpected environmental hazards. For example, *Indiana Jones and the Last Crusade* features a sequence where the hero must use brains, brawn and courage to navigate a series of traps to save his father. The other sequence types are self-explanatory.

Once you’ve determined the type of action sequence, roll on the tables below to determine the number of participants and what factors will affect the sequence.

1d6	Participants
1	1-2 per Hero
2	3-4 per Hero
3	5-6 per Hero
4	6-10 per Hero
5	10-20 per Hero
6	Hordes!

1d6	Factors
1	Dangerous Terrain
2	Fixed Route/Rails
3	Innocent Civilians/Bystanders
4	Misunderstandings
5	Need for Secrecy
6	Rough Terrain

Dangerous Terrain

This could be a sword fight on the back of a stampeding sauropod, to a foot-pursuit across the rooftops of a major settlement. With dangerous terrain the environment, as well as the antagonists, are capable of killing the heroes.

Fixed Route/Rails

Many action sequences can be complicated by limiting the options available to both heroes and antagonists. Chases can become exercises in tactical awareness rather than speed when conducted through underground passages with limited exits. Fights can become brutally deadly when conducted in confined spaces.

Innocent Civilians/Bystanders

Collateral damage is the favourite phrase of some antagonists, and often the heroes must fight to protect the public as well as themselves against a desperate and unscrupulous adversary. Civilians often turn up at the worst possible moment.

Misunderstandings

Action sequences can be complicated enough without some well-meaning bystander or law-enforcement officer getting in the way.

Need for Secrecy

An interesting complication for an action sequence is when it needs to take place without anyone else knowing about it. Perhaps the desperate struggle is taking place backstage at an important diplomatic event, or the guard must be subdued without alerting his comrades in the isolated mountain fortress. Maybe the sequence is taking place in a cave full of sleeping dinosaurs, who will be roused to savage action if awoken?

Rough Terrain

Unlike Dangerous Terrain, Rough Terrain merely forces the participants to use their agility and dexterity to remain upright. Chases or fights on shifting sands, loose cobble-stones, rain or oil-slicked streets, all counts as Rough Terrain.

Plot Twist!

No plan of action ever survives contact with the enemy, and no scenario ever goes entirely as written. Just when the heroes think they've got things all figured out, shake things up with an exciting plot twist.

3d6	Plot Twist
3	Catastrophe!
4	Betrayed!
5	Reversal of Fortune
6	Format Shift
7	Scene Shift
8	Antagonist Shift
9	My Only Weakness!
10	Surprise!
11	Nothing is what it seems!
12	Flashback!
13	On the Horns of a Dilemma
14	Oops!
15	Dramatic Consequences
16	Smokescreen
17	Fortean Event
18	Roll twice and combine

Catastrophe!

The activities of the characters – heroes or antagonists – cause something very bad to happen, or something very bad happens in spite of the characters. An earthquake or volcanic eruption rocks the area, the dam bursts, disease strikes the area, famine or drought run rampant. Perhaps there's a supernatural or weird science aspect to the disaster; a plague of flies or a mysterious rain of mutagenic fluid. Now the heroes have to fight not only the antagonists, but the effects of this catastrophe as well. Will they pursue their vendetta, or will they join forces with their foes for the greater good? Will their enemies flee or try to turn misfortune to their advantage, or will they display a shred of human decency and help their enemies?

Betrayed!

In this plot twist, someone switches sides in a dramatic and (hopefully) unexpected fashion. Why have they done this? Were they working for the other side all along, or have they had a crisis of conscience? Are they being coerced, and if so, how?

Reversal of Fortune

Lady Luck is a fickle creature, and she proves it with this plot twist. Whoever luck has favoured so far, finds themselves abandoned for their enemies, and vice versa. Perhaps the authorities decide the heroes aren't moving fast enough and withdraw their cooperation, or a sudden storm traps them in port as the antagonist makes her getaway.

Format Shift

This plot twist literally twists the plot into a whole new shape, changing the nature of the adventure. Select or roll again on the Format table to discover just how the format shifts. Perhaps the Mystery becomes a Chase, as the antagonist flees from justice, or Protection becomes Romance as the character the heroes are guarding falls in love with a hero. Maybe the Heist becomes Horror as the heroes realise that not all of the MacGuffin's guards are human, or even alive...

Scene Shift

Probably the simplest plot twist occurs when the action moves to an unexpected location. The spy flees from a major settlement to the sea, the trail of the kidnappers' leads to the dank tunnels beneath the city streets, the assassin flees to the other side of the continent, or the plane crashes in the midst of unexplored territory. The relocation allows the GM to bring new characters and obstacles into the adventure and gives different heroes and chance to shine. To determine the new location, roll again on the tables in the *WHERE* section.

Antagonist Shift

Another classic plot twist, this one involves the revelation that the antagonist is not who the characters thought she was. Perhaps she is actually trying to stop the heroes from dying at the hands of someone else, or perhaps she has been posing as another antagonist in order to frame them, draw the heat away or simply throw the heroes off-balance. A variant on this is that the antagonist is who they seem, but that there's another force behind them..

My Only Weakness!

Everyone has a weakness, and somehow the antagonist has found out – and worse, knows how to exploit – that of the heroes. Perhaps the antagonist knows a secret a hero has been trying to hide or knows who their loved ones are. Perhaps the antagonist has found a flaw in the settlement's defences or knows about their secret trade deal with another settlement. Regardless of its nature, the antagonist can somehow circumvent the heroes' primary advantage. Now the heroes must figure out how to triumph without access to their most favoured tactics...if they can.

Surprise!

During the adventure, the heroes discover something that forces them to re-evaluate past events, beliefs or relationships. Perhaps an apparently murderous thug turns out to be a heroic vigilante, or an unassuming scholar and friend is revealed as a former antagonist. Perhaps a hero is revealed to possess the lost access codes to a hidden bunker, or a prototype android developed by a secret robot colony. Clever GMs will plant the subtle seeds for this kind of revelation in advance.

Nothing is what it seems!

Everyone makes mistakes, and in this scenario the heroes realise that the assumption they have made have been wrong all along. Allies may be revealed to be enemies, enemies to have just causes or be innocent victims. Now the heroes have to deal with both the original problem and any damage they may have caused along the way.

Flashback!

This plot twist can be tricky, but if run well is immensely satisfying. The players get to play through an earlier series of events, either as their earlier selves, or as other characters entirely. The flashback could be any time from a few hours to several hundred years ago, depending on the needs of the story. Perhaps the heroes uncover a manuscript in the course of their investigations, which relates the adventures of past heroes facing a similar same threat in the dying time. Perhaps the events of

the current adventure will remind the heroes of notable or similar events in their own past, giving the players a chance to play their heroes as they were when they were just starting out on the path of adventure and heroism.

On the Horns of a Dilemma

Sometimes it's dramatically satisfying to confront the heroes with an ethical or moral dilemma, or just a simple choice that will alter the direction of future adventures. If an enemy has brought much-needed stability to a blood-soaked region of North America and helped its people attain health and prosperity at the cost of only a few personal freedoms, should the heroes still sail in guns blazing? With a murderer escaping, is it better to stay and save the life of his victim, or leave them to die knowing that should the antagonist escape even more will fall to his blade? When the heroes discover that a powerful leader is a slave-trader and evil mastermind, is it better to make the facts public, or should he be dealt with quietly, for the morale of the people?

Oops!

Somebody screwed up. Maybe it's the heroes, maybe it's the antagonist. Whoever it is, their actions have had unintended consequences, and now everyone is running for cover. Perhaps the mad scientist overestimated her ability to control the recovered nanotechnology, and now it is ravaging through the cave complex, eating hero and antagonist alike. Perhaps the reactivated robot has broken its programming and has declared war on all flesh. The bigger and weirder the adventure, the greater the possibility for entertaining (and terrifying!) screw-ups.

Dramatic Consequences

Like On the Horns of a Dilemma, this plot twist faces the heroes with the consequences of their actions, except in this case they don't have much in the way of choices. Overthrowing the evil dictator frees his people, but opens the field for his opponents (who may turn out to be worse), and causes political, economic and social chaos. Perhaps the war machine bearing down on the settlement is full of hostages hard-wired to the device, and time is running out.

Perhaps the mad scientist they've just foiled was researching a cure for the disease that is killing a hero's loved one. Doing the right thing (or the least wrong thing in some cases) can trash a hero's reputation. Do they make that sacrifice, or step back and let things be?

Smokescreen

This plot twist reveals that what the heroes thought was the plot is actually a con, a blind for the antagonists' real agenda. Having being duped thus far, can the heroes recover and stop the true nefarious plot? To determine the *actual* plot, re-roll on the tables in the *WHAT*, *HOW* and *WHY* sections.

Fortean Event

Much like the Hook *Rain of Frogs*, something bizarre happens, related in some way to the nefarious plot. GM's can choose to use these strange happenings to help ratchet up the tension, perhaps using a crimson moon as an omen of an approaching attack by Morlocks, or a ground tremor and the howling of dogs as a portent of the reactivation of a long-buried Earthquake Machine.

The Climax

The heroes have overcome obstacles, solved puzzles and triumphed against the odds. Now it's time for the finale. Using the following table as a guide, let's work on crafting a memorable conclusion to the adventure.

2d6	Climax
2	To Be Continued...
3	Showdown
4	Chase
5	Race against Time
6	Here comes the Cavalry!
7	Amazing Escape
8	Duel of Wits
9	Revelation
10	Extraction/Rescue
11	Pyrrhic Victory
12	Special Effects

To Be Continued...

The adventure ends, but the heroes know that they have unfinished business. Perhaps the antagonist is defeated, only to reveal that another, more powerful antagonist was the real power behind the throne, or his loyal and fanatical henchman escapes to try and free him another day. Perhaps the heroes recover a mysterious item of technology or an ancient map which will lead to new adventures. The adventure isn't over quite yet, and there's a sequel in the offing.

Showdown

The adventure ends in a pitched battle between the forces of good and evil. Whether in massed combat against a horde of mooks, or a sword duel against an evil mastermind atop a burning dirigible; when the dust finally settles, all the heroes' problems will be resolved.

Chase

With defeat on the cards, the antagonist flees, with the heroes in hot pursuit. Using cunning, guile and a variety of vehicles and locales, the antagonist leads the heroes on a merry chase through narrow, twisting streets, through treacherous swamps, down rough rapids or through dank tunnels filled with pitfalls and traps. Can the heroes catch him before he gets away or leads them into a trap, and if they do, can they hold him?

Race against Time

This adventure ends with the heroes dramatically challenged to perform a complex task in a given time. Perhaps there's a bomb on a timer hidden on the river boat, or a horrific medical procedure about to take place. Perhaps a homing beacon needs to be shut off before the bloodthirsty raiders arrive. Maybe a gang of kidnappers will dispose of their hostage if a ransom isn't paid, or a blackmailer release the information that could bring down an influential family. Regardless, time is of the essence, and the characters need to deal with any complications quickly before the deadline hits.

Here comes the Cavalry!

When all is lost; the shadows seem blackest

and crowd with enemies, the antagonist has apparently triumphed, the heroes succumb to thirst and sink to the desert stands...the cavalry arrives! This kind of ending can be tricky – few players enjoy being rescued – but if run well can turn despair to celebration. The GM should be careful to set up the possibility of rescue in advance, so that the players know if they can just hold out long enough, help will arrive. In this way, the focus is not on having someone else swoop in to save the day, but on the endurance and determination of the heroes.

Amazing Escape

This climax involves the heroes in a daring escape from danger. Very few players enjoy running away from the bad guys, but in this case it is life or death. Perhaps they have to flee a burning skyscraper, a subterranean city about to self-destruct, an island in the throes of a volcanic eruption, a flooding submarine on its way to a watery grave, or a doomed settlement in the path of a tsunami. Regardless of the cause, the path to safety should be strewn with obstacles for the heroes to overcome; panicking civilians, vengeful henchmen, stampeding animals, locked doors, impassive robot guards and bottomless ravines.

Duel of Wits

Like the Showdown, the Duel of Wits is a contest between hero and antagonist. Unlike the Showdown, this is a battle of minds. Perhaps the antagonist wants to convince the heroes of the righteousness of her cause, perhaps she simply wants to recruit them. Maybe he challenges the heroes to prove their own righteousness through debate, in the hope that he can reveal some hidden hypocrisy. Maybe she is simply too powerful to defeat through normal means, and must be fought with the subtler weapons of the mind. Perhaps the heroes need to talk the antagonist down and save his soul, to convince him that violence isn't the answer, or possibly they need to trick him into incriminating himself.

Revelation

This climax involves the disclosure of secret knowledge. Perhaps the heroes uncover some sanity-blasting truth about the true nature of the world, or discover proof of the antagonist's secret identity. Perhaps a previously unknown

relationship is brought to light (“I...am your father!”), or a dark secret from an ally’s past. Perhaps the secret weakness of a major antagonist – or hero – is revealed. GMs should take care to ensure that the knowledge thus gained carries sufficient dramatic weight to satisfy the players and reward their efforts.

Extraction/Rescue

The adventure ends with the retrieval, extraction or rescue of someone or something. Perhaps the heroes have recovered a stolen device, or freed the kidnapped child of a powerful diplomat. Maybe they need to spring a wrongfully imprisoned ally from captivity, liberate the victims of horrible experimentation or steal a notebook from a heavily guarded safe. In this scenario, carefully planning and intelligence gathering is essential, and the heroes should be rewarded for completing the mission and ensuring the safety of whatever it is they’re rescuing.

Pyrrhic Victory

Victory often comes at a terrible price, and in this climax it’s the heroes who must pay it. Perhaps the timer on the bomb is destroyed, necessitating that someone stay behind to detonate it. Maybe someone needs to cover the retreat of the escaping heroes, fending off the enemy hordes until freedom is attained. Pyrrhic victories do not always have to involve the death of a hero. Often they can revolve around the sacrifice of her dreams, or her last chance at redemption. Even in situations where death is likely, the hero can survive, instead paying the price through heavy injury, loss or madness.

Special Effects

Best reserved for gonzo campaigns, roll again for the climax, and give it an incredible, Technicolor spin. Instead of a simple chase, have the pursuit use magical artifacts or bizarre super-science to use mirrors as portals. Instead of simply unmasking a killer, have him accused by the spirit of his victim. Perhaps when the antagonist prepares to unleash his mystical power, the heroes can use their collected wills to usurp control. Instead of a mere duel between hero and antagonist, have it

take place on an eroding rock platform floating in a pool of molten lava. Make the Duel of Wits a literal battle of minds on the psychic plane, or the Amazing Escape a flight through a collapsing dreamscape or pocket dimension. On the surface these are just cosmetic changes, but they can transform a mundane ending into one the players will remember for a very long time.

Putting It All Together

Now we have all the elements needed for your adventure, let’s take a look at how best to put them together.

The Four Act Structure

Lester Dent, the prolific pulp writer and creator of the legendary Doc Savage, created a “Master Plot” for writing his adventures, in which he advocated dividing the story into four parts – or “acts” – for the purposes of building dramatic tension. That’s what we’re going to do here. You can, of course, choose your own structure depending on your needs and those of your players.

First, roll on the tables for the Format and the Basics (the Who, What, How, Why and Where).

Act One

Following Lester Dent’s advice, we need to “swat the hero with a fistful of trouble. Hint at a mystery, a menace or a problem to be solved--something the hero has to cope with.” Further, we need to “introduce ALL the other characters as soon as possible. Bring them on in action.” Towards the end of the act, the “Hero’s endeavours land him in an actual physical conflict” and there should be “a complete surprise twist in the plot development.”

Roll for the Hook to see how we’re going to involve the heroes in the adventure. Then we can roll to create the Supporting Cast, paying

particular attention to any results that seem especially fitting or “juicy”. Finally, we roll to create the first Action Sequence, and roll for a Plot Twist to set the scene for Act Two.

Once we’ve assembled the elements above, let’s go back to the advice of Lester Dent and check things for consistency;

- Does it have SUSPENSE?
- Is there a MENACE to the heroes?
- Does everything happen logically?

Act Two

Dent advises that we “shovel more grief onto the hero.” Roll for a second action sequence and another plot twist to lead us into Act Three. Once again, let’s check for consistency;

- Does the second part have SUSPENSE?
- Does the MENACE grow like a black cloud?
- Are the heroes getting it in the neck?
- Is the second part logical?

Act Three

Repeat the steps for Act Two. This time, the Action Sequence should directly involve either the main antagonist, or a senior lieutenant, and the plot twist at the end should hit the heroes hard. When checking for consistency, consider the following;

- Does it still have SUSPENSE?
- Is the MENACE getting blacker?
- Do the heroes find themselves in a hell of a fix?
- Does it all happen logically?

Act Four

In the fourth and final act, all the pieces should be in play. Lester Dent’s advice is;

Shovel the difficulties more thickly upon the hero. Get the hero almost buried in his

troubles. (Figuratively, the antagonist has him prisoner and has him framed for a murder rap; the girl is presumably dead, everything is lost, and the antagonist is about to dispose of the suffering protagonist.) The hero extricates himself using HIS OWN SKILL, training or brawn. The mysteries remaining – one big one held over to this point will help grip interest – are cleared up in course of final conflict as hero takes the situation in hand. Final twist, a big surprise, (This can be the antagonist turning out to be the unexpected person, having the “Treasure” be a dud, etc.)

Roll for the Climax and another Plot Twist on the tables above, but be prepared to ignore these based on the actions of the players and the needs of your plot so far. When reviewing the results for consistency and plot holes, consider the following;

- Has the SUSPENSE held out to the last line?
- Has the MENACE held out to the last?
- Has everything been explained?
- Did it all happen logically?
- Is the ending enough to leave the players with that WARM FEELING?
- Did God kill the antagonist? Or the heroes?

You now should have everything you need to create your own exciting The Dinosaur Protocol adventure!

Adventures

78th Coven

Out of a quarried hill extends the massive walled settlement dubbed Sign-Town, a dinosaur-less oasis of humanity. Hung above the fortified gate entrance is their slogan, "Safety Promotes Commerce." High, thick walls patrolled by a dedicated militia keep the thunder lizards out; the same militia enforces the town's social order and weapons ban.

Enjoying relative safety, the locals rarely leave their hamlet. Instead, outsiders are recruited for dangerous journeys. You've been recruited for one, to locate the legendary 78th Coven, a cache of weapons so advanced they're considered to be magic.

Meeting at The Long Haul, the town's wagon garage, you're introduced to your fellow travelers. However, before the company sets out, the thunder lizards live up to their nickname as thunderous roars rip through the night and feathered raptors swoop from the sky into Sign-Town, wreaking havoc on the defenseless citizens.

Sign-town

Sign-Town is a walled haven of humanity with pretensions of being a fortress-castle. Quarried walls stand thirty-five feet tall built of layers of boulders; no dinosaur will step over it, and none will ram through it. Composed of crudely-carved stone dwellings laced with leftover pre-cataclysm technology and thatch roofs, the town is a dinosaur-free zone where women, men, and children prosper—a triumph of humanity over nature. Thriving on safety, Sign-Town boasts literacy enough to read many signs and laws, yet has no armed

citizens; its walls and militia are enough to keep any coldblooded threats at bay.

Among Sign-Town's stone structures are several prominent buildings including The Long Haul, the South Barracks, Rooms, and Citizen's House/North Barracks. If you are destitute, you can stay in The Long Haul among the wagons. If you have some barter, Rooms is close to the town's seat, Citizen's House.

The long haul

The first building inside the main gate, and the largest in the settlement, The Long Haul is a vast warehouse where wagons and inventory are held. It stables poor outsiders during their time in Sign-Town.

Rooms

The town's four-story building, Rooms sits atop a rise and is the only building in town that can be seen from outside of Sign-Town's high walls. Rooms is a mix of apartments and rooms to let. It's used mostly by citizens as homes, but they can rent rooms to those that have enough to barter for them.

The South Barracks

Situated between The Long Haul and the town proper, The South Barracks is the Sign-Town militia's headquarters and a barrier separating the citizens from outsiders. The larger of the two barracks, this single-story building is where all weapons are housed for the duration of their owner's stay in Sign-Town. Should the need arise, the jail is located within its walls.

But i wanna stay!

Many who see Sign-Town and its safety are enamored. However, that safety is bought through a series of laws including a strict no weapons policy, a sundown to sunup curfew, and massive taxes that pay for this safety. As a consequence, outsiders are not allowed to settle in Sign-Town unless they have several sponsors, provide a bounty of wealth, and have proven to be social conformists. If you fit that profile, you may apply for residency.

My weapons!

No weapons are allowed in Sign-Town. Before you enter, you are required to hand over your weapons. If you're not a citizen and you're found with weapons on your person within the city's walls, you'll be jailed for the night in the South Barracks before being exiled from Sign-Town in the morning.

But what about random pterodactyls swooping in? During the day, the militia does their best to skewer them before they land. At night, there's the curfew to keep humans safe indoors.

Citizen's house/The North Barracks

A mixed-use stone structure, this building doubles as a small barracks and the town council's seat. What offices of government exist are here. All town officials live in the same neighborhood. Despite being the elite side of town, Citizen's House and the surrounding buildings are similar to all of Sign-Town's structures: simple, quarried stone buildings with thatch roofs.

Not what you signed up for / thunder in the night

The only work for outsiders is available at The Long Haul; there the only offer comes from a woman named Ford with work guarding, scouting, and navigating for an expedition hunting for the rumored motherlode of pre-cataclysm technology, the 78th Coven. A band of hardy souls is needed to cross the Salt Sands to the east in search of the coven and their treasures. In exchange, their contract offers food for the duration of the trip and a one-hundredth-share of the cache should it be discovered and recovered during this trek. Should the mission prove fruitless, each member will be compensated with an amount of food equal to the length of the journey and a pair of shoes should the total travel time and salvage exceed 45 days, or a burial should your continued participation be abrogated by death. The mission is to leave the following morning.

That night, during the town-wide curfew, there is no moon. From the basalt sky explodes a thunderous roar that builds longer than any thunder you've heard before. As the thunder recedes, a new sound, that of a whirling whip that never cracks, follows. It echoes away to be replaced by a mixture of screams. The first set sounds like the cries of raptors but heard from above. The second set turns out to be people screaming as they are attacked. "Raptors!"

Upon investigating, it appears that feathered velociraptors are descending from the night sky, landing on buildings and tearing through their shabby roofs to devour the defenseless families within. Sign-Town is under

bombardment by a rain of hungry dinosaurs, the citizens are weaponless, and its gates are closed for the night.

Should the party want weapons, their primary sources are the South Barracks and Citizen's House/the North Barracks, where they will find the militia overwhelmed and eager to arm anybody who will assist. Throughout the city and its buildings, feathered velociraptors in groups of up to three are waiting to pounce and devour. Eventually, the focus of the fighting will be the elite side of town near Citizen's House.

Feathered Velociraptors (1d3) (See Velociraptors page 66)

Come the dawn

In the morning, Sign-Town has eliminated the last of the feathered velociraptors and is assessing the damage. Many are dead but the town is largely intact (barring PC hijinks). Ford, the recruiter for the mission to locate the 78th Coven, is looking for the PCs. She insists on heading out now more than ever. If pressed, she'll reveal that the attack last night was likely the power of the 78th Coven. Before the cataclysm, the 78th Coven were a seafaring collection of supernatural beings. After the cataclysm, some of them fled underground—resulting in a group that Ford claims to descend from—while others participated in rituals that brought the dinosaurs into being. Ford firmly believes that the coven has to be located and stopped if Sign-Town is to survive.



Ford, Recruiter

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Academics d8, Climbing d6, Common Knowledge d8, Fighting d6, Notice d6, Stealth d4, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Cautious, Driven (Find the 78th Coven), Stubborn

Edges: Charismatic, Improvisational Fighter, Scholar

Gear: Geiger Counter, Compass

Special Abilities:

- **Legend Lore:** Familiar with the legend of the 78th Coven.

The Salt Sands

If the PCs intend to fulfill their contract, they follow Ford east into the Salt Sands. Depending on luck and some tracks, traveling across the Salt Sands and locating the 78th Coven may take two or more weeks. Daily, Ford instructs the PCs to scout ahead with a device similar to a Geiger counter that measures radiation, choosing the day's direction based on the highest level. If pressed for why Ford is pushing them toward the direction of greatest radiation, all Ford knows is that the coven drew their power from such sources. On some nights, the thunder and whirling whips that heralded the arrival of the feathered velociraptors can be heard. Unless the PCs do something to draw its attention (such as firing something into the sky), these noises pass without incident. Should they fire into the sky at the sounds, the next night a tyrannosaurus rex attacks the camp.

78TH Coven

The climax of the journey begins when the PCs notice an unusually-shaped tower looming at the edge of the horizon. Dominating a flat, packed expanse, the tower looks like the silhouette of a thousand-foot-tall bottle with the number 78 in white at the top of the "neck." On closer inspection, and reference to some pre-cataclysm knowledge, the structure can be recognized as the nuclear aircraft carrier USS Gerald R. Ford (CVN 78). Cemented over 100 feet deep in the sand, the carrier stands on its back end, its contents scattered below in a makeshift village. The land approaching the town is flat, so characters approaching during the day are likely to be spotted. Among the scattering of buildings is a complete jet (the source of the thunder at night), five helicopters (the cause of the whipping sounds), a series of cages containing ten feather velociraptors, three tyrannosaurus rexes, and several other vicious dinosaurs. There are some barracks and a number of planted fields.

The 78th Coven is a misnomer (it has nothing to do with witches) — instead it gets its name from the “CVN 78” designation of the vessel. The locals have some powerful weapons (aircraft) and a pair of nuclear power plants still in the ship. They have spies in the nearby settlements and when they learned that Sign-Town planned to “salvage” their ship’s supplies, they used their jet and helicopters to unleash the feathered velociraptors on the town. If pressed, Ford reveals that she was aware of some of this but that does not matter now; she wants to complete her plan, capture some of their weapons, and destroy the 78th Coven.

WORDS

While there are obvious options for massive death and crimes against humanity, there is also an opportunity to negotiate with the leader of the 78th Coven, Captain R. R. Chenfeld. Of course, this will have to be forced on Ford as she is opposed to compromise. The terms R. R. will agree to must include a guarantee of no reprisals for the feathered velociraptors, some degree of trade, and an exchange of representatives. Otherwise, the Captain can call on a townful of mooks.



R. R. Chenfeld, Captain

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Athletics d6, Battle d8, Common Knowledge d8, Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Overconfident, Stubborn, Suspicious

Edges: Charismatic, Command, Double Tap, Nerves of Steel, Strong Willed, Tactician

Gear: Glock, Kevlar Vest (+2 Armor)



The Mushroom Forest

The settlement the heroes operate from is running critically low on both food and medical supplies. They need a brave search party to enter a nearby dead zone in the hope that they can find supplies to scavenge there.

The dead zone

Each dead zone is unique, having been created by one (or more) of a variety of environmental catastrophes during the death throes of the old world. The one our heroes will visit is a colorful area known as the Mushroom Forest.

A few explorers have entered the Mushroom Forest in the past, but none have returned. From the outside, the zone looks like a densely-packed forest filled with giant varieties of every imaginable type of fungus instead of trees. The forest has yellow mushrooms as tall and narrow as trees; squat and round purple toadstools as big around as a redwood, with a cap that could shelter a dozen people from a rainstorm; russet-hued bracket fungi growing like shelves around rocky outcroppings. Scouts who have skirted the edges of the forest estimate that it covers several thousand acres.

Entering the Mushroom Forest

The first thing the heroes notice once they're inside the bizarre Mushroom Forest is more of what they saw from the outside. In addition to the towering groves of oversized mushrooms in every possible color, the forest boasts expansive fields of mold rippling in the breeze, and clouds of white dust that turn out to be spores spreading through the region, and massive fungal formations in a variety of shapes, from porous blue towers to fuzzy pink mounds dotted with green specks to immense fan-shaped mycelial ridges that form natural canyon walls.

But the fungi aren't the only living things in the forest, nor are they the only thing that's not quite right here. Before long the heroes start to see animal life that show signs of odd mutations—like a snake with a spiked tail and three horns on its head slithering up a toadstool. And a flock of winged millipedes that fly by, disturbing the nearest spore cloud drifting between the taller mushrooms.

Larger animals show signs of mutations as well—including dinosaurs. Long-necked herbivorous tyrannosaurs graze from high-up patches of yeasts. Miniature brontosaurus chase each other through a spongy fungal field. A family of larger-than-usual archaeopteryx (peacock-sized rather than raven) with shimmering feathers perch in a toadstool nest grooming their young.

After pointing out the archaeopteryx, read the following aloud:

As you pass through a clearing ranged by narrow mushrooms taller than you are, you see that some of the archaeopteryx have started to follow you, hopping along the ground. A few more watch from atop the mushroom caps, their heads cocked curiously.

Let the heroes worry about the creatures for a bit, then have more glide down to the ground and spring their attack. Start the fight with two archaeopteryx per hero, and feel free to add a few reinforcements if they die too quickly.

Mutated Archaeopteryx (2 per hero)

See page 48 for the description of normal **archaeopteryx**. These differ in appearance mainly by being larger and having metallic-looking feathers.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d4, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8

Pace: 3; **Parry:** 5; **Toughness:** 5 (1)

Special Abilities:

- **Armor 1:** These creatures have shimmering metal infused in their feathers, granting them a bit of extra protection.
- **Bite/Claws:** Str+d4.
- **Flight:** Mutated archaeopteryx fly at a Pace of 20".
- **Size -2 (Small):** Mutated archaeopteryx are lightweight and about three feet tall.

Interlude. (See *Savage Worlds* for details on Interludes, modified by the following section). Introduce the Interlude in this way:

You gradually realize that something feels strange. Colors seem brighter, sounds begin to echo, and your skin is itching. Time seems to slow down, and your grip on reality loosens...

The hero no longer experiences what's really going on around them—instead, they relive some past event in a bizarre way. Have the player draw a card and choose an Interlude



Shroom interludes

The heroes won't know it yet, but they've been breathing hallucinogenic spores since they entered the forest. Right after the mutant archaeopteryx encounter ends, have every character roll a Vigor Test. Make a note of any who score a raise for later, but whoever rolled the lowest immediately experiences an

type (Downtime, Backstory, or Trek). Then ask the player to their left to be ready to introduce some entertainingly unrealistic element into the Interlude. Have them do this while the Interlude player is talking through the Interlude, interjecting whenever they choose.

In addition—and this is important—the GM should add a weird element as well. One of the elements the GM adds (either to this player's

Interlude or a later one) should be a person. This will pay off at the end of the encounter.

(Example: Brett's character is up, and Brett draws a spade. He chooses Backstory, which in this case is a tale of victory. While Brett is describing how his character once wrestled a raptor to the ground and tied it up, the player to his left, Kara, amends that this all happened in a field of lollipops, and the GM adds that when the conflict was over, the raptor had become the hero's mother, who scolded him for such roughhousing.)

After the Interlude is over for the first player, switch to the **player to their right** and trigger a second one:

Your companion has been acting strangely, as if seeing things that weren't there. And now you're starting to see things yourself...

Let this player drive an Interlude, and as before have the **player to their left** interject some fantastic element.

Continue this until all the players have had an Interlude. Then let's bring them all together.

Starting with the first player to hallucinate, ask how some element of the Interlude generated by the **player to their left** is blending with their own Interlude. Then shift to the **player to their right** and keep doing this until every hero's Interlude is connected into one shared hallucination.

Have everyone make a Notice roll. Any hero who succeeds (or whoever gets the highest if they all fail) spots a few oddities about a character the GM introduced into someone's Interlude:

You didn't notice before, but their hands are covered in something green—it looks like mold! And their skin appears to be covered in small white dots. As you watch you see the body start to change: the arms legs become gray and rubbery, the torso sprouts rows of shelf-like bracket fungi, and a toadstool cap emerges right on top of their head.

The Mushroom Man returns the hero's stare and says, "Why have you stopped? Please continue the entertainment."

The fungal intelligence

The hallucinogenic person made of spores, molds, and fungus (referred to here as the Mushroom Man) is happy to engage the party in conversation. Here's what the heroes can learn:

- The Mushroom Man is a sentient colony of fungi spawned by the nearby forest.
- He is fascinated by the thinking animals that have been visiting his forest and likes to peek into their memories.
- He is SO fascinated by this that he makes them relive their memories over and over until they lie down and don't move any more for some reason.

There are two ways the heroes can get out of the hallucinations (the Interludes) they're trapped in.

Talk it out

The Mushroom Man is willing to listen to reason, but he has to be convinced that it's wrong to force people to live out moments from their pasts for days on end without food or drink or rest. The GM can run this as either a simple conversation followed by a Persuasion roll, or as a Social Conflict as described in *Savage Worlds*, depending on the gaming group's preferred style. In either case, allow heroes to use other skills as appropriate (such as Science). For a Social Conflict, use the results from the table below, adapting as the GM sees fit if using a simple Persuasion Test instead.

Fight It Out

If, instead, the party wants to fight, they can do so using the stats below. Any of the heroes who scored a raise on their Vigor roll at the start of the Interludes cause the Mushroom Man's powers to suffer a -2 penalty when trying to affect that hero.

In combat, the Mushroom Man's main tactic is using the heroes' Interlude elements against them. He does this using his psychic powers, especially illusion.

If the Mushroom Man is defeated, all party members return to reality, breaking out of

Social conflict results

Final Influence Tokens	Result
0	The Mushroom Man is utterly baffled by the party and has trouble even considering them intelligent. He triggers a new round of Interludes! Once these are established (as in Shroom Interludes, above), the heroes can try a new round of Social Conflict. (Or, of course, switch to combat.)
1-3	The heroes convince the Mushroom Man that he has been hurting them, but he doesn't truly grasp why or how. He returns them to reality and suggests that they leave his forest, saying that returning here would be dangerous because he doubts the other Mushroom Men will understand either.
4-5	The Mushroom Man understands and is sorry for the suffering he has caused. He promises to persuade the other Mushroom Men to leave thinking animal life alone, so future visits to the Mushroom Forest won't be so hazardous. (Other than possible mutant animal attacks, of course.) He also offers the party a small supply of medicinal mushrooms. Use the Scavenging rules, rolling as if for a Drug Store (undamaged, no hazard, never scavenged).
6+	As in the result above, and also the Mushroom Man offers to heal the the party of any wounds and give them a supply of medicinal mushrooms. Use the Scavenging rules, rolling as if for a Hospital (undamaged, no hazard, never scavenged). The Mushroom Man also escorts the party safely back home.

the shared Interludes. Other Mushroom Men will avoid the party—at least on this visit. The heroes locate a nearby grove of fungi that's safe to consume. Use the scavenging rules, rolling as if for a Drug Store (undamaged, no hazard, lightly scavenged).



The Mushroom Man

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d6, Healing d10, Notice d8, Psionics d10, Survival d8

Pace: 5; **Parry:** 5; **Toughness:** 10 (2)

Hindrances: All Thumbs, Curious, Slow (Minor)

Edges: Arcane Background (Psychic), Healer, Woodsman

Special Abilities:

- **Armor +3:** Natural rubbery armor.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- **Fearless:** Immune to fear and Intimidation.

- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Psychic Powers:** The Mushroom Man has 30 Power Points and knows the following powers: boost/lower trait, confusion, deflection, growth/shrink, illusion, sloth/speed, slumber. All powers use trappings related to altered perceptions or other pharmacological enhancements.
- **Slam:** Str+d6.

Continued Exploration

One scavenging attempt is all the heroes get for this visit, representing a salvage operation taking a significant amount of time and human resources. If they wish to return and perform more scavenging in the future, let them do so with the accompanying risk of running into different mutated creatures. Either before letting them roll to find salvage, or after doing so and allowing the possibility of Structure Hazards (rerolling any results that don't make sense here, such as a roof cave-in), let the party roll a scavenging run as for a Hospital (undamaged, no hazard, never scavenged).

Not My First Rodeo

Introduction

The heroes' encampment is approached by a pair of settlers. They tell stories of herds of bison roaming the Great Plains. The adventurers are sent out to determine if this is true and how they can exploit it.

Setup

The adventure will work best if the heroes are some distance away from their main base of operations. Perhaps they are hunting, scouting dangerous areas nearby, or patrolling for incursions of dangerous animals. Allow them to travel as a group and with as much equipment as they want.

The bison

Two of the characters are scouting the area around the encampment when they discover a set of tracks. The tracks are of a hooved animal and obviously not one of the various breeds of dinosaurs in the area. There seem to be three distinct tracks passing near the encampment.

A character can use Survival to determine how old the tracks are and what made them. Success tells the players that these are Bison (buffalo), while a failure reveals only that the tracks were made by some sort of hooved animal, such as a cow or deer.

Following the tracks brings the heroes to a trio of shaggy bison, including a huge male, a female, and a calf. There is plenty of meat on the beasts and it looks like they are in good health.

Other skills can provide additional details. Healing, Academics, or Riding could provide some of the details below. Note that the animal will attack if threatened but can be convinced to allow an examination.

- The animals are in good health.
- The bison seem to be domesticated.
- They would make excellent breeding stock.
- The bison are easily led if treated well.

Predators

The heroes can herd the Bison away with them fairly easily, but as they do so they encounter a hunting pack of three velociraptors.

If the heroes flee, the Bison follow them. The velociraptors also follow but keep their distance from the strange new animals.

If the heroes fight, the velociraptors attack, continuing to do so until one of them is seriously hurt or killed. At that point the others retreat to follow the party from a safe distance.

- **Velociraptors (2 per hero):** Use Velociraptor from page 66.

Custody dispute

The party travels with the bison for a bit, still stalked by the velociraptors which remain at a safe distance, unwilling to give up on their prey. Before another combat breaks out, the party encounters two people on horseback.

The riders, John Donovan and Theresa Simpson, approach the party cautiously and demand the return of their property. The pair are Seasoned characters and any combat will be difficult for the party, though the riders don't want to hurt the heroes—they only want the bison. They will try to distract, disarm, or placate the party. If the heroes respond with force, the riders defend themselves. (In case the riders are killed, Simpson's back pocket contains a travel journal and an extensive map detailing their plan.)

If the players parley with Donovan and Simpson they will learn the following.

- They have been raising domesticated bison to use them to herd wild bison north to the relative safety of the open plains.

- They are new to this area and could use some help.
- The small family unit of bison have been leading a larger herd north, but the large group got away from them.

Most importantly, the larger herd is about a day out, and heading this way.

Redirecting the herd

The herd is about three thousand head strong and do not like surprises. If spooked, in all likelihood they will stampede. A hunting pack of velociraptors will definitely spook the herd, and if the herd stampedes in the wrong direction it will cause significant damage to the heroes' camp.

The heroes will need to lead the bison herd away from their encampment to reduce the risk of the herd stampeding through it. They can do this a number of ways.

- Lead the herd into following the scent and spoor of the three domesticated bison in their care.
- Start a stampede in the other direction.
- Set up a blockade in their path to deflect them.
- Hide their encampment or reinforce its defenses to survive a stampede.
- Something else your players think of.

Further complicating this is the hunting pack of velociraptors following the party. As with the stampede situation, the

players can try a variety of tactics, including ambushing the dinosaurs, stampeding the bison toward them, and taking advantage of the velociraptors' appearance to help stampede the bison away from the settlement.

Any way you cut it, the players are in for a rootin'-tootin' time! Yee Haw!

Resolution

If the players are unsuccessful in diverting the herd they will end up picking up the pieces after they leave. This might include rebuilding their encampment if the bison stampede through it.

If Simpson survives she can teach the settlement how to domesticate bison, allowing them to raise their own herds.

In any event, the settlement will likely end up with a ton of fresh meat to prepare.



John Donovan

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Academics d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Bloodthirsty, Mean, Stubborn

Edges: Brawny, Heirloom (Tommy gun), Marksman

Gear: Machete (Str+d6), Tommy Gun (Range: 12/24/48; Damage: 2d6+1; RoF: 3; Shots: 50, AP 1, Auto), two 50 round drums of .45 caliber ammo.

Languages: English, Arabic, Spanish

Theresa Simpson

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Boating d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Research d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Loyal, Stubborn

Edges: Alertness, Attractive, One Shot Left

Gear: Large knife (Str+d4), Colt 1911 (Range: 12/24/48; Damage: 2d6+1; RoF: 1; Shots 6, AP 1, Semi-Auto), two spare clips (7 shots each).

Languages: English, Arabic, French, Russian

Bison/Buffalo

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d6, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Special Abilities:

- **Armor +2:** Fur.
- **Gore:** +4 damage if moving 6" or more in straight line before attacking.
- **Horns:** Str+d8.
- **Large:** -2 to attack medium-sized foes; they receive +2 to their attacks.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size +4:** Increases Toughness by +4.





