

PREDATION

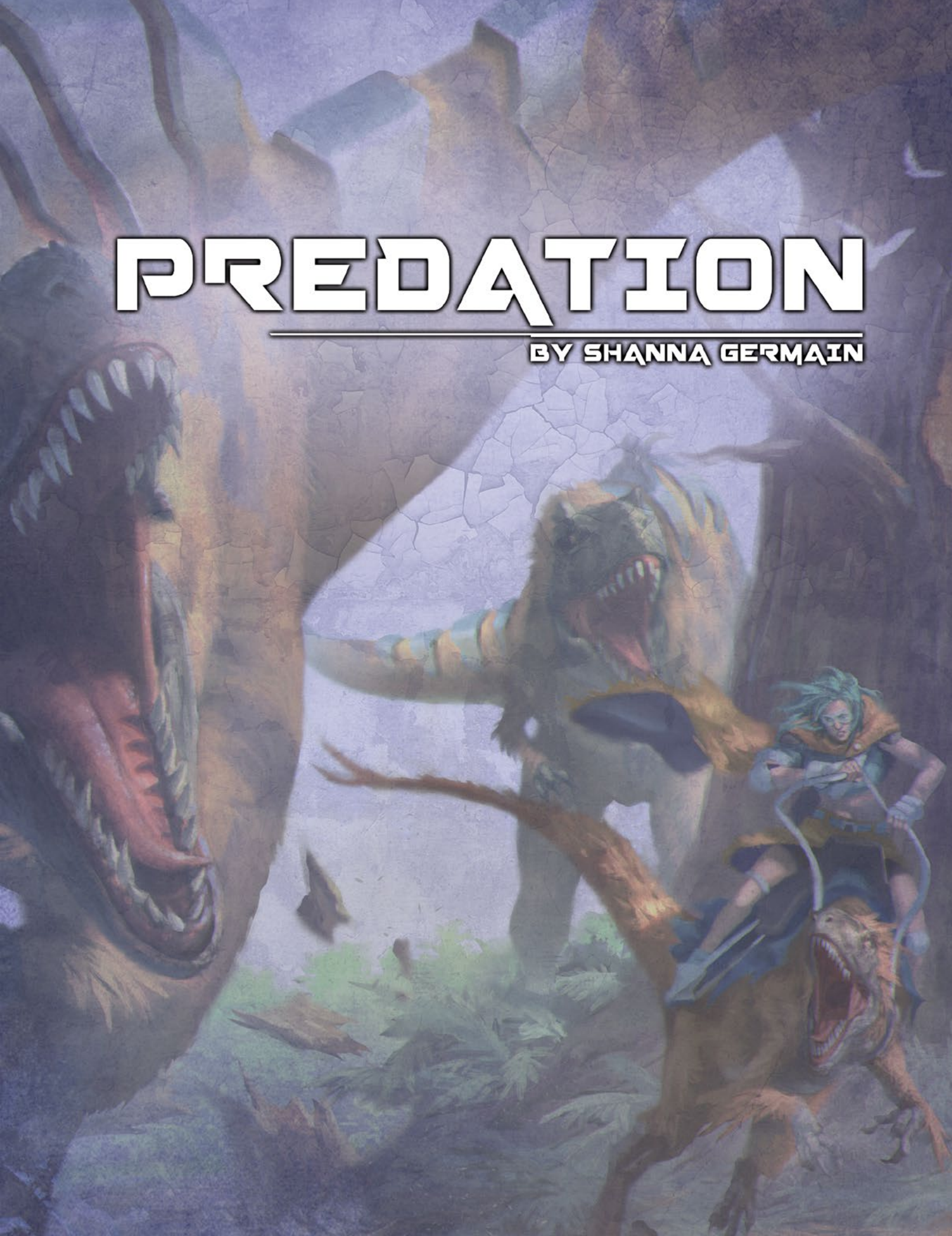
BY SHANNA GERMAIN



CYPHER
SYSTEM™

PREDATION

BY SHANNA GERMAIN



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Dedicated to Malcolm and Lois Germain. If I could travel back in time to spend another day with you, I would. ~Shanna



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Printed in Canada



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FOR A LOVE OF DINOSAURS

ACKNOWLEDGMENTS

During the making of this book, we received invaluable assistance—directly or indirectly—from the following people, places, and things:

- Ampersand
- Atlas Obscura
- Baal
- Burke Museum
- Carrie Cunn
- Horizon Zero Dawn
- Iced soy mochas
- Kickstarter
- Paleontological Research Institution
- Radiolab: Dinocalypse
- Rainbow Kitten Surprise
- Ray Bradbury
- Scrivener
- Skyrim
- Stranger Things
- Sue the T. rex
- The Expanse
- The OA
- Third Place Books
- Paleontologists
- DNA researchers
- Time-travel scientists
- The entire Monte Cook Games team

And to every single one of our Kickstarter backers. You put the roar in our uproarious. See page 185 for a list of playtesters and contributors.

For a list of additional recommended references and resources, please see page 184.

My first try at the introduction to this book was just to write

DINOSAURS ARE AWESOME!

and close the file. I figured that was everything that needed to be said.

If you're reading this book or playing this game, the chances are good that you agree with me, at least a little bit. I've thought dinosaurs were awesome since before I could remember. I *do* remember sitting in a theater in the spring of 1980. I'd only recently turned eight, and I was watching a story unfold on the screen that was blowing my young mind. It was about princesses and laser guns and space ships. I couldn't have loved it more. Except, suddenly I did. Because there, right in front of me, was a fuzzy white dinosaur, stomping through the snow. And someone was riding it. And. And. And. My little dinosaur-loving heart was running wild. There were dinosaurs in space! I knew it!

It was only after the movie was over and I got my very own tauntaun toy (with the "open belly rescue feature," *natch*) that I discovered that those creatures I was in love with weren't dinosaurs. That they were, in fact, some kind of hairy snow lizard. But that didn't make me love them any less—nor did it stop me from bawling when one died or when it was sliced open to serve as a shelter (hopefully I'm not giving away any spoilers here).

Other dinosaurs populated my childhood. I grew up in the era of *Land of the Lost* (the TV series, not the more recent movie) and wanted nothing more than to be the long-lost child of the Marshall family (despite the Sleestak, whose big black eyes poisoned my dreams for years to come). I had a beloved book called *The Album of Dinosaurs*, long lost now, that showed intricate black and white images of dinosaurs roaring, holding eggs, and lying in a field of clover (at least, that's how I remember it). And it probably won't surprise you to hear that one of my favorite comics of the time was *Shanna the She-Devil*. I wasn't entirely sure I knew what a she-devil was, but I knew what a Shanna was—except that this Shanna had real-life dinosaurs in her life and that made her the kind of Shanna I wanted to be when I grew up.

Dinosaurs as we know them have changed a lot since I was a kid. Those brown monsters with tiny main brains and second brains in their tails that once filled my drawings and daydreams are now feathered and rainbowed, cooing and cawing. We know so much more than we did then, and it seems to me that every discovery is yet another reason to love these magnificent beasts that came before us and helped pave the way for us to be here today.

Of course, *Predation* isn't just about the dinosaurs that I've loved my whole life. It's also my love letter to science, aliens, and space operas. It's my lust letter to lasers, time travel, cybernetics, robotics, humanity, and so much more. Working on this game allowed me to dawdle at museums and science centers, talk to scientists about dinosaur poop and giant spiders, and sit on the couch surrounded by a T. rex mug filled with coffee, two dozen books about dinosaurs and time travel, and a giant dog (who thinks she might be a dinosaur). It was one of the best creative times of my life.

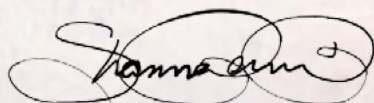
I hope you'll love playing *Predation* as much as I've loved making it.

So I leave you how I began:

DINOSAURS ARE AWESOME.

Raise your tiny arms and shake your brightly colored tail feathers if you agree.

Yours in feathered fealty,




PART 1

GETTING STARTED



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CHAPTER 1

FROM THE FAR FUTURE TO THE ANCIENT PAST



SATI, page 116



“Elza, you’ve got incoming. Better hurry.” Dast could talk to her, from headset to earbud, but she couldn’t talk back. So he had no way of knowing if she’d heard him, unless she gave him a gesture, and he didn’t dare turn his long-range lenses away from the operatives to check.

From his position in the treestand, Dast could make out two... no, make that three operatives heading down the dirt path through the swath of thick jungle. SATI, from the look of the nautilus logo on their armor. The one bringing up the rear had a laser pistol—definitely SATI issue—and a young raptor on a lead. The raptor’s feathers flicked with an orange bioluminescence each time it passed through a heavily shaded spot. Stolen? Bioengineered by SATI for some unknown purpose? Captured? With SATI, anything was possible.

Right now, the more important question was: did the operatives know that Elza was there? Their demeanor denoted more stroll than hurry, which was good. But either way, there was only one place to go in this jungle, and that was toward the time-travel lab. The

supposedly abandoned time-travel lab that Elza was currently trying to break into.

As he watched the operatives, a close-in fuzz of black appeared in his lenses, disappeared, returned.

“Vanta,” he hissed at the microraptor next to him. “Back up.”

He felt her ruffle her feathers—a sure sign that she was bored of sitting here, doing nothing—but she did as he asked. Miracle of miracles. He loved the beast, but to say she was stubborn wasn’t doing her hard little head justice.

Adjusting his lenses—and ignoring the smear that Vanta’s antics had put across his vision—he turned his gaze back to Elza. She was still crouched in front of the panel next to the door. He couldn’t see her hands, but he knew she was desperately working the fingerprint lock that would gain them access to the lab. She needed another five minutes, maybe ten.

She didn’t have that long.

He lowered his voice and spoke slowly into the headset. “Elza, thumb up if you can hear me. You’ve got maybe three minutes.”



No response from her. *Shit. Think.*

This was supposed to be an easy job. Break into an abandoned time-travel biolab. Steal something called a volcanic predictor. Head back to Saul and get their money. In fact, Dast was up here keeping an eye out for the rexes that sometimes roamed these woods in packs. That he'd see humans had never crossed his mind.

But the lab didn't appear to be abandoned. Saul forgot to mention there was a fingerprint lock. And three SATI operatives in full gear were about to round the corner and give Elza a very unpleasant surprise.

A glance at the operatives showed that they'd picked up the pace a bit. Had they seen her? No, they were joking, laughing. Behind them, the raptor popped its head up, alert, a giant clawed foot flexing. Hunting stance. It was looking toward the lab. The guy bringing up the rear stopped, his eyes on the raptor, and said something to the other two.

"She's not going to make it, Van. They're going to ambush her."

Dast dropped his lenses and glanced over at the nerezza. She was all black, shadow-

on-shadow. A tiny button embedded in the side of her beak blinked on and off. He kept her cybernetic elements turned off whenever he could; she was just too impetuous to run around throwing sparks off her body.

"What do you say we buy her some time?" He pushed his fingerprint to the button, holding it there until it turned solid red. Instantly, Vanta's black feathers crackled with the low hum of electricity. She let out a soft caw, spread her four wings, and launched herself toward the operatives.

"Show-off," he said. Unlike Vanta and Elza, he was all organic. He'd have to get down the old-fashioned way. Climb.



Volcanic predictor,
page 172

Nerezza, page 142



Dakotaraptor, page 139

Last Commute, page 67

The Last Commute is sometimes called the Great Howling.

Grevakc, page 66

The history of *Predation* is actually in the future. A few hundred years in the future from where you sit now, reading this book, to be exact. That's when an interglobal conglomerate known as Space and Time, Intg. (SATI) began sending the first commuters—bioengineers, paleontologists, and other specialists—back to the late Cretaceous period on top-secret missions.

For those who chose to travel back in time, it presented the career opportunity of a lifetime. An unprecedented chance to walk among the dinosaurs and return with tales of discovery and scientific breakthroughs. But it wasn't quite as perfect as it seemed. Within a decade, something went monumentally wrong. No one knows how or why, but the time-travel process broke down, leaving those early travelers—known as commuters—stranded with the dinosaurs. And, even worse, with one horrible piece of knowledge: that sometime in the not-too-distant future of this planet, a cataclysmic event would wipe out almost all life. Including the humans who'd traveled through time to get there.

The time-travel shutdown—commonly known as the Last Commute—was almost a hundred years ago now. Those early commuters had to find a way to survive, and even thrive, in this harsh world. Using the technology and knowledge they brought back with them, they built communities; bred, bioengineered, and hunted dinosaurs; raised families; and never gave up hope that they would find a way “home.” That generation is dying out now, leaving the world to a newer generation, one that has only ever known this place, this time as their home.

This where (and when) is known as Grevakc. It's a land of danger and dinosaurs, of myth and science, of hope and despair.

That's where you, as the character, come in. Your parents or grandparents traveled to this Grevakc and got stuck here. Then they had you. All your life, you've known that your future was doomed. You've heard the stories (and read them in the history books) of the asteroid

that is coming to destroy your home, and you know that every day you inch closer to that cataclysmic event.

In this land of tame and wild beasts, a land of far-future technology and far-past materials, of a historical catastrophe that is about to become your future, can you find a way to survive? Will you instead try to use your skills and knowledge to accomplish what your parents and grandparents could not—find a way home? Or will you join the fight to let this humanity die out, so that future humanity may still find a way to rise from the ashes of evolution?

Those are questions that you'll want to answer, but probably not until after you escape from the nearby dakotaraptor that is eyeing you with sudden interest.

THE MINDSET OF YOUR CHARACTER

Even though *Predation's* backbone is one of the far future and time travel, it's important to remember that you, as a character, are settled squarely in the past. Everything you know about the future has come to you second- or third-hand. You were born among the dinosaurs. You grew up here. You've never known anywhere—or anywhen—else.

The future—that place in the 24th century full of time travel, space travel, and modern technology—that is all stories, stories that someone else has told you. Something you've never known first-hand. More myth than truth. You've never seen a lion or an elephant or even a dog (except maybe as a picture in one of the books in your grandmother's house). You've never seen or used a cell phone (because there are no cell towers in the Cretaceous period and cell phones were obsolete by the time your grandparents were traveling back in time anyway). The concept of a metropolis whose buildings nearly reach the sky is foreign (and, honestly, seems utterly unbelievable, given your own experience with small towns and vast expanses of uninhabited landscapes). You've heard of the planes from the future, large enough to carry whole towns full of people, bullet trains that once sped across the landscape, rocketships that reached other



GREVAKC IS TYPICALLY PRONOUNCED GREH-VEK, BUT IN SOME LOCATIONS, IT'S NOT UNUSUAL TO HEAR IT AS GREY-VAK OR GREE-VEK. COMMUTERS—YOUR CHARACTER'S GRANDPARENTS, FOR EXAMPLE—LIKELY KNEW IT AS GREH-VACK-SEE.



ON THOSE RARE OCCASIONS WHERE IT CAME DOWN TO HAVING TO CHOOSE SCIENTIFIC ACCURACY OR GREAT GAMEPLAY, WE TRIED TO ALWAYS ERR ON THE SIDE OF GREAT GAMEPLAY.

moons, planets, and even solar systems. But those are just stories and myths from a time not yet come, and they have little impact on your life now.

What does have an impact on your life are jungles and dinosaurs. Giant rivers and giant spiders. Volcanoes and approaching asteroids. Time anomalies and what's left of Space and Time, Interglobal (SATI), the company that brought your ancestors back here. You know science—or know of science—and the idea of cybernetic limbs, enhanced brains, and augmented bodies is nothing out of the ordinary. Most people—and even animals—you interact with have had some kind of augmentation. You probably do too.

Your world, your whole existence, starts and ends here (unless you are one of the lucky ones who finds a way out of this time and into the future—if the future as your parents or grandparents knew it even still exists).

HISTORY AND SCIENCE AS WE KNOW IT—AND AS WE DON'T

It would be easy to take what we (as players living in the 21st century) currently know about the Cretaceous period and make that everything we know of the world of *Predation*.

But there are two important ways in which the Cretaceous of *Predation* is different than the Cretaceous as we think we know it today.

The first is new discoveries. Every day, scientists and paleontologists are discovering new species and learning new things about dinosaurs. Just in the time that I spent writing this game, tons of scientific discoveries were made. We proved that many dinosaurs definitely had feathers, some of which were very brightly colored. We learned that they might have cooed like pigeons. The first fossilized dinosaur brain was found. We found the first feathers preserved in amber. At least two or three brand-new dinosaurs were unearthed. A fossil was discovered that increased the likelihood of live birth among more creatures than previously thought. And so much more.

It was hard (but also delightful) keeping up with each new discovery in just the last six months. Imagine what it will be like after

another hundred years of research, discovery, digging, and experimentation. How many new species of dinosaurs, flying reptiles, insects, and plants will be uncovered? What else will we learn about the Cretaceous and its creatures that we didn't already know?

When you start thinking about it that way, it highlights all the ways the Cretaceous was potentially very different from the image of it that we currently have in our heads. There are so many fossils we haven't yet found and so many creatures that were never preserved in the Earth's records. For *Predation*, we used science and extrapolation to create a variety of dinosaurs and other creatures that could have lived during the Cretaceous period, but that we just haven't uncovered yet.

The second way in which it's different is human interference. The very fact that time travel existed in the Cretaceous period has changed it in ways that the inhabitants are only beginning to understand. Time anomalies flicker in and out of existence, storms known as time terrors decimate entire areas, and just what *was* SATI doing there in the first place? And now humans have been there for more than a hundred years, crossbreeding dinosaurs, altering the landscape, and making changes that could have lasting repercussions on the future.

In building the world of *Predation*, we started with known science—creatures, weather, plants, activities, and so on—that is currently supported (or at least not contradicted) by fossil records and then jumped off from there, extrapolating things that fossil records (or time travel, natch) might support in the future. This is also true of future tech. We studied what scientists predict that databases, fabrics, housing, electronics, medicine, and more might look like in the future, and used those as our jump-off point into cool devices, armor, and structures. On those rare occasions where it came down to having to choose scientific accuracy or great gameplay, we tried to always err on the side of great gameplay.

Feel free to do this in your own games. Start with what we already know, but don't end there. Instead, consider what we might come to know in the future and how humans might have mucked around with the past, and seed those into your game.

*Don't get too caught up in "what's real" when playing *Predation*. Instead, focus on "what could have been." Imagining both the future and the past are integral to the setting.*

Time anomaly, page 74

Time terror, page 74

*There are some people who do know what SATI was doing there, but they're few and far between. GMs can find that information in Chapter 14: Running *Predation*.*

See How Sciencey Does My Game Need to Be? on page 153

CHAPTER 2

PREDATION BASICS



Predation is an RPG setting designed for Cypher System rules, as presented in the *Cypher System Rulebook*. You'll need the *Cypher System Rulebook* to use the material presented in this setting.

However, *Predation* is a fully realized setting. Though it references rules, descriptors, and foci presented in the *Cypher System Rulebook*, it doesn't require you to customize the types presented there, or tailor the rules to fit *Predation*, because we've done that tailoring for you. The four new types—Karn, Tec, Pteryx, and Osteon—are built from the types in the rulebook.

We've also added to and tweaked the offerings in the *Cypher System Rulebook* to further enhance the gameplay and experience of *Predation*. The major additions and changes are listed here, as a basic resource to get you started. There is additional information on each of these in the appropriate section of the book.

DINOSAURS

"Who decided it would be a good idea to equip a triceratops with a flame thrower? It's like

being chased by a twelve-ton active volcano with anger issues!"

You might have already guessed that there are dinosaurs in this game. Which is awesome. However, dinosaurs are big, strong, dangerous, and very hard to kill. In game terms, they're almost always high level, with a lot of health and Armor. They are a challenge to players, even well-armed players (as they should be). Those who take on a herd of dinosaurs early on are likely to get whomped on pretty badly, at least at first.

Not only that, but many dinosaurs have been modded by humans—given upgrades like cybernetic limbs, integrated weaponry, or armor. That makes them an even greater challenge, because every creature you encounter, even if it's two tyrannosaurs of the exact same size and level, probably has unique skills and different methods of combat. So players can't just coast by saying, "Oh, it's another raptor." They have to expect that every time they encounter a raptor, or group of raptors, it might be a unique experience.

Upgrades, page 123



To offset that difficulty, every PC has their own companion (usually a dinosaur of some type, but there are other options) that helps them in combat (and other situations as well).

COMPANIONS

“Hey, isn’t that your pterosaur stealing from that pissed-off looking vendor over there?”

“What? Oh, Fang. Get out of there, you little thief! I can’t get him to stop stealing shiny things. He pulled someone’s earring right out of their ear last week, if you can believe that.”

There are additional details on this in Chapter 6: Companions and Chapter 14: Running Predation, but the important thing to know is that companions in *Predation* do more than just run around next to the PCs. They have their own stats, personalities, and abilities. They are, in fact, player characters too. So when you’re running a game, you essentially have twice as many PCs as players. Each companion is played by another player at the table, using a simple character sheet.

There are also options for gameplay without companions, but the game is really designed around the idea of PCs having a loyal (or sometimes not-so-loyal) creature at their side.

TIME ANOMALIES

“Okay, I’ve got two time anomalies on the scanner. One looks like a level two, probably not worth our trouble. But the other one seems good sized, maybe a seven or eight?”

“Let’s head to that one. See what we can find.”

“There’s just one tiny issue…”

“We can handle a tiny issue.”

“The anomaly’s right in the middle of Redjaw Wilds.”

“Redjaw Wilds? Where all the supersauri live? That is not a tiny issue. That is the exact opposite of a tiny issue!”

No one really understands time anomalies, but the general consensus is that they’re either the result of the time travel itself or somehow related to the reason that time travel stopped working.

Companions, page 46

Time anomaly, page 74

Redjaw Wilds, page 102

Supersauri, page 146

Cyphers, page 162

Artifacts, page 168

Remnants, page 173



Cyphers, page 340

Artifacts, page 186

Time anomalies look like glitches in the landscape, places where the edges don't line up. They can last for anything from a few minutes to a few years, and often carry technologies, objects, and information from the future in the form of cyphers, artifacts, and remnants.

CYPHERS

Cyphers in *Predation* work like all cyphers in the Cypher System. They're one-use items that allow the characters to do something cool and unusual. However, in *Predation* they manifest in a unique way.

In the future, one of the safest and most common ways of carrying information and resources is via digital preservation inside human DNA. These encoded bits of information, which slipped through (or perhaps continue to slip through) time via time anomalies, are called cyphers. They embed themselves automatically into the viable DNA of a person who walks through or otherwise interacts with a time anomaly. This means that once a character has a cypher embedded, they can't trade it with someone else (unless they have special equipment). It's theirs until they activate it or otherwise get rid of it.

ARTIFACTS

Artifacts are rare in *Predation*. They are manifest, useful objects that come through time anomalies from the future. Anyone who's lucky enough to find an artifact will not let go of it easily, for not only is an artifact hard to replace, it most certainly gives them a unique advantage. It's believed that artifacts are created by SATI in the future, but it's unknown whether they got "stuck" on their original trip back in time, are just now being sent back by SATI, or are from some other source entirely.

Sometimes artifacts arrive in a non-functional state, such as a gun that's been twisted nearly beyond recognition. These are commonly called riven artifacts.



Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to the *Cypher System Rulebook*, where you can find additional details about that rule, ability, creature, or concept. Often, it will be necessary to look up the referenced item in the rulebook, especially if the item is a descriptor or focus ability that isn't replicated in *Predation*. Other times, it might not be necessary to reference the item, but doing so will provide useful information for character creation and gameplay.

REMNANTS

Remnants aren't as rare as artifacts. They are also objects that come through the time anomalies from the future, but they have little to no actual use. Sometimes they're items that make no sense, either because people in Grevakc have no context for them (much like someone from the 1930s would have little to no context for the box that a video game comes in) or because they've been mangled to an unrecognizable state. Occasionally, however, something slips through that has meaning for someone. Certainly, any commuters still alive might recognize the remnant as something from their former life, and PCs might recognize it from stories or experiences of their childhood.



PART 2

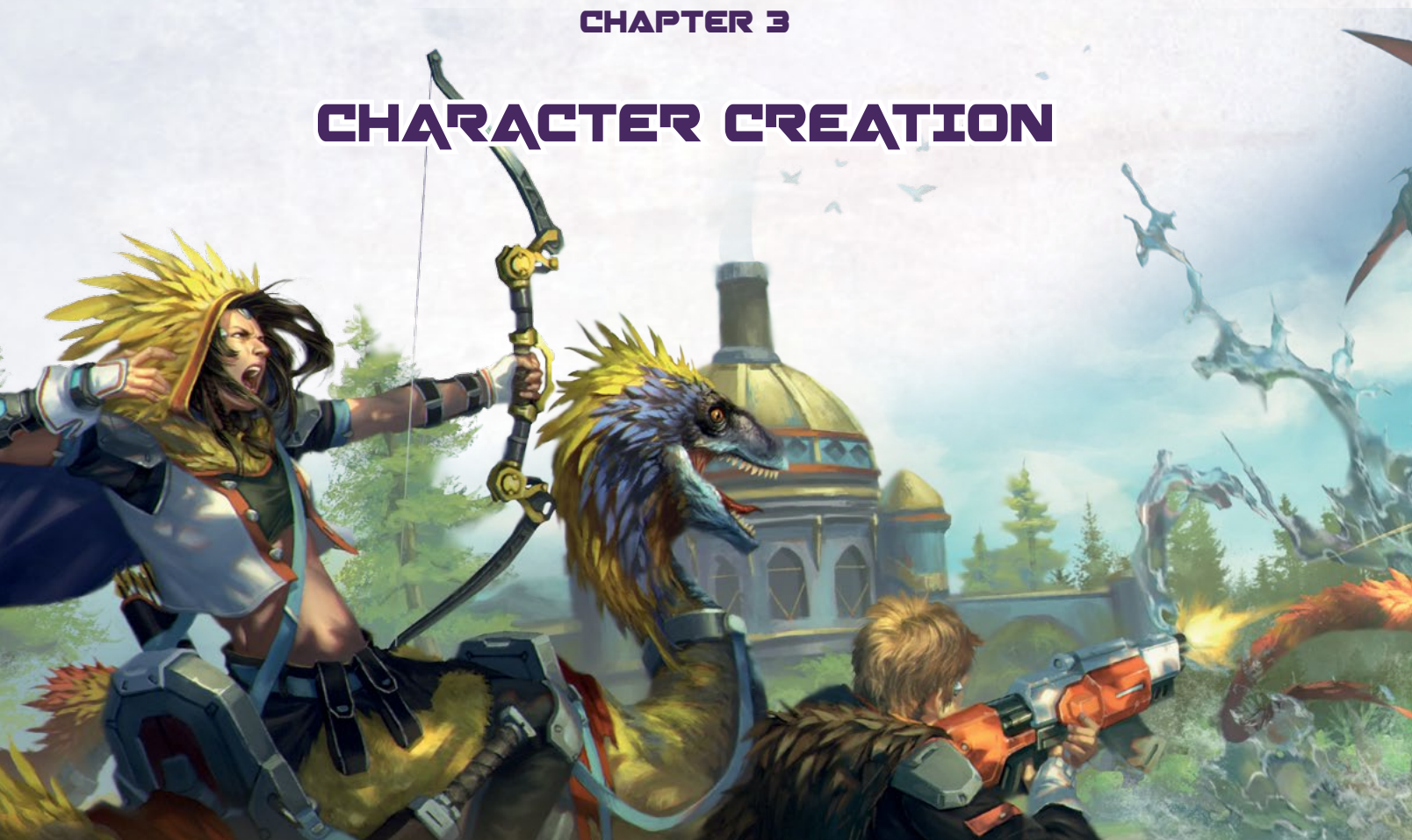
CHARACTERS



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CHAPTER 3

CHARACTER CREATION



Tec, page 21

Karn, page 17

Pteryx, page 25

Osteon, page 30

Cretaceous abilities,
page 34

Types, page 16

Descriptors, page 36

Foci, page 39

Companions, page 46

*Creating your
companion*, page 52

Daring, page 36

Empirical, page 37

Volcanic, page 38

Self-Evolves, page 43

Predates, page 42

Walks With Dinosaurs,
page 44

Creating your character in *Predation* is similar to creating a character in any Cypher System game. You start with the simple sentence of “I am an *adjective noun* who *verbs*.” For example, you might say, “I am a Volcanic Tec who Plays God.” Or “I am a Savage Karn who Self-Evolves.”

To build your character, you’ll want to choose from one of the new character types for *Predation*: Karn, Tec, Pteryx, or Osteon. Each of these is designed to help you get the most out of the setting and to enhance your experience. In addition, there is a set of Cretaceous abilities such as Discover Dinosaurs and Draw the Pack that are options for some of the types.

For your descriptors and foci, you can choose from the options in the *Cypher System Rulebook* or use the new ones created specifically for this setting (or a combination of the two).

The descriptor and foci sections of this book include lists of recommended options, as well as additional information on how to tweak the name or details to better suit the setting where applicable. New descriptors include Daring, Empirical, and Volcanic. New foci include Self-Evolves, Predates, and Walks With Dinosaurs.

In *Predation*, your character has one additional unique element: a companion.

COMPANIONS

Your companion—be it a dinosaur, an early mammal, or some other type of non-human creature—isn’t just a living thing that wanders around with you and occasionally runs into battle at your side. Instead, your companion is an important facet of your character. The type of creature you choose, the training you provide for it, and the enhancements it gains all change the way your character moves through the world, give them new skills and abilities, and can provide a framework for your character’s motivations and actions. As you increase in tiers, you work closely with your companion to increase their skills and abilities as well, growing together as a team.

Having a table of characters with companions also changes gameplay in unique ways. In *Predation*, having a companion means that you will likely play your own character as well as another player’s companion. Players can learn more about how that works in the Companions chapter and there are tips for the



GM in the Running Predation chapter. Overall, it's designed to be a simple and fun way for players, characters, and companions to engage and interact during gameplay.

Most of the time, your character will start the game with a companion, so during the character creation process you'll create the backstory for how you came by your companion. You might have purchased it from a breeder, vendor, or laboratory; captured it in the wild; tamed it as a youngster; or created (or helped create) it in a lab. You'll also give your companion stats and choose an ability.

Some GMs might decide to start your characters without companions. In this case, one of your first in-game tasks will be to acquire one.

It's important to note that characters in *Predation* aren't required to have a companion. The rules provide alternate options for those who wish to play solo, but the opportunity to train, fight next to, and otherwise interact with your companion is a unique and important part of *Predation*, and those who choose to do so are more likely to experience the game to its fullest.

SKILLS

As described in the *Cypher System Rulebook*, there is no definitive list of skills. Characters can choose to become skilled in anything they like (with the GM's permission). In addition to the list of suggested skills in the rulebook, some useful skills in *Predation* might include:

- aeternology
- animal husbandry
- animal training
- archeology
- bioengineering
- biorobotics
- cybernetics
- dinosaur knowledge
- epidemiology
- evolution
- genomics
- genetics
- medicine
- nanobiotechnology/synthetic biology
- paleogeography
- paleontology
- technology
- time anomalies

Running Predation, page 152



Skills, page 20

Aeternology is the study of time travel and time-travel technologies.



Creating your character, page 14

In some cases, such as for long-term campaigns, the GM may decide to have characters start out without companions. This is a viable option, provided that the characters have opportunities to gain companions during early gameplay.

CHARACTER TYPE



Character Type,
page 22

Karn, page 17

Tec, page 21

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Osteon, page 30

Cretaceous abilities,
page 34

Your character's type is the core of who they are and how they interact with their environment, with their companion, and with other living creatures they encounter. It's the *noun* in the sentence "I'm an *adjective noun* who *verbs*."

In *Predation*, characters can choose from one of the following four character types: **Karn**, **Tec**, **Pteryx**, or **Osteon**. Each of these types is built from the types in the *Cypher System Rulebook* and has been adapted specifically to fit into a world filled with dinosaurs and far-future technology. Characters can choose from abilities in the *Cypher System Rulebook*. In some tiers, they may also choose available abilities from the Cretaceous abilities list.

TYPE BASICS

Karns are the ultimate warriors of Grevak. They're the ones you're most likely to see running straight into the T. rex's maw, taking on multiple raptors in a single swing, or protecting their friends from an incoming attack. They often choose aggressive, well-outfitted companions to fight at their side.

Tecs are the scientists and experimenters. Their weapons are knowledge and technology. They're the ones building machines for fight or flight, conducting research on time travel and dinosaur DNA, and saving the day at the last second with some obscure bit of technology or information. Their companions are often trained to protect them while they work, or to help them in some other way.

Pteryx are explorers and wanderers, equally at home in the jungle or the city. They can track, trap, train, and trick almost anything. They move among both dinosaurs and humans with ease, and often have special relationships with other living creatures. Pteryx often choose companions that help them scout the land, move through places quickly and quietly, or attack their foes from afar.

Osteons are storytellers, historians, tricksters, performers, and soothsayers. They are able to connect to the power of the time anomalies to play with time and sensory details and connect to the power of personality to talk to almost anyone. They often choose dinosaurs that enhance their already-strong social skills, although others find it's better to



have a companion who protects them in case of danger.

KARN

Karns are the human beasts of Grevak. They take their cues from the destructive world around them—smashing, swinging, and ravaging whatever comes between them and their goals. They are more than fierce fighters—they live for the moment when they can rise up against their greatest challenge yet, and come out bloodied and battered, but very much the victor. Some say that Karns are more animal than human, but no one complains about their ferocity in the middle of battle. At least no one on the same side as them.

Individual Role: Karns believe every challenge has a physical solution. They never back down from danger, sometimes pushing onward even at the risk of their own health and safety.

Group Role: Most commonly, Karns take up a position at the front of the pack, in the role of protection and leadership. Action, not strategy, is their forte, so they may benefit from having a strategist or planner at their side.

Societal Role: Depending on a Karn's personality, they may take on the role of protector and guard, keeping valuable resources and individuals safe, or they may choose to live outside the community and become known as *savs*—the whispered name for brutal Karns who pillage, destroy, and murder at whim.

Advanced Karns: As Karns advance, their ferocity and skills increase, allowing them to take down whole groups of predators by themselves or dispatch high-level members of opposing organizations.

Companions: Karns often bond with companions that share their bloodlust. Tyrannosaurs are common choices, but so are smaller, more lithe predators. Karns who feel secure in their battle abilities, but less so in other skills, might pair well with a companion that provides benefits to social, sneaking, or tracking skills, such as an alphadon or pterosaur.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 or choose from the Karn Background Connection table to determine

- SATI*, page 116
- Butterflies*, page 118
- Pits of Pyrrhic*, page 93
- Genesis Fellowship*, page 120
- Adoni*, page 120
- Dupe*, page 186
- Osteon*, page 30
- Kelaino*, page 77
- Lassaboat*, page 110
- Lassers*, page 111

a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

KARN STAT POOLS

Stat	Pool Starting Value
Might	10
Speed	10
Intellect	8

You get 6 additional points to divide among your stat Pools however you wish.

BUILDING YOUR KARN

A Karn is constructed primarily from the Warrior type described in the *Cypher System Rulebook*. The Karn gains the option to choose from most, but not all, of the Warrior ability choices, plus some derived from select abilities of other types and flavors described in the *Cypher System Rulebook*.

In some tiers, Karns may also choose selected abilities from the Cretaceous abilities list. If available, these abilities are noted in the abilities sections for each tier.

At second and higher tier, a Karn can always choose an ability from a lower tier instead of adding one from the current tier, and can replace one lower-tier ability with a different one from a lower tier.

KARN BACKGROUND CONNECTION

Roll Background

- 1 You helped defend a small settlement that was attacked by a spinosaurus. They're indebted to you and regard you as a hero.
- 2 You were once a member of *SATI*, but were accused (rightly or wrongly—it's up to you to decide) of stealing a dangerous piece of technology and were kicked out of the group.
- 3 When you were young, you had a bad run-in with a herd of raptors. The person who saved you taught you everything you know about fighting.
- 4 Your ex-lover became one of the leaders of the *Butterflies* after your relationship ended. You haven't talked to him since.
- 5 Years ago, you were a member of a small-town guard. Your anger once caused you to overstep the bounds of your employment. Now you work hard to make amends for that.
- 6 Your father was a strict disciplinarian. You hope you inherited only the best of his beliefs, but you worry sometimes that you also got the worst.
- 7 You once killed a young T. rex with your bare hands to save a small child, but the child's parents were surprisingly ungrateful.
- 8 Your old trainer recently died and left you her training facility. You aren't sure if you want to go back.
- 9 You once had a rather large gambling debt. You paid it off in ways that you'd prefer not to talk about.
- 10 Your uncle runs a black-market business in dinosaur enhancements and body parts.
- 11 You grew up with a pair of velociraptors as your best friends. You still have a soft spot for raptors of all kinds.
- 12 For years, you fought in the *Pits of Pyrrhic*, defeating creatures and other humans. You were a crowd favorite. When you gave it up abruptly, your fans were shocked and distraught.
- 13 You were raised within the *Genesis Fellowship*, and spent much of your early years studying with an *Adoni*.
- 14 You are addicted to *dupe*, but have been trying to kick the habit.
- 15 An *osteon* once told you that you had a glorious future ahead of you as a hero, but that was years ago now.
- 16 Your best friend was nearly killed by a plesiosaur when you were swimming together as children. You try to avoid bodies of water when you can.
- 17 You served as a bodyguard for a traveling caravan. To this day, whenever you run across them, they cut you great deals on supplies.
- 18 Your sister is a well-respected medic in *Kelaino*. You've had your differences, but you believe she'd be there for you if you needed her.
- 19 Recently, your dinosaur companion of many years was killed in battle. Your grief prevented you from seeking a new companion for a long time.
- 20 You were once employed on a *lassaboat*, where it was your job to keep the peace among the *lassers*. It was the hardest job you've ever held.

Finally, a Karn with a companion has the option to choose companion abilities at each tier after the first, as noted below.

The full text of *Cypher System Rulebook* abilities is not replicated here. Please refer to the *Cypher System Rulebook* for details on your ability and equipment choices. At each tier, a chart is provided that includes Karn abilities available at that tier, plus abilities available from other sources, if any.

FIRST-TIER KARN

You gain the abilities noted for a first-tier Warrior, except as follows.

- All Karns have the Practiced With All Weapons ability.
- All Karns choose from the special abilities presented in the First-Tier Karn Abilities chart, drawn mainly from the Warrior list, but occasionally from alternate types and additional flavors. Where those abilities are not first-tier Warrior abilities, they are tagged in the chart. The Karn chooses only from the abilities on the chart, so Warrior abilities such as Overwatch, Control the Field, and Quick Draw are not available.
- All Karns start with a companion of their choice.

FIRST-TIER KARN ABILITIES

Choose three abilities + Practiced With All Weapons

Bash
Extra Edge
Physical Skills
Practiced in Armor
Swipe
Thrust
Trained Without Armor
Block (tier 1 Explorer)
Danger Sense (tier 1 Combat flavor)
Discover Dinosaurs (Cretaceous ability)
Draw the Pack (Cretaceous ability)
Muscles of Iron (tier 1 Explorer)
No Need for Weapons (tier 1 Explorer)
Practiced With All Weapons (tier 1 Explorer)
*Preselected

SECOND-TIER KARN

You gain the abilities noted for a second-tier Warrior, except as follows.

- All Karns choose from the special abilities presented in the Second-Tier Karn Abilities

chart, drawn mainly from the Warrior list, but occasionally from alternate types and additional flavors. Where those abilities are not second-tier Warrior abilities, they are tagged in the chart. The Karn chooses only from the abilities on the chart, so the Warrior ability Reload is not available.

- All Karns have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two second-tier abilities instead of one.

Chapter 6: Companions, page 46

Warrior, page 22

Flavors, page 50

First-tier Warrior, page 24

Block, page 39

Danger Sense, page 59

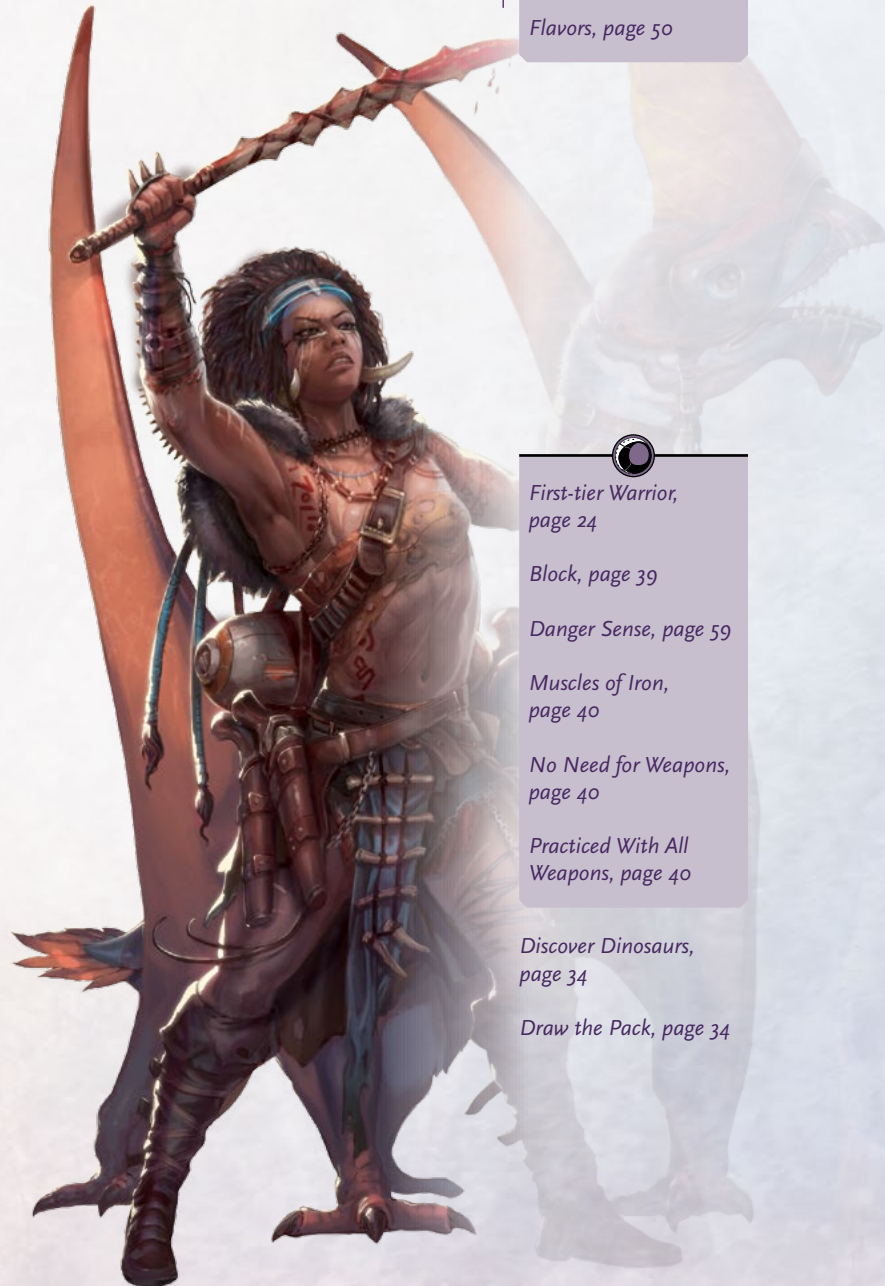
Muscles of Iron, page 40

No Need for Weapons, page 40

Practiced With All Weapons, page 40

Discover Dinosaurs, page 34

Draw the Pack, page 34





*Second-tier Warrior,
page 25*

Bloodlust, page 60

Wreck, page 41

Shut It Down, page 34



*Fourth-tier Warrior,
page 27*

Ambusher, page 53

*Debilitating Strike,
page 53*

Shared Attack, page 35



*Third-tier Warrior,
page 26*

*Ignore the Pain,
page 41*

Resilience, page 41

Run and Fight, page 41

Living Shield, page 34

True Companion, page 34

SECOND-TIER KARN ABILITIES

Choose one ability + companion ability

Chop
Crush
Mighty Blow
Skill With Attacks
Skill With Defense
Successive Attack
Bloodlust (tier 2 Combat flavor)
Shut It Down (Cretaceous ability)
Wreck (tier 2 Explorer)

THIRD-TIER KARN

You gain the abilities noted for a third-tier Warrior, except as follows.

- All Karns choose from the special abilities presented in the Third-Tier Karn Abilities chart, drawn mainly from the Warrior list, but occasionally from alternate types and additional flavors. Where those abilities are not third-tier Warrior abilities, they are tagged in the chart. The Karn chooses only from the abilities on the chart, so Warrior abilities such as Deadly Aim, Spray, and Trick Shot are not available.
- All Karns have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three third-tier abilities instead of two.

THIRD-TIER KARN ABILITIES

Choose two abilities + companion ability

Experienced With Armor
Expert Cypher Use
Fury
Lunge
Reaction
Seize the Moment
Slice
Ignore the Pain (tier 3 Explorer)
Living Shield (Cretaceous ability)
Resilience (tier 3 Explorer)
Run and Fight (tier 3 Explorer)
True Companion (Cretaceous ability)

FOURTH-TIER KARN

You gain the abilities noted for a fourth-tier Warrior, except as follows.

- All Karns choose from the special abilities presented in the Fourth-Tier Karn Abilities chart, drawn mainly from the Warrior list, but occasionally from alternate types and additional flavors. Where those abilities are not fourth-tier Warrior abilities, they are tagged in the chart. The Karn chooses only from the abilities on the chart, so Warrior abilities such as Feint and Snipe are not available.
- All Karns have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two fourth-tier abilities instead of one.

FOURTH-TIER KARN ABILITIES

Choose one ability + companion ability

Capable Warrior
Experienced Defender
Minor to Major
Momentum
Opening Gambit
Tough As Nails
Ambusher (tier 4 Stealth flavor)
Debilitating Strike (tier 4 Stealth flavor)
Shared Attack (Cretaceous ability)

FIFTH-TIER KARN

You gain the abilities noted for a fifth-tier Warrior, except as follows.

- All Karns choose from the special abilities presented in the Fifth-Tier Karn Abilities chart, drawn mainly from the Warrior list, but occasionally from alternate types and additional flavors. Where those abilities are not fifth-tier Warrior abilities, they are tagged in the chart. The Karn chooses only from the abilities on the chart, so the Warrior ability Arc Spray is not available.
- All Karns have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three fifth-tier abilities instead of two.

FIFTH-TIER KARN ABILITIES

Choose two abilities + companion ability

Adroit Cypher Use
Greater Skill With Attacks
Improved Success
Jump Attack
Mastery With Armor
Mastery With Defense
Physically Gifted (tier 5 Explorer)
Protect the Herd (Cretaceous ability)
Terrifying Roar (Cretaceous ability)
Vigilant (tier 5 Explorer)

SIXTH-TIER KARN

You gain the abilities noted for a sixth-tier Warrior, except as follows.

- All Karns choose from the special abilities presented in the Sixth-Tier Karn Abilities chart, drawn mainly from the Warrior list, but occasionally from alternate types and additional flavors. Where those abilities are not sixth-tier Warrior abilities, they are tagged in the chart. The Karn chooses only from the abilities on the chart, so the Warrior ability Shooting Gallery is not available.
- All Karns have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two sixth-tier abilities instead of one.

SIXTH-TIER KARN ABILITIES

Choose one ability + companion ability

Finishing Blow
Magnificent Moment
Slayer
Spin Attack
Weapon and Body
Again and Again (tier 6 Explorer)
Dinosaur Slayer (Cretaceous ability)

TEC

Through deep study, innate knowledge, or hands-on experience, Tec's are able to master science and technology in its many forms. They may choose to focus their skills on one branch in particular—perhaps becoming a renowned

SCIENCE, NOT MAGIC

The Tec type is built primarily using the Adept type from the *Cypher System Rulebook*. Because *Predation* is not a world with traditional magic, a Tec's abilities come from some combination of science and technology rather than from a magical source. Bioengineering, cybernetics, gadgets, devices, far-future weapons, time anomalies, and other sources are all viable options.

geneticist—or they may dabble in many fields, generalizing across multiple branches. Tec's are scientists, scholars, researchers, discoverers, and tinkerers.

Individual Role: Tec's are science-minded—deep thinkers, focused creators, and wild experimenters. They move through the world by forging a solid path of knowledge and science.

Group Role: Tec's are best known for helping groups overcome challenges. Need someone to figure out how to unlock a biometric gunlock, a computer chip, or a genetic code? A Tec is often your best bet. Tec's who focus their knowledge on the more destructive elements of science can be formidable allies in a fight.

Societal Role: In a world where science can be the key to opening many doors—literally and figuratively—tecs are both revered and reviled. Those who share their love and understanding of science know they can be strong allies or strong enemies, while those who eschew science might find Tec's and their endless stream of knowledge to be discomfiting.

Advanced Tec's: As Tec's progress, their knowledge and grasp of science moves far beyond what most people are able to understand or visualize. Their ability to create and manipulate things through science might even seem like something otherworldly to those not in the know.

Companions: Many Tec's find creatures with defense or combat skills to be useful allies in battle. Thus, they might choose a Tyrannosaur, a Raptor, or an Ankylosaur. Others might prefer a creature that helps them stay hidden, keeps an eye out, or otherwise aids in their pursuit of knowledge, such as a Pterosaur or an Early Mammal.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 or choose from the Tec Background Connection table to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.



Fifth-tier Warrior,
page 27

Physically Gifted,
page 42

Vigilant, page 43

Protect the Herd, page 35

Terrifying Roar, page 35

Companions, page 46



Sixth-tier Warrior,
page 28

Again and Again,
page 43

Dinosaur Slayer, page 35

TEC BACKGROUND CONNECTION

Roll	Background
1	You studied under a master chemist for years, right up until the day you blew up the lab, and nearly blew up yourself and your mentor along with it.
2	Your parents were members of the Butterflies and attempted to discourage your interest in technology right up until the day you left home.
3	A creature you helped create went on to kill a fellow tec. Although it wasn't your fault, you still feel responsible.
4	During a drunken celebration, you came up with a fantastic idea for a world-changing technology, but no matter how hard you try, you can't remember it.
5	You would rather swing a sword than read a book, but you've finally admitted you have no aptitude for the former. And designing weapons is <i>almost</i> like using them.
6	You once got lost in a deep natural cavern where you stumbled upon a secret stash of technology. You're determined to return to it, if you can only find it.
7	For years, you and your partner ran a scam in which you pretended to predict the future of anyone who paid you a few nautilis. Then you discovered that your partner believed they really could see the future.
8	You've always been fascinated by time anomalies and have devoted much of your life to finding and studying them.
9	Your father was a well-respected scientist until one day he disappeared without a trace.
10	You are pretty sure you once worked with other SATI tecs on a top-secret project, but the details seem fuzzy and no one there claims to remember you.
11	You were always a fast learner, but got bored quickly and went off to seek different kinds of adventure. Now you're ready to come back to the science you love.
12	You've heard rumors that SATI is working to restore time travel to Grevakc and you desperately want to be involved.
13	One of your close friends is also a tec, specializing in genetics and botany. The two of you meet regularly to share discoveries.
14	You have a fascination with robotics and cybernetics, but so far haven't had the opportunity to try your hand at them much.
15	You hail from a small town along the Chalk Road where you spent your early days trying to figure out how to make crops grow better.
16	An experiment you conducted in the past went horribly awry. The locals remember you as a dangerous and foolhardy individual.
17	Your grandmother was one of the original commuters. She never talked about what she did for SATI, but before she died, she told you she kept a journal. You don't know where it is.
18	People you meet often seem to be put off by your favorite object: a tiny dinosaur preserved in a jar.
19	You accidentally injected yourself with an experimental growth hormone meant for a bambiraptor. You're still waiting to see if there are side effects.
20	You fell in love with a scientist and applied for a job at the lab where she worked. She eventually left, but you stayed on, having found a new passion.

Butterflies, page 118

Nautilis, page 60

Time anomaly, page 74

SATI, page 116

Bambiraptor, page 135

TEC STAT POOLS

Stat	Pool Starting Value
Might	7
Speed	9
Intellect	12

You get 6 additional points to divide among your stat Pools however you wish.

BUILDING YOUR TEC

A Tec is constructed primarily from the Adept type described in the *Cypher System Rulebook*. The Tec gains the option to choose from most, but not all, of the Adept ability choices, plus some derived from select abilities of other types and flavors described in the *Cypher System Rulebook*.

In some tiers, Tecs may also choose selected abilities from the Cretaceous abilities list. If available, these abilities are noted in the abilities sections for each tier.

At second and higher tier, a Tec can always choose an ability from a lower tier

instead of adding one from the current tier, and can replace one lower-tier ability with a different one from a lower tier. Finally, a Tec with a companion has the option to choose companion abilities at each tier after the first, as noted below.

The full text of *Cypher System Rulebook* abilities is not replicated here. Please refer to the *Cypher System Rulebook* for details on your ability and equipment choices. At each tier, a chart is provided that includes Tec abilities available at that tier, plus abilities available from other sources, if any.

FIRST-TIER TEC

You gain the abilities noted for a first-tier Adept, except as follows.

- All Tec's have the Knowledge Skills ability.
- All Tec's choose from the special abilities presented in the First-Tier Tec Abilities chart, drawn mainly from the Adept list, but occasionally from alternate types and additional flavors. Where those abilities are not first-tier Adept abilities, they are tagged in the chart. The Tec chooses only from the abilities on the chart, so the Adept abilities Erase Memories, Far Step, Hedge Magic, Magic Training, Push, and Resonance Field are not available.
- All Tec's start with a companion of their choice.

FIRST-TIER TEC ABILITIES

Choose three abilities + Knowledge Skills

Distortion
Onslaught
Practiced With Light Weapons
Resonance Field
Scan
Sculpt Flesh
Shatter
Ward
Crossed Wires (Cretaceous ability)
Datajack (tier 1 Technology flavor)
Decipher (tier 1 Explorer)
Hacker (tier 1 Technology flavor)
Knowledge Skills (tier 1 Skills and Knowledge flavor) *Preselected
Machine Interface (tier 1 Technology flavor)
Scramble Machine (tier 1 Technology flavor)
Understanding (tier 1 Speaker)

SECOND-TIER TEC

You gain the abilities noted for a second-tier Adept, except as follows.

- All Tec's choose from the special abilities presented in the Second-Tier Tec Abilities chart, drawn mainly from the Adept list, but occasionally from alternate types and additional flavors. Where those abilities are not second-tier Adept abilities, they are



Adept, page 29

Flavors, page 50

First-tier Adept, page 30

Datajack, page 53

Decipher, page 39

Hacker, page 54

Knowledge Skills, page 61

Machine Interface, page 54

Scramble Machine, page 54

Understanding, page 46

Crossed Wires, page 34



Third-tier Adept, page 33

Flex Skill, page 62

Ignore the Pain, page 41

Improvise, page 62

Mechanical Telepathy, page 55

Serv-o Scanner, page 55

Think Your Way Out, page 42

Second-tier adept, page 32

Distant Interface, page 54

Extra Skill, page 62

Machine Efficiency, page 54

Repair Flesh, page 58

Serv-o, page 55

Serv-o Repair, page 55

Skills, page 46

Tool Mastery, page 55

Understanding, page 62

Living Shield, page 34

True Companion, page 34

Detect Tech, page 34

Shut It Down, page 34



Fourth-tier Adept, page 34

Expert, page 42

Multiple Skills, page 62

Serv-o Spy, page 56

Specialization, page 62

Quick Lab, page 35

Time Seeker, page 35

tagged in the chart. The Tec chooses only from the abilities on the chart, so the Adept abilities Cutting Light, Flash, and Mind Reading are not available.

- All Tec's have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two second-tier abilities instead of one.

SECOND-TIER TEC ABILITIES

Choose one ability + companion ability

Adaptation
Hover
Retrieve Memories
Reveal
Stasis
Detect Tech (Cretaceous ability)
Distant Interface (tier 2 Technology flavor)
Extra Skill (tier 2 Skills and Knowledge flavor)
Force Field (tier 2 Magic flavor)
Machine Efficiency (tier 2 Technology flavor)
Repair Flesh (tier 2 Magic flavor)
Serv-o (tier 2 Technology flavor)
Serv-o Repair (tier 2 Technology flavor)
Shut It Down (Cretaceous ability)
Skills (tier 2 Speaker)
Tool Mastery (tier 2 Technology flavor)
Understanding (tier 2 Skills and Knowledge flavor)

THIRD-TIER TEC

You gain the abilities noted for a third-tier Adept, except as follows.

- All Tec's choose from the special abilities presented in the Third-Tier Tec Abilities chart, drawn mainly from the Adept list, but occasionally from alternate types and additional flavors. Where those abilities are not third-tier Adept abilities, they are tagged in the chart. The Tec chooses only from the abilities on the chart, so the Adept abilities Countermeasures and Targeting Eye are not available.
- All Tec's have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two third-tier abilities instead of one.

THIRD-TIER TEC ABILITIES

Choose one ability + companion ability

Adroit Cypher Use
Barrier
Energy Protection
Fire and Ice
Sensor
Flex Skill (tier 3 Skills and Knowledge flavor)
Ignore the Pain (tier 3 Explorer)
Improvise (tier 3 Skills and Knowledge flavor)
Living Shield (Cretaceous ability)
Mechanical Telepathy (tier 3 Technology flavor)
Serv-o Scanner (tier 3 Technology flavor)
Think Your Way Out (tier 3 Explorer)
True Companion (Cretaceous ability)

FOURTH-TIER TEC

You gain the abilities noted for a fourth-tier Adept, except as follows.

- All Tec's choose from the special abilities presented in the Fourth-Tier Tec Abilities chart, drawn mainly from the Adept list, but occasionally from alternate types and additional flavors. Where those abilities are not fourth-tier Adept abilities, they are tagged in the chart. The Tec chooses only from the abilities on the chart, so the Adept abilities Matter Cloud, Mind Control, Rapid Processing, Regeneration, and Slay are not available.
- All Tec's have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two fourth-tier abilities instead of one.

FOURTH-TIER TEC ABILITIES

Choose one ability + companion ability

Exile
Invisibility
Projection
Reshape
Wormhole
Expert (tier 4 Explorer)
Multiple Skills (tier 4 Skills and Knowledge flavor)
Quick Lab (Cretaceous ability)
Serv-o Spy (tier 4 Technology flavor)
Specialization (tier 4 Skills and Knowledge flavor)
Time Seeker (Cretaceous ability)

FIFTH-TIER TEC

You gain the abilities noted for a fifth-tier Adept, except as follows.

- All Tec's choose from the special abilities presented in the Fifth-Tier Tec Abilities chart, drawn mainly from the Adept list, but occasionally from alternate types and additional flavors. Where those abilities are not fifth-tier Adept abilities, they are tagged in the chart. The Tec chooses only from the abilities on the chart, so the Adept abilities Absorb Energy and Concussion are not available.
- All Tec's have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three fifth-tier abilities instead of two.

FIFTH-TIER TEC ABILITIES

Choose two abilities + companion ability

Conjuration
Create
Divide Your Mind
Dust to Dust
Knowing the Unknown
Master Cypher Use
Teleportation
True Senses
Control Machine (tier 5 Technology flavor)
Decypher (Cretaceous ability)
Fast Travel (tier 5 Magic flavor)
Jury-Rig (tier 5 Technology flavor)
Machine Companion (tier 5 Technology flavor)

SIXTH-TIER TEC

You gain the abilities noted for a sixth-tier Adept, except as follows.

- All Tec's choose from the special abilities presented in the Sixth-Tier Tec Abilities chart, drawn mainly from the Adept list, but occasionally from alternate types and additional flavors. Where those abilities are not sixth-tier Adept abilities, they are tagged in the chart. The Tec chooses only from the abilities on the chart, so the Adept abilities Usurp Cypher and Traverse the Worlds are not available.
- All Tec's have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two sixth-tier abilities instead of one.

SIXTH-TIER TEC ABILITIES

Choose one ability + companion ability

Control Weather
Earthquake
Move Mountains
Information Gathering (tier 6 Technology flavor)
Lab Master (Cretaceous ability)
Master Machine (tier 6 Technology flavor)

PTERYX

Pteryx are the discoverers, the explorers, the wanderers, the seekers of new adventures and new thrills. They prefer movement and novelty to repetition and standing still—whether that's across the jungle, across the skies, or across the continent. They understand the mechanics of the body—their own and others—and are likely to know the best ways to maneuver those bodies through the world. Pteryx also tend to have a solid understanding of dinosaurs and the other creatures of the world.

Individual Role: Pteryx learn by doing, discover by action, and grow by taking risks. They are quick learners and often have a bevy of skills to draw upon. They pride themselves on being self-sufficient, although most are equally proud of their relationship with their companion.


Group Role: While it's not unusual for Pteryx to work alone, they are equally as comfortable within a group. They often take on the role of scouts and guides, preparing ahead of time and leading the way for the rest of their team.

Societal Role: Pteryx, with their extensive knowledge of the world and its creatures, can often be found in cities and organizations in the roles of teachers, guides, cartographers, and animal behaviorists.

Advanced Pteryx: As Pteryx become more experienced and more knowledgeable, they may find themselves in positions of power—leading large groups of important people through dangerous territories, drawing maps and writing books that many people rely on, or teaching entire communities how to be self-sufficient.

Companions: What type of creature a Pteryx will choose for their companion is anyone's guess. The more unusual the better for many Pteryx. Survival techniques, tracking, speed, and assisting in combat are all beneficial companion skills.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 or choose from the Pteryx Background Connection table to determine a specific fact about your background that




Sixth-tier Adept, page 36

Information Gathering, page 56

Master Machine, page 56

Lab Master, page 35

Pteryx is typically pronounced "terriks." It is both singular and plural.



Fifth-tier Adept, page 35

Control Machine, page 56

Fast Travel, page 59

Jury-Rig, page 56

Machine Companion, page 56

Decypher, page 35

provides a connection to the rest of the world. You can also create your own fact.

PTERYX STAT POOLS

Stat	Pool Starting Value
Might	10
Speed	9
Intellect	9

You get 6 additional points to divide among your stat Pools however you wish.

SATI, page 116

Genesis Fellowship, page 120

BUILDING YOUR PTERYX

A Pteryx is constructed primarily from the Explorer type described in the *Cypher System Rulebook*. The Pteryx gains the option to choose from most, but not all, of the Explorer ability choices, plus some derived from select Warrior abilities and flavors.

In some tiers, Pteryx may also choose selected abilities from the Cretaceous abilities list. If available, these abilities are noted in the abilities sections for each tier.

At second and higher tier, a Pteryx can always choose an ability from a lower tier instead

PTERYX BACKGROUND CONNECTION

Roll	Background
1	Your father is a high-ranking officer in SATI with many connections, but the two of you no longer speak.
2	You used to work in a secret dinosaur research facility. The conditions were so horrible that you and a few others tried to free the animals, but were caught before you could execute your plan.
3	You once trailed a specific dinosaur for weeks, hoping to make it your companion, but before you could, you watched a group of hunters kill it right in front of your eyes.
4	You're well known for your ability to guide others through rough and unexplored terrain. For a price.
5	Sometimes you like to challenge yourself and see how close you can get to a group of carnivores before they detect you and give chase.
6	You've spent years tracking the comings and goings of various dinosaurs through a particular spot of land.
7	Years ago, you nearly died from eating poisonous mushrooms. Lost and dying, you wandered in the jungle for weeks. You're still unsure how you survived.
8	You used to work search-and-rescue along the shore of Torotix Run, but you found so few people alive that it started to weigh on you.
9	As part of your training, your mentor sent you off into the jungle with nothing but a knife and told you not to come back for a month. You never told her that you stayed in a nearby town that whole time. But you think she probably knew anyway.
10	Being skilled with your hands led you to become an excellent thief and pickpocket. After an...incident... you gave it up and vowed to do better things with your talents.
11	Your grandfather was one of the original commuters. He's dead now, but he used to tell you stories of what he called "the real world" when you were little.
12	Somewhere, there is another person who looks a lot like you. That person seems to owe a great deal of money to someone important.
13	Your best friend from your youth was abducted in the night. You continue to search for him, even though you know it's probably futile.
14	Someone you cared about left you a journal full of nature sketches. It's filled with a code that you're still trying to decipher.
15	You've made several discoveries in your explorations of the world, but you're nervous about sharing them with others.
16	For a while, you ran with the <i>Genesis Fellowship</i> . You weren't really a believer, but you liked the travel and exploration.
17	You used to make money collecting dinosaur dung for a group of scientists. They paid you well, but you eventually realized you didn't want to pick up dinosaur poop your whole life.
18	Your older sister ran away when she was a teenager to join the Butterflies. You thought for sure you'd follow in her footsteps, but you never did.
19	You once walked through a time anomaly and you're certain that you saw a glimpse of the future. But every time you try to describe it, you can't seem to do so.
20	You grew up inside a concrete and metal compound where you rarely saw the sun. Now, you try not to go inside if you can help it.

of adding one from the current tier, and can replace one lower-tier ability with a different one from a lower tier.

Finally, a Pteryx with a companion has the option to choose companion abilities at each tier after the first, as noted below.

The full text of *Cypher System Rulebook* abilities is not replicated here. Please refer to the *Cypher System Rulebook* for details on your ability and equipment choices. At each tier, a chart is provided that includes Explorer abilities available at that tier, plus abilities available from other sources, if any.



FIRST-TIER PTERYX

You gain the abilities noted for a first-tier Explorer, except as follows.

- All Pteryx have the Discover Dinosaurs ability.
- All Pteryx choose from the special abilities presented in the First-Tier Pteryx Abilities chart, drawn mainly from the Explorer list, but occasionally from alternate types and additional flavors. Where those abilities are not first-tier Explorer abilities, they are tagged in the chart. The Pteryx chooses only from the abilities on the chart, so Explorer abilities such as Decipher, Muscles of Iron, No Need for Weapons, and Surging Confidence are not available.
- All Pteryx start with a companion of their choice.

FIRST-TIER PTERYX ABILITIES

Choose three abilities + Discover Dinosaurs

Block
Danger Sense
Endurance
Extra Edge
Fleet of Foot
Knowledge Skills
Physical Skills
Practiced in Armor
Practiced With All Weapons
Trained Without Armor
Danger Sense (tier 1 Stealth flavor)
Discover Dinosaurs (Cretaceous ability) *Preselected
Fleet of Foot (tier 1 Stealth flavor)
Investigative Skills (tier 1 Skills and Knowledge flavor)
Knowledge Skills (tier 1 Skills and Knowledge flavor)
Overwatch (tier 1 Warrior)
Pierce (tier 1 Warrior)
Quick Draw (tier 1 Warrior)
Stealth Skills (tier 1 Stealth flavor)
Tinker (tier 1 Technology flavor)
Travel Skills (tier 1 Skills and Knowledge flavor)
Understanding (tier 1 Speaker)

Explorer, page 38

Flavors, page 50

First-tier Explorer, page 39

Danger Sense, page 51

Fleet of Foot, page 51

Investigative Skills, page 61

Knowledge Skills, page 61

Overwatch, page 25

Pierce, page 25

Quick Draw, page 25

Stealth Skills, page 51

Tinker, page 54

Travel Skills, page 62

Understanding, page 46

Discover Dinosaurs, page 34



Third-tier Explorer, page 41

Deadly Aim, page 26

Evanescence, page 52

Flex Skill, page 62

From the Shadows, page 52

Improvise, page 62

Seize the Moment, page 26

Spray, page 26

Subterfuge, page 53

Trick Shot, page 26

Second-tier Explorer, page 41

Contortionist, page 51

Extra Skill, page 62

Get Away, page 51

Pierce, page 60

Sense Ambush, page 52

Surprise Strike, page 52

Understanding, page 62

Dangerous Dinosaur Insight, page 34

Friend to Dinosaurs, page 34

True Companion, page 34

Dinosaur Insight, page 34

Shut It Down, page 34

SECOND-TIER PTERYX

You gain the abilities noted for a second-tier Explorer, except as follows.

- All Pteryx choose from the special abilities presented in the Second-Tier Pteryx Abilities chart, drawn mainly from the Explorer list, but occasionally from alternate types and additional flavors. Where those abilities are not second-tier Explorer abilities, they are tagged in the chart. The Pteryx chooses only from the abilities on the chart, so the Explorer ability Wreck is not available.
- All Pteryx have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose four second-tier abilities instead of three.

SECOND-TIER PTERYX ABILITIES

Choose three abilities + companion ability

Enable Others
Escape
Eye for Detail
Hand to Eye
Investigative Skills
Quick Recovery
Range Increase
Skill With Defense
Stand Watch
Travel Skills
Contortionist (tier 2 Stealth flavor)
Dinosaur Insight (Cretaceous ability)
Extra Skill (tier 2 Skills and Knowledge flavor)
Get Away (tier 2 Stealth flavor)
Pierce (tier 2 Combat flavor)
Sense Ambush (tier 2 Stealth flavor)
Shut It Down (Cretaceous ability)
Surprise Strike (tier 2 Stealth flavor)
Understanding (tier 2 Skills and Knowledge flavor)

THIRD-TIER PTERYX

You gain the abilities noted for a third-tier Explorer, except as follows.

- All Pteryx choose from the special abilities presented in the Third-Tier Pteryx Abilities chart, drawn mainly from the Explorer list, but occasionally from alternate types and additional flavors. Where those abilities are not third-tier Explorer abilities, they are tagged in the chart. The Pteryx chooses only

from the abilities on the chart, so Explorer abilities such as Ignore the Pain and Stone Breaker are not available.

- All Pteryx have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three third-tier abilities instead of two.

THIRD-TIER PTERYX ABILITIES

Choose two abilities + companion ability

Controlled Fall
Experienced With Armor
Expert Cypher Use
Resilience
Run and Fight
Seize Opportunity
Skill With Attacks
Think Your Way Out
Wrest From Chance
Blend In (tier 3 Speaker)
Dangerous Dinosaur Insight (Cretaceous ability)
Deadly Aim (tier 3 Warrior)
Evanescence (tier 3 Stealth flavor)
Flex Skill (tier 3 Skills and Knowledge flavor)
Friend to Dinosaurs (Cretaceous ability)
From the Shadows (tier 3 Stealth flavor)
Improvise (tier 3 Skills and Knowledge flavor)
Seize the Moment (tier 3 Warrior)
Spray (tier 3 Warrior)
Subterfuge (tier 3 Stealth flavor)
Trick Shot (tier 3 Warrior)
True Companion (Cretaceous ability)

FOURTH-TIER PTERYX

You gain the abilities noted for a fourth-tier Explorer, except as follows.

- All Pteryx choose from the special abilities presented in the Fourth-Tier Pteryx Abilities chart, drawn mainly from the Explorer list, but occasionally from alternate types and additional flavors. Where those abilities are not fourth-tier Explorer abilities, they are tagged in the chart. The Pteryx chooses only from the abilities on the chart, so Explorer abilities such as Capable Warrior and Tough as Nails are not available.

- All Pteryx have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two fourth-tier abilities instead of one.

FOURTH-TIER PTERYX ABILITIES

Choose one ability + companion ability

Expert
Increased Effects
Read the Signs
Runner
Ambusher (tier 4 Stealth flavor)
Anticipate Attack (tier 4 Speaker)
Blend In (Cretaceous ability)
Daring Escape (tier 4 Combat flavor)
Feint (tier 4 Warrior)
Momentum (tier 4 Warrior)
Preternatural Senses (tier 4 Stealth flavor)
Shared Attack (Cretaceous ability)
Snipe (tier 4 Warrior)
Specialization (tier 4 Skills and Knowledge flavor)
Tumbling Moves (tier 4 Stealth flavor)

FIFTH-TIER PTERYX

You gain the abilities noted for a fifth-tier Explorer, except as follows.

- All Pteryx choose from the special abilities presented in the Fifth-Tier Pteryx Abilities chart, drawn mainly from the Explorer list, but occasionally from alternate types and additional flavors. Where those abilities are not fifth-tier Explorer abilities, they are tagged in the chart. The Pteryx chooses only from the abilities on the chart, so the Explorer ability Take Command is not available.
- All Pteryx have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three fifth-tier abilities instead of two.



FIFTH-TIER PTERYX ABILITIES

Choose two abilities + companion ability

Adroit Cypher Use
Jump Attack
Mastery With Defense
Parry
Physically Gifted
Vigilant
Arc Spray (tier 5 Warrior)
Assassinate (tier 5 Stealth flavor)
Jury-Rig (tier 5 Technology flavor)
Multiple Skills (tier 5 Skills and Knowledge flavor)
Riposte (tier 5 Stealth flavor)
Terrifying Roar (Cretaceous ability)
Uncanny Luck (tier 5 Stealth flavor)

SIXTH-TIER PTERYX

You gain the abilities noted for a sixth-tier Explorer, except as follows.

- All Pteryx choose from the special abilities presented in the Sixth-Tier Pteryx Abilities chart, drawn mainly from the Explorer list, but occasionally from alternate types and additional flavors. Where those abilities are not sixth-tier Explorer abilities, they are tagged in the chart. The Pteryx chooses only from the abilities on the chart, so the Explorer ability Spin Attack is not available.
- All Pteryx have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three sixth-tier abilities instead of two.

SIXTH-TIER PTERYX ABILITIES

Choose two abilities + companion ability

Again and Again
Greater Skill With Attacks
Mastery With Armor
Wild Vitality
Exploit Advantage (tier 6 Stealth flavor)
Shooting Gallery (tier 6 Warrior)
Spring Away (tier 6 Stealth flavor)
True Senses (tier 6 Speaker)
True Understanding (Cretaceous ability)

Fifth-tier Explorer, page 42

Arc Spray, page 27

Assassinate, page 53

Jury-Rig, page 56

Multiple Skills, page 62

Riposte, page 53

Uncanny Luck, page 53

Fourth-tier Explorer, page 42

Ambusher, page 53

Anticipate Attack, page 48

Daring Escape, page 61

Feint, page 27

Momentum, page 27

Preternatural Senses, page 53

Snipe, page 27

Specialization, page 62

Tumbling Moves, page 53

Terrifying Roar, page 35

Blend In, page 34

Shared Attack, page 35

Sixth-tier Explorer, page 43

Exploit Advantage, page 53

Shooting Gallery, page 28

Spring Away, page 53

True Senses, page 49

True Understanding, page 35

OSTEON

Bonereader. Soothsayer. Storyteller. Historian. Mystic. Heretic. Liar. Leader. God. These are just some of the many names for Osteons. The most mystical of all the types, Osteons have the power to see, to remember, and to tell. They read the bones, the cards, the skies, the anomalies of time, and the body language of others to their advantage.

Individual Role: Some Osteons are pure storytellers and dreamweavers, conning others into believing that they know more than they do. Others have actually found ways to tap into the weird energies of the time anomalies in order to see the past, portend the future, and twist the present.

Group Role: In a group, an Osteon can take on many roles. They may lead an investigation, questioning witnesses and reading the area for clues. They may tell a glorious story that boosts spirits—or a horrific one that destroys them. Their ability to tap into time anomalies means they bring something wholly unique to any group.

Societal Role: Some Osteons choose the role of storytellers and storykeepers, preserving history and tradition. Others focus on their ability to read the signs of the living and the dead, becoming fortunetellers, investigators, torturers, or detectives. Still others may use their powers of oration, persuasion, or intimidation to rule and to lead, whether for good or for ill.

Advanced Osteons: As Osteons grow more adept, they find it easier to sway or say the truth, entertain their allies, and emotionally damage their foes. Others might revere them or fear them, and it's up to the Osteon how best to wield their growing power.

Companions: Many Osteons choose companions who complement their abilities. Early Mammals are a favorite for their skills in enhancing interactions. Others choose something that provides them with combat or defensive skills that they themselves might lack.

Background Connection: Your type helps determine the connection you have to the setting. Roll a d20 or choose from the Osteon Background Connection table to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

OSTEON STAT POOLS

Stat	Pool Starting Value
Might	7
Speed	9
Intellect	12

You get 6 additional points to divide among your stat Pools however you wish.



OSTEON BACKGROUND CONNECTION

Roll	Background
1	Your mother was obsessed with time anomalies when you were young. The two of you traveled around in search of them.
2	You learned to read the bones from a blind woman in <i>Kelaino</i> . You wear a special eye covering to honor her teachings.
3	Since you were a small child, you've dreamed of the asteroid that is headed toward the planet. Oddly, you find these visions comforting.
4	Your father arrived here with his parents when he was just a small child. He gave you a toy that he brought with him. You've never seen another one like it.
5	You and your romantic partner haven't seen each other in years due to circumstances beyond your control, but you still feel close to them.
6	You were raised by a con man and a liar. For years, you watched him sweetly swindle people out of everything they owned.
7	You once told a story that scared everyone listening so deeply that they attempted to kill you afterward.
8	You've lost a great deal of money gambling on dino wrestling, but are often able to talk your way out of paying your debts.
9	You desperately crave details about the world your grandparents came from and are constantly searching for information.
10	You provided care for an injured raptor years ago. Your paths still cross occasionally, and it clearly remembers you.
11	Somewhere, there is a dinosaur wearing a spiked collar with your name on it. It's a long story.
12	You have traveled extensively, and during that time you accumulated quite a collection of stories and myths.
13	You often utilize your skills to entertain passersby and make a little money in the process. But now you find yourself craving something more meaningful.
14	Your sister is employed as a guard for a roving caravan and sometimes tells you juicy tidbits about her work.
15	You aren't afraid of much, but birdlike creatures freak you out. A lot.
16	There's an <i>aeternologist</i> who comes to you from time to time seeking visions. He pays well, but you're not entirely sure you're helping.
17	You have a number of lovers, which is sometimes a burden, but you like knowing someone's waiting for you in the towns you visit.
18	You once woke to find your beloved being attacked by a huge styracosaurus. Frozen in fear, you weren't able to help him.
19	Your best friend from childhood went on to join the <i>Butterflies</i> . You see her every once in a while and she always invites you to join.
20	People are sometimes afraid of you and your talents. You've been known to exploit that fear on occasion for your own benefit.

BUILDING YOUR OSTEON

An Osteon is constructed primarily from the Speaker type described in the *Cypher System Rulebook*. The Osteon gains the option to choose from most, but not all, of the Speaker ability choices, plus some derived from select abilities of other types and flavors described in the *Cypher System Rulebook*.

In some tiers, Osteons may also choose selected abilities from the Cretaceous abilities list. If available, these abilities are noted in the abilities sections for each tier.

At second and higher tier, an Osteon can always choose an ability from a lower tier

instead of adding one from the current tier, and can replace one lower-tier ability with a different one from a lower tier.

Finally, an Osteon has the option to choose companion abilities at each tier after the first, as noted below.

The full text of *Cypher System Rulebook* abilities is not replicated here. Please refer to the *Cypher System Rulebook* for details on your ability and equipment choices. At each tier, a chart is provided that includes Osteon abilities available at that tier, plus abilities available from other sources, if any.

Kelaino, page 77

Aeternologist, page 186

Butterflies, page 118



Speaker, page 44

Flavors, page 50

Second-tier Speaker, page 46

Eye for Detail, page 41

Impersonate, page 51

Retrieve Memories, page 33

Dinosaur Insight, page 34

FIRST-TIER OSTEON

You gain the abilities noted for a first-tier Speaker, except as follows.

- All Osteons have Time Tap.
- All Osteons choose from the special abilities presented in the First-Tier Osteon Abilities chart, drawn mainly from the Speaker list, but occasionally from alternate types and additional flavors. Where those abilities are not first-tier Speaker abilities, they are tagged in the chart. The Osteon chooses only from the abilities on the chart, so the Speaker abilities Erase Memories and Spin Identity are not available.
- All Osteons start with a companion of their choice.

FIRST-TIER OSTEON ABILITIES

Choose three abilities + Time Tap

Aggression
Encouragement
Enthrall
Fast Talk
Interaction Skills
Practiced With Light and Medium Weapons
Understanding
Terrifying Presence
Decipher (tier 1 Explorer)
Knowledge Skills (tier 1 Explorer)
Legerdemain (tier 1 Stealth flavor)
Mental Link (tier 1 Magic flavor)
Premonition (tier 1 Magic flavor)
Time Tap (Cretaceous Ability) *Preselected

SECOND-TIER OSTEON

You gain the abilities noted for a second-tier Speaker, except as follows.

- All Osteons choose from the special abilities presented in the Second-Tier Osteon Abilities chart, drawn mainly from the Speaker list, but occasionally from alternate types and additional flavors. Where those abilities are not second-tier Speaker abilities, they are tagged in the chart.
- All Osteons have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two second-tier abilities instead of one.

SECOND-TIER OSTEON ABILITIES

Choose one ability + companion ability

Babel
Impart Ideal
Practiced in Armor
Skills
Speed Recovery
Unexpected Betrayal
Dinosaur Insight (Cretaceous ability)
Eye for Detail (tier 2 Explorer)
Impersonate (tier 2 Stealth flavor)
Retrieve Memories (tier 2 Adept)

THIRD-TIER OSTEON

You gain the abilities noted for a third-tier Speaker, except as follows.

- All Osteons choose from the special abilities presented in the Third-Tier Osteon Abilities chart, drawn mainly from the Speaker list, but occasionally from alternate types and additional flavors. Where those abilities are not third-tier Speaker abilities, they are tagged in the chart. The Osteon chooses only from the abilities on the chart.
- All Osteons have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three third-tier abilities instead of two.

THIRD-TIER OSTEON ABILITIES

Choose two abilities + companion ability

Accelerate
Discerning Mind
Expert Cypher Use
Grand Deception
Mind Reading
Oratory
Telling
Friend to Dinosaurs (Cretaceous ability)
Gambler (tier 3 Stealth flavor)
Improvise (tier 3 Skills and Knowledge flavor)
Inner Defense (tier 3 Stealth flavor)
True Companion (Cretaceous ability)
Wrest From Chance (tier 3 Explorer)



First-tier Speaker, page 45

Decipher, page 39

Knowledge Skills, page 40

Legerdemain, page 51

Mental Link, page 57

Premonition, page 57

Time Tap, page 34



Third-tier Speaker, page 47

Gambler, page 52

Improvise, page 62

Inner Defense, page 52

Wrest From Chance, page 42

Friend to Dinosaurs, page 34

True Companion, page 34

FOURTH-TIER OSTEON

You gain the abilities noted for a fourth-tier Speaker, except as follows.

- All Osteons choose from the special abilities presented in the Fourth-Tier Osteon Abilities chart, drawn mainly from the Speaker list, but occasionally from alternate types and additional flavors. Where those abilities are not fourth-tier Speaker abilities, they are tagged in the chart. The Osteon chooses only from the abilities on the chart, so the Speaker ability Feint is not available.
- All Osteons have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two fourth-tier abilities instead of one.

FOURTH-TIER OSTEON ABILITIES

Choose one ability + companion ability

Anticipate Attack
Confounding Banter
Heightened Skills
Psychosis
Quick Wits
Read the Signs
Suggestion
Fast Companion (Cretaceous ability)
Multiple Skills (tier 4 Skills and Knowledge flavor)
Preternatural Senses (tier 4 Stealth flavor)
Specialization (tier 4 Skills and Knowledge flavor)
Time Seeker (Cretaceous ability)

FIFTH-TIER OSTEON

You gain the abilities noted for a fifth-tier Speaker, except as follows.

- All Osteons choose from the special abilities presented in the Fifth-Tier Osteon Abilities chart, drawn mainly from the Speaker list, but occasionally from alternate types and additional flavors. Where those abilities are not fifth-tier Speaker abilities, they are tagged in the chart.
- All Osteons have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose three fifth-tier abilities instead of two.

FIFTH-TIER OSTEON ABILITIES

Choose two abilities + companion ability

Adroit Cypher Use
Experienced With Armor
Flee
Font of Inspiration
Foul Aura
Skill With Attacks
Stimulate
Decypher (Cretaceous ability)
Knowing the Unknown (tier 5 Adept)
Take Command (tier 5 Explorer)
Uncanny Luck (tier 5 Stealth flavor)

SIXTH-TIER OSTEON

You gain the abilities noted for a sixth-tier Speaker, except as follows.

- All Osteons choose from the special abilities presented in the Sixth-Tier Osteon Abilities chart, drawn mainly from the Speaker list, but occasionally from alternate types and additional flavors. Where those abilities are not sixth-tier Speaker abilities, they are tagged in the chart.
- All Osteons have the option to gain a companion ability at this tier, as described in Chapter 6: Companions. If you've chosen not to have a companion, choose two sixth-tier abilities instead of one.

SIXTH-TIER OSTEON ABILITIES

Choose one ability + companion ability

Battle Management
Inspiring Success
Shatter Mind
True Senses
Word of Command
Inspiration (Cretaceous ability)
Thief's Luck (tier 6 Stealth flavor)
True Understanding (Cretaceous ability)
Twist of Fate (tier 6 Stealth flavor)

Fifth-tier Speaker, page 49

Knowing the Unknown, page 36

Take Command, page 42

Uncanny Luck, page 53

Decypher, page 35

Fourth-tier Speaker, page 48

Multiple Skills, page 62

Preternatural Senses, page 53

Specialization, page 62

Fast Companion, page 35

Time Seeker, page 35

Sixth-tier Speaker, page 49

Thief's Luck, page 53

Twist of Fate, page 53

Inspiration, page 35

True Understanding, page 35

CRETACEOUS ABILITIES

Characters may also choose from the Cretaceous abilities list. If available, these abilities are noted in the abilities sections for each type.

FIRST-TIER CRETACEOUS ABILITIES

These abilities are designed specifically for characters in *Predation*.

Crossed Wires (1+ Intellect point): You have built or otherwise gained access to a remote device that renders one cybernetic or biorobotic creature within long range unable to function for one round. Alternatively, you can spend an additional Intellect point to attempt to affect two cybernetic or biorobotic creatures in this way for one round. Each creature requires a separate roll. The creature(s) must have a combination of biological and synthetic parts in order for this ability to function. Action.

Discover Dinosaurs (2 Intellect points): You scour the area within long range, searching for any signs of current or recent dinosaur activity. If there is or was a dinosaur in this area, you discover its level and general type, as well as any additional facts that the GM feels are pertinent about the creature. Action.

Draw the Pack (2 Might points): You roar mightily or take some other action that draws the attention of up to three creatures within short range. For the next two rounds, they focus all of their attention on you. Action.

Time Tap (2 Intellect points): Using an implant, fingerprint-locked device, or other equipment unique to you, you connect with a time anomaly that is within immediate range and ask it one basic question about a recent or current event, experience, or person. If you succeed, it will give you a vision of the answer. The vision it provides is not always one hundred percent correct or clear, but it usually contains at least one bit of pertinent information. Action.

SECOND-TIER CRETACEOUS ABILITIES

Detect Tech (2 Intellect points): You can scan a living creature within short range and detect any technologies in or on its body. You learn the general area where the technology is located, its intended purpose, and any weak spots or vulnerable points. Action.

Dinosaur Insight (2 Intellect points): By interacting with or closely observing a dinosaur or other non-human creature for at least a few rounds, you get an idea of what it wants. This might be long-term or immediate. The specifics vary from dinosaur to dinosaur. Although the use of this insight can take many forms, at the very least it can be an asset on future (non-combat) interactions with the dinosaur for as long as the insight remains true. Action.

Shut It Down (2 Might points): If you've been made aware of a non-biological element in a creature, you can pinpoint that place directly with your attack and attempt to disable it for one round. Shutting it down could have various effects, depending on the purpose of the non-biological part. For example, if it's a weapon, you disable it for one round; if it's a vital organ, you stun the creature for one round; and so on. (The GM will decide what the part does and the effect that shutting it down will have.) Enabler.

THIRD-TIER CRETACEOUS ABILITIES

Dangerous Dinosaur Insight (3 Intellect points): If you interact with or study a dinosaur or other non-human creature for at least a round, you gain an advantage over them in combat, having spotted a weakness or devised a viable tactic. You gain an asset on attacks made against that creature for one day. Action.

Friend to Dinosaurs (3 Intellect points): Using gestures, soothing tones, some other action, or a combination of all three, you convince a dinosaur or other creature to regard you (and up to ten creatures you designate that are within long distance of you) positively, as they would a potential friend. The effect is broken if one of the designated creatures attempts to harm the target. Action.

Living Shield (5 Speed points): You dodge an attack and trick your attacker into hitting your companion instead. Your companion must be within range of your attacker's weapon (immediate if melee, and so on). Enabler.

True Companion (3 Intellect points): You convince your companion to retry a task that they either failed to attempt or failed to succeed on. Enabler.

FOURTH-TIER CRETACEOUS ABILITIES

Blend In (4 Intellect points): Creatures still see you, but they attach no importance to

your presence for about a minute. While blending in, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, you can regain the remaining period of effect by taking an action to focus on seeming innocuous and as if you belong. Action to initiate or reinitiate.

Fast Companion (4+ Intellect points): Your words encourage a companion (yours or someone else's) to act more quickly. One willing companion you choose within short range accelerates for one hour. The creature has an asset on initiative tasks and Speed defense rolls. Instead of applying Effort to decrease the difficulty of this ability, you can apply Effort to affect more companions, with each level of Effort affecting one additional target. You must talk to additional targets to accelerate them. Action to initiate.

Quick Lab (4+ Intellect points): If you spend ten minutes setting up your portable lab and have the necessary materials on hand, you can spend another ten minutes to create one of the following: a syringe that restores 3 points of Might, a shield device that adds +1 to Armor for ten minutes, or another similar object. (You and the GM should work together to decide whether an object can be made using your quick lab.) You can spend another ten minutes and 4 Intellect points to create a second object. Action to initiate. Action to use.

Shared Attack (5 Might points): You and your companion attack a single target in unison. You make a single attack, and if successful you inflict the damage of whomever normally inflicts more (you or your companion), plus an additional 5 points and you knock your opponent down. Action.

Time Seeker (4+ Intellect points): If you spend a few rounds searching the area, you discover any time anomalies that exist within a one-mile radius, along with their levels and about how long they will remain (give or take a few minutes). You can't discern whether the anomaly contains cyphers, artifacts, or remnants (unless you can see it). Action.

FIFTH-TIER CRETACEOUS ABILITIES

Decypher (6+ Intellect points): Using an implant, fingerprint-locked device, or other

equipment unique to you, you can learn the details of an anomaly's cyphers (up to three) without entering the anomaly. You can also choose whether to accept or reject these cyphers upon entering the anomaly. You can spend 2 additional Intellect points to discover details about additional cyphers (2 Intellect points per cypher). Action.

Protect the Herd (5 Might points): You drive a foe of any size back from your friends and companions. Make an attack with a melee weapon. In addition to inflicting damage, both you and the target move a short distance together so you remain within immediate range of each other. Action.

Terrifying Roar (6 Intellect points): You perfectly mimic a dangerous dinosaur. All non-allies within short distance who can hear your intimidating roar flee from you at top speed for one minute. Action.

SIXTH-TIER CRETACEOUS ABILITIES

Dinosaur Slayer (3 Might points): When you successfully strike a dinosaur of level 5 or lower, make another roll (using whichever stat you used to attack). If you succeed on the second roll, you kill the target outright. Enabler.

Inspiration (6 Intellect points): You speak words of encouragement and inspiration, and all allies within short range who can hear you immediately gain a recovery roll, gain an immediate free action, and have an asset on that free action. The recovery roll does not count as one of their normal recovery rolls. Action.

Lab Master: If given a week and the right tools, chemicals, and parts, you can develop a blueprint, machine, equation, or design that will allow you to recreate any non-artifact object that you previously owned (up to level 5). If given two weeks and the right materials, you can create an artifact that you previously owned (up to level 5). Each blueprint or design can be used only once. To recreate multiple copies of an item requires multiple blueprints and materials. Enabler.

True Understanding (6 Intellect points): You take the full measure of a creature after spending at least ten minutes interacting with or closely observing it. From that point onward, the difficulty of all tasks related to interacting with or contending with that creature is reduced by three steps. Enabler.

CHAPTER 5 CHARACTER DESCRIPTOR AND FOCUS



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DESCRIPTORS

Your descriptor is what defines your character—it changes the way you tackle every action that you take. Your descriptor places your character in their current situation or adventure, and helps provide a sense of their motivations. It is the *adjective* of the sentence “I am an *adjective noun* who *verbs*.”

The *Cypher System Rulebook* details fifty descriptors. You can choose from any of the descriptors there, regardless of type, or from one of the new descriptors presented in this chapter. The *Cypher System Rulebook* selection of descriptors is robust and likely suitable for most players. A *Clever Osteon* would be a

If you have *Expanded Worlds*, you could also choose from the following descriptors:

- Adroit
- Beneficent
- Chaotic
- Heroic
- Lawful
- Relentless
- Serene
- Young

formidable force for interacting with others, while a *Driven Tec* has the potential to make amazing scientific discoveries. That said, the new descriptors provided here—*Daring*, *Empirical*, *Savage*, *Slick*, and *Volcanic*—were designed specifically with *Predation* in mind, allowing characters to immerse themselves in the setting in unique ways.

NEW DESCRIPTORS

DARING

Sure, there's probably a well-worn path somewhere, but who cares? You'd rather go your own way, break the rules, and not just push the boundaries, but pretend they don't even exist. You might be the mad scientist, the trailblazer, the daredevil, or the wild storyteller. Whatever you do, you go your own way—and it's everyone else's loss if they don't appreciate the heights of your ingenuity.

You gain the following characteristics:

Innovative: +4 to your Intellect Pool.

Try Anything Once: Any time you attempt something that you've never done before and



that you aren't trained or specialized in, you gain an asset on that task.

Skill: You are trained in one of the following: scientific discovery, pathfinding, or storytelling.

Inability: There is nothing worse than following the rules. So boring. You have an inability in all tasks related to laws, rules, and social norms.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your latest scientific experiment went horribly wrong. You need to collect the equipment to begin again and heard that this might be a way to get it.
2. You've been growing bored and this seemed like just the wild adventure you needed.
3. One of the other PCs heard you telling a fantastical story, but didn't hear the end. They convinced you to come along so you could finish it.
4. One of the other PCs is really intriguing to you, but you're not sure why. You're coming along to find out more about them.

EMPIRICAL

You trust only what you can see with your own eyes—and sometimes not even that. You're most comfortable when you've had time to complete your research, find all the facts, and figure out the truth.

You gain the following characteristics:

Observer: +4 to your Intellect Pool.

Quick Study: When you take a round to study whatever's in front of you and gain the facts, you feel more confident that you're about to do the right thing. You gain an asset on your next non-combat action.

Skill: You are trained in all actions involved with conducting experiments or tests to discover proof, discern the truth, or glean information.

Inability: If you haven't had time to study something, you have a hard time taking action and moving forward. Whenever you receive an intrusion (either by rolling a 1 or by getting one from the GM), any action you take in response is one step more difficult.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You've been studying a topic for a long time, and you think one of the other PCs has some knowledge about said topic.
2. You need to gather some additional materials for your research, and this seemed like a good way to get some.
3. Someone told you an impossible story about this area and you absolutely need to see for yourself to prove them wrong (or begrudgingly let them know they're right).
4. You recently read something that suggested there was more knowledge in the world than that found only in a lab. You'd like to find out if that is true.

SAVAGE

You are all id and no super-ego. Everything you do is a combination of rage, instinct, and some impulsive, uncontrollable drive to hurt, maim, and kill. Some are afraid of you, and rightly so—once you start down a bloodthirsty path, you find it hard to stop. Others are more willing to embrace your savage nature, having learned how to stay out of your way and use your brutality to their advantage.

You gain the following characteristics:

Brutal: +2 to your Might Pool.

Skill: You are trained in all tasks involving intimidation and scare tactics.

Skill: You are trained in smashing and breaking things.

Skill: Always ready for a fight, you are trained in initiative.

Inability: Most of the time, people just get in your way. You have an inability in all pleasant social interactions.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. In a recent battle, you attacked one of the other PCs by accident. After you calmed down, you promised to protect them in their next fight.
2. You heard there was fighting to be had, and you wanted in.
3. One of the other PCs saw you fight off a group of raptors by yourself and asked you to come along.
4. You told everyone you were going to join, and no one said no to you, so here you are.

SLICK

You talk fast, you think fast, and you move fast. You're not the toughest, but in most situations, you don't need to be. And you're not one of those people who hides in the shadows like vermin or skulks around waiting to jump out and attack passersby. Not you. For you, it's all

about saying, "Here I am!" and then fooling people anyway. You probably don't care all that much about the nautilus you can snag from pockets or the equipment you "win" in a game of pitfall. For you, it's all about that moment when you close the deal, pull the wool, or con the conner.

You gain the following characteristics:

Grey Matter: +2 to your Intellect Pool.

Skill: You are trained in all tasks dealing with persuasion, bluffing, misdirection, and deception.

Skill: You are trained in all tasks involving manual dexterity, such as stealing, performing sleight-of-hand, and lockpicking.

Sleight-of-Hand: Choose one non-combat trick, foil, or feint to be your specialty. When you use it successfully, you have an asset on your next non-combat action. For example, you might choose a distracting card trick as your specialty. If you successfully distract your foe with the trick, you gain an asset on your next action, whether it be persuasion, pickpocketing, or something else.

All Brain, No Brawn: When you apply Effort when making a Might roll, you must spend 1 extra point from your Speed Pool.

Additional Equipment: You begin the game with 2 extra nautilus and one additional inexpensive object.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. An old friend bet you that you couldn't bluff your way into a SATI compound. You lost that bet. Being here is part of your payment.
2. One of the PCs helped you pull off a con recently. You're not sure if they did it accidentally or on purpose, but you feel like you want to learn more about them.
3. You beat one of the other PCs badly in a game of pitfall. They asked you to come along and teach them some of your tricks.
4. Sometimes you can just smell opportunity. And this bunch? They reek of it.

VOLCANIC

Most of the time, people would describe you as quiet and calm, a strong and steady presence that draws no attention to itself. But in truth, you're just biding your time, conserving your energies, waiting for the perfect moment to take action. When you act, you act big, exploding into motion with power and grace.

You gain the following characteristics:

Explosive: +2 to your Speed Pool.

Calm Before the Storm: Once per day, if you take an action to meditate and clear your

Savage characters can be tricky in a group. Characters who are all id have the potential to be abrasive, aggressive, and selfish. But every villain loves a kitten—and every Sav probably does too. A Sav can care for their family and friends with just as much intensity as they can hate their foes.

mind, you can make a recovery roll on your next action. This doesn't count against your existing recovery rolls.

Sleeping Giant: When you forgo your action once in combat, you deal 5 additional points of damage on your next attack (if it's successful). If you forgo your action twice in a row in combat, you deal 8 additional points of damage on your next attack (if it's successful). Sleeping Giant can be used only once per combat encounter.

Inability: You're not always the quickest on your feet, but that's only because you're taking in all the possible angles. You have an inability in all initiative actions.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the other PCs invited you to come along, and you were so slow to answer that they were already introducing you to everyone before you could say no.
2. You'd been sitting still for too long and were craving a bit of adventure.
3. You wanted to see more of the world, and this seemed like a great opportunity to do so.
4. You're intrigued by the skills of one of the other PCs and would like to learn more about them.

FOCI

Focus makes your character unique. It gives you benefits when you create your character and each time you ascend to the next tier. When you choose a focus, it gives you a first-tier ability, a special connection to one or more of your fellow PCs, and possibly some starting equipment.

Focus is the *verb* of the sentence, "I am an *adjective noun who verbs*."

The *Cypher System Rulebook* details more than seventy foci, most of which would work for *Predation* without any adjustments. Others can be customized, with your GM's help, to suit your *Predation* character.

You can also choose one of the new foci presented here, which have been specifically created for *Predation*.

NEW FOCI

PLAYS GOD

Sure, you've got all your eggs in one basket—but that basket is a test tube and those eggs are going to grow up to be T. rexes. Your knowledge of gene splicing, cloning, animal husbandry, and other forms of creation is beyond compare.

SCIENCE, NOT MAGIC

As we've mentioned previously, *Predation* is a world that is full of science—some of it very advanced, far-future science that doesn't even exist in our current world—but it is devoid of magic as we know it. Thus, when you encounter a focus that seems to have magic as its driver, just turn it into something that is science-based instead. For example, if you choose Controls Gravity or Crafts Illusions, then instead of your abilities coming from mental or magical quirks, have them come from technology embedded in your DNA or from a far-future device that was brought back in time. It's okay if the science that you want to use doesn't exist today—as long as you (and your GM) think it might have been invented or discovered within the next hundred or so years, it's fair game.

A character's ability to tap into time anomalies also provides a great scientific explanation for powers that might otherwise seem magical.

No one builds, breeds, or blueprints new species and creatures like you do.

You probably don't care what you're wearing, as long as it has lots of pockets for your tools and equipment (and sometimes for a baby creature who needs your body heat).

Tecs often Play God, but it's not uncommon to find Pteryx and other types following this path.


Connection: Choose one of the following.

1. Pick one other PC. You'd like to create a dinosaur companion for them, but you don't know them well enough yet to know what they might like.
2. Pick one other PC. You suspect they are put off by your interest in creating dinosaurs, but you don't know if it's true and you're nervous about asking them.
3. Pick two other PCs. You once overheard them talking about how dinosaurs are created, and you were stunned by their general lack of knowledge about the topic.
4. Pick one other PC. That person asked you to make them a dinosaur. You said yes and took their nautilus, but haven't yet delivered on your promise.

Minor Effect Suggestion: You learn one additional piece of information that is useful to your task.

Major Effect Suggestion: Your plans worked so well that you halved the time they would normally take.

Ideally, no two PCs in a group should share the same focus.

 Foci, page 90

For a list of appropriate foci, along with notes on adjusting them to better suit the setting of Predation, see page 40.

Plays God GM

Intrusions: *Whoops, that experiment went wildly wrong. Your beaker breaks. Your baby dinosaur escapes. You spliced two genes that you definitely should not have spliced.*

FOCI APPROPRIATE FOR PREDATION

Foci	Alternate Name	Corebook Page	Foci	Alternate Name	Corebook Page
Builds Robots	Builds Cyborgs (see Notes)	100	Metes Out Justice		149
Calculates the Incalculable		101	Moves Like a Cat	Moves Like a Raptor (see Notes)	150
Carries a Quiver		102	Moves Like the Wind		151
Conducts Weird Science		109	Murders		152
Controls Gravity		113	Needs No Weapon		153
Crafts Illusions		114	Never Says Die		154
Crafts Unique Objects		116	Operates Undercover		155
Defends the Weak		116	Performs Feats of Strength		156
Doesn't Do Much		118	Plays God*		
Entertains		120	Predates*		
Explores Dark Places		123	Rages		158
Explores Deep Waters		124	Sees Beyond	(see Notes)	160
Fights Dirty		125	Self-Evolves*		
Fights With Panache		126	Slays Monsters		166
Fuses Flesh and Steel		129	Solves Mysteries		167
Fuses Mind and Machine		131	Stands Like a Bastion		170
Hunts Nonhumans		135	Talks to Machines		171
Hunts with Great Skill		137	Throws with Deadly Accuracy		173
Infiltrates		138	Travels Through Time	Sees Through Time (see Notes)	174
Is Licensed to Carry		142	Walks With Dinosaurs*		
Leads		143	Wields Two Weapons at Once		177
Lives in the Wilderness		144	Works the Back Alleys		179
Looks for Trouble		145	Works the System		180
Masters Defense		146	Would Rather Be Reading		181
Masters the Swarm	(see Notes)	147			
Masters Weaponry		148			

*new focus in this book

If you also have *Expanded Worlds*, you could choose the following foci:

Collects Bounties	Learns Quickly
Explores	Likes to Break Things
Figures Things Out	Negotiates Matters of Life and Death
Finds the Flaw in All Things	Revels in Trickery
Helps Their Friends	Runs Away
Is Wanted by the Law	Scavenges

NOTES:

Builds Cyborgs: There are very few robots in Grevakc. Whether that's because robot technologies didn't advance as far as cybernetics, because robots didn't time-travel well, or because they didn't stand up to the test of time in the future is unknown. Those who take this focus can use all of the same skills, but instead of interacting with robots, they interact with cyborgs (creatures that are a combination of a living organism and a machine).

Masters the Swarm: Anyone who takes this focus should spend a bit of time learning about what types of swarms could exist in Grevakc. Some options include small mammals, early insects and spiders, bird-like mammals, and others.

Moves Like a Raptor: For whatever reason, there are no cats in Grevakc. Perhaps they weren't able to make the time leap, or perhaps they've all died out since those early commutes. Either way, moving like a raptor is a concept that will have greater meaning for most people in Grevakc.

Sees Beyond: Your abilities likely come from your unique connection to time anomalies (and probably from some hidden splice in your DNA). What you don't know is if you're seeing through dimensions or through time itself.

Sees Through Time: Characters who choose this focus are deeply connected to time anomalies and likely have splices in their DNA (whether they know it or not). However, in *Predation* they are unable to physically travel through time. Instead, they travel mentally, in a sense *seeing* through time. Their bodies do not physically leave the present. This is probably the trickiest focus conversion, due to the nature of *Predation*, and likely requires approval and assistance from your GM.



Tier 1: Find Origin (1 Intellect point). You can study a creature or plant and learn one thing about where it came from. You might uncover its place of origin, its creator (if it has one), or the way in which it was formed. Action.

Hush Now (2 Intellect points). Through voice and actions, you temporarily convince a nonhuman creature within short range that you are its parent or creator. It remains calm for up to two rounds, as long as you focus all your attention on it. The GM has final say over what counts as a nonhuman creature, but unless some kind of deception is at work, you should know whether you can affect a creature before you attempt to use this ability on it. The creature must have at least some biological components to be affected by your ability. Action.

Tier 2: Creature Comfort (2 Intellect points). You always carry a portable healing lab. It includes a variety of salves, patches, devices, and injections that you've created to heal nonhuman creatures. If you spend an action using one of these, you can heal a willing creature for 3 points of health. You can apply a level of Effort to increase the health points by 2. Thus, to heal a creature for 7 points of health, you must apply two levels of Effort. The lab can be used three times before it needs to be restocked (which takes about 24 hours). Action.

Life Bringer. You are trained in all actions that involve creating or growing life forms, including planting seeds, birthing, animal husbandry, hatching eggs, and raising young. Enabler.

Tier 3: Grow (3 Intellect points). You take ten minutes to create a serum that causes a single nonhuman creature (level 3 or lower) to mature to its fully grown size, strength, weight, and so on in just 48 hours. You can apply a level of Effort to increase the maximum level of the target. Thus, to grow a level 5 creature (two levels above the normal limit), you must apply two levels of Effort. The effect is permanent. Action to inject.

Tier 4: Splice (4+ Intellect points). If you have the right tools (lab, serums, samples, and so on) and spend at least a week working on it, you can create the necessary technology to splice the genes of one nonhuman creature into another. The two (or more) creatures must be decided ahead of time and all must be level 3 or lower. Using the device to do the splicing is an action. Your changes make the creature function either one level higher or one level lower than it normally does. You can apply a

level of Effort to increase the maximum level of the target. Thus, to splice a level 5 creature (two levels above the normal limit), you must apply two levels of Effort. The effect is permanent. Action.

Tier 5: Clone (5+ Intellect points). If you have the right tools (lab, serums, samples, and so on) and spend at least a week working on it, you can clone a nonhuman creature (up to level 5) that you have easy access to. You can apply a level of Effort to increase the maximum level of the target. Thus, to clone a level 7 creature (two levels above the normal limit), you must apply two levels of Effort. The cloned creature requires an additional week to reach maturity. Until that time, it is considered a level 2 creature (no matter its final level). Action.

Tier 6: Life Saver (6 Intellect points). If you have the right tools and the ability to focus completely for ten minutes, you can attempt to bring a recently deceased nonhuman creature back to life. They must have died within the last ten minutes, their body must be mostly intact, and they must have died from something that can be fixed with technology (such as asphyxiation, heart stoppage, and so on). This does not work for creatures that have been dead for more than ten minutes, nor for creatures that have been decapitated or otherwise had their bodies mutilated beyond repair. (You should work with the GM to decide if a creature can be revived.) Action.

PREDATES

You've long dreamt of being the ultimate predator and now you're on your way to achieving that goal. Claws and teeth are just the beginning, thanks to advanced surgical techniques, body modifications, and 4D printing. Sure, everyone else can ride a dinosaur or fight a dinosaur...but you? You can *become* a dinosaur.

You probably wear clothing that is specially designed to quickly shift and flow around your unusual physique.

Those who Predate are typically Karns, for obvious reasons, or Pteryx, who put their bodies to good use when traveling through the wilderness and moving among dinosaurs. An Osteon who wants to create a stunning performance or present an intimidating appearance might also choose to Predate.

Connection: Choose one of the following.

1. Pick one other PC. You suspect they are either afraid of or disgusted by your adaptations, but you haven't asked them.

2. Pick one other PC. They woke you once in the middle of the night, and you accidentally injured them. You're still not sure what they were doing there while you slept.

3. Pick one other PC. You recently discovered a secret about them. You're not sure if they know that you know.

4. Pick two other PCs. You overheard them talking about you, but you couldn't make out the gist of what they were saying. You aren't sure whether to mention it or not.

Minor Effect Suggestion: The person you're talking to is so intimidated by you that they are dazed for one round, during which time the difficulty of all of their actions is increased by one step.

Major Effect Suggestion: Your attack is even more ferocious than expected, knocking your foe off balance and setting them up in the perfect position for an ally to attack.

Tier 1: Unnatural Selection. You gain +1 to Armor and add either +1 to your Speed Edge and 3 additional points to your Speed Pool *or* +1 to your Might Edge and 3 additional points to your Might Pool (choose either Might or Speed, not both). Enabler.

Tooth and Nail: You are practiced in using your enhanced body parts (teeth, claws, nails, tail, stinger, and so on) as a medium weapon. Enabler.

Tier 2: Sneak. You are trained in stealth and initiative tasks. Enabler.

Integrated Attack. You gain a +2 bonus to damage when using your enhanced body parts (teeth, claws, nails, tail, and so on). Enabler.

Tier 3: Come Closer. Your melee attacks using your enhanced body parts (teeth, claws, nails, tail, and so on) are modified by one step in your favor. If you hit, you can grab the target and pull it toward you, preventing it from moving on its next turn. Enabler.

Tier 4: Animal Frenzy. When you wish, while in combat, you can enter a state of animal frenzy. While in this state, you can't use Intellect points, but you gain +2 to your Might Edge and your Speed Edge. This effect lasts for as long as you wish, but it ends if no combat is taking place within range of your senses. Enabler.

Tier 5: Weapon Mastery (4 Might points). When using your enhanced body parts (teeth, claws, nails, tail, stinger, and so on) as a weapon, you can reroll any attack roll you wish and take the better of the two results. Enabler.

Predates GM Intrusions: *Sometimes being more than human has real disadvantages. Your claws or teeth sink in deeper than you expect and get stuck or break off in a foe. Your new tail causes you to lose your balance.*

Tier 6: Integrated Attack Mastery. You gain +2 bonus damage when using your enhanced body parts as a weapon. This bonus adds to the one from Integrated Attack, giving you a total bonus of +4. Enabler.

SELF-EVOLVES

Through the magic of bioengineering, lab-grown organs, and cybernetic additives, you have become something far better than human. Something smarter, faster, and more adaptable. Call it neo-human, survival of the fittest, or just bad-ass—whatever it is, you're able to exploit these superhuman skills to the fullest. Your enhanced body parts might be visible to everyone, or they might be changes at the cellular level known only to you.

You might choose to wear an outfit that shows off your assets or one that is designed to hide them away from prying eyes. It's also possible that your abilities are powered or somehow interconnected with your clothing or equipment.

Many Karns choose this focus as a way to enhance their physical prowess, but other types find that enhanced motor skills and coordination can be beneficial additions to their tasks as well.

Connection: Choose one of the following.

1. Pick one other PC. You saved them from a bad situation, but in doing so, you exposed your adaptations, and you think you might have freaked them out.
2. Pick one other PC. You knew each other before you began altering yourself, but you're not sure how they feel about what you've done.
3. Pick one other PC. That person has asked you a lot of questions about your abilities. Are they nefarious or just curious? You're not sure yet.
4. Pick one other PC. You recently discovered a secret about them. You're not sure if they know that you know.

Additional Equipment: You have a toolkit, portable lab, or other item that you use to keep your non-original, non-organic parts in good working shape.

Minor Effect Suggestion: Your attack is so well placed that it dazes your opponent.

Major Effect Suggestion: Human foes are often surprised by your unique abilities. Your foe is so stunned by your attack that they turn and try to run.

Tier 1: Enhancements. You gain +3 to one Pool of your choice.

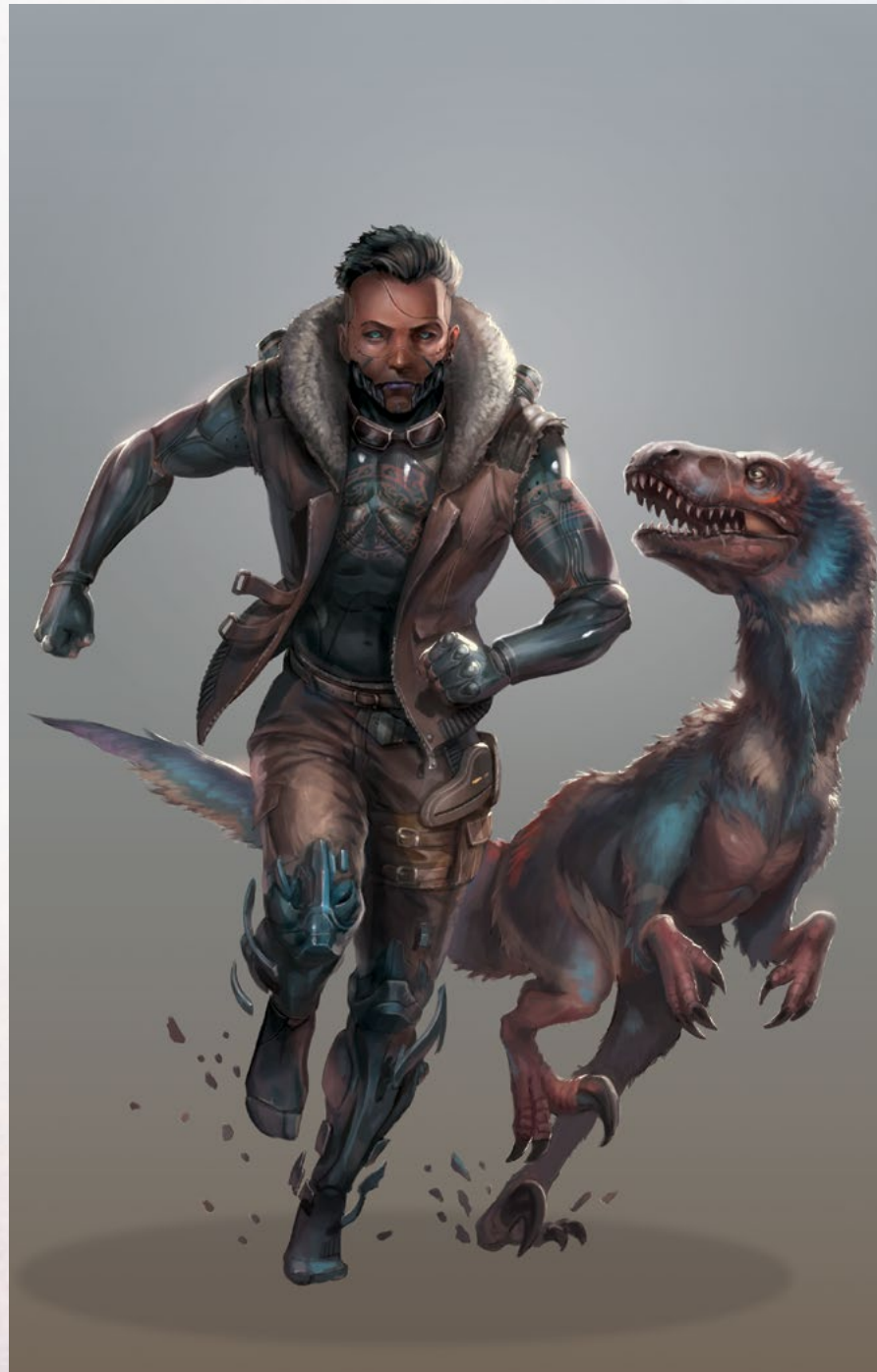
Self-Healing. You're skilled in keeping your non-organic parts well oiled (so to speak),

whether those parts are in your brain or your body. Once per day, you can take a rest as an action and repair your upgraded body parts. Restore 1d6 points to the Pool that you chose in Enhancements. (Points always go into that Pool, up to your original limit. Does not count against your existing rests). Action.

Tier 2: Enhanced Observer. Thanks to your enhancements, you are trained in listening, perceiving, and spotting danger. Enabler.

Self-Evolves GM

Intrusions: *The body is an imperfect machine—and becomes even more so when you start altering it. Biotech stutters out or works too well for one round. A piece of tech wears out at the wrong moment.*





Walks With Dinosaurs
GM Intrusions: You encounter a dinosaur you've never seen before and that doesn't respond to your abilities. You get doused in something that makes you smell bad to dinosaurs. A dinosaur you're interacting with gets spooked and injures you accidentally.

Stalker. You are trained in all types of movement tasks (including climbing, swimming, jumping, and balancing). Enabler.

Tier 3: Weaponized. You have one light or medium melee or ranged weapon of your choice built into your body. You are trained in this weapon (even if you are not trained in other weapons of that type). The weapon is concealed unless you wish to use it. Enabler.

Tier 4: Adaptation. Your new enhancements allow you to alter your body almost at will. Once per day, you can transfer up to 3 points between your Pools in any combination. Action.

Tier 5: Super Adaptation. Your new enhancements allow you to alter your body almost at will. Once per day, you can transfer up to 5 points between your Pools in any combination. Action.

Tier 6: Ultimate Fighter. You gain +1 to Armor, +1 to all of your attacks, and +4 to each of your three stat Pools. Enabler.

WALKS WITH DINOSAURS

You're not so sure about other humans, but you and dinosaurs are *like this*. You just get them—and they seem to get you. Through training,

technology, and an uncanny understanding, you can communicate with dinosaurs and get them to do your bidding, far more than you can most people—and far more than most people can.

You probably wear clothing that allows you a great deal of movement and doesn't startle or affect creatures in a negative way. You might not always smell the best to other humans, but you find that dinosaurs seem to like you this way.

Although Pteryx frequently Walk With Dinosaurs, this focus is also used by Tecs who work with dinosaurs as part of their research. It's also useful to anyone who wishes to have a better, stronger connection with their companion.

Connection: Choose one of the following.

1. Pick one other PC. They seem to be afraid of some (most? all?) dinosaurs, and you'd like to offer your help.
2. Pick one other PC. It's unusual for you to want to get to know humans better—but this is one person you would like to learn more about.
3. Pick one other PC. They are having trouble interacting with their companion, and have asked you for assistance.
4. Pick one other PC. Every time you're working with a dinosaur, that person seems to set the creature on edge. You haven't figured out why.

Minor Effect Suggestion: You study a creature so deeply that you learn an extra detail or bit of information about it.

Major Effect Suggestion: Your interaction with the dinosaur goes so well that the creature does even more than you ask of it or the effect lasts even longer.

Tier 1: Kinesic (2 Intellect points). If you spend one round reading the body language of nearby dinosaurs (including your companion), you gain an asset on interacting with dinosaurs for ten minutes. Action to initiate.

Read the Signs. You're always watching the creatures around you to see what they're paying attention to. You are trained in initiative and assessing danger whenever you can see a living dinosaur in the vicinity. Enabler.

Tier 2: Soothe the Dragon (2 Intellect points). You calm a dinosaur (or other nonhuman beast) within long range. You may use gestures, sounds, or words, and the dinosaur must be able to hear and see you. It remains calm for one minute or for as long as you focus all your attention on it. Action.

Close Companions. You spend a lot of time with your companion, more so than most people, and you have a tight bond. You have an asset on all of your interactions with your companion. Enabler.

Tier 3: Call to Aid (3 Intellect points). With a few words and gestures, you can request assistance from a dinosaur within long range of you. This assistance can come in the form of a distraction, a shield, an attack, intimidation, or any other simple task that the creature could feasibly do. The creature must not already be in combat with you. Action.

Friend to Animals. You have been kind to animals your whole life, and they know that

you mean them no harm. Choose one type of dinosaur or nonhuman creature that never, ever attacks you (they might still attack your friends and allies, however). Enabler.

Tier 4: Coordinated Effort. When you and your companion work together to accomplish a single non-combat goal, you each get an asset on your respective task. So, for example, if you're trying to get into a heavily guarded place, you could have your companion distract the guard while you attempt to sneak past him, and you'd each get an asset on your tasks. You must state ahead of time that you're attempting to work together and what the goal is. Enabler.

Tier 5: Creatures of Habit. You've studied dinosaurs for so long that you know more about them than almost anyone else in the world. You know how they think, move, act, hunt, and mate. You have an asset on all non-combat interactions with dinosaurs (and dinosaur-like creatures), including healing, tracking, and communicating. Enabler.

Tier 6: King of Beasts (6 Intellect points). With words, sounds, or gestures, you can calm up to three dinosaurs and dinosaur-like nonhuman beasts within long range. You keep them calm for as long as you focus all your attention on them, using your turn reach round. It's a single action (and a single roll) to initiate the effect on the group of creatures.



CHAPTER 6

COMPANIONS



Characters are not required to have a companion. Instead, they may choose to take additional tier abilities as described in Chapter 4: Character Type, page 16.

Playing companions, page 49

As he worked, Reuven ran his hand over the long, dappled neck of his companion. Kleo leaned into his touch even as she continued to sweep her big head along the damp ground. He could tell from her low snorts that she wasn't finding anything.

His tracker had said there was a time anomaly here, a big one, so why couldn't they find it?

"Anything on your end?" he asked Eustis. She was wearing a complicated device across her eyes that let her see everything that Blitz, her microraptor, was seeing as it flew above them.

She shook her head and pulled the device from her face. "Nothing. What's going on? Do you think your tracker was wrong?"

"Maybe."

From above them came the call of Eustis's microraptor. A shadow passed overhead. And then a dark shape was dropping out of the sky toward them.

Before Reuven could react, Eustis was running toward the shape, arms outstretched. She caught the microraptor as it fell, and the weight of it brought her to her knees.

"He's been shot!" she said.

It was some kind of trap. But who? They'd figure it out later. Right now, they had to move. If he could patch up Blitz and keep him stable, then Kleo could carry the three of them to safety.

He grabbed his med kit and started running.



All characters start with a level 2 creature companion. As part of character creation, you'll choose the type of companion you want your character to have (which will, in turn, provide your companion with stats such as health and armor) and choose a disposition that describes your companion and helps expand their personality. You'll also want to give your companion a name, a description, and a background.

Your companion has the starter statistics listed on the appropriate chart. Your companion acts on your turn, and another player makes rolls for it during combat, interactions, and other actions. See *Playing Companions* for additional information.



CHOOSING A COMPANION

When deciding what kind of companion you'd like your character to have, consider the following:

Do you want a creature that will strengthen and enhance your character's existing abilities or help fill in gaps in their skill set? If a Savage Karn who Predates chooses a fierce *tyrannosaur*, they will be especially well suited for battle, but will probably fare poorly in things like social interaction and sneaking. Choosing a cute *alphadon* as their companion isn't likely to further enhance their battle skills, but it could make bribing a guard a little bit easier and maybe even offset an inability.

What size should your companion be? Some dinosaurs are large enough that they can't realistically follow you everywhere. A 40-foot-tall (12 m) *brachiosaurus* can't fit through a tiny door or squeeze through all of the Astral Caverns. Of course, with the science and technology that exists, you might be able to breed or grow a 10-foot tall (3 m) *brachiosaurus*, but that would take extra time and effort.

What do you hope to be able to use your companion for? If you want to train your companion to carry you, your friends, and all of your belongings along the Chalk Road, you probably shouldn't pick the ostrich-like *anzu*. If, however, you want something that is fast, adaptable, and able to lead you out of dark places when you're lost, an *anzu* might be the perfect choice.

Tyrannosaur, page 53

Alphadon, page 55



GMS CAN CHOOSE NOT TO START CHARACTERS WITH COMPANIONS AND INSTEAD HAVE THEM WORK TO GAIN COMPANIONS DURING GAME PLAY. THIS WORKS ESPECIALLY WELL FOR LONG CAMPAIGNS, OR FOR ADVENTURES WHERE FINDING AND GAINING A COMPANION IS PART OF THE GOAL. SEE LOSING AND GAINING COMPANIONS ON PAGE 51 FOR WAYS IN WHICH CHARACTERS CAN GAIN COMPANIONS.

COMPANION BACKGROUND

There are any number of ways for a character to gain a companion, including purchasing, capturing, and creating one. Decide how your character and their companion become a pair from the options below (or come up with your own).

COMPANION BACKGROUND

Roll 1d20 on the table below to determine your companion's background or choose from the following options. Alternatively, you can make up your own story for how you gained a companion, using any of the options from Losing and Gaining Companions.

Roll	Background
1	Your parents breed and raise dinosaurs, and they gave you this one as a gift to congratulate you for a recent accomplishment.
2	You saw that the creature was being mistreated by someone, and you plotted a way to steal it from that person and set it free. You weren't expecting to become so attached.
3	You only recently captured your dinosaur in the wild and started training it. Things seem to be going well, but the two of you are still feeling each other out.
4	You won your companion in a game of chance. It wasn't the prize you were hoping for at the time, but in the end you're happy it turned out the way it did.
5	You picked up your companion by accident on your travels. You realized you were being stalked and decided to confront your stalker head-on. Once you convinced the creature that you weren't food, you became fast friends.
6	You spent the better part of a year hunting down the perfect companion before you finally found your current companion. The two of you have been inseparable ever since.
7	Your friend created your companion for you in a biolab. You got to watch it grow from a tiny speck of nothing into the healthy creature it's become today.
8	You adopted your companion from a dinosaur rescue shelter. You have no idea what its background is, but it always seems grateful to you for giving it a home.
9	You left your house one morning to find a creature standing by your front door, almost as if it was waiting for you. When you left, it followed along behind. It's been there ever since.
10	You found your companion wandering deep in the jungle. The young creature was hurt and scared. You slowly nursed it back to health.
11	You used to work in a secret research facility. The conditions were so horrible that you and a few others tried to free the animals, but you were caught before you could execute your plan. Your companion was the only creature that you were able to rescue from the facility.
12	This companion—or at least its near-clone—has been passed down in your family for two generations. If you have kids, your parents expect that you'll have near-clones of your companion made to pass along to them as well.
13	Someone gave the dinosaur to you as a gift. You have no idea who it was, so you've never been able to thank them for it.
14	When you were younger, someone with a grudge came after you and tried to kill you. You killed them instead, only later realizing that they had a companion with them. You weren't sure what to do with the creature, so you started feeding it. Now it's yours.
15	You worked and saved for a long time and were eventually able to purchase the exact creature you wanted from a traveling vendor. The vendor made you promise that if you ever wanted to give your companion up, you would find them and return it to them.
16	The creature once belonged to your lover. When the two of you split, it seemed to want to come with you instead. It's been your companion ever since.
17	You found an egg in an abandoned nest and took it to a scientist that you know. Miracle of miracles, they were able to hatch it.
18	You worked at a dinosaur ranch for a few years. When you left, the owner thanked you for all your hard work by offering you one of the young dinosaurs of your choice.
19	Your companion was originally destined to be a dino wrestler, but it turned out to be horrible at the sport. Its wrestling trainer let you have the creature for a steal.
20	The first time the two of you met, your companion tried to kill you. You were able to calm it, and eventually the two of you called a tenuous truce. You hope it lasts.



IT'S IMPORTANT TO NOTE THAT THE PERSON *PLAYING* THE COMPANION (NOT THE PERSON PLAYING THE CHARACTER) IS THE "VOICE" OF THAT COMPANION'S ACTIONS, PERSONALITY, AND CHOICES. SO EACH PLAYER ESSENTIALLY ROLEPLAYS TWO CHARACTERS: THAT OF THEIR TED, KARN, PTERYX, OR OSTEON AND THAT OF ANOTHER PLAYER'S COMPANION.

PLAYING COMPANIONS

In *Predation*, players don't play as their own companions. Instead, players create their companions and then pass their companion sheets to the person next to them. (In online games or other setups, it might not be possible for players to pass their companion sheets to the person next to them. Any setup works, as long as it's easy for players to remember who is controlling their companion and whose companion they are controlling.)

Typically, companions take their action on the same turn as their character. A character's companion can act before them, at the same time as them (for enablers), or after them. A character might instead choose to hold their companion's actions to have them assist another player.

Any time a character wants their companion to take an action, they must ask their companion to do so. Like everything in the Cypher System, this interaction between the character and their companion has a level. It's an Intellect-based skill, and the character can spend Effort or use any skills they might have (such as being trained in dinosaur interactions) to decrease the difficulty of the interaction task.

Let's say a character wants their companion to attack a level 5 foe. First, the character decides if they want to spend Effort or apply any skills to lower the difficulty of the interaction. Then they roll to see if they succeed on the interaction. The interaction for a level 2 companion is level 3, so they need a 9 or higher. If they roll a 10, their companion will attempt to attack the foe.

However, a successful interaction roll *doesn't* mean that the companion will succeed on their attempt, only that they will attempt it. The companion (remember, in *Predation*, companions are considered PCs) still needs a successful attack roll. The player who's running the companion then rolls. The foe is level 5, so they need to roll a 15 or higher in order for the companion's attack to be successful.

As the bond between the character and the companion grows, the interaction between the

two gets easier. For tier 1 and 2 characters, this interaction is level 3, for tier 3 characters, this interaction is level 2, for tier 4 characters, this interaction is level 1. For tier 5 and 6 characters, this interaction is level 0, meaning no roll is needed.

Most routine activities—things that companions would normally do anyway, such as following the character around, eating, drinking, and so on—don't require interaction rolls.

COMPANION INTERACTION DIFFICULTY CHART

Character Tier	Interaction Difficulty Level
1	3
2	3
3	2
4	1
5	0
6	0

AGING AND LIFESPAN

Most dinosaurs take at least 5 years to reach adult size, but some take as many as 60 years to reach full maturity. These aging timelines can be accelerated or decelerated using growth hormones, genetic engineering, and other techniques.

Small dinosaurs in the wild can live for as long as 10-15 years, while some larger dinosaurs live as many as 80 or 100 years. Some of the largest, like the sauropods, can have lifespans of 120 years or more.

Domesticated dinosaurs typically have longer life expectancies than wild dinosaurs, but much of that is contingent on what type of care, food, and protection they receive. Augmentations such as armor, advanced weaponry, and enhanced healing likely add years to a dinosaur's life.

Losing and Gaining Companions, page 51

Players can choose to play their own companions, if the GM agrees and it works for the table.

EXAMPLE OF COMPANION PLAY



Chiaki: I want to sweet-talk that guard and convince him that I have permission to be here. I'm trained in positive social interactions. But first, I'll ask Rhyme to use her Look at Me ability to distract him a bit while I'm talking to him. She's got those new laser-lights embedded in her fur. That'll distract him for sure.

Rhyme is a Curious Alphasdon and has the ability Look at Me, which allows her to distract a foe, dazzling it for one round.

GM: Okay, Chiaki, let's see if Rhyme agrees to give you a hand. The interaction is a level 3, so you'll need to roll a 9 or higher.

Chiaki rolls a 7.

Dekan (playing Rhyme): Ha, I'm too curious for my own good. I hear Chiaki saying "do this thing," but I see movement behind the guard and run off to see what's going on back there.

Chiaki: "Rhyme! Wait, Rhyme! Again? Ugh... she's never here when I need her."

GM: All right, Rhyme has gone off and done her own thing, leaving you on your own. Tell me what you say to the guard and give me a roll.

Chiaki: Well, since we both just watched Rhyme wander off after I asked her for help, I'm going to throw some sadness at this guard. "Companions, eh? They're never there when you need them. Breaks my heart. You want to buy an alphasdon cheap, pal?"

Chiaki rolls a 12.

GM: Okay. Well, the guard seems a little surprised that you're suddenly talking to him, but after a moment, he nods and says, "Yeah, I hear you. Worth more as pelts than as pets, those vermin."

Chiaki: *gasps* What a jerk. Rhyme, cover your ears!

GM: Do you say that out loud?

Chiaki: No. But I think it really hard on the inside. On the outside, I just smile and nod back.

GM: Okay, so you and the guard strike up a conversation. You don't get the sense that he's going to hand over the keys to the compound or anything to you quite yet, but you also don't think he's going to kick you out right away.

However, just as you might be thinking of breathing a sigh of relief, you see there's another guard coming around the side of building. She has her weapon drawn. Dekan, you recognize her as the guard you interacted with earlier. She's coming straight for you. Make an initiative roll.

Dekan: First, I'm going to see where Figaro is. I think he's flying circles right above me. Is he close enough to help me out?

Figaro is a Vigilant Pterodactylus. Being Vigilant provides an asset to Dekan's initiative whenever Figaro is within long range. Because it's an asset, there's no need to make a roll to see whether it works. As an enabler, it also doesn't use up the companion's action.

GM: He is. The guard is level 4, so normally you'd need a 12 to beat him, but with Figaro's help, you only need a 9.

Dekan: I roll a 10.

GM: Thanks to Figaro, you get to act before the guard.

Curious, page 58

Alphasdon, page 55

Look at Me, page 56

Vigilant, page 59

Pterodactylus, page 55

Dekan: I pull out my slingshot and take aim right at his face. I'm going to apply a level of Effort to hit.

GM: Give me a roll.

Dekan rolls a 13.

GM: You hit him right in the nose with your... what are you loading your slingshot with?

Dekan: Dried dino poop mixed with rocks. It really stinks and it stings when you get it near your eyes.

GM: Okay, you hit him right in the nose with your poop and rock mixture. You can see his head rock back from the direct hit and he gets this disgusted look on his face.

Dekan: Great! Then I whistle to Figaro, asking him to swoop down and peck the guard's face. I'm going to use a level of Effort for the interaction.

GM: Okay, interactions are Intellect-based, so the Effort will cost you 3 points of Intellect, minus your Edge. Give me a roll for the interaction and see if you get a 6 or higher.

Dekan rolls a 12.

Isla (playing Figaro): Figaro seems happy to oblige. He folds his wings and swoops down out of the sky toward the guard. "RAWK!"

GM: Okay, Isla. Roll to see if Figaro succeeds on his attack.

Isla rolls a 16.

Isla: That's a hit! Figaro swoops in and gives the guard a hard peck, right near his eye.

Dekan: "Way to go, Figaro! We'll go catch some fish for you later!"

GM: Nice work. Figaro's peck does 2 points of damage. That guard is seriously hurt and unhappy right now. But it's his turn, and his pain doesn't keep him from striking out at Figaro.

Dekan: "Ack, not Figaro. Come and attack me, you coward. Fly, Figaro! Quick!"

GM: Isla, give me a Speed defense roll for Figaro.

She rolls a 3.

Isla and Dekan together: Oh no.

GM: Figaro's not quite fast enough to slip out of the way. The guard hits him for 3 points of damage. You can see him falter a little bit as the blade slices his wing, but he's still up in the air. He doesn't go down.

GM: Isla, it's your turn. What do you want to do?

HEALING COMPANIONS

Companions take damage just like any other creature in the world. Various types of Armor can help decrease the amount of damage that they take, but if they get hurt, they will need to be healed to keep them alive. There are multiple ways to heal companions.

Recovery Rolls: Each time your character makes a *recovery roll*, your companion heals at the same time, gaining health equal to your character's tier. So, each time a tier 1 character makes a recovery roll, their companion heals 1 point of health; when a tier 2 character makes a recovery roll, their companion heals 2 points of health; and so on.

Companion Abilities: Some companions can gain abilities that give them additional healing on each recovery roll that their character makes.

Healing Skill: Anyone can use the healing skill to try to heal a companion, just as they would any other PC or NPC.

Cyphers and artifacts: Most cyphers, artifacts, and other devices that can restore points to a PC or NPC's Might Pool can be used to heal a companion as well.

LOSING AND GAINING COMPANIONS

The death (or other loss) of a companion is typically a big deal for PCs. Most characters have strong bonds with their companions,



Recovery roll, page 202



Healing, page 210



WHILE A PC MIGHT HAVE ANY NUMBER OF CREATURES THAT THEY ARE CLOSE TO, THEY MAY HAVE ONLY ONE COMPANION AT A GIVEN TIME.

Not every character is closely bonded with their companion. Some consider them to be more like a useful tool than a friend or comrade. There is room for all levels of relationships between PCs and companions, from deep emotional bonds to something more utilitarian.

The largest rehabilitation facility, Heartsong Range, is located south of Kelaino. They take in injured dinosaurs and restore them to health before adopting them out to good homes or returning them to the wild.

Kelaino, page 77

It's important to remember that companions are treated as PCs, not as NPCs. Thus, a T. rex companion (PC) is different than a T. rex creature (NPC). Even though they're the same type of dinosaur, they work differently in the game, in the same way that a human player character (PC) and a human SATI guard (NPC) work differently.

and losing them—whether that's through death, theft, forced separation, or some other reason—has the potential to change a character in fundamental ways. A character might have a long grieving period, where they just can't bring themselves to take a new companion. Others might decide to use their dead companion's genetic material to try to create a replica. Some might hold a long, elaborate grieving ceremony. Still others might go out and find a new companion right away as a way to avoid feeling grief and loss.

If a PC's companion dies, is stolen, or otherwise isn't likely to return to the character, they may gain a new companion in one of the following ways. This list is also applicable if the GM decides that the characters don't start the game with companions, but rather have to acquire them along the way.

Purchase: Characters may purchase a domesticated companion from a reputable (or not-so-reputable) vendor. Vendors can be found in various cities around the world, at dinosaur ranches, and occasionally traveling the most common trade routes. Prices vary, but most companions cost at least 100 nautilis.

Capture: Characters may attempt to capture a wild creature using any means available to them. Once a companion is captured, it must be tamed. Taming the creature is a level 2 Intellect task that takes 1d6 days. (Roll each day the character attempts to tame the companion. Setbacks are expected, so success doesn't need to be consecutive; the character just needs to succeed on the total number of days.)

Create: Characters with the appropriate skills and knowledge (or a good friend with such a skill set) may attempt to create a companion. This can be done by purchasing (or, possibly, stealing) an egg which then must be cared for, growing a dinosaur from DNA inside a lab, breeding domesticated dinosaurs, or some other method of creating a creature using animal husbandry, science, or technology. Creating a creature is a level 2 Intellect

task that takes 1d6 days. (Roll each day the character attempts to create the companion. Mishaps may delay growth but rarely stop the process entirely, so success doesn't need to be consecutive; the character just needs to succeed on the total number of days.)

Rescue: There are many opportunities to rescue (or steal, depending on the situation) a companion. Labs, testing facilities, rehabilitation facilities, breeding facilities, fighting pits, and dinosaur rescue

shelters are just a few places where one can gain a companion. Rescuing or stealing a companion typically takes time, skills, and resources.

Other: The player and the GM can work together to come up with additional ways in which to gain a companion. For example, perhaps a character's relative or friend bequeathed or gifted a companion to them, in which case there should be an equivalent cost in time, skills, or money to obtain the companion.



ALL COMPANIONS, REGARDLESS OF THEIR CATEGORY, BEGIN AS LEVEL 2 CREATURES.

CREATING YOUR COMPANION

Companions are grouped into categories. You could almost think of the categories as companion types, as each one defines the core of who the dinosaur is and how they interact with the world and the creatures in it.

You may also work with your GM to create a new creature. Perhaps it's a creature that was discovered in the future, and which is now known to be a common inhabitant of the area. Or it could be something wholly unique to your character, such as a new hybrid, a genetically modified animal, or a lab-grown experiment. The easiest way to do this is to find the category that most closely fits the new creature and use the stats and descriptions from that. However, you and your GM can also work together to create and define your companion's appearance, starting statistics, and ability options.



IN PREDATION, COMPANIONS AND CHARACTERS FORM A CLOSE BOND THROUGH SHARED EXPERIENCES. THE INJURY OR DEATH OF A COMPANION IS NOT SOMETHING FOR THE CHARACTERS—OR THE GAME—TO TAKE LIGHTLY.

When choosing your companion type, it's fine to say something more general like, "I'm playing a Raptor" or to go into more specifics, such as "I'm playing a utahraptor." Your choice doesn't change the gameplay in any way; it really depends on how much time you want to spend learning about and researching dinosaurs versus how much you just want to get your Raptor and start running around with it. You can also make up your own type of Raptor (with your GM's approval) and give it a cool name and unique look and feel (again, this doesn't change the gameplay, just the narrative details).

Each time you advance to a higher tier, you are able to choose an ability for your companion that makes them stronger, faster, or better armored, or gives them some other skill. Each type of companion has a selection of abilities that you can choose from (however, you can work with your GM to take other equivalent abilities if they're agreeable). Companions can gain each ability only once, unless otherwise specified. If they can gain an ability more than once, the benefits stack. For example, Ankylosaur companions can gain Well-armored up to three times. So if you choose this as your tier 2, tier 3, and tier 4 companion ability, your companion will have +3 to Armor (this stacks with any armor they may have started with).

Some abilities are enablers, meaning they work to enhance existing abilities. Others are actions, meaning they are their own ability and take up the companion's entire action. Enablers rarely require a roll (unless noted), but actions almost always do.

Companions also have a **disposition** that defines how they do what they do. These dispositions provide benefits, but more importantly, they give each companion a unique personality, allowing for deeper roleplaying

opportunities. See Companion Dispositions for additional details.

You can choose a companion from any of the following categories.

TYRANNOSAURS ("TYRANT LIZARDS")

Powerful carnivores that are sometimes described as "all legs, trunk, and teeth," tyrannosaurs are large, aggressive, and deadly hunters. They're quite fast, despite their size, with powerful legs that can move them across large sections of land. They have excellent vision and smell, and deeply rooted conical teeth that are perfect for attacking armored prey.

Possible tyrannosaur companions include albertosaurus, appalachiosaurus, daspletosaurus, gorgosaurus, and tyrannosaurus rex.

TYRANNOSAUR STARTER STATISTICS

Health: 10

Combat: Does 3 points of damage with its teeth and claws

Armor: 1

TYRANNOSAUR ABILITIES

Each time your character reaches a new tier, you can choose one of the following for your Tyrannosaur companion:

- Well-armored (can take up to two times)
- Masterful Attack (can take up to three times)
- Bird's Eye
- Sturdy Mount
- Rip and Tear
- Puncture
- Stampede
- Ranged Attack (can take up to two times)

Companion dispositions, page 57

Companion abilities, page 55



Because companions can be a range of sizes even within a group, the abilities you choose for your companion should make logical sense. If you want a Pterosaur, for example, and you choose a pteranodon with a wingspan of 18 feet (5 m), then taking the Sturdy Mount ability makes sense. However, if you choose a tiny piksi for your companion, with a wingspan of a few feet, then it's unlikely that they'd be able to carry two people very far, even with enhancements. That isn't to say you couldn't create a contraption that allows your piksi to carry you through the sky—with your GM's approval, anything is possible—but your choices should make logical sense.

RAPTORS ("RUNNING LIZARDS")

Officially classified as dromaeosaurids, raptors are small- to medium-sized (2 feet to 20 feet [60 cm to 6 m] in length) feathered carnivores. They're distinguished by unique curved claws on each of their feet, their grasping, three-fingered hands, and their speed.

Possible Raptor companions include argoraptor, bambiraptor, dakotaraptor, deinonychus, velociraptor, and the giant utahraptor.



Argoraptor, page 134

RAPTOR STARTER STATISTICS

Health: 8

Combat: Does 2 points of damage with its large, hooked claw

Armor: 0

Trained in initiative and all tasks involving sneaking

RAPTOR ABILITY LIST

Each time your character reaches a new tier, you can choose one of the following for your Raptor companion:

- Flight, Not Fight (can take up to two times)
- Well-armored
- Look at Me
- Masterful Attack (can take up to two times)
- Bird's Eye
- Rip and Tear (can take up to two times)
- Puncture
- Ranged Attack (can take up to two times)

ORNITHOMIMIDS ("BIRD MIMICS")

These slender, bipedal dinosaurs are speed demons—able to hit top velocities of up to 50 miles (80 km) per hour. Unable to fly, they more closely resemble landbound, wingless birds like ostriches and emus. They have long legs, a lightweight body, and a small-toothed or toothless beak. They're incredibly adaptable—able to move in shallow water as quickly as on land, eat nearly anything, and operate in both light and darkness.

Possible Ornithomimid companions include anzu, dromiceiomimus, ornithomimus, and struthiomimus.

ORNITHOMIMID STARTER STATISTICS

Health: 8

Combat: Does 2 points of damage with its beak

Armor: 0

Trained in Speed defense and initiative

ORNITHOMIMID ABILITY LIST

Each time your character reaches a new tier, you can choose one of the following for your Ornithomimid companion:

- Flight, Not Flight (can take up to two times)
- Masterful Attack
- Bird's Eye
- Look at Me
- Rip and Tear
- Puncture
- Ranged Attack (can take up to two times)
- Swift Healer
- Temporal Hunter

CERATOPSIANS ("HORNED FACES") & ANKYLOSAURS ("SHERMAN TANKS")

Ceratopsians are characterized by their huge, frilled, horned skulls. They can range from the size of house cats to the size of elephants. They work well in herds.

Possible Ceratopsian companions include avaceratops, anchiceratops, triceratops, pentaceratops, and protoceratops.

Ankylosaurs were among the last dinosaurs standing at the end of the Cretaceous period—and with good reason. These gentle herbivores had armor plating, sharp spikes, and heavy clubs. Everything they needed to ward off predators of all kinds.

Possible Ankylosaur companions include ankylosaurus, euoplocephalus, and panoplosaurus.

CERATOPSIAN & ANKYLOSAUR STARTER STATISTICS

Health: 10

Combat: Does 2 points of damage with its horns or tail

Armor: 2

CERATOPSIANS & ANKYLOSAURS ABILITY LIST

Each time your character reaches a new tier, you can choose one of the following for your Ceratopsian or Ankylosaur companion:

- Well-armored (can take up to four times)
- Masterful Attack (can take up to two times)
- Bird's Eye
- Puncture
- Stampede
- Ranged Attack (can take up to two times)
- Bone Breaker
- Temporal Hunter (can take up to two times)

Characters wishing to take titanosaurs or sauropods as their companions should use the stats and abilities for the Ceratopsians & Ankylosaurs. Pygmosaurs are a common choice in this category.

Pygmy sauroposeidon, page 144

PTEROSAURS ("TOOTHLESS DRAGONS")

These winged reptiles are believed to be the first airborne vertebrates. Their wingspans range from as tiny as 10 inches (25 cm) to as large as 35 feet (11 m). They have long necks (which sometimes have throat pouches like a pelican), crests on their heads, and wings made of a stretchy skin-and-muscle membrane. In the wild, they're most abundant near large lakes, rivers, and coastal environments, where they dine on carcasses, baby dinosaurs, lizards, eggs, insects, fish, and small animals.

Possible Pterosaur companions include aerotitan, bakonydraco, nerezza, piksi, pterodactylus, and tapejara.

PTEROSAUR STARTER STATISTICS

Health: 8

Combat: Does 2 points of damage with its diving attack

Armor: 0

Trained in flying, gliding, and diving

PTEROSAUR ABILITY LIST

Each time your character reaches a new tier, you can choose one of the following for your Pterosaur companion:

- Flight, Not Fight (can take up to two times)
- Masterful Attack (can take up to two times)
- Bird's Eye
- Look at Me
- Puncture
- Ranged Attack (can take up to two times)
- Swift Healer (can take up to two times)
- Temporal Hunter (can take up to two times)

EARLY MAMMALS

Possible Early Mammal companions include alphasodon, cimexomys, cimolestes, and zalambdalestes.

EARLY MAMMAL STARTER STATISTICS

Health: 6

Combat: Does 1 point of damage with its teeth and claws

Armor: 0

Specialized in Speed defense, perception, and initiative
Trained in sneaking, hiding, finding, and tracking



EARLY MAMMAL ABILITY LIST

Each time your character reaches a new tier, you can choose one of the following for your Early Mammal companion:

- Morale Booster (can take up to three times)
- Well-armored (can take up to two times)

- Look at Me (can take up to three times)
- Bird's Eye
- Scout
- Ranged Attack
- Temporal Hunter (can take up to two times)

COMPANION ABILITIES

Remember that when using active abilities, the player first rolls to see if the companion is willing to attempt the ability. If the companion is, then the person playing the companion rolls to see if the companion succeeds on their attack or other action. Enablers don't require rolls for the ability, just for the action that they want to use the ability to assist with.

As an example, let's say we have two characters: Bruce and his companion, Fred, and Cheryl and her companion, Ruff. In a two-player game, they would play each other's companion.

Bruce's T. rex companion, Fred, has **Masterful Attack**, which is an enabler. That means that it works every time the companion makes a successful attack. If Bruce wants Fred to attack a level 4 NPC, he must first ask Fred to do so. He decides if he wants to apply Effort, or if he has any skills or abilities that make the **interaction** roll easier. Then he makes an interaction roll to see if Fred is willing to try the attack.

If he succeeds, then Fred attempts to attack the NPC.

To find out if he's successful, Cheryl (who's playing Fred) makes an attack roll. To succeed on an attack on a level 4 NPC, she needs to roll a 12 or higher. If she does, then Fred automatically deals 1 additional point of damage on his attack.

Now let's say that Cheryl's Pterosaur, Ruff, has the Look at Me ability and she wants Ruff to use it to distract the same level 4 NPC. As before, she must first roll to see if the companion will do as she asks. If the answer is yes, then Bruce will roll (acting as Ruff) to see if the Look at Me Ability succeeds in distracting the NPC.

BIRD'S EYE

You and your companion both gain a special bit of technology, cybernetics, or bioenhancement that allows you to see what your companion sees, as long as it's within one mile of you. This could be a special set of high-tech goggles, brain implants, remote viewing, or something else. For ten minutes, you can connect with your companion and view the world through their eyes. Action to initiate.

Players may choose companions in categories other than those suggested here. They should work with the GM to come up with an appropriate creature companion, as well as its corresponding abilities.

Nerezza, page 142



Masterful Attack, page 56

Companion interaction, page 49

BONE BREAKER

Your companion has an asset on using their tail (or other body part or augmentation) to crush or smash an object, such as a wall, building, locked door, machine, or boulder. If Bone Breaker is used on a living creature, it does 1 additional point of damage and staggers the creature, causing them to lose their next turn. Enabler.

FLIGHT, NOT FIGHT

Your companion is fast. You've worked hard to make them faster, allowing them to dodge and weave at just the right moment. Your companion is trained in Speed defense (if they are already trained in Speed defense, they become specialized. If they are already specialized, taking this ability again offers no additional benefit). Enabler.

LOOK AT ME

Through some trick of sound, movement, technology, or special enhancements, your companion distracts and confuses foes. The foe is dazzled for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment. Each time you take this ability, you can choose to increase by one either the number of foes you attempt to dazzle or the number of steps you modify, but not both. You must choose at the time you take the ability. Action.

MASTERFUL ATTACK

Due to training, additional equipment, or body modifications, your companion has become a skilled combatant, able to do additional damage with every bite, stroke, horn stroke, or tail swipe. An existing attack does 1 additional point of damage. Enabler.

MORALE BOOSTER

Just having your companion around makes everyone feel happier, healthier, and more relaxed. During rests, your companion puts friends, comrades, and companions at ease so much that they gain +1 to their recovery rolls. Enabler.

PUNCTURE

Using tooth, beak, horn, or claw, your companion has learned how to puncture armor, scales, shells, and more. When your companion attacks, they do 1 less point of damage, but they weaken their foe's protection, decreasing their Armor by 1 for one round. Action.

RANGED ATTACK

These types of attacks are almost never natural. Enhancement options include embedded or grafted lasers, cybernetic weapons, and more. A ranged attack does 2 points of damage to creatures within long range. Each time you take this ability, your companion does 2 additional points of damage. Action.

RIP AND TEAR

Your companion holds down prey with their body or claws, attacking it for 2 points of damage. The prey is immobilized, unable to escape, attack, or take any other action on their next round. Each time you take this ability, your companion does an additional 2 points of damage and holds the prey for an additional round. Action.

SCOUT

Your companion's tracking, seeking, and searching skills are well honed. You can send your companion ahead or behind you, up to a mile away, and ask them to find a person, scout out a place, search for time anomalies, or do some other thing. You and your companion have a special way of communicating the details of your companion's discoveries to each other, perhaps through implanted technology, hand signals, or some other type of connection. Action.



STAMPEDE

Your companion runs at or through one or more foes within long range, sending them sprawling. All living creatures within immediate distance of your companion's trajectory are stunned for one round. Action.

STURDY MOUNT

Your companion is trained, equipped, and (if necessary) enhanced in some way so that they can carry up to two riders. If this ability is taken more than once, it adds two additional riders each time. Action.

SWIFT HEALER

Your companion has a natural or enhanced ability to heal, gaining 1 additional point of health on each of your recovery rolls. Enabler.

TEMPORAL HUNTER

Your companion has an enhanced ability to locate time anomalies. Your companion is trained in finding time anomalies (if they are already trained, they become specialized. If they are already specialized, taking this ability again offers no additional benefit). Enabler.

Alternatively, if they assist you while you're looking for time anomalies, they give you an asset on your search. (Provides only one asset total, even if taken multiple times.) Action.

NATURAL VS. ENHANCED ABILITIES

Natural abilities are those that your companion can do naturally, although many require training to do so. These are often simple attacks or defense moves that the creature is naturally inclined toward. Stampede and Rip and Tear are examples of natural abilities that a companion can do without additional equipment or intervention.

Enhanced abilities are those that require some type of human creation via craftsmanship, science, or technology in order to exist and function. Adding metal armor, using gene splicing to create camouflaging abilities, and using cybernetics for better vision are all examples of enhancements.

There is no difference in how the abilities work, other than in the flavor. You can have a Ceratopsian that is well armored thanks to beautifully handmade leather or steel equipment that it wears, a bioengineered forcefield that projects from its body, or skin that's been genetically enhanced to resist attacks.

WELL-ARMORED

You have worked hard to ensure that your companion is protected from predators, foes, and natural disasters. Either through training, body modification, or additional equipment, your companion gains +1 to Armor. Enabler.

COMPANION DISPOSITIONS

Companion dispositions provide a sense of a creature's personality. Essentially they describe the way in which companions do the things they do, whether that's interacting with other creatures, entering into combat, or exploring a new area. Each companion has one disposition, which is chosen (or rolled randomly) when the character first gains their companion.

Dispositions provide benefits, typically to your character, but sometimes to the companion or to the group. Just as important, they provide a guide for companion roleplay and personality. If a **Clumsy** alphadon fails to join the fight, perhaps they tried to do so, but fell off the ledge on their way there. If a companion is **Curious**, perhaps they got distracted on the way to their goal and ran off to check out a noise in the woods. But if they're **Timid**, then they probably tried to hide behind someone rather than go and fight.

Most companion benefits are enablers and do not require a roll in order to be used. They also typically do not count as your companion's action. However, the benefits have to make logical sense. If your **Flashy** companion is in another part of the building, then they don't give you an asset, since no one else can see them. It would require an action (or multiple actions) on their part to move across the building and join you.

Some benefits are actions. These don't require a roll, but they do use your companion's action. These are typically used when your companion is assisting you with something, such as opening a locked door or searching for traps.

Alternatively, you can choose to have your companion try to give their asset to someone else. This does require a roll and does count as your companion's action. For example, if you wanted your **Sociable** Raptor to run over and help your friend while they were talking, you could ask them to do so. You can roll to see if your companion agrees to your request. If they do, then they run over to your friend and give them an asset to positive social interactions until you ask them to do something else (additional rolls aren't necessary; once your



Riding, page 213

Clumsy, page 58

Curious, page 58

Timid, page 59

Flashy, page 58

Sociable, page 59

Time terror, page 74

companion has agreed to help someone else, they will do so until you ask them not to, until the conversation is completed, or until something else occurs [such as the conversation turns to combat]).

Some players may find that running someone else's companion leaves them feeling a bit at a loss, particularly when the companion doesn't do as asked. Does the companion just stand there, or does it do something? The Personality Traits section of each disposition provides additional suggestions for roleplaying a companion. Of course, these are just guides; all companions are unique, and can be given any personality that feels right.

Choose from one of the following dispositions for your companion.

CLEVER

It's probably a good thing your companion doesn't have opposable thumbs, or they'd be taking over the world. Thanks to cybernetic brain enhancements, advanced training, or some other trick of science, Clever companions are bizarrely smart. They are fascinated by all physical devices and mechanisms, especially the ones that whir, click, or whistle.

Benefit: You're not sure if you're teaching your companion or if they're teaching you. Either way, when working with your companion, you gain an asset on all tasks involving figuring out, opening, or discovering physical devices, contraptions, and mechanisms, including traps, locks, doors, tools, levers, and hidden structures. Action.

Personality Traits: Clever companions sometimes open a door before you're ready, pick up random objects and try to use them as tools, or activate nearby devices with their fiddling. Weird noises likely draw their attention away from whatever they're currently doing. But when they're focused, they are valuable assets. Clever companions are likely to explore, search, play, discover, use tools, tinker, and break things apart.

CLUMSY

If your companion could talk, they'd be yelling, "I'm fine!" from the bottom of the ravine or from under that rock pile or... well, you get the idea. What your companion lacks in grace, they gain in creating humorous moments.

Benefit: Attempting to constantly help your companion when they fall, run into things, or accidentally step on things smaller than themselves has honed your reflexes for unexpected events. When your companion is within long range, you gain an asset on all

actions that involve reacting to surprises, traps, time terrors, and other sudden occurrences. Enabler.

Personality Traits: Clumsy companions desperately want to help, but often don't make it to their intended destination. In their eagerness, they run into the things that you asked them to attack, completely miss a trap that was set in plain sight, and are too busy fixing their last mistake to hear you ask for help. Clumsy companions are likely to fall, stumble, jostle, break, run into, and make noise.

CURIOUS

What's that? What's this? How about this? Your companion has a nose for the new, which can sometimes be infuriating, but can also lead you to new discoveries and adventures.

Benefit: It's hard to miss much when your companion can't help but stick their maw into everything. You might as well use it to your advantage. You gain an asset on all perception tasks when your companion is helping you search, look, or listen. Action.

Personality Traits: Everything else is way more interesting than whatever you're doing, or asking your companion to do. Curious companions head off unasked to check out that noise in the woods, stick their head into the wrong hole, and sniff the creature you're trying to sneak up on. Curious companions are likely to explore, discover, run off, detect, bring, investigate, steal, and chase.

FLASHY

Whether they're flourishing their brightly colored head feathers or showing off their new red leather spiked collar, your companion is nothing if not flamboyant. You're trying hard to teach them that there's an appropriate time and place for making a spectacle, but in the meantime you can use their flashy nature to your advantage.

Benefit: When coordinating with your companion, you gain an asset on all tasks involving storytelling, lies, trickery, diversion, or misdirection. Action.

Personality Traits: Flashy companions can go too far with their "look-at-me"-ness. Ask them to sneak up on a creature, stay hidden, or otherwise go unnoticed, and you're likely to be met with a squawk and a show of flash that attracts far too many eyes. Flashy companions are likely to show off, attract attention, make noise, cavort, entertain, twirl, do tricks, and distract.

INTIMIDATING

It's the natural state of your companion to set people on edge. Maybe they roar. Maybe they just show teeth. Or maybe it's something else. Whatever it is, it seems to scare everyone who doesn't know them.

Benefit: Whenever your companion is in close range, you gain an asset to intimidation and other fear-based interactions. Enabler.

Personality Traits: To an Intimidating companion, the phrase "be nice" just means lowering their growl to a slightly softer volume. They've been known to disrupt a conversation by scaring the crap out of one or more participants, startle a herd of nearby creatures, or start posturing at a flag flapping in the wind. Intimidating companions are likely to charge, roar, bellow, bluster, encroach, approach, and show off.

SOCIABLE

Your companion just loves to love. The more people in a group, the better. Your companion might be a big "talker" or maybe just a surprise snuggler.

Benefit: Whether it's due to those adorably big eyes or that cooing "conversation," people seem to like you more when your companion is around. You gain an asset on all positive social interactions when your companion is within immediate range and visible to the people in the conversation. Enabler.

Personality Traits: Whether they're saying hello to that angry T. rex across the clearing or trying to make friends with the man you came to kill, the social companion's mantra is "Go where the other living creatures are." They hate to be alone, even for a moment, and will always seek out the nearest living creature when possible. Sociable companions are likely to talk, comfort, meet, and snuggle.

TIMID

There's nothing wrong with being a little nervous around new things—or around big things with big teeth. Your companion isn't always so sure about this adventure stuff, but is willing to try to be brave for you.

Benefit: You've learned a lot from watching your companion run away and hide in plain sight. You gain an asset on sneaking and hiding whenever your companion is doing the same. Action.

Personality Traits: Run toward that giant creature? I don't think so! Timid companions sometimes hide so well that not even you can find them. It may take some extreme coaxing to get them to leave a place they feel safe, even if that place is a nest full of dino eggs (or your friend's backpack.) Timid companions are likely to run, hide, flee, evade, freeze, sneak, slink, and scurry.

VIGILANT

Nothing slips by the watchful eyes of your companion. Day or night, they're paying attention to every detail, every movement, every sound. Sometimes you wish they'd just relax and enjoy themselves, but at least you know they always have your back.

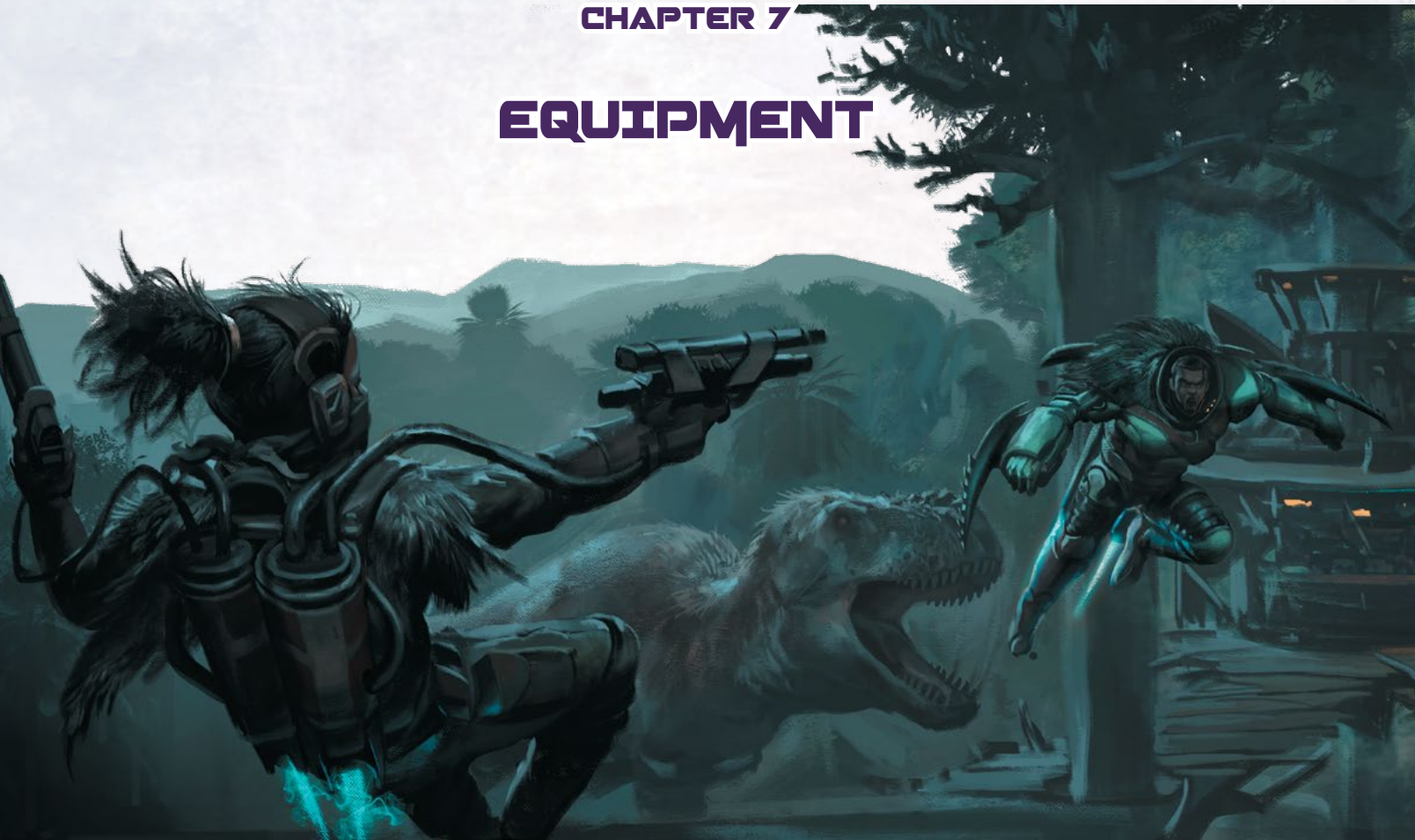
Benefit: Your companion alerts you to the slightest signs of danger. You gain an asset on initiative whenever your companion is within long range. Enabler.

Personality Traits: Vigilant companions are so hyper-aware that they sometimes miss the important stuff while warning you about every little shaking leaf, falling raindrop, and rolling pebble. They may perch on the top of whatever tall object is nearby and send out alarm calls that alert all creatures in the area to your location. Vigilant companions are likely to track, pursue, detect, notice, listen, focus, and discover.

Companion dispositions provide a great opportunity for fun and interesting GM intrusions. A Clumsy bambiraptor falls from the back of their prey in the middle of battle. A Timid alphadon runs away at the last second, coming within inches of being squashed by the giant feet of a T. rex. A Sociable triceratops gets a little too social, alerting enemies of the group's presence.



EQUIPMENT



A few larger towns have nautil exchanges, where they will take the appropriate number of new nautils off your hands and give you a SATI token, but the exchange rate is usually very high and the bank takes a cut.

When it comes to the equipment that characters and companions use and interact with, Grevak offers an unusual mixture of far-future high-tech devices, simple hand-crafted tools, and cobbled, almost wasteland-style items. If you were going to give its look a tagline, it would be something akin to “primeval high-tech apocalypse with dinosaurs.”

That means it’s not unusual for different players in the same group to have a metal rod studded with scavenged nails and wrapped with electrified wire, a well-worn fingerprint-reading smart gun, and a shiv hand-carved from dinosaur bone. The same is true for armor and outfits; one player might have a patched SATI uniform with far-future techplates that no longer function, while another might wear an entire outfit made of furs, feathers, and leather that they tanned themselves (or bought off a local tanner). Players should feel free to get creative with the flavor and description of their equipment (and the equipment of their companions).

CURRENCY

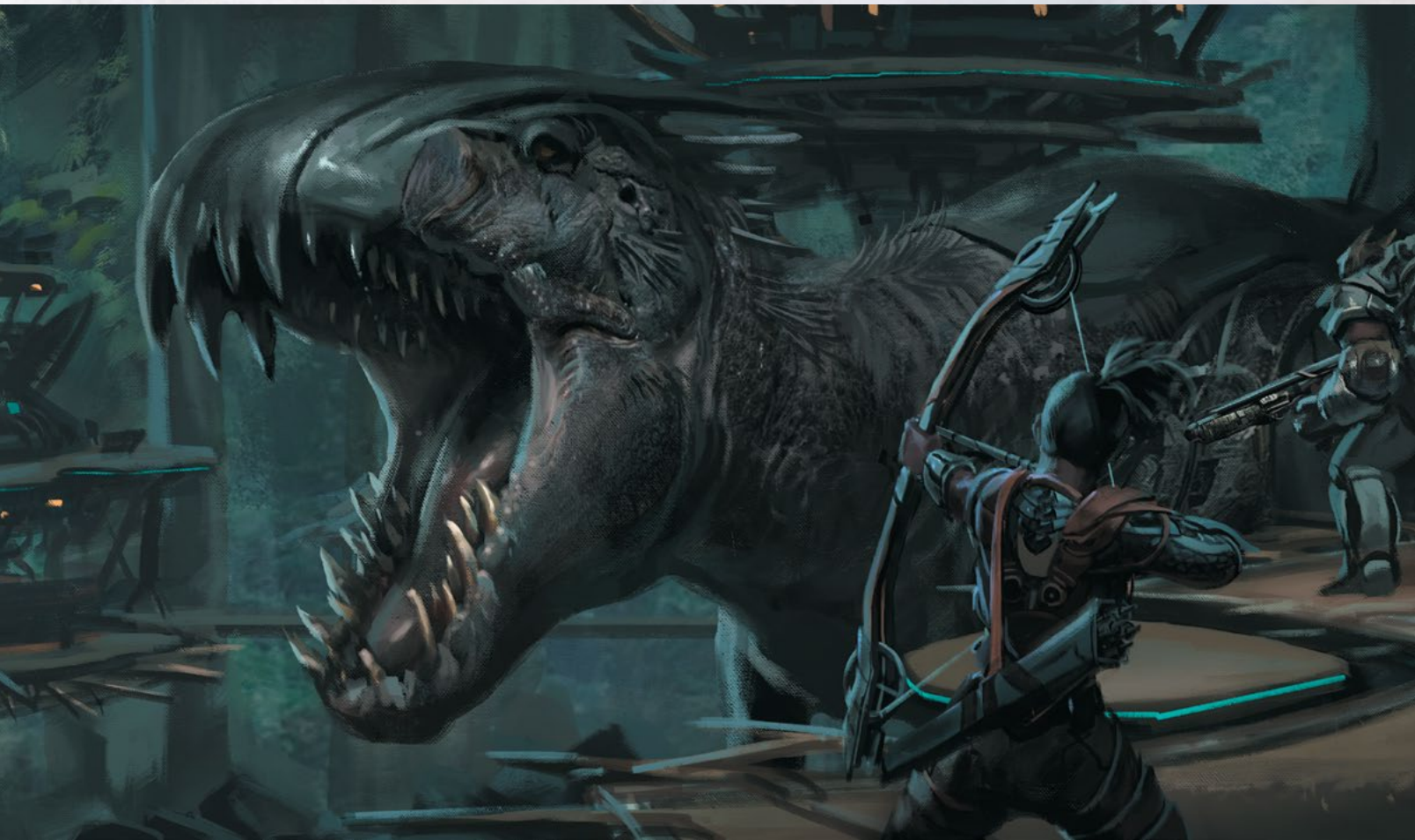
The main currency of Grevak is called nautils. There are two forms.

SATI Tokens: These were SATI-issued germanium tokens in the nautilus shape of the SATI logo. They were originally given to workers as bonuses and rewards for jobs well done. Workers traded them in for supplies, treats, clothing, vacations back home, and more. The original SATI tokens are very rare—most have been lost, melted down, hoarded, or otherwise kept out of circulation. A SATI token is considered to be worth about 100 times that of a new nautil.

New Nautils: Many of these are real nautilus shells, harvested, dried, and preserved. Smaller nautils are more coveted than larger ones, as they take up less space and are less likely to break (which renders them mostly worthless).

Others are newly minted metal coins in the fashion of SATI tokens. However, they’re made of a composite of metals and easy to distinguish from the originals.

Neither are considered official currency, but in a world where there’s very little oversight on “official,” that hardly matters.



MATERIALS

Materials in Grevak are, in many ways, much like materials today. A wide range of natural fibers, synthetic fabrics, and reused objects all create a mish-mash of styles and clothing options.

There are a number of materials that are unique to Grevak. Leather, scales, fur, bones, and so on from dinosaurs and other Cretaceous creatures are the most readily available materials. They are cheap, sturdy, basic, and easy to come by.

Other materials, such as wetweave and solarium, are extremely useful but rarer, and are thus far more expensive. You might also find objects created from aerogels, glassy metals, ceramic cloth, magnetic ink, and more.

Prokarcoat: Designer bacteria that burrows into cracks, crevices, and other spaces and fills them with a mix of calcium carbonate and glue. The mixture hardens to the same strength as the surrounding materials. It's most commonly used for repairs, creating small structures, and adding strength to buildings.

Smart Fluid: Magnetorheological (MR) fluids are used to make armor bulletproof, increase the precision of optical instruments,

and enhance various body parts. It is not hard to come by, but is complicated to work with. Turning smart fluid into something useable requires someone with a high level of knowledge and experience.

Wetweave: Genetically modified orb weaver spiders produce this strong, superamphiphobic fabric. It's used in weatherproof outfits for humans and creatures, temporary shelters, flying apparatus, and watercraft. Originally available only from SATI, there are now black-market weave farms located around Grevak, many of which also cultivate dupe.

Piezotextiles: These fabrics use the body as a power source, harvesting kinetic energy to create electricity. This material was originally used by SATI workers to power devices, but the majority of those devices no longer work or no longer exist. Still, the material has its uses—some piezotextiles help regulate body temperature, change color based on the wearer's actions, and could potentially be hacked by those who know how and used as an energy source.

Solarium: This self-healing material is created from bacteria-produced biofilm. It works by absorbing and conducting electricity in tiny

Doing a bit of research about far-future technologies, fabrics, materials, and more can provide ideas for new and interesting materials and objects. If it could be created, grown, or designed in the future, it could have come back to Grevak via time travel.

There is a type of spider that also produces bioluminescent strands, which are woven into wetweave and other fabrics, but these are very rare. It's cheaper to buy other forms of illumination.

Orb weaver spider, page 100

Dupe, page 186

solar cells and using the heat to essentially remelt itself back together. It is used in clothing, weapons, and building materials.

Transalumina: Three times stronger than steel, far lighter, and transparent, transalumina is used to make protective windows, screens, armor, and shields, and is used in weapons.

Shrilk Film: A common material in Grevakc, shrilk is made from shrimp shells mixed with proteins derived from spider silk. It's thin, clear, flexible and similar in strength to aluminum. It's also biodegradable, and is often used for temporary structures, sutures, and other equipment that is designed to dissolve over time.

EQUIPMENT LISTS AND PRICES

This is not a comprehensive list of available equipment—innovative creators are always working with existing materials (and attempting to come up with new ones) to design and produce unusual and unique items. In addition, there are many uncommon items that were brought back through time that still function (at least most of the time).

PRICE CATEGORIES

The *Cypher System Rulebook* introduces five price categories for goods and services.

Inexpensive items range in price from 1 to 2 nautils, and include items such as arrows and other ammunition (except bullets), simple meals, and supplies like rope.

Moderately priced items range in price from 10-20 nautils, and include items such as simple weapons and armor, a tent, and so on.

Expensive items range from 100-200 nautils (or 1-2 SATI tokens), and include items such as medium or heavy weapons or armor. Untrained, untested, or young dinosaurs are in this category.

Very expensive items range in price from 500-1,000 nautils (or 5-10 SATI tokens), and include unusual materials, refurbished SATI armor and weapons, and so on. Trained and tested dinosaurs are also in this category.

Exorbitant items are well over 1,000 nautils in price, and are typically the province of higherups in SATI and other organizations, wealthy business owners, and others who have the security to keep such a large number of nautils at a single time.

Here are general suggested prices for various items. Again, this list isn't exhaustive; use your best estimate to come up with appropriate prices for unlisted clothing, armor, weapons, and equipment.

CLOTHING AND ARMOR

Some of the most common types of clothing and armor include the following.

Light (1 point of Armor)	COST
Light hides, furs, and feathers	10
Leather and scales	15
Lab coat or apron	10
SATI uniform, refurbished	30
Light smartfluid armor	100
Light solarium armor	200

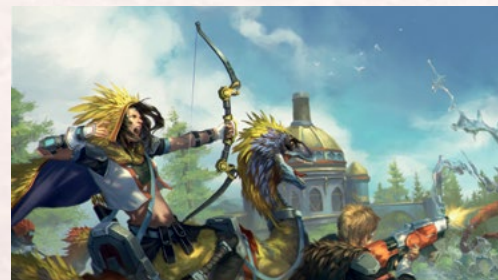
Medium (2 points of Armor)	COST
Hides, furs, feathers, and scales	20
Wetweave armor	30
Smartfluid armor	500
Solarium armor**	800

Heavy (3 points of Armor)	COST
Reinforced hides, furs, feathers, and scales	30
Reinforced wetweave armor	50
SATI armor, refurbished	100+
Piezotextile armor	500+
Reinforced smartfluid armor	1,000+
SATI armor, original working condition**	2,000+
Reinforced solarium armor**	2,000+

Shield+	COST
Simple wooden shield	5
Simple metal shield	20
Transalumina shield	200

+Shields provide an asset on Speed defense tasks.

**When worn, the indicated special armors protect at their level, but tax the wearer as if they were one level lower. Thus, solarium armor provides 2 points of Armor, but taxes the wearer as if it were light armor.



WEAPONS

Some of the most common weapons include the following.

Light (2 points of damage)	COST
Simple wooden or bone, hand-crafted (club, stick, slingshot)	1-2
Simple metal, hand-crafted (dagger, shiv, throwing knife)	2-5
Simple transalumina weapon	100
Medium (4 points of damage)	COST
Simple wooden or bone, hand-crafted (bow, spear)	8
Simple metal, hand-crafted (shortsword, flail)	8-15
Battleaxe	20
Sword	20
Laser crossbow	20
Arrows or crossbow bolts (20)	1
Handgun, light rifle, sawed-off shotgun	20
Transalumina bow or crossbow	250+
Heavy (6 points of damage)	COST
Heavy metal, hand-crafted (mace, maul)	10
Heavy crossbow	30
Rifle, shotgun	30
Laser gun	45
Headset laser gun	100
Solar chainsaw	200
Fingerprint-reading smart gun	250+
Transalumina heavy crossbow	400+
Transalumina rifle or shotgun	400+
Transalumina laser gun	450+
Other	COST
Grenade, sonic	15
Grenade, thermite	15
Bomb	20

BODY UPGRADES, AUGMENTS, AND ENHANCEMENTS

Item	Cost	Notes
Camretina	1,000+	Microcamera or video embedded in the retina
Nightvision	750+	Asset to seeing in the dark
Cybernetic limb	1,000+	Asset to Speed or Might actions (depending on the limb and type of upgrade)
Cybernetic or grafted tail	1,000+	Asset to balance, climbing, and jumping tasks
Scanner	1,000+	Embedded in eye, fingertip, or palm. Asset on tasks involving identifying.



Explosive weapons,
page 185

Grenades, page 253

OTHER TOOLS AND ITEMS

Inexpensive (1-2 nautils)

Candle	
Rope	Made of beech bark or horsetail, 50 feet (15 m)
Prybar	
Hourglass	
Light, simple (lantern, candle, torch)	
Water bottle and handmade filter	

Moderately priced (10-20 nautils)

Adventurer's pack	50 feet (15 m) rope, 3 days' rations, 3 spikes, hammer, warm clothes, boots, 3 torches
All-weather goggles	
Backpack	
Breather	10 hours of breathable air
Climbing gear	Asset on climbing tasks
Clothing, simple, tailored	
Dinosaur bag	Allows dinosaur to carry supplies and equipment
Dupe	Addictive plant substance, commonly rolled and smoked
Firesteel (metal match)	
Goggles	
Light, portable laserdiode	
Light, portable solar	
Seeds	
Spikes and hammer	10 spikes
Stun gun	
Portable makeshift shelter	
Trap	

Expensive (100-200 nautils or 1-2 SATI tokens)

Dinosaur	Untrained and untested
Dinosaur pheromones	Asset on positive dinosaur interactions
Disguise kit	Asset on disguise tasks
Medkit	Asset on healing tasks
Fingerprint smart lock	
Ornate or fashionable ensemble	
Small kayak, canoe, or boat	
Labkit	Asset on all scientific and experimental tasks
Tech toolkit	Asset on tech tasks
Tent, hanging	5-person tent, hangs off the ground for safety
Unhatched dinosaur egg	

Very Expensive (500-1,000 nautils or 5-10 SATI tokens)

Ocean-faring boat	
Simple house or plot of land	In a town or city

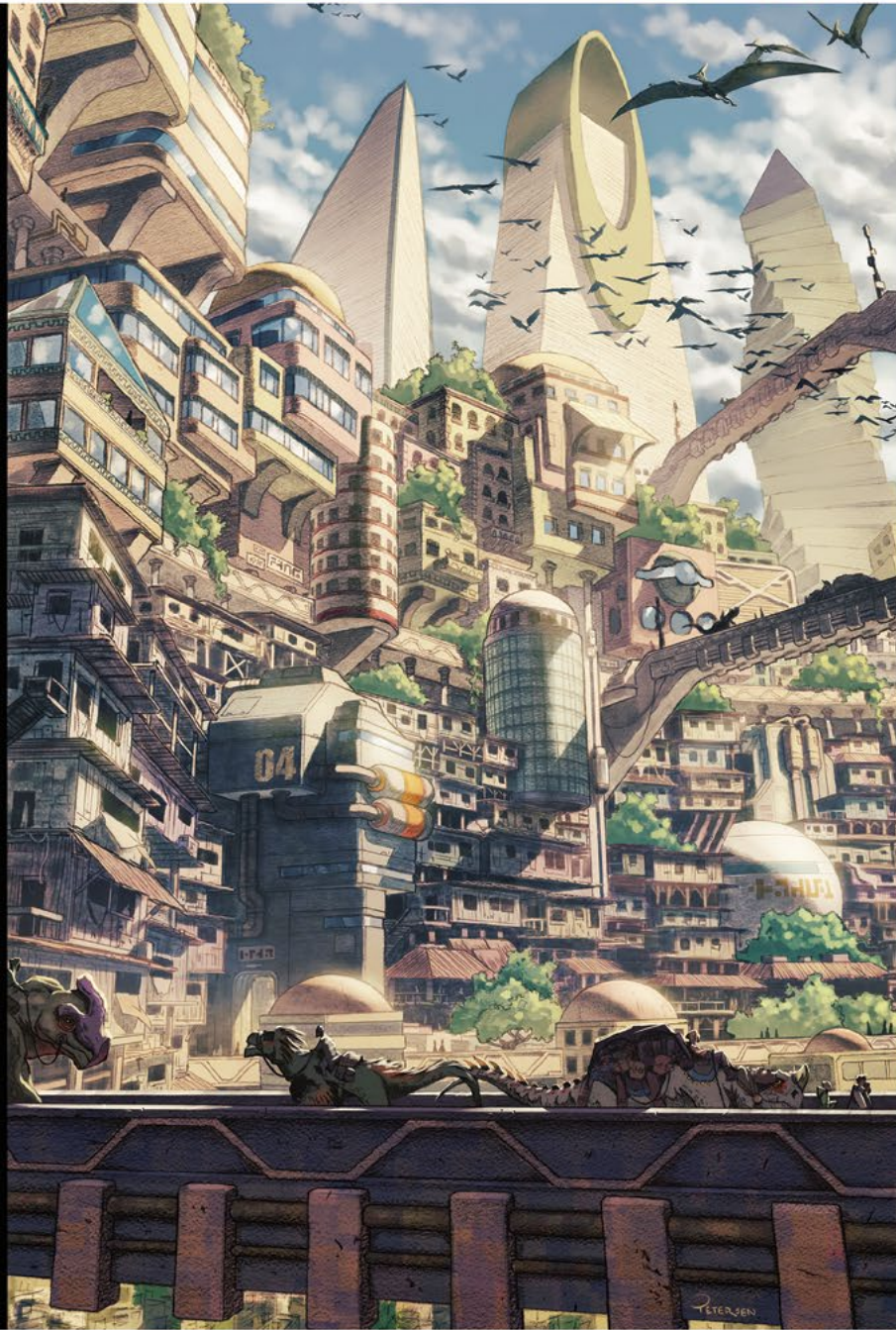
Exorbitant (1,000+ nautils or 100+ SATI tokens)

Extravagant or well-guarded house	In a town or city
Well-equipped lab	Asset on discovery, creation, and experimentation tasks

Unclaimed land in the wilderness is usually free for the taking (as long as you can defend it).

PART 3

THE SETTING



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WELCOME TO GREVAKC



HOW DID WE GET HERE?

Grevakc is Earth—but Earth as it was 65 million years ago during the late Cretaceous period, when dinosaurs still roamed the earth, before an approaching asteroid wiped out much of life on the planet.

But of course, it's not the exact same. Because there are humans. Humans who have inhabited the land for the last hundred plus years.

Somewhere in Earth's future—in the year 28 IGT (interglobal time)—the first commuters arrived in the Cretaceous, thanks to the time-travel technologies of a large conglomerate called *Space and Time, Interglobal (SATI)*. It's widely believed that the time-travel program was one of the first of its kind, a top-secret mission called the Gre-Vakian c trials.

In the nine years that the mission was active, it's estimated that SATI sent more than 20,000 adult commuters—namely scientists, scholars, soldiers, and service workers—back to the Cretaceous.

SATI hired the best people for the job—and the job was huge and varied. It required some of the world's top minds in the fields of aeternology, bioengineering,

biology, cybernetics, archeology, and more. It also needed talented botanists, animal husbandrists, astronomers, and much more. Soldiers were brought in to protect SATI assets, enforce the law, and (most likely) keep SATI secrets, while service workers made the trip to cook and grow food, work with dinosaurs, and provide other services. Most people were required to speak at least two languages as part of their training; many spoke three—English, Mandarin, and their native language.

A few young people or non-farm animals made the trip, but it wasn't common. Only the highest and most influential individuals were given permission to bring their families along, as both the trip and the location were considered too dangerous.

Some workers were able to travel back home occasionally “on leave,” as their schedule and duties allowed.

What was SATI's purpose with the Gre-Vakian c trials? Were they searching for something? Did they hope to make contact with alien life? Was it merely an experiment on humanity? Almost everyone you talk to believes something different. Even those who were high up in SATI

Interglobal time, page 72

SATI, page 166



ranks have different stories and hypotheses about the project's real goal.

Just nine years after the Gre-Vakian c trials began—in 37 IGT—time travel abruptly stopped working, trapping all of the commuters in the Cretaceous. Those who lived through the event named it the Great Howling, after the sound the machines made as they simultaneously self-destructed, bringing down anything that was in the vicinity. In more polite company, if there is such a thing, it's more commonly called the Last Commute.

With communication from the future cut off, it was impossible to discern what exactly had happened. Did SATI higherups deem the Gre-Vakian c trials a failure and close them off from the safety of the future? Did time travel stop working for some reason unknown to either side? Was some other force at work? Can time travel be opened back up somehow, allowing people to get back home?

Those are questions people are still trying to answer to this day, perhaps even more so as the possibly mythical life-destroying asteroid looms just off the literal horizon.

WHERE IS HERE, EXACTLY?

Predation takes place mostly on the two continents of Laramidia and Appalachia, as well as the Western Interior Seaway, which stretches between the two. Both continents are wild, lush, and dangerous. Upheaving mountain ranges frame their edges, volcanoes threaten to erupt at any given moment, and wild storms rage across their flatlands.

The highest-population area is the semi-flat stretch along southeastern Laramidia, commonly called *Salmon Flats* (named after the *Salmon Center*, the structure where the time-travel machines were located). This is where the majority of SATI complexes, cities, and structures are located. Small towns and villages dot the landscape outside of *Salmon Flats*, but for the most part, the area remains as it was—unexplored, lush, dangerous, and wild.

THE NAMING OF GREVAKC

SATI's mission to the Cretaceous period was originally coined the Gre-Vakian c trials, likely after Jasmin Gre and Matias Vakian, the two scientists who are credited with stabilizing time travel. Most people assume the c stands

Laramidia, page 76

Appalachia, page 110

Western Interior Seaway, page 106

Salmon Flats, page 76

Salmon Center, page 80

Over time, the original spelling has been forgotten in some places, so it can also be written as Grevack, Greyveck, or even Gravach.

SATI, page 116

Wetweave, page 61

for Cretaceous, opening up the possibility that SATI (or some other entity) was conducting additional trips to other places or times. It's possible, however, that the c actually stands for the third time-travel mission to this particular place. If that's the case, were a and b failures, and were there additional missions after this one? All of those possibilities seem likely.

Now most people call the place they live Grevakc, although a good majority can no longer tell you why.

THE PEOPLE OF GREVAKC

The inhabitants of Grevakc all have one thing in common—their ancestors arrived here by traveling back through time to the Cretaceous period as part of SATI's time-travel program. For some, it was their grandparents, and for others, their parents.

Beyond that, there is no "typical" Grevakcian in terms of race, gender, physical build, knowledge, or even language. The descendants of those early commuters are as varied as their ancestors, not just in their physical appearance and culture, but also in their knowledge and skill sets.

People wear and use a mishmash of the future and the past, often without making much distinction between the two. A well-designed armor set built entirely from *wetweave* will have different properties than a hand-crafted outfit made of feathers and dinosaur scales, but one is not necessarily better or more coveted than the other. If anything, materials from the future are already well-worn and well-used, making them more likely to fail in some significant way at just the wrong moment.

It's not unusual to see someone carrying a SATI-issued fingerprint-reading smart gun

CRETACEOUS-PALEOGENE (K-PG) EXTINCTION EVENT (OR THE ASTEROID THAT WILL KILL US ALL)

Also known as the Cretaceous-Tertiary (K-T) extinction, this is the mass extinction, triggered by a massive asteroid impact, that will end most of life on earth. Unlike the dinosaurs, who had no idea what was about to happen, the people who live in Grevakc know a great deal about their coming end. It's in their history books. Recorded in their DNA. Retold in their folk tales. But it is also their future.

When the massive asteroid, which will be 6.2 miles (10 km) wide, crashes into lower Laramidia, it will create a crater that's more than 112 miles (180 km) wide and have catastrophic effects on the entire planet. First, the earth around the crater will become fluidy, taking on the properties of slow-moving liquid, and then begin to collapse. The impact will also trigger shockwaves and huge tsunamis, and send a massive cloud of hot rock and dust into the skies. Forest fires will ravage the land as a rain of hot dust cooks everything it falls on. And that's all before the tiny fragments of the comet begin blocking the sun's rays, which in turn will lower the temperature of the planet.

This lingering winter will make it impossible for plants and plankton to carry out photosynthesis, and more than 75 percent of all species, including many mammals, birds, lizards, dinosaurs, and more will perish. It is, of course, unknown as to whether humans will for sure be one of those species, but when SATI's scientists ran the numbers, they discovered there was a 98.75 percent chance of human extinction (in Grevakc, of course).

In the future, SATI scientists were able to pinpoint the exact date of the impact. Rumors say they did this by sending commuters back in time, narrowing in until they were able to nail down not just the day, but the time of day, of the catastrophe. Of course, that would mean they sent hundreds, possibly thousands, of commuters to their death until they had an answer, and that would be a cruel choice, even for SATI.

Sadly, that data is no longer available. The original details of the impact have been lost over the years, and time tracking has been fairly loose since the *Last Commute*. It's not entirely clear how long Grevakc's inhabitants have before the asteroid hits, but most people believe that the *Last Commute* took place less than a few hundred *interglobal years* before impact. So the real answer is: soon. Far too soon.

Everyone in Grevakc knows that the K-T event already happened in the future, but not everyone believes that it will happen again in *their* future. Some trust that even though time travel is broken, those who live in the future have already found a way to prevent the asteroid from hitting the earth. Others believe that time travel has changed things already, that the very presence of humans in the Cretaceous means that history is already changing course. Those who do believe work hard to find ways to prevent it, or to fix time travel so that everyone can return to the future before history reoccurs.

Last Commute, page 67

Interglobal years, page 186

and a hand-hewn bone knife while wearing an outfit that is a patchwork of leathers, fur, and wetweave and healing themselves with a combination of cloth bandages and a *cypher* embedded in their DNA. Making the best out of what's available in order to survive and thrive is often the Grevakc way.

This use-what-you-can philosophy seems to extend to the physical body as well. Cybernetic enhancements, biotech, genetic engineering, and so on are all commonplace. These types of alterations can be had without much fuss and are expensive, but not exorbitant—although you get what you pay for, and more than one patient has died or been altered in unexpected ways while undergoing a cheap procedure.

LIFESPAN

At the time of the Gre-Vakian c trials, the average lifespan on (future) Earth was around 92 years of age, with people living as long as 160 years. This was due to a combination of advanced health care, cyborg and bionic technologies, and genetic engineering.

Although there are no comprehensive records of average lifespan in Grevakc, it's believed to be quite a bit lower due to the dangerous lifestyle and the lack of an established health care system. Still, a fair number of the early commuters are still alive, although most of them are getting on in years as they're now well past the 100-year mark.

LIVING IN GREVAKC

Life in Grevakc is hard for almost everyone. Dinosaurs and other giant carnivorous creatures stalk the wilderness and the towns. Bands of roaming scavengers and outlaws threaten travelers. Organizations and individuals fight for power and supplies. In addition to the obvious dangers, there is the knowledge of a devastating future that everyone carries with them: the asteroid that looms on the horizon.

This knowledge affects even those who are deeply embedded in the "luxuries" of SATI. Perhaps, out of everyone in Grevakc, they're the most aware, for they see the work every day

NAMING CONVENTIONS

Names vary as much as the people who use them. Many names are chosen to honor family members or the "old world." Naming children and grandchildren after the city or state you originally hailed from was particularly common among commuters. Other common names are unique takes on various dinosaurs, landscape features, fauna, or flora.

Most people have a first and last name, keeping with the tradition of their ancestors. Middle names are rarely given or used. Nicknames and codenames are common, particularly among members of organizations.

that is being done to try to find a solution to the impending cataclysm.

Life in the cities and towns might be more comfortable for most than being out in the jungle and the world, but it isn't necessarily any less dangerous. Whereas wild dinosaurs and bands of dangerous humans rove the wilderness, towns come with their own set of concerns—labs where chemicals, genetics, creatures, and more go awry. SATI-gear "guards" who bring their own brand of justice down on the unsuspecting. Attacks from outside organizations. Attacks from inside organizations. And more.

Of course, even in the face of great and insurmountable doom, even as people struggle with the huge challenge of surviving a truly cataclysmic future, life on a small scale goes on. People actively search for a solution to their future, yes, but they also raise their families, fight with each other, train dinosaurs, and worry about starvation or dinosaur attacks or their failing health.

FAMILY LIFE & CHILDREN

Families exist much as we know them today. Some families are built by blood, others by choice, and most are a mix of the two. It is common for multiple generations to live together—in the same town, if not in the same building. Children are raised by close

Cypher, page 162

Some players may want to try playing as a commuter. The game isn't designed for that, so it would require some kludging and probably shouldn't be an option for a first-time player. Otherwise, it's up to the GM to decide whether or not that's an option they want to allow at their table.



ONE OF THE THINGS THAT SATI IS CAREFULLY MONITORING IS THE LEVEL OF VOLCANIC ERUPTIONS, WHICH THEY KNOW INCREASED DRAMATICALLY SHORTLY BEFORE IMPACT. THESE REGIONAL CATASTROPHES COULD GIVE THEM A CLUE AS TO HOW CLOSE THE EARTH IS TO THE EXTINCTION EVENT.



THERE WERE SOME EARLY ATTEMPTS AT CREATING AND RAISING HUMAN BABIES IN THE LABS USING SYNTHETIC UTERI, BUT THESE WERE MOSTLY FAILURES. THE PROCEDURES THAT HAD BEEN DEVELOPED FOR GROWING DINOSAURS DIDN'T TRANSLATE WELL INTO GROWING BABIES, AND THE SCIENTISTS WERE MUCH MORE FAMILIAR WITH BABY DINOSAURS THAN BABY HUMANS.

Groups and organizations, page 116

relatives, and often by their communities or organizations as well.

Not everyone marries, but those who do typically view the choice as a celebration rather than as an official decree, as there is no true governing body to keep track of and record events like weddings. The Osteon in the family is typically people's first choice to conduct a ceremony and do the "official" announcement.

SATI, page 116

When time travel failed, SATI higherups put out a directive that everyone was to have as many children as they could, in an attempt to save the human species from dying out before they could fix time travel and find a way back to the future.

The directive was aimed at all commuters, but the word-of-mouth marketing campaign was directed specifically to women, particularly in the larger cities. Fertilization, SATI reminded them, was as easy as swallowing a gene pill or getting a shot. Injections of growth hormones and other genetic elements meant shorter-term pregnancies. And the parents didn't have to raise the children at all if they didn't want to; SATI would take them and raise them for the good of the future.

Some couples and women eagerly joined up to help save humanity. Others did so as part of their duty. But many resisted, or tried to. SATI denies it, but some people tell stories of forced impregnation during those early, dark years after the Last Commute. Others fled the cities en masse, worried about what other decrees SATI might try to force upon them and determined to start a new life elsewhere.

DEATH AND DYING

Funeral ceremonies are held for the dead, when time and circumstances allow. However, scavengers are an imminent threat to the preservation of bodies, so many of the dead are burned to ash within a few hours of their passing. SATI communities and compounds often have working incinerators, while others build bonfires or pyres. A few communities along the coast hang hand-hewn coffins on the cliff edges.

Some communities honor the connection between humans and domesticated dinosaurs by offering some or all of the body up as food to the carnivores. This is also reversed; if a human and creature are close companions, upon the creature's passing, its body will often be roasted and eaten. This practice saw a rise in popularity among the second generation, but has since fallen out of favor. Now the "feeding of the body" tends to be more symbolic, with less actual eating of flesh.

STRUCTURE AND LEADERSHIP

Currently, there is no central leadership or governmental structure that rules over all of Grevakc. In the past, that responsibility fell to the SATI leadership and board, which ruled over the entire area as if it was a corporate structure (which it was, in almost every sense). They made the rules and hired people to uphold and enforce those rules, and punish infractions.

The only problem? They did so from afar. When time travel collapsed, so did their supreme reign. The SATI higherups in Grevakc kept the structure going for a while, mostly by promising (or threatening) that time travel would reopen and the board would step back in. As time progressed and that seemed less and less likely to happen, the tenuous grip of the SATI sub-leaders began to slip. Even so, SATI was able to keep the peace and the power among its own. Now even that has begun to fail. The organization is falling apart from within, and as it does so, those who can smell weakness and have their own interests have started stepping up in the hopes of taking advantage of the widening cracks.

Most SATI complexes and cities are still run by an individual or small team, usually comprised of those who'd originally been sent by SATI as proxy rulers, guards, and governing bodies (or their descendants). These teams manage laws, commerce, and other elements of their cities, but their rule doesn't extend far beyond their walls. And as the original SATI commuters die out and are replaced by



their children and grandchildren, the power is becoming even more diluted.

Other groups, organizations, and locations keep their own rules, hire their own public services (if they have any), and choose their own leadership (or have their leadership wrested from them).

In SATI-run cities, laws and codes of conduct are similar in most places to what we know today. Murdering someone without just cause is considered illegal (the leadership appoints judges to decide what is and isn't done without just cause). So is thievery, bribery, destruction of personal property, and the like.

Other cities and towns may or may not follow similar rules. It's always smart to get the lay of the land before entering a new place.

GROUPS, ORGANIZATIONS, AND RELIGION

Groups and organizations are an important part of the setting—so much so, in fact, that you might read Chapter 11: Groups and Organizations before you read the rest of the setting chapters to help you get a sense of how the human segments of Grevakc operate. Without a governmental body to oversee things, organizations are often the ones who are attempting to make and enforce laws, take care of citizens (or not, depending on their

goals), and find ways to ensure that life goes on (in some form) after the cataclysm.

Various religions exist in Grevakc, the beliefs having been brought with them by early commuters; however, they're not overly common. It's more likely to find that people affiliate strongly with one of the organizations that has arisen since the Last Commute.

Some of these, such as the [Genesis Fellowship](#), appear to be more like organized religions than actual organizations, as they have a basis in existing religious beliefs and act much like organized religions as we know them today. SATI, which was once an interglobal conglomerate, is now probably the largest and most well-known organization.

Many people belong to one or more of the organizations that exist in the world. They might be part of SATI, the [Butterflies](#), and so on for their personal beliefs or future salvations, because that's the organization they were born into and raised as part of, or because they needed or wanted the security and safety (such as it is) of belonging to something bigger than themselves.

Each organization has its own larger goal for its people and for the future. Some want to find a way to time travel back "home," a place they've never seen and aren't even sure still exists. Others want to find a way to track

Genesis Fellowship,
page 120

Butterflies, page 118

Groups and Organizations, page 116

and destroy the asteroid before it hits Earth. Some believe that they will find their very own Eden, here among the leviathans, and that their discovery will save them against all odds. Still others are determined to let the human race die out here and now, believing that by doing so they will save all other life for the future.

LANGUAGES

It's not uncommon to hear multiple languages being spoken, often with a mishmash of words, dialects, and accents in a single sentence. English and Mandarin are the most common, although a universal science-speak often pervades the vocabulary of even those who aren't in scientific fields.

One area where the language is more lowbrow than might be expected is when talking about dinosaurs and other Cretaceous creatures. Only the most scientifically minded individuals use the full Latin and Greek names when talking about the animals roaming around the world. Instead, most use nicknames and common names, some of which vary from place to place.

LITERACY AND EDUCATION

Literacy means something slightly different in Grevakc than it does in our current world. Almost everyone in Grevakc can read and write—it's considered the most basic of skills. That in and of itself does not constitute "literacy." In order to be considered literate, one must also be knowledgeable or proficient in one or more fields or trades. Despite that, literacy is quite high, probably because of the value that's placed on educational experiences of all kinds.

SATI children typically attend one of SATI's formal educational programs, where they learn basic skills, and then are moved into a specialization, such as genetics or hydrofarming. In some of the larger towns, children may attend a school of sorts (usually an informal gathering place where one or two adults are paid by the community to teach). In small communities and villages, children usually learn alone or in a very small group from a relative or family friend.

In all cases, the majority of learning comes from tailored, hands-on experiences rather than

from sitting inside a classroom. Sometimes this experience is in the form of an internship, and other times it's as simple as helping a relative at their chemistry lab. Hands-on experience out in the world is considered to be a vital part of every young person's learning experience.

TELLING TIME

The passage of time in Grevakc is much the same as we experience it now. Even days, weeks, and years are similar. There are 370 days per year, with each day being around 23 and a half hours long. Most people keep to the traditional idea of a day, a week, a month, and a year, with a few extra days tacked on the end of what we now consider to be a year. Seconds, minutes, and hours are also the same.

However, tracking the years is no longer done the same way that we do now. Instead, people use InterGlobal Time, a system established by SATI and a few others to ensure that everyone on various planets and in various times all has a synchronized unit of time measurement.

**TIMELINE
(IN INTERGLOBAL TIME)**

00 IGT	SATI and others create InterGlobal Time
28 IGT	The first commuters arrive in Grevakc
37 IGT	The Last Commute
151 IGT	Current time in Cretaceous

ANIMALS AND CREATURES

Not surprisingly, Grevakc is full of dinosaurs, early mammals, and other creatures that existed during the Cretaceous. Some are just as our 21st century fossil records show. Others have been altered by the existence of humans in their world—carefully bred, bioengineered, gene spliced, and more. And still others are creatures that exist outside our current fossil records—soft-skinned creatures that didn't preserve well or insects that didn't happen to be unlucky enough to get trapped in amber.

Scientific and common creature names, page 122

Creatures and NPCs, page 130



MANY BUILDINGS AND STRUCTURES ARE DESIGNED WITH THE POTENTIAL SIZE OF DINOSAURS IN MIND. DOORWAYS, GATES, AND COMMON AREAS ARE ALL LARGER THAN WE MIGHT FIND TODAY, TO ACCOMMODATE THE DOMESTICATED DINOSAURS THAT EXIST IN THE CULTURE.

There are few traditional domestic animals in Grevakc. You're not likely to find dogs, cats, or other animals that we might consider pets today. It's likely that it was considered dangerous to bring them back, not just for the animals themselves, but also for the ecosystem. A single pair of unaltered cats could easily bring down the entire population of early mammals.

There are also few farm animals or traditional farming plants as we know them today. Instead, you'll find dinosaurs and Cretaceous-era plants that have been implanted with genes of goats, sheep, cows, and other animals to provide benefits like wool, milk, meat, and crops.

GREVAKC GAZETTEER

Most of the known and charted territory of Grevakc consists of two major landmasses—**Laramidia** and **Appalachia**, with the **Western Interior Seaway** running between them.

Laramidia is an island continent, a long, thin stretch of land, punctuated by the rising Rockies along the left coast and by the Western Interior Seaway on the east. Just over 1,000 miles (1,610 km) across at its widest point, Laramidia is a mix of rocky, mountainous terrain, swampy lowlands, and thick, lush jungle. Big rivers, as wide as the Amazon,

crisscross the land, along with large swamps, lakes, and other bodies of water.

Salmon Flats—a semi-flat stretch along the mideastern coast—is the location of the majority of SATI complexes, cities, and structures. Throughout the rest of Laramidia, small towns and villages dot the landscape, but for the most part, the area remains as it was—overgrown, lush, dangerous, and wild.

The Western Interior Seaway is a large inland sea. Its waters roil with life, including marine predators, giant clams, and early avians. Most of the Seaway that stretches between Laramidia and Appalachia is unexplored and uninhabited, particularly the northern end, which is considered wildly dangerous. But for those who do venture across the watery stretch, there are riches to be found and discoveries to be made.

Appalachia is much less explored or inhabited than Laramidia. The area hosts myriad unknown and uncharted creatures, places, and landscapes. It's rumored that only the bravest, wildest, and craziest—or those with nothing left to lose—venture across the Western Interior Seaway toward Appalachia. (Of course, those who live in Appalachia might say the same about Laramidia, so generally it's safe to say that everything is dangerous and nowhere is safe.)

The continent of Laramidia stretches approximately from modern-day Alaska to Mexico.

Laramidia, page 76

Appalachia, page 110

Western Interior Seaway, page 106



CLIMATE AND WEATHER

Overall, the climate of Grevak is generally similar to that of present-day Earth, but leans warmer and more humid. There are more subtropical spaces, and tropical sea temperatures can be as high as 95 degrees F (35 C). It grows colder as you travel higher—the mountains, for example, are occasionally coated in snow.

There is a wet season and a dry season, with heavy rain in tropical regions and snow in the mountainous areas. Mega-storms and mega-floods—beyond anything we're used to seeing today—are not uncommon, sweeping in from the oceans across the land. They can last anywhere from a few days to weeks on end, and can destroy buildings and forests, capsize boats, and kill any living thing in their path. Volcanic eruptions are always a potential threat, spewing lava, rock fragments, hot vapor, and gas into the environment.

Time Anomalies: It's believed that time anomalies are a result of time travel (or perhaps of time travel's breakdown), but no one knows for sure. They typically look like glitches in the landscape, places where the edges don't line up. Occasionally, they seem to look like a mirage, the flickering image of a place or structure that doesn't belong.

Once in a while, a time anomaly makes a sound as it appears, a low whining hum that is easier for animals to hear than humans.

Typically, time anomalies last anywhere from a few minutes to a few hours. Rarely, they last days or even years. One anomaly near Redjaw Wilds is reported to have existed for almost a decade.

Time anomalies almost always carry technologies, objects, and information from the future in the form of **cyphers**, **artifacts**, and **remnants**. They can also bring danger, usually in the form of electrical charges, odd lightning sparks, or sudden fires.

It's hard to predict where time anomalies might appear or how long they might last. Those who study time anomalies, however, can typically find nearby anomalies quicker and with more accuracy than most people. Some dinosaurs also have the ability to help locate time anomalies (much like a truffle hog searches for truffles).

As with all things in the Cypher System, time anomalies have levels, from 1 to 10. The majority are level 3 through 6, although some are much higher. The appearance of really powerful time anomalies—typically level 9 or 10—is rare. The level comes into play for anything having to do with anomalies, including

finding them, detecting available cyphers, and so on. The higher the level, the more likely a time anomaly is to be dangerous to those who try to enter it. Cyphers and artifacts are always the same level as the anomaly they're found in.

Time Terrors: Grevak has no shortage of dangerous weather, but time terrors are considered to be in a class unto themselves. These giant storms appear suddenly and with little to no warning. A drastic spike in temperature within the area—gaining as many as ten or fifteen degrees in just a few minutes—is the only telltale sign of the approaching storm. In addition to the temperature increase, the storm brings with it chains of ball lightning that snake along close to the ground and can devastate living creatures, trees, and buildings with a mere touch. Winds roar through the area, blowing over and tearing down everything in their path. When the storms appear in low, flat areas, like the Chalk Desert, they sometimes create mirages as well, often of landscapes that make no sense to those watching.

Perhaps the weirdest part of time terrors is also the thing that makes them almost survivable—each storm seems to be self-contained, as if housed within an invisible barrier. Reports from those who found themselves (accidentally and luckily) outside the storm barrier talk about seeing the lightning coming right for them and then disappearing before it arrived. Or seeing a strong wind devastating objects right in front of them, without ever feeling so much as a slight breeze on their own skin. Reports from those inside the storm's barrier are so rare as to be almost non-existent, but it's easy to guess that their experience was not the same.

Time terrors are believed to be created by, or at least correlated with, time anomalies. Some believe that the storms are actually an attempt from people in the future to try to reopen time travel, while others argue that they're a simple, if lethal, after-effect of time travel itself. There is also postulation that the storms are a natural element of the landscape that were merely exacerbated by time travel.

After a time terror subsides, a large number of time anomalies, up to half a dozen, can often appear in the area. They are typically short-lived, but often carry with them more cyphers, artifacts, and remnants than usual.

There are no reports of time anomalies prior to the Last Commute. It's unknown whether that's because they didn't exist yet or because people weren't aware of them.

Time anomalies should appear frequently in the world, at least once per game session, to provide characters with the opportunity to access new cyphers.

Cyphers, page 162

Artifacts, page 168

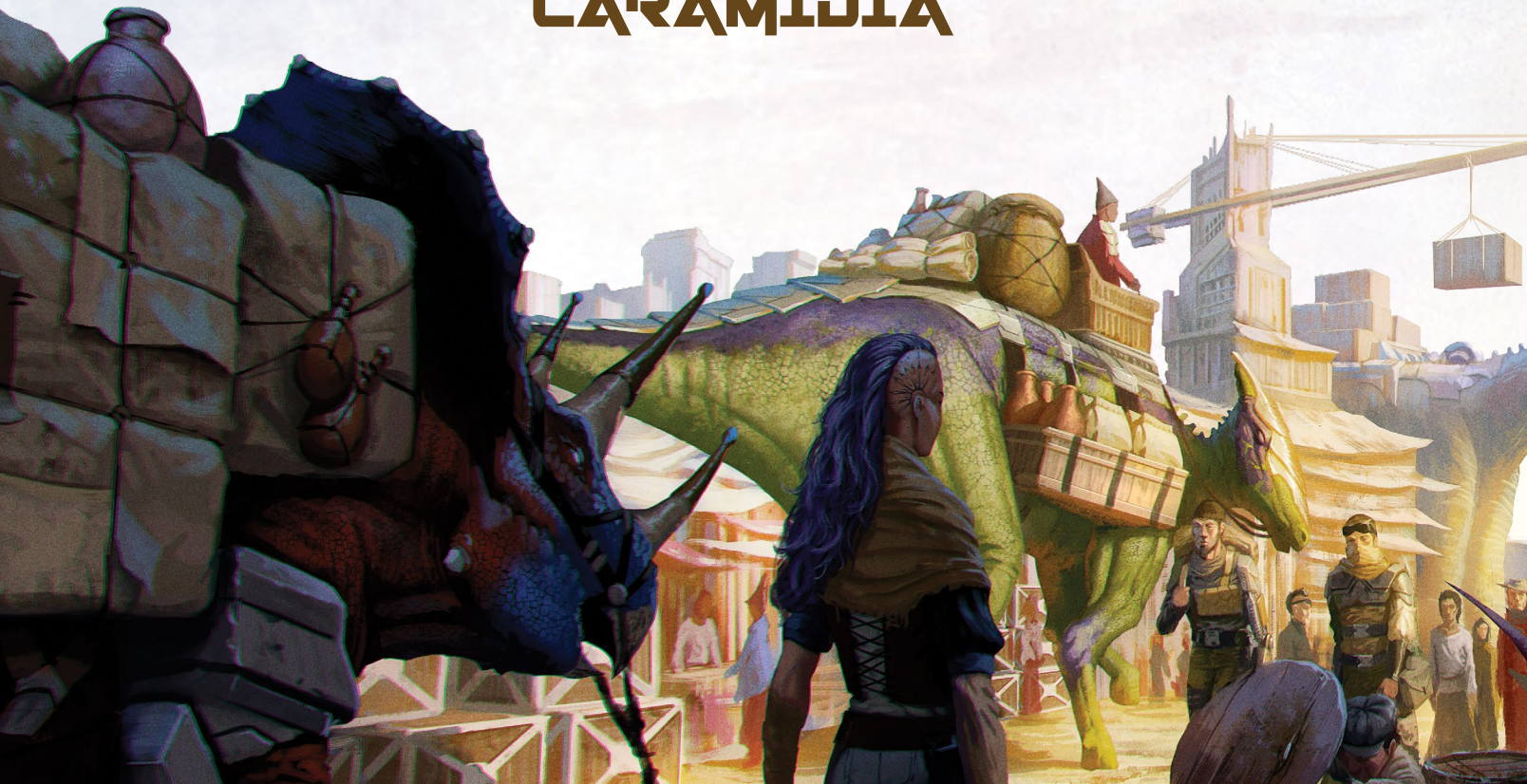
Remnants, page 173

Phrases like "a level-9 time anomaly" are appropriate in-game, as most people in Grevak talk about anomalies on a scale of 1 to 10.



CHAPTER 9

LARAMIDIA



Western Interior Seaway, page 106



The Boot, page 101

Upper Laramidia, page 102

Laramidia is a long, thin island continent that hosts a wealth of creatures, natural landscape features, and human settlements. It's the most populated continent (in terms of humans, at least) and is what most people mean when they say "Grevakc," "here," or even "home."

Laramidia is informally split into two regions: Lower Laramidia and Upper Laramidia. They're roughly divided by the Chalk Road, a wide well-traveled path that cuts crosswise through the continent. It's a general rule that the closer to the Chalk Road you are, the less likely you are to find yourself eaten by wild creatures, and the more likely you are to find yourself beaten up by human creatures.

Lower Laramidia (often just called "the lows") includes Salmon Flats, a semi-flat area along the mideastern coast that is the site of SATI's three original commuter cities. It also includes the southernmost stretch of the continent, known as "the Boot." It's the most heavily inhabited section of the world.

Upper Laramidia (sometimes referred to as the U.P.) is mostly a smattering of towns, villages, and inhabited sites that are too small

to be called either of those things. SATI has a loose and light presence here currently, but there are persistent rumors of ancient and forgotten SATI sites hidden beneath the fast-growing jungles and ever-shifting soil of the continent.

The Western Interior Seaway is typically considered to be part of Laramidia, and SATI's reach extends into the large inland sea via harbor control, island towns, floating labs, and large ships that patrol the waterways.

LOWER LARAMIDIA

Lower Laramidia is typically considered to be divided into two parts: Salmon Flats and the Boot. Unlike the clearer division between Upper and Lower Laramidia, which borders the Chalk Road, the border between Salmon Flats and the Boot is less defined. Those who live in Salmon Flats will likely say that as soon as you run out of civilization, you've entered the Boot.

SALMON FLATS

Salmon Flats is a strip of heavily jungled, but mostly flat, land roughly 750 miles (1,200 km)



long and up to 500 miles (800 km) across. It's bordered on the west by the young mountain range and on the east by the most populated section of the Western Interior Seaway.

Within Salmon Flats are SATI's three original commuter cities. The largest of those, Kelaino, is located along the southeastern edge of the Chalk Road, while its smaller sister cities, Aello and Okythoe, are further south and west. There are cities, farms, and production centers sprinkled throughout the area as well, many of which are located along the Chalk Road for easy access and transportation.

SATI remains in charge throughout many of the inhabited parts of Salmon Flats, but other organizations, particularly the Butterflies and the Genesis Fellowship, have a strong presence in the area as well.

KELAINO

Still widely considered to be SATI's major stronghold in the region, Kelaino is the main site of the original commuter arrival. Since then, it's grown in myriad ways, some of them good, others not so much. It's the largest city in Grevakc, with a current estimated population of around 8,000 people, most of whom live in the areas of town known as "thirds"—top third, east third, and market third are the names used by those who live in the districts, although the city doesn't recognize them as such. The higherups, city council members, and other members of SATI's high society live in the area known as the Triangle of the Faithful, as well as in the Salmon Center.

The city is both poor and rich, advanced and primitive, lawful and lawless, full of excess



THE LOCATIONS OF THE THREE SISTER CITIES OF KELAINO, AELLO, AND OKYTHOE FORM A PERFECT RIGHT TRIANGLE, DESPITE THE GREAT DISTANCE BETWEEN THEM. MANY BELIEVE THAT THEIR EXACT PLACEMENT PLAYED AN IMPORTANT ROLE IN ALLOWING TIME TRAVEL TO TAKE PLACE.



Western Interior Seaway,
page 106

SATI hydrolab, page 83

Gridelin Wilds, page 92

Chalk Road, page 92

and scarcity, the future and the past. The law is visible along the streets, but the lawless have learned to use the shadows and hollows of the city to their benefit. Everywhere you look there is a mix of scientific technologies coupled with homes built of the bones and skin of behemoths. Most of the streets are little more than dirt paths formed and compacted by the passage of large dinosaurs, carriage wheels, and human footsteps. Some sections of the city have electricity (from solar, water, or other sources) that powers lights, cold storage, scientific equipment, and electronics,

KELAINO'S MASCOT: SUE THE T. REX 2

About fifteen years ago, a young T. rex showed up at Kelaino's gates. Standing just a few feet high, the creature was clearly hurt—limping, whimpering in pain, missing an eye, and covered in gashes. The city rallied around the creature, which seemed grateful for the medical assistance, the attention, and the food. They dubbed her Sue the T. rex 2, after one of the most complete T. rex fossils ever found. As she healed and grew, Sue captured the hearts of the citizens and she remains the city's mascot to this day.

Unusually small for a T. rex, Sue only stands about 6 feet (1.8 m) tall, but she's still nearly 30 feet (9 m) long. Sue mostly hangs around outside the builtbone wall, welcoming visitors, cooing for food, and allowing children to ride on her tail while she slowly and carefully walks around in circles.

while other parts are candle- and fire-lit, with machinery powered by handcranks or dinosaurs. Along the water, trained dinosaurs and elegant riverboats carry supplies, visitors, and sightseers, while children use worn, repaired nets to catch ray-finned fish and river crabs in the hopes of feeding their families.

LAYOUT AND STRUCTURE

The semi-circular city is partly surrounded by the builtbone wall, a wall that is "grown" from a mixture of bones, malleable concrete, and strong metal. It grows slowly, entwining its branches together a little more each year to become stronger, wider, and higher. Currently, the bonebuilt wall stands around 20 feet (6 m) tall and surrounds all of the city that is not backed up against Torotix Run, a wide, deep river that runs all the way to the Western Interior Seaway.

The southernmost stretch of the city lies along the banks of Torotix Run. An offshoot, Mikro's Fork, branches into the city itself. A small manmade stream runs under, and powers, SATI's hydrolab, which in turn powers parts of the city. There are various docks and harbors along the water, used by fishermen, travelers, and others.

Off to the right, appearing in constant struggle with the builtbone wall, is an ever-encroaching swath of jungle known as Gridelin Wilds for its unusual purple-grey trees.

A section of the Chalk Road runs directly through the northernmost part of Kelaino, and



includes the Black Bridge, a wide, flat bridge made of an oddly bouncy (and some say, nausea-inducing) black rubber-like material. Getting into or out of the city isn't terribly difficult at the Chalk Road points—SATI guards, cyberdrones, and various defensive dinosaurs, including *acroplocerexes*, might be stationed there, but they're more interested in keeping the peace than in keeping anyone out.

In fact, city officials, headed by a **city council**, actively encourage both tourists and new citizens to embrace Kelaino, as they're aware that even here, money and bodies make the world go 'round. They believe this so strongly that they employ and send marketers, known as roadknights, out in the world to let people know about Kelaino and its hospitality. The city's slogan is "Kelaino: Arrive. Survive. Thrive" and you can sometimes see these words painted in blue on the sides of roaming dinosaurs, on the ground along long, flat stretches of the Chalk Road, and even sometimes in the air (SATI has a long history of using pyrotechnics as messaging services).

Roadknights can be anyone willing to go out and stump for the city. The only requirement is a short oral exam in which they're required to talk briefly about the good things in Kelaino. Most applicants choose the obvious, complimenting the city council, the peace-

keeping venators, and the abundance supplies available at the Market District.

Roadknights are typically employed for 2 nautil per day, plus 2 nautil per person who arrives in Kelaino bearing the roadknight's unique stamp (a special laserink design on the wrist that fades after a week or so). After a recent rash of ... incidents ... the city council has ruled that the new arrivals must be alive and conscious in order for a roadknight to receive payment.

Venators: Inside the city, peace is kept (mostly, at least) by the venators, special SATI-trained law enforcement officers. Venators are easy to spot in their bulky white and yellow armor, marked with the orange SATI logo. Venators are rarely hired; instead, they are recruited from the sons and daughters of current or former enforcement officers. As soon as they become part of the organization, a venator is given a young raptor (known as a venaraptor) as a companion; the two are inseparable, training together as a team.

Venaraptors: These small (about 2 feet [60 cm] high) raptors are specially bred and trained to excel in teamwork, communication, and search and rescue. They wear custom gear that does melee damage and provides armor. Many also carry equipment, supplies, and weapons for their handler.

SATI guard, page 149

Cyberdrone, page 137

Acroplocerex, page 130

City council, page 80

Venator: level 6, Armor 3; carries a toolkit, a medkit, a light melee weapon, and a medium ranged weapon

Venaraptor: level 3, interaction and search and rescue as level 4; bite captures a victim and holds it immobilized (until the victim succeeds on a Might defense roll to break free); spiked armor does 2 points of melee damage; Armor 3 (external)

Commander Aitana Moya: level 6, sign language as level 7; Armor 3; wears an artifact nicknamed *Solarsong* that's been handed down from leader to leader and is keyed into the entire venator force

Birchbrick: level 9

Transalumina, page 62

Sindiak: level 3; interaction and search and rescue as level 4; Armor 3; laser claw upgrades do 3 points of damage within short range; electrified armor does 4 points of shock damage within immediate range

Lois Newton: level 4; carries her grandfather's laser pistol

Juvante Barrett: level 3; humor as level 4

Mystery Kami: level 3; carries a set of hand-hewn bone blades

Dr. Sakima Hooper, MD: level 5; medicine and healing as level 6, SATI-A

SATI-A, page 158

Commander Aitana Moya: The current leader of the venators is a woman named Aitana Moya. Aitana was second in command for nearly ten years before she got this advancement, and is considered by most to be a compassionate and fair leader. She's been deaf since birth, rejecting SATI's attempts to provide her with cochlear cybernetics, and communicates with her team mostly via sign language. She also uses an artifact called *Solarsong*, which allows her to communicate mentally with her team.

Since she's risen to a more prominent and visible position, it's become trendy for people to learn how to sign, particularly when interacting with domesticated dinosaurs, many of which seem to respond very well to it. Her companion is an 11-year-old venaraptor named Sindiak; the two communicate through hand (and claw) signals.

SOLARSONG (ARTIFACT)

Level: 7

Form: Small earcuff that curves around the wearer's ear

Effect: The device has power as long as it's been exposed to sunlight in the last 24 hours. When activated, it sends mental messages from the wearer to everyone who's keyed into it, within a 1-mile (1.6 km) radius.

Depletion: 1 in 1d100

SALMON CENTER

The place where it all began, the Salmon Center is a hexagonal floating structure in Torotix Run where the first commuters arrived. After the Last Commute, SATI scientists and higherups worked day and night to try to fix time travel, turning the Salmon Center into their makeshift home. After a while, when it became obvious that there was no easy solution, many of them continued to live in the center.

Today, the center is home to those who rule SATI, namely the children and grandchildren of those original scientists and higherups. Built of a floating, temperature-adjusting material

that is rarely seen outside of Kelaino (the residents call it *birchbrick*), the center has large *transalumina* windows that look out over the water.

In the very center is a ten story tower that reaches both up and down. The top five stories stretch up in a swirl that is capped by a large round room with a translucent floor. The bottom five stories stretch down into the depths of the river. At some point in the past, the *transalumina* windows in a lower story began to leak and the downtower has been sealed off at the water level ever since.

A six-person council leads the city from the tower's topmost floor, rotating the head of the council every year. In order to be a member of the council, one must have proof that their ancestor was not only an original commuter, but also one of the scientists or higherups originally involved in trying to fix time travel. Council members are voted into place not by the inhabitants of the city, but by other higherups who are also eligible council members, many of whom still live in the Salmon Center. Council members are re-voted in every five years, unless they wish to step down, which can take place at any point.

The current council members are:

Lois Newton: Tall and elegant, with long black hair that she wraps into odd shapes around the vertebra of various dinosaurs, Lois Newton is the current council head. She is sharp-witted and sharp-tongued, liked by half of the council and hated by the other half. But everyone admits that she gets things done.

Juvante Barrett: The joker on the council, Juvante Barrett brings levity even if he doesn't bring good ideas. Most people think his brother, Belal, would have been a better choice, but Belal hasn't been seen in more than five years.

Mystery Kami: Named after her grandmother, Myst has absolutely no interest in being on the council, but her partner convinced her to run last year and, to pretty much everyone's surprise, including her own, she was voted in. Now she is finding her interest drawn more toward fellow council member Anchi Garner than to anything that the council is working on.

Dr. Sakima Hooper, MD: Dr. Hooper is the oldest member of the council, both in terms



FOR ANYONE IN THE CITY DOING SOMETHING THAT IS LESS THAN LEGAL, SEEING SOMEONE ELSE FLASH THE SIGN FOR "DINOSAUR" IS OFTEN A WARNING THAT ONE OR MORE VENATORS ARE HEADING THEIR WAY.

of having been on it the longest and in terms of her age. An original commuter, Sakima believes she's around 135 years old, but can't quite remember if she's older than that. One of the few MDs assigned to the Salmon Center, Dr. Hooper is valued for her knowledge and experience, but she is becoming increasingly aware that her time on the council, and in this world, is surely coming to an end.

Anchi Garner: Anchi has a deep connection with time anomalies and a solid understanding of time travel. For many, Anchi is their hope for the future. Anchi, on the other hand, feels only despair and hopelessness, as none of the team's attempts to repair time travel have worked thus far.

Vernon Maldonado: Vernon has more than ten years on the council, but recently tendered his resignation. He is a quiet, considerate man who is willing to listen to everyone before making up his mind. He's considered to be a great leader and a solid voice of reason for the city. People are already wondering and worrying about who could possibly replace him in the coming election.

ENTA AND DOTA LABS

These two labs were the first ones set up by SATI upon arrival. There was originally a third lab as well, but that one blew up shortly after it was built. Now that burned, blackened area is known as *Grey's Crater*.

Enta and Dota, along with the SATI Hydrolab, remain the centers of SATI's scientific research to this day. Inside the labs' grown-concrete

walls and fenced dinosaur yards, researchers, veterinarians, doctors, and other scientists work to repair time travel, further advance the research into SATI's original reason for traveling back in time, and attempt to track and monitor the impending asteroid.

Enta Lab has five stories, including a sub level. Dota Lab has three stories, a sub level, and a sealed watchtower that extends high enough in the air that it's possible to see much of the city from it.

Each lab has a single way in and out of the building on the ground floor—a heavy double door, which is manned by two guards, two bastion cyberdrones, and a triple thumblock. The fences around the exterior dinosaur paddocks cover the sides and the roof, are electrified, and constantly release a gas that affects only human lungs. Once one of the doors is opened, the second one will not open until the other one is closed. There are no windows or other entryways.

The roofs are covered with solarsedum—a carpet of bioengineered succulents that stores solar power and releases it through the plants' roots into a complex mesh structure. The solarsedum generates only about three-quarters of the power needed by the labs, so the scientists supplement it by using dinosaur-powered alternators (essentially giant hamster wheels), particularly at night. The sounds of creatures running on their wheels echo through the hallways, giving the labs an eerie, whining sound.

Anchi Garner: level 3; time anomalies and time travel as level 5

Triple thumblock: level 9; opens only when the two assigned guards and an approved scientist place their thumbs on the lockreader at the same time.

Fence: level 8; does 5 points of shock damage to anyone who touches it

Gas: level 5; does 3 points of Speed damage on each inhale

Vernon Maldonado: level 3; positive social interaction and leadership as level 4

Grey's Crater, page 83

Hydrolab, page 83



Gre-Vakian c Trials, page 66

Underground tunnel entrance: level 8

Dr. Shane Carlson: level 4; *aeternology and fine motor skills as level 6*

Merrill “Merry” Havestiin: level 5; *aeternology as level 6; positive social interaction as level 7; carries what he jokingly calls his supersplitter.*

Supersplitter: level 6; *high-energy laser device that can cut through materials up to its level*

Gethen Coarentine: level 5; *aeternology and intimidation as level 6; positive social interaction as level 4*

Follret lock: level 9; *requires a hair follicle and retina scan from at least two people in its database at the same time in order to open*

Dr. Alatus Chang: level 5; *genetics and DNA as level 7; leadership and communication as level 3*

Carden: level 4; *research and knowledge as level 6; cybernetic eye implant provides an asset to searching and perception*

Cedaromys (“cedar mouse”): level 2

Qiqi: level 3, *Speed defense as level 4 due to speed and maneuverability; long when gliding or flying*

SATI’s Big Mystery: A Guide for GMs, page 158

Many of the scientists who work in the labs also live there, rarely leaving except in case of emergency. Supplies are brought in by workers through complex and meandering secret underground tunnels, the exterior entrances of which are scattered through the city and hidden by camouflaging technology.

The interior is filled with laboratories of various kinds, most of which are still functioning much as they did when they were originally set up. Most of the levels are devoted to studying a specific science or scientific branch. Each of the levels is also named after a scientist from the future who made a contribution to that branch.

ENTA LAB

Sublevel: Supplies and storage: Pallets of supplies, food, and lab equipment cover the floors, while tall shelves are lined with broken parts, defunct equipment, and weapons. A large cold storage room preserves food, samples, genetic material, and more. The room’s two doors are protected by advanced follret locks.

Level 1: Genetics (McClintock Hall)

The focus here is DNA storage, retrieval, and alteration. Geneticists study both dinosaurs and human DNA looking for secrets and discoveries, as well as attempting to advance their understanding of how DNA can be used in new and useful ways. Dr. Alatus Chang is the head scientist. Chang is a brilliant geneticist, but is not a very good leader, which means that things are often in disarray. Lab results get lost, specimens get loose, and machines break down due to lack of proper upkeep.

Level 2: Catastrosience (Soreneld Center)

Some might say that catastrophes aren’t a branch of science, but in Grevakc, this is one of the most important things for scientists to focus on. Catastrists consider themselves the backup plan. If the aeternologists fail to figure out how to fix time travel, the catastrists will need a plan to stop the asteroid from hitting the earth. They’re working on options, such as changing the asteroid’s trajectory, blowing it up as it approaches, and creating something that can absorb much of the impact and debris.

Of course, one of the problems the catastrists continue to face is that it’s all speculation until the asteroid actually arrives, and if their untested plans fail at that final moment, there is no other backup science to save them. They are the last bastions of humanity in this time, and they work with that weight on their shoulders every day.

Level 3, 4 & 5: Aeternology (Gre-Vakian Center)

Considered to be one of the most important sections of the lab, it’s here that scientists are working on figuring out more about time anomalies and time terrors. But their main focus is attempting to discover what went wrong with time travel and how to set it right. They work closely with the catastrists.

They’re led by a team of three: Dr. Shane Carlson, Merrill “Merry” Havestiin, and Gethen Coarentine.

- **Dr. Shane Carlson** is slight, surprisingly strong, and has cybernetic fingers that allow for enhanced fine motor movements.
- **Merrill “Merry” Havestiin** is quick-witted, self-effusive, and creative. He can make everyone in the room laugh while perfectly splitting cellular matter.
- **Gethen Coarentine** talks to almost no one and keeps to a workspace in a corner of level 5. Everyone agrees that Coarentine is brilliant, but no one seems to know how to break through the cold shoulder.

DOTA LAB

Sublevel: Reference and storage: This mishmash of research and storage includes both digital and paper books, stored DNA files, digital files and sources, and more. The head reference librarian is a big, heavyset man named Carden. He has a cybernetic eye that allows him to quickly scan text for words, phrases, or names.

Level 1: Animal husbandry and training (Anning Hall)

More of a large barn than a lab, Level 1 is dedicated to working with creatures on a less cellular level. Breeding programs, cybernetic enhancements, domestication, and training all take place here, under the strict supervision of a team of dinosaurologists, veterinarians, and breeders. Silverstein Hall has a trio of “mascots,” three cedaromys (“cedar mice”) siblings that started as research animals and quickly became beloved around the lab for their engaging and curious personalities.

Level 2 & 3: Biorobotics and cybernetics (Kuplar Reisz Lab)

Most of the scientists here have experimented with, upgraded, adapted, or otherwise changed their own bodies as part of their work. They also work closely with the genetics and animal husbandry teams to discover new and better ways to upgrade dinosaurs. Currently the team is working on altering the wings of the qiqi, a small feathered dinosaur with wings similar to

both birds and bats, to allow it to carry small bombs, grenades, and other explosives over long distances.

The head of the dual-story department is **Bion Robillard**, a man who most would say isn't a great scientist, but is very trustworthy. In fact, the exact opposite is true—Bion is a brilliant scientist and a long-term secret operative for the Butterflies.

He sometimes feigns confusion or ignorance in order to get others to talk more, and he's very good at making people believe him. He was originally assigned

to this task eighteen years ago by the former leader of the Butterflies. Although he transmits information out every day via a recording device, he never hears back from the group and has never, in all his eighteen years, seen or talked with another known Butterfly. Lately, he's begun to wonder if the group has forgotten him.

GREY'S CRATER

This burned and blackened crater along the river once housed one of SATI's early labs. For years after the explosion, the air around the area spun with small tornados and weird bits of false lightning. Most wouldn't enter that section of town, even with protective gear. Now that has mostly settled down, but the ground sometimes glows neon blue and bubbles like liquid.

For those willing to enter the area—of which there are few so far—there are likely discoveries to be made in the twisted bits of metal, stone, and bone that lie beneath its surface. What caused the lab to explode? What chemicals or data remain in the dented but unbroken steel canisters under the earth? What equipment might be dug up, broken but useable, in the wreckage?

A tiny mammal, commonly called a cindermouse, seems to be one of the few creatures that makes its home in the rubble. **Cindermice** have naturally white fur, but typically appear blue, possibly from tunneling through the neon blue ground. Their underground nests are filled with scientific debris. They're sometimes caught and sold as pets in the Market District.

HYDROLAB

A large building that rests atop an unnamed manmade water flow, SATI's hydrolab utilizes

that flow to power itself. In turn, that energy is amplified by the lab to power the city. Not all of the city has power all the time—that load is more than the hydrolab can produce at once. (It's believed that there were originally supposed to be multiple hydrolabs to sustain the city as it grew, but the materials didn't

arrive prior to the **Last Commute**.)

The power is supposed to roll through the city, alternating sections, but it rarely does. Instead, SATI's labs, the Salmon Center, and buildings within

the Triangle of the Faithful get the majority of power the majority of days.

The scientists at the hydrolab contend that they are continuing to work hard to find ways to improve the lab's power. Not everyone in the city believes them. They are led by **Dr. Cassidy Kyou**, a third-generation hydroelectric scientist whose grandfather was one of the original commuters. Dr. Kyou is well loved and well respected by most people in the city, but perhaps overly trusting. Many worry that the other scientists are staging a power coup behind Kyou's back, or selling off power to the highest bidders.

BACTOGARDEN

The bactogarden is the home of SATI's original bacteria gardens. Designed to produce enough bacterial sustenance to provide vital nutrients, flavor, and texture to meals for up to 10,000 people, the gardens now mostly lie in ruin. While the original two dozen globular greenhouses remain standing along the northeastern edge of Mikro's Fork, less than half of those are still functioning as planned.

Designed to be self-sustaining, the gardens were created from smartmaterials that automatically responded to atmospheric and weather changes. The large domes of the greenhouses opened when it rained, angled for best solar capture, and sealed themselves tight in the event of volcanic eruption or upon detection of high levels of particle matter in the air.

The still-functioning greenhouses continue to produce bacterial sustenance, which is mostly scavenged by those who have no other means to grow or hunt their own food. The bacteria, when eaten raw and with little else to supplement it, causes the teeth to yellow, and often covers the fingers and mouth of those



“YOU CAN ALWAYS TELL AN ORPHAN OR A POOR MAN, BECAUSE THEY’VE GOT BACTDUST IN THE BETWEEN OF THEIR FINGERS.”

Bion Robillard: *level 4, lying, trickery, persuasion, and subterfuge as level 6; carries a recording device that can record up to 5 minutes of video each day and transmit it to any device that is keyed into it*

Last Commute, page 67

Dr. Cassidy Kyou: *level 4; knowledge of water and power as level 5*

Cindermouse: *level 2*

The torotix is an aquatic bird that lives along the shores of the Western Interior Seaway, but flies inland to make its nests along the riverbanks.

Torotix: level 2

Mallowtubes are genetically modified tubers with tough skin and the interior texture and taste of marshmallows. They are highly nutritious, disease resistant, and storable for up to three years without rot.

Nautil exchange, page 60

SATI token, page 60

who eat it with a sticky golden substance known as bactdust.

No one is entirely sure why the rest of the greenhouses stopped working. It's possible that once actual farms were established, it was felt that the bactogarden was no longer needed, and SATI let it fall into disrepair. Some of the non-functioning greenhouses have been vandalized and broken into. Many of these are now homes for humans and other creatures (for whatever reason, torotixes seem to like to use them for their nests). Others are still sealed, growing things inside that no one is willing to explore too deeply. There are rumors that one such greenhouse was broken into by a group of teenagers, who found that the growths inside had somehow become both sentient and carnivorous.

FLOATING FARM

Providing the majority of fresh food for the city's inhabitants, the floating farm is a five-layer hydrofarm filled with "traditional" produce. Traditional in this case means seeds and starts that were brought from the future back to Grevack, including tomatoes, potatoes, berries, and mallowtubes. The Floating Farm is the only place that these types of plants are technically allowed to be cultivated, out of fear of invasive species. It's protected by a micro barrier that is designed to keep pollen, seeds, and other plant reproductive means inside the garden.

The produce is grown using not soil, but nutrients in the water. Beneath it is a carefully tended enclosed space in which native fish are farmed (the plant matter that drops into the space below feeds the fish).

MARKET DISTRICT

The market District is built upon what was once the main living quarters of the city. SATI built simple and cheap row homes for the commuters. They were small, slipshod, and did little to protect families from the environment. As the city expanded and people wanted to create their own homes, the original buildings were abandoned or scavenged for materials.

Merchants began to move into the area, building temporary stalls inside and on top of the remaining shelters, offering produce, crafts, household items, and more. Now, the area is booming, with more than a hundred permanent stores, makeshift stalls, and traveling vendors. It's the most common place in the city to buy supplies. There is also a SATI-operated *nautil exchange*, where travelers and citizens can turn in their nautils for *SATI tokens*.

Some of the most popular permanent stores include the following.

The Exalted Traveler: A general goods store that supplies items for both home and the road. It's one of the largest shops in the Market District, and is close to the main northern entrance. Most prices are reasonable—the shop is more about volume of people than high markups—but it doesn't always have everything in stock. In fact, there are some questions as to where, exactly, the owner gets their supplies from. But everyone likes the prices so no one digs too deeply.

The Red Quarry: Filled with devices that no longer work, bits and pieces of armor and weapons, and loads of scraps that most people don't know what to make heads or tails of, the Red Quarry is a treasure trove for tinkers, scientists, and tecs. The owners, Braden and Fernando, are amateur scientists themselves, and are often working on some new, weird (and often unusable) contraption inside the store. Visitors sometimes stop by just to watch them work, although they had to put a rope up around their workspace after an unfortunate incident involving a laser cutter and an overly curious companion.

Bellasaurus Bakery: This tiny little shop offers baked goods, sandwiches, and more for both humans and dinosaurs. The interior is small, so most people use the walk-up window to order. Most people find the shop by smell alone, and the owner, Mae, offers generous samples to everyone—both human and non—who walks by.

The Merry Maiasaura: Geared toward companions and other domestic dinosaurs, the Merry Maiasaura carries saddles, packs, treats, food, and everything else imaginable for the dinosaur in your life. The store sometimes sells small dinosaurs and mammals as pets or companions, but only to people who show they know how to care for the creatures.

The Blind Iguanodon: This little tavern is a hot spot for locals, but most travelers don't know that it exists—and locals try to keep it that way. It's tucked in between a variety of rotating stalls, and the door is difficult to find, marked only with a hand-painted image of an iguanodon. It's here that most of the business conversations and deals in the city happen, both the legal ones and the ones that are less so. The owner and bartender, for whom the space is named, is blind and knows all his customers by voice and footstep.

Bones and Stones: Built from the teeth of various herbivores stacked and cemented like bricks, Bones and Stones is located at the southernmost edge of the Market District. The building has two entrances, once facing south

and one facing north. Most who enter don't pay enough attention to realize that the building inside is also split in half.

The half facing south (and thus, the Triangle and the Salmon Center) has large round transalumina windows, inside which jewelry and fashion of the finest craftsmanship beckon. The shop showcases necklaces ornately carved from the black bones of *nerezzas*, rings of shined and polished gastroliths, and rare golden resin, prematurely hardened by a special chemical process into amber pendants. The clothes, too, are fine and rare. Ornate feathered cloaks and hats, wild colored leather and scales, finely draped fabric woven of brightly dyed wetweave and shimmering shrilk film. Inside the store is *Aguirre*. Tall and beautifully dressed, Aguirre has elegant manners and a conversational style that makes everyone feel welcome.

The door that opens on the north side (inside the Market District) looks as if it belongs to a different building entirely. Here, the stone is dark and windowless. A tiny opening inside the black door opens only to a special knock. A voice on the other side will say, "Sticks and stones may break my bones..." Anyone who answers with "but will never break the law" is welcomed in.

Those who enter will find a slouching figure, wrapped in nondescript clothing. All around them are shadows and shapes: animals, some still living, some not. Furs and feathers, bones and teeth, claws, gastroliths, tails. If it comes from an animal and can be remade into wearables, it's in this dark room and *Abrien*, the purveyor, will buy it, no questions asked.

GATHERING CIRCLE

This large, round, open-air stadium is used for a variety of purposes. When there is excess power, the city holds public events in the space, from live concerts to holographic showings of one of the three movies that have survived time and the elements. Those are becoming rare, however, and now the space is primarily used as a hangout for young people, abandoned domesticated dinosaurs, and *dupe* sellers.

The buildings around the circle are community structures. They include a medical center, Kelaino's main school, the *venators'*

Feather-flooring is a unique sound created by feathered dinosaurs. The tic-tic-tic baffled early commuters for a long time. Some believed the sound was the call of an unknown and hard-to-spot creature living in the wilds of the jungles. Others argued that what they were hearing was the ghostlike remnants of time travel or some alien species. It was five years after the first commuters arrived before someone discovered that the sound was made by dinosaurs shaking their feathers, much like the train-rattling in peacocks.

quarters, the city jail, a digital library called the Repository of Knowledge, and a now-defunct dinosaur-themed science center. They're all connected by raised, covered walkways made of thin, transparent strips of solarium. The walkways are rarely used, as many people find the act of moving across the solarium strips, which shiver and shift with each step, to be nausea-inducing.

The Dinosaur Sound Base: The Dinosaur Sound Base is located in the defunct science center, but has its own entrance and continues to be operational. Once used strictly by scientists but now open to visitors, the sound base offers hundreds of stored audio files of dinosaurs roaring, walking, cooing, feather-flooring, and more.

The Tomb of Crocs and Kings: The easternmost building around the Gathering Circle is a large tomb, which holds most of the bodies of those who have died in Kelaino, both human and companion. Not all, of course, for buying a space inside isn't cheap. It can cost up to 1 SATI token for a human, and more for a dinosaur (depending on their size).

Above the doorway of the tomb is inscribed *The Remains of Crocs and Kings*.

A plaque on the right-hand side of the door reads:

I AM ABOUT TO TAKE MY LAST VOYAGE, A
GREAT LEAP IN THE DARK

There is no attribution.

Nerezza, page 142

Aguirre and Abrien: level 3; interaction and deception as level 5; each wears a small voice-activated device that allows them to communicate with the other

Aguirre and Abrien are, in fact, identical twins. The two switch roles regularly, and only they know which one of them is which.

Death and dying, page 70

Some dinosaur companions are large enough that to store their bodies in the tomb would be incredibly costly. Others are just too big to even be considered without cremation.

The three holographic movies are Robots of the Prison, Moonshine, and Foe of Twilight. All were popular in the years before the Last Commute.

Dupe, page 186

Venator, page 79



LISTENING TO THE FILES IN THE DINOSAUR SOUND BASE FOR AT LEAST AN HOUR GIVES YOU AN ASSET ON DINOSAUR INTERACTIONS. THE ASSET LASTS ABOUT A WEEK, AND CAN BE "RENEWED" BY RETURNING TO THE SOUND BASE FOR A TEN-MINUTE REFRESHER.

Butterflies, page 118

*Genesis Fellowship,
page 120*

Adonis, page 120

Garden of Eden, page 120

OTHER GROUPS IN KELAINO

While Kelaino is a particularly SATI-heavy city, other groups share the space, albeit without SATI's power or presence.

The Butterflies have, as is typical of their organization, operatives spread throughout the city, working undercover in positions of authority and knowledge. It's rumored that one of the city council members has recently turned Butterfly—but that seems unlikely. The Butterflies used to run more regular raids against Kelaino in attempts to destroy the Salmon Center or break into the labs, but since security has increased, those raids seem to have lessened. It's likely that the Butterflies are planning other, perhaps more subtle, long-term tactics to meet their goals.

The Genesis Fellowship doesn't have much of a base here—there is a single atelier on the eastern side of town that fellows use to store notes, information, and research. It's considered something of a hostel for fellows who come through town and need a place to stay, learn, or share their findings. Once or twice a year, a large number of fellows gather for The Oratories, a celebration of science and education that offers the chance to listen to their leaders, called Adonis, and others who've gained new insights into the search for the Garden of Eden.

A third group, a gang calling themselves the **Beasts of Darkness**, is also starting to make its presence known in the city. Their graffiti—the letters BoD written inside an open mouth with large, dripping teeth—has shown up in the most unusual of places, including on houses inside the Triangle and along boats tethered at the Salmon Center harbor.

No one is sure yet what they want or who they are, and much of the city is holding its breath, waiting to see if the gang members start taking more action than just proving they can get into almost any part of the city.

Osteons, page 30

Cyberdrone, page 137

Once a body is led through the tomb doors, no one except the coroners are allowed to view it again. Mourners pile the front steps high with bones, remnants, and flowers. Many **osteons** do their work here, using the offerings to read the bones, and connect the living with the dead.

Grerock Prison: Grerock is easy to get into and nearly impossible to get out of. Getting in is as simple as this: get caught by a venator doing something they don't like, say hello to Grerock. Getting out? That's a whole different matter. At least legally. The city council doesn't want to handle criminal issues; they want to leave that to the venators. But the venators don't have the power or knowledge for creating a court system, so they basically wait until someone comes to them and advocates for the release of their friend, relative, or coworker.

That means many people who land in Grerock stay there indefinitely, waiting for someone to remember that they're there and plead for their case. More often than not, it's members of groups and gangs who actually get released, because they have someone on the

outside looking out for them. Lone visitors who get caught and jailed are likely to be in serious trouble and may die in Grerock.

Grerock guards are venators who drew the short straw, so they're often the least qualified and most poorly trained. Abuse, bribery, and health issues are common among prisoners.

THE TRIANGLE OF THE FAITHFUL

A place of wealth, power, and prestige, the Triangle of the Faithful is a small section of the city that is heavily guarded by **cyberdrones** and venators. Here is where the elite live, those who may or may not have a connection to SATI (although most do, if only by way of bloodline or friendline) but who have the wealth and prestige to buy their way into the elite.

It's rumored that there is a large bunker beneath this area, designed to offer protection against the impending asteroid (and other dangers), with a single entrance inside one of the large houses on the point. Whether it's true or not, it's one of the many draws to living inside the Triangle.



THOSE WHO ARRIVE IN THE CITY OF KELAINO AND HEAR ABOUT THE TRIANGLE OF THE FAITHFUL OFTEN ASK, "FAITHFUL TO WHAT?" MOST WILL OFFHANDEDLY ANSWER, "SATI, OF COURSE." BUT SOME WILL SUGGEST THAT THERE IS A HIDDEN, DEEPER MEANING TO THE NAME.



“THOSE HOITIES SEEM TO WANT TO PRETEND THEY DON’T LIVE IN THE TIME OF DINOSAURS. WELL, I ASK THEN, WHAT’S ALL THAT MEAT MADE OF THAT THEY PUT ON THEIR TABLES EVERY NIGHT? OR ALL THAT PEAT THAT GOES IN THEIR FURNACES TO WARM THEIR SOFT HANDS? WHAT DO THEY THINK THEIR CHILDREN RUN FROM IN THEIR DARKEST DREAMS?”
 ~KELAINO CITIZEN WHO WISHES TO REMAIN NAMELESS

One of the other draws—at least for some—is that dinosaurs are not allowed. A few years back, there were complaints, apparently over the amount of damage the creatures were doing with their defecations, and the city council agreed to create a dinosaur ban.

At the very end of the Triangle is a large, unnamed tower. Its metal weave rises, coiled and twirled like an elaborate staircase topped with a series of large tilted squares. At its feet rests another of the tilted squares, half buried in the dirt. It seems possible that that fallen square was part of the tower at one point. The tower is believed to have once been an important part of time travel, but no one’s been able to pinpoint what its role was, or whether it’s still functional. It constantly emits a quiet, buzzlike drone between sunset and sundown that can be heard throughout the Triangle. Most people who live there long enough claim they can no longer hear it.

THE DOCKS

There are three docks in Kelaino: the Gold Docks, the South Docks, and the Salmon Center Docks.

The latter two are fairly quiet, as they’re only available to those traveling from the South Docks to the Salmon Center and back again. The lengths are lined with signs that say exactly that, in no uncertain terms, and in case anyone can’t read, there is the strong presence of venators, who pace the lengths with the unique combination of boredom and suspicion that only guards with nothing to guard can muster.

THE GOLD DOCKS

The Gold Docks are busier and, thus, far more interesting than the other two. They bustle and hustle with tradeships from nearby river towns and fishers bringing in their catch. Trained aquatic creatures and boats are available for rent or sale, as is equipment, fresh seafood, fish and other aquatic catches, and, often, anything else that might catch your eye.

Many people who arrive in Kelaino for the first time never make it off the Gold Docks, having been waylaid by interesting opportunities,

exciting prospects, hungry creatures with giant teeth, or just good old-fashioned kidnapping by some riverbank pirates. It’s said that you can always tell a new arrival by the way the gold of the docks is reflected in the whites of their eyes.

Interesting Opportunities: From bars and gambling houses to on-the-spot art and black market devices, there’s much at the Gold Docks to turn someone’s head. The **Gizzard Stone** is the most common place to begin, with its unique stonelike exterior and salty scent. Part food and drink establishment, part gambling hall, part room rental, and part “whatever you want my name to be,” the Gizzard Stone promises to give you whatever you want for cheap, as long as you don’t care about the quality. No one can ever find the owner of the Gizzard Stone, a chap named Seifer. In fact, no one’s seen him in years, come to think of it. But the manager, **Tedrik**, seems to be doing just fine without him. (If you ask Tedrik about Seifer, he will invariably say that Seifer just stepped out and should be back at any moment.)

Exciting Prospects: Wealth, power, prestige... you can have it all, according to the bonereaders and fortune tellers who beckon and whisper. Sit and have a listen, and for just 1 or 2 nautils, they will tell you everything you want to know about your future—and how to make it perfect.

If you really want to improve your prospects, you can head over to the **Floating Nautil**, where you can learn how to invest in what’s sure to be a booming business, purchase a beautiful plot of land, or go halvesies on a can’t-lose dinosaur wrestler that this gentleman just happens to have heard about. That isn’t to say all, or even most, of the opportunities on the Floating Nautil are scams. The *lassaboat* captains *are* always looking for good workers to do back-aching, heartbreaking labor aboard the *lassaboats* trolling the Seaway for 5 nautils a day. And there’s always a place for good talkers among the *roadknights*. If none of that appeals (or succeeds), there’s always the chance of making new friends, perhaps even with someone else who’s just about to strike it rich.

Tedrik: level 4; deception and persuasion as level 5

Lassaboat, page 110

Roadknight, page 79

HOLIDAYS, FESTIVALS, AND EVENTS

The idea of Wild Walks has started to spread beyond Kelaino, with many towns joining in, even though most have to guess on the starting date.

InterGlobal year, page 186

Many citizens do celebrate "old" holidays privately. It's considered uncouth and old-fashioned, but it's not illegal.

Commuters will remember when they first arrived in Kelaino, during the stint that time travel was still functioning, and they would receive packages, information, supplies, and letters from the future. One of the most awaited supply packages was the one that arrived to mark the beginning of the new **InterGlobal year**. Not only were the shipments filled with many of the things that commuters would need and want for the coming year, it was a reminder of the rituals and events of home.

After the Last Commute, there were no more packages, no more connections. Few people kept track of the passage of time, because they assumed SATI higherups in the future would get it fixed soon enough (hiccups had happened before; how was anyone to know that this wasn't just another easily remedied glitch?). By the time people began to realize it might be permanent, they were almost lost. What day was it "back home"? What season? What year?

After a year or two of trying to replicate events that seemed to be tinged only with sadness for citizens, the city council decided to instead create holidays and events that would come to hold new meanings to the people trapped here.

Kelaino celebrates the following holidays and festivals.

Wild Walk: The Wild Walk takes place the first week after the arrival of the torotix, who fly inland to create nests along the banks of Torotix Run. The event is designed to celebrate all the ways in which humans and dinosaurs work together to be better, stronger, and smarter. The event, which draws hundreds of visitors from around the area, is Kelaino's most popular.

It begins with a loose parade of dinosaurs, humans, and a few vehicles that gather in the morning about a mile or so west of town along the Chalk Road. The parade travels along as many of the city streets as the dinosaurs and their owners or trainers can fit through (some dinosaurs are so large and slow that they mostly stay along the Chalk Road while the smaller, quicker dinosaurs head through all the streets in town). Along the routes, cloth flags flutter everywhere, bearing the logo of the Wild Walk—a human hand wrapped around a giant tooth.

Artists come out in full force, painting the streets, the dinosaurs, and the sides of buildings. Vendors, too, take full advantage of increased crowds, often setting up multiple stalls and creating special Wild-Walk themed foods and clothing. Popup pies are a specialty; these small meat and fruit pies are baked



inside a short tube with a spring at the bottom. When they're ready, the spring pops, pushing the end of the pie up so that it can be eaten while walking. A yellow drink with slight hallucinogenic effects, affectionately named *dinopee*, is sold from big metal containers on street corners.

Trainers show off the special skills of their dinosaurs. Young, tame dinosaurs are brought out from the labs to create a petting zoo of sorts. Osteons tell fortunes and read the bones. The buildings around the Gathering Circle typically keep their doors open all day, with the sound base being a particularly hot attraction.

As darkness falls, everyone gathers at the Gathering Circle. They bring a light of some kind and sing, dance, tell stories, or play music. One or more young people usually ignites something loud too close to a dinosaur, which tramples someone or something in fear.

Festival of Ashes: This festival, both somber and joyous, occurs when the fields are burned at the end of harvest season. It's a celebration of endings and beginnings—but mostly it's a celebration of burning things until they become ash.

Working for weeks and sometimes months ahead of time, citizens design and build a giant hollow volcano that fills most of the Gathering Circle. The morning of the celebration is when the scientists arrive. They bring their failed experiments, their irreparable devices, and their lab concoctions gone wrong, and they dump them all into the gaping center of the structure. Last goes a mixture of chemicals designed to create something resembling eruption. Only once every few years does someone hurt themselves while lighting the whole thing on fire or during the subsequent explosion.

The festival lasts as long as the volcano's insides burn, which can be anywhere from a few hours to many days. Festival-goers wear masks and elaborate costumes that they design and create themselves, often matching their outfit, thematically if not identically, to those of their friends and companions (human, dinosaur, or otherwise). Long before the festival has ended, most festival-goers have shed their costumes and thrown them into the all-consuming flames.

Large pits are set out all around town, where various types of meat are cooked in deep piles of ashes and embers. The meat, known as cinderbits, comes out charred and blackened all the way through, but so tender you almost don't need to chew it.

If ash falls upon you during the festival, it means you will have a year of good luck. If embers fall upon you, it means you will see or hear the story of your death before the morning light, although you may not recognize it as such.

Festival of Time: This festival lasts six days, but mostly takes place at night. Unlike the other holidays, this one did not spring from the mind of SATI, but from the people themselves. It's based on an old folktale, one whose origin has been long lost, but is likely rooted in the commuters' early desire to return home after the Last Commute.

It's been passed down by word of mouth, and the current version goes something like this:

Once, the people of the world fooled time into believing that it wasn't passing. They did this by staying up all night and lighting the sky so bright that it still seemed like day. With no moon and no stars, time thought that it was still day long after the day had passed, and began to be upset and stamp its foot. This shook the earth so hard that even the volcanoes were afraid.

The people did this for six days and six nights. And each day, time grew madder and madder, thinking that it wasn't passing, that it was stuck. And at the end of the sixth day, time grew so mad that it twirled and stamped and twirled and stamped, trying to get to the future where it knew it belonged. It twirled so hard that it caught all the people up with it, and then it carried them to the future.

To convince time that it is no longer passing, celebrants stay up all night, for six nights in a row, lighting the sky with solar lights, bonfires, flares, dinosaur upgrades, bioluminescent creatures, pyrotechnics, lasers, and anything else they can buy, build, or think of. Most meet at the Gathering Circle, but some keep the tradition by themselves at home.

The catch is that in order to truly fool time, the celebrants must stay up all day as well. To this end, a special stimulant made of magnolia leaves, lab chemicals, and crushed termites (most people don't ask what it's made of) is rubbed along the gums or dropped into the eyes to help people stay awake. Most don't make it past day three, giving the true believers an excuse for why time did not come and snatch them up to the future with its angry tantrum.

Dinopee isn't actually made from dinosaur pee, but you wouldn't know it from the taste. Still, the drink takes about a year to ferment and is typically available only during the Wild Walk, so it's a popular choice.

Some of Kelaino's holidays and events have spread to other parts of Grevakc, often accompanied by the unique tweaks that happen when something is passed along by nothing more than word of mouth.

What people call magnolias in the Cretaceous aren't exactly the same as the ones we know today, but they're similar, as they're in the same family.

Prehistoric termites are much the same as we know them now. They even build termite mounds.

READING THE BONES

Missing Pieces: A woman named Esau Kadill wants a chance to be nominated to the SATI governing council. She knows there is proof that her grandmother is one of the original scientists, but hasn't been able to find it on her own. She's seeking someone to help her gain what she believes is rightfully hers.

Sowing Seeds: A seed smuggler who calls himself Geordie is willing to pay a good price for anyone who delivers seeds of any kind to him from the Floating Farm. Of course, the venators might reward someone just as handsomely for turning the man in.

Night Noises: Hoots, honks, and bellows resound throughout Kelaino, particularly late at night. Most of them seem to come from the Gridelin Wilds, but no one has been able to figure out what's making the racket.

Dark Stalkers: A couple says they're being stalked by members of the Beasts of Darkness. At first, they'll say that they have no idea why it's happening, but a little digging will show that they originally agreed to join the gang, but then backed out at the last second. They're afraid they're being hunted down for spite or revenge.

Hungry Creatures with Giant Teeth: While there are giant, deadly crocodiles lolling about near the docks just waiting for some unsuspecting creature to dangle an appendage into the water during snacktime, they're not the ones you really have to watch out for. It's the **plesiosaurs** that are truly worrisome. These large carnivores look a bit like giant penguins, if a giant penguin could leap out of the water, clasp you in its giant toothed mouth, and pull you off the docks into the depths. All before you could say, "What is —?"

It doesn't help that when they're floating in the water nearby, with their fat, furry bellies to the sky, they look fairly cute and cuddly. More than one visitor has made the mistake of leaning over too far to look at the sweet and innocent creature in the water below. The city has hired people to set out various types of nets and traps, but somehow the creatures keep slipping out of them, apparently unharmed. Common dock talk is of who will be the one to finally devise a way to capture or destroy the local plesiosaurs once and for all.

Good Old-Fashioned Kidnapping: Riverbank pirates sound a bit like a joke, and perhaps they are, for they are just as they sound: pirates who don't leave the land and don't have a ship. But when it comes to the riverbank pirates of Gold Docks, it's best not to laugh. Instead, hand over your nautils, your weapon, and possibly your partner or companion, and hope that you get to live, at least for a little while longer.

These "ground pirates" know the edges of the river, the ebb and flow of the harbor, and the crevices of the docks so well that they're almost impossible to catch in the act. They use the docks and the areas below them as their

covers and shields, moving across the surface of the water with the aid of special low-gravity devices that not only buoy them, but help them jump, glide, and climb. For some reason, the water creatures don't seem to bother them. Perhaps they've made a deal with the creatures, or perhaps it's their slippery nature that keeps them out of harm's way.

Vassie "Two-Leg" Hammet is the riverbank pirate crew's leader. She's spry, wiry, and younger than she would like anyone to know. She became the leader by accident, after she came upon the body of the former leader, decapitated and half buried in the shore stones. The rest of the crew thought she'd done it, and bowed to her ferocity. She's never told them the truth. When she has a bit too much **dupe** in her system, she might tell a wild story of being raised by masked strangers inside an underground bunker, poked and prodded, cut open and sewn back together. Even though she shows them what might be scars, none of the crew knows whether to believe her. They think she more likely got them in a knife fight and that she just wants to tell a good story.

The crew doesn't kidnap everyone they encounter, only a select few. When most people tell stories of a blur, a voice, and a hand in their pocket, listeners will nod their heads knowingly and say, "Ah, you got riverbanked." When the pirates do kidnap people, they seem to think it's important to take their captives alive, but what they do with them after is anyone's guess. No one's heard of people being ransomed or escaping from their clutches, so it's likely that they sell their victims off to the highest bidder for some type of slave labor. Or, worse, some kind of horrible scientific experiments.

Vassie "Two-Leg" Hammet: level 4; jump, glide, climb, and float as level 6 (when using low-gravity device); intimidation as level 5; Armor 1; wears a necklace that's filled with a glowing blue liquid; carries two small shivs
Dupe, page 186

Riverbank pirate: level 3; jump, glide, climb, and float as level 6 (when using low-gravity device); carries a crossbow with sleep darts that cause their foe to be stunned for two rounds

Stunned characters lose their turn (but can still defend against attacks normally).



TOROTIX RUN

One of the largest, widest rivers in Lower Laramidia, Torotix Run is a popular travel route, particularly for those who wish to move goods, supplies, or themselves, between Kelaino and the *Western Interior Seaway*. It runs more than 500 miles (804 km) inland, ending just south of the coastal town of *Addermire*. The river's depth and size mean that it's full of large creatures, most of which are carnivorous and hungry.

Many companies rent riverboats, space, drivers, and guards for those wishing to travel along the river. Neither safe passage nor timely arrival are ever guaranteed, but the chances of survival are certainly improved by hiring experienced help.

The largest of these companies is **Silverex Edge**, which has offices in both Kelaino and *Addermire*, a town tucked into the land where

the Torotix meets the *Western Interior Seaway*. *Silverex Edge* is run by *Drachen* and *Nina*, a former couple who haven't talked to each other in nearly a decade. Somehow, the company still works, and even flourishes. *Drachen* runs the office in Kelaino, while *Nina* is in charge in *Addermire*. The two hire quality help for a fair price, and their guides, guards, and ships are considered to be the most reliable on the river. Their asking price for jobs is nearly double that of other companies, though, which creates a constant battle among their competitors for the number two spot.

The rumor is that *Drachen* and *Nina* are still very much in love, but that watching the death of their two children at the hands of a raptor pack broke their relationship too deeply to ever be repaired. *Nina* carries her losses in the long claw scar across her face, while *Drachen's* robotic hand serves as a daily reminder of his

Drachen: level 5, business matters and financial tasks as level 6

Nina: level 5, positive social interactions as level 6

Western Interior Seaway, page 106

Addermire, page 98



"I SAW MY BABY GIRL SWIMMING IN THE WATERS. I KNOW IT WAS HER, EVEN THOUGH SHE HAD THE EYES OF A CROCODILE.

I TRIED TO SAVE HER, I DID, I SWEAR, BUT SHE HAD SO MANY TEETH AND AFTER I LOST MY FINGER, I JUST... I JUST COULDN'T TRY AGAIN. I LEFT HER THERE. I LEFT MY BABY THERE, IN THOSE STINKING DEATHWATERS."

~DRACHEN

failed attempt to save his children from certain (and bloody) death.

A number of small towns have dotted up here and there along the Torotix, thanks to the supply of clean water and easy passage, but most never quite flourished. They tend to have a strong start and then die off, often abruptly, leaving behind what's known as a shadow town. All shadow towns have the same characteristics: they're in heavily jungled areas along the river, they disappear abruptly, they rarely show signs of destruction or carnage, and most of the inhabitants' belongings are left behind. The ground in a shadow town is always soft, as if something has loosened the soil from below. Sometimes there are deep holes dug in the earth, holes that close up shortly after.

People who guide boats up and down the river sometimes tell stories about catching glimpses of giant spiderlike creatures, blue and gold, as big as a human, skittering from the shadow towns at dusk toward the water. But they don't stay to watch. They turn their heads, urge their boat a little faster, and try to push the vision from their dreams.

Kelaino, page 77

Addermire, page 98

Bonehaven, page 96

Rapture ash film: *When imbibed, causes a strong sense of joy and delight for an hour. During that time, the difficulty of all Intellect- and Speed-based tasks are increased by one step.*

Gossamer butterfly:
level 1

Fossor: level 2

Fossor means "gravedigger."

Katcha: level 2, Speed defense as level 4 due to size; can move a short distance and attack in a single action; bite does 3 points of damage. Victim must succeed on a level 6 Might defense roll to resist the poisonlike sepsis (one successful roll per bite). Failure results in the victim moving one step down the damage track (per bite).

Osteon, page 30

GRIDELIN WILDS

This unusual green-grey jungle is located along the eastern stretch of Kelaino. The trees that grow there aren't seen elsewhere in the area. Commonly called **rapture ash**, these trees have a thin film over their leaves that gives them their unusual coloring. The film seems to be from a symbiotic relationship between the trees and some kind of mite or other insect. Creatures not found elsewhere live here, including the **gossamer butterfly** and a tiny shrewlike mammal called a **fossor**.

SATI scientists have studied the film to discern its origin and any possible usefulness, but so far they've come up mostly empty-handed. Licking the film from the leaves creates a sense of euphoria so deep that it causes the user to make poor decisions and put themselves at risk. Some creatures who eat the leaves regularly seem to have built up a tolerance for it, although not all do. Hunters and others sometimes take advantage of this and seek out raptured creatures, because they are easier to capture or kill.

THE CHALK ROAD

The Chalk Road runs west to east across Laramidia. It is the longest, widest, and most well-traveled route on the continent, with an estimated length of 550 miles (890 km). Of course, that doesn't mean it's the safest.

Carnivorous creatures, rampaging bands of thieves and cutthroats, and even more dangerous elements dot the road, just waiting for unsuspecting or unprepared travelers to pass by. Many travelers hire guards, purchase trained dinosaurs, and come equipped with whatever high-end weaponry they can make or afford for protection. Others set out and hope to stay under the radar of the most dangerous criminals and predators.

It's not uncommon to see large caravans—long trains of dinosaurs, humans, and vehicles—traveling together. They may not start out that way, but they group together over time, out of friendship, a need for protection, or some other purpose.

Some of the largest and most interesting towns are located near or along the Chalk Road, including **Kelaino**, **Addermire**, and **Bonehaven**.

While most of Laramidia is heavily jungled, large sections of the Chalk Road, particularly in the middle, are flat and desertlike. The ease of passage offered by the relatively flat landscape is offset by the harshness of the weather—long stretches with no fresh water, no cover, and no signs of civilization.

PHYRRIC PASS

The largest of these stretches is **Phyrric Pass**, a 100-mile (160 km) length of hard rock and blazing heat that catches many travelers unaware. Under optimal conditions, walking the length of it takes five to seven days. Under every other condition—dinosaur encounters, bandit raids, unexpected heat, lack of proper supplies—it can take much, much longer.

One of the biggest dangers along the Phyrric Pass comes from the littlest of creatures: a tiny lizard known as a **katcha**, or stinkserpent. Not much larger than a person's finger, these four-legged killers can lie camouflaged against rock, sand, or dirt for as long as it takes for an unwitting victim to get close. They can move and strike so fast that most victims don't feel the attack until the creature has already disengaged. The lizard isn't poisonous, but the effects of its bite are no joke. It has grooved teeth that hold decaying food, in which pathogenic bacteria thrive. A single septic bite can sicken a victim within moments, during which time more katchas jump into the fray.

The only true protection against katchas is to recognize their acrid, urinelike smell—thus their nickname—before you get too close. Eating katcha meat can leave one feeling ill, but that usually passes within a day with no long-term effects. Some **osteons** use the bacteria from katcha teeth as part of a potent

concoction, which they then imbibe to improve their visions.

A group of bandits who call themselves **katchas**, after the lizards, stake themselves out along the road, using a substance made from the bacteria to poison their weapons. They seem to have developed a tolerance for the bacteria, perhaps because the lizard meat is their main source of protein. They are well organized, knowledgeable about the area, and bloodthirsty.

The Pits of Phyrri:

This Phyrri Pass community, built on the rim of a deep and dusty crater, is less actual town and more death trap. Those who travel there do so

to kill, die, or make money off those who are killing and dying. The main draw is the pit itself, where dinosaurs and humans are pitted against each other in fights to the death. There are no rules to these fights other than those set by the pit bosses. Many of the fighters—humans and dinosaurs alike—are captive, forced to compete for the pleasure and purses of their “owner.”

The current human champion is a woman called the **Anaconda**, who has cybernetic whips implanted in her hands. People whisper that she was once an acclaimed scientist in a big city, but that something went wrong during an experiment and she was driven from the community. It's estimated that she has killed more than a hundred humans, and at least twice as many dinosaurs. She works for a pit boss named **Piarras Tullio**, who seems to hold some kind of power over her, but no one knows why.

The one bit of relief from the terrors of the desert comes in the form of **Bonehaven**, a traveler's town almost smack in the middle

of the expanse. It's impossible to estimate how many lives Bonehaven has saved, but its sizeable graveyard is testament to how many people were so far gone that not even a cool drink and some medical attention could keep them from going to the ground.

Outside of the desert stretches, the Chalk Road's environment is more forgiving. Underbrush dots the landscape, as do flowering plants and huge jagged rock formations that,

from far enough away, resemble herbivores grazing. Much of the eastern length of the route is wooded, with large sections covered in marshland and wide, lazy rivers. The closer the route gets

to the sea, the wetter, greener, and warmer it becomes. Most people who live in this area have built homes and walkways high in the trees, out of the dangers of sinking sands, murky waters, and carnivorous creatures.

Chimeras: A common problem for unprepared travelers, chimeras are a unique type of mirage that occurs when traveling through jungly, swampy areas along the Chalk Road during hot weather. As the still, excrement-filled waters heat up, they release heavy fumes that can cause headaches, voices, and hallucinations. Some claim to see the future—tall white buildings against black skies is a common vision. Others hear and see the dead. Still others see only terror in the form of rampaging teeth and claws. Chimeric experiences are a common cause of death along the Chalk Road, not because of the fumes themselves, but due to the way that people respond to the visions. They may run off into the jungle, attempt to hide themselves in the swamp, or talk to their “grandmother” (which



“IF THE FIGHTING OR THE
FEVER DON'T KILL YOU, THE
ANACONDA SURELY WILL.”

Katcha (human): level 6; carries light and medium weapons coated in a poisonous substance. A successful attack poisons the victim, causing a paralytic effect for two rounds.

Anaconda: level 8; Armor 2; has cybernetic whips in her hands that do 8 points of damage to foes in close range; can attack two different targets on a single turn, one with each whip hand

Piarras Tullio: level 6

READING THE BONES

Helping Hands: A large **hadrosaur** has fallen across the roadway and seems unable to get up. Closer inspection reveals that there's an open wound across her hindquarters and that she's carefully carrying four young **hadrosaurs** in her mouth.

Leap Into the Dark: A **nerezza**, obviously tame, keeps playing around the PCs, attempting to get their attention. If the PCs follow, it will lead them off the road toward a large sinkhole that seems to have opened recently. The PCs can hear the voices of at least two people calling for help from down below.

Long Absent: A young boy on the road is searching for his family's caravan. He says they were all here when he went to sleep last night, but when he awoke, he was all alone. If anyone asks him to show them the spot where he last saw his family, he will take them to a nearby time anomaly and point to it as the place where he fell asleep.

Hadrosaurs are “duck-billed” bipedal herbivores that can grow up to 30 feet (9 m) long. They carry their young in their mouth, much like crocodiles.

Hadrosaur: level 7; defends young as level 8; does 6 points of damage by ramming foes

Young hadrosaur: level 2

Chimeras can affect any creature who inhales the rising fumes.

CHIMERAS

Chimeras cause verbal and visual hallucinations, pain, and fatigue. For anyone who breathes in chimeric fumes, it's a level 7 Intellect task to resist the effects. For those who do suffer the effects, all tasks involving Intellect defense, perception, interactions, and decision-making are three steps more difficult. The effects last until the character leaves the area or ten minutes pass. At that point, the sufferer must succeed on a level 7 Intellect roll in order to avoid longer-term trauma from the experience (those who fail suffer the chimera's effects for a full day).

Champsosaurus ("crocodile lizard") hunts in rivers and swamps, catching prey in its long, tooth-filled jaws. Most crocodile-lizard creatures in swamps are typically called "chompers" because they're hard to tell apart in the water, and they all have giant mouths filled with teeth.

Champsosaurus: level 5; bite does 6 points of damage

In areas with heavy hatzee populations, people employ various protective measures to make themselves seem larger and hopefully less like an appealing and easy snack.

Biocement: level 10

Fingerprint lock: level 10

Maura: level 4; leadership and persuasion as level 5; carries a modified long-range dart gun. The darts carry a special chemical injector inside them. The chemicals create a strong sensation of pain that causes the creature to feel stress and fear whenever they approach the place where they were originally hit.

is actually a **champsosaurus** or worse). Those who survive find that their lasting memories of the experience cause a great deal of emotional trauma.

There are those who travel far to actually seek out a chimeric experience, hoping to see their loved one's face, learn their future, or perhaps just escape their problems for the moment. Despite its largely horrible effects, a chimeric experience can be addicting for some.

AELLO

Aello is considered to be SATI City 2, as it's the second place that SATI began to send commuters. However, it hasn't fared nearly as well as Kelaino or even the smaller, but more prosperous, Okythoe.

Located along the base of the mountains, Aello was already falling into ruin prior to the Last Commute. The air in the city was dust-ridden, the ground never seemed stable—sinkholes were common, it was too far from a consistently clean water source, and, worst of all, giant pterosaurs called hatzegopteryx nested nearby. These short-necked, winged predators—known as hatzees—quickly discovered that humans were their new favorite prey, wiping out more than half of the first group of 500 commuters in the first week.

Some early commuters still call Aello "SATI's great mistake" and suggest that whatever information SATI had about the area before they chose that spot to build a city was wildly incorrect.

The current leader of Aello is a commuter named **Maura** who arrived in Aello as a child, along with her two brothers and her scientist parents. Within the first week, she lost her father and both brothers to hatzees. Her mother caught a disease from drinking bacteria-laden water and died less than a year

later. Maura was raised by the city's original leader, a geologist named Cesar Cardenes. Maura became Aello's leader at the young age of 25, after Cesar was struck by falling rocks and died on the slopes of the nearby mountain.

Despite everything that she's lost in the city, Maura is determined to rebuild it into something glorious. Or, perhaps, build it for the first time into something glorious. She is quiet and soft-spoken, and after all this time, her curly red hair has gone grey along the temple. She feels a strong sense of responsibility to stay here and to lead this town into something great, a promise she made to her foster father, Cesar, when she found his body crushed beneath the mountain stones. Outwardly, she projects a strong love of Aello, but mostly she feels trapped by the promises she's made.

Since she became leader, she's gathered the remaining townspeople into groups based on their skill sets and interests, and urged everyone to work for the common good. And the town is improving for it. Large electrified nets, handwoven from tree bark and wire, cover much of the skyline to keep out hatzees. They've dug two wells that supply fresh, clean water within the town. And, thanks more to good luck than hard work, the sinkholes seem to have stopped appearing, at least not as often.

Still, many have chosen to leave Aello even as it improves, some for the perceived security of Kelaino or Okythoe, others to seek better fortunes elsewhere. Some of the losses have been people that Maura sent to Kelaino or Okythoe to ask for help from SATI who have just never returned.

In the town proper, there is a main street, a small store, a community pantry, and a row of gardens. The town's only healer has been dead for two years now, but one of the Branky daughters shows promise in herbal medicine and basic first aid. Last year, a hunting group managed to capture and tame two young oviraptors that they hope to breed for meat and stock.

Most of the original **biocement** buildings stand unused and **locked**, still filled with SATI's lab equipment, research devices, foodstuffs, and whatever else they stocked the town with in anticipation of the commuters' arrival. Whoever held the keys to those electronic locks is long gone, and in turn, the locks themselves have fallen into disrepair or have been broken, likely thanks to someone's failed attempt to open them.

The structure where the commuters originally arrived is now Maura's office and her makeshift

READING THE BONES

High Time: An osteon has just arrived in town, explaining that she's predicted a time anomaly will open up high on the mountain peaks. She believes it will be one of the largest that anyone has ever seen. But it will be short-lived, only a few minutes, and she is seeking assistance to get up there and locate it before it disappears.

Hidden Assassins: Something—or more likely someone—seems to be killing off members of the herd of *animantarx* that often graze just outside of Aello. Every few days, someone finds another one down, its throat slashed. Maura believes the herd's proximity to town is one of the reasons they rarely have dinosaur attacks. She wants someone to track down the culprit and bring them in for questioning.

visitor's center. Although the town has very few actual visitors, she remains eternally optimistic that someone will arrive who will save the town or, better yet, relieve her of the responsibility of trying to do so. She is growing old and tired, and would like to see some other part of this world besides this tiny, rotting, dying town before she too meets her lonely, and likely tooth-filled, end.

OKYTHOE

Raise your heads

Raise your eyes

Raise your children

Raise the skies.

They have no power

They have no wings

Bow not and cower

To so-called kings.

Now is the hour

Rise, Okythoe.

Rise, Okythoe.

It's time to sing.

~Streetcorner poem from the King's Court

The third, and final, original SATI city, Okythoe is located southeast of Kelaino. Officially still a SATI city, the streets are filled with chaos, thanks to a fierce rivalry between SATI loyalists and a group that calls themselves the King's Court. To make matters even more unstable, the Butterflies are taking their opportunities as

they find them, which is fairly often in the midst of all of this commotion and confusion.

Okythoe is laid out in six concentric tiered circles, with the site of the commuters' arrival in the very center, which is the lowest circle. Each tier is a few feet higher than the one inside it and about 1,000 feet (300 m) thick. If there was ever an order or organization to the tiers, it's long gone, so it's nearly impossible to tell what the creators' original idea was for the planning of the city. Stores are intermingled with houses, fields and barns are scattered throughout, and there is little sense of a true governing body or defense force. If there are laws in Okythoe, everyone's forgotten about them and there's no one to uphold them anyway.

The city has no fence or wall, other than the height of the outermost tier, which is about 12 feet (3.6 m) of some type of compacted composite material. There are rope ladders that roll down and makeshift wooden ramps dotted around the rim.

SATI Loyalists: SATI loyalist is a name given to those who believe that SATI should have control over the city of Okythoe for no reason other than the fact that they once did. SATI loyalists despise that name because it implies that they're not just part of SATI, but they don't have a countername that they can agree on, and so the moniker has stuck. Loyalists have tenuous ties to the organization, at best, and

Animantarx ("living citadel") is a slow, quadrupedal herbivore covered in heavy armor scutes. Most are typically around 10 feet (3 m) long.

Animantarx: level 5;
Armor 5

Scutes are the thickened horny or bony plates on a turtle's shell and on the backs of many dinosaurs.



IN THE KIND OF CIRCULAR LOGIC THAT MOST TRAVELERS DON'T CARE OR KNOW ABOUT, THE CHALK ROAD WAS NAMED AFTER THE WORD CRETACEOUS, WHICH IS DERIVED FROM CRETA, THE LATIN WORD FOR CHALK, BECAUSE MOST CHALKS FORMED DURING THE CRETACEOUS PERIOD. THERE IS NO CHALK ON THE CHALK ROAD AT ALL. IT'S NOT HARD TO IMAGINE THE FUTURE SATI GEOLOGIST WHOSE JOB IT WAS TO NAME PARTS OF GREVAKC HAVING A GOOD LAUGH AS THEY CAME UP WITH THAT.

Vintana sertichi is similar in appearance to a modern-day groundhog, but at an average weight of 20 pounds (9 kg) it's almost three times the size.

Vintana sertichi: level 3; perception and digging as level 4

Acroplocerex, page 130

SATI Loyalist: level 3; Armor 1; carries a medium ranged weapon

King's Court member: level 3; one field of scientific knowledge as level 5

Osteon, page 30

Butterflies, page 118

For more information on the town of Bonehaven and dinosaur wrestling, including betting, popular wrestlers, and more, see the adventure "Promised Land" on page 174.

READING THE BONES

Twisted Trees: In a spot not far outside the city, a grove of warped and whorled saplings has started to grow at an accelerated rate, suddenly shooting up twice as tall as those around them. A botanist in town is creating serums out of the trees' genetic material and is paying 10 nautils to anyone who's willing to let him test the serum on them.

Rodents of Unusual Size: People have begun to notice that the edges of some of the city's tiers are crumbling and caving in. At first, they thought it was the result of increased activity between the rival groups. But now they're pretty sure that a family of large groundhog-like mammals known as *vintana sertichi* are building tunnels beneath the city.

most don't have the science background or experience to truly advance the organization's goals. They have no true leader, but rather they all abide by and work toward a simple credo: we deserve to rule the world. Or at least this town.

The King's Court: Named not after any human monarch, but after the *acroplocerex* (a heavily armored dinosaur whose name means "high armored king"), the King's Court title is tongue-in-cheek, a dig at the SATI loyalists who seem to think they would, and should, be kings. The group is made of intellectuals—many of them *osteons* or scientists—and their weapons aren't swords, but words. They give speeches on the street corners to rouse and engage the population, urging them to revolt against SATI's desire to rule them. They're attempting to put an election process in place for the people, but progress is hard-won and slow-going. If anything, it's the *Butterflies*' chaos-creation that is doing the most to impede forward movement.

Butterflies in Okythoe: The *Butterflies* that live and operate in Okythoe are perhaps unique among all other members of the group, in that they don't rely on subterfuge, long-term undercover ops, or any of the other accepted techniques of the group. Instead, they fight dirty, seizing opportunities wherever they can, without caring who knows about it or who gets hurt in the process.

In fact, other butterflies around the world might disown them, if not for the fact that they are still getting the desired results, even if their means are suspect (and "suspect" for a guerrilla organization like the *Butterflies* means they've gone pretty far off the rails).

For the most part, the inhabitants of Okythoe try to ignore the chaos caused by the groups and typically steer clear of them whenever possible. Despite whatever the groups believe—and most inhabitants would be hard-pressed to come up with all three of their names and what they're trying to accomplish—the city's been doing just fine. Or it would be again, if they'd get the hell out and leave it alone.

Since they don't seem to be about to do that anytime soon, a small group of Okythoceans have gathered supplies, saddled up their dinosaurs, and are planning the long trek to Kelaino to seek help from the SATI leaders there.

BONEHAVEN

Located along the Chalk Road, Bonehaven began as a tiny roadside tent set up by the entrepreneur couple, Camila and Aida, to serve the needs of travelers on their way from anywhere to anywhere. Bonehaven wasn't the only supply store to crop up along the Chalk Road, but it was perhaps the most unique. In addition to buying and selling basic supplies and luxury items, and providing temporary respite from the elements, the couple offered a variety of entertainment options, the most popular of which was trained dinosaur wrestling.

Since then, the town has gained a reputation as the best place to watch, bet on, and even participate in the popular sport of dinosaur wrestling. The city's founding couple, Camila and Aida, long ago stopped running the town to focus their energies on the dinowrestling side of things. Lately they have been talking about



DINO WRESTLERS OFTEN HAVE NAMES THAT ECHO THEIR PERSONALITY, DEPICT THEIR TRAINER'S HOPE FOR THEM, OR ARE JUST PUNNY. SOME CURRENT FAVORITES ARE SIR SLICEY, SEXY REXY, CHOMP-N-STOMP, KICKJURASS, FLUFFY, AND EXTINCTION EVENT (EXTI FOR SHORT).



passing the business along to someone else, and heading off into the world to try their hand at something new. There is much speculation and gossip regarding who will take over the business.

Now, mostly thanks to the dinowrestling, Bonehaven is a fairly bustling, burgeoning town of more than 1,000 people. It's not unusual to see a wide mix of travelers and locals, dinosaur trainers and breeders, SATI members and Butterflies and even the occasional genesi, all standing together outside of a ring, rooting for their favorite creature to win a bout.

Many a hopeful dinosaur trainer or breeder arrives in Bonehaven dreaming of making their fortune in the ring. A few do, but many end up falling into the clutches of addiction, gambling, and eventually, petty crime. It's a town that offers many easy ways to fall, and becomes the final resting place of those who can't resist the temptation of self-destruction.

Dinosaur Wrestling: Dinosaur wrestling is a sport that is designed to offer entertainment to participants, a decent living to trainers, and a safe form of fun for the dinosaurs. Good wrestlers are a valued commodity, as are good trainers. In wrestling, the dinosaurs are trained to fight to win, not to harm or kill each other.

To ensure the fairest wrestling matches, participants are divided into a variety of classes:

natural, enhanced, size, breed, weight, skill set, experience, and so on. One of the most popular is the adult sauropod bouts, where the giant dinosaurs entwine their long necks, stamp their feet, and even knock heads, each attempting to bring the other dinosaur to its knees.

Meat District: Bonehaven's so-called "meat district" is for both humans and dinosaurs alike. Street carts, taverns, and vendors with portable backpack grills serve up a Bonehaven specialty—meat on a stick called *dosan*. Tender, spiced, and encrusted with crushed eggshells, *dosan* is the kind of thing that people are sure they'll hate, but quickly decide they love.

The rest of the area is filled with butchers who offer regular cuts of dinosaur meat for humans, and larger cuts (or whole creatures) for various types of dinosaurs.

Graveyard: Bonehaven is one of the few towns with an actual graveyard. It started after Camila's grandfather, Jovany, passed away. An original commuter who remembered the burial services of his own parents back in the future, Jovany insisted he be buried in the ground with a coffee and a headstone. Since then, the graveyard has grown with each passing year. The graveyard is beautiful and well tended, protected from predators, and for humans only. Some come to Bonehaven to die, in the hopes that they too will become part of this unusual monument.

READING THE BONES

Spoiling for a Fight: Two rival dinosaur trainers are always accusing each other of cheating. Typically, this is solved by a fistfight in the streets and a few drinks afterward. This time, it seems to be escalating, and other trainers are taking sides. If it's not stopped, it could turn into an all-out war in the streets.

Church of the Rising: Some call it a church. Others a cult. Either way, the leader, Armas Yonatan, is gathering quite a flock of young people who believe that gambling and drinking are sins, and that the only true path to the gods is by flight. They are building all kinds of unusual flying contraptions and enhanced creature wings, but only for those who claim allegiance to the Rising Gods. The local businesses are unhappy about the ongoing loss of patrons.

ADDERMIRE

The largest town on the eastern coast of Laramidia, Addermire is a welcome relief to those who have passed through the chimeras of the *Chalk Road* from the west or the wild waters of the Seaway from the east.

The town has a population of around 5,000 people, almost a quarter of which are transient, working trade between Kelaino, the town of *Exedu* on the Appalachian coast, the various island cities in the Seaway, and sometimes farther.

The town has three main entrances: the end of the *Chalk Road*, *Clubtail Harbor*, and *River Road*, which is rarely used. Originally, *River Road* was designed to provide easy access to the city for those who brought goods and supplies back and forth from *Torotix Run*. Today most boats and ships can make the transition from the river to the Seaway without a problem, so they arrive via harbor instead of trucking their supplies overland.

Addermire remains a SATI stronghold and the higherups there, with the remote help of Kelaino's *city council*, tend to run Addermire much as it was originally run. Laws are clear, punishment is swift, and the guards are still more than willing to take bribes to look the other way. In fact, illegal trade is perhaps the town's largest commodity, despite the tough laws and the constant crackdown. For hardened criminals and beginners who want to make a name for themselves, trading goods beneath the noses of Addermire officials without getting caught means bragging rights and upward mobility among the *fures*—those secret and elusive criminal masterminds that everyone says truly run the city, but whom no one has ever actually met.

Most illegal trade is defined as items that aren't illegal as much as they are slated to go only to SATI officials, *higherups*, and laboratories. *Wetweave*, upgraded dinosaurs and other creatures, SATI armor, equipment, artifacts, science and lab equipment, and more.

Dupe actually is illegal, although it's probably the least reported and prosecuted of all the commodities moving through Addermire.

Many scientists make their home in Addermire in order to have access to the various materials and supplies that come through the docks. They host a regular get-together at the *Drunken Raptor* every few weeks to talk about their discoveries and research, trade information, drink, and gossip.

Jose Blevins is believed to be the world's utmost expert on *time terrors*, having lived through not just one, but two of the storms. It would be easy to say that he's obsessed with time terrors, and you wouldn't be wrong, as he is determined to find not just the cause, but also the cure, for the phenomenon. Blevins has a lab in Addermire, but spends most of his time wandering through Laramidia in search of storms (as well as storm survivors other than himself). He has a portable, air-suspension lab, pulled by a trike named *Gale*, that is devoted to predicting and studying the weather phenomenon. Unfortunately, since time terrors give little warning as to their impending arrival, Blevins hasn't yet encountered a storm (other than the two he accidentally found himself in the middle of).

If you come across a brown and red striated trike pulling an odd-looking floating contraption through the wilds of southern *Grevack*, it's likely that you've found *Gale* and Blevins. Despite the futility of his search so far, Blevins remains positive and upbeat, sure that he will find what he seeks. He wears an outfit that he believes makes him invisible to the storms (but not to other living creatures) and proudly shows off the tree-like lightning scars across his face. He often says, "I survived two time terrors. Now those storms are afraid of me and run when they see me coming. Smart storms. But I'll find them."

Another scientist who calls Addermire her home is **Amiran Rama**. At nearly 150 years old, she's not only one of the original commuters, she's

Chalk Road, page 92

Exedu, page 110

Jose Blevins: level 4; time terror knowledge as level 5; carries a stun gun and various weather devices, some of which work and some of which are untested.

Time terror, page 74

Torotix Run, page 91

Gale: level 6

City council, page 80

SATI higherup, page 149

Amiran Rama: level 5, knowledge of the future as level 6, robotics as level 8; has two automatons that fly around with her and provide her with 2 *Armor*

READING THE BONES

Cage of Death: A man in Addermire recently built a cage made of wetweave, metal, and bones that is designed to allow the people inside to see underwater while being protected from creatures. He will pay a few brave souls to help him give it a test run.

A Dream of Home: After returning from a small island in the Seaway where her daughter was bit by something unknown and became gravely ill, a woman named Deka is desperate to return. She doesn't want to leave her daughter, but believes that the island holds the secret of the cure to her daughter's illness.

Hedging His Bets: An ambitious businessman recently started selling insurance to cover shipwrecks, creature attacks, and storm damage. It was going great, but there have been three shipwrecks and four creature attacks in the last month. Is there something fishy going on, or is he just having a run of bad luck?

also the only known remaining robotics expert in Grevakc. She had an apprentice many years ago, but he was killed by one of her creations, and she never took another. She's recently come to realize her knowledge is going to die out with her if she doesn't do something soon.

Her long silver hair is typically knotted high on top of her head, and stuck through with long silver hairpins that she brought back in time with her. She laughs easily, is thoughtful in conversation, and works in her workshop every day for as long as her back can stand it.

These days, she mostly creates small automatons that do chores as gifts for her friends and fellow scientists. But she misses the days when her work had a purpose.

HENDRICKSON

Hendrickson, a town of dupe growers, spider farmers, and weavers, is the production place of much of the fabric, textiles, and leather that are used throughout Grevakc. Most of it is sold in bulk to tailors, armorers, and other crafters in Kelaino, Addermire, and elsewhere. *Wetweaves* and other special fabrics are also commissioned from SATI higherups for lab, armor, and equipment creation and repair.

The town has a population of about 500 people and, it's estimated, well more than 100,000 spiders. It's one of the few places given official SATI approval to raise the genetically modified orb weaver spiders that produce the special fabric known as

wetweave. The town also produces various other commodities through genetically altered dinosaurs and other creatures that produce wool, feathers, milk, and meat.

Spiders are raised in large greenhouse-like enclosures called grisetts. Shaped like a tunnel with a curved roof, a typical grisett is 40 feet (12 m) long and 20 feet (6 m) high, and houses up to 500 spiders safely. More than that and it is difficult to keep them from fighting each other or from falling ill. Overpopulation can also cause the spiders to stop building webs, or to create silk of lower quality.

Grisetts are filled with the skeletons of large dinosaurs, cleaned and preserved, and then piled high atop each other in elaborate designs. The spiders create their webs in the openings between the bones. It's been found that the more ornate the bone structure, the more ornate the webs. The spiders are fed a variety of live food, including young bambiraptors and lizards.

A caretaker, known as an *aconite*, lives inside each grisett with the spiders. Aconites design and create the bone structures, watch over the spiders, harvest the silk, and, if the need arises, sacrifice themselves for the good of their charges. Being an aconite requires not just a scientific understanding of spiders, but the ability to connect with them on a more emotional level. Many have undergone various processes to become more spiderlike in their appearance or outlook. A good aconite can

Aconite: level 3, all tasks involving spiders as level 5 or 6 (depending on unique modifications).

Wetweave, page 61



DUTCHMAN'S PIPE GROWS IN THE WILD, BUT NOT IN HIGH ENOUGH CONCENTRATIONS TO BE USEFUL FOR MUCH MORE THAN A SINGLE DOSE. MOST PEOPLE ARE FAMILIAR WITH THE PLANT'S SHAPE, COLLECT IT WHEN THEY FIND IT, AND CARRY IT WITH THEM IN SOME FORM WHEN TRAVELING.



Genetically modified orb weaver spider: level 3; bite inflicts 3 points of damage, and victims who fail a level 3 Might defense roll also receive a dose of venom that knocks them one step down the damage track and causes paralysis for one round

Ninjaweaver: level 4; camouflage, hiding, and sneaking as level 5; initiative as level 6; bite does 5 points of damage

Black bullet: level 3; bite does 2 points of damage

The cultivation of spiders to produce fabrics is called hypheculture, or web farming.

double or even treble a spider's production, and thus are in high demand.

The most common types of spiders cultivated in Hendrickson include the following.

Genetically modified orb weaver spiders:

These rare and coveted spiders produce a unique silk that's used in the production of the weatherproof fabric known as wetweave. They're about 6 inches to 1 foot (15 to 30 cm) long at adulthood, and are known to have unique and engaging personalities. They are unlikely to bite, and will retreat or eject their legs if they feel threatened or trapped.

Black bullets: Looking more like ants than spiders, with elongated, segmented bodies, black bullets move with a herky-jerky motion. At nearly 2 feet (60 cm) long, they're believed to be the largest engineered spiders. Black bullets create a thick, all-black silk that feels oily to the touch before processing. It's most often used to create household items like blankets, pillows, and furnishings. Unprocessed black bullet silk,

with the oils still intact, is used in explosives, weapons, and as fuel. Black bullets are known to be temperamental, and more likely to bite than other spiders.

Ninjaweavers: Aggressive, fast, and deadly, the ninjaweavers wouldn't be worth raising if not for their silk—a superstrong, highly elastic translucent material that reflects light in such a way that makes it almost impossible for humans (and likely insects) to discern, even when it's woven together. It's in high demand for traps, fishing line, and nets, as well as camouflage armor, tents, and weapons. Ninjaweavers are difficult to control and cultivate, as they tend to wrap themselves in their own webs, becoming almost impossible to spot. They're more willing than other spiders to bite anything that seems even slightly threatening, including aconites and each other.

Most spiders typically live around 10 to 15 years. When they die, their hides are turned into spiderleather, and then shipped to Kelaino,



MOST DINOSAURS WILL TOLERATE SPIDERLEATHER SADDLES, HARNESSSES, OR OTHER EQUIPMENT WITH LITTLE OR NO PROBLEM, BUT MANY CERATOPS, ESPECIALLY THE TRIKES, WILL NOT. IT'S NOT ENTIRELY CLEAR WHY THAT IS.

READING THE BONES

The Longneck Problem: A group of thieves has recently started using longneck dinosaurs as a way to access the Dutchman's Pipe fields. The trained dinosaurs wear a special piece of equipment that creates a sort of ladder on their necks, and then arch their necks over the fence. Thieves climb up and down the "ladder" carrying armloads of the plant. The town is looking for ways to stop them, while the thieves are looking for more hands to help carry the loot.

The Case of the Yellow-Bellied Spiders: A new type of spider has begun appearing in the orb weaver's grissets recently. It has a yellow belly and yellow legs, and it seems to be able to move among the other spiders without aggravating them. No one can figure out how they're getting in or what they're doing there. Is it guerilla warfare from another silk-producing town? A mutation? Or just an accident?

where it is used for creating armors, packs, and clothing. The hides with the softest setae are preserved with the hairs still intact and used for baby blankets, extra warm clothing, fashion accessories, and specialized items.

Around the outskirts of the town, another type of crop thrives: an herbaceous, viney perennial known as Dutchman's Pipe. Sometimes called pipevine, the plant has myriad medicinal uses, including as a pain reliever, a disinfectant, and a treatment for snake and spider bites. It's believed to repel reptiles, including snakes and lizards. It can also be poisonous when ingested, and is used in scientific research.

While Dutchman's Pipe grows in the wild, it's hard to find naturally in quantities large enough to distill into dupe, a euphoria-inducing drug that is in high demand. This makes Hendrickson's fields a hotspot for thieves and drug dealers. The fields are protected by heavy **electrified woven fencing** (built from spider silk and wire) that keeps out most thieves. Armed SATI guards also patrol the fields to prevent both break-ins and take-outs. Workers who are caught stealing the plant are punished by being evicted from the town permanently, without being given an opportunity to gather their things or say goodbye to their family. There is very little theft (at least not from the inside) currently.

THE BOOT

While, in theory, the Boot encompasses the entire southern end of Laramidia, there are really only two places that people think of when they think of the Boot: the Cinder Ocean and the Backbone Forest. Everything else is still tightly tangled jungle, requiring explorers to hack their way forward, one slow, hard-earned step at a time.

THE CINDER OCEAN

An enigma not just to those who live here now, but also to those scientists of the future who first discovered its existence, the Cinder Ocean is wide, flat, and liquid. Or sort of liquid. The ashy soil is sometimes firm like dirt and sometimes fluid, more like quicksand. When the ground is in its fluid state, most things that touch it end up sinking down into its depths within a matter of minutes.

The entire expanse—roughly 30 square miles (48 km)—is comprised of a reddish grey material that is both ashy and pebbled. Touching it leaves a grey smear on the skin that is difficult to remove. Virtually nothing grows in these "hot spots," and if it does, it typically gets swallowed up quickly by the sucking earth.

Whether the earth will be solid or fluid on any given day or hour is something that is still puzzling scientists, who are unable to find a pattern that makes sense. It changes more quickly than it should, given what science knows about matter and mutability. What's particularly intriguing is how animals react to it. Most herbivores seem to have a good sense of when the ground will be firm enough to walk across, while carnivores don't; they often head across the expanse only to stumble and begin to sink after their first few steps. Lizards, snakes, and insects seem to avoid the area altogether (but that might be because there is little to no food available there).

There are islands of stability speckled throughout where the land never changes form. They're easy to see because they're the only spots in the area that have vegetation—tall, thin, twisted trees called rebelwoods that rise up and spread their branches out over the hot spots, as if in defiance of the instability around them.

Some of the islands are as large as half a mile across, and sustain life beyond vegetation—both animals and humans who've

Electrified woven fencing: level 8

SATI guards, page 149





THROUGHOUT THE FOREST, THERE ARE MARKINGS WHERE THE CHAR HAS BEEN SCRAPED OFF THE BONES TO REVEAL THE WHITE-GREY OF UNCHARRED BONE BENEATH. THE BONE CHAR IS USED AS A PIGMENT FOR PAINT AND INK, AS WELL AS FOR FILTERS AND IN LABS.

built their habitats among the trees. One of the largest of these islands is home to a group of scientists who have been studying the Cinder Ocean from the inside for almost 15 years. The scientists there call it the Sanctum, and they've built a raised walkway that goes from island to island, all the way to the northern edge of the Cinder Ocean.

The scientists believe that something went terribly wrong here, something that is related to the Last Commute. They have many theories, but no solid explanation as of yet.

THE BLACKBONE FOREST

More than a hundred years ago, this forest burned to the ground. The official SATI story is that a campfire got out of control during a routine exploratory outing, but it doesn't take a forensic scientist to see through that explanation. A large crater-like indentation marks the site of the fire's origin, and the devastation patterns seem to indicate that whatever ignited the forest did so all at once, rather than in the slow, haphazard spread that would have occurred with a campfire-sized start.

The blackbones of the forest's name aren't the delicate charcoaled trunks that remain standing, but rather the glistening obsidian bones of the dinosaurs that died in the flames. The fire burned in such a way that it carbonized the bones in the exact position where the creatures died, creating ghastly and beautiful reminders of their sudden death. The sight is made particularly poignant by the stark contrast of the bright green grasses and underbrush that coat the ground beneath the skeletons. Flowering vines twine around the black bones, and butterflies, moths, and honeybees dive and dance among the brightly colored petals.

In the middle of this weird concoction of old devastation and new growth, a young generation is finding hope and the chance to touch the future of their past. Buried in the new growth and the charred soil is something else: twisted, charred bits of metal and melted plastic (a material that's rarely seen in Grevakc) that have fused together into new, odd creations. There are words and graphics on

some of the objects that mean nothing to those uncovering it. How did it get here? What was it used for? What happened to it?

Those too young to remember anything beyond Grevakc are finding themselves drawn to this place, where their parents and grandparents tell them not to go. Traveling to the Backbone Forest is something of a rite of passage, a pilgrimage, for third- and fourth-generation youth seeking to learn more about when and where they came from. Most parents forbid it, which makes it all the more appealing.

Many who travel there die along the way, of course. Those who make it there often don't find what they seek, unable to make sense of the destroyed bits of the future. Some who do believe they've gained understanding or knowledge stay on, bolstered by their discoveries to help others who arrive seeking wisdom and guidance. Others stay to take advantage, robbing new arrivals or selling them useless junk under the guise of helping.

UPPER LARAMIDIA

Sometimes called the U.P., Upper Laramidia is characterized by vast stretches of jungle, wide, deep rivers that no one has cared about (or dared) enough to name or explore, and hidden SATI bunkers.

REDJAW WILDS

The Redjaw Wilds is a ragged, humid jungle stretching from just above the *Phyrric Pass* all the way to the mountains in the west. It includes a number of SATI's hidden bunkers, as well as unique areas that are of interest to scientists.

This is the most likely place to run into a *supersauri*, as well as various other large, often carnivorous dinosaurs that never stray south of the *Chalk Road*.

THE TANTRUM

Rising high above the surrounding forests, the Tantrum is an active volcano—a loud, wildly unpredictable active volcano. It sputters and spews, sending heat and ash into the air, runners of lava oozing down its sides like red tears.



Phyrric Pass, page 92

SATI bunkers, page 104

Supersauri, page 146

Chalk Road, page 92

And all around it are plants and creatures that live nowhere else, ones that seem to be specially adapted to the heat and volatility of their surroundings. Tiny lizards, mottled red and black, open small winglike appendages and glide across the hottest spots. Larger, thornier lizards can filter and absorb necessary water through their skin. Bright orange flowers dig their roots deep into the cracks caused by the disruptions. Some small dinosaurs even seem to have found ways to adapt, changing their habits to become more nocturnal so they can hunt and travel when the temperatures are lower.

DRACO SPLIT

The Draco Split is a large inland lake created where four large rivers join. It's named for the huge herds of herbivorous dinosaurs, particularly *dracorex*s, that make the shoreline their home. Dracos are communal creatures, with the entire herd watching out for each other and caring for the young after they're born.

Most people who come to Draco Split do so to study or steal the babies. Dracos are one of the few dinosaurs that have their young via live birth, and it's a rare opportunity for scientists to study large numbers of young living together in the wild. Those numbers also make it an appealing spot for less-ethical breeders, poachers, wrestling trainers, and others who can make money by selling the young. The ongoing struggle between the science-minded and the money-minded makes it hard for either group to succeed, but neither seems willing to back down.

Despite the noise and danger brought by the fighting humans, the dracos don't seem in any hurry to leave the lake. If anything, the adult dracos have started to boldly investigate the camps and the people in them, as if trying to decide what their next step is regarding these newcomers.

Creatures other than humans hunt the babies in Draco Split at well. *Devil frogs* more than a foot and a half long wait for easy prey at the water's edge. And freshwater crocodile-like creatures watch the shoreline with half-sunken eyes.

CHRYSALIS

Hidden underground deep in the eastern side of the mountains just north of the Chalk Road, the Chrysalis is the *Butterflies'* main base. A natural cavern that's been enhanced and altered over the years into a stronghold and base of operations, it's here that the Queen—and their beloved book—reside.

For security reasons, it's the Butterflies' only permanent base, and it's well protected and well hidden. And just in case the impossible happens, the entire cavern is equipped with mechanical traps, puzzles, devices, protective creatures, and even explosive gasses, all designed to give the Butterflies a chance to get away with as much of their equipment and research as possible. And to destroy anything that they don't want to leave behind.

As a general rule, the Butterflies eschew technology, so the majority of the base has been carved out, built, and furnished by hand. Most people who join the Butterflies want to become spies or impersonators, but the truth is that the group is always in need of people who can design and build things, from chairs and tables to devious mechanical security devices.

Only a few hundred of the Butterflies in the Queen's innermost circle know the exact location of the Chrysalis. Fewer than fifty actually live there. Most are scholars, guards, and subleaders. Even just being invited to the Chrysalis is something that happens only to those who are most trusted by the Queen, and the person is typically guided there by one or more guards while wearing a thick blindfold. Many Butterflies spend their entire lives never knowing where the Chrysalis is, nor setting foot in it.

It's an offense punishable not just by death—but by disgrace—to give up the location of the Chrysalis. While death might seem to be the heavier weight there for most people, it isn't for Butterflies. Earning the honor and respect of their Queen and each other is important. Losing that at the time of your death means you never have a chance to regain it, a punishment that is stronger than the loss of life.

If finding the Chrysalis uninvited is difficult (and it is), entering is even more so. The *front door* is carved into the mountainside in such a way that it's nearly impossible to find. It looks like the very mountain itself, even to well-trained eyes.

Just outside the door is a river filled with *carnivorous creatures*. The Butterflies keep them nearby by tossing them a bit of meat. Never enough to fill them up, just enough to give them a taste and an appetite.

Inside, there are various rooms and tunnels. Living quarters, storage, a library and research space, and the Queen's quarters are all sectioned off, well protected, trapped, and behind hidden doors. *Mechanical traps* planted all around include pressure plates that spring needles from the walls, drop spiked balls from the ceiling, or release a spout of flames into the area.

It's possible that the Chrysalis—and their pride in it—could someday be the Butterflies' downfall. Will they escape with their lives if they ever need to, or will they stand and defend in the hope of protecting their beautiful home?

Dracorex ("dragon king") is an herbivorous dinosaur with spiky horns, bumps, and a long muzzle.

Dracorex: level 4, perception and sensing danger as level 5; uses its body to smash foes for 6 points of damage and daze them for one round



Dazed, page 203

Front door: level 10

Devil frog: level 1

Carnivorous fish: level 3; does 3 points of damage with its bite

Butterflies, page 118

Mechanical trap: level 8; does 6 points of damage

Hidden tunnel door:
level 10

SATI, page 116

Gareon 64: level 6;
Armor 3; carries a high-powered firesprayer that does 6 points of damage to everyone within close range

At the very back, just off the Queen's quarters, a **double-hidden escape tunnel** that opens only for the Queen's fingerprints leads out from the Chrysalis through the mountains to a tiny, hidden opening on the other side. That tunnel, unlike the rest of the base, is natural, likely carved out at one point by a waterflow. It has a number of branching tunnels, many of which go nowhere. One of the first tasks of those who live and work at the Chrysalis is to memorize the way out, because the tunnels are dark, small, and unmarked.

SATI BUNKERS

SATI bunkers have—or rather, had—a mishmash of uses, including time-travel operation bases, laboratory stations, storage facilities, and more. At one time, they were fortified with all of the lab supplies, technology, armor, weapons, and more that SATI believed they would need to complete their mission. The bunkers weren't designed for commuters, but only for those at a very high level within SATI. All of them once held secrets and valuable resources. Most of them still do. In fact, it's believed that this is where the true details and secrets about time travel—how it's done, why it went wrong, and how to fix it—are kept.

The bunkers are both above and below ground, some carefully hidden, others stating their position with towers, broadcasts, or noise signals. All are carefully guarded and many are classified, but some people have discovered their locations and have begun to mount various types of attacks against them. The closer the asteroid draws, the more frequent these attacks are. The Butterflies infiltrate in the hopes of stopping SATI from fixing time travel or destroying the asteroid. Those already on the inside stay on the inside, possibly because of orders from SATI. Or possibly in the hope that being in a bunker will save them when the end comes. Other groups, big and small, want entry to the bases, believing that the structures will save them from the effects of the impact.

No one, not even those within the bunkers, know whether this is true. The buildings are surely designed to withstand a great deal, but it's unlikely they can survive a catastrophe of that magnitude.

There are at least seven known SATI bunkers in the area of the Redjaw Wilds, but likely many more that are completely hidden and maybe even forgotten.

The following three are still active and connected with SATI in Kelaino.

SATI;oA ("Soway"): The capital base, Soway is the strongest, best guarded, and most well

stocked of all the bases that remain. It is well organized, and the leaders are attempting to communicate with the other bases to bring them back in line, but they're not all willing to rejoin a fight that doesn't seem like it belongs to them. It's a shared belief among those who live at Soway that they will be the ones to restore time travel and save the people.

SATI;6E ("Sursee"): The bunker that's closest to the Butterflies' main base, Sursee has spent the last five years under attack, both from the inside and the outside. Their resources are spent, their determination is waning, and many are grumbling that they should just give up and allow the Butterflies to come in and destroy everything.

SATI;9N ("Satine"): For a long time, it seemed like the underground bunker of Satine was doing fine—following protocol, working on their share of the time-travel issue, remaining hidden—but recently, a man named **Gareon 64** has been claiming that he is the true leader of SATI. He has created a personal militia out of both SATI and non-SATI members and is sending them out to nearby cities and towns to proclaim his title and convince people to swear their loyalty to him. Not only did Gareon 64 "out" the hidden location of the base with his proclamation, but he's left it open to attack by sending his forces out into the surrounding area instead of keeping them at home.

ASTRAL CAVERNS

Buried deep beneath the earth lies the vast expanse of the Astral Caverns. Named for the glow worms that dot large portions of the ceiling, this winding, vast cave system has been only partially surveyed. What has been explored and recorded amounts to more than 2 miles (3 km) of underground rooms, tunnels, sinkholes, watering holes, and rivers. In addition to the natural features, other areas have been purposefully opened underground, by both humans and by other creatures, to serve as meeting spaces, passageways, storage rooms, and living quarters.

The majority of this cave system is still largely unexplored and uncharted, with more being discovered every day.

Astral Cavern: This is the main, most well-known cavern in the system. It's very large, very tall, and open. The cavern is the place where one is likely to find large dinosaurs, which come into the cave to eat the minerals. It's called the Astral Cavern because of the glow worms that dot the high domed ceiling, giving it a sense of a starry sky at night. The walls are covered with signs, art, drawings, messages, graffiti, secret symbols, and more.



On the floor of the Astral Cavern is a manmade, sealed door with a complicated **mechanical lock**. This opens to an ancient elevator that still works, but creaks and clamors and jerks as it falls, making riders wonder if they're going to make it to the end of the ride alive. The rooms below are manmade, carved from the stone and sealed to keep them dry.

SATI;Ug (commonly called "Sun"): This section of the cavern is almost entirely manmade, as evidenced by the large, square rooms and straight walls. All of the entrances have walls and locked doors to keep out unwanted visitors. The main gate is at the north entrance.

The Kidney: A large natural cavern with high, rounded ceilings and an abundance of glow worms. Because it's dry, somewhat lit, and fairly warm, it's a favorite place for humans and creatures alike to hide out, rest, recuperate, and raise young.

Starspine: These tall, oddly shaped caverns are a favorite home to bat-like creatures, many of which fly up through narrow openings in the ceiling. They're filled with mushrooms and other fungi, many of which are edible and only a few of which are poisonous.

Anchor's Way: This narrow cavern is a favorite place to trap wanderers and capture prey. Its acoustics can easily cause newcomers

to get turned around, unable to find their way back out of the corridor. Coming upon a dead body that's been stripped of their clothing and equipment doesn't make it any easier to keep one's head.

Bone Pass: The most common shortcut through the caverns, Bone Pass is wet and muddy. Along the way in the worst of places, someone laid large flat dinosaur bones side by side to create walkways. Dinosaurs use this as often as humans, however, and there is almost nowhere to hide along the thin corridor.

Sailback Slide: A number of small communities have grown up along the curves of the Sailback Slide. The Najash River and Slowlap Lake bring in fresh water, creatures for eating, and the ability to power devices through well-placed waterwheels and other hydroelectric devices. It's relatively safe from creatures and humans, thanks to its location along the back of the caverns. The low ceilings are carved out with various holes, and inhabitants use rope ladders to climb up and out.

Silent Rex: This beautiful room is filled with stalagmites, stalactites, domed ceilings, and the carvings of some long-ago artist. All around the walls, carved and drawn images showcase the work of a talented artist or artists. The majority of images are of a future landscape and culture, full of tall square buildings, planes, trains,

Elevator door lock:
level 10

SATI;Ug locked door:
level 8

cars, books, computers, and people dancing and doing other things. They are scenes that most people have only ever heard of, created in minute detail and with loving care, making it likely that the artist was probably a commuter. Scientists and visitors are most likely to travel to the Astral Caverns to see this room and learn what they can about the future. Even the roving gangs that sometimes use the room as a hideout seem disinclined to tamper with the art.

Currently, a family has set up shop at the entrance to the Silent Rex, attempting to charge 5 nautil to anyone who wants to go in and see what they're calling the Future Masterpiece.

Nikthees Mouth: Once part of SATI's storage, this is now hidden behind a cave-in that cut off the entrance. It's likely that nothing larger than a mouse has been inside it since then, and it's probably filled to the brim with stuff that SATI would really like back (or that someone else would really like for the first time).

Devil's Hand: Once the hideout for Harith Madhur, an infamous SATI scientist gone rogue (or perhaps mad), the Devil's Hand is the place that no one in their right mind goes. There are rumors that the six fingers of the Devil's Hand are haunted, because of the eerie musical tones that are often heard coming out of them. The tones never sound all at the same time, and not everyone hears the same music at the

same time. The sound is actually the mating call of small, locus-like insects. The creatures were part of Madhur's experiments for SATI, attempting to engineer insects that would carry bombs, destroy crops, and transport viruses. The experiments failed because the insects wouldn't breed in captivity. That doesn't seem to be the case in Devil's Hand, as they number in the thousands.

It's likely that people would find reason to brave the "ghosts" if they knew that buried beneath their masses of moving, breeding bodies are all of Madhur's scientific findings, artifacts, lab equipment, and life savings.

THE WESTERN INTERIOR SEAWAY

The Western Interior Seaway is a huge inland sea. Simply called—and thought of as—the Seaway by most people, the water is 600 miles (970 km) wide at its widest point but only around 2,500 feet (760 m) deep at its deepest points. It's teeming with marine life, including predators like plesiosaurs and mosasaurs, sharks and **giant fish** like the squalicorax and xiphactinus, and various ammonites, mollusks, giant clams, and plankton. Early avians (flightless and not) and pterosaurs inhabit the sea's shores, shallows, and skies.

Giant fish: level 3



The northern and southern ends of the Seaway, particularly above the **Chalk Road** and below the **Boot**, are mostly unexplored and uninhabited. They're considered no-man's lands, full of giant water beasts, even by the most hardened seafarers. And that's saying something, since those same people are already willing to cross a sea rife with 20-foot-long (6 m) fish and 16-foot (5 m) man-eating sharks. Still, the fear is possibly shrouded more in myth than in science, since few people have ever ventured there to see the giant water beasts with their own eyes.

The area stretching between the Chalk Road and the Boot offers relative safety and even some creature comforts in the form of floating cities, inhabited islands, and a few large cruising boats. SATI's influence and reach is still fairly strong here, but with a focus on science rather than governing. Most locations have their own form of leadership and consider themselves to be independent not just from SATI, but from most other organizations as well.

THE FLOATING CITY OF COAREAS

Located about halfway between the end of the Chalk Road on the eastern shore of Laramidia and the town of Exedu on the western shore of Appalachia lies the Floating City of Coareas. Commonly just called C-town, it's hardly a city with its fewer than 100 inhabitants, but it seems like one from a distance, due to the shape of the skyscape. The entire landmass of C-town is only a few acres, meaning that everything is built up, giving it the impression of a mini city. Buildings are created by stacking large stone blocks that are carved out of the shoreline and carried inland by domesticated platypodes, amphibian dinosaurs.

This gives the shoreline an odd, blocky shape, particularly along the western edge, where most of the carving has occurred. Much of the carving has also taken place underneath the city (which isn't floating, despite its name).

A large, well-maintained dock at the south end of the island is a common stop for boats, ferries, and domesticated water creatures called **kamujs**. It's not because C-town offers much in the way of supplies or entertainment, but rather because they are always in need of items from the mainlands and are known for paying well for supplies, particularly non-sea foodstuffs, devices, and equipment. Artifacts and remnants are in particular demand.

Instead of rows of merchants lining the main road from the dock into town, there are rows of buyers. Most hold up signs saying what they're looking for and the price they're willing and able to pay. Almost all of them pay in nautils, of which they seem to have a surprisingly unending supply, a detail that few people notice and even fewer question, as the supply is often to their benefit. A few prefer to pay by trading in local or handcrafted items; these are rare, but typically the offerings are of high quality.

The town is run by a woman who calls herself the **Pariah King**. In some ways, the title is warranted. She isn't the ruler that the people elected. For decades, the town has operated

Chalk Road, page 92

The Boot, page 101

Kamujs are used mainly for riding through the water, as they can carry up to three people at a time and can swim right along the surface for long periods of time without a break.

Kamujs: level 5

Pariah King: level 5; has a genetically engineered raptor with two heads, named **Awotw** and **Wotwa**, that is always at her side.

Awotw and Wotwa: level 5; **Awotw** does 5 points of damage with a mouth-embedded laserbeam; **Wotwa** does 6 points of damage to anyone in short range by spitting venom.

Platypode, page 143



READING THE BONES

Catch and Release: A fisherman has caught some kind of bizarre and unknown sea creature in his deep-sea net. SATI scientists in Kelaino have shown interest in it, and have offered to pay 100 nautilus to anyone who delivers the creature to them alive and well.

Claw of the Wild: Every year during mating season, thousands of giant crabs crawl up the shore and attempt to mate on the streets of Coareas, damaging buildings, injuring passersby, and scaring children. The crabs are an important source of food for both the locals and the wildlife, so the citizens would like to find a way to encourage them, kindly, to take their amorous actions elsewhere.

by electing a new official each year, typically by placing nautilus into bowls. The person with the most nautilus in their bowl at the end of the election was considered the official for the following year. About ten years ago, the Pariah King lost an election, but took control anyway. No one on the island is entirely sure how it happened, but they all agree she does a fine job ruling, so they let it go.

However, the Pariah King's daughter, **Daruka**, is clearly gearing up to take her mother's spot, and this has people worried. Daruka is mean-spirited, short-tempered, and something of a spoiled brat (everyone agrees that being a good mother never really was the Pariah King's true calling). But there are at least a few years before Daruka is old enough to truly try to take control.

The secret to the island's abundant nautilus supply is carefully guarded. To let it spill from your lips to an outsider is punishable by a slow and torturous death at the hands, or rather mouths, of the Pariah King's two giant crocodile-like *Machimosaurus* rexes.

The shoreline is protected by half a dozen remote-controlled thalassomedons, 40-foot-long (12 m) predacious pliosaurs with elongated necks and massive flippers. Nicknamed *dulcimar*as—sweet nightmares—the creatures are controlled using remotely operated brain implants. Inside the Tower of the Sea Lord, a tall, stone structure on the southern end of the city, at least one (and usually two) guards are employed to keep the *dulcimar*as on track with their remote controls.

BETRAYAL ISLAND

Thanks to its unusual moniker, the story of Betrayal Island is one of the few stories about SATI that everyone knows. SATI originally used it as one of their bases, because the

island seemed uninhabited and thus free from dinosaur dangers. The island has a large caldera, which SATI also surmised would provide refuge from storms and other natural disasters. They didn't yet know that they were building on an active volcano.

The island has erupted twice already in the known history of Grevakc, once before the Last Commute and once after. The first time, it demolished research centers, homes, and some rather large, rather expensive equipment. It also killed the nearly two dozen scientists who'd only just arrived in Grevakc. No one seems to know what prompted SATI to rebuild in that location. Perhaps they had intel that suggested the volcano wouldn't blow again. If they did, the intel turned out to be wrong, for the volcano erupted just a few years after the Last Commute, once again demolishing the buildings, wiping out the inhabitants, and burying everything in ash, including the gravesites occupied by the original 23 SATI scientists.

Now the island is home only to those brave or stupid enough to want to risk the island's inevitable betrayal. Or those who are seeking their fortunes in the diamonds that

the previous eruptions brought to the surface. Diamonds are one of the few precious minerals in Grevakc. Not for their wearable quality—it would be incredibly rare to see someone sporting diamonds in jewelry—but for their use in technology. Some spaders, so called not only for the tools they use to sift through the ash, but as an off-hand reference to another card suit, can spend their whole lives digging and not find a single diamond. Others may strike it rich with a large find. But most of them spend their days uncovering and gathering small diamond chips, until they've gathered enough to make a bit of money. Then they travel back

Daruka: level 4; carries a set of throwing knives across her back

Machimosaurus rex ("fighting lizard king"): level 7; 30 feet long; does 3 points of damage with its bite-and-twirl attack as well as an additional 2 points of painful nerve damage each round that it has prey captured in its grip (thanks to its electrified mouthguard). It's a level 7 Might task to escape.

Thalassomedon (*dulcimar*as): level 7; fast when swimming; bite does 5 points of damage; also wraps large living creatures up in its long neck to trap and squeeze them, doing 8 points of damage (victim must succeed on a level 7 Might roll to break free).

Thalassomedon's name translates from Greek to "sea lord."



"DON'T MAKE ME SEND YOU TO THE GROVE," IS A COMMON THREAT ON BETRAYAL ISLAND.



DIAMONDS ARE USED IN TELESCOPES; CUTTING, SHAPING, AND BORING TOOLS; GLASSES; AND EVEN PHONOGRAPHIC NEEDLES. THE PAY RATE VARIES BASED ON BUYER AND THE DIAMOND'S HARDNESS, RESILIENCY, AND HEAT CONDUCTIVITY, BUT A FINGERTIP'S WORTH OF HIGH-QUALITY DIAMONDS CAN BRING AS MUCH AS 20 OR 30 NAUTILS FROM THE RIGHT BUYER.

to Laramidia to sell the diamond pieces to labs, SATI members, and others.

Not everyone digs alone. Various groups and cooperatives have sprung up, for safety as much as for productivity. **Caden Glass** is the best-known and most-feared boss on the island, running a group of spaders two dozen deep. Not much is known about Glass, including whether their last name is given or taken. In fact, it's impossible to discern almost anything—facial features, gender, or size—through the ornately carved black leather mask, helm, and armor that Glass wears constantly. This is exacerbated by the fact that the boss rules from atop an **armored, horned crossgen** and is accompanied by a small **herd of raptors** that don't allow anyone near the two.

A single individual, known only as **the Courier**, acts as go-between to the spaders, the traders, and Glass. The Courier is tall and broad shouldered, with little in the way of personality, but she can make swift deals and keep the spaders in line, and that's all that seems to matter. The Courier carries a unique shock gun that sends out spinning disks of electricity as far as 50 feet (15 m) away. Not surprisingly, she has fantastic aim. Getting in with a group like Glass's is a coveted position. Even though Glass takes a large percentage of the cut, most feel the protection is worth it.

There is no law here, and the island lives up to its name in more ways than one. Crime—namely muggings gone wrong—is the number one cause of death. And there's a lot of death. So much so that a dimple in the northern section of the island has become a cemetery. Or, to be more honest, a body-dumping ground. Carnivores from land, air, and sea make short work of most of the bodies, but there are always more being thrown into the mix. The number of bodies, the accompanying stench, and the giant, tree-like mushrooms that thrive in the area have earned it the nickname Depravity Grove.

THE NIVEOUS

The Niveous was once a submerged SATI labship, perhaps the only one of its kind. It's believed that scientists were modifying creatures in the lab in an attempt to use them to alter the oceanic environment toward a cooler temperature, possibly to find ways to survive after the asteroid hit. There is also evidence that they were doing similar work on humans, perhaps attempting to create more ways for humans to survive underwater.

Whatever they were doing, it all ended in the year 41 IGT, when the underwater labship exploded, sending great steams of pressurized foam and ice into the air.

Only those scientists on the scene know what actually happened *inside* the lab, and none of them survived. But anyone in the vicinity saw what happened *outside* the lab. The world—sea, sky, land—suddenly went white. Dazzling. Blinding. Impossibly white. Everything grew cold, drastically so, for a matter of minutes. And then it was over. None of the scientists survived. The lab itself was destroyed so thoroughly there were hardly any pieces of it left. Almost all of the natural aquatic and airborne creatures within a mile radius died instantly, trapped and frozen inside the water.

When everything settled, there was a floating patch upon the water that looked a bit like a glacier, but was not cold, nor was it ice. It was something... else. No one's been able to identify what the material is yet, but it hasn't changed shape or size, nor has it moved, despite the currents. In recent years, creatures such as the seabird known as the **hesperornis** have started to nest on the material.

Surprisingly, some of the experimental creatures survived the explosion. The **icewall turtle** is one example of a creature that not only survived, but thrived, able to use its modifications for protection against predators.

Caden Glass: level 5; Armor 1; carries a stun gun

InterGlobal Time, page 186

Armored, horned crossgen: level 5; Armor 3; wears headgear that shoots poisoned projectiles for 5 points of damage



Poison, page 203

Herd of 4 raptors: always attack in a group as two level 4 creatures

The Courier: level 4; Armor 1; carries a shock gun (medium weapon)

Hesperornis, page 110

Icewall turtle, page 133

CHAPTER 10

APPALACHIA



Lassaboats are large, heavy boats used by lassers to hunt large Seaway creatures like thalassomedons and others.

Addermire, page 98

Hesperornis: level 6; immediate movement on land, long in water; toothy bite does 3 points of damage

The wild country. The mysterious map. The forgotten lands. Hell on high. There be dragons. And dinosaurs. Appalachia has a lot of monikers, but perhaps none so apt as the oft-heard Killer Continent. Here, there is no order, no law, and no promise of surviving even that first step from boat to shore. But there are some beautiful and unique things here, too—discoveries and places and creatures that may (or may not) make it worth the risk.

The rainforests that cover the land are thick, warm, and often impenetrable. During the wet season, rivers swell to overflow their banks, spreading across the lower regions in a spiderweb of runoffs, ponds, and swamps. Unlike on Laramidia, there are few mountains here; instead it's mostly low tablelands and curving foothills.

THE WESTERN SHORELINE

This craggy, rocky coastline is filled with peninsulas, coves, outcroppings, and all manner of amphibious creatures. While the Western Interior Seaway itself is generally calm,

the area along the land can be treacherous and deadly. During the wet season, hurricanes batter the coastlines, reshaping the beaches and dunes, leaving them covered with snags, carrion, and debris. Giant waves threaten to pummel ships against the shore or into outcroppings half hidden underwater. And sea creatures of all shapes and sizes lurk just beneath the surface, or pull themselves ashore to take advantage of the storms' leavings.

EXEDU

Sometimes called "Lassacity" for the large numbers of *lassaboats* that enter and leave its harbor, Exedu is a stinking, raucous, wild city full of dirt, sewage, and blood. No one wants to live there, but everyone is stuck there, and that makes them mean, short-tempered, and aggressive. As the shoretown closest to *Addermire*, it gets a good amount of traffic, despite its horrible reputation.

What makes the city so awful? Take your pick, but the worst of the worst include the following.

Hesperornis: These enormous seabirds with teeth seem to feel right at home in Exedu. Nearly 7 feet (2 m) long, they arrive in town in



huge colonies, sliding along the rocky beaches on their giant bellies. The sight, smell, and sound of these creatures is overwhelming—particularly during breeding season. Thankfully, hesperornis don't fly, but they are built for diving, and they often steal catches before the lassers can haul them from the water onto the boat. Although the creature's name means "western bird," it's probably not surprising that most people in town just call them shitbirds.

Galloping Crocodiles: As if giant birds with mouths full of teeth weren't enough, the town is also plagued from the other direction by crocodiles that "gallop" across the land and swim in the Raridon, the broad river on the inland side of the city. The creatures can grow up to 23 feet (7 m) long, and take down prey with their daggerlike tusks and armored snout. Fast in water and on land, the crocodiles have recently discovered that humans are easy pickings, and they're spending more and more time away from the river and closer to the edges of town.

Lassers: Smelling almost as bad as the seabirds, many lassers spend all day covered in the flesh and guts of giant sea creatures, and all

night drinking fermented seabird eggs, which are the closest thing to alcohol available.

The Lack of Leaders: Everyone complains, but no one wants to take on the role of leading this town out of its own misery. Most likely because everyone tells themselves that it's not their destiny to die here, like their friend Kodra, who got taken by a galloping croc and pulled into the river. Not like their fellow lasser, Zudon, who was pulled overboard by a giant fish and drowned. Not like their sister, brother, mother, or father, who rose and laid down and rose and laid down one final time and then was burned to ashes in the town's cinderpile.

The Economy: Despite the fact that most of Exedu's population spends their time on large boats catching sea creatures, only two people in town actually own boats: Elbert and Ramiro Antonijo. The father and son team have been in competition with each other for the past twenty years over who owns the most boats, hires the most workers, pays the least wages, and makes the most profits. Everyone is poor and hungry and tired, which leads to:

High Crime Rates: Petty thievery and drunken brawls are just the beginning. More people are

Galloping crocodile:
level 9; long movement;
sharp bite does 6 points
of damage

Lasser: level 3; carries a
light weapon, usually a
gutting or scaling knife



Broen Albertus: level 4, all tasks involving healing and botany as level 6

Alamosauri are large quadrupedal herbivores with long necks and limbs, and a bony armor that covers much of their body.

Cazziss: level 10

Carneath is a chemical compound that was developed in the future to cure cancer, but which is also deadly in the wrong dosage.

There is evidence of the other side of the Utopian Skyway along the eastern coast of Laramidia, but it's much smaller and most of it has been stripped for the materials.

Sun Mu: level 5, all tasks involving the creation and use of chemicals as level 8, all tasks involving healing as level 6

murdered in Exedu every year than are born there. And those are just the ones on the record (in both cases). There's a jail, but the lock's been broken for ages, and there's no money to pay for law enforcement or repairs.

So the city continues to toil on in its sweaty, stinking, swearing existence, unable to save itself from itself.

CASTLE CARNEATH

Located on a jut of land known as the Scarlet Bay for its strong eddies that pull and smash ships and creatures against its shore, Castle Carneath is built of pieces of wrecked ships, blackened bones, and any other materials that can be scavenged from the surrounding area. The tall, thin building looks much like a poorly planned lighthouse, rising up out of the land in a mishmash of angles, materials, and colors.

The couple who lives in the five-story castle don't consider themselves to be leaders, but they have become so nearly by accident. After taking in and healing the various lassers, boaters, and others who have been injured by shipwrecks in the area, the two became known as healers and have achieved something of a godlike status among those who sail the Seaway. Many believers offer up prayers that if they have to crash, they will do so near Castle Carneath so that they will be well cared for.

Sun Mu is tall, thin, and always wears a hood of some type. Rumors swirl that she has some type of augmentation or a hideous scar that she's trying to hide. Or perhaps that

she's wanted for a heinous crime. Whatever it is, she never says. She will admit that she used to be one of SATI's top researchers, with a specialization in chemical warfare. Now she uses those skills to help heal others.

Broen Albertus is a gifted medic who makes use of whatever he can find, and cultivates a large and elaborate garden of healing herbs and plants. Broen is quite a bit younger than Sun, and has little experience with SATI, as he was born in Addermire after the Last Commute. He's jovial, talkative, and tells stories that seem to go nowhere but are somehow entertaining.

They don't ask for payment for their services. Instead they ask for assistance. Sometimes that's in the form of simple barter—food or equipment—but other times they ask for someone to use their skills to help out others. This has caused the area around the castle to become something of a community, with survivors building homes and shelters, helping Broen in his gardens, and using their skills to create a sustainable living in the area. Recently they even started constructing a laboratory and a hospital out of scavenged equipment and parts. Many are planning to stick around, making this their permanent home.

The couple also takes in creatures, both domestic and wild, that require care. At any given time, there are at least half a dozen dinosaurs wandering near the castle, including a gigantic alamosaurus named **Cazziss**, who's been around for almost a decade. Cazyzy is more than 100 feet (30 m) long, but is incredibly gentle, even around children. She showed up with a broken tail, and now sports a permanent protective device on it, much like a cast. Many survivors have signed their names on it.

As word spreads, Sun and Broen are finding that it isn't just shipwreck survivors who are seeking their help. Some arrive from inland with wounds and illnesses. Others arrive by boat, braving the treacherous waters near the spit in order to be treated. Not everyone makes it, of course, something which is worrisome to the couple. They're trying to figure out how to build a long pier, create a caution light, or do something else that will keep people from risking their lives.

THE NOWHERE BRIDGE

South of Exedu, a manmade structure juts out into the water. Built of modern materials, mostly transalumina and steel, this bridge—originally designated the Utopian Skyway—was supposed to run between the two continents, providing a quick and easy way to cross the Seaway. However, it was never finished. Most people assume the work was halted due to a shortage of materials caused by the Last Commute, but in fact, the

bridge was already abandoned by that point. Infighting, an inability to agree on the proper materials and design, and a belief by some that the bridge was cursed led first to a slowdown and finally to a complete work stoppage.

It's not hard to imagine why the workers believed it was cursed; in the time that it was being built, the crew suffered numerous weird losses. Three **time terrors** assailed the area within a matter of days, sweeping away workers, materials, and part of the bridge itself. An osteon saw a vision so black he began pleading with everyone to abandon the project right away. Murders were common, even among those who were typically considered good-natured. One foreman hung herself from the bridge. Days later, another tied himself to one of the piles and let himself be eaten alive, screaming the entire time.

Once the work stopped, the structure, the materials, and all of the supplies were abandoned. The time terrors stopped altogether. But the stories say that the screaming goes on and on. If that's true, the creatures that now use the pier and the supplies as their home—mostly birds, amphibians, and a few land mammals—don't seem to mind.

THE RAKSHA SNARL

This enormous rainforest in the southern region of Appalachia is wet, hot, and mostly unexplored and undeveloped. It is also a complete ecosystem unto itself, providing everything that the inhabitants need to survive within its borders. Most of the creatures who live in this area never need to leave, and thus it's filled with unusual and unique breeds of dinosaurs, strains of bacteria, and types of plant life.

One of the most abundant creatures in these wilds is the **hadrosaur**, an herbivorous dinosaur that is best known for being loud. Living in small groups of up to six adults, they move through the wilds with a great deal of noise, foraging for plants, breaking up logs, and clearing pathways through the thick growth to create "hadrosaur roads." Dinosaurs and humans alike use these crisscrossing paths to travel through the wilds.

Silverbacks—humans who alter their bodies to become more dinosaur-like—run with packs of carnivores, often teaching them smarter hunting techniques. The most famous is known only as **Razorclaw**. Razorclaw has gathered a pack of four **dakotaraptors** and has been leading them on raids against small communities in the area.

READING THE BONES

Safe Passage: A young man is seeking a way to get his two younger sisters out of Exedu. He doesn't have much money, but he is willing to do work—legal or otherwise—in exchange for a promise of safe passage for his siblings.

Lifesaver: The town's medic needs a dozen windwalkers, waterskimming insects that are prevalent on the nearby river, to make a salve for an injured lasser, but she's unwilling to take on the galloping crocs in order to get it. She knows the location of a nearby time anomaly and offers to share it in exchange for assistance.

KINGDOM OF THE NEW HUMANS

A community that calls itself the Kingdom of the **New Humans** has carved out a small section of the Raksha Snarl and claimed it as their own. Many are the descendants of the original inhabitants of a now-forgotten underground SATI base once known as SATI;40 ("Safe"). They were able to scavenge enough supplies, technology, and equipment to build a formidable defense system around the base and the newer buildings. The new humans believe that they—and they alone—have adapted and evolved in all the right ways that will allow them to survive the asteroid. In doing so, they are planning to become the rulers of the new world.

Their leader is a man named **Steve "The Mammoth" Massucci**. At this point, he is more cybernetic than biological, with enhanced and modified senses, grafted limbs, claws and tail, and integrated weaponry. All of the new humans have enhancements and modifications of some type; it's one of the requirements, perhaps the only requirement, for earning the "new human" label.

The bunker is stocked with supplies, weapons, and armor. But the new humans haven't stopped there—in an attempt to prepare themselves for the end of the world, they've also rebuilt and repurposed many of the original lab materials and technologies in the base. Some of this they've done themselves. They've also brought in experienced scientists and techs for help. Of course, in this case, "brought in" typically means lured, kidnapped, or purchased. The new humans have no regard or remorse for the "old humans" other than in terms of their usefulness. Once an old human stops being useful, they are given a choice: self-evolve into a new human or die.

New humans don't feel the need to seek out and destroy the old humans because they know that the asteroid will do that for them. If

Time terror, page 74

New human: level 7; two skills as level 8 (depending on modifications and upgrades); Armor 1; does 5 points of damage with enhanced body parts

Steve "The Mammoth" Massucci: level 8, perception, adaptation, and initiative as level 9; Armor 2; does 6 points of damage with enhanced body parts

Raksha means "the demon" and is pronounced Ruk-sheer.

Hadrosaur: level 7; defends young as level 8; does 6 points of damage by ramming foes

Silverback, page 150

Razorclaw: level 6; Armor 2 (from genetically altered flesh); does 7 points of damage with enhanced teeth and claws

Dakotaraptor, page 139

There isn't an organized slave trade in Grevakc, but there is always someone out there who's willing to do anything for a price.

Ticks and leeches are always an issue for both humans and dinosaurs who travel through swampy terrain. Most dinosaurs cope with this by spending much of their time cleaning and preening.

Rectrix are the quill feathers of a bird's tail.

anything, they want to show old humans the errors of their ways and bring them into the fold so they, too, can become rulers of the new world.

SCHETULLIND GROVES

In another part of the Raksha Snarl, a place called Schetullind Groves, a much different story is unfolding. This area is home to a small cluster of villages, filled with scientists who have been cut off from the rest of the world.

The people of Laramidia know of the people and the civilization only through rumors and tall tales. This is the story that they tell: shortly before the Last Commute, a group of top SATI scientists, mostly aeternologists, realized that time travel was screwing up the future in ways no one had predicted. Upon discovering this, the group made a pact. They would shut down the Salmon Project—destroy time travel—to save the future and then disappear into the night, never to be seen or heard from again. They would live in isolation for the rest of their lives, hoping (but never knowing) that their actions had made a difference.

More than one explorer and time-seeker has ventured into the jungles in search of the groves, hoping to find out the truth. If they've found it, they haven't returned to tell about it, for the story has never been updated.

The truth is somewhat less sensational, although interesting in its own right. A special group of commuters, mostly guards, geologists, and aeternologists, were sent back in time with a single purpose: to record and observe the changes that occurred in one particular spot of the world due to time travel. The group's code name was Red Rectrix. Everyone in the group was sworn to secrecy, not just on their mission, but even on their own arrival. As soon as they landed at the Salmon Center, they gathered their equipment and slipped off into the unknown wilds toward a specific set of coordinates on Appalachia.

Why that specific spot? No one told them, and they knew it wasn't their place to ask. They were scientists and soldiers sent to fulfill a

mission, and they would do so until they were called back or until they no longer could.

The group was prepared for the dinosaurs, the sea, and even the jungles—what they weren't prepared for was the scope of the project put forth to them. And so once they arrived, they stayed. And stayed.

Without any contact with the rest of the world, those living in Schetullind Groves have no idea that time travel no longer works. And thus, no idea that the changes they're documenting aren't the changes caused by ongoing time travel, but the ones brought about by previous time travel. Or maybe by the end of time travel.

Most of the original members of Red Rectrix are dead, of course, but they passed the goals on to their children and their children's children. With myth and storytelling, and pieces of technology, they remain committed to their purpose of recording, observing, and eventually going back to the future to reveal their findings.

BONEYARD BAYOU

Boneyard Creek is one of the many rivers that runs through the wilds of Appalachia, and where it ends, one finds the Boneyard Bayou.

Thick mulch and layers of decaying matter cover the surface of the water. Crocodilians, frogs, and turtles lurk in the dark waters, while ornithomimosaur splash at the edges, ever watchful for predators. Other creatures are here too, wading and waiting, foraging or stalking. In most ways, it looks like any other bayou. Except for one.

Piled high in the water are the bones of hundreds of dinosaurs. At first glance, it might seem as though this was natural, a chosen end place for creatures that laid down in the water to die. But none of the bones have flesh on them, none are any less than two years old, and a closer inspection reveals that the piles are carefully constructed, the bones laid end to end in a perfect replica of the creature they belonged to, as if in an attempt to preserve them for future generations. And perhaps that's what

READING THE BONES

Signs and Signals: In a quiet meadow, a series of perfectly round rocks seems to have been moved into a shape of some kind. A man who says he's seen these things before offers to take the characters to another spot where this has happened. He says they're a sign of alien life forms.

Salvation Company: A small group of people are camped along the outer edge of the snarl. Led by a short, fat man with a hard-to-place accent named Branislav Amir—"just call me Bran"—the group is attempting to document every single living species of dinosaur. They've traveled all Laramidia and are just now beginning their work in Appalachia. They could use some extra hands to find, tag, and make notes about various dinosaurs in the region.



it is, or was. A message to the future, created by someone who is no longer here.

Along the western edge of the bayou, one of the longest-lasting time anomalies deposits artifacts and remnants into the murky water, where they are likely lost forever. It's been there almost ten years, but could disappear anytime.

VALLEY OF THE LIMPING DON

This large valley near the middle of the plateau, with its rolling hills and soft grasslands, is deeply unusual. Not just for its slightly cooler weather and its light breezes, but for the soft sandy soil underfoot. During the day, the soil perfectly captures the imprints of every single creature that passes through, in fine detail. At night, the winds blow much of them away, creating a clean palate for the morning's first trek.

Very few creatures live in the valley permanently, but it seems that many of them make their way through it during migrations, or just as part of making their rounds in their territories.

Anyone wishing to study dinosaur habits, particularly in terms of migratory patterns, would find the valley offers an abundance of opportunities to do so.

METATHERIA PLATEAU

Once a great mountain, the Metatheria Plateau is now a long, low stretch of raised flatlands. It's home to large herbivores, myriad vole-shaped mammals, dog-sized ceratopsians, and migrating creatures of all sizes. Breezes sweep across the area, bringing a relief from the heat, but little in the way of moisture.

On one hand, the flat landscape means you can see all the predators coming. On the other hand, the flat landscape means you can see all the predators coming.

SYLVIN'S CRATER

Along the northern edge of the plateau, in a grove filled with monkey puzzle trees and cypress, a deep impact crater has opened up the earth. Scattered all around the impact site are the long-decayed remains of human bodies (mostly what's left are the tattered remnants of SATI uniforms around bleached bones), broken equipment, SATI-issued supplies, and debris.

All around the crater, time anomalies pop up and disappear within seconds. Time terrors rage all along the outskirts (but never seem to enter the crater site itself). Dinosaurs steer clear of the area. The only thing that seems willing to enter is a species of glowing green beetles, which burrow into the ground beneath the debris to make their homes.

Artifact, page 168

Remnant, page 173

GROUPS AND ORGANIZATIONS



*Structure and leadership,
page 70*

*Groups, organizations,
and religion, page 71*

There are a number of groups and organizations at work in Grevakc. Some are allied with each other. Others are at odds. And still others join forces on the surface, while they put darker, more insidious plans into action. Player characters can interact with these groups and organizations by becoming allies, foes, business partners, or even members.

Because there is no official government in place to control all of Grevakc, organizations and groups have more power than they otherwise might. SATI, in particular, has the strongest hold, a leftover from the early days when the then-company was still in control. But others are threatening that hold every day, from all sides, and SATI's control continues to wane.

SATI

A giant interglobal company with a focus on space and time travel (and other things that it mostly kept under wraps), Space and Time, Interglobal was the mastermind behind everything that now exists in Grevakc. In the year 28 IGT, the year the first commuters arrived in Grevakc, SATI was the world's largest

and most successful space and time-travel company. Much of its success came from its top-secret missions to other planets, other galaxies, and other times. Even when the company was at its height, very few people knew all of what it was involved with, but there were rumors of galaxy-altering technologies, business transactions with alien races, and myriad other unknowns.

What most people do know is that SATI is the reason they are here. In the year 28 IGT, the company began sending bioengineers, paleontologists, and other specialists back to the Cretaceous period on top-secret missions. Shortly after, others followed. Not just scientists this time, but farmers, construction workers, craftsmen, and teachers. And then, SATI's ultimate failure: the Last Commute trapped its workers here and cut them off from communication with the future.

Whether that large corporation still exists in the future is unknown, but the remnants here in Grevakc are surely much different from whatever SATI might have become in the future.

In the time since the Last Commute, SATI has evolved from those early groups of



SATI



scientists and explorers into a more militarized leadership organization. SATI continues to control the majority of cities and towns, including *Kelaino*, the largest city in Grevak—but their current hold is tenuous at best.

They also control most of SATI's original time-travel operation bases, fortified under- and above-ground bunkers filled with supplies, technology, laboratory equipment, and more. Unlike the three sister cities of *Kelaino*, *Aello*, and *Okythoe*, which were designed for the majority of commuters to be similar to what they knew previously in the hopes of allowing them to adjust more easily to their new home and start work quickly, the operation bases were only for those with extremely high-level clearance. Set up by the first handful of arrivals, most of the bases were hidden and classified, which means that many of them have since been “lost.” All of them likely contain viable resources that everyone wants to get a hold of. Everyone, SATI or not, knows that whoever controls the bases also controls the supply flow—including important time-travel tech and information.

As the asteroid draws near, attacks against the bases by groups like the Butterflies

are growing more frequent and increasingly difficult to repel; SATI members spend much of their energy and resources keeping a tight hold on what they have, while still attempting to find a way back “home” (or at least communicate with their superiors in the future).

Over time, many of the bases have become more self-governing and self-sufficient, a change that is also starting to threaten the larger structure of SATI. The capital base, SATI;oA (commonly called *Soway*), is attempting to bring the other bases back in line, but not everyone in this new generation shares the same beliefs, and it's becoming harder for the organization to present a unified front.

There are many who might say they're the leader of SATI, but most would be wrong. The organization is currently too spread out and convoluted to fall under a single ruler. The city council in *Kelaino* is probably the most well organized and powerful, but they only seem to care about controlling their city and not extending their reach.

One man who calls himself *Gareon 64* has been making waves as of late from the previously forgotten base, SATI;gN (commonly

Kelaino, page 71

Aello, page 94

Okythoe, page 95

Soway, page 104

Gareon 64, page 104

Satine, page 104

called *Satine*). The grandson of Dr. Rogdinn Bregelk (SATI-A), Gareon 64 has claimed to be the one and only true leader of SATI, and is backing that claim up by sending his newly created militia out to nearby towns and cities to take over and proclaim his rule.

Beliefs and Philosophies: In general, SATI members believe in science, in organization and structure, and, most important, in finding a way to fix time travel and return to the future. For some, particularly those who traveled back here originally, the dream and promise of reentering their old lives has become something of a personal mecca, a thing they must achieve in order to experience heaven. Younger members—those who were born here and have never seen the future except in images—have heard the stories so many times that they, too, believe they were meant to go there.

The fervor with which some believe this makes other members nervous. Fixing time travel and returning home is important, but anything beyond that feels an awful lot like religion, which is something that most SATI members want no part of.

Most SATI members also have a unique relationship with dinosaurs—the beasts are there to be studied, experimented on, killed whenever they're no longer necessary, and sometimes eaten. Yet many members also have companions, creatures they're particularly close with, and whom they treat like family. They don't see anything odd about this perspective on the creatures.

Member Benefits: First and foremost, being a member of SATI still opens a surprising number of doors (although the Butterflies' covert operations have caused that to change a bit). Joining these ranks, however, if you're not a proven descendent of an original SATI *higherup*, requires at least three years of formal training. Those with an aptitude for aeternology or a proclivity for discovering and understanding dinosaur DNA or time anomalies may have an easier time gaining entry.

SATI members may also have access to a variety of armor, weapons, and even artifacts while on missions to pursue SATI-related goals (most items must be returned after).

Further, in lieu of a new skill, a SATI member can choose to study with a scientist for one month. If they keep good notes, they gain an asset on the type of science that they studied as long as they have their notes with them.

THE BUTTERFLIES

In the flickering firelight, the Queen of the Butterflies bows her head. A book—hand-bound in scaled red leather—lies open upon her palms. She wears gloves, black and thin, nearly threadbare. When she begins to read, the group gathered around her becomes silent. Not a scuff. Not a breath. If anticipation were a sound, it would be this utter stillness.

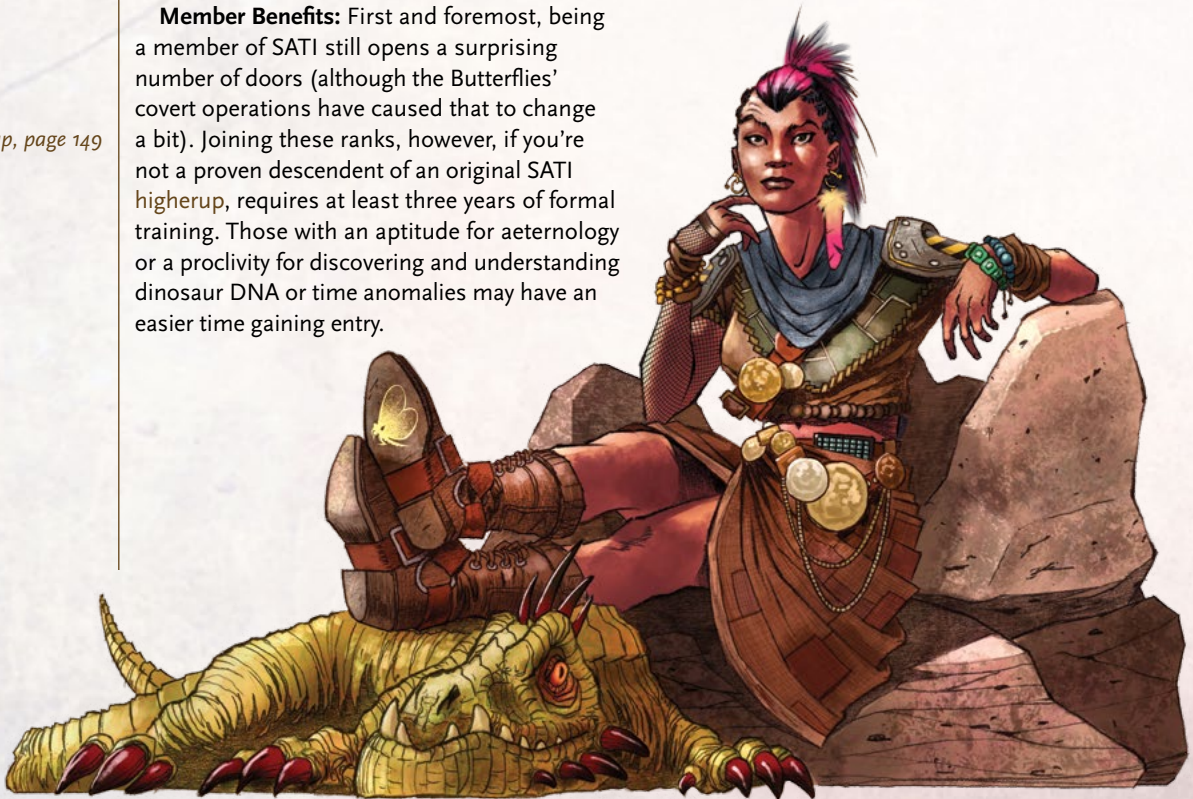
The Queen's eyes are closed. The words come from memory, from repetition, from belief.

All and everything return to seed, flee death, rush to birth, suns rise and set, past and future, now and never, moons eat themselves in forgotten customs, all and everything cupping one another in like unreachable futures, people through time, all and everything returning to the fresh death, the meteor of death, the crashing of death, to the time before the Last Commute. A touch of the hand might save us, the merest touch of a hand.



Over time, the generations of oral retellings of Ray Bradbury's story have changed not just its language, but its context and meaning.

SATI *higherup*, page 149



She pauses, closing the book slowly, two delicate red wings folding soft around a pale body. “We are all the butterfly,” she says. “Stay the path,” they answer. Together, as they slip away into the darkness: “And listen, always, for the thunder.”



Beliefs and Philosophies: The Butterflies are a subversive guerrilla group, determined to fight not just SATI, but to eschew (almost) all forms of technology that might lead to a time-travel solution. They believe that humans shouldn't try to fix the time machine technology, that they should die out in the upcoming cataclysmic event so they don't screw up even more of the evolutionary time path. As part of their mission to keep technology out of the hands of SATI (and others), they also steal, hide, and sometimes destroy dinosaurs with upgrades and alteration.

As a general rule, Butterflies subsist only on what they can make, steal, or scavenge. They prefer traditional weapons and armor. The only time they break their own no-technology rule is when they can use a piece of technology to destroy a bigger, more important piece of technology.

They're headed by an elected leader known as the **Queen of the Butterflies**. The current Queen is a former SATI directive named Aldaine Rhyne. She is, in relative terms, fairly new to the position, having taken over when the previous leader, Phelan Walsh, went missing while on a recon mission. The expectation was that Aldaine would act as the interim Queen until Phelan returned, but it's been six years and there's been no sign of him. Despite her original reluctance to take the position, most members of the group find her to be a solid and inspiring leader, one who leads the Butterflies with a well-balanced combination of subversion and strength.

Aldaine is not only the youngest Queen, she is also the only one who didn't grow up inside the Butterflies. Her previous experience with SATI makes her a valuable source of knowledge and insight. She is rarely seen without **Breg**, a unique bioengineered creature that she freed when she defected from SATI and joined the Butterflies.

The Butterflies' beliefs are based on the “bible” that the group's original Queen brought back in time with her, a digital copy of Ray Bradbury's short story, “A Sound of Thunder.” The electronic copy is long gone, but the story remains. Most often, it is an oral telling.

However, the Queen of the Butterflies also has a handwritten copy, the pages of which have been bound into a red leather book. The book is the group's most prized possession. It is not enough to say that they treasure it; they revere it, even worship it. It is the Queen's duty to keep it safe, but also to make it available to the members to look at as they need to.

The Queen—and the book—reside in a hidden underground base buried deep in the eastern side of the mountains, just north of the Chalk Road. Commonly called the **Chrysalis**, it's the only permanent structure of the group. All others are mobile units; the majority of these are hand camps, but a few are also on the backs of dinosaurs or on boats. Members often work long periods undercover, infiltrating SATI labs and complexes for many years in order to gain some bit of information or destroy some vital machinery or experiment.

Butterflies identify themselves by painting or carving an image of a butterfly on the bottoms of their boots. If you look carefully, you can find their graffitied messages on cliff faces, large trees, and the backs of certain dinosaurs. These messages often contain coded clues and information about operations and plans.

Butterflies are pro-dinosaur as a general rule, believing that they, not humans, are the right and true beings of this time, but they will not hesitate to kill a creature that attacks or threatens them. They have also been known to stage raids on various SATI labs, letting all natural creatures free, but killing those embedded with technology or cybernetics.

Member Benefits: One of the biggest benefits of being a Butterfly is the connections you'll gain. The Butterflies have infiltrated not just SATI, but almost any place where scientific knowledge is being sought. Many of them have been undercover long enough to have moved up to high places within SATI and other organizations.

However, this use of subterfuge and long-term infiltration makes them suspicious of newcomers. Prospective recruits have to accomplish at least one complicated task or mission without arousing suspicion, getting caught, or screwing up.

Further, in lieu of taking a new skill, a Butterfly can obtain a unique ray-projecting tool, called a **troublemaker**, which is designed for disrupting machines within short range. It's one of the few non-manual pieces of equipment that Butterflies use, having determined that the results are worth it.

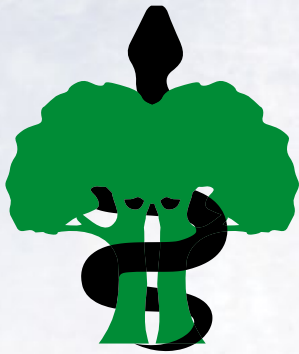
Chrysalis, page 103

Butterfly operative: *level 6; up to two relevant skills (varies) as level 8; usually carries at least one traditional weapon*

Queen of the Butterflies: *level 8, sneaking and SATI knowledge as level 9; Armor 2; carries two knives and a slingshot*

Breg: *level 6; Armor 1; teeth and claws inflict 3 points of damage*

Troublemaker: *Palm-sized ray-projecting device that causes all machines in short range to stop working for ten minutes.*



GENESIX FELLOWSHIP

*Fire burns in front of them,
and flames follow after them.
Ahead of them the lost garden lies,
Behind them is nothing but desolation;
not one thing escapes.
The earth quakes as they advance,
and the heavens tremble.
The sun and moon grow dark,
and the stars no longer shine.
The wrath of the lord is an awesome, terrible thing.
Who can possibly survive?
Only he whose hand has pierced the swift serpent
and discovered the secret inside.*

The Genesix Fellowship is one of the newer organizations to arise, but it has grown swiftly, perhaps due to its well-organized and widespread recruitment methods.

Unlike the Butterflies, members of the Genesix Fellowship are not quiet about their goals and beliefs. They know that everyone would join them in their search if they could just explain everything to them. Led by scientists and teachers called Adonis, members spread the word as best they can by performing plays, telling stories, and providing information to those who seem interested. It helps that their current leader is a dark-haired, dark-eyed, charming young man called Hesper, who is more than happy to talk passionately about the fellowship's goal to anyone who will listen.

And what is that goal? Finding the Garden of Eden.

Sometimes called Edenites by naysayers, members of the fellowship (who prefer the term *genesi*) believe that their ancestors were sent back in time to find the Garden of Eden and prove its existence to the people of the future. Their ancestors' failure to find the Garden quickly angered God, who destroyed time travel as punishment. The *genesi* believe that if they can succeed where their ancestors did not by finding the Garden, God will repair time travel and allow them to go to the future, where they will be able to share their proof of God's existence once and for all.

Despite their push to gather new members, the Genesix Fellowship is not very well understood by most people. Most assume that they're religious fanatics (a concept that has meaning only from the stories of their parents or grandparents) who are so determined to find their paradise that they refuse to see the evidence of evolution right in front of them. But that label is both oversimplified and wrong. While the *genesi* are searching for the Garden of Eden, they're doing so with a mixture of science and faith.

That being said, how does one go about finding the Garden of Eden? The *genesi* believe that the dinosaurs—these dark leviathans, the slippery serpents—hold the key to the location inside their DNA. They believe that is what SATI originally came back here to find, likely to exploit the Garden for whatever riches and valuables it might have. But so far, SATI too has failed. The *genesi* believe that they, the true believers, must uncover the secret within dinosaur DNA before SATI does in order to receive God's blessing. The problem is that the majority of *genesi* do not have extensive scientific training or experience, and they don't have access to SATI's labs or knowledge. They've narrowed it down to a few species of dinosaurs that seem most likely to carry the information that they seek in their DNA, but haven't made much progress beyond that.

Genesi store information and research notes in small buildings that they call ateliers. Most towns of a decent size have an atelier of some sort, although for smaller towns, they're more likely a back room in someone's house rather than a standalone space. *Genesi* gather together in the ateliers regularly to create community, introduce new members, and share what they've learned or discovered.

A few times a year, those fellows who can make the trip gather in Kelaino for The Oratories, a celebration of learning and education, where *genesi* and outsiders can listen to talks from their teachers, the Adonis, on topics like "The Garden of Eden and the Belly of the Whale" and "What Can Leviathan DNA Teach Us About God?"

As the research slows to a crawl, behind the scenes, charming Hesper is much less so, displaying ire and impatience over the slowness of the process and urging the fellows to work faster, harder, and more efficiently. This pressure from their leader, combined with the fellows' already intense need to prove the existence of their holy space, discover its location, and go to the future ahead of SATI is causing problems. Some sects have taken to buying, trapping, and even stealing dinosaurs that they believe might carry the information that they seek. Others are botching their research due to impatience and lack of knowledge, accidentally killing dinosaurs, destroying possible clues, and putting themselves in the public eye in a negative way.

Member Benefits: An extensive network of like-minded people who are spread across the map. Most will open their homes and ateliers to any visiting fellow, and ply them with information, supplies, and amenities.

Hesper: level 5; positive social interaction, intimidation, and persuasion as level 6

OTHER GROUPS AND ORGANIZATIONS IN GREVAKC

Beast of Darkness, page 86

SATI Loyalists, page 95

Kingdom of the New Humans, page 113

PART 4

CREATURES AND NPC_s



CHAPTER 12: USING CREATURES

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CHAPTER 13: CREATURES AND NPC_s

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USING CREATURES



The creatures and NPCs in this section are designed specifically for *Predation*. However, you should feel free to pull additional appropriate creatures from the *Cypher System Rulebook* or from other sources.

The most important element of each creature is its level. You use the level to determine the target number a PC must reach to attack or defend against the opponent. In each entry, the difficulty number for the creature is listed in parentheses after its level. The target number is three times the level.

A creature's target number is usually also its health, which is the amount of damage it can sustain before it is dead or incapacitated. For easy reference, the entries always list a creature's health, even when it's the normal amount for a creature of its level. For more detailed information on level, health, combat, and other elements, see the Understanding the Listings section in the *Cypher System Rulebook*.

Many creatures in *Predation* also have three additional listings: Scientific Name, Common Name, and Upgrades. You can read more about each of these below.

SCIENTIFIC AND COMMON NAMES

Traditionally, dinosaur names follow the International Code of Zoological Nomenclature, which requires that a scientific name be composed of two parts, typically created from Greek and Latin word roots. The first part, called the genus, is always capitalized and

is sometimes abbreviated (as in T. rex). The second part, called the specific epithet, never is.

While many of the creatures in *Predation*, including dinosaurs, have scientific names, most also have common names, or nicknames, that are much more widely used. Just as most of us today don't go around yelling "*Panthera tigris!*" when we mean "tiger!" or teaching our *Canis lupus familiaris* to sit and shake, most people who live in Grevakc don't call dinosaurs by their full names either.

Instead, they use more common names, some of which are already familiar to us today—shortening velociraptor to raptor and Tyrannosaurs rex to T. rex, for example. There is also the *Regaliceratops peterhewsi*, commonly nicknamed Hellboy.

Common names might be derived from the creature's scientific name; from their personality, habits, appearance, or purpose; from their location in the world; or even to honor their creator, breeder, or discoverer. Dinosaurs that roam great distances or that are prevalent in multiple areas likely have a number of nicknames, some of which are regional and not widely known. Dakotaraptors, for example, are known by at least three nicknames: deathtraps, DTs, and dakos.

In each creature's listing, you'll see their scientific name. This is followed by any nicknames they may have, in order of prevalence. Where applicable, the nicknames also have notations about their use. For example, SATI members commonly refer to apatosauruses as lashers, due to their long tails, which are enhanced for use as melee weapons.

Tecs and other scientists are often the exception to using the "common name" rule.



Understanding the Listings, page 274

Not all creatures have long scientific names. Creatures that were bioengineered or crossbred recently are often given only common names.



YOU CAN OFTEN TELL SOMETHING INTERESTING ABOUT PEOPLE YOU MEET BY THE NICKNAME THEY USE FOR A PARTICULAR CREATURE. THEIR CHOICE CAN GIVE CLUES TO THEIR BACKGROUND, EXPERIENCE, PLACE OF ORIGIN, OR ORGANIZATION MEMBERSHIPS.

PLANTS AND ANIMALS IN THE CRETACEOUS

Although the Cretaceous period was considered a heyday for dinosaurs, they weren't the only creatures to thrive. Insects, early mammals, birds, and a wide variety of sea life was also present. Don't be afraid to use these smaller and (usually) less deadly elements of life in the Cretaceous to add atmosphere, nuance, and small hurdles to the PCs' world. Scale insects could be a type of crop pest, causing food shortages for a village or region.

Here is a sample of some of the plants and creatures that we know existed during that time.

Plants: Flowering plants, including the ancestors of the beech, fig, magnolia, and sassafras. Birch, elm, grape, laurel, oak, maple, monkey puzzle, redwoods, and willow trees.

Small Land animals: Crocodiles, turtles, snakes, lizards, frogs, and salamanders.

Insects: Ants, aphids, bees, butterflies, dragonflies, grasshoppers, moths, scale insects, spiders, termites, and wasps.

Early mammals: Typically small and similar to mice or possums. Some are believed to have lived in trees. Alphadon, eomaia, and cimolestes.

Birds: Birds were common and diverse, both flightless and flighted.

Sealife: Ammonites, aquatic lizards, barnacles, bony fish, crabs, giant clams, penguin-like creatures, and sea urchins.

SIMPLE STATS FOR COMMON ANIMALS

There are many creatures in the Cretaceous that aren't dinosaurs. Large snakes (up to 10 feet [3 m] long) slither along the edges of wide rivers, small furry creatures scurry underfoot, and early birds sing overhead.

Small marine crocodilian: level 3; bite inflicts 3 points of damage

Small flying bird (such as *Vegavis iaai*): level 2; flies a long distance each round

Small mammal (such as *Deltatheroidea*): level 2; Speed defense as level 3

Large snake (such as *Dinilysia*): level 3; bite inflicts 3 points of Speed damage (ignores Armor)

River lizard (such as *Mosasaur*): level 4; Armor 3; bite inflicts 4 points of damage

UPGRADES

This section lists the types of enhancements, augmentations, and upgrades that are most common to each dinosaur or creature. You can learn more about each of these in the Common Creature Upgrades section on page 125.

The upgrade listings for each creature are in no way designed to be comprehensive, merely a starting point. Dinosaurs, for the most part, have every type of alteration you can imagine. If some scientist in a lab somewhere could think of it, if some engineer in the field could dream it up, if some weapons specialist could imagine it, then it's absolutely possible—and probable—that somewhere a dinosaur is walking around with it. So feel free to get creative when introducing new and unique creature upgrades.

ILLUSTRATING YOUR GAME

Although there are still large numbers of unmodified dinosaurs and other creatures wandering around in *Predation*, we don't show very many of them in these pages. The reason for that is that you can find pictures of dinosaurs as they existed (or as they might not have existed) in

A group of plant-eating dinosaurs is typically called a herd, while a group of carnivorous dinosaurs is a pack.

Combats in *Predation* move quickly, especially when each character has a companion at their side, so GMs should not hesitate to use large groups of creatures as challenges for PCs, particularly for powerful PCs. A ferocious pack of raptors is a possible encounter. Or a swarm of sharp-toothed ocean-dwellers. To make things easier to manage, the GM can take any creature and have a group of six to ten of them attack en masse as a single creature that is two levels higher, inflicting double the original creature's normal damage. So thirty level 3 argoraptors might attack as five level 5 mobs.

The word dinosaur is from the Greek deinos (terrible) and sauros (lizard).

many books, websites, and other resources. However, it's much, much harder to find images of dinosaurs with integrated weaponry or titanium claws. Not surprisingly, there are very few illustrations of crossbred raptors, genetically engineered T. rexes, or humans riding modified pterosaurs.

To that end, we created the majority of our dinosaur art to feature the elements of *Predation* that you probably won't already find out in the real world. For those moments when you want to show your players dinosaurs that haven't been modified by humans in some way, feel free to use any of the art that already exists in the world (see the References and Resources listing on page 184 for a few starting suggestions for art and illustrations).

SUGGESTED CREATURES AND NPCS FROM THE CYPHER SYSTEM RULEBOOK:

Remember, creatures like the blitzer (a cybernetic augmentation gone wrong) or the chimera (a fusion of different animals) will be creations of science more than magic in this setting. A chimera, for example, wouldn't be a hybrid of a goat and a dragon, but rather a hybrid of a dakotaraptor and a Sarcosuchus (giant crocodile). Or the hybrid of a Cretaceous-era snake and a duck-billed dinosaur.

Giant rat-, snake-, and spider-like creatures are part and parcel of the Cretaceous era, so those can easily be slotted into the setting. Others, like the scrap drone, xenoparasite, and vat reject, would most likely be rare finds within a SATI-heavy science area, such as in a hidden lab or near time-travel centers. In truth, if a creature could have been built, created, or manifested by SATI in the future, it could be used in a *Predation* game, provided it's given the right context and background.



CREATURES

- Blitzer, page 277
- Chimera, page 278
- Deinonychus, page 282
- Giant rat, page 296
- Giant snake, page 296
- Giant spider, page 297
- Ravage bear, page 310
- Scrap drone, page 312
- Tyrannosaurus rex, page 322
- Vat reject, page 326
- Wardroid, page 327
- Xenoparasite, page 331
- Zhev, page 332

NPCs

- Assassin, page 335
- Crime boss, page 336
- Detective, page 336
- Guard, page 337
- Secret agent, page 338
- Thug, page 339



MOST DINOSAURS ARE GREGARIOUS, SOCIAL BEINGS WHO LIVE AND DIE TOGETHER IN GROUPS OF VARIOUS SIZES.

NEW CREATURES AND NPC_s BY LEVEL

Argoraptor	3	Teslasaurus	5
Bambiraptor	3	Archelon glaciesi	6
Cyberdrone	3	SATI higherup	6
Carnosuchus	4	Anzu	7
Pygmy sauroposeidon	4	Ghasthound	8
SATI guard	4	Lythronax	8
Stygimoloch	4	Apatosaurus eros	9
Acroplocerex	5	Dakotaraptor	9
Butterfly	5	Nerezza	9
Platypode	5	Supersauri	10
Silverback	5		

COLLECTIVE NOUNS OF CRETACEOUS CREATURES

Battery: hunting or meat-eating fish of any type

Clutch, brood: young dinosaurs

Crash: any large, rampaging creatures

Gang, mob, romp, scurry: small mammals

Grist, hive, swarm, army: insects, spiders, snakelike creatures

Congregation, float: crocodilians and other aquatic lizards

Herd: herbivorous dinosaurs

Pack: carnivorous dinosaurs

Parade: herbivorous dinosaurs, specifically during migration periods

Pride: a small group of carnivorous dinosaurs, often of different species, that live and hunt together (more common in captivity)

Rookery, brood, flock: avian-type creatures

Shoal: non-carnivorous fish

COMMON CREATURE UPGRADES

This is a list of the most common enhancements, upgrades, and augmentations that individuals, organizations, and businesses give to dinosaurs and other creatures. It's important to note that "common" is a relative term here. The majority of the time, characters won't come upon an upgraded creature just wandering around the world (unless it escaped, was stolen or released, killed or lost its owner, or experienced some other unusual event). Upgraded creatures typically belong to someone or something (like an organization or a business) and are kept under lock and key (or at least under close supervision).

There are many other upgrades beyond what's outlined here. GMs should feel free to create and modify creatures in any way that seems appropriate to the setting and the needs of those living there.

SELF-HEALING UPGRADES

Creatures that are designed for long trips, intense defense, or aggressive offense are sometimes altered at the genetic level to allow for self-healing. This can be done via ultrasound emitters (which are implanted in the body and can regrow teeth or tissue); DNA injections that allow the body to repair at the genetic level; nucleic acid creams and paints (which cross the skin barrier to alter genes); artificial antibodies; and so on.

Roll 1d6 or choose from the following Effect table

Roll	Effect
1–2	Creature repairs 1 point of damage per round
3–4	Creature can repair all damage from a single attack (once per fight)
5–6	Creature can regrow or repair a damaged body part (takes two rounds)

Some players may want to give their companions upgrades as listed here instead of as listed in the companion upgrade section. If the GM is agreeable, the GM and the players should work out the details of doing so.

EXTERNAL ADDITIONS

External additions can come in the simple form of additional armor, weapons, or devices. They can also be more complex, providing extra carrying capacity, environmental detection, or flight. Roll 1d6 or choose from the following Effect table.

Roll	External Addition	Effect
1	Physical armor (metal, leather, and so on)	+1 to Armor
2	Active protection (electrical field, shock responders, and so on)	Does +1 damage to anyone who touches it
3	Hydraulic, compression, or other upgrade for wings or limbs	Can carry an additional 100 pounds (45 kg) for each upgrade
4	Melee upgrade (upgrade to existing body part, such as horns, teeth, or claws; spiked collar; and so on)	Does +1 melee damage
5	Ranged upgrade (laser, gun, cannon, lightning arc, and so on)	Acts as a medium ranged weapon
6	Skin, scales, or feathers upgrade	Detects poison, radiation, volcanic eruption, and other environmental dangers as two levels higher

Another common cybernetic enhancement is infrared vision, which allows a creature to search out and detect living creatures as two levels higher.

MENTAL UPGRADES

Mental upgrades come in many forms, but are most commonly used in an attempt to communicate with or control a creature. Roll 1d6 or choose from the following Effect table.

Roll	Mental Upgrade	Effect
1	Subvocal speech system	Allows the creature to be communicated with remotely within a radius of 1 mile (1.6 km)
2	Electrode brainwiring	Allows a user to control the creature with a device, up to 100 feet (30 m) away
3	Communication enhancement	The creature can understand and respond to simple speech commands and questions.
4	Search-and-rescue capabilities	The creature has enhanced senses and detects sneaking, hiding, and camouflage as one level higher.
5	Explosive device capabilities	The creature can scout out explosive devices, weapons, and other dangers. Detects danger as one level higher.
6	Neural stimulation	The creature has enhanced understanding of a non-combat skill; all actions involving that skill are one level higher.



CYBERNETIC BODY PARTS

Cybernetic body parts have a wide variety of effects. Cybernetic limbs with artificial muscles can increase a creature's speed, prosthetic retinas can give them an asset to perception and initiative, and enhanced skins, scales, and feathers can increase Armor.

Roll 1d6 or choose from the following Effect table.

Roll	Cybernetic Body Part	Effect
1	Ears or eyes	Perception and initiative as one level higher
2	Lower limb	Speed defense as one level higher
3	Upper (attack) limb	Can attack twice in a single round
4	Internal organs	Allows the body to resuscitate itself (with 10 points of health) once after death
5	Skin, scales, or feathers	+1 to Armor
6	Teeth, claws, tail	+1 damage per attack using that body part

GENETIC ENGINEERING AND CROSSBREEDING

Genetic engineering, crossbreeding, and similar procedures allow the sharing of traits from one type of species to another. Some common procedures include adding jellyfish genes to create creatures that glow in the dark, adding wings (or enhancing wings) to increase flying and carrying capacity, modifying spiders to produce high-tensile fabrics, altering plants to produce higher quality, more nutritionally dense food, and more.

Roll 1d6 or choose from the following Effect table.

Roll	Upgrade	Effect
1	Jellyfish (or other bioluminescent creatures) genes	Creature glows in the dark or has bioluminescent properties
2	Crossbred with other dinosaur or creature	Gains one additional modification or combat property of that creature
3	Growth hormone	Creature grows to its full size and maturity level in about a week
4	Gene shooting (various creatures)	Creature gains one or more physical enhancements, such as glittering gold skin, brightly colored feathers, or unique scale patterns. Has no effect other than changing appearance.
5	Behavioral splicing	Creature is generally bred to be more docile or more aggressive, depending on the creature's expected use
6	Various DNA	Creature produces a specific type of pharmaceutical, curative, or enhancement that can be extracted from its blood or milk. Pharmaceuticals can be anti-venoms, antibiotics, or general healing draughts. A creature produces one dose per day, which takes ten minutes to be extracted and an additional ten minutes for it to work.

Roll 1d6 or choose from the following table.

1	+2 to Might Pool
2	+2 to Intellect Pool
3	+2 to Speed Pool
4	Cures one disease or poison
5	Adds 1 to the Edge of your choice for ten minutes
6	+1 to Might, Intellect, and Speed Pool

WHAT SIZE IS YOUR DINO?





CREATURES AND NPCs

ACROPLOCEREX

5 (15)

These “high-armored kings” are the defense bastions of SATI (and anyone else who can get their hands on them). Most often an ankylosaurus or euoplocephalus that’s covered in form-fitting hydraulic armor, acros are expensive, rare, and dangerous—even to their handlers. The hydraulic armor not only adds to their already high defenses, it also reinforces the swing of their bone-shattering clubbed tails.

Acros stand up to 6 feet (2 m) tall at the hip and are up to 20 feet (6 m) long. They weigh 2 tons, even before they’re armored up.

Scientific Name: Acroplocerex

Common Name: Acro (SATI), C. rex

Motive: Defense, protection

Environment: Very rarely in the wild, as they are expensive and coveted. Most often part of a SATI convoy or guard unit, but occasionally used by other groups and organizations (in which case, they’ve almost always been stolen).

Health: 25

Damage Inflicted: 6 points

Armor: 4

Movement: Short

Modification: Speed defense as level 4 due to size and speed, Intellect defense tasks as level 4 due to intelligence

Upgrades: Some acros receive additional bioenhancements in the form of self-healing, repairing 1 point of damage each round.

Combat: Acros use their enhanced tail to strike up to two foes within short range in a single action. This does 6 points of damage to each foe on a successful attack.

Interaction: Acros are nearly impossible to interact with—or to control, for that matter. They’re not aggressive, but they are stubborn. The most common reason for death around an acro is that they’ve trampled or attacked the person in charge of them.

Use: The PCs hear the noise of a scuffle in a nearby area. It turns out that a group of bandits was attempting to steal an acro from a traveling SATI caravan. The acro isn’t having any of it.

Loot: Their armor is filled with mechanical parts that can be reused, sold, or traded. Sometimes, they’re also carrying goods and nautilus in packs atop their armor.

GM Intrusion: *The swing of the acro’s tail knocks the character prone. In addition to taking damage from the creature’s tail attack, the PC is trampled under its huge feet for 7 points of damage.*



ANZU

7 (21)

Named after Anzû, a feathered demon in ancient Mesopotamian mythology, these large oviraptors resemble giant, demonic birds. They grow up to 10 feet (3 m) tall and 11 feet (3.5 m) long, and can weigh as much as 660 pounds (300 kg). They have long tails, with feathers on their arms and tail, toothless beaks, and tall crests on top of their skull.

Largely herd animals, anzus mostly eat vegetation, small animals, and eggs. They communicate with each other (and sometimes with humans) via the tall bony crest upon their heads.

Scientific Name: Anzu wyliei

Common Name: Anzu, zuzu, Hell's chicken

Motive: Defense, protection, socialization

Environment: Natural habitat is humid, swampy floodplains along the Western Inland Seaway.

Domesticated anzus can be found anywhere there are humans.

Health: 21

Damage Inflicted: 4 points

Movement: Long

Modifications: Speed defense as level 8 due to speed

Upgrades: Realizing that anzus are social and communicative creatures by nature, scientists began to experiment with "group" upgrades. The entire herd is given the same upgrade, perhaps one that lets them communicate over longer distances or one that allows a trainer to send mental images directly to the whole group at once. This makes them useful in remote attacks, "suicide" missions, and search-and-rescue.

Combat: An anzu uses its large, curved claws to slice and grab prey. They typically work in herds of two or three, with one attempting to distract prey while the others attack.

Interaction: Anzuses have a language that is a combination of sounds, gestures, and the movements of their head crests. They are curious and smart, and left to their own devices, tend to explore rather than attack.

Use: The PCs are suddenly bombarded by a herd of anzuses, which begin attacking under the direction of someone the characters can't see.

Loot: Long claws and brightly colored feathers that are coveted for use in various weapons, clothing, and jewelry.



GM Intrusion: An anzu is curious about one of the PCs' pieces of equipment and begins to peck at it, maybe even calling over the rest of its herd to check it out.

APATOSAURUS EROS

9 (27)

Apatosaurus eros means "love lizard."

The Apatosaurus eros isn't named the "love lizard" due to its sweet temperament, but because the paleontologist who first discovered it was named Gorden Love.

When a lasher "cracks" its whip, the sound is louder than that of a cannon being fired.

Gastrolith, page 186

GM Intrusion: *A lasher's whip crack misses its target and instead hits a building, wall, or structure, sending part of it tumbling.*

Commonly called "lashers" for their whiplike tails, these large, long-necked quadrupeds can grow up to 70 feet (22 m) long. Lashers are covered in light grey scales and feathers when they're young, but as they age, their necks and tails turn dark, deepening into colors like crimson, ochre, and navy.

These mostly docile and slow-moving herbivores are more likely to do damage by trying to move through a space than by direct attack. When threatened, however, they typically do not back down and will fight to the death.

Scientific Name: Apatosaurus eros

Common Name: Lashers (SATI), eros, love lizard, lizzies

Motive: Hunger

Environment: Ranges up to 25 miles (40 km) per day, mostly in search of food. Many keep to streams and rivers, as the banks provide plentiful food sources.

Health: 50

Damage Inflicted: 10 points

Armor: 3

Movement: Long (due to size, not speed)

Modification: Speed defense as level 6 due to size and speed

Upgrades: Strengthening the tail, either through biological means or through the addition of external support, allows the apatosaurus to use it as a dangerous and damaging bull whip. Lashers grown in labs are often modified to have two and even three tails, all of which can do damage.

Combat: Lashes do 10 points of damage with upgraded tailwhips. Additional tails do 5 points of damage. On a single attack, each of the tails can attack a unique target or the same target.

Interactions: These big lumberers don't seem to care about much beyond food.

Use: Someone has noticed a lasher off in the distance that seems to be heading toward the village. If it arrives, it could crush and destroy everything it comes in contact with.

Loot: Sometimes two or three well-tumbled and polished gastroliths are found inside their stomachs.



ARCHELON GLACIESI

6 (18)

Glaciesis, more commonly called icewall turtles, were bioengineered from Archelons, the largest sea turtle species in existence at the time of arrival. Like their relatives, they can grow up to 13 feet (4 m) long and measure approximately 16 feet (5 m) from flipper to flipper. They have a pointy, slightly elongated nose and jaw and a short, pointed tail. Their relatively thin, bony shell offers some protection in deep waters. Unlike their relatives, they tend to be bluer in coloring, with younger individuals appearing almost cyan in color.

It's believed that the goal of the modified creatures was originally to alter sections of the oceanic environment toward a cooler temperature, particularly near SATI's submerged labship, *The Niveous*. While that didn't work as planned, the unintended side effects were indeed useful: when threatened, the turtles release long, twisting tubes of ice known as brine icicles (or brinicles). These brinicles freeze whatever they touch.

Scientific name: Archelon glaciesi

Common name: Icewall turtle, brine turtle, death turtle, shell from hell, glaci

Motive: food, companionship

Environment: ocean, land (rare)

Health: 25

Damage Inflicted: 4 or 6 (see Combat)

Armor: 4

Movement: Immediate on land, long in water

Modification: Speed defense as level 4 due to size and speed, Intellect defense tasks as level 4 due to intelligence

Combat: Ice wall turtles are not typically aggressive, but when threatened can radiate intense cold toward engaged creatures. This cold radiation turns into a brine icicle, which sinks down through the water, doing 6 points of damage to anything that touches it. If a foe continues to engage, the turtle can follow up with a bite from their powerful jaws that does 4 points of damage.

Interaction: Ice wall turtles tend to be friendly. While not quite domesticated, those in the vicinity of human settlements are used to humans, and may approach them in search of food. However, hand-feeding is not recommended.

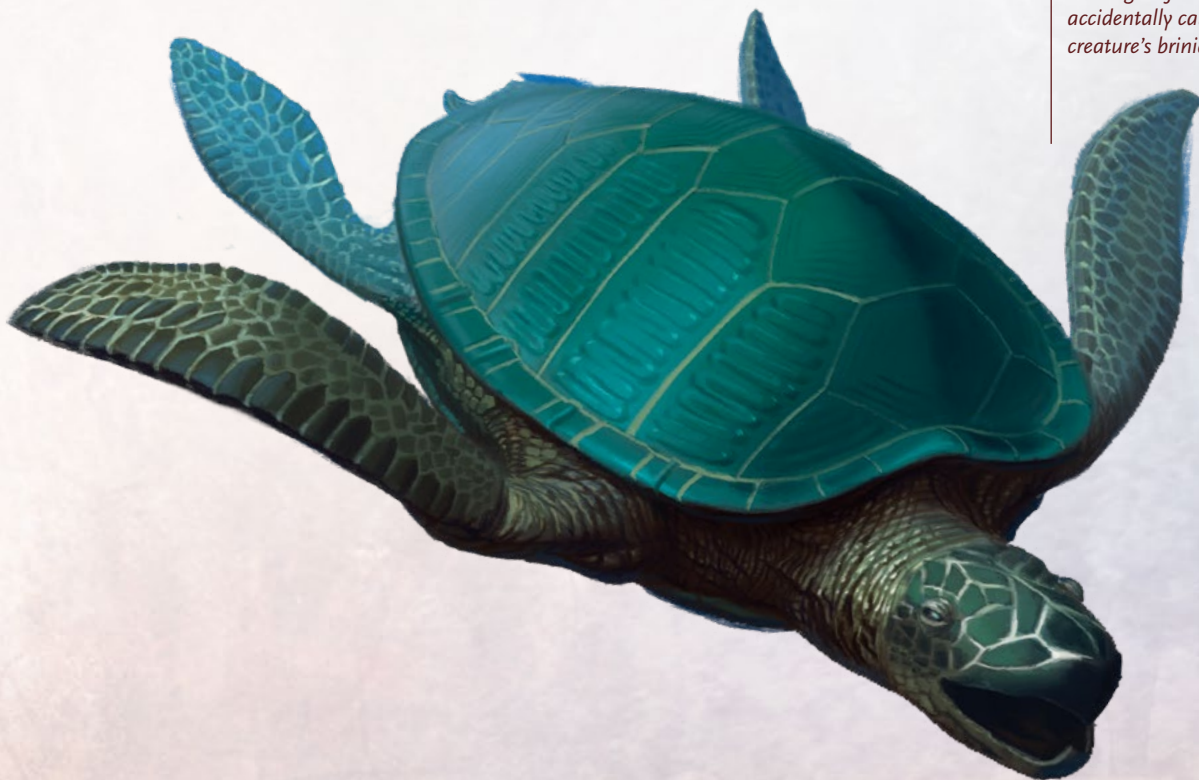
Use: The presence of one or more brinicles may indicate that a number of dangerous predators are in the area.

The species is long lived; some of the original engineer's creatures still swim the oceans around the exploded labship.

The Niveous, page 109

Groups of glaci sometimes work together against foes, releasing so many brinicles in the area that the ice forms what's called a "wall of death," severely damaging everything that touches it.

GM Intrusion: *The PCs are fighting another ocean-dwelling creature when they realize that their foe has startled a glaci. Now they're in danger of being accidentally caught in the creature's brinicles.*



ARGORAPTOR

3 (9)

Named after Argos, Odysseus's faithful dog, argoraptors are also known for their speed, strength, and superior tracking skills. Argos are one of the more successful outcomes of SATI's early selective breeding program, created to be smart, loyal companions. They prefer to work in packs with other argos, treating their trainer as the de facto leader of their group.

Scientific Name: Argoraptor

Common Name: Argo, a-raptor

Motive: Pack mentality, desire to please

Environment: Anywhere there are humans

Health: 15

Damage Inflicted: 3 points

Armor: 1

Movement: Long

Modifications: Speed defense as level 5 due to size and musculature, tracking and hunting as level 4

Upgrades: Argos often wear specialized collars that track their whereabouts, brand them as being owned (and by whom), and, when necessary, act as recall or corrective devices.

Combat: Argos are fast and nimble, moving in for a quick bite and claw that does 3 points of damage. They work well as part of a pack, with one of the larger, stronger members coming in hard and fast to knock a foe prone and hold it down with one large sickle claw for one round while the others come in for a fast bite.

Interaction: Argos are smart, trainable, and have a strong desire to please the creature that they think of as their leader.

Use: Argo breeding and training centers exist in many towns, and there is often work to be found there, from training, breeding, and raising argos to hunting and trapping their food.

Loot: Collars, other devices, can be sold if captured alive

GM Intrusion: *Two of the pack's members attempt to knock different foes prone and hold them down at the same time.*



BAMBIRAPTOR**3 (9)**

If there's a "dog" of the Cretaceous, it's the bambiraptor. The little birdlike dinosaur is very popular as a pet, as a companion, and for pest control. Standing around 12 inches (30 cm) high, it's covered in feathers and downy fuzz, but still has a killer velociraptor-like claw and a mouth filled with needled teeth. Most weigh about 4 pounds (1.8 kg), and they've been known to climb into a favorite person's lap and coo for food. It's a fierce hunter, but seems just as happy to have small wriggling mammals tossed at it as a reward.

Bambiraptors breed easily in captivity and come in a wide variety of colors, ranging from solid whites and creams to dappled reds and blacks to multicolored tortoise-shells and calicos.

Scientific Name: Bambiraptor feinbergorum

Common Name: Bambi, beanie

Motive: Food, curiosity

Environment: Everywhere

Health: 9

Damage Inflicted: 3 points

Movement: Long

Modifications: Speed defense as level 5 due to speed and size

Upgrades: Bambiraptors, with their willingness to breed and raise broods in captivity, are commonly used for experimental upgrades of all kinds. Many also get upgrades in order to fetch a higher price in the pet and companion markets. Bioluminescent bambiraptors, which glow in a variety of colors, are especially popular.

Combat: Quick and lithe, bambiraptors do 3 points of damage with their sharp, curved claws.

Interaction: Bambiraptors are easily trained, always hungry, and quickly become attached to humans that they deem worthy of their time (which, honestly, is most humans who have food to offer).

Use: Someone has discovered that a nearby lab is doing horrible experiments on bambiraptors and wants help rescuing them.

Loot: Down and feathers can be used for stuffing pillows and other items. A bambiraptor often has an upgrade of some type that can be scavenged.

Bambiraptor means "baby raider."

Some breeders have created an even smaller bambiraptor, called a teacup bambiraptor, that is less than 6 inches (15 cm) high.

GM Intrusion: *While a PC is in the middle of an important interaction, a strange bambiraptor runs up and attempts to climb the PC's pantleg.*



CARNOSUCHUS

4 (12)

*“Group of carnos off the starboard bow.”
 “We’re gonna need a bigger boat.”
 “What’s that mean?”
 “I don’t know. It’s just something my grandpa used to say whenever he saw big fish.”*

The carno’s seafaring “big brother”—the massive kronosaurus—can grow up to 34 feet (10.5 m) in length.

One of many species that was discovered only after humans arrived in Grevakk—likely by some poor soul who decided to take a swim in the nearby river—the carnosuchus is one of the smaller known pliosaurs, only around 10 or 12 feet (3 to 3.5 m) long, and one of the few that makes its home in wide, deep rivers rather than the shallow seas.

Despite their small size—or perhaps because of it—carnos are widely considered to be one of the most dangerous of freshwater creatures. Unlike larger pliosaurs, they are fast, able to water-sprint for short bursts in pursuit of prey.

Scientific Name: Carnosuchus

Common Name: Carno, baby jaws

Motive: Hunger

Environment: Deep, wide rivers, often around settlements (due to increased food sources)

Health: 15

Damage Inflicted: 5 points

Movement: Long

Modifications: Speed defense and initiative as level 5

Upgrades: Very rarely have upgrades, as they’re difficult to catch and control. Occasionally, they eat something that alters them in some way (there are stories of carnos eating explosives, which suddenly go off during combat, injuring both the carno and whatever it’s fighting).

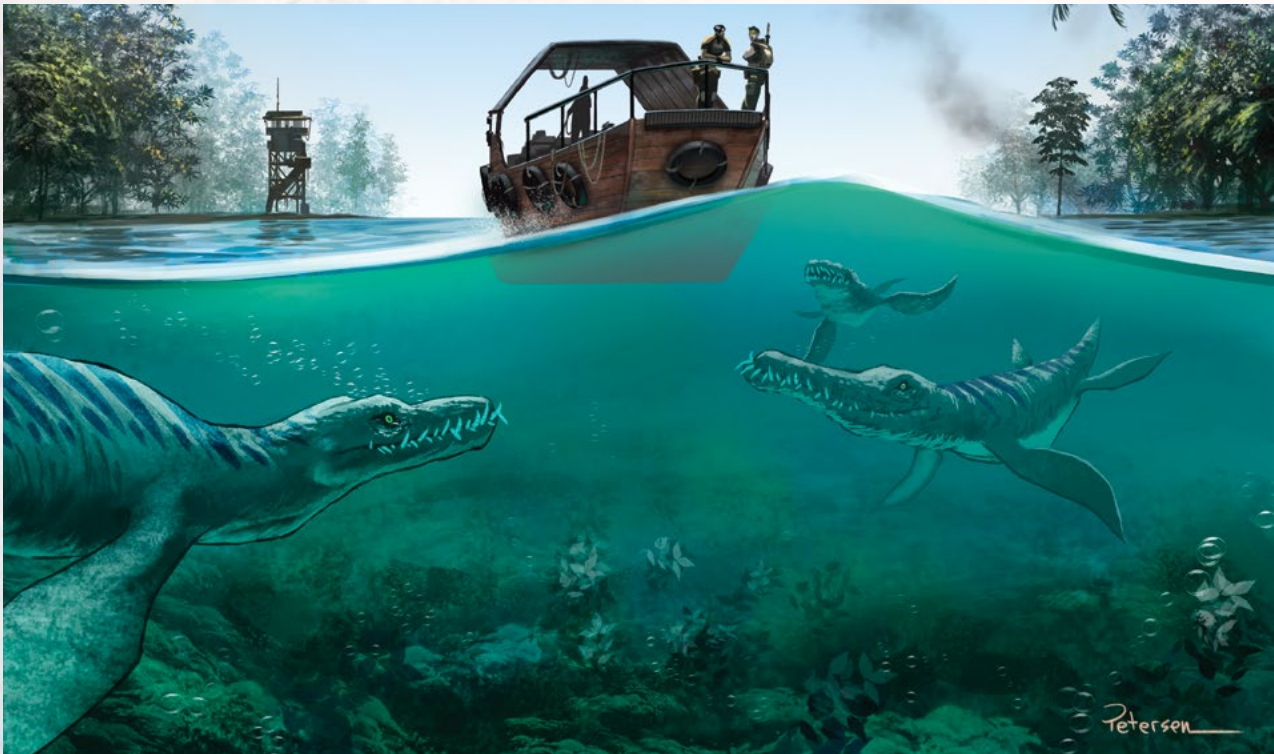
Combat: They race through the water in short, fast bursts to grab prey in their strong jaws.

Interaction: Carnos can be tricked or lured with wriggling food or blood.

Use: Trying to cross a river or stream is nerve-wracking, even before you notice the whirling surface of the water that portends one or more carnos moving toward you.

Loot: Whatever loot is in their stomachs from their last meal, usually one or more items of undigested equipment, jewelry, nautilus, tools, or small weapons.

GM Intrusion: *The blood and noise from the combat attracts one or more additional carnos to the area.*



CYBERDRONE

3 (9)

Cyberdrones—essentially automated flying robots with organic elements—were more common before the *Last Commute*, but a surprising number of them remain in use, thanks to good care and self-healing and -learning capabilities. They come in a variety of shapes, sizes, and skill sets, but each type of drone typically has a sole purpose that it carries out with single-minded determination.

The organic compound of most drones provides their self-healing or self-learning capabilities. These compounds require less upgrading and maintenance than their robotic parts, as the environment tends to be harsh on non-organic technologies in the wild. Most cyberdrones have a range of up to 5 miles (8 km).

Motive: Varies (see chart)

Environment: Anywhere that people go, their cyberdrones go too. They are most common in populated areas, or areas where there is something to protect or care for.

Health: 9 points

Damage Inflicted: Varies (see chart)

Armor: Varies (see chart)

Movement: Long

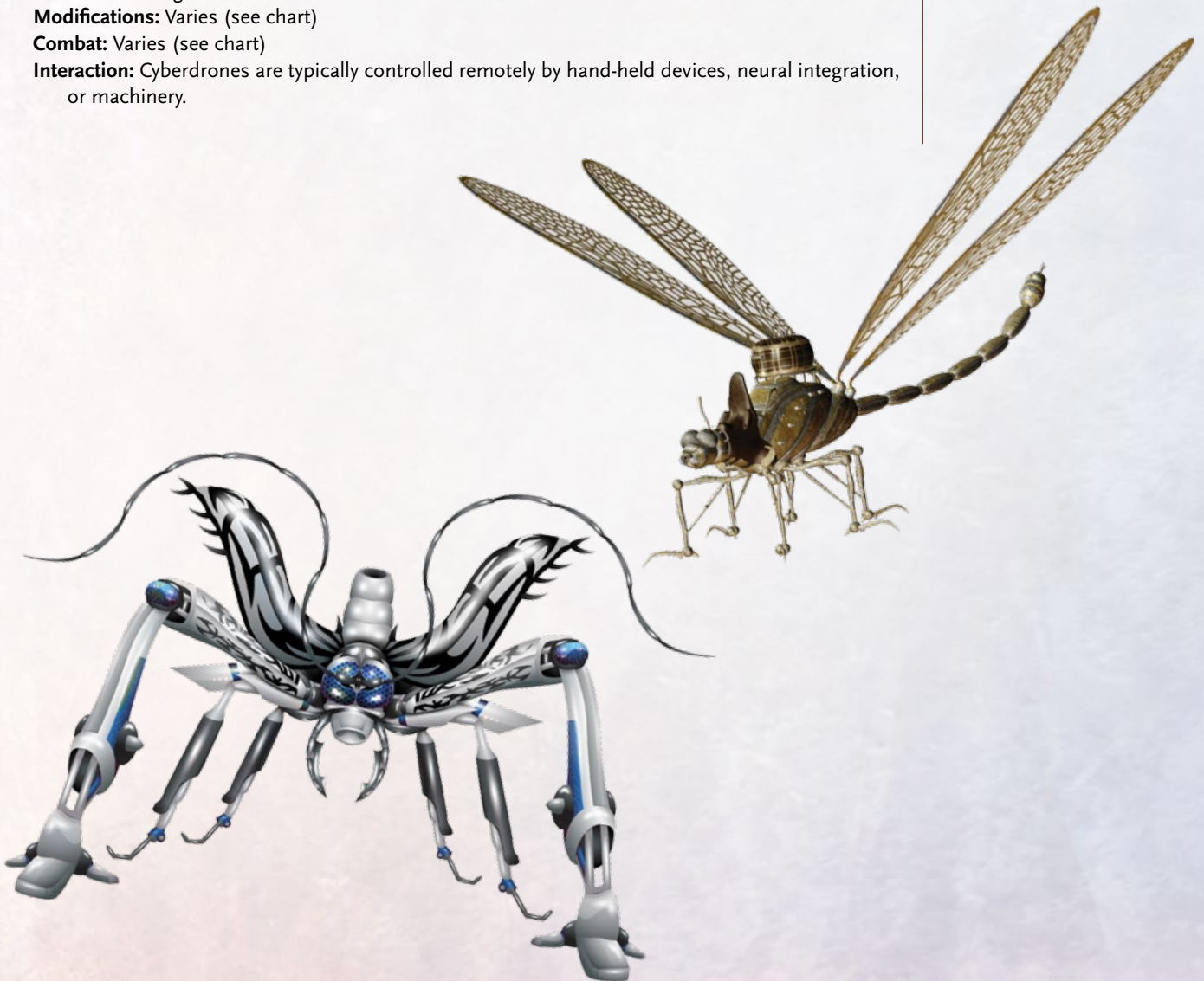
Modifications: Varies (see chart)

Combat: Varies (see chart)

Interaction: Cyberdrones are typically controlled remotely by hand-held devices, neural integration, or machinery.

Last Commute, page 67

Cyberdrones are sometimes called “Waa-Waas” for the sound that many of them make when they’re zooming through the air.



Use: It's possible to encounter cyberdrones anywhere and everywhere, but it's not always easy to tell what their purpose is prior to interacting with them.

Loot: Anyone who can hack or disable a cyberdrone without destroying it can attempt to modify the cyberdrone to work for their own purposes.

Each type of cyberdrone is built with a single purpose in mind, and has special capabilities designed to serve that purpose. Choose the type of cyberdrone the characters encounter or roll 1d6 on the table.

Roll	Type	Notes
1	Fury	Offensive, aggressive. Work in teams of two or three as attack robots. Does 4 points of damage with lasers or other ranged weapons. Initiative as level 4. Armor 1.
2	Bastion	Defensive, designed to guard a person, place, creature, or thing. Does 3 points of melee damage with blades. Shields another creature or object (provides +2 to Armor). Armor 3.
3	Scout	Search and explore. Equipped with a recording device that records up to 24 hours of video at a time. Does 1 point of damage if someone touches it. Speed defense as level 4 due to speed and size. Armor 3.
4	Medic	Heal and help. Equipped with scanners and neural boosters that restore 1d6 points to a Pool or to health. Does 0 points of damage. Armor 4. Often carries medical supplies inside a locked compartment as well.
5	Stinger	Subversive, offensive, and designed to kill. Typically cloaked, camouflaged, or too small to detect with the naked eye. Does 10 points of damage via single injection (ignores most Armor) and then self-destructs. Often works in pairs.
6	Shepherd	Designed to herd and manage domesticated (or mostly domesticated) creatures via small electric shocks, voice commands, and "nipping" (zooming in toward an errant creature while making a small warning noise). Does 1 point of damage via shock (within immediate range). Armor 1.

GM Intrusion: *The cyberdrone has been upgraded to attack any unauthorized person who tries to use it.*



DAKOTARAPTOR

9 (27)

*"My god. It's like a giant turkey from hell."
"What's a turkey?"*

Standing up to 6 feet tall (2 m) at the hips and as long as 18 feet (5 m) from head to tail, this lithe, lethal raptor moves with the speed and agility of a sprinter. Although it doesn't fly, its arms are covered in long wing feathers, which it uses to intimidate other predators, shield its young, or corral prey. Its long rear legs boast a 10-inch (25 cm) sickle claw on the second toe that can do massive amounts of damage in a single swipe.

The dakotaraptor is one of the most feared predators of Grevakc, even without upgrades. (And only the bravest or craziest of scientists would even think about attempting to upgrade a dakotaraptor.)

Scientific Name: Dakotaraptor steini

Common Name: Dako, deathtrap, DT, D-raptor

Motive: Hungers for flesh, defense

Environment: Anywhere there are living creatures that might become food

Health: 40

Damage inflicted: 15 points

Armor: 2

Movement: Very long

Modifications: Speed defense as level 10 due to speed

Combat: Uses the killing claw on its hind legs to slash prey for 15 points of damage. If it's not in a good position to use its killing claw, it bites or gouges for 8 points of damage.


Instead of attacking, a dakotaraptor may attempt to intimidate up to three creatures at a time with its large, feathered wings, **dazing** them for two rounds.

Interaction: Dakotaraptors are predators, through and through. They can be distracted with food, but are unlikely to be scared off or reasoned with.

Use: In a world where carnivorous predators are always a threat, the dakotaraptor is a name many won't even whisper. Those who tangle with it on purpose know they're asking for trouble.

Loot: Anything it might have ingested during its last meal, including a weapon or two, or any number of devices, packs, or other equipment.

Upgrades: Dakotaraptors have been upgraded, crossbred, and genetically modified in every way imaginable. Due to their aggressive nature and fierce disposition, they're always a risk (who wants to put their hands inside that mouth?) but many feel that successful upgrades are well worth the danger.

 Dazed, page 203

GM Intrusion: *The dakotaraptor is especially fierce because it's protecting its young, and does 2 additional points of damage on each attack.*



GHASTHOUND

8 (24)

Ghasthounds are members of the Entelodont family.

These monstrous-looking mammals are one of the prehistoric relatives of pigs. Armed with incredibly sharp teeth and powerful jaws, these bulky apex predators stand up to 7 feet (2 m) tall at the shoulder. They eat anything and everything, and make no bones about standing up to—and taking down—creatures twice their size.

Common Name: Ghasthound. Hellhound. Gallhound.

Motive: Hunger

Environment: Forests and plains

Health: 25

Damage Inflicted: 10 points

Movement: Short

Combat: Their teeth rend flesh for 10 points of damage and can damage light and medium physical armor (decreasing its effectiveness by 1 until it's repaired). Ghasthounds can also ram a foe, knocking them prone and *dazing* them for two rounds.

Interaction: It's impossible to interact with a ghasthound in any meaningful way.

Use: Anytime someone has killed another creature, it's possible that one or more ghasthounds will decide that the spoils belong to them and show up to claim their prize.

Loot: Ghasthounds sometimes dig caches nearby, where they store food for later. Someone who finds and digs up a cache—without getting killed—is sometimes rewarded for their efforts by nautils, equipment, and upgrades that once belonged to the ghasthound's recent meal.



Dazed, page 203

GM Intrusion: *After killing a creature of some kind, one or all of the PCs see a large beast moving through the brush toward them.*



LYTHRONAX

8 (24)

Sometimes a creature's name tells you everything you need to know about it. The "king of gore" is one of those creatures. Growing to a size of more than 26 feet (8 m) long and weighing in at 2.75 tons, the lythronax is already designed to be a killer—no upgrades needed. With a mouth full of giant, banana-shaped meat cleavers, the lythronax can inflict huge amounts of damage, crush bone, and carve out huge chunks of flesh in a single bite.

Scientific name: Lythronax argestes

Common name: Lythro, gorebeast, gorer

Motive: Hunger

Environment: Areas near lakes, floodplains, and rivers, particularly where prey gathers

Health: 55

Damage inflicted: 12 points

Armor: 1

Movement: Long

Modifications: Initiative as level 9 due to hunting instincts; all tasks involving critical thinking as level 7 due to intelligence

Upgrades: No one seems to know what to do with lythros.

You can occasionally see an upgraded lythro running around in the world, wearing the remains of a control collar, capturing device, or other upgrade.

Combat: Lythros are all bite and no bark. Everything they do is focused on ripping, tearing, chewing, and consuming.

Interaction: Lythros can be lured away or tricked with live food. Occasionally, they can be trained the same way, but as a general rule, they're not particularly smart and training can quickly turn into a surprise game of predator and prey.

Use: Run.

Loot: Their brightly colored feathers are coveted for creating equipment, armor, and decoration.

Lythronax means "the gore king."

GM Intrusion: *The lythro gets a grip on the character and shakes them, knocking them one step down the damage track.*



NEREZZA

9 (27)

Some people try to keep nerezzas as pets, but those who don't give them enough attention and challenges will quickly find them to be nuisances, as boredom and loneliness make them destructive, petulant, and aggressive.

Nerezza is an Italian word that means "darkness."

GM Intrusion: *Rather than attacking, the nerezza swoops in and attempts to steal an artifact, weapon, or other object.*

Nerezzas are ninjas, slippery beasts of shadow and silence. They're loyal, smart, and deadly. Carefully bred from a gene mutation that caused microraptors to have all-black feathers, eyes, and beaks as well as all-black internal organs and muscles, nerezzas are small, feathered, birdlike dinosaurs with wings on both their front and rear limbs. They're small, weighing only 2 or 3 pounds (about 1 kg), and they glide rather than fly.

In the wild, microraptors tend to work and travel together, but nerezzas seem to prefer to fly solo, as it were. They've been known to peck other nerezzas to death if they're forced into the same enclosure or if they feel like they're competing for their trainer's attention.

Scientific Name: Nerezza cari

Common Name: Neree, essa, nezze

Motive: Loyalty, reward

Environment: Everywhere

Health: 21

Damage Inflicted: 9 points

Movement: Short when gliding, immediate when walking

Modifications: Initiative, sneaking, and learning new things as level 10

Upgrades: Many nerezzas have upgrades that improve their stealth and camouflaging techniques.

A few have also been implanted with organic parts modeled after modern birds that allow them to mimic a variety of sounds, including human speech.

Combat: Gliding attacks are typically aimed at eyes, ears, and other unprotected spots, and do 9 points of damage.

Interaction: If a nerezza is loyal to you, it can be trained to do most tasks that come naturally to it on command.

Use: They're used as silent killers, mostly by assassins, thieves, and covert operators.



PLATYPODE

5 (15)

Platypodes are weird creatures—slippery-smooth skin that's so shiny and pale it almost seems translucent, giant front claws on the ends of wing-like flippers, and a horned head and spined tail that are nearly gelatinous in their feel. Amphibious, they're bipedal on land but swim using mostly their front limbs and tail in the water. No matter what they're doing—fishing, digging, or lying stretched out along the sun-warmed rocks—they hoot, honk, click, and coo, emitting what seems to be a series of new noises constantly.

Originally created in labs for the sole purpose of oceanside manual labor, all platypodes are female. The goal was to keep the population in check and ensure that these creatures, which had no natural predators, didn't overrun the oceans. But the platypodes did something amazing: they reproduced anyway. Genetic testing confirmed that the platypups only have DNA from their moms. To keep the population under control, the platypode creation program has been put on hold indefinitely.

Scientific Name: *Platypus deus*

Common Name: Platy

Motive: Hunger, warmth, defense

Environment: Western Interior Seaway, never more than a mile from land

Health: 15

Damage Inflicted: 5 points

Movement: Long in water, short on land

Combat: Platypodes do 5 points of damage with their claws.

Interaction: Platypodes are playful, curious, and social, and they seem to consider humans their friends, whether they were lab-made or wild-birthing. They're not aggressive unless invoked or threatened.

Use: PCs in a boat on the Seaway may find themselves surrounded by a ring of honking, hooting, clicking creatures.

Platypodes were likely named by a commuter in honor of the platypus. However, try to describe a modern-day platypus to the native people of Grevak, and they will be hard-pressed to believe that natural selection, not bioengineering, created such a beast.

GM Intrusion: A PC accidentally steps too close to a young platypode, which gets scared and begins to call loudly for its mother.



Stallone

PYGMY SAUROPOSEIDON

4 [12]

For some reason, wild sauroposeidons seem to see pygmysaurs as a threat, and often attack them unprovoked, even going so far as to enter a town or area where pygmysaurs are being housed and attempt to kill them.

These creatures have been bred from wild, full-sized sauroposeidons (long-necked dinosaurs) to a more manageable size and temperament. While full-sized sauroposeidons can grow up to 100 feet (30 m) long and 60 feet (18 m) high, pygmysaurs are usually about one-third to half that size. Their smaller footprint—literally—means that they're easier to control, house, and tame. And, just as important, they require a lot less foliage to keep well fed.

They're popular among dinosaur wrestling aficionados, livestock farmers, and caravan runners, but are also sometimes used in construction and vegetation farming, as their small size, strong legs, and agreeable personalities make them good for hauling, plowing, and other types of manual labor.

Scientific Name: Pygmy sauroposeidon

Common Name: Pygmysaur, posei, posey

Motive: Hunger, safety, reward

Environment: Cities, farms, and towns. Pygmysaurs are rare in the wild, as most don't have the defenses or the size to survive against the much larger, faster natural predators.

Health: 15

Damage Inflicted: 4 points

Armor: 1

Movement: Short

Modifications: Speed defense as level 3 due to domestication and size

Upgrades: Most upgrades are cosmetic or decorative, including paint, piercings, outwear, and garnishes.

Combat: They attack neck-first, attempting to wrap their long necks around their opponent and wrestle them to the ground. Creatures who are pinned in this way take 4 points of damage (ignores Armor). Pygmysaurs can also headbutt their opponents, **stunning** them for one round so that they lose their next turn.

Interaction: Pygmysaurs are domesticated, eager to please (especially if there is food forthcoming), and mostly docile. It's only during mating season that the males are aggressive and considered dangerous.

Use: Pygmysaurs are often used in dinosaur wrestling, as pack animals, and as food sources.

Loot: Whatever upgrades the creature is adorned with, as well as anything that's in the packs it might be carrying.



Stunned, page 203

GM Intrusion: *If one of the characters' companions is a sauroposeidon, it suddenly attempts to attack a nearby pygmysaur.*



STYGILOCH**4 (12)**

Stygmolochs, with their wildly horned heads, are favorites in black-market dinosaur fighting rings and among sport hunters. In addition to being considered trophies, the creature's horns are believed in some places to be an aphrodisiac and a cure for various ailments. Thus, their numbers are not what they once were. It seems possible that they have a way of communicating with other members of their species, as many stygmolochs will attack humans on sight.

They can grow up to 10 feet (3 m) long, and sport spikes on their heads up to 6 inches (15 cm) long and 2 inches (5 cm) in diameter. They are bipedal herd animals.

Scientific name: Stygmoloch spinifer

Common name: Moloch, death devil

Motive: Food, protecting the herd

Environment: Woodland areas with enough foliage to sustain their herd

Health: 15

Damage Inflicted: 5 points

Armor: 1

Movement: Long

Modifications: Speed defense as level 5 due to speed

Upgrades: There are a few stygmolochs in the wild with enhanced horns, typically metal bits that were driven through the horns to create additional barbs and hooks along the side. These creatures do 5 points of damage with a horned attack. They might also catch their foe on the barbs, holding them for one round.

Combat: Stygmolochs typically move headfirst into battle, using their dome-shaped skulls and horns as battering rams and weapons. They do 5 points of damage with their horns, and can knock even large creatures prone by bashing them in the hip, flank, or side.

Interaction: Stygmolochs aren't likely to be tamable or even reasonable; they seem to have a distinct fear and hatred of humans, perhaps brought about by the aggressiveness with which they are hunted.

Use: The characters come upon a black-market dinosaur fighting ring, filled with captive stygmolochs.

Loot: The horns can be sold or traded for use in tinctures and powdered mixtures.

Stygmoloch means "horned devil from the river of death."

Stygmoloch is pronounced Stig-ee-MOE-lok.

GM Intrusion: *The target is also dazed by the dinosaur's head butt for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment.*



SUPERSAURI

10 (30)

Supersauri is both singular and plural.

There are tales of a woman, half-creature herself, who lives in the wilds and is able to interact with supersauri and get them to do her bidding.

GM Intrusion: *The supersauri topples trees as it charges, causing them to fall right above one or more PCs.*

Supersauri are composite creatures that were created from the genetic material of any number of sauri: gigantosaurus, mapusaurus, rajasaurus, titanosaurs, and more as part of SATI's Project Kaiju. The goal was to create and grow them in labs, then hand-raise them until they were well-trained adults, equip them with the best upgrades, then keep them on hand as war machines, should the need ever arise. Supersauri were supposed to be SATI's combined safety blanket and nuclear weapon—a creature so large that it had no other predators on the continent, one that was created from the genes of the best fighters so that it was impossible to defend against, and hand-raised so that it was always controllable.

Most supersauri turned out to be nothing like that. The creatures were expensive and time consuming to create and raise, not to mention unpredictable and uncontrollable. And more than half the time, they had some type of genetic failure that caused them to die before reaching adulthood. Those that survived to adulthood broke upgrades (and the humans attempting to equip them), destroyed buildings, fences, and equipment, and were nearly impossible to keep fed.

SATI cancelled Project Kaiju in its fifth year. But by then, there were already a dozen of the creatures that had reached adulthood. In an effort to get some good out of the project, SATI tagged the surviving supersauri and released them into the wilds of Upper Laramidia for tracking.

Every supersauri looks different and has a unique combination of skills, both in combat and otherwise. They can reach up to 40 feet (12 m) long and 12 feet (4 m) high, weigh more than 4 tons, and run up to 40 miles (64 km) per hour.

Scientific Name: Supersauri

Common Name: Kaiju (SATI), supers (SATI)

Motive: Hunger

Environment: Upper Laramidia jungles

Health: 70

Armor: 2

Damage Inflicted: 12 points

Movement: Long

Modifications: Speed defense as level 2 due to size

Upgrades: Supersauri have at least two upgrades, at least one of which is a weapon. Roll or choose two upgrades from the lists on pages 125-127.

Combat: They bite for 12 points of damage, but most prefer to use their upgraded weaponry.

Interaction: Supersauri are fierce, aggressive, ever-hungry hunters. They are also territorial, fighting anything that dares to cross into their claimed space.

Use: Even advanced PCs will find going head to head with a supersauri to be invigorating, challenging, and (likely) death-defying.

Loot: At least two upgrades, plus 1d100 + 20 nautilus, equipment, and anything else they ate.



TESLASAURUS

5 (15)

Teslasaurs were originally created by SATI scientists, injecting ankylosaurs with electric eel genetic materials, in the hope of creating docile bioelectrogenesis hosts to biologically power their facilities. However, the predatory aspects of the transplanted DNA tended to make the creatures too aggressive for domestic energy generation, but perfect for mobile energy defense. The smaller teslasaurus males are outfitted with electromagnetic force field generators for defense, while the larger females are outfitted with capacitors and voltage steppers to allow them to project electrical blasts as an offensive weapon.

Streams of high-energy electricity arc between their enhanced horns, armor plates, and tail, creating a beautiful—and portentous—sight.

Scientific Name: Teslasaur

Common Name: Tesla, fire lizard, lightning lizard

Motive: Trained for offense and defense

Health: 20

Damage Inflicted: 5 points

Armor: 3

Movement: Short

Modifications: Speed defense as level 3 due to training; critical thinking and initiative as level 4 due to intelligence

Combat: Anyone who touches a teslasaur or its electrical arcs takes 5 points of damage.

Upgrades: Some teslasaurs are updated with cybernetic implants that allow their electricity to be harnessed and sent out to long range, doing 5 points of damage to everything they touch.

Interaction: Teslasaurs are trained to defend and protect, mostly by standing in a single spot and letting foes come to them.

Use: A secret underground bunker is guarded by a herd of teslasaurs that are trained to keep unauthorized visitors from discovering or entering the building.

Loot: Scales and horns, cybernetic implants

Because teslasaurs have high Armor and are trained to stand guard, they don't attempt to avoid attacks like other creatures might.

GM Intrusion: *A sudden rainstorm arrives, increasing the range and power of the teslasaur's electrical pulses. Each pulse does 1 additional point of damage.*



NPCs

BUTTERFLY

5 (15)

Butterflies may eschew technology, weapons, and augmentations, but that doesn't mean that they're not well equipped to take care of themselves. As part of a subversive guerrilla group on a mission to destroy the possibility of a time-travel solution, they are willing to die for their cause. This makes them determined—and dangerous.

Motive: Save the future (or at least the future of humanity)

Health: 15

Damage Inflicted: 3 or 4 points

Armor: 1 to 2

Movement: Short

Modifications: Stealth, subterfuge, sneaking, and surprise as level 6

Combat: Butterflies strike when they are least expected, preferring to make friends with shadows, secrecy, and surprise. They will wait, poised, until the perfect moment. And if one doesn't appear, well, there's always tomorrow night. They will not initiate a fight until they believe they have the upper hand from the first moment.

Interaction: Butterflies all play different roles within their organization. Some are spies. Some work to destroy equipment or dinosaurs. Some have infiltrated other organizations, possibly for years, in order to gain information or access.

Use: While interacting with a SATI official, the PCs discover that the person is actually a long-term undercover agent for the Butterflies.

Loot: Light or medium weapon and armor, 1d6 nautilis, and at least one remnant.

GM Intrusion: *The Butterfly pulls a second weapon out of a hidden pocket and performs a double attack.*



SATI GUARD**4 (12)**

SATI guards tend to be slightly better trained and better equipped than general non-SATI guards. They may or may not believe strongly in the work that they do, but most do believe that SATI—and consequently, they—are doing work that matters. Even if they don't know exactly what that work is. At the very least, they're doing work that pays well, and that's nothing to sniff at.

Motive: Protect and serve; do the work they were hired to do

Health: 12

Damage Inflicted: 4 points

Armor: 1 or 2

Movement: Short

Modifications: Each guard has one non-combat specialty, such as healing, sneaking, perception, and so on. Handles tasks related to that specialty as level 5.

Combat: SATI guards typically have training in both melee and ranged weaponry. They likely carry both and switch back and forth as needed.

Interaction: SATI guards are good at their job and are typically loyal to their mission at hand. SATI comes first, but the people come second, and they can be helpful as long as it doesn't conflict with their job. There are, of course, guards who are open to various types of bribes.

Use: The PCs break into what seems to be an abandoned storage facility only to discover that it's actually under the protection of a small group of SATI guards.

Loot: Average SATI armor, plus one melee weapon, one ranged weapon, and 1d6 nautils.

GM Intrusion: During an altercation, one of the SATI guards calls one of the SATI higherups in as backup.

SATI HIGHERUP**6 (18)**

Unlike standard SATI guards, SATI higherups tend to believe strongly in the work they're doing, and they've been well equipped to do it. Especially when that work is keeping riffraff and nefarious-looking individuals and groups out of SATI's labs, information vaults, and other important places. They typically wear SATI-issued armor and carry high-tech weapons. Even though their equipment is likely hand-me-down and refurbished, it still gives them a unique advantage. They are more likely than most to carry an artifact or to be accompanied by an upgraded creature companion. They tend to have higher clearance, and thus more knowledge, than most SATI workers.

Motive: Protect and serve; do the work they believe in

Health: 18

Damage Inflicted: 6 points

Armor: 2 or 3

Movement: Short

Modifications: Resist persuasion, seduction, and bribery as level 7

Combat: SATI higherups aren't just hired off the street. They've been trained for this, possibly since the time they were very small. "Once a SATI family, always a SATI family," as the saying goes.

They carry high-tech weapons designed for quick, clean kills and are well protected. They tend to work together in groups of twos and threes and may also have a companion.

Interaction: As a general rule, SATI higherups are hard to bribe, persuade, or influence. They aren't unhelpful, however, since part of their job is to protect the community that they are part of.

Use: SATI higherups are less likely to be allies than they are to be obstacles. However, PCs who are aligned with SATI—or at least with SATI's goals—might find themselves the recipients of the knowledge and protection of a higherup.

Loot: A higherup typically has SATI-issued medium armor and weaponry, as well as basic gear, a remnant, and 1d20 nautils. Rarely, they might also be carrying an artifact.

SATI higherups include officers, head guards, bodyguards, leaders, some field scientists, and so on.

GM Intrusion: The SATI higherup seems like they're about to help the PCs work toward a common goal, but something spooks them and they change their mind.

SILVERBACK

5 (15)

Silverbacks are never alone. They travel with at least two members of their pack, and sometimes more.

Silverbacks are more likely to lead dinosaurs that are human-sized or larger to allow them to blend in better with their pack.

GM Intrusion: *The silverback calls on additional members of its pack to come to its aid.*

Silverbacks are so named because they are considered to be the leaders of their respective packs. Silverbacks are typically humans who have undergone some form of predacious changes to become more dinosaur-like. They may have claws, teeth, tails, or all of the above and more. They live and hunt with their pack, usually a group of carnivorous dinosaurs that has accepted the silverback as their leader.

Motives: Safety, defense, hunger

Health: 15

Damage inflicted: 5 points

Movement: Short

Modifications: Perception, intimidation, and leadership tasks as level 7; positive interaction tasks as level 4

Combat: Attacks using modified body parts, much as a dinosaur would. The attacks are carried out in unison with at least two members of their pack.

Interaction: Silverbacks are still human, despite their outward appearance. However, many choose not to interact with other humans in an attempt to further their self-identities as creatures. Silverbacks will typically not tolerate other humans near their packs or in their territory.

Use: The group hears about a pack of dinosaurs that's been aggressively and methodically attacking local labs. It turns out that the pack has been raiding the labs for the supplies that the silverback needs to continue enhancing their body.

Loot: Silverbacks eschew human needs and goods, and rarely have anything on them that would tie them back to their human origins.



PART 5

GM'S TOOLBOX



CHAPTER 14: RUNNING PREDATION

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CHAPTER 15: CYPHERS, ARTIFACTS, AND REMNANTS

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CHAPTER 16: PROMISED LAND

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RUNNING PREDATION



Running the Cypher System, page 366

For the most part, running *Predation* is similar to running any Cypher System game. You'll want to reference the *Cypher System Rulebook* for general tips on GMing a Cypher System game. This section touches on some *Predation*-specific suggestions and considerations.

You've probably already read through the sections on the setting, and you know that *Predation* is set in the far past of the Cretaceous period, but that it also bears the marks of the science and technologies of our future. This presents a unique opportunity to create dinosaurs, devices, and experiences that don't exist yet. Basically, the setting is yours to do with as you like.

THE PARADOXES OF TIME TRAVEL

Time travel is tricky. Not just in real life, of course, but in roleplaying games as well. Theoretically, time travel poses far more questions than it answers. "If I go back and kill my grandparents, will I still be born?" is still a common debate at geeky parties even though

everyone knows the answer is "Not if the Tyrannosaurus rex eats you first."

Despite its setting in the past, *Predation* isn't designed to be a game about time-travel itself. Yes, time travel brought the characters (or more likely, the characters' parents or grandparents) to the Cretaceous period and yes, finding a way to fix time travel might be the characters' end goal. And yes, the world has been deeply changed as a result of the previous time travel. But that's all a precursor to what's happening now, in the game and in the setting. In *Predation*, time travel is broken. What will come to pass has already come to pass. The only thing that the characters truly have any control over is their own near future (and maybe not even that, considering the asteroid that's just over the horizon).

Of course, one of the end-game possibilities is that the characters could find a way to fix time travel and escape the Cretaceous before the asteroid destroys everything they know and love. What will that time travel look like? Where will the characters end up and how will they get there? What effects will their actions have on the future (or on their soon-to-be past)?



Those are all questions and answers that are beyond the scope and setting of the game. But that doesn't mean you shouldn't find a way to continue on if that's what your players desire.

Dipping back into the *Cypher System Rulebook* at that point can provide suggestions for far-future settings, time-travel options, science fiction creatures, and more.

A MISSION-BASED SETTING

You might notice that *Predation's* feel is a bit different from other *Cypher System* games. While most *Cypher System* games are about discovery, *Predation* has more of a mission-based setting. Characters may set off to save the world (or at least the future), hinder or help the plans of one or more organizations, or travel into the world to save NPCs or dinosaurs from imminent disaster.

One of the drawbacks of a mission-based setting is that it can be harder to be proactive. If you have players who enjoy being more proactive, give them their own sets of goals or provide them with information about a situation that they might be interested in. Perhaps make the characters be in a position of authority in one of the various organizations or another group.

HOW SCIENCEY DOES MY GAME HAVE TO BE?

This is really a question of taste—yours and your players'. The game is written with a strong basis in science, but how much of it you want to bring into your game is your call. There's no wrong way to play.

You might decide to run *Predation* as a hard science fiction game, using only elements that are grounded in current or future science. If your players express interest, you can go into the details of the science and technology—how it works, what it does, the ways in which it creates the effects that it does. Or you can just have your players discover a weird scientific lab where dinosaurs are being grown without giving any explanation of how it works or why it's there.

This is also true of dinosaurs and other creatures in the setting. Some players will

want to know every detail about the dinosaurs they meet—their scientific name, where they lived, what they ate, and more. Others will just want to run around fighting with a raptor at their side and shooting lasers at T. rexes. The game allows for both of those possibilities, and anything in between.

It helps to know your players' interests ahead of time. Don't go on in detail about the color of the dakotaraptor's feathers if the players just want to know how big of a hole it's going to make in them with its claw.

SUGGESTED CAMPAIGN SEEDS

Throughout this book, you'll find suggestions for small stories and adventures in text boxes called Reading the Bones. These give you small, quick snippets of things for the characters to do. In addition, there's an adventure called "Promised Land" that is designed as a one-shot game for beginning players.

Here are some additional ideas for longer, more in-depth campaigns that have the potential to take characters and their companions through larger swaths of the world, where they can make important discoveries or accomplish goals that could change the face of the present and the future. This is in no way designed to be a comprehensive list; it's merely a jump-off point for your own ideas and campaigns.

TAKING SIDES: One of the biggest issues in Grevakc is obviously the repair of time travel and the destruction (or avoidance) of the upcoming asteroid. But every time SATI gets close, the Butterflies disrupt progress. Other groups and organizations also play a role, as they all have their goals and agendas. Do the PCs get involved in this large-scale struggle? Whose side do they take, and what are their roles?

VILLAGE OF THE LOST: The PCs all hail from a tiny, snow-covered town way up in the mountains. Due to a choice by the town's elders, the PCs know almost nothing of what came before this harsh life of cold winters and dangerous creatures. A stranger has shown up, lost and injured, telling tales of glorious cities and technologies.

LONG AGO AND FAR AWAY: There are rumors of a still-functioning time machine deep in the northern reaches of Upper Laramidia. But this rumor has been around since the Last Commute, and no one believes its utopian

promise anymore. Still, some ask: What if it's true? What if it could be found, and activated? Could the future be close at hand?

INTERSTELLAR ARRIVAL: Something large has just crashed down at an unknown location in the Boot. Scientists are scrambling to put teams together to go search it out and gather data. Is it a meteorite? An alien spaceship? A signal from the future? Perhaps all three.

MAD CAVERNS: On their travels, the PCs encounter a man who's deathly ill. He says he's spent the last 50 years of his life deep in a cavern, studying everything he can on SATI. When he realized he was dying—he thinks, in fact, he was poisoned by someone from SATI—he left the cavern to tell someone his story so all his research wouldn't go to waste. He begs the PCs to find the cavern, gather his information, and use it to bring SATI down.

STRANGE VISITOR: A corpse was found in the middle of a small town. The body doesn't appear to have any marks on it, but is dressed in unusual fabrics and carries a device that no one has seen before. Before anyone can even react, SATI sweeps in, hauls away the body, and takes the PCs in for detainment and questioning.

THE BLACK BOX: At what appears to be a crash site of some kind, the PCs find a stash of maps, documents, and images inside a half-buried ornate black box, all of which seem to indicate the presence of some type of alien life in an Appalachian jungle. Could this be what SATI came back for, after all? How dangerous are they? Will the PCs confront SATI or head off and try to uncover the truth on their own?

CORPSE COMMUNICATION: A series of brachiosaurs, dead from no discernible cause, have been showing up across the region, each with a strange and different piece of technology embedded in their necks. The pattern, when put together, seems to be a key or map of some type. Are they messages from SATI in an earlier time, or is this the work of someone (or something) else? Where do the messages lead? And to what end?

FALSE TRUTHS: Someone has been spreading information about time travel with a voice of authority, promising that it will be fixed in just a few months. At first people were skeptical, but optimistic. As the news continued to spread and more details came forth, everyone began



to believe it. Now, there's more news: a group of rebels is attempting to destroy the progress. The PCs learn the truth: there's no time travel solution and no rebel group. Just one person, attempting to start a war among the people for personal gain.

DOUBLE-EDGED SWORD: A scientist has been kicked out of his laboratory by his fellow scientists. They've been working on technologies to destroy the asteroid, and he believes they were just getting close before he was ousted. He thinks the other scientists are hoping to make the breakthrough on their own, and use the device as some type of weapon instead of to destroy the asteroid.

SECRET STASH: The players encounter a commuter who was attacked by a pack of raptors and badly injured. If they help her, she will express her gratitude by telling them about a secret SATI base she once worked at. She believes she was the last one inside the compound, and she locked it down after she left, so it's probably still full of technology and devices that haven't been broken or scavenged. When the players arrive, they find that the technology has become self-repairing and self-replicating.

TEST OF TIME: The PCs are hired by SATI to travel to a secret rebel base in the mountains to free an aeternologist who was captured. However, the PCs have been deceived—the people who hired them aren't SATI at all. They're using the characters to gain access to the aeternologist, who they're trying to assassinate.

TIME TRAP: Someone is setting traps for time hunters, creating a way to deceive them into thinking there are time anomalies in an area where there are not. It seems to be a group that's just interested in luring people into the wilds and then stealing their supplies. But how are they deceiving the time hunters? And is there some greater purpose to their trickery?

GMING COMPANIONS

When every character has a companion run by another player, you're essentially running a table of twice as many PCs as you normally would be. GMing a table of characters and companions isn't hard, but it may cause you to feel like you're stumbling at first. Here are some tips to help you jump in and GM companions quickly and easily.

Consider co-op companion creation. It can be difficult for some players to create a companion for themselves, and then end up running

Aeternologist, page 186

someone else's companion. Maybe they built a fighter-type companion, but are running another player's more snuggly companion, which they didn't want to do. One way to solve these concerns ahead of time is to have players create their companions together, as part of the first play session. Players show up with their characters finished, but then work together with the other players to design their companions. This allows everyone to get to know the companions, gives players the opportunity to help build a companion they're interested in running, and creates shared stories of character and companion backgrounds that will deepen connections and provide new roleplaying opportunities.

Companion dispositions, page 57

For characters who don't start out with companions, but gain them through gameplay, this mechanism is already built in. The other characters will be there to provide feedback and advice when a character is purchasing, taming, or otherwise gaining their companion.

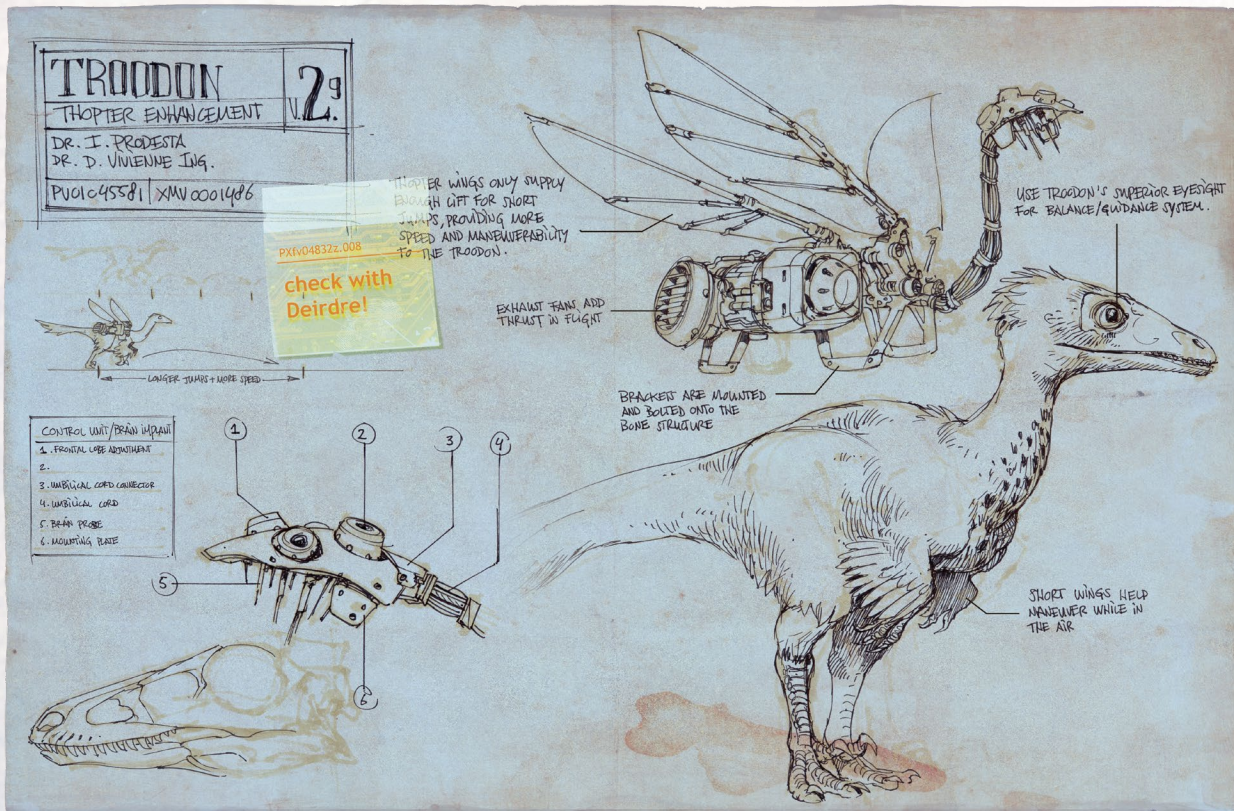
Make it easy on yourself. If it's your first time running *Predation* (or any game with more PCs than players), you might consider having each player run the companion of the player on their left or their right. The consistency means it will be easy to remember who is playing which creature. Use signs or notes to help you—as well as the players—keep track.

Once you've run the game a few times and feel comfortable, you can suggest that players work together to create interesting player/companion pairings. If a player really wants to run another player's cute, furry mammal companion, there's no reason not to make that happen if you can.

Help your characters choose appropriate companions. A companion is a long-term commitment for a character, and it's important that the two make a good team. If a character is lean in fighting, they might want to consider a more combat-focused dinosaur to help them out in tough spots. Alternatively, a tough fighter might decide to take a companion that can help them out in interactions or other non-combat situations.

Personality matters too—this is where the companion dispositions come into play. They're designed to help the players understand more about how and why a companion might act the way that they do. They also give the player running the companion some guidance for roleplaying.

Match players with companions. Some players may not have much interest in running a dinosaur in addition to their own character (or they may feel overwhelmed at the idea of doing both at the same time). If that's the case, you might match them up with a companion that has more passive abilities or personality.



Other players might be even more interested in playing the dinosaur than in playing their own character. Companions that are outgoing, gregarious, or mischievous can be fun for those types of players.

Keep the setting in mind. Dinosaurs as companions can be tricky due to their size. While many buildings in Grevakc are created with large creatures in mind, not all are. If the players enter a building that's made for humans, do their companions get stuck in the doorway? Do they break through the ceiling if they raise their head? Or do they stay outside? What do they do while they're out there?

Think about size and space as the characters move through the world. A character who finds mechanical wings so they can fly can't carry their heavy sauropod with them into the skies. How does that creature get to the new location? You don't have to go into detail—the assumption is that dinosaurs can make their way through the world on their own without too much trouble. Feel free to hand-wave through that kind of thing a little bit. “So your companions arrive at the location shortly after you do. It looks like they got into a scuffle with something between here and there—they're a little roughed-up—but for the most part, it seems like they made it just fine.”

Of course, it's also an opportunity to make something interesting happen. “So your companions arrive at the location shortly after you do. Ferris, you notice that your companion, Appleseed, seems to have a rolled piece of paper pinned to his collar. That wasn't there when you saw him last.”

Consider combat. If every character at your table takes a fighter-type companion, it potentially doubles the number of PCs that

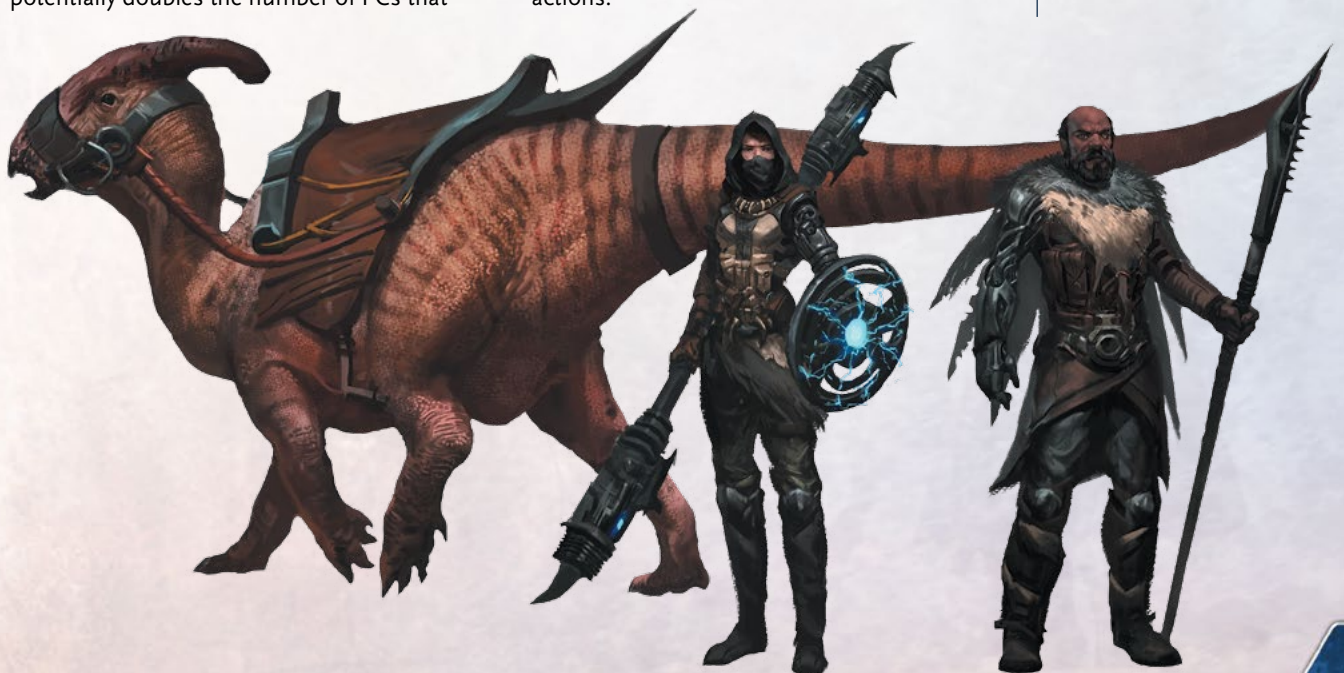
could attack any creature you throw at them. You might want to consider adding one or two additional creatures to combat scenarios to keep them challenging for players. (If you're unsure how much of a challenge the group is ready for, adding another creature via a GM intrusion at an appropriate moment is a great option.)

Help players remember their companions. It's easy for players who aren't used to having companions to focus on their characters and forget about the dinosaurs at their side. It's likely that, at least at first, you'll have to remind players to use their companions. Have NPCs, other creatures, and the environment interact directly with companions, use GM intrusions on companions, and provide opportunities for PCs to work together with their companions.

Remember that companions are PCs, not NPCs. You might find yourself falling into the habit of treating companions as NPCs, rather than PCs. It's an easy mistake to make, especially if you run other games where companions work in a more NPC-style fashion. If you catch yourself starting to describe what a companion is doing or why, stop and turn the action back over to the person running the companion.

Players may also forget that they're the personalities behind the companions, expecting you to narrate their actions as you do with NPCs. Don't be afraid to nudge them gently into roleplaying the creature if they seem hesitant or forget. One of the nice things about companions is that because they're creatures, they don't typically speak. For players who are nervous about roleplaying through dialogue, companions give them a chance to use gestures, movements, and other non-verbal actions.

Companion GM intrusions, page 161



SATI'S BIG MYSTERY: A GUIDE FOR GMs

One of the things that players will want to know is: just what was SATI doing in the far future, sending people back into the Cretaceous period? Hopefully, that's a question that the characters will start asking as well.

That is one of the big mysteries of the setting, and it's one that shouldn't be easy for characters to discover. (Ideally, the players won't know it either, as it's often more fun to discover a thing as both a player and a character at the same time.) Most NPCs in Grevakc don't even know the answers, although many think they do.

Even though SATI called itself a business, it was run much more like a military operation in its information delivery, using a "need to know" philosophy and ranking its employees according to their clearance statuses.

SATI ranks are as follows, with SATI-A being the highest, and SATI-U being the lowest. (That's just the list of the ranked employees. The majority of employees weren't ranked at all; they were considered below the "need to know" line. While they may have speculated about their reasons for being in the Cretaceous period, most weren't told anything officially.) Each rank was given a different story, and all were told not to talk about what they knew, unless they had the express permission of a higher rank for a justifiable purpose (such as needing it for research).

Of course, all of the people listed below were already well-respected experts in their fields when the commutes were taking place. That means that many of them are dead or dying. Those who are still alive are more than a hundred years old (which isn't a hundred years old as we know it today, since people lived longer in the future). Where are they now? They're scattered all over Grevakc, some still working within SATI. Others have defected to the Butterflies or Genesis Fellowship. More than a few have broken off from all ties and now live private lives, where they make no mention of their past.

SATI-U: These low-ranked officials were typically lab assistants, breeders, archeologists, zoologists, veterinarians, doctors, and others with some experience and knowledge of science and technology. They were told that SATI's reason for traveling back in time was to excavate and preserve dinosaur DNA in order to resurrect the creatures a la *Jurassic Park*. While there was sometimes some confusion—why create biolabs and habitations and even settlements in the Cretaceous period if the goal was just to create dinosaurs in modern day? But the job was interesting and the pay was good (or at least it was until the Last Commute) so people kept their heads down and didn't question the discrepancies very often.

SATI-O: The mid-ranked officials were typically the head of their department, lab, or facility—scientists, doctors, and others most directly involved with the work being done. They believed that they were searching for secret treasure. Not buried in the earth, but inside the dinosaurs themselves. They thought they were looking for a secret genome or bit of DNA that would somehow help humans survive better or longer. While this is closer to the truth, it doesn't contain the whole story.

SATI-A: The number of officials at this high ranking is very small, consisting mostly of those with a great deal of power and pull within SATI, such as the board of owners, CEOs, COOs, and original founders. Most of these people stayed in the present, but a few commuted back and forth in time regularly to oversee the progress back in Grevakc. In fact, a group of about two dozen SATI-A officials traveled back just before the Last Commute and got stuck there. This accident is likely what allowed SATI to continue to function normally for as long as it did.

SATI-As know the most about SATI's true purpose for traveling back in time. And even then it might not be the whole story. It's highly unlikely that the PCs would find any of the following information lying around, as SATI likely kept all records of this type encoded in the party's DNA (and most paper has to be carefully preserved and handled to survive in the Cretaceous period). It is possible that a SATI-A might have written some of it down in a diary or other device to keep a record, or it could be extracted from a device or person's DNA. More likely, the PCs might find a small bit of this tucked into a remaining book, hidden away in someone's office, or stored away in a safe. In the end, finding a SATI-A and getting them to talk is the only semi-guaranteed source of information still available.

WHAT SATI-As KNOW

SATI-As were told that the purpose for SATI's time-travel trials is related to alien technology. The general understanding is: some archeologists working for SATI (SATI had its fingers in every field imaginable, even before it started working within the time-travel spheres) discovered fossil records of dinosaurs with weird things going on. While researching these fossils in depth, scientists concluded that the anomalies within the dinosaurs were a type of ancient, embedded alien technology. The more they studied these fossils, the more convinced they were that they were looking at signs of aliens on earth, long before the Cretaceous period. In fact, it was so ancient that all other signs of them had been wiped out (or nearly so). The remnants of their technology encoded within the dinosaurs was all that seemed to remain of alien life.

The rumor is that talking about SATI's purpose was an offense punishable by both extradition and death. While the truth of that is hard to substantiate, SATI did (and in many ways, still does) have a reputation for harshness when dealing with leaks.

For those interested, the alien technology is a type of femtotechnology, which involves working with matter at the subatomic level. It's smaller in scale than nanotechnology. But it's not necessary to know how it works to use it in the game.

The technology was connected to time in ways that had never been seen before. In fact, it was this very technology that, once extrapolated from the fossils, allowed SATI to discover time travel. With barely a trial period to test everything, SATI started sending scientists back in time to establish biolabs and start searching for living dinosaurs with bits of alien technology inside them.

It's unclear just exactly what SATI hoped to do with their discovery. Clone and create aliens? Improve time or space travel (or both)? Use the technology for their own business purposes? Sell it to the highest bidder? (At that point, the only ones able to pay more than SATI would have been large countries, like Pluonia and The General Republic of Mongochina).

Now, scientists who are still working on the project believe that these hidden bits of technology are the key to fixing the time-travel failure. They continue to search for, breed, and study dinosaurs with this technology in an attempt to expand their understanding of it and hopefully figure out how to use it to fix time travel ahead of the asteroid's arrival.

WHAT'S THE TRUTH?

Even when time travel was still operational, SATI's purpose was shrouded in mystery. It's likely even more so now. This provides you with a great opportunity to come up with alternative truths about SATI's arrival in Grevakc, as well as for the subsequent failure of time travel.

Alien Technology: This is the most common theory, and the one that SATI-As were told.

Alternate Timeline: Grevakc is an alternate timeline. It isn't Earth, but Earth C. There are other Grevakc timelines—A, B, D, and so on—one or more of which might be accessible from Grevakc.

No Return: Commuters were sent back to mine and “ship” back raw genetic materials through time in order to fill SATI's pockets. But SATI never planned to bring the commuters back, due to inherent dangers in contamination. The company knew everything would be wiped out by the asteroid, leaving no evidence.

Not an Accident: SATI got wind of something that spooked them, and they purposefully caused the Last Commute to protect the future. Or a rival company infiltrated SATI and found a way to close down time travel. Or, possibly, the Last Commute was a great way to keep everyone trapped in Grevakc, but SATI is still keeping an eye on or a connection with one or two SATI-As through a hidden loophole.

There Is No Future: The Last Commute was triggered by some type of catastrophe that originated in Grevakc and traveled to the future. Contamination. Alien technology or weapons. A superbug. Whatever it was, it wiped out Earth of the future. Now Grevakc is all that is left.

How to Use SATI's Secrets in Your Game

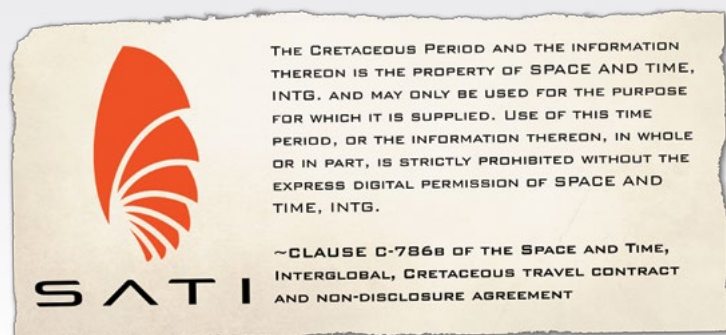
Characters can interact with SATI's hidden information in a number of ways:

- They can attempt to discover what SATI's goals were. This can be undertaken by talking with various people or searching old offices, labs, or workspaces. It's very likely that the information they receive will not be straightforward, as there are so many stories, pieces of misinformation, and rumors surrounding SATI and its purpose that most people don't know what is real.
- They might be sent out by someone to discover dinosaurs with the embedded alien tech. Scientists will pay a high price for such creatures, particularly if they seem to be part of a breeding herd (the technology is embedded in genetic material and thus gets passed along to some offspring). However, it's hard to tell which dinosaurs do and don't have it without special training or devices (and most scientists won't tell the PCs the story behind what they're searching for, either because they're loyal to SATI or because they don't actually know).
- It's not unusual to encounter people who are searching for “treasure dinosaurs,” but the majority of them don't actually know what they're doing. Much like a gold rush, people hear about dinosaurs with treasures inside them, and go out hunting. More often than not, they're incredibly disappointed when they cut open dinosaurs to find nothing “treasure like” inside them. PCs may occasionally come upon stacks of dinosaurs that have been split open and left. This is almost always the work of treasure hunters who don't know what they're doing.
- PCs who become in the know about SATI's goals and the alien technology might want to get involved in other ways—using their science and technology skills to further advance their understanding of the alien tech and of time travel, and help other scientists work toward the end goal of repairing time travel. Or they may decide to go the opposite route, helping the Butterflies and other resistance organizations stop the work of SATI's scientists.

NPCs who are (or were) ranked SATI officials are always noted as such in their stats.

It's unknown whether SATI was sending people to other time periods as well. That information was reserved for those even higher-ranked than SATI-As.

It is a common truism that those who know the least about SATI's real goal will talk the most.





GM Intrusion,
page 219

GM INTRUSIONS

GM intrusions are interesting moments designed to complicate the characters' lives. They're an opportunity for the GM to introduce an unexpected difficulty or experience, and then ask, "Now what do you do?" For additional information on GM intrusions, see the *Cypher System Rulebook*.

Here you'll find a list of sample GM intrusions designed for *Predation*. They're by no means comprehensive, so feel free to create your own. Or you can roll a d20 on one of the tables below for a quick and easy GM intrusion.

Remember: when you give a player a GM intrusion, they get 2 XP, one to keep and one to give away to another player (ideally for a good reason—perhaps their plan saved the group, perhaps they stepped right into the line of fire to protect the other characters, or maybe they just told the perfect story to keep everyone's spirits up).

When giving a GM intrusion to companions, you can give 2 XP to the player who owns the companion (and they can pass out the second XP as they see fit), or you could give 1 XP to the owner and 1 XP to the player running the companion, since the two of them will need to work together to solve the complication. It's up to you as the GM to decide, but the rule should be consistent. For example, don't give 2 XP to the owner in the first companion GM intrusion and later give 1 XP to each of the players in the next companion GM intrusion.

PREDATION GM INTRUSIONS

- 1 One or more of the characters steps forward and hears the sound of an eggshell crunching underfoot. A moment later, there are the sounds of branches breaking nearby.
- 2 A pterosaur swooping overhead drops its prey accidentally; the still-living creature comes tumbling down toward the group.
- 3 An unseen geyser suddenly erupts underneath the feet of one or more characters.
- 4 A young ankylosaur comes running around the corner, heading right for the group. It has the word HELP written on its side in neon paint.
- 5 The sudden activation of a device startles any nearby dinosaurs.
- 6 The character takes a step forward, activating a hidden dinosaur trap.
- 7 One or more of the characters realizes that something or someone has been stalking them, possibly for quite a while, and whatever it is is getting closer.
- 8 While the characters are in the middle of an interaction, a seemingly random dinosaur or individual interrupts it with a savage attack.
- 9 An NPC's human or animal companion suddenly seems very suspicious of the character and begins to act accordingly.
- 10 The dinosaur that the characters are fighting releases a loud call, seemingly to request assistance. Mere seconds later, two more dinosaurs appear.
- 11 While the characters are fighting or interacting with NPCs, a time anomaly opens up suddenly between them.
- 12 During an interaction, an NPC begins to talk about their favorite conspiracy theory about the future at length and in far too much detail.
- 13 A nearby lab (one that the characters may or may not even know is there) suddenly explodes, sending shrapnel, liquids, and other debris into the air around them.
- 14 An NPC's companion suddenly shows up and engages with one of the PCs. The companion's action might be an attack, a nuzzle, a charge, or something else.
- 15 The characters are suddenly caught in the middle of a dinosaur stampede.
- 16 A previously hidden door opens and two NPCs suddenly step out, carrying some type of creature inside a cage.

- 17 A bag filled with something heavy tumbles out of the trees or tall structure overhead, quickly falling down toward the characters below.
- 18 A bit of swampy or wet ground turns out to be a potentially deadly mudpit.
- 19 A **time terror** appears, separating the characters from each other.
- 20 One or more well-armed SATI guards show up, believing the characters to be covert Butterfly agents.

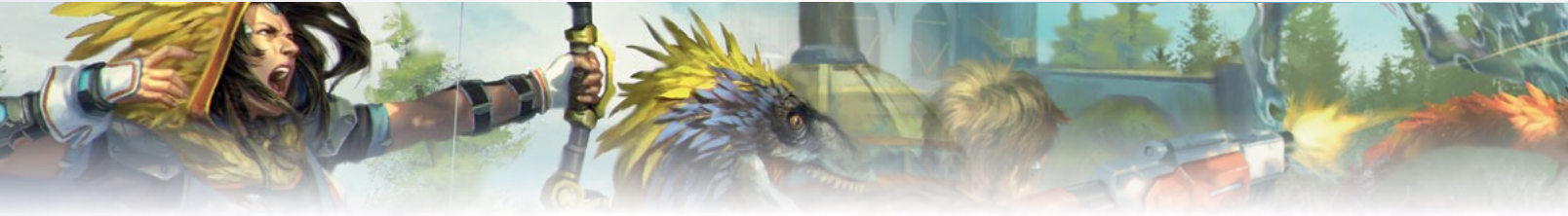
Time terror, page 74

COMPANION GM INTRUSIONS

- 1 One or more of the companions are suddenly nowhere to be found and aren't responding to calls or commands.
- 2 A companion steps on something sharp, doing damage to one or more of its feet, and causing it to limp.
- 3 A companion's armor, equipment, or technology malfunctions. The difficulty of all of its actions is increased by one step until someone takes three rounds to enact a hasty, makeshift repair.
- 4 During combat, a companion accidentally knocks one or more of the characters prone with its body, tail, or neck.
- 5 A sudden noise causes some or all of the companions in the vicinity to startle and start to flee.
- 6 In the middle of combat, the companion seems to recognize the creature or person that it's fighting, and refuses to attack them.
- 7 A loud roar or coo from another dinosaur is heard nearby, and it distracts one of the PC's companions from its current action.
- 8 A trap is sprung, and one of the companions gets caught in it.
- 9 The PC's companion misunderstands or mishears a request and does the exact opposite of what was asked of it.
- 10 A creature or person appears that seems to make one or more of the companions particularly wary or nervous.
- 11 Two or more of the companions start interacting with each other in a way that makes a lot of noise and is likely to draw attention.
- 12 A companion starts acting suspicious about something that the characters can't hear, see, or smell. The companion won't stop or leave until the character spends two rounds calming it down (or the issue itself is dealt with).
- 13 While the characters were busy doing other things, one of the companions got hungry (or bored) and chewed up an important object (or ate all of the rations).
- 14 A companion knocks into a campfire, some combustible lab equipment, or a nearby lava stream and lights its surroundings on fire.
- 15 A companion attempts to go through a door, tunnel, or other too-small space and gets stuck.
- 16 A companion returns from a task carrying an unexpected object or living thing in its mouth.
- 17 During an intense interaction between two or more characters, one of the companions interrupts, perhaps in an attempt to defuse tensions (or perhaps just as a blunder).
- 18 One of the companions grabs an important object and runs off with it.
- 19 The companion's upgrades start malfunctioning—perhaps its lasers are misfiring or its cybernetic wings stop working—at the worst possible moment.
- 20 The companion meets a new friend or mate, and is reluctant to continue on without them.

CHAPTER 15

CYPHERS, ARTIFACTS, AND REMNANTS



Cyphers, artifacts, and remnants are all remnants of the past—or, rather, the future—that come through time anomalies into the Cretaceous period. No one is entirely sure how or why this happens. Is it a sign that the future is still out there, somewhere, attempting to reconnect with those stuck in this time? Or have the objects themselves been stuck in some kind of weird time loop ever since the Last Commute and are only now finding their way to Grevack? There are many theories, but in the meantime, people are only too happy to put the objects that come their way to good use.

CYPHERS

The vestigial remnants of far-future technologies, sciences, and information storage systems that have slipped through (or perhaps continue to slip through) the timespace closure via time anomalies, cyphers are bits of information that have been encoded for digital preservation inside human DNA.

To gain cyphers, characters just need to walk into or through a time anomaly. The cyphers will fill all available space in the character's DNA. A time anomaly will provide cyphers to each character only once. It's believed that this has something to do with the way in which time anomalies interact with an individual's DNA. Some devices may disguise a character's DNA, allowing them to "fool" the time anomaly into giving them cyphers more than once.

Cypher levels are determined by the time anomaly level. For example, a level 3 time anomaly carries level 3 cyphers, while a level 9 time anomaly carries level 9 cyphers. The majority of anomalies are levels 3 through 6, and last anywhere from a few minutes to an hour. Rarely, an anomaly will last for several days. Once a time anomaly closes, it's no longer possible to access any cyphers it may have carried.

IDENTIFYING AND USING CYPHERS

It's possible to identify the cyphers that a time anomaly carries prior to entering the anomaly. This is an Intellect-based task equal to the time anomaly level. When cyphers are pre-identified, the characters may attempt to choose which cyphers embed themselves in their DNA.

Sometimes characters may walk into a time anomaly without realizing it, or they may not identify the cyphers beforehand. In this case, the cyphers are embed at random. As soon as a cypher embeds in someone's DNA, the information becomes available to them. There is no need for a further roll or task to identify it.

Once a cypher is embedded in the PC's DNA, they can choose to use it at any time. Cyphers lie dormant in the character's DNA until they are activated by the user or purged (either via another cypher, a lab, or a special device). Using a cypher is as simple (and as hard) as asking your body to activate it. The same way that you ask your hand to pick up a pencil, PCs ask their body to extract and use the information stored in their DNA.

Most of the time, the results of a cypher occur as a response within the user's body—a healing cypher releases information or antibiotics into their tissue, allowing them to quickly feel better. A knowledge cypher could work in any number of ways: delivering specific information right to the user, increasing blood flow to the brain for improved cognition, or even releasing someone else's memory that provides necessary information.

It's also possible to share the effect of some cyphers with others by physically touching (or being close to) another living creature or object. These typically require an action to activate, but the result is instantaneous.

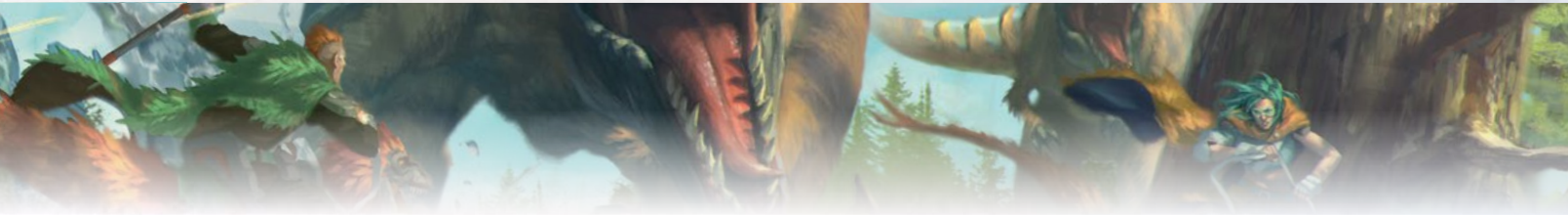
In other cases, the information stored in the PC's DNA actually manifests itself in a physical form, using a technique known as programmable matter (PM). In short, the cypher contains the blueprint

Time anomaly, page 74

Rarely, an actual physical object slips through a time anomaly, but these tend to be artifacts or remnants rather than cyphers.

In Predation, cypher levels are always determined by the level of the time anomaly. Thus, a cypher's "given" level (1d6 or 1d6+3, for example) is typically used only in unusual circumstances, such as when an NPC has a cypher.

A cypher that has manifested into physical form (outside of the user's DNA) does not count toward their cypher limit.



of the object to be created, and when energy is applied to said blueprint by the user, it essentially turns into a 4D printer, creating a physical object outside of the user's body. These typically require an action to create the manifestation of the object.

For example, let's say a character has a manifest cypher called a flame-retardant wall. The cypher is embedded in their DNA until they manifest it. It takes them one action to manifest it, and then the cypher works (hopefully) as it normally would. For most cyphers, the act of manifestation and activation are the same, and together require a single action.

Cyphers that are embedded in the character's DNA typically may not be traded (except via special devices or medical procedures).

GMs may choose from any of the cyphers in the *Cypher System Rulebook*, or from the cyphers specifically created for *Predation*. When thinking about and handing out cyphers, it's important to remember that cyphers have a scientific, not magical, basis. This means that some cyphers might not make sense without a small tweak to the wording about origin or usage.

NEW CYPHERS

To choose cyphers at random, first roll a d6 to figure out which table you should roll on, and then roll a d10 on that table.

1–2	Cypher List A
3–4	Cypher List B
5–6	Cypher List C

You can also choose cyphers from the *Cypher System Rulebook*, page 340.

CYPHER LIST A

1	Aglow
2	Allopoiesis
3	Autopoiesis
4	Biological plait
5	Companion connector
6	Cypher purge
7	Data hack
8	Delineator
9	Dinoflesh
10	Dinosenses

CYPHER LIST B

1	DNA splicer
2	Ecdysis
3	Gifted healing
4	Growth hormone
5	Hold manifest
6	Kinetic harness
7	Levity
8	Lookaway
9	Manifestation
10	Memento thief

CYPHER LIST C

1	Miragefilm
2	Nescium
3	Phantasm
4	Retina scanner
5	Salvation
6	Simulation
7	Solar reviver
8	Stigmergic
9	Syrinx
10	Timeseeker



Flame-retardant wall,
page 350

4D printing and programmable matter are both things that many PCs—especially Tecs—would know about and understand. While those aren't common technologies in Grevakk, they do exist.

PREDATION CYPHERS

AGLOW

Level: 1d6

Effect: Temporarily alters the user's genetic material with fluorescent proteins, causing the user to glow with a bioluminescent light that illuminates the surrounding area (within close range) as if it were daylight. The effect lasts one hour.

ALLOPOIESIS

Level: 1d6

Effect: Activates a molecular nanotechnology operation that creates "something from almost nothing." The effect is fairly small and must make sense in terms of the molecular transition. Water can be distilled from moist air, fire can be created from a warm spot and air, or a tiny device can be created from metal shavings.

AUTOPOIESIS

Level: 1d6

Effect: Activates a molecular nanotechnology operation inside the body that regenerates or renews a body part or organ. Can replace up to a single limb, restore up to 10 points to a Pool, or move the user one step up the damage track (user's choice). The renewal process takes ten minutes, during which the user must remain at rest for maximum effect.

CYPHER MALFUNCTIONS

Occasionally a bit of information that comes through the time anomalies might be corrupted, or it might not properly implant into someone's DNA. When this happens, the cypher could malfunction upon activation, either having no effect or producing an effect other than what it is designed to do. These cypher malfunctions are commonly called timefuckeries.

Rarely, a cypher gets "stuck" inside a user's DNA, meaning that not only does it not activate, it also doesn't disperse. When this occurs, the cypher must be removed manually via a procedure known as extraction. The procedure is fairly uncomplicated, if you have the proper lab setup and equipment. It can be hired out, but can be expensive, costing between 1 and 2 SATI tokens and an hour or so of time.

BIOLOGICAL PLAIT

Level: 1d6 + 2

Effect: Once activated, it releases a biological compound that weaves itself into the user's blood, brain, and musculature, causing one of the following effects:

Roll	Effect
01-04	Allows the user to see in the dark for one hour
05-08	Allows the user to be trained in a skill of their choice for one hour (one in which they are not currently trained or specialized)
09-12	Increases Might Pool by 5 for one hour
13-16	Increases Speed Pool by 5 for one hour
17-20	Increases Intellect Pool by 5 for one hour
21-25	Restores a number of Might Pool points equal to cypher level
26-30	Restores a number of Speed Pool points equal to cypher level
31-35	Restores a number of Intellect Pool points equal to cypher level
36-45	Increases Might Edge by 1 for one hour
46-55	Increases Speed Edge by 1 for one hour
56-65	Increases Intellect Edge by 1 for one hour
66-75	User gains an asset on Speed defense for one hour
76-85	User gains an asset on initiative for one hour
86-95	User gains an asset on all interaction tasks for one hour
96-00	User gains an asset on all dinosaur-related tasks for one hour

COMPANION CONNECTOR

Level: 1d6 + 2

Effect: Creates a temporary telepathic bond between you and a willing nonhuman creature that you choose. The connector allows you to communicate mentally anything that you would normally be able to communicate with words, sounds, or action. The user must touch the creature (as an action) to activate the connection. The connection breaks if the user and creature are more than a mile apart or once 24 hours have passed.

CYPHER PURGE

Level: 1d6

Effect: Allows the user to purge all remaining cyphers from their DNA without activating them. This effect is permanent and the purged cyphers cannot be recovered.

Autopoiesis is Greek for self-creation, while allopoiesis means other-creation.

DATA HACK

Level: 1d6

Effect: A user activates the device by pressing their wrist against the device that they wish to hack into. The cypher sends a small series of codes through their skin into the device, and then pulls information about a determined skill into their mind. They become trained in that skill for a number of hours equal to the cypher level. If the user is already trained in that skill, they become specialized instead.

When the data hack cypher is embedded, the GM can choose a skill or roll a d20 to determine the skill(s) randomly.

1	Aeternology
2	Animal training
3	Archeology
4	Astronomy
5	Balancing
6	Bioengineering
7	Biology and botany
8	Climbing and swimming
9	Cybernetics
10	Deceiving
11	Escaping and lockpicking
12	Geography and geology
13	Healing
14	Identifying
15	Intimidation
16	Paleogeography
17	Perception
18	Persuasion
19	Riding
20	Time anomalies

DELINEATOR

Level: 1d6 + 2

Effect: Creates a temporary map on the user's skin of the area that they are traveling through, for up to a mile or 24 hours, whichever comes first. The user must activate the cypher at the point in their travels where they wish to start. The map only details the places that the user encounters, and begins to erase itself after 24 hours.

DINOFLESH

Level: 1d6 + 2

Effect: Changes the user's flesh at a molecular level to take on the properties of dinosaur flesh. The thick skin offers +1 to Armor, as well as camouflage when among other dinosaurs (making the user one step more difficult for dinosaurs to detect and giving them an asset on surprise and Initiative). Dinoflesh lasts for one hour.

DINONSENSE

Level: 1d6

Effect: Alters the user's senses to provide them with enhanced sight, smell, and hearing, particularly as it pertains to dinosaurs. For one hour, they have an asset on all tasks involving studying, understanding, and communicating with dinosaurs (and dinosaur-like creatures).

DNA SPLICER

Level: 1d6

Effect: Allows the user to temporarily splice their DNA, providing them with a one-time opportunity to gain up to two more cyphers than they normally would be able to. The splice lasts for 24 hours, at which point the body will randomly purge any cyphers over the normal limit.

ECDYSIS

Level: 1d6 + 3

Effect: Decreases the user's Armor to 0 for one round and transfers all of that energy into the user's next attack, increasing the damage by the amount of Armor reduction. (So, if a user has Armor 3, the cypher decreases the Armor to 0 and gives them +3 damage on their next attack.)

GIFTED HEALING

Level: 1d6 + 2

Effect: Restores a number of points equal to the cypher level to another nonhuman creature's health. The user must touch the creature (as an action) to activate the cypher.

GROWTH HORMONE

Level: 1d6

Effect: Causes a nonhuman living creature to grow to its full size and mature age within 24 hours. The user must touch the creature (as an action) to activate the cypher.

HOLD MANIFEST

Level: 1d6

Effect: Stabilizes a manifest cypher's matter, allowing it to hold its shape and effect for up to one day. If the cypher isn't used by that time, the matter destabilizes and returns to its prior state, rendering the cypher unusable.

KINETIC HARNESS

Level: 1d6 + 1

Effect: Enables the user to harness energy gained from movement and move more rapidly. Once per round, whenever the user moves on their action, they gain another action that they must use right away. This action can be used only to move. The effect lasts for one hour.

LEVITY

Level: 1d6

Effect: Alters the user's physical body in a way that decreases the pull of gravity upon it by about one-third. While the cypher is activated, the user takes no damage from falls and gains an asset on jumping, climbing, riding, and other movement tasks.

LOOKAWAY

Level: 1d6 + 3

Effect: Changes the light waves around a physical, non-living object that the user is in physical contact with, causing the object to seem invisible. Anyone who looks in the direction of the object for too long experiences an intense headache and a sense of dizziness. The object must be no bigger than something you could hold in two hands. The effect breaks if the object leaves the user's touch.

MANIFESTATION

Level: 1d6

Effect: Changes the appearance of a nonhuman creature. The change takes ten minutes to apply and lasts for twenty-four hours. The user must touch the creature (as an action) to activate the cypher.

MEMENTO THIEF

Level: 1d6 + 3

Effect: The user can capture, decode, and interpret the brain signals of another living being within long range in order to gain access to a specific memory. The target doesn't need to be willing (although actively resisting will make it harder to use the

cypher). The user must specify the memory they're looking for, or they will get a random memory. The more important the moment was to the target, the more specific and detailed the memory will be for the user.

MIRAGEFILM

Level: 1d6

Effect: Creates a sensory film around you that prevents you from being seen, heard, or smelled by other humans within long range for ten minutes. Has no effect on dinosaurs or other nonhuman creatures.

NESSCIUM

Level: 1d6

Effect: Wipes the user's memory clean of a recent error, stressful situation, or otherwise negative experience, giving them a temporary feeling of euphoria. Adds 1 to Intellect Edge for ten minutes. The memory typically does not return.

PHANTASM

Level: 1d6

Effect: Creates a mirage around you that makes you appear as though you are the nonhuman creature of your choice for ten minutes. To all other living creatures who can hear, see, and smell you, you sound, look, and smell like the creature you choose. Dissipates if you touch another living creature or do anything that seems out of character for a nonhuman creature (such as picking a lock or shooting a gun).

RETINA SCANNER

Level: 1d10

Effect: Creates a temporary scanner in the user's retina, allowing them to scan and record everything within short range for one round. While it does so, it conveys the level and nature of all creatures, objects, and energy sources it scanned. This information can be accessed for one day after the scan.

SALVATION

Level: 1d6 + 2

Effect: Allows the user to transfer points from their Might Pool to another creature's Might Pool (or health). The user can't reduce their Might Pool below 1, and the receiving creature can't raise its Might Pool or health above its normal maximum. The user must touch the receiving creature (as an action) to activate the cypher.

SIMULATION

Level: 1d6 + 1

Effect: Creates a virtual reality simulation for the user of a task that they are about to embark upon. If the user spends an action going through the simulation, they gain an asset on that task for the next ten minutes. If the user spends ten minutes going through the simulation, they gain an asset on that task for the next day. (The user must choose one task upon activation.)

SOLAR REVIVER

Level: 1d6

Effect: Turns a 3 inch x 3 inch (8 cm x 8 cm) section of the user's skin into a high-powered solar panel. If that section is exposed to direct sunlight for one hour, it captures and stores enough solar energy to repower or repair one artifact that has stopped working. The user must hold their skin against the device for one action in an attempt to transfer the energy. Not all artifacts can be revived this way, but if the activation is successful, the artifact works as it originally did with its original depletion rate.

STIGMERIC

Level: 1d6 + 4

Effect: For ten minutes, you are able to pick

up on pheromones, signs, and other bits of telltale information left behind by living creatures in the area. You can also access any pertinent information from up to two willing allies regarding this information (for example, if your companion smelled something that was outside of your olfactory range or if your friend noticed something subconsciously). The GM decides whether or not the willing allies noticed anything of significance.

SYRINX

Level: 1d6

Effect: Alters the user's voice box, allowing them to perfectly mimic the songs, coos, roars, snuffles, and other sounds of any creature they hear while the cypher is active. Provides an asset to all interaction tasks, including deception, communication, and training with those creatures. Lasts for one hour.

TIMSEEKER

Level: 1d6 + 3

Effect: Allows you to sense the presence of time anomalies within a 1-mile (1.6 km) radius. You can pinpoint the location of any current time anomalies in the area, learn their levels, and gain a rough estimate (within a few minutes) of how long each will last. Lasts for one day.



Not all artifacts from the future arrive in a functional state. Some come back broken and non-functioning, but still recognizable. Guns, in particular, seem to take time travel particularly hard.

Artifacts are typically the same level as the time anomaly that carries them.

Scraps and parts of artifacts appear perhaps twice as often as artifacts. Since the material can be useful in crafting other items, these pieces and parts are worth a small amount of money, but aren't large or functional enough to become artifacts in and of themselves.



Repair, page 217

A large number of artifacts bear SATI's nautilus icon, implying that they were created and designed by SATI at some point in the future.

SATI officials (or those who claim to be officials) have been known to try to confiscate artifacts with the symbols, claiming them as the property of SATI.

ARTIFACTS

An artifact is an object that arrives, intact and still functioning, via a time anomaly or that was brought back in time by a commuter. Artifacts are extremely rare, appearing in less than one out of every dozen or so anomalies. It's believed that these items were developed by SATI (or SATI subcontractors) for use by early commuters, so many of them are designed with the landscape, creatures, weather, and elements of the Cretaceous in mind. This makes them more useful than they might seem at first.

Artifacts take many forms. Most often, they're weapons, tools, armor, or equipment. Occasionally, they are less recognizable (at least at first), but are still useful and powerful.

Other people in the world carry artifacts that they've found in time anomalies or that they purchased, stole, or inherited from an original commuter. Once an artifact is in someone's hands, it's hard to convince them to let go of it easily (or cheaply). Many people who come into possession of an artifact attempt to hide its true nature by giving it a makeover (removing the SATI symbol, repainting it, or otherwise altering its appearance).

Most artifacts have limited lives, sometimes due to the effects of traveling through time anomalies, other times due to the lack of additional power sources or replacement hardware. They've been known to backfire spectacularly when those lives are up. Sometimes this means an artifact will simply stop working, probably when you need it most. Other times, it will produce one final, dramatic (and often unexpected) result before it goes quiet forever.

Depleted artifacts can sometimes be repowered, possibly by using the repair rules, but to do so requires in-depth knowledge of the technology and access to a new power source. One popular way of repowering artifacts is to find someone to alter the existing power source to solar, wind, or electrokinetic power.

IDENTIFYING AND USING ARTIFACTS

Unlike cyphers, which are essentially their own guidebook and require no identification once they find their way into the user's DNA, artifacts are a little trickier. They're likely an object that the characters have no experience with, and probably have never even seen before.

Once the characters find an artifact, identifying it is a separate Intellect task, modified by a knowledge of technology, science, or other appropriate topics. The GM sets the difficulty of the task, but it is usually equal to the artifact's level. Identifying it takes between fifteen minutes and three hours. If the PCs can't

identify an artifact, they can bring it to an expert to be identified or, if desired, traded or sold.

Characters can attempt to use an artifact that has not been identified, which is usually an Intellect task equal to the artifact's level + 2. Failure might mean that the PCs can't figure out how to use the artifact, that they use it incorrectly, or that it surprises the PCs and does what it is supposed to do.

Once an artifact is identified, using it for the first time might require an additional Intellect action. Sometimes the process is obvious—there's a simple button to push, a trigger to pull, or something else. Other times, the process is more complex and might involve entering a password, using a fingerprint smart lock, or manipulating touchscreens. The GM sets the difficulty, but it is usually equal to the artifact's level.

NEW ARTIFACTS

To choose artifacts at random, first roll a d6 to figure out which table you should roll on, and then roll a d10 on that table.

1–2	Artifact List A
3–4	Artifact List B
5–6	Artifact List C

ARTIFACT LIST A

1	Antigrav heels
2	Bibliotheca
3	Bone talker
4	Caleosuit
5	Crescendo cannon
6	Cypher storage container
7	Dragonbreath
8	Far-reaching acoustic device (FRAD)
9	Fingerprint thief
10	Friend shield

ARTIFACT LIST B

1	Fullerene wings
2	Gravity truck
3	Harsh trainer
4	Hyperstealth cloak
5	Lava dancers
6	Microbial mood ring
7	Osteoscan
8	Pain ray
9	Pterodrone
10	Regenerator

ARTIFACT LIST C

1	Shockwall
2	Sky map
3	Succor suit
4	Third eye
5	Trapper/Keeper
6	Utility fog
7	Vitiator
8	Volcanic predictor
9	Wayback display
10	Weapon mount

PREDATION ARTIFACTS

There are many more artifacts that were created by SATI (and possibly others) in the future than the ones that are described here. The following is a good place to start, but feel free to get creative with the possible artifacts afforded by the technologies and techniques of the future. If the technology existed and the device could have been useful to someone traveling back to the Cretaceous period, then SATI probably attempted to manufacture it.

ANTIGRAV HEELS

Level: 1d6

Form: Pair of small disks that attach permanently to boots or shoes

Effect: The discs help minimize gravity enough to make jumping and running easier.

When attached, they are considered an asset on jumping and running.

Depletion: — (or if the armor they're attached to is replaced)

BIBLIOTHECA

Level: 1d6 + 4

Form: Small disk that embeds beneath the skin

Effect: Allows the user to choose a new "digital book" each day that is instantly downloaded into their brain, giving them an asset on the book's topic for 24 hours. Bibliothecas were designed by SATI as resources for commuters, so the books inside it are focused on physical skills, science, details about the Cretaceous, and additional resources. They don't carry any information about the future or about things SATI wouldn't have wanted commuters to know. You and your GM should work out the details of what topics you can and can't access.

Depletion: 1 in 1d100

BONE TALKER

Level: 1d6 + 5

Form: Tiny neural transmitter and bone-conductive device

Effect: These two devices must be embedded into the users' bodies through a surgical procedure. The procedure takes about an hour in a skilled tec's hands. When one person has the neural transmitter implanted in their head and the other has the bone-conduction device implanted in their ear, the person wearing the conduction device can hear the other person's thoughts as if they were speech. Works within a radius of 1 mile (1.6 km).

Depletion: —

CALEOSUIT

Level: 1d6 + 1

Form: Tiny metal strip that attaches permanently to armor

Effect: When the device in the strip reads that the temperature of the ground or air is approaching dangerous levels, it creates a heat shield around the user. The heat shield protects the wearer against temperatures of up to 1,250 degrees F (677 degrees C).

Depletion: 1 in 1d20

CRESCENDO CANNON

Level: 1d6 + 2

Form: Small gunlike device

Effect: Shoots a contained mixture of liquefied petroleum, gas, and air up to 50 feet (15 m) that detonates on impact and creates an explosion of sound that stuns everyone within short range for one round, making them lose their next action. Anyone in immediate range of the explosion also takes 2 points of damage.

Depletion: 1 in 1d20

CYPHER STORAGE CONTAINER

Level: 1d6 + 4

Form: Vial on a string, ring with hollow pocket, small cube

Effect: Holds a spliced DNA sample in stasis, allowing it to store up to two cyphers at a time. The cyphers can be transferred into the storage container directly from a time anomaly or from a user's DNA. Cyphers may be identified while held in stasis, but not activated. While the cyphers are in the storage container, they do not count against the user's limit.

Depletion: 1 in 1d20 (check every time a cypher is transferred into or out of the container)

Bone talker GM

intrusion suggestion: *Bone talkers sometimes misfire, acting as more general scanners, picking up unexpected thoughts from people in long range.*

Those who enjoy using dragonbreath artifacts on a regular basis often create devices or systems for remotely activating the weapon. Heat-proof gloves are also a good option.

DRAGONBREATH

Level: 1d6
Form: Long-range projector
Effect: Creates a chemical reaction that causes a cone of flame to shoot out in an arc over a long distance. Does damage equal to the artifact's level to anything it touches. Holding the projector also does 1 point of Might damage to the user for each attack.
Depletion: 1 in 1d20

FAR-REACHING ACOUSTIC DEVICE (FRAD)

Level: 1d6 + 2
Form: Sonic projectile device that fits in the palm
Effect: Shoots beams of sound waves that can be heard up to 1,000 feet (300 meters) away. The user can record a message or send a series of warning tones. The sound carries much farther and more clearly than most amplification options. It can be sent to everyone in the area, or up to two designated individuals who can hear the sound (while others cannot).
Depletion: 1 in 1d100

FINGERPRINT THIEF

Level: 1d6 + 4
Form: Single glove, strip of semitransparent material, microfoam shape
Effect: When pressed against a person's finger for a minute, the device captures and stores a single fingerprint to a fine enough detail that the replica print can be used to open fingerprint smart locks. Can capture and store only one fingerprint at a time, but can be written over with a new fingerprint at any time.
Depletion: 1 in 1d20

FRIEND SHIELD

Level: 1
Form: Wristband, glove, or handheld device
Effect: When aimed at a living creature and activated, the device creates an energy field around that creature. The energy field functions as a shield around that creature, providing +1 to Armor for one hour.
Depletion: 1 in 1d20

FULLERENE WINGS

Level: 1d10
Form: Light, foldable wings made of fullerene or some other high strength-to-weight material
Effect: Allows the user to fly at speeds of up to 100 mph (160 kph) for ten minutes at a

time. Requires a running start and a fairly high elevation (or cybernetic limbs) in order to ensure a safe takeoff.

Depletion: 1 in 1d100

GRAVITY TRUCK

Level: 1d10
Form: Small folded mass of material and electronics
Effect: When unfolded and activated (which takes ten minutes), the gravity truck can be tucked under a heavy object or living creature to decrease its weight by half for 24 hours. If desired, the device can be overclocked to decrease the weight to almost nothing, but this lasts only for 30 minutes and depletes the artifact.
Depletion: 1 in 1d20

HARSH TRAINER

Level: 1d6 + 2
Form: Extending flexible rod with a small knob at the tip
Effect: When activated and touched against a living creature, the device saps the will of the creature. All of its Intellect defense tasks are one step more difficult, as are all actions involving seeing through lies, resisting urges, and other similar tasks. Creatures are affected for one hour.
Depletion: 1 in 1d20

HYPERSTEALTH CLOAK

Level: 1d6
Form: Lightweight cloak, wrap, or coveralls
Effect: When worn and activated, bends light around the wearer, rendering them nearly invisible. This effect reduces the difficulty of actions involving sneaking, hiding, and surprise by two steps.
Depletion: 1 in 1d100

LAVA DANCERS

Level: 1d6 + 2
Form: Translucent covers for footwear
Effect: When worn over footwear, lava dancers automatically deploy beams of electricity that temporarily extinguish fire and heat within immediate range. Anyone wearing these can stride quickly across lavalike surfaces up to 1,000 degrees F (540 degrees C) without sinking into the lava or getting burned. Standing still is not recommended and may result in fire damage.
Depletion: —

Fullerene is a high strength-to-weight material that was common in the future, but is hard to come by in Grevakk.

Fullerene wings can be attached to small non-human creatures up to 150 pounds (68 kg), but they're designed for humans, so the fit is likely to be less than perfect.

MICROBIAL MOOD RING

Level: 1d6 + 3

Form: Color-changing ring, necklace, or bracelet

Effect: Reads the bacteria in your gut and changes colors when you encounter an environment or hazard that might negatively affect you.

Colors include red (heat); green (poison, particles, or pollution); yellow (low oxygen); and so on.

Depletion: —

OSTEOSCAN

Level: 1d6

Form: Handheld scanner

Effect: Allows you to scan the bones of living or dead creatures (within short range) and learn a great deal about them, including what type of creature they are, their level, whether they have any illnesses or weak spots, and anything else the GM deems reasonable.

Depletion: 1 in 1d100

PAIN RAY

Level: 1d6 + 4

Form: Energy weapon

Effect: Projects a focused beam of electromagnetic waves at a target in long range. Upon impact with a living target, it heats up the water and molecules in the target's skin, doing damage equal to the artifact's level.

Depletion: 1 in 1d20

PTERODRONE

Level: 1d6 + 5

Form: Tiny device with camera and sensor

Effect: When activated, the device unfolds into the size and shape of a pterosaur. It can soar, guide, and fly under the remote control of a user up to a mile away. Records and projects images directly into the skin of the user as commanded.

Depletion: 1 in 1d20 (check each day of use)

REGENERATOR

Level: 1d6 + 5

Form: Full-body jumpsuit, body bag, or overlayer

Effect: This contraption wraps the wearer's body snugly right after death (or when near death) to slow down the bodily functions, allowing the body to stave off cellular death. After ten minutes, someone else can activate the device at the top of the contraption, shocking the body inside to bring it "back to life."

Upon successful activation, wearers who are debilitated move one step up the damage

track, while wearers who were dead gain +1 to each of their Pools.

Depletion: 1-2 in 1d6

SHOCKWALL

Level: 1d6 + 3

Form: Round device with three legs that tripod out and a remote device

Effect: Upon remote activation, launches a series of electrified probes that form a nearly invisible shock wall 20 feet (6 m) long and 6 feet (2 m) high. Delivers a high-energy, non-lethal shock to anything that attempts to cross the wall, doing 2 points of damage and stunning living creatures for one round. The shock wall lasts for ten minutes or until it has delivered 6 points of damage.

Depletion: 1 in 1d6

SKY MAP

Level: 1d6 + 2

Form: Glasses, visor, ocular upgrade, flexible display

Effect: Provides an integrated augmented reality map of the night sky. Allows the user to scout for and mark specific stars, constellations, asteroids, and planets with simple eye tracking. When used, provides an asset on all tasks involving predicting the weather, navigating the world, and astronomy.

Depletion: —

SUCCOR SUIT

Level: 1d6

Form: Full-body jumpsuit or overlayer

Effect: These clothes keep the wearer's body temperature at the same level as their surroundings. This keeps the user comfortable and makes them invisible to creatures or automatons that use heat sources to sense (such as infrared vision).

Depletion: —

THIRD EYE

Level: 1d6

Form: Synthetic or cybernetic eyeball

Effect: To activate this device, the user must press it into their empty eye socket and hold it there for at least one minute while it connects to their optic nerves. Once it's properly installed, the user can see through it as if it were a normal eye, and can also see in areas of darkness as if they were lit.

At any point, the user can use an action to remove the eyeball from their head. They can continue to see through the device while they are within 1 mile (1.6 km) of it.

Depletion: —

Stunned characters lose their turn (but can still defend against attacks normally).

TRAPPER/KEEPER

Level: 10

Form: Flexible, collapsible box or bag made of bulletproof material

Effect: When expanded, stores food and keeps it fresh for up to one week at a time.

The device is self-sealing, buoyant, and solar-powered, and keeps all food odors undetectable, even from dinosaurs and other creatures. Locks with a fingerscan device and is very difficult (equal to its level) to cut, tear, or puncture.

Depletion: —

UTILITY FOG

Level: 1d6 + 2

Form: Reusable canister, spray gun, lock box

Effect: Releases swarms of tiny brain-computer interface machines that fly through the air and interlock with robotic arms. The user can create a neural connection with the external robots to allow for simple psychokinesis. The fog can be used to perform many physical tasks, such as throwing objects in the air, hovering over the ground, and moving an object on the other side of the room. Can be used for living creatures and objects up to 200 pounds (90 kg). Utility fog cannot be seen or felt until it is activated via neural interface. Lasts for one hour.

Depletion: 1 in 1d100

VITIATOR

Level: 1d6 + 1

Form: Small device that attaches permanently to a ranged weapon

Effect: The device analyzes the best place to strike a foe for maximum damage and guides the user to aim for that area. All successful attacks using the weapon do +1 damage.

Depletion: — (or when the weapon it's attached to is broken, sold, or stolen)

VOLCANIC PREDICTOR

Level: 1d6

Form: Small box, bracelet, or sphere with flexible, pop-up monitor

Effect: Accurately predicts volcanic eruptions up to 48 hours ahead of time within a 2-mile (3 km) radius of the user. Gives the user a readout of the location, the expected eruption level (on a scale of one to ten), and the estimated time of eruption. Sometimes predicts earthquakes, time terrors, and other large storms, but is a much less reliable source for those.

Depletion: —

CREATING NEW CYPHERS AND ARTIFACTS FOR PREDATION

Between this book and the *Cypher System Rulebook*, there are a good selection of cyphers and artifacts available that will work in *Predation*, but you'll likely want to create your own items as the game progresses.

For both cyphers and artifacts, you might start with future technologies and sciences. A quick internet search will bring up all kinds of cool ideas for what our future might hold. Military developments are, not surprisingly, a great resource for future weapons and armor. Some other useful search terms include: cybernetics, organic light-emitting diodes, picotechnology, femtotechnology, molecular nanotechnology, and so on.

Cyphers can be anything that makes sense in the setting, with big or small effects. Because they're only one-use, they can do something incredibly powerful and that's okay—a cypher will change only one encounter, not the entire story. Keeping them simple and giving them minor effects can encourage PCs to use them more often, though (which is the real goal of having cyphers in the game), so make sure to create cyphers that do both.

Artifacts, on the other hand, are trickier. Because they can be used multiple times, they have the potential to change the game in big ways. That's not a bad thing, but it's something to be aware of. A cypher that can kill a dinosaur in one shot is going to get players out of a single bad encounter. An artifact that can do that means something entirely different. Be wary of creating artifacts that provide tons of information, quick and easy travel, or tons of armor. All of these can decrease the fun of the game.

When assigning depletion, think about how many times you want a character to be able to use the item. Once or twice? That's 1 in 1d6. Possibly every fight for the rest of the campaign? 1 in 1d100. Everything else falls in the middle.

WAYBACK DISPLAY

Level: 1d6

Form: Organic light-emitting diode (OLED) display

Effect: When held up in front of the user's face, this display depicts the last major activity that occurred in the area, even if it happened days or years earlier. The effect lasts for one minute per use.

Depletion: 1 in 1d6

WEAPON MOUNT

Level: 1d6 + 3

Form: Thin mechanical or cybernetic arm grafted to a person's back

Effect: The mount must be surgically and permanently attached (a task equal to the artifact level). The procedure takes about an hour in a skilled tec's hands. Once attached, the mount can hold a light or medium weapon, and the user can attack with that weapon as if they were wielding it.

Depletion: —

REMNANTS

Sometimes time anomalies spit out items that have no apparent use. They're not weapons. They don't provide Armor. They don't even taste good. Most people who live in Grevakc have no context for these items—they are vestiges of a future that they never knew. Still-living commuters, however, might recognize them as toys, objects, and other items from their former home in the 24th century. PCs might recognize a remnant from stories or experiences of their childhood. Either way, people seem to find them valuable, despite their lack of use, for sentimental reasons, curiosity, or just the novelty of having one.

The remnants here are kept vague so that the GM can tailor them as needed. The size, color, shape, and so on can be changed.

It's important to be aware that players will likely recognize many remnants right away from their own lives in the 21st century. But characters will not have the same context as the players—not only will they likely not know what each object was used for, they won't know the language we use to describe it either. For these reasons, you might choose to describe the remnant they find using sight, smell, feel, and other descriptive words. Rather than saying "You find a credit card," say, "You find a small, thin red rectangle with words and numbers written on it." It reminds players that they have a context for the objects that their characters don't have.

USING REMNANTS IN THE GAME

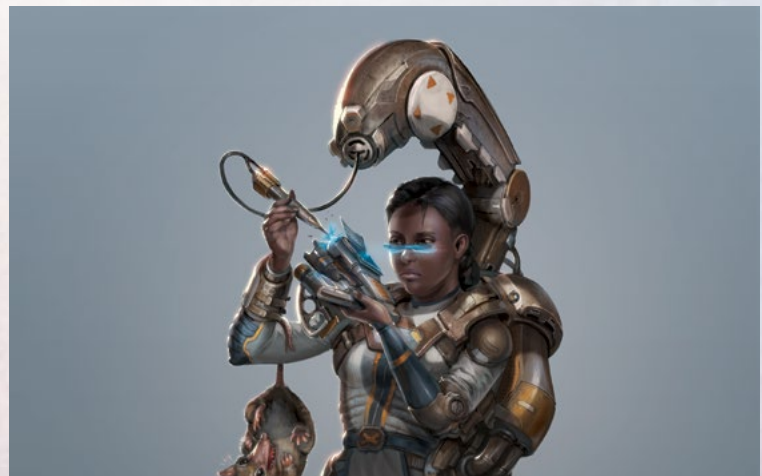
Remnants can be used, traded, sold, or given as gifts. Their value is around 1-2 nautils, but finding the right buyer—someone for whom a remnant has a high sentimental value—can be lucrative, bringing in as many as 20 nautils.

Weapon mounts can also be attached to nonhuman creatures. However, the surgical procedure takes twice as long and the results are not guaranteed.

REMNANT TABLE

When giving remnants to characters, either choose from this table, roll a 1d20 for random remnants, or create something new.

Roll	Remnant
1	Colored plastic gem with a seashell inside
2	Small mechanical creature that wiggles in water
3	Hand-painted prosthetic eye
4	Small rearing horse carved from malachite
5	Broken mug with MARS LANDING '21 written on it in English
6	Fake butterfly with a magnetic body
7	Ripped piece of green paper with part of a face and the number 20 in the corner
8	Tiny box that makes a random sound when a button is pushed
9	Pin with a weird machine printed on it
10	Pastel egg that opens in the middle and is hollow inside
11	Small ceramic tray with two letters painted on it
12	A small metal disc with a face on one side
13	Small piece of amber with feathers trapped inside it
14	Handful of tiny blocks that stack together
15	Hollow rubber creature that squeaks when compressed
16	Miniature plastic dinosaur that is brown and featherless
17	Hologram of a person making shapes with their hands
18	Empty plastic box with the name Steven Eldrand written on the side with marker
19	Piece of paper in a glass box with tiny footprints on it
20	Glass jar filled with brightly colored beads



ADVENTURE: PROMISED LAND



Use GM intrusions liberally, especially for companions. This keeps things interesting and ensures that players don't forget to interact with their companions. See page 161 for a list of suggested GM intrusions for companions, or use the ones suggested in the adventure.

Chalk Road, page 92

Laramidia, page 76

Bonehaven, page 96

Dinowrestling, page 97

Those who do not believe in the Fellowship or its ways disparagingly call its members *Edenites*.

For additional useful information, GMs should read through the section on the *Genesis Fellowship* and its members (Chapter 11: *Groups and Organizations*, page 120).

Have the creatures and NPCs interact directly with the companions. It's easy for companions to fall by the wayside when they're not being used in combat, so don't be afraid to encourage PCs to use their companions to interact with creatures, NPCs, and the environment.

"Promised Land" is an adventure for characters who are just starting out. It's designed with the assumption that characters will have their companions when the adventure begins. For GMs who'd like to start the characters out without their companions, there are tips in the Starting Without Companions section below.

Although "Promised Land" is set in the town of Bonehaven and the surrounding areas, it could easily be located in any small town within a day's walk of a jungle (which is most towns, as Grevakc is primarily jungle). Feel free to move it to a location that you're already using if you want to add this adventure to the middle of another campaign.

BACKGROUND

The Genesis Fellowship is an organization within Grevakc that is not very well understood by most people. Those with only a passing acquaintance to the group are likely to write the members off as religious fanatics who ignore the evidence of dinosaurs right in front of them while they search for their paradise, the fabled Garden of Eden. But that understanding is far too simple, not to mention erroneous. The *genesi* are searching for the Garden of Eden (which they call the Promised Land) but they're doing so by using science and technology, rather than just faith.

Of course, their intense drive to prove the existence of their holy space (and to finally discover its location) means their ways aren't always the most scrupulous. Some sects have taken to buying, trapping, and even stealing dinosaurs that they believe might carry the information that they seek.



SYNOPSIS

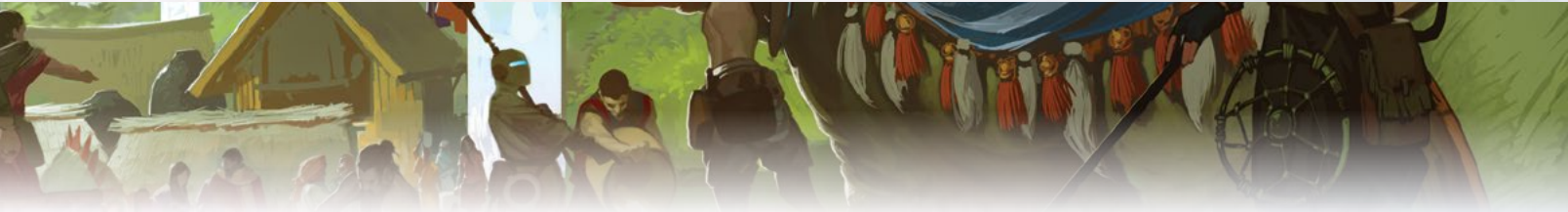
The town of Bonehaven is well known for two things: dinosaur wrestling and a delicacy of meat on a stick called *dosan*. Located along the Chalk Road in the lower half of Laramidia, Bonehaven began as a little roadside tent set up by the entrepreneur couple, Camila and Aida, to serve the needs of travelers on their way across the continent. Bonehaven wasn't the only supply store to crop up along the Chalk Road, but it was perhaps the most unique. In addition to buying and selling basic supplies and luxury items, and providing temporary respite from the elements, the couple offered a variety of entertainment options, the most popular of which was trained dinosaur wrestling.

Now, mostly thanks to the dinowrestling, Bonehaven is a bustling, burgeoning town. It's not unusual to see a wide mix of travelers and locals, dinosaur trainers and breeders, SATI members and Butterflies and even the occasional *genesi*, all standing together outside of a ring, rooting for their favorite creature to win a bout.

STARTING WITHOUT COMPANIONS

If you'd like to run this adventure with a group of characters who haven't yet gained their companions, you'll probably want to decrease the number of creatures by one or more in combat scenarios. Characters with companions essentially double the numbers in any fight, so characters playing solo will need a bit less of a challenge.

Sprinkled throughout the adventure are various opportunities for characters to gain companions. Use these liberally to provide the players with the opportunity to gain their companions via these methods now or in the future.



Bonehaven sits on one side of the Chalk Road. On the other side is a long, thin stretch of flat grassland (about 200 feet [60 m] across and running along the Chalk Road in either direction for about half a mile). On the far side of the flat grassland is the Cerize Tangle, a vast and unexplored jungle with one unusual feature: much of its floor is covered with a rare type of red clay.

The PCs start in Bonehaven, where they've either grown up or recently arrived. They may or may not know each other well beforehand, but they have one local friend in common, a woman named Arturus. Arturus is well known in town for her success in the sport of dinosaur wrestling. She currently owns and trains two of the highest-ranked dinosaur wrestlers in the area, as well as others that are up and coming.

While spending the day with Arturus at a wrestling bout, the player characters discover that her champion wrestler—a bambiraptor named King Dexterous—has gone missing. She is sure that a rival trainer has stolen it.

As the characters begin to uncover the mystery around the missing dinosaur, they start to realize there is something deeper, and possibly more sinister, at play here. Their journey to help their friend recover her bambiraptor leads them on an unexpected journey through the jungle and into the depths of Grevakc. There, they discover something far more complex than they might have imagined.

GETTING THE PCs INVOLVED

The player characters are already in Bonehaven when the adventure begins. It's possible that they were raised there, in which case they likely know a great deal about the sport of dinosaur wrestling and the surrounding culture. Or they may have arrived there recently in search of a job or a temporary place to stay (Bonehaven is known as a town that doesn't ask questions and doesn't look too hard at new faces, so it makes a perfect place for someone who wants to hide out from whatever demons might be chasing them). Alternatively, they might have just stopped on their way to somewhere else, as Bonehaven is located along the Chalk Road, a wide stretch of mostly flat land that is well-traveled by caravans, merchants, and others seeking a somewhat safe and quick route across the continent.

The PCs all know Arturus in some capacity. They might be long-term friends, new acquaintances, people who hope to do business with her (she occasionally sells dinosaurs from her breeding stock), or just wrestling fans who want to bask a little bit in her fame and success. Maybe they just like to gamble, and dinowrestling is the perfect opportunity to do that.

Whatever the extent of the characters' relationships with her and with dinowrestling

It's believed that Cerize is a misspelling or alternative spelling of Cerise, named for the unusual red clay that covers much of the jungle floor.

Arturus: level 4; dinosaur training and interaction as level 5; positive social interactions as level 5; carries a stun stick (which she will proudly say she has never had to use)

Bambiraptor, page 135

For additional useful information, GMs should read through the section on Bonehaven (see page 96 in Chapter 9: Laramidia).

DINOWRESTLING

Dinowrestling is a sport between trained dinosaurs. This isn't a fight to the death—although that happens occasionally and is almost always an accident—but a fight to submission. The dinosaurs are carefully vetted for health, trained by their owners, and sorted into ranks by type and size.

It's most common for spectators to make bets in nautils, but they may also bet supplies, dinosaurs, technology, and pretty much anything and everything else that someone else might want. Dinowrestling is a popular pastime throughout Grevakc, but Bonehaven claims to be the original location of it as an organized sport.

For additional information on dinosaur wrestling, see page 97.



The Preacher: level 4

Theodorable: level 4

Nautil, page 60

(the players should establish these before the adventure begins), they've all agreed to spend the day cheering her and her dinosaurs on at Goliath Flats, the large wrestling area on the west side of town.

Arturus is gregarious and warm, making creatures in her presence—both human and otherwise—feel welcomed and taken care of. It's clear that she loves her dinosaurs like children. She's quick and lithe, and dresses in handwoven fabrics in soft browns and greens. Her salt-and-pepper hair is wrapped in a big bun at the back of her head.

King Dexterous is commonly called The King or King Dexter by his supporters.

The Third Rain of Terror is commonly called T. Rot by those who bet against her.

Dinosaur wrestling, page 97

Creatures and NPCs, page 130

BONEHAVEN TOP-SEEDED DINOWRESTLERS

- King Dexterous, bambiraptor
- The Third Rain of Terror, bambiraptor
- The Preacher, sauropod
- Theodorable, sauropod
- Philosoraptor, argoraptor

THE PREACHER AND THEODORABLE

As the adventure begins, Arturus and her dinosaurs have already won one wrestling bout. She has another one later this afternoon, with her champion bambiraptor, King Dexterous. At the moment, the characters and Arturus are just about to watch the two highest-

ranked sauropods—named The Preacher and Theodorable—compete against each other. Both have solid reputations—The Preacher wins more often than Theodorable, but the whispers are that The Preacher is getting on in years and that one of these fights will soon be her last.

Any players with an interest in gambling will find that there's plenty of opportunity to place their bets ahead of time. Brokers are always open to taking bets on dinowrestling. They walk through the crowd, right before each bout begins, collecting nautil and writing people's bets on small pieces of paper.

A typical bet is 2 nautil. A large bet is 5 or more nautil. The payout for the underdog is typically 3 to 1, and is 1.5 to 1 for the favorite. If someone bets 2 nautil on the favorite and wins, they get 3 nautil total, but if they bet 2 nautil on the underdog and win, they get 6 nautil. Losers get nothing.

The broker in the area near the PCs is a short, stocky man with a shock of purple hair named Alden. He has a tattoo of two T. rexes wrestling on his forearm. He's a friend of Arturus and is happy to take bets from her friends.

Betting: The GM will want to roll the dinowrestlers' odds ahead of time. Roll 1d6 for each of the wrestlers. Whichever dinosaur gets the higher number has the better chance of winning.

So, if The Preacher gets a 6 and Theodorable gets a 1, that gives The Preacher an advantage in this fight. When you roll a d6 for the wrestling bout, Theodorable will win on a 1-2 roll and The Preacher will win on a 3-6 roll. This information should be kept private from the players for now (you'll use this information to give them hints as to which dinosaur has a potential advantage in the match).

Before the match begins, PCs can use any applicable skills to learn additional information about the dinosaurs that may help them make better bets. Let's say a character has the ability to discern a creature's weakness. They spend the time to do so and make a successful roll. Because you know that The Preacher will have an advantage (as outlined above), you can tell a player something about Theodorable that makes it clear that The Preacher could have a slight advantage.

Once the players have placed their bets, roll a d6 to see who wins the match. Players receive their payouts right away.

GM Note: If the players are having fun betting and you have time to spare, feel free to have them bet on a second match, choosing interesting dinosaurs from the creatures list.

A MISSING CHAMPION

Once the current match is over, Arturus invites the players out to the barn where the wrestlers are kept.

The barn is actually a series of connected buildings designed to accommodate the wildly different sizes of creatures that reside in it. It seems a hodgepodge to look at from the outside, but once you're inside, you can see that a lot of care was taken to make this a good place for the dinowrestlers.

The largest and tallest of the dinosaurs are kept in the middle, in a series of open-air pens. Around the edges are the smaller dinosaurs, many of them kept in elaborate cages designed to pamper them while also protecting them from injury, escape, or thieves.

Some of the trainers hire guards to watch over their dinowrestlers—there are sometimes rumors of sabotage—but that's rare. Most of the trainers use special locks, such as **fingerprint locks**, designed to open only for a specific person.

Arturus's bambiraptor is kept inside the first room, with many other dinosaurs of its size. When she and the players arrive, they can see The King inside a well-designed cage with a fingerprint lock on the front of it. But a moment later, Arturus says that it isn't her dinosaur. She swears that the bambiraptor inside looks identical to The King, but isn't him. She is sure someone has broken into the cage and switched them out.

It's probably the first time that the characters have seen Arturus freak out. She's normally so composed, positive, and calm that this change of character shows exactly how big of a deal this is for her, and how worried she is about her missing wrestler. It's clear that she cares deeply for The King, and isn't just concerned about losing her prize dinosaur.

She begs the PCs to help her find out what happened to The King and return him to her safely, if at all possible. She says she doesn't have much, but she always has pups (a commonly used term for young dinosaurs) available from her breeding stock. She would happily give the players a hefty discount if they were interested in owning one.

By investigating, talking to Arturus, and using their knowledge and skills, PCs may discover the following:

- The reason she thinks it isn't The King is because he has a special sound that he always makes upon seeing her, a coo that she believes is how the bambiraptor says her name. This bambiraptor did not do that. And in fact, it seems a little afraid of her.

- The fingerprint lock doesn't seem to be jimmied, so if someone opened it, they did so by using Arturus's fingerprints in some way.
- Arturus seems reluctant to point fingers, but says the only person she can think of who would stand to gain anything by replacing her dinosaur is her rival, the trainer of T. Rot, a man named Meekan. She's always thought of them as friendly rivals, if not actual friends, and the very thought that this man could be the culprit seems to pain her a bit. In fact, she might tell the players a secret that most people don't know: The King and T. Rot are full siblings. She and Meekan bought them from the same breeder a long time ago. So their rivalry has always been special.
- There is some red clay tracked on the floor near the cages. It seems possible that this is the same clay that covers the forest floor on the other side of the Chalk Road in this area. The clay is generally scattered about, but one of the trails does seem to lead in the direction of Meekan's dinosaur area.
- Is the dinosaur in the cage actually The King or a different bambiraptor? The players can attempt to find the answer through means

BAMBIRAPTORS

Most PCs will be familiar with bambiraptors, as they're a dinosaur that's fairly common, both in the wild and as companions. You can read more about bambiraptors in the creature section to get a good sense of what they look like and how they fight.

Both King Dexterous and The Third Rain of Terror are in the teacup bambiraptor rank (it's like the featherweight rank for boxing). Teacup bambiraptors are bred to be even smaller than other bambiraptors. They can stand no more than 6 inches (15 cm) high and be no more than 2 feet (60 cm) long from the tip of their head to the tip of their tail.

King Dexterous is palomino colored, with dark gold feathers and a pale cream plume along the crest of his neck and head. He is just a bit larger than The Third Rain of Terror.

The Third Rain of Terror is covered in deep red feathers with tiny speckles of grey.

King Dexterous: level 2; perception as level 3

The Third Rain of Terror: level 2; Speed defense as level 3 due to size

Fingerprint lock: level 5

Bambiraptor in cage: level 2

Bambiraptors, page 135

Arturus's offer of a dinosaur is one way that PCs might get their companions. Even at a hefty discount, her pups aren't cheap, however, unless one of the PCs wants to take a runt of the litter.

Arturus's pups, page 182



Feel free to use these bystanders anywhere in the barn area, or make up your own.

Meekan: level 4, dinosaur training as level 5, social interactions as level 3; carries a long, coiled whip on his right hip

like lab testing and personality profiling. The answer is that while this creature looks nearly identical to The King, Arturus is correct. This isn't her dinosaur.

There are some people milling about the area, mostly other trainers. Most of them didn't see anything unusual and all of the trainers are pretty sure that their dinosaurs are still their dinosaurs.

BYSTANDERS:

Lyvie: level 4; tall and thin, a little aggressive, mostly trains T. rexes, carries a laser pistol

Halin: level 3; broad shoulders, bald, head is fitted with electro-neodes (allow him to communicate telepathically with those who are willing); hired guard; carries a crossbow

Shastrop: level 3; wears an elaborate green dress and trains anzus; carries two long ribbons that do electric damage to whatever they touch (as a light weapon)

Meekan and T. Rot: Meekan and his dinosaurs are on the far side of the building, in another small-creature section. Arturus will lead the PCs to him, but then seems nervous about confronting him (it's clear that she's not afraid of him, but she doesn't like confrontations and will happily pass that off to the PCs if they seem willing to take it on).

Meekan is short and stocky, with a thick red mustache flecked with grey (that, ironically, matches the color of his bambiraptor almost exactly). On his hip, he wears a long grey whip that seems to be made of sinew. It has spikes of metal woven throughout it. His voice is loud and carries farther than it needs to.

When the PCs arrive, it's clear that this isn't what they might have expected. There's a giant crowd standing around, facing Meekan, who can be heard through the building. He's saying, "Whoever has done this is going to pay." While it seems that he is slightly attached to T. Rot, it's clear that this is very much a business for him, and his anger stems from the fact that someone is affecting his bottom line.

It turns out that someone has also switched out Meekan's dinosaur. Or so he thinks (he's less certain of it than Arturus, but once Arturus has looked at the creature inside T. Rot's cage, she will back up Meekan's claim).

Meekan also offers 10 nautilus to anyone who can return T. Rot to him—dead or alive—and prove that they've dealt with the culprits appropriately.

By investigating, talking to Meekan, and using their knowledge and skills, the PCs may discover the following:

- The fingerprint lock on T. Rot's cage seems to have been picked in a similar way to the previous one.
- There is a trail of more red clay that heads out of the barn in the direction of the jungle.
- Is the dinosaur in the cage actually T. Rot or a different bambiraptor? The players can attempt to find the answer through means like lab testing and personality profiling. The answer is that while this creature looks nearly identical to T. Rot, Meekan is also correct. This isn't his dinosaur either.
- Those who search carefully might find that the clay trail leads across the Chalk Road into the stretch of grassland.

If the PCs share what they've learned with Meekan and Arturus, Meekan isn't interested in traveling with the PCs. If they've agreed to try to track down his wrestler, he seems content with that. Arturus seems torn between going and staying. In the end, she will likely decide to stay and search the area around the barn to see if she can find any trace of The King (unless the PCs present a compelling reason for her to do otherwise).

THE COSTER & THE BUBBLE: A CLUE

When the PCs reach the Chalk Road, they might notice a young woman striding down the road toward them (or, more correctly, toward Bonehaven), her trike packed high with bags and supplies. She's what's commonly known as a coster, someone who sells their wares from the back of a dinosaur.

Anija is dressed in layers and although she carries herself with strength, it's clear that she and her trike have been on the road a long time. In fact, by way of small talk, she might even say something about how excited she is to reach Bonehaven, where she's hoping to rent a room for the night and sleep in an actual bed.

If the players talk with her, Anija says that she might have seen something, as she typically tries to pay close attention to what's happening on the road around her. Then she shows them some of her wares. They'll get the hint that she might be a little easier to talk to if they purchase something from her.

By talking to her, the PCs can learn that as she was approaching Bonehaven, probably half an hour away, she was looking through her binoculars (she might show them off as she talks, suggesting they'd make a great gift for someone) and saw something weird. A ripple, almost like a big bubble, that was moving away from town, across the Chalk Road and the field toward the jungle.

Bubble: What Anija saw is a special type of camouflaging device that bends light to make things appear nearly invisible. Anija doesn't know about the device, other than what she saw, but a PC can try to see if they have knowledge of it or something similar from their past experiences.

ENTERING THE CERIZE TANGLE

Like so many jungle stretches in Grevack, the Cerize Tangle has a name, but not much else. There are no maps to the area, and no clear paths or routes through the green expanse. It's yet another mostly unexplored area full of trees, vines, winding rivers, and dinosaurs. It is unique in that much of it is covered with thick red clay. This is the same clay that was found inside the barn.

If the PCs follow Anija's comments about exactly where the "bubble" went across the road and the field, they might find signs of passage: what seems to be the tracks of one or more humans and one large dinosaur. But no small dinosaurs, like a bambiraptor.

Entering the jungle is hard going, but not as hard as the PCs might have expected. Once they get through the first 5 or so feet of vines and trees, everything thins out a bit, allowing for almost normal movement. There are no obvious tracks in the red clay here, but a perceptive PC might note the occasional broken branch or trampled plant.

Roilvine: The PCs don't get very far inside the jungle's edge (probably just a few minutes' walk) before they come upon a roilvine. These sentient genetically engineered plants have various purposes, but they're most often used as defense. They rarely grow in the wilds on their own.

In this case, the roilvine seems designed for both defense and offense, as it coils and grabs, holding its foe captive while it does strangling damage. The roilvine is very thick and hard to see through. It stands about 7 feet (2 m) high, and seems to be planted in a large circle (about 500 feet [150 km] across at the largest point). There doesn't seem to be a clear entry point. Whoever uses this vine has genetically engineered it to open for them alone (PCs who study the vine might learn that it requires a drop of a specific person's blood to allow passage.).

The PCs can try to get through the roilvine in a number of ways: burn it down, hack through it, convince it that their blood is the blood it seeks, or use some other way.

GM intrusion

suggestion: As one of the PCs is inspecting the area, one of the larger dinosaurs that walks by interacts with them somehow (knocks into them, starts attacking them, attempts to cuddle them, and so on).

GM intrusion

suggestion: One of the PCs accidentally steps into a nest of protoceratops eggs that was mostly hidden in a groundnest. The sound of the crunching eggs causes the two future parents to come running.

Protoceratops: level 4; protects or defends young as level 6; does 6 points of damage by ramming with horns; Armor 2

There is a single unharmed egg remaining in the nest. It's possible for a PC to take the protoceratops egg, incubate it, and raise it as a Ceratopsian companion if they don't already have a companion. The process is a level 5 Intellect task and takes three months (but can be sped up with technology and abilities).

Ceratopsian companion, page 54

Roilvine: level 6; grabs and strangles up to two foes within short range at a time with its tendrils, doing 3 points of damage. Captive foes must make a level 5 Might defense roll to break free.

Anija: level 3; trading, positive social interaction, perception, and haggling as level 4; if someone purchases something from her, she can be persuaded as level 2; carries mostly inexpensive and moderately priced supplies.

Bubble: level 5

If the PCs need more than four cyphers to refill their cyphers, feel free to add additional cyphers (up to their combined limit).

Time anomaly, page 74

Companion connector, page 164

Levity, page 166

Miragefilm, page 166

Syrinx, page 167

One of the PCs could choose to rescue the alphadon as their companion if they don't already have one. Alternatively, they could take it back to Bonehaven and sell it or find a home for it.

Lift: level 3

GM intrusion

suggestion: *The lift is jostled or otherwise falters, tilting momentarily in such a way that it puts one or more of the PCs or dinosaurs at risk of tumbling off.*

Alphadon companion, page 55

Carlotta: level 4; carries a level 5 artifact called a bonesiphon (removes bone marrow from a living creature and analyzes it; does 5 points of damage to the creature when it succeeds; does 10 points of damage to the creature when it fails; with a successful removal of marrow, the user can learn up to three things about the creature).

INSIDE THE ROILVINE

The space inside the roilvine is oddly devoid of trees, vines, and even grass. Nothing seems to be growing there at all.

Time Anomaly: There is a level 4 time anomaly inside the roilvine's northern curve. It will remain for another five minutes or so after the PCs arrive. Characters who enter must succeed on a level 4 Speed defense roll to avoid the crackling electricity inside the anomaly. Those who fail take 4 points of damage.

The anomaly contains the following level 4 cyphers, as well as a remnant:

- Companion connector
- Levity
- Miragefilm
- Syrinx
- Remnant: A piece of translucent yellow plastic with the body of a worm trapped inside it.

Metal Box: In the very center, there is a large metal box that rises just a few inches from the ground. The box is 100 feet (30 m) square and has the symbol of two trees etched into it. There is also a series of gears and levers on the side of the metal box.

PCs can figure out that this is the top of a lift, designed to be large enough to carry people, dinosaurs, and supplies down into the ground. It isn't locked, and if they can figure out how to operate it (using the gears and levers), it will jolt to life and start moving downward at a very slow (about a foot per minute) pace. The speed picks up as it goes, and the whole trip down to the floor takes about ten minutes.

It doesn't take long for the PCs to realize that they're being lowered into a giant underground cavern. The lift is slow enough (and has no walls) that it's possible to see much of what's spread out beneath them (of course, this means that everyone beneath them can also see the PCs as they oh-so-slowly are lowered down to the ground).

THE CAVERN

The cavern is very large and sort of oval in shape—at least 1,000 feet (300 m) across at its widest points and probably 300 feet (90 m) from floor to ceiling. Much of the cavern at the edges lies in dark shadow, and it seems mostly empty. The majority of the light—what little there is—is moving, and it's coming from living creatures—not bioluminescent, but a glow that seems to have some kind of external power source. Along the southernmost wall of the cavern are a series of cages, and what looks like some type of makeshift lab.

There are also three people and one companion down in the cavern near the makeshift lab. Some of them turn around as the PCs take their slow ride down in the lift.

Titanosaurs: There are six domesticated brontosauruses moving around the cavern. All of them are armored with light packs that cause them to glow brightly, like a very large lamp. This is where most of the light in the cavern is coming from.

Cages: Along the southernmost wall of the cavern are five cages. All but one appears to be empty. Inside that one is a small furry alphadon.

Makeshift Lab: The lab has two operating tables, both of which are too small to be useful for human patients. There are various makeshift tools and devices strewn about. It's not at all orderly, and looks like it might have been set up recently (or at least with the idea that it might need to be moved on the fly).

Carlotta: This curvy woman with short blue hair appears to be conducting some type of operation on one of the lab tables. She has various tools around her, with her back to the lift. She doesn't look up or stop her work as the lift lowers down.

Huey: This thin man holds himself very still and keeps his hand on the cudgel at his side. It's clear he's surprised to see the lift moving.

Kasi: Tall and wiry, Kasi is working at Carlotta's side, offering tools and devices when asked. Kasi has a trained Raptor companion that is upgraded with a ranged weapon.

The NPCs don't attack the PCs (unless the PCs make the first move, in which case they will fight). But Huey does come forward when the lift lands to ask why they're there.

By investigating, talking to the NPCs, and using their knowledge and skills, the PCs may discover the following:

- These three are all members of the Genesis Fellowship. PCs with previous ties to the Fellowship will know a fair bit about them, and others will likely know rumors. They probably know at the very least that the GF believes that some dinosaurs carry important information to help them find the Garden of Eden—what they call the Promised Land.
- The dinosaur on Carlotta's table looks an awful lot like The King (and, in fact, it is).
- Another dinosaur (T. Rot) recently died while Carlotta was attempting to operate on it.
- Huey and Kasi stole the dinosaurs and brought them back to Carlotta. They believe that this particular family of bambiraptors



carries some part of the secret to the Garden of Eden in their DNA.

- Carlotta attempted to discover that secret in T. Rot's DNA but killed him accidentally in the process. She appears distraught about this.
- Carlotta says that their main tec was killed by a dakotaraptor and she's trying to take over, but she's not as good at it. She must check the DNA of The King or she'll be in big trouble with her supervisor. She pleads with the PCs to help her do the experiment if they can, so that she can do it without killing The King. If they succeed, she'll happily give the bambiraptor back to them.

BUBBLE ARTIFACT

Level: 4

Form: Small device with a button on it

Effect: Alters light in a 50-foot (15 m) bubble to make everything inside the bubble three steps more difficult to detect

Depletion: 1–2 in 1d6

ENDING THE ADVENTURE

The PCs may use the lift to return to the surface, or they may explore the cavern further. There are any number of small natural tunnels and caves that lead out from the main room. If this is the start of a larger ongoing adventure, the PCs could choose to explore those areas rather than head directly back to Bonehaven.

If the PCs return to Arturus with The King still alive, she will express her deep and sincere gratitude. (Even if they return and The King has died, she will still be grateful for their help, even as grief likely overcomes her.) Either way, Arturus will keep her promise to give the PCs a deep discount on one of her pups.

Meekan will also be grateful that they tried to help. Being a businessman and someone who understands the importance of skilled help, he will give each of the characters 15 nautils (more than he'd originally promised) and tell them that if they ever need a job, he'd be interested in hiring them to help out with his training and wrestling needs. In fact, after this, he's thinking of hiring a guard or two.

Huey: level 4; carries a wire-wrapped cudgel (medium weapon); Armor 1

Kasi: level 4; carries a knife

Raptor companion: equipped with a laser gun inside its mouth that does 5 points of damage; can also emit a sonic blast that stuns every living thing in short range for one round, causing their next action to be one step more difficult.

Dakotaraptor, page 139

The experiment: level 7

GM intrusion suggestion: *Something spooks one of the lighted titanosaurs, and the entire herd of them starts running toward the PCs.*



Genesis Fellowship,
page 120

The PCs earn 1 XP each for having discovered the underground laboratory of the Genesis Fellowship and 1 XP each for having solved the mystery of the missing dinosaurs. If the PCs don't already have companions, they may choose to purchase a pup from Arturus. If they don't have the nautilis now, they can either choose a creature and ask Arturus to hold it, or they can give her a down payment and work out a payment plan for the future. This isn't a one-time offer—if a character wants to come back and take her up on this later, that's fine too.

If someone works out a payment plan with Arturus and doesn't keep up with it, she will get over her dislike of confrontation and send someone out after the person for the money. She may be nice, but she's not *that* nice.

PUPS CURRENTLY AVAILABLE FOR PURCHASE FROM ARTURUS

Description	Companion Type	Regular Price	Offer for PCs
Black-and-gold feathered teacup bambiraptor, granddaughter of The King	Raptor	150 nautilis	75 nautilis
Orange-and-gold bambiraptor	Raptor	100 nautilis	50 nautilis
Brightly colored red, blue, and brown anzu	Ornithomimid	100 nautilis	50 nautilis
Brown-and-green speckled triceratops	Ceratopsian	100 nautilis	50 nautilis

Raptor, page 54

Ornithomimid, page 54

Ceratopsian, page 54

PART 6

BACK MATTER



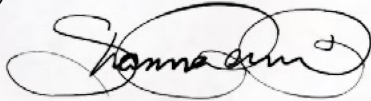
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REFERENCES AND RESOURCES

While creating *Predation* and *Grevakc*, I consulted a lot of sources and was lucky enough to talk with some fantastic scientists and experts in various fields. There is so much information available about the Cretaceous period, dinosaurs, time travel, DNA storage, and more that jumping into it can be both overwhelming and exciting at the same time.

I can't offer you direct access to the scientists that I spoke with, but I can offer some fantastic references and resources. Some are factual and informative, and others are more for worldbuilding, atmosphere, and story ideas. I hope they will provide information and inspiration for your games.

Enjoy!



NON-FICTION

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Animals Real and Imagined, Terryl Whitlatch

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Journal of Paleontology

Nautilus

Science Daily's Paleontology section (www.sciencedaily.com)

The Society of Vertebrate Paleontology (<http://vertpaleo.org>)

Wired

QUESTIONS AND ANSWERS WITH DINO-SCIENTISTS

Q: Is there a scientific name for dinosaur poop?

A: Coprolite, but only if it's fossilized. Otherwise, it's just dung, poop, excrement, or turds. Or "dino dumps." Also, there is such a thing as a paleoscatologist.

Q: Were there poisonous plants in the Cretaceous?

A: Yes. It's believed that a version of Dutchman's Pipe was around then (and is still around).

Q: Could dinosaurs swim?

A: We think many of them could, yes. Based on scuffles we've found at the bottom of what was once a lake, we think even creatures like T. rexes could and did swim. Other dinosaurs might have waded instead, using their front legs to walk on the bottom of the lake, while their hind legs floated behind them.

Q: Could a modern-day human survive in the Cretaceous period?

A: Turns out, yes. Mostly. Depending on the season, location, and whether you eat meat (there were some fruits and mushrooms, but not a ton).

Q: Can you tell me what dinosaurs might have sounded like when they cooed and quacked?

A: *coo-coo coo-OO-oo ohr ohr*

Q: Were there spiders in the Cretaceous?

A: [This answer intentionally left blank due to potential spider phobias. (whispers "Nephila jurassica")]

Q: How many people would you need to establish a colony on Mars (or, say, in the Cretaceous era)?

A: At least 10,000. But 40,000 would be even better for genetic diversity to continue.

Q: Which dinosaurs make you say "It's so fluffy you're gonna die?"

A: Dinofuzz is one of my favorite things! We know that lots of species were related to early birds, like the Microraptor, and even tyrannosaurs were fuzzy or fluffy. But my favorite is probably the Tianyulong, which essentially has a giant mohawk that stands up along its neck, back, and tail. It's amazing.

KICKSTARTER PLAYTESTERS AND CONTRIBUTORS

**A huge thanks to every one of our
Kickstarter playtesters, who helped us
make this game so much better:**

Aaron Mortensen
Arturo Caissut
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Charles Myers
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Chris Wine
Cory Bonifay
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Dwayne C Schueller
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James McKendrew
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Massimo Cranchi
Matthew Sercely
Michael Goldrich
Mike Greszler
Paul Huey Hubbard
Paul Wocken
retnuH Kelly
Robert Beck
Rod Holdsworth
Ryan Dukacz
Ryan Hyde (Num'bokwei)
Shawn Lamb
Teófilo Hurtado Navarro

Timothy J. Watkins
Troy Pichelman
Zanth

**With extra special thanks to our
in-person playtesters:**

Chris Piazza
Troy Pichelman
Dave Hanlon
Marc Plourde
Kurt Blanco
Brett Gann
Jake Linford
Matt Jensen
Michael Parker
Tracy Gosell
Jeromy French

**And triple-special thanks to our
Cretaceous Contributors:**

Carlos Ovalle
James Gray
Marc Ploude

GLOSSARY

Aeternologist: a scientist who studies time travel.

Catastrist: a scientist who focuses on understanding, predicting, and preventing upcoming catastrophic events. In Grevakc, that is mostly the impending asteroid.

Coster: someone who sells their wares from the back of a dinosaur. Can travel or be stationary.

Crossgen: a dinosaur who is clearly a combination of two or more unique dinosaur species, whether through cross-breeding, genetic tampering, or some other scientific process.

Dupe: a drug made from Dutchman's Pipe, a poisonous plant.

Gastroliths: stones that some animals swallow and use to help grind up tough plant matter in their digestive system. Also called gizzard rocks.

Hatchlings: young dinosaurs. A term used most often by scientists and breeders.

Herd: a group of herbivorous dinosaurs.

InterGlobal Time (IGT): a synchronized unit of time measurement established by SATI and others in the future.

Juveniles: young dinosaurs that are beyond the hatchling stage. A term used most often by scientists and breeders.

Last Commute: the moment when time travel stopped working, trapping everyone in the Cretaceous. Sometimes called the Great Howling.

Pack: a group of carnivorous dinosaurs.

Pups: the most common term for young dinosaurs. A term used most often by non-scientists. Also sometimes called calves, chicks, or cubs.

Time anomalies: places that look like glitches in the landscape. They're always temporary and often carry cyphers, as well as artifacts and remnants.

Time-seeker: someone who seeks out time anomalies, time treasures, and time science the same way that a treasure seeker might seek out treasure.

Time terrors: dangerous weather storms that appear suddenly and leave behind giant swaths of devastation.

Trackways: a series of footprints left behind when an animal walks over soft ground. They can be used to learn the animal's speed, weight, and herding behavior.



BACKGROUND

Lined writing area for background information.

COMPANION BACKGROUND

Lined writing area for companion background information.

NOTES

Lined writing area for notes.

PORTRAIT

Blank writing area for a portrait.

Blank white box for drawing a portrait.

PORTRAIT

Vertical lined box for taking notes.

NOTES

Vertical lined box for writing a description.

DESCRIPTION

Vertical lined box for writing background information.

BACKGROUND

FOLD OR CUT HERE

Vertical lined box for taking notes.

NOTES

Vertical lined box for writing background information.

BACKGROUND

Vertical lined box for writing a description.

DESCRIPTION

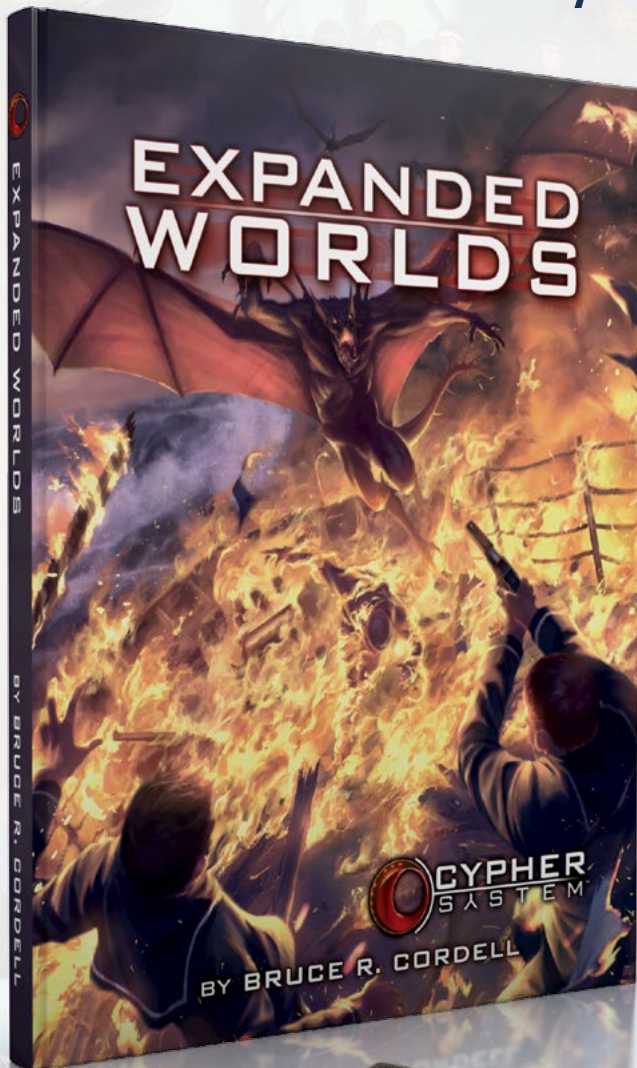
Blank white box for drawing a portrait.

PORTRAIT

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