

# DINOSAURS

When sorcery returned to the world, so did dinosaurs. No one knows why. *By default, these creatures are not in play. Bring them into play if you choose.*

## EARTHMOVERS

*Size by height & weight, 1–2-harm, 3–4-armor, earthmover, herd.*

**Examples:** *Ankylosaurus (size=20×), Stegosaurus (size=18×), Triceratops (size=30×).*

### Notes:

- Inflict 1-environ just passing through a landscape, 2-environ when feeding, wallowing, nesting, and brooding. In stampede, inflict 2–4-environ.
- Some species have *territorial*.
- Some species might conceivably be trained for riding or working, or perhaps can be commanded by sorcery. See *trained dinosaurs* and *the Halter-Spell* below.

**Threat type & impulse:** A family (*seeks to close ranks, protect their own*), a mob (*seeks to stampede*), sybarites (*seek to consume someone's resources*), a quarry (*seeks sanctuary and protection from the hunt*).

**Impression** (choose 1 or more): *Belligerent, bellowing, brooding, club-tailed, colorful, disagreeable, dull-colored, grumbling, hulking, ill-mannered, ill-tempered, placid, scaly, shielded, snorting, spiked, stubborn, temperamental, tractable, unmoveable, unstopable, wallowing.*

## FLOCK HUNTERS

*Size by height & length, 3-harm, 0–1-armor, fast, pack.*

**Examples:** *Deinonychus (size=1×), Dromaeosaurus (size=½×), Utahraptor (size=3×).*

### Notes:

- Hunt in pairs, triads, or packs up to 10–12.
- Some species have *territorial*.
- Some species can be trained to hunt, if imprinted and hand-raised from the egg, or perhaps can be commanded by sorcery. See *trained dinosaurs* and *the Halter-Spell* below.

**Threat type & impulse:** Enforcers (*seek to victimize anyone who stands out*), a family (*seeks to close ranks, protect their own*), a hunting pack (*seeks to victimize anyone vulnerable*), sybarites (*seek to consume someone's resources*), a parasite (*seeks easy prey and access to resources*), an alpha wolf (*seeks to hunt and dominate*).

**Impression** (choose 1 or more): *Beautiful, bickering, calculating, calling, clever, colorful, curious, eye-catching, eye-dazzling, eye-deceiving, fractious, intelligent, malicious, patient, ravenous, screeching, shaggy-feathered, silent, singing, sleek-feathered, staring, unrelenting, vicious.*

## SOLITARY MONSTERS

*Size by height & length, 2-harm, 1–2-armor, fast.*

**Examples:** *Allosaurus (size=10×), Carnotaurus (size=7×), Tyrannosaurus (size=16×).*

### Notes:

- Usually solitary, but sometimes hunt in mated pairs or even family triads.
- Some species have *territorial*.
- Some species might conceivably be trained to hunt, if imprinted and hand-raised from the egg, or trained for riding or working, or perhaps commanded by sorcery. See *trained dinosaurs* and *the Halter-Spell* below.

**Threat type & impulse:** An enforcer (*seeks to victimize anyone who stands out*), a hunter (*seeks to victimize anyone vulnerable*), a sybarite (*seeks to consume someone's resources*), a parasite (*seeks easy prey and access to resources*), an alpha wolf (*seeks to hunt and dominate*).

**Impression** (choose 1 or more): *Bellowing, calling, curious, deceptively fast, deceptively quiet, easily diverted, easily frustrated, easily provoked, ground-shaking, malicious, methodical, roaring, patient, placid, scarred, shrieking, unrelenting, untiring.*

## RIVER DEVILS

*Size by length, 2-harm, 1–4-armor.*

**Examples:** *Baryonyx (size=8×), Prognathodon (size=5×), Spinosaurus (size=25×).*

### Notes:

- Usually bank-dwelling ambush predators. Some species are fully aquatic and have *diving*.
- Most species are solitary and some species have *territorial*.
- Some species have *specialized sense organs*.
- Can't be trained, but can conceivably be commanded by sorcery. See *the Halter-Spell* below.

**Threat type & impulse:** A hunter (*seeks to victimize anyone vulnerable*), a betrayer (*seeks trust and confidence to exploit*), a parasite (*seeks easy prey and access to resources*), a sickle (*harvests the ripe or carves away the dead*), an alpha wolf (*seeks to hunt and dominate*).

**Impression** (choose 1 or more): *Camouflaged, drifting, floating, hissing, horned, lightning-quick, mud-colored, mud-covered, quiet, reactive, spined, stone-still, toothy, unblinking,*

## SEA MONSTERS

*Size by length, 2-harm, 1–2-armor, diving.*

**Examples:** *Kronosaurus (size=10×), Mosasaurus (size=25×), Plesiosaurus (size=2×).*

### Notes:

- Can't be trained, but can conceivably be commanded by sorcery. See *the Halter-Spell* below.

**Threat type & impulse:** A hunting pack or hunter (*seeks to victimize anyone vulnerable*), a betrayer (*seeks trust and confidence to exploit*), a parasite (*seeks easy prey and access to resources*), an alpha wolf (*seeks to hunt and dominate*).

**Impression** (choose 1 or more): *Darting, frenzied, half-unseen, sinuous, slow-trawling, vast.*

## SOARING HUNTER-SCAVENGERS

*Size by wingspan, 2-harm, 0–1-armor, flying.*

**Examples:** *Pterodactylus (size=5×), Pteranodon (size=6×), Quetzalcoatlus (size=10×).*

### Notes:

- Rarely attack large active targets (*1× or more*), unless smaller prey and carrion are scarce.
- Can't be trained, but can conceivably be commanded by sorcery. See *the Halter-Spell* below.

**Threat type & impulse:** A hunting pack (*seeks to victimize anyone vulnerable*), a betrayer (*seeks trust and confidence to exploit*), a parasite (*seeks easy prey and access to resources*), a sickle (*harvests the ripe or carves away the dead*), an alpha wolf (*seeks to hunt and dominate*).

**Impression** (choose 1 or more): *Awkward, bickering, circling, clacking, colorful, darting, diving, easily startled, hovering, like flying knives, lively, shimmering, squawking, whistling.*

## TOWERING HERDS

*Size by height & weight, 1-harm, 1–2-armor, herd.*

**Examples:** *Brachiosaurus (size=190×), Brontosaurus (size=120×), Diplodocus (size=95×).*

### Notes:

- Inflict 1-environ just passing through a landscape. In stampede, inflict 3–4-environ.
- Can't be trained, but can conceivably be commanded by sorcery. See *the Halter-Spell* below.

**Threat type & impulse:** A family (*seeks to close ranks, protect their own*), a mob (*seeks to stampede*), sybarites (*seek to consume someone's resources*), a quarry (*seeks sanctuary and protection from the hunt*).

**Impression** (choose 1 or more): *Bigger than comprehension, bone-rattling, booming, honking, innumerable, looming, rumbling, slow-going, stinking, thundering, tree-cracking, tree-stripping.*

## VICIOUS PESTS

Size by length, 2–3-harm, 0-armor, fast.

**Examples:** *Archaeopteryx* (size=½×), *Microraptor* (size=⅓×), *Velociraptor* (size=¼×).

### Notes:

- Sometimes solitary, often flocking (*pack*). Opportunistic hunters and scavengers.
- Some species have *flying*, but most are semi-flightless.
- Some species have *territorial*.
- Some species can be trained to hunt, if imprinted and hand-raised from the egg, or perhaps can be commanded by sorcery. See *trained dinosaurs* and *the Halter-Spell* below.

**Threat type & impulse:** A family (*seeks to close ranks, protect their own*), a hunting pack (*seeks to victimize anyone vulnerable*), sybarites (*seek to consume someone's resources*), a parasite (*seeks easy prey and access to resources*), a sickle (*harvests the ripe or carves away the dead*), an alpha wolf (*seeks to hunt and dominate*).

**Impression** (choose 1 or more): *Beautiful, bickering, calling, circling, clever, colorful, curious, darting, demanding, fluffy-feathered, fractious, hooting, intelligent, jumpy, lively, malicious, patient, ravenous, screeching, shaggy-feathered, shimmering, singing, sleek-feathered, vicious, whistling.*

## TRAINED DINOSAURS

If you have a trained dinosaur, whether for hunting, for riding, or for working, you get **at the reins**.

When you **read a situation**, as a free additional question, always ask:

- *What's my dinosaur paying attention to?*

This doesn't apply if you're using the Halter-Spell to command the dinosaur's obedience.

### Hunting dinosaurs:

Some flock hunters and vicious pests can be trained to hunt, if they're imprinted and hand-raised from the egg. The process is like training a falcon. For some species, a hunting pair or triad can be trained together.

If you have a trained hunting dinosaur, you can use it as a weapon.

### Riding dinosaurs:

Some dinosaurs can be trained for riding. Most rideable dinosaurs are so large they'd never notice your weight, so training them is more a matter of teaching them to respond to direction than accustoming them to bearing a rider.

Ridden, your dinosaur has a vehicle threat type as well as its own:

- *A bold* — (impulse: dominate the road)
- *A cagey* — (impulse: protect what it carries)
- *A relentless* — (impulse: keep moving)
- *A skittish* — (impulse: outrun or escape)
- *A vicious* — (impulse: kill and destroy)
- *A wild* — (impulse: defy danger)
- — *Beast* (defiance: hurt someone)
- — *Brute* (defiance: stupidly resist)
- — *Creature* (defiance: keep its secrets)
- — *Devil* (defiance: deceive and betray)
- — *Machine* (defiance: speed up, never stop)
- — *Ride* (defiance: pick its own path)

For these purposes it has *both* its own threat impulse and its vehicle threat impulses.

### Working dinosaurs:

Any dinosaur that can be trained for riding can be trained for working instead, or as well.

## THE HALTER-SPELL

Cast this spell upon a creature you wish to command. While the spell lasts, you get **at the reins**. The creature will obey you as long as **you reign it in**, but when you **give it its head**, its own will reasserts itself. For each degree of sorcerous power, you can **give it its head** and regain control of it one time.

A creature of any intelligence will understand you to be the one thwarting its will and commanding its obedience. At the end of the spell, it's free to attack you or seek justice in whatever way it considers best. Alternately, you might prefer to use the spell's last degree of sorcerous power to send it peacefully away.

### Other spells:

In addition to the Halter-Spell, the Hunt-Spell can summon hunting dinosaurs, and since the Vulture-Spell applies to birds, it applies to theropods: most flock hunters, solitary monsters, and vicious pests.

## USING A DINOSAUR AS A TOOL OR WEAPON

When you have a dinosaur, you can use it as a tool when you **tackle a challenge**, or in other demanding circumstances, or you can use it as a weapon when you **demand something, attack, do battle**, or in other violent circumstances. When you do, you roll the dice and make your choices, but it's your dinosaur's capabilities that determine how much work it can accomplish, and how well, not your own, and it's your dinosaur that inflicts and suffers harm, not you yourself.

You might need to **give your dinosaur its head** or **rein your dinosaur in**, depending on its impulses and your needs.

### When a dinosaur suffers harm:

**1-harm:** *Pain, minor injuries, fear if the creature's likely to be afraid of pain, rage otherwise.*

**2-harm:** *More serious injuries, bad pain, fear, panic. Not usually fatal, but can be.*

**3-harm:** *Sometimes immediately fatal. Usually, serious wounds, dying, won't recover.*

**4-harm:** *Usually immediately fatal.*

**5-harm and more:** *fatal and increasingly bodily destructive.*

## AT THE REINS

*The standard moves for mounts and other trained creatures.*

When you're at the reins and you **give your creature its head**, roll+Cool. **On a 10+**, your mount does whatever's necessary to achieve its impulses, and succeeds, or else it risks or injures itself in the attempt. Decide with the MC what it does and what happens. **On a 7–9**, it strives to achieve its impulses, but at this moment, the outcome's uncertain. Ask the MC how things stand now, and take +1 forward. **On a miss**, it struggles to pursue its impulses but falls short. Decide with the MC how and why.

When you're at the reins and you **rein your creature in**, you're forcing it to deny its own impulses and pursue some other impulse or goal instead. Say what you're making it do and roll+Hard. **On a 10+**, it obeys. It does whatever's necessary to achieve your goal, and succeeds, or else it risks or injures itself in the attempt. Decide with the MC what it does and what happens. **On a 7–9**, it obeys, but grudgingly: it tries to find a balance between your goal and its own impulses. Ask the MC what balance it finds, and what happens. **On a miss**, it defies you. It pursues its own impulses with its full will and intent. Ask the MC what it does.