

Chapter 1 : Top 10 Birds Most Likely To Kill You - Listverse

Saurians (called Lizardmen in the Japanese version) are enemies in Dragon's Dogma. The common Saurian is the least dangerous of the Saurian species, but nevertheless a potent foe.

The other groups mentioned are, like dinosaurs and pterosaurs, members of Sauropsida the reptile and bird clade, with the exception of Dimetrodon which is a synapsid. Definition Triceratops skeleton, Natural History Museum of Los Angeles County Under phylogenetic nomenclature, dinosaurs are usually defined as the group consisting of the most recent common ancestor MRCA of Triceratops and Neornithes, and all its descendants. In traditional taxonomy, birds were considered a separate class that had evolved from dinosaurs, a distinct superorder. However, a majority of contemporary paleontologists concerned with dinosaurs reject the traditional style of classification in favor of phylogenetic taxonomy; this approach requires that, for a group to be natural, all descendants of members of the group must be included in the group as well. Birds are thus considered to be dinosaurs and dinosaurs are, therefore, not extinct. Norman, and Paul M. Barrett in suggested a radical revision of dinosaurian systematics. Phylogenetic analysis by Baron et al. They resurrected the clade Ornithoscelida to refer to the group containing Ornithischia and Theropoda. Dinosauria itself was re-defined as the last common ancestor of Triceratops horridus, Passer domesticus, Diplodocus carnegii, and all of its descendants, to ensure that sauropods and kin remain included as dinosaurs. Using one of the above definitions, dinosaurs can be generally described as archosaurs with hind limbs held erect beneath the body. Other groups of animals were restricted in size and niches; mammals, for example, rarely exceeded the size of a domestic cat, and were generally rodent-sized carnivores of small prey. While dinosaurs were ancestrally bipedal as are all modern birds, some prehistoric species were quadrupeds, and others, such as Anchisaurus and Iguanodon, could walk just as easily on two or four legs. Cranial modifications like horns and crests are common dinosaurian traits, and some extinct species had bony armor. Although known for large size, many Mesozoic dinosaurs were human-sized or smaller, and modern birds are generally small in size. Dinosaurs today inhabit every continent, and fossils show that they had achieved global distribution by at least the early Jurassic period. Although some later groups of dinosaurs featured further modified versions of these traits, they are considered typical for Dinosauria; the earliest dinosaurs had them and passed them on to their descendants. Such modifications, originating in the most recent common ancestor of a certain taxonomic group, are called the synapomorphies of such a group. Some of these are also present in silesaurids, which Nesbitt recovered as a sister group to Dinosauria, including a large anterior trochanter, metatarsals II and IV of subequal length, reduced contact between ischium and pubis, the presence of a cnemial crest on the tibia and of an ascending process on the astragalus, and many others. However, because they are either common to other groups of archosaurs or were not present in all early dinosaurs, these features are not considered to be synapomorphies. For example, as diapsids, dinosaurs ancestrally had two pairs of temporal fenestrae openings in the skull behind the eyes, and as members of the diapsid group Archosauria, had additional openings in the snout and lower jaw. These include an elongated scapula, or shoulder blade; a sacrum composed of three or more fused vertebrae three are found in some other archosaurs, but only two are found in Herrerasaurus; [19] and a perforate acetabulum, or hip socket, with a hole at the center of its inside surface closed in Saturnalia, for example. Dinosaurs may have appeared as early as million years ago, as evidenced by remains of the genus Nyasasaurus from that period, though known fossils of these animals are too fragmentary to tell if they are dinosaurs or very close dinosaurian relatives. The terrestrial habitats were occupied by various types of archosauromorphs and therapsids, like cynodonts and rhynchosaurs. Their main competitors were the pseudosuchia, such as aetosaurs, ornithosuchids and rauisuchians, which were more successful than the dinosaurs. Rhynchosaurs and dicynodonts survived at least in some areas at least as late as early-mid Norian and early Rhaetian, respectively, [50] [51] and the exact date of their extinction is uncertain. These losses left behind a land fauna of crocodylomorphs, dinosaurs, mammals, pterosaurians, and turtles. In the late Triassic and early Jurassic, the continents were connected as the single landmass Pangaea, and there was a worldwide dinosaur fauna mostly composed of coelophysoid carnivores and early sauropodomorph herbivores. Early

sauropodomorphs did not have sophisticated mechanisms for processing food in the mouth, and so must have employed other means of breaking down food farther along the digestive tract. Dinosaurs in China show some differences, with specialized sinraptorid theropods and unusual, long-necked sauropods like Mamenchisaurus. Conifers and pteridophytes were the most common plants. Sauropods, like the earlier prosauropods, were not oral processors, but ornithischians were evolving various means of dealing with food in the mouth, including potential cheek-like organs to keep food in the mouth, and jaw motions to grind food. The earliest part of this time saw the spread of ankylosaurians, iguanodontians, and brachiosaurids through Europe, North America, and northern Africa. These were later supplemented or replaced in Africa by large spinosaurid and carcharodontosaurid theropods, and rebbachisaurid and titanosaurian sauropods, also found in South America. In Asia, maniraptoran coelurosaurians like dromaeosaurids, troodontids, and oviraptorosaurians became the common theropods, and ankylosaurids and early ceratopsians like Psittacosaurus became important herbivores. Meanwhile, Australia was home to a fauna of basal ankylosaurians, hypsilophodonts, and iguanodontians. A major change in the early Cretaceous, which would be amplified in the late Cretaceous, was the evolution of flowering plants. At the same time, several groups of dinosaurian herbivores evolved more sophisticated ways to orally process food. Ceratopsians developed a method of slicing with teeth stacked on each other in batteries, and iguanodontians refined a method of grinding with tooth batteries, taken to its extreme in hadrosaurids. In the northern continents of North America and Asia, the major theropods were tyrannosaurids and various types of smaller maniraptoran theropods, with a predominantly ornithischian herbivore assemblage of hadrosaurids, ceratopsians, ankylosaurids, and pachycephalosaurians. In the southern continents that had made up the now-splitting Gondwana, abelisaurids were the common theropods, and titanosaurian sauropods the common herbivores. Finally, in Europe, dromaeosaurids, rhabdodontid iguanodontians, nodosaurid ankylosaurians, and titanosaurian sauropods were prevalent. Theropods were also radiating as herbivores or omnivores, with therizinosaurians and ornithomimosaurians becoming common. Some other diapsid groups, such as crocodylians, sebecosuchians, turtles, lizards, snakes, sphenodontians, and choristoderans, also survived the event. It is often cited that mammals out-competed the neornithines for dominance of most terrestrial niches but many of these groups co-existed with rich mammalian faunas for most of the Cenozoic. Dinosaur classification Dinosaurs belong to a group known as archosaurs, which also includes modern crocodylians. Within the archosaur group, dinosaurs are differentiated most noticeably by their gait. Dinosaur legs extend directly beneath the body, whereas the legs of lizards and crocodylians sprawl out to either side. Saurischia includes those taxa sharing a more recent common ancestor with birds than with Ornithischia, while Ornithischia includes all taxa sharing a more recent common ancestor with Triceratops than with Saurischia. Anatomically, these two groups can be distinguished most noticeably by their pelvic structure. Saurischia includes the theropods exclusively bipedal and with a wide variety of diets and sauropodomorphs long-necked herbivores which include advanced, quadrupedal groups. Unlike birds, the ornithischian pubis also usually had an additional forward-pointing process. Ornithischia includes a variety of species which were primarily herbivores.

Chapter 2 : MD:TAS - Information - Canard Thunderbeak

Saurian is a survival simulation video game, developed and published by Urvogel Games, focusing upon accurately simulating the natural ecosystem of the Hell Creek Formation in an interactive format. [1] where players take control of a dinosaur.

Mainly a semi tropical world
Terrain: It has numerous large swamps, rain forests, jungles and active volcanoes. Just over 23 billion
History Their planet is unusual in the fact that they have so many active volcanoes. In fact they have over active volcanoes that regularly spew forth toxic gas. Fortunately there are very few recorded volcanic eruptions and those few are usually not very violent or dangerous. However due to this activity it is not that unusual to find areas with dangerous levels of toxic gas in the atmosphere. As a result the Saurians developed the ability to survive and breathe several types of atmospheres. Another unusual aspect of their world are the numerous large swamps that can be found on every continent and major island on the planet. It was there in those swamps that the Saurians developed and evolved into intelligent humanoids. Historians believe that these swamps may be partly responsible for the relatively peaceful history that the Saurians enjoyed free of any major wars or social upheavals. Historians also believe that this may be the main reason they advanced at a slow relaxed pace. Food was plentiful, the environment was warm and life was simply a matter of day to day survival. Eventually they developed space travel long before humans did and moved into space, meeting other species. They were lucky and never encountered any hostile species. In fact most other races were always so eager to come to them for trade that the Saurians, never had to advance very far into space. Government They have always had a council of elders selected by the people to represent them. This council of 23 serves for 8 years. Since becoming members of the Federation in the midrd century they have also been very active in the politics of the Federation. In fact a number of them have held important positions within the Federation over the years. Saurians have varying skin tones, from pink to purple, but also red, brown or green. They have large, bulging red and yellow eyes, and their bodies resemble upright bipedal lizards. Physiology Saurians are fully grown and considered to be adults at the age of On average they live to be about 70 with the top age being around Due to the numerous active volcanoes they have adapted the ability to breathe several types of atmospheres. Strangely enough they have also adapted and developed a few redundant physiological systems including four hearts. Saurian eyes are adapted to nocturnal activity by means of a second set of eyelids which offer them infrared vision. They are comfortable moving underwater, being also adapted to tropical rainforest and swampland, and can also move at speed on their clawed feet. On average most Saurians are stronger than they appear. When this is added to the natural claws they have on both their hands and feet it makes them very dangerous adversaries in hand to hand combat. Saurian Virus The Saurian virus is a virus originating from the planet Sauria. While on Dramia II, Dr. McCoy treated a Dramian colonist named Kol-Tai, who was afflicted with a strain of the Saurian virus. Antibodies created to combat the Saurian virus were later discovered by McCoy to be the cure for the Dramian plague that afflicted the crew of the USS Enterprise. Psychology The Saurians tend to be very laid back and slow to anger. They handle stress well and are usually easy to deal with. They are able to cope with new and strange situations and have a strong work ethic. Religion Mellitt and Antidis were the first ones, the founders of their species. They were created to serve the ancient ones, the creators of the stars and all that exists. A world upon which they could survive and flourish. Here they sired children. These children had more children and the Saurian species came into being. There are temples to this brother and sister in every major and most minor communities on the planet. Worship encourages family and community participation as well as teaching a philosophy that encourages acceptance, understanding and co-operation. Mythology There are numerous tales about the first ones Mellitt and Antidis. These stories all have a purpose, a hidden lesson that is meant to teach and inspire the reader. Society Saurians are unusual in that unlike most other reptilian humanoids they have a very strong sense of community. As a result they have very clean well designed cities, universal health and education. As well as ensuring that every one has access to any assistance they may need. Most saurians prefer to spend most of their time around others and enjoy each others company. Large gatherings for social occasions are the norm.

Culture They have a great love of music, drinking, dancing and communal celebrations, usually all at the same time. Other art forms are enjoyed but take a distant second place to all communal gatherings. Customs The most obvious one is the communal gathering. These are held to celebrate or recognize some significant occurrence or as a way to relax and enjoy each others company. An important part of all these gatherings is the music, dancing, food and brandy. Technology They are on a par with the majority of long time Federation member worlds. Economy Because other races were always so eager to come to them for trade, the Saurians, whose civilization predates humanity, never had to advance very far into space. In spite of this they had numerous trade deals with many other species and still do to this day. Saurians are best known for their brandy, a highly intoxicating and very prized liquor. Saurian brandy is one of the most popular and infamous alcoholic drinks in known space. It was even exported to Romulan territory. Nibo Hoq was a very successful 24th century Saurian merchant. Military As long time members of the Federation, many of them have served in the both Starfleet and the Marines. Shortly after they joined the Federation they got rid of all their war ships and now only maintain a small fleet of police frigates to patrol their sector of space. Bazel was a Saurian male serving in Starfleet in the 24th century. Around sixty had been partially assimilated, but were purged of their implants. The surviving crewmembers were transported back to Federation space by quantum slipstream. Kozel was a male Saurian who lived in the 24th century. The same year, the aggressive half of Captain Kirk demanded a whole bottle of Saurian brandy. Also in , Kirk offered Saurian brandy to the crew members of the Antares; it was declined by her captain. Scotty started off his mission of getting Tomar drunk with a bottle of Saurian brandy in In , females of Taurus II serve a nectar that caused the crewmembers of the Enterprise to faint. Doctor McCoy stated on their way to the slumber chamber that their nectar was as potent as Saurian brandy. Guinan prepared a concoction containing mostly Saurian brandy along with Targ milk and Denevian mead, after hearing about it on Prakal II. Data observed that the drink contained a high concentration of fructose and monosaccharides which is to say, it was sweet. Quark kept bottles of Saurian Brandy in his bar aboard Deep Space 9. When trying to distract Doctor Bashir from his dealings with Elim Garak in , Quark asked Bashir if he wanted "a little Saurian Brandy to go or maybe a late-night in a holosuite. An old bottle of this very alcoholic liquor was used by Captain Picard as trade for a Gorlan prayer stick in or before In , Quark later ordered some Saurian brandy to have delivered to his quarters while he was conducting a negotiation with Emi. Rom, who was to deliver the brandy, instead warned Quark to leave immediately, as Grand Nagus Zek had arrived. In , Quark received a shipment of Saurian brandy. Later that year, Quark received a shipment of Saurian brandy. Norvo Tigan offer a glass of Saurian brandy with his sister Ezri while he sulked about being denied entry into the Andorian Academy in mid In , the bestial side of Captain Kirk, created during a transporter accident, demanded a bottle of saurian brandy from Dr. In , James T. Kirk bequeathed two bottles of Saurian brandy to Montgomery Scott following his death. However, while out of his house to obtain alcohol, Guinan made his acquaintance over several rounds of the beverage. While waiting after the operation to be retrieved by the USS Gettysburg, he and four colleagues proceeded to drink much of it. In the years to follow, Gold would honor those friends with a Saurian brandy toast upon their deaths. A rare bottle of Saurian brandy was kept by Quark in his bar in However, she did bring him a bottle and admit she had been aboard at that time when Scott rendezvoused temporarily with the Enterprise-D in After Scott led the Enterprise back in time in an ill-fated attempt to rescue Kirk before his apparent death, Guinan offered Jean-Luc Picard a glass while she apologized for not being completely open with him, a glass the Captain did not drink. Sources Information for this article was obtained from both Memory Alpha and Beta as well as the following movies, Star Trek: Requiem for Methuselah, TOS: The Darkness and the Light, DS9: Behind the Lines, DS9: The Dogs of War, DS9: The following novels were also sources of information. Turn the Page, Star Trek:

Chapter 3 : Saurian - Guild Wars 2 Wiki (GW2W)

Saurians are an ancient, noble race evolved from dinosaurs. The saurians are slow to adapt and lost much of their race during the last great catastrophe. Now scattered across a colder, unforgiving world, saurians maintain as much of their traditions as possible while acknowledging their status as a dying breed.

Spear Slash Phys A variety of spear attacks, including single and double slashes at a target in front of it. **Spear downthrust** Thrusts the spear down in front of it, in an attack not unlike Downcrack. **Spear stab Phys** A thrust with a spear directly in front - may be followed up with a second stab, or a slash. **Tail Whip** Whacks targets standing behind it. May cause knock back. **Spit Spits** a glob of poison at a target. May inflict Poison and Drenched. **Jump Spec** Jumps at a target out of the water as ambush or reinforcements. **Tailless Saurians** also do a small leap that lacks offense. **Jumping Spear Phys** Leaps at a target and stabs them with the spear. **Knocks** the target away and down. **Lunge** When unarmed, a Saurian may make a lunging head butt attack from all fours. **Hit and Run Bite Phys** When its tail is removed, it will slither up to a target and bite them in the legs and then run away. **Cloak** Turns itself near invisible for ambush or regular attacks. **Guard Spec** Holds up its spear in a defensive stance and blocks all frontal and side attacks. However, the tail is not protected, and the guard may be broken by strong attacks. **Counter Attack Phys** If its defensive guard is not broken when attacking, it will retaliate with a spear attack that knocks the target down. **Hiss or Croak Spec** Two types of call - an aggressive hiss, and what seems to be a call to allies - in certain locations such calls may summon further Saurians from the water. **Spear Toss Phys** Tosses its spear at the target as a last resort. Once self-disarmed Saurians will use a combination of spitting, kicking, lunges and butts, and fleeing. **Chin Breaker Phys** A standing Saurian flips its head upwards in an aggressive fashion. Breaks the guard of frontal foes. **Saurian King** During the quest Deeper Trouble , a larger than normal Saurian is encountered - the regular Saurians appear to look up to this large Saurian as their leader, and since it dwells in a cave full of Saurian eggs, it may be that this is Saurian "queen" or "king". Though similar in size to a Giant Saurian , this unique creature cannot be climbed , but it can be grappled and carried. It also disables their invisibility. With arrows aim at the joint in the tail - this gives much increased damage, and greater tail severing potential - just aiming at the tip of the tail only weakly damages saurians. Grappling followed by a kick release also inflicts damage directly to the tail. Easily blinded , torpored , cursed , and petrified. Listen for their tell-tale growling and look for a faint shape on the walls so that a first strike can be made, or defensive measures can be taken. Submerged Saurians cannot be auto-targeted with staves and magick bows, but the Arisen may still manually aim at them.

The great outdoors book of alligators Item Preview The old-timers -- The hunters -- The unsafe Saurians -- Crocodilian as a pet -- Alligator farms -- The big ones.

Share Shares 2K Birds are among the most fascinating and readily appreciated creatures on earth – providing an unparalleled nature experience for millions of humans worldwide. It is the most regularly sighted Buteo, or open country hawk, and can be found in farmland, highway margins, parks, native prairie, and at the edges of lightly wooded habitats. Red-tailed Hawks weigh between 3 and 4. When the nest is built in an area frequented by humans, the hawk may perceive humans as a threat and attempt to drive them from its territory. Attacks usually involve fast swoops and raking with massive talons. In Connecticut, during the hawk nesting season, multiple people were attacked by a territorial individual. Several victims were struck on the head and injured, and school athletics classes had to be moved indoors. Snowy Owls breed on the tundra around the Arctic Circle, and can tolerate temperatures as low as The birds stand over 18 inches tall, with a wingspan of over 4 feet. Their weight can exceed 6 pounds. When walking on the arctic tundra, one must keep a cautious eye out for apparent patches of unmelted snow on the expanse of ground-cover vegetation. If the threat is a human, the owl may target the face and head with its razor sharp talons. Serious injuries – especially to the eyes – are a definite possibility. Bending over and protecting the face is a must – along with a hasty retreat. It was believed that the most predatory vulture species fed on lambs – but lambs are unlikely to be targeted unless they are sick or dying. Lammergiers have adapted to favor the soft marrow inside bones, which is what remains when other vultures have stripped the carcass. To access the marrow, the bird carries the bones into the air and drops them to shatter on the rocks below. This poses a definite threat to any humans in the vicinity. Lammergiers consider tortoises viable bone substitutes, and treat them in the same way. The Greek playwright Aeschylus is said to have been struck and killed when a tortoise fell from the sky – presumably dropped by a Lammergier. Wingspans reach up to four feet, and weight ranges from 2. Barred Owls target small animal prey, and have recently expanded their range northward and westward as far as British Columbia. Hikers in the Pacific Northwest pay a price for walking in forests colonized by Barred Owls. The birds target the head with their razor sharp talons – clawing, pecking and squeezing. Bloody head injuries can result. Attacks have plagued parks in BC since , and four Texas residents were bloodied in a series of owl strikes in Hardhats are a useful means of defense. Loons nest near lakes in the temperate forest, boreal forest and arctic tundra landscapes in Northern Eurasia and North America. In the winter, loons fly south a short way to spend the winter on sheltered bays across the Northern Hemisphere. These pound birds possess razor sharp, pointed bills which they use to spear their fish prey. In one unfortunate case, an ornithologist was mistaken for a predator by the loon he was banding. The defensive bird plunged its sharpened bill, dagger fashion, through the ribcage and into the heart of the researcher, killing him instantly. The birds are native to Eurasia, but have been introduced to many other parts of the world – most famously North America. Mute Swans, unlike other swan species, nest in park ponds, community lakes and other sites frequented by humans, and defend their nest fiercely against potential predators. If a human approaches the lakeshore nest, the 26 pound bird will hiss and charge. The swan strikes its opponent with muscular wings that can span over 7 feet, and pecks and shoves until the threat is mitigated. Serious injuries – including broken bones, bruises and eye injuries – can occur. In one tragic case, a property caretaker drowned after being pushed out of a kayak by Mute Swans his own company had established on a lakeside community. Rising garbage levels and reliable food availability in urban areas have encouraged the gulls to nest in these new habitats, increasing conflict with humans. The birds aggressively steal food from humans, causing potential injuries from the massive, razor-like bills. One boy suffered cuts to the face after a gull stole his sausage. The birds can weigh more than 3 pounds, with wingspans around 6 feet. Territorial instincts are retained during nesting season. In , a women in the UK suffered deep head wounds from an attack, and a dog was killed. In , an elderly man died of a heart attack after being mobbed by gulls. The feeding habits of this species are relatively harmless, as it focuses largely on ground-dwelling invertebrates. But the territorial behavior of this giant songbird – with a

wingspan of nearly 3 feet – ranks it among the most dangerous avian species on the planet. During their six week nesting season, the birds fearlessly swoop down in pairs to attack intruders wherever they are most vulnerable. For humans, this means that the head and face areas are targeted; eye injuries, serious flesh wounds and head injuries have all been reported. Fatal accidents have resulted when intruders such as cyclists or pedestrians have panicked after being battered on the head by the talons and the massive, pointed bill. Ostriches average pounds, and may reach nearly 7 feet in height. Startled ostriches usually run – reaching speeds of 43 miles per hour – or flatten themselves close to the ground; but when their territory or young are threatened, they may attack humans. Ostriches have massive leg bones and hoof-like, pointed nails extending several inches. A human target may be disemboweled or battered to death in seconds. In one region of South Africa, up to three attacks occur per year. A number of human deaths have resulted over the years from attacks following intrusions into ostrich breeding grounds. Cassowaries have black plumage and blue skin patches, with a bony head plate that gives it a saurian appearance. These birds weigh over pounds, stand nearly 6 feet tall, and are fiercely territorial. Armed with razor sharp spurs and one of the strongest kick forces of any animal, Cassowaries will not hesitate to challenge a perceived threat. Human intruders into Cassowary habitat have been ripped open, disemboweled or killed instantly by the force and slicing effect of a Cassowary attack.

[Source] The saurians were a very dangerous species native to the desolate volcanic wasteland of Sauran. Saurian Homeworld Sauran Height of average adult 77 ft. Average length ft. Average wingspan ft. Skin color dark to light green Hair color none Feather color none Eye color red.

Development[edit] Saurian was conceived by Nick Turinetti during his time as community moderator and quality-assurance tester for the game Primal Carnage. Whilst in this position, he encountered some of the other future members of the team: At this time, it also distanced itself from the game Dinosaur Battlegrounds, which the team had previously considered partnering with. On November 3, , the initial textured models for Tyrannosaurus rex and Triceratops prorsus were revealed in a Facebook post, along with the untextured initial model of Ankylosaurus magniventris and concept art of its texture drawn by Alex Lewko. On December 3, , the first pre-alpha gameplay footage of Saurian was released to the general public, showcasing Triceratops and Tyrannosaurus in a partially restored Hell Creek. In it, the Saurian team laid out the fundamental premise of their project- playing as accurately reconstructed dinosaurs in an accurate reconstruction of Hell Creek, with accompanying survival mechanics. The interview also discussed some of the research the team had put into making Saurian. This interview also revealed Tyrannosaurus and Triceratops to be playable characters in Saurian. It was revealed that Hell Creek was chosen as the site of the game for several reasons. First, it contained a mix of famous, charismatic animals such as Tyrannosaurus and Triceratops recognizable to the general public as well as lesser known animals. The fact that Hell Creek has been extensively studied and the short time span recorded by it were also cited as a factors in choosing it, as this allowed greater confidence when reconstructing the ecosystem of Hell Creek. The interview also contained previously unreleased concept art of Quetzalcoatlus sp. In both cases, the famous line about "six foot turkeys" from Jurassic Park was used to tease the dromaeosaur , which was accurately depicted in silhouette with feathers. However, this approach was risky due to its relatively unexplored state in the realm of video games. This system was ultimately shelved in favor of more traditional AI programming methods due to the difficulty of ensuring that the reinforced-learning AI dinosaurs would behave consistently with their planned behaviors. Furthermore, the developers felt that, as an independent startup, Urvogel Games needed to focus on development and not on software research in order to remain on schedule. This was followed by teasing the upcoming redesign of the Tyrannosaurus model on August 14, through Facebook and Tumblr. In addition, a blog post was made on the official Saurian website on September 3, , which featured said infographic and also included an animated version of the rendered model. It also included a more in-depth explanation of why they had decided to change the model, as well as further explanation of the science behind the changes which had been made. This featured their Tyrannosaurus model yodeling a song while a Triceratops bobbed its head to the tune, apparently poking fun at those who claimed the previous audio test did not suit Tyrannosaurus. Dakotaraptor provided competition to subadult Tyrannosaurus, being of a similar size and hunting the same prey. As a result, drawing on a comparison to modern ecosystems, intraguild predation was hypothesized to be a component of the relationship between Dakotaraptor and Tyrannosaurus. Dakotaraptor was also noted to be built for different hunting tactics than subadult Tyrannosaurus, being more of an ambush predator than a pursuit predator. However, having been sworn to secrecy, he had not informed the rest of the team, leaving the publication of the paper as a surprise. On April 13, , this was officially confirmed, and it was also stated that Acheroraptor would no longer be playable. The reasons behind this decision were twofold. First, all the gameplay that Acheroraptor offered could be achieved through juvenile Dakotaraptor. Second, research suggests that, even as an adult, Acheroraptor was dwarfed by foliage in Hell Creek. This meant that, in order to maintain graphical fidelity for the playables as a whole, the minimum system requirements for Saurian would need to be significantly increased, a path the developers wished to avoid. The in-progress models for both the subadult and hatchling Tyrannosaurus were revealed, as well as four Dakotaraptor sound samples. Additionally, the developers announced that the gameplay map of Saurian is based on very specific site within Hell Creek known as Bone Butte. Finally, they revealed that a Kickstarter campaign was being set to launch in

the latter half of May. As the campaign progressed, it attracted the attention of the online magazine Inverse , which interviewed Nick Turinetti twice about the game. The first interview, published on June 14, , covered the history of the game as well as the science and inspiration behind it. Operation Genesis , Jaws Unleashed , and Spore all were referred to as having inspired Saurian in some manner. This allowed for easier handling of reward fulfillment and survey distribution, which included voting options for the two new playable dinosaurs which would be included in Saurian.

Chapter 6 : Saurian Sector | Square Feet

Some are fast, some are hardy, some are massive, but all are incredibly dangerous to the unwary jungle explorer. â€œThe Heart of Maguuma: Inhabitants, Guild Wars 2 Heart of Thorns Official Perhaps closer to being an order rather than a species, Saurians refer to a wide variety of reptilian creatures.

Dakotaraptor Survival Hatchling Baby dakotaraptors, as adorable as they are, probably have it the hardest. Luckily there are some food sources about. Chamops and birds should make up a majority of your diet, with the minority being either carrion or kills your parents have made. You also have the ability to climb trees to escape danger when you are this young. Luckily, as a juvenile you gain the ability to glide, allowing you to potentially avoid danger by climbing a tree and gliding over it. Chamops and birds should still be your main food source, but one can hunt acheroraptors, albeit at high risk. Subadult Age 3 At this stage a dakotaraptor feels more free and secure about the world around him. You have grown out of lizards and birds and now raptors, palaeosaniwa, and turtles are your main meals. Adult Age 6 You have reached the end. The adult dakotaraptor is as big and as bad as you can get. Also, if it just so happened to be too weak for your taste, than at Age 11 you become a super-adult! This "sub-stage" is merely a power increase, but a massive one. Though it does not mean you should be killing Triceratops or T. This currently unnamed bird species is fairly simple, foraging for food and flying away when something draws too close. The trick to catching these birds is simply to grab them before they fly away in a dead-on sprint. Chamops is another small critter that dwells in Hell Creek. They are tiny morsels that are by no means easy to catch. They are incredibly hard to find due to their small size, and are also really fast and unpredictable. The best way to find them is to use your nose. Smelling for them is a good tactic, as it is pretty easy to track them once you caught the scent. Trying to chase it is practically impossible, as they turn so erratically you simply cannot keep up. Your best bet is to taunt it and wait for the right moment. Chamops after quick bursts of fleeing will hold still and rest. This is when you charge in and go for the kill. Basilemys is a large species of turtle that lives in Hell Creek. Found in open, moist areas, these turtles happily mind their own business taking in the sun. Dakotaraptor shares its neighborhood with another raptor species: These are much smaller raptors that will be the absolute bane of your existence as a hatchling and juvenile. Acheroraptors love to eat hatchling dakotaraptors, and when you become a juvenile they will become your main competitor for food. As a hatchling avoid them whenever possible. As a juvenile it is quite possible to hunt Acheroraptors if you have the advantage, but it is incredibly risky. As a subadult and adult, they are no longer a threat and are a good food source. Palaeosaniwa is a large beaded lizard species that lives in Hell Creek. These large lizards are fairly easy-going, foraging around the leaf litter for food. Unfortunately, that also includes young dakotaraptors. They can chase prey for short distances before tiring, and have a formidable bite which excretes a venom, which can be lethal on a stressed dakotaraptor. They should be avoided if one is a hatchling or juvenile dakotaraptor. However, they are fairly easy prey as a subadult and adult. Thescelosaurus are probably one of the most misunderstood animals that live in Hell Creek. They are incredibly dangerous animals that will charge and fight things twice their own size. This aggression and surprising durability means that only really adult dakotaraptors pose a threat to them. Trying to challenge them in any other circumstance is practically suicide. Borealosuchus and Brachychampsia are crocodiles that live in the Hell Creek rivers. These guys, despite their seemingly small size, are not to be taken lightly. They are ferocious aquatic predators. When taking a drink, check for crocodiles. Look both ways before crossing a river. They actively see dakotaraptors as food, and are quite aggressive. Only adult dakotaraptors are capable of killing these reptiles, and even then it is a dangerous affair. Pachycephalosaurus is a herbivorous dinosaur that needs no introduction. They are iconic in Saurian for their aggression. Pachycephalosaurs harassing crocodiles is commonplace, and they will also actively kill adult dakotaraptors if the chance presents itself. Luckily for you, they are docile towards immature dakotaraptors, as you do not provide much of a threat. They are practically untouchable until you are an adult, and even then they are very dangerous game. The only hope one has in killing a pachycephalosaurus is to find a lone individual and have a bit of luck. Ornithomimids are large, ostrich-like dinosaurs that roam Hell Creek. They live in large flocks and

are generally pretty passive animals. Only an adult really has a good chance of taking one down. Dakotaraptors are not social animals, solitary for a majority of their lives. Infact, they are even cannibals. Dakotaraptors see each other as competition, and will eat each other when given the opportunity. The same goes for you, young dakotaraptor. I suggest eating younger or equal-age dakotaraptors as food whenever you can. Older dakotaraptors though should be avoided most of the time. They are too risky. Triceratops are magnificent herbivores that, as of right now, do not have much to them. They simply wander around in their homeland browsing on ferns. They are docile towards dakotaraptors of all ages, so my best advice is to simply leave them be. If provoked, they will not hesitate to charge and skewer any predator, whether it be your cheeky raptor or a tyrannosaurus. Tyrannosaurus rex, the almighty King of the Dinosaurs, is in Saurian as the apex predator. If you see this thing, go in the opposite direction. To them, anything that moves is a potential meal, including you. Never, under any circumstances, approach a tyrannosaurus. It is practically a death sentence. The Mosasaurus is a special animal in Saurian for many reasons. It is an animal that acts as more as a world-building element than an actual creature. However, dead mosasaurs occasionally wash up onto the beach, which can be an amazing feast for any animal regardless of size. Live mosasaurs do exist in the game, but are not something that you can just run upon. They simply act as a boundary to keep you from swimming too far into the ocean. So, it is best to just stay out of the water.

Saurians are best known for their brandy, a highly intoxicating and very prized liquor. Saurian brandy is one of the most popular and infamous alcoholic drinks in known space.

For example, is it a hub-and-spoke model? Is it a large open sandbox world? Or maybe one-off, discrete levels? The player will accept missions and bounties, acquire skills, trade for provisions and equipment, and interact with Faction intermediaries in Marcaul, a Lizard Man settlement and hub of trade and intrigue. Second, this design leverages our small team in the most optimal way currently 14 internally and allows us to focus on making great interactive and dynamic environments where you can track even small changes as the narrative progresses. Exploration is an important feature of The Stygian Abyss and there will be plenty of dark tombs and labyrinthine caverns to explore, with the help of The Silver Sapling! New quests are offered by the Factions each day in Marcaul, and these range in challenge, reward, consequence, and location. You may even return to a level area two or more times over the course of the game. Helpful creatures like Lizard Man allies may be present or a swarm of Lava Bats may now inhabit the area. Useful flora like the glue plants may have been harvested and replaced with Nether Moss, which causes Deep Slugs to leave a sight-blocking smoke trail. As the game progresses, the world state begins to decay, causing the local ecology to become even more challenging, as fierce creatures crawl up from the lower depths and thermal vents appear. Apologies those of you burning to play once more as a shepherd. Instead, the player has a wide variety of combat, stealth, and magic skills and abilities to choose from to customize their character to match your preferred play-style. Our earliest example of this during our Kickstarter was a locked wooden door: You can burn it down, either with a spell, torch, or burning debris. You can pick the lock. You can bash it down, but the sound may attract foes. This door presents choice and consequences. So, instead of taking the traditional experience point route or requiring players to repeatedly use a skill to improve it, player growth in Underworld Ascendant is focused on a Feats-based system. New skills cost one or more skill points. A few of our internal rules for Feats are that there should always be multiple ways to perform them and they can never be mundane. Many of our traps are physics-based, so can be blocked by heavy objects or stuck in place with adhesives. We decided to make this action a Feat after an external tester showed that she could stop a tick tock trap by tossing a glue ball directly at its seams. And that example is one of many ways to perform that Feat. Through this, we hope to reward fun with more fun, while also not overwhelming the player with too many options right off the bat. In Underworld Ascendant, the society of the lizard man tribe known as The Saurians in Marcaul is based around self-improvement and the sharing of important survival skills. They were founded off the teachings of Ishtass, who “ following the cataclysmic events at the end of Ultima Underworld ” stayed on in the dangerous upper reaches of The Stygian Abyss, cataloguing all he learned using Memora, a magical means of preserving memory. Ishtass, the model for modern society in Marcaul, was big on self-improvement, even from the start. A central feature of The Saurian society is The Memoreum, a repository of great knowledge. In such a deadly environment, survival skills have great value. As you discover new strategies and innovative solutions and strategies, The Saurians reward you for it because sharing that information will make the whole tribe stronger and more adaptable in the face of the great challenges you all face. The keeper of the Memoreum rewards your character for performance based on doing something well within constraints, like not being damaged in combat or detected or cleverly combining systems together in interesting ways. The Saurians also place high value on those who push themselves and experiment. They offer side-bounties to the Factions for tackling audacious challenges, like completing a quest unarmed or without extinguishing lives. Not all Lizard Men tribes are friendly” as you can see from this work-in-progress render. Ultimately, these goals and rewards are completely optional to the player. A recent metaphor from a conversation with Warren Spector: Read the post information on the appropriate site for more details! The giveaway winners will be announced during our Friday stream from 4: Come celebrate with us! We are locking down our BackerKit orders this Friday, so be sure to log in with your Kickstarter email and check on your pledge. You will NOT be able to edit your pledge once the orders are locked down. You will receive emails about this soon! We hope to see you there!

Chapter 8 : Mods/Carnivores Genesis - Carnivores Wiki

en The great outdoors book of alligators. 29 kinds of crocodilians -- The modern dragon -- Man vs. alligator -- Crocodilia family -- Alligator crop -- How dangerous is he -- The amazing alligator machine -- Myths and facts -- Love in 'gator land -- The old-timers -- The hunters -- The unsafe Saurians -- Crocodilian as a pet -- Alligator farms -- The big.

Edit The Saurians hail from the planet Kischen, an oceanic world many light-years from the Frontier. For a time they lived in peace, enjoying profitable trade with nearby races. Soon, however, the Sathar became aware of the Saurians, regarding them as both a threat and a challenge to be overcome. The Sathar descended in waves on the unsuspecting Saurians and their neighbors, destroying whole populations in the process. Unused to war, the Saurians nevertheless fought bravely against the worms. In the end, their efforts were futile. With their defenses decimated and racial destruction imminent, the Saurian governments prepared dozens of starships to transport hundreds of thousands of citizens on a massive exodus. To save as many as possible, the ships were filled to capacity with passengers placed in stasis. The majority of the computer-guided vessels were launched in the direction of the Frontier, although ships were sent out in many other directions. The Saurians had earlier intercepted radio signals from the Frontier that were part of a plan by the Pan-Galactic Corporation to contact other sentient races, in hopes of developing more interstellar trade. The Saurians did not send all of their ships in that direction, though, lest the signals prove to be a Sathar trick. The main body of Saurian starships eventually entered the Theseus system and were boarded by crews from UPF vessels. Only a few thousand Saurians were brought out of stasis at first, until space could be found on other worlds on which they could settle. At present, two hundred thousand Saurians now live and work throughout the Frontier, but nineteen Saurian starships with over five hundred thousand colonists aboard, in stasis remain in solar orbit at Theseus. Finding space for these beings is still a problem, though plans are underway to ship them to Lossend Timeon.

Physical Appearance and Structure Edit Saurians are bipedal reptilian humanoids that stand 2. Each of them has two hands, each with three fingers and an opposable thumb. Each foot has four toes; feet, as well as hand, are webbed. Saurians have small scales, as per their reptilian ancestors, but they are warm-blooded as mammals are. Saurians are omnivorous and have rather flat teeth. Being semi-aquatic creatures, Saurian feel at home both above and below water. As part of their aquatic adaptations, Saurians have a gill slit on each side of their throats which filter oxygen, out of fresh and salt water. Saurians also possess underwater vision of exceptional quality. Saurians still have certain physical defenses inherited from their prehistoric ancestors. One of these is the set of claws on fingers and toes. Although these claws have degenerated, they can still be used to some effect. When a Saurian uses its claws, consider the attack to have punching damage but add 1 point of extra damage. The tail can also be used as a weapon; it has a to hit any target, but it does 2d10 damage on a strike. The respiratory system is adapted for air and water breathing, and no Saurian organ corresponds to a Human appendix.

Saurian Races Edit The Saurians evolved from a highly adaptive creature that humans have called a "land dragon". This creature was found in a variety of habitats on Kischen and developed into the four known races of Saurians: The Kavak Edit These Saurians have green scales, a long tail, and a short, curved horn protruding from the top of their skulls. The horn varies in color from one Saurian to another, from white to green; it is light colored at birth and darkens gradually as the Saurian grows older. This horn can be used as a weapon, causing 1D10 damage. However, for every 0. The Kavak evolved from a grasslands dwelling dragon that used the horn for defense and the green coloration for camouflage allowing them to approach prey more easily. The Kamier Edit While the other races of Saurians have small but visible scales, the Kamier have the appearance of smooth skin, their scales being visible only under magnification. Coloration is green to green-brown, and this variety of Saurian also sports a large crest of red or orange skin that runs from the base of the neck to the tip of the skull. Another unique feature of the Kamier is its snout, which is much shorter than those of the other races, being almost flat. The Kamier evolved from a swamp dwelling land dragon that had to contend with particularly dangerous swamp predators. The head crest, which resembles a native marsh plant, was used to help the Kamier with concealment. They developed from the forest and plains-dwelling land dragons, that used the coloration for camouflage to improve their hunting

skills. Talsoi enjoy freshwater rivers, seas, and lakes. They are descendants of the land dragons that were native to the jungles and rain forests of Kischen. Vanar have thin limbs and are lighter than other sorts of Saurians. Senses Edit Saurian senses are roughly equivalent to those possessed by humans. They have a slightly more acute sense of vision and, as noted before, can see well underwater. Speech Edit Saurians are able to speak in the same manner as Humans, and many can communicate in Pan-Galactic, Human, and yazirian languages with ease. Saurians tend to lisp, though their hissing voices are distinctly unlike those of the Sathar. When angered, Saurians hiss loudly and bare their teeth. Society and Customs Edit Saurians stress two beliefs above all others in their society: Saurians detest dictatorships and prefer very loosely structured governments, having an uncaring attitude for authority, though they will obey it if convinced it is for the common good. Their belief in self reliance made it hard for the Saurians to accept the aid of the UPF at first, though they really had little other choice. Saurians in the Psycho-Social field will not hypnotize unwilling beings; only the most evil and vile of Saurians would do so. Saurian have large, extended families. Because their young develop so rapidly reaching adult size in five years , "nuclear families" would be short-lived. Education and socialization of the young are handled within each clan, or svik, which may consist of hundreds of individuals living within the same general area. Saurians are inter-fertile despite their racial types, and a svik may have members of all four races within it. Saurians are extremely touchy about comments regarding them as a species. Any insult against a single Saurian is easily taken as a slur against the race as a whole, even if the Saurian in question belongs to another svik. This causes such stress for them that they will not willingly discuss it with someone of another species, such as a Human or Yazirian. Saurians are something of a paradox to other races, as they are both gentle and kind as well as vengeful and brutal. Among friends and their svik, a Saurian is pleasant, cheerful, and absolutely loyal. A wrong done to a Saurian will not be forgotten by any of them, and making amends can be difficult or impossible, depending on the offense. Should the offending party make an appropriate apology, the Saurians will grudgingly accept it and continue with the business at hand though forgetting about the incident will -take months or years. The horrifying losses that they took in their war with the Sathar have made Saurians a militant race. They tend to purchase large quantities of arms, and groups of them have expressed interests in creating their own military force, with which to raid Sathar bases and ships. Saurians hope to someday locate the Sathar homeworld and destroy it; they also wish to return to their old homeworld of Kischen and retake it from the Sathar. For cultural reasons, Saurians have a marked fondness for weapons that others see as archaic swords, pole arms, crossbows, etc. Saurians have from three to four names. The first two are the common and svik names, comparable to a first and last name. If the Saurian performs an important deed, he or she may receive an honorific to signify this accomplishment. The most important of all names, however, is the tarish satimu "sacred name". This practice has eroded under contact with the races of the Federation, though sacred names are still considered very important. Attitude Edit Saurians are respectful of the other races, but they particularly enjoy and are fascinated by Dralasilites. They respect Vrusk for their drive, but find it hard to make friends with them; the vrusks are too practical and structured. Saurians find humans fairly easy to get along with. Yazirians are another matter. Though yazirians and Saurians are alike in certain social, political, and family matters, the Saurians find the former to be rude, insulting, and pushy. Fights between individuals of the two races have tended to turn into widespread brawls as clan members from either side are drawn into the conflict, and even in the short time that Saurians have been in the Frontier, several remarkable feuds have developed. When it happens that a yazirian and a Saurian become friends, however, they become friends for life. Other races are generally friendly toward the Saurians, despite their touchiness, but some humans are slightly nervous around Saurians, particularly if they have an aversion to reptiles. This reaction is fortunately rare.

Chapter 9 : Saurian " 5th Edition SRD

Only adult dakotaraptors are capable of killing these reptiles, and even then it is a dangerous affair. Pachycephalosaurus is a herbivorous dinosaur that needs no introduction. They are iconic in Saurian for their aggression.