

Raptor King R.C.C.

Deeam Neenok has yet to see one of these creatures and wonders if they are not creatures of myth and superstition, not reality, for the local tribes claim the Raptor King is a dinosaur that thinks like a man. If they are real, he'd like to capture and study one during his return to Dinosaur Swamp. If his fellow explorers are lucky, he won't get his wish.

The Raptor King is real, and it appears to be nothing more than a raptor-like theropod dinosaur, not a man, but then appearances can be deceiving in Dinosaur Swamp. This strange creature possesses human-level intelligence and spell casting abilities.

Physically, the Raptor King looks like a bulky or chubby Raptor, with a thicker muzzle and shorter tail. The fine, scaly skin ranges in color from shades of light green with a tan throat and underbelly, to a golden color with a pale, greenish white underbelly. The arms and legs are heavier and the claws shorter than true Raptors, and if one is paying attention, he'll notice the creature has an opposable thumb. However, even close inspection of the creature does not reveal its intelligence, and a Raptor King pretending to be a dumb animal or savage predator can pull off the illusion with ease. What is likely to give away the Raptor King's true nature is the bracelets, necklace, feathers and skulls with which it adorns itself, and the weapons it may carry on a belt slung over its shoulder or around its mid-section.

The Raptor King may be a type of Raptor that has been mutated by dimensional or magic energy, or it could be an intelligent being who has evolved on another world from dinosaurs. Whatever the case may be, the creature has made a new home in Dinosaur Swamp and reveals nothing about its origins (if it is even known to it). Most are extremely secretive and closed mouthed about their origins, their past, their culture and their goals. Raptor Kings are solitary beings who avoid contact with their own kind, except to mate once every 12 years. They never gather in groups greater than a pair, and seem to have no society of their own. However, the Raptor King does understand and covet knowledge, technology, magic and property. Most have a weakness for gems and jewelry as well as magic, magic weapons and magic devices of every kind. They absolutely love Eco-Wizard items, Rune Weapons and Splugorth Bio-Wizard creations. Techno-Wizard devices also have their appeal, but the Terrible Swamp Men seem leery of them, perhaps because they use advanced human technology that the Raptor King finds a bit too "high tech" or too "human."

Raptor Kings only have four uses for humans and their D-Bee kin, as purveyors of knowledge to be stolen, as worshipers, slaves and food. At least half, if not most, Raptor Kings have developed a taste for the blood, flesh and bones of humans and human-like D-Bees. They are, ultimately, saurian predators, and humans are mammalian competitors and rivals who make good eating. In fact, it is the reptilian brain that makes the Raptor Kings so dangerous. They are calculating, utterly ruthless and cold-blooded killers who have only their own best interest at heart. Humans are prey and pawns to be used to their benefit, nothing more. That having been said, Raptor Kings enjoy being feared and sometimes even worshiped by humans. Many a Barbarian and Eco-Wizard tribe will seek the counsel of a Raptor King in matters of war, treachery and magic. Likewise, most tribal people, including Native Americans, will allow a Raptor King to pass through their land and even stop to visit or rest at their village, camp or lodge, where they treat him like an honored (and feared) guest. Better to welcome and appease the swamp beast that walks like a man than to invite his wrath. And the Raptor King has a terrible wrath.

In addition to this bizarre creature's intelligence, predatory nature and magic abilities, Raptor Kings also possess limited psionic powers and mastery over their animal cousins. All species of Raptors regard the Raptor King as their lord and master. They never attack or threaten him, and obey their every command like obedient attack dogs. Even the most wild and ferocious of Raptors will nuzzle and court the favor of a Raptor King. It is this influence over the ordinary Raptors that has earned the being the name of "Raptor King." And like a king, the reptile man can seize control of an entire Raptor pack, sometimes two or three packs, and command them like an army. The beasts will even fight to the death for their master. This, obviously, makes the Raptor Kings a menace to be feared. And since men of learning know so little about them, most dare not confront the Raptor King for fear that his magic or predator dinosaur kin will come to exact retribution even after the Raptor King's death.

The Raptor King's easy and instant control over Raptor dinosaurs means many (about half) have 1-4 Raptors as their constant companions. The most aggressive and violent may lead an entire pack (6-16) and command them like loyal soldiers to ambush humanoid and to kill and steal their belongings, or otherwise enforce the Raptor King's will. However, even those who travel alone will make note of Raptors in the area so they may summon them in a time of need.

Despite their intelligence and skill with magic, the reptile part of the Raptor King keeps them from establishing their own society



or kingdom (they just can't tolerate their own kind). Even among lesser beings, like humans, the Raptor King must lead or be worshipped or he cannot stand to be a member of the community. That means no matter who the monster may decide to associate or travel with, the Raptor King feels no allegiance to the rest of the group. He always has his own agenda, and ultimately lives to satisfy his own needs, urges and desires. Anything to the contrary is pretense, although it will only be a matter of time before the Raptor King reveals his true nature.

As to what the agenda of the Raptor King may be, it seems to be personal freedom, collecting wealth, and hoarding magic, doing as he pleases and wreaking havoc. Other than that, the beings suffer from a wanderlust that compels them to explore and be constantly on the move. Settling down in one location for more than six months is unusual, a year or two, rare, more than that unheard of, unless the Raptor King is using that one place for a lair and base camp from which he launches his excursions and operations. Many enjoy lives as explorers, wanderers, field researchers, bandits and raiders.

Note: Whether or not this character is available as a player character is left to the sole discretion of the Game Master. Player characters strongly influenced by the humans around them may be an Unprincipled alignment, but never good.

Raptor King

Also known as the Terrible Swamp Man.

Alignment: Anarchist (20%), Miscreant (50%), Diabolic (20%), and Aberrant (10%).

Attributes: Human intelligence, I.Q. 2D4+ 12, M.E. 2D6+14, M.A. 2D6+8, P.S. 1D6+ 16, P.P. 1D6+ 14, P.E. 1D6+18, P.B. 1D6+6, Spd 1D6+43; a minimum speed of 44 (30 mph/48 km).

Mega-Damage Creature:

Head — 100

Forearms (2) — 3D6+22 each

Hind Legs (2) — 4D6+50 each

Tail (1) — 3D6+30

Main Body — 6D6+66

Note: On S.D.C. worlds, the character has 4D6+30 S.D.C., P.E. attribute number x5 for Hit Points, and an A.R. of 11. The damage inflicted by the creature's attacks does an equivalent amount of S.D.C. points rather than M.D.

Horror Factor: 12 for one lone individual, H.F. 14 if accompanied by 2-6 Raptors, H.F. 16 if accompanied by a pack of 7 or more.

Size: Six to six and a half feet (1.8 to 2 m) tall, plus a thick, semi-prehensile tail about four feet (1.2 in) long.

Weight: 180 to 250 pounds (81 to 112.5 kg).

Average Life Span: Unknown, believed to be 80-130 years.

P.P.E.: P.E. attribute number x2, +1D6+4 points per level of experience.

Natural Abilities: Keen hearing, good daytime vision (similar to perfect human vision), nightvision (100 feet/30.5 m), excellent speed, can run without pause and without exhaustion for 4 hours, leap up to 10 feet (3 m) high and 15 feet (4.6 m) across, increase by 30% when running at maximum speed. Can go without food or water for two weeks without ill effect, eats live prey and carrion (only eats meat, blood, and bones; rotten flesh okay). Can smell blood one mile (1.6 km) away, can track blood scent 75%, Track Animals and Humanoids by scent or vision 65%, Prowl 67%, Detect Ambush 70%, Climb 80% 160% and Wilderness Survival 90%.

Human Speech: Can learn to speak one or more human languages and speak in a human sounding voice.

Superior Healing: Bio-regenerates 1D6 M.D.C. per hour, 4D6 M.D.C. per hour on a ley line, 1D6x10 per hour at a ley line nexus. Can also regenerate the entire tail, eye, finger, or toe.

Raptor Rapport: The Raptor King has a unique and inexplicable bond with all dinosaurs that fall under the category of "Raptor" (Tiger Claw Raptors, Velociraptor, etc.) This bond may be psychic, scent-based, magical, or all three. What is known is that no Raptor, including leaders of the pack, will attack and harm a Raptor King. Nor can the dinosaurs be forced or even mind controlled to attack or hurt a Raptor King (only possession will work). Furthermore, the Raptor King can summon and control Raptors who will obey his every telepathic or verbal command like loyal puppies (see Psionics). This power of command is so great the Raptors automatically and instinctively accept the monster as their leader and will fight to the death, commit suicide, or do anything the Raptor King tells them to do.

Semi-Prehensile Tail: Can use it to strike as a blunt attack (1D4 M.D.), and can move it like a cat, but it is not so articulated as to be able to pick up, hold or carry items, swing from trees, etc., like a monkey.

O.C.C. Skills: This reflects the monster's interests and skills beyond instinct and may be thought of as a sort of M.O.S.

Wilderness Scout: Select five Wilderness skills (+20% skill bonus for each), three Domestic skills, speaks two Languages of choice (+10%), three Ancient W.P.s and two Modern (any, except Heavy M.D. Weapons).

Scholar/Explorer: Select three Wilderness skills (+10% bonus), three Science (+10% bonus), two Communications (+5% bonus), speaks three Languages of choice (+20%), two Technical and Medical skills (+10% bonus), two Ancient W.P.s and one Modern W.P.

Practitioner of Magic: Select two Wilderness (+10% bonus), four Lore skills (+20% bonus), two Technical, speaks two Languages of choice (+10%), one Ancient W.P. and one Modern W.P., plus gets a bonus 1D20+6 P.P.E.

Bandit/Raider: Select three Wilderness skills (+10% bonus), four Rogue (+12% bonus), two Espionage (+5%), speaks two Languages of choice (+15%), two Ancient W.P.s and two Modern W.P.s.

Level of Experience: Player characters (if allowed) should start at level one or two, and use the same experience table as the *Ley Line Walker*. Non-Player Characters (NPCs) and villains can be any level the Game Master desires, or make a random roll of 1D6+2; most Raptor Kings are Level 4-7.

Vulnerability: Cannot swim, dislikes deep water (rivers, lakes and ocean), and tends to underestimate humanoid opponents.

Attacks per Melee: Five for males, six attacks for females, +1 (for males and females) at levels 5, 9 and 13.

Damage: Bite does 2D6 M.D. (+3 for females), punch does 1D6 M.D., claw attack (hands) 2D4 M.D., clawed feet 2D6 M.D. (+1D6 for females), tail slash 1D4 M.D., and a head butt does 2D4 S.D.C. damage. The Raptor King does not have poison glands.

Bonuses (in addition to likely attribute bonuses): +4 on Perception Rolls, +3 on initiative, +2 to strike and parry, +2 to dodge and disarm, +5 to save vs Horror Factor.

Magic: Select two spells from Level One Invocations and one from Levels Two and Three to start. The character gets to select two additional spells at levels 2, 3, 4, and 5, and one spell for each subsequent level of experience. Spell selections are limited to Invocation Levels 1-6. In a similar way to the Mystic, the Raptor King just knows a new spell with each new level of experience. The character may also use Eco-Wizard, Techno-Wizard and other magical weapons and devices (loves magic items).

Psionics: Considered to be a Major Psionic with an expanded range of abilities. Starts with Telepathy (4), Object Read (6), See the Invisible (4) and Sixth Sense (2).

Select one additional psionic ability from the category of Physical or Sensitive at levels 2, 4, 6, 8, 10, 12, and 14.

Select one Super-Psionic power at levels 3, 7, and 13.

Raptor Control (Special): As noted previously, Raptors will never attack or harm a Raptor King. The power to control Raptors is psionic and Telepathic-based, and allows the Raptor King to reach out with his thoughts (1,000 foot/305 m radius per level of experience) to find, make contact and command them. Any Raptors within range will respond to the call, up to a maximum of one per level of the Raptor King's experience. This link and control can be maintained indefinitely, but for a total of eight minutes per 24 hour period, the monster can command triple his usual number of Raptor minions.

I.S.P.: M.E. attribute number x2 +2D4 per level of experience.

Enemies & Allies: Other evil and selfish beings may try to ally themselves to, or work with, or for a Raptor King, but the menace is only true to himself and his own desires and needs. All others are fools, pawns, slaves or food.

Habitat: May be encountered anywhere in Dinosaur Swamp, especially at places of magic, ancient ruins and other interesting places. Seldom leaves the swamp lands or the southeast, but does, sometimes, go on extended journeys. A few, for example, have traveled to the Magic Zone, the New West and even Mexico, Central America and South America. Like their animal kin, Raptor Kings avoid cold-weather regions.