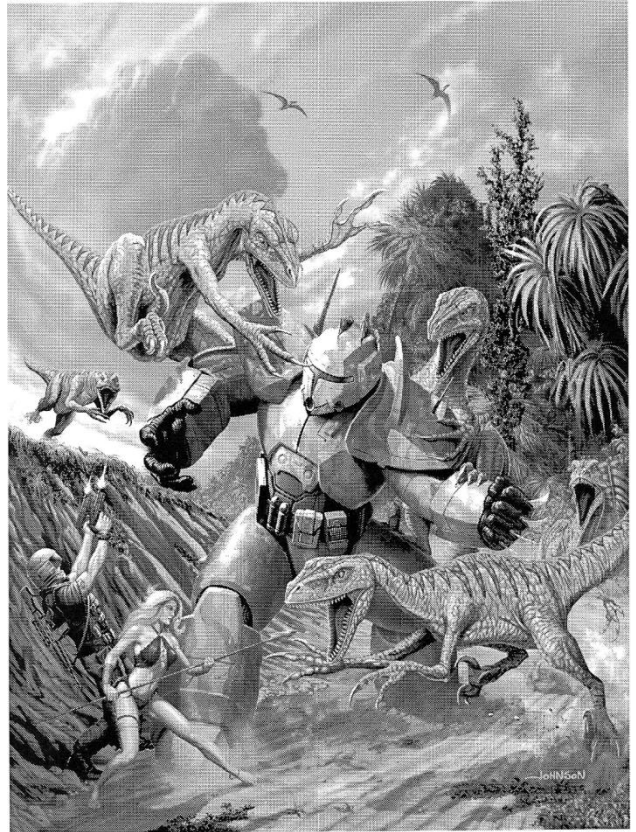


Titan Raptor

Historically, most species of Raptors appear to have ranged from the size of a chicken to the size of a man, with the largest standing an estimated 10 feet (3 m) tall. Consequently, it is a matter of conjecture as to whether or not the Titan Raptor is, at 11-15 feet (3.3 to 4.6 m) tall, a dinosaur from Earth's past, from another world, or a giant mutation. Other than their large size, they very much fit the profile of the Velociraptor. They are fast, deadly pack hunters with a hooked, sickle-like claw as their primary weapon. Standard attack Mode is to have three or more Raptors charge one particular prey leaping and slashing with the hooked claw of the foot. The neck, belly, and hamstring are typically the initial points of the claw attack. The neck strike is an attempt at a killing blow, the others intended to cripple or maim the prey so that its abilities to fight and flee are impaired. Cunning strategists, even the Titan Raptors attack in tag-team style with one leaping and slashing, followed by a second and a third from another angle, and then repeat. This keeps the prey frightened, off balance and vulnerable. Subsequent attacks may come from claws or bites, but the initial 2-3 melee rounds will involve the hit and run leaping, slashing and kicking. However, Titan Raptors often get caught up in their bloodletting, making them impatient and reckless. Thus, a Raptor caught up in bloodlust might attack a still standing and healthy victim with a bite or claw rather than incapacitate him first. They just lose their cool and throw out their teamwork and tactics in the heat of a battle, especially if it lasts for more than three or four melee rounds (one minute).

Like their smaller cousins, Titan Raptors hunt in small packs, but probably because of their size, a pack seldom exceeds seven or eight members and is more typically 3-5 (roll 2D4 for a random determination). Titan Raptors are also much less common than their smaller cousins and actually seem to be targeted by other large predators like the Alien Rex, Allosaurus, Tyrannosaurus, and Razorback Rhino, all of whom will take on a pack of 3-4 without hesitation. It's almost as if they sense the threat the Titan Raptors represent to their dominance in the region. Note: The leader and second in command of every pack will be the two largest females. Titan Females are 20% larger than the males and have 35 more M.D.C. than described below. They lay 1D4+1 eggs once a year.



Alignment: An animal predator considered to be Miscreant or Diabolic.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute aptitude. High animal intelligence, I.Q. 1D6+8, M. E. 1D6+9, M.A. 1D6+2, P.S. 1D6+24 (Super-natural), P.P. 1D6+19, P.E. 1D6+19, P.B. 2D6+2, Spd 2D4+52; an average speed of 58 (40 mph/164 km). Supernatural P.S. and P.E.

Mega-Damage by Location:

Head – 100

Forearms (2) – 3D6+22 each

Hind Legs (2) – 4D6+60 each

Tail (1) – 3D6+40

Main Body – 6D6+80

Note: On *S.D.C. worlds*, Titan Raptors have 6D6 +P.E. attribute number for S.D.C., 5D6+50 Hit Points, and an A.R. of 10. 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, H.F. 14 for a pack of 4-8, H.F. 16 for a pack of 9 or more.

Size: 11-15 feet (3.3 to 4.6 m) tall, plus a thin tail the same length as the body is tall.

Weight: 300 to 450 pounds (135 to 202.5 kg).

Average Life Span: 30-35 years.

P.P.E.: 2D8

O.C.C.: None; animal.

Natural Abilities: Excellent speed, can run without pause and without exhaustion for 8 hours, leap up to 22 feet (6.7 m) high and 40 feet (12.2 m) long, 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 (frequently takes the kill of other lone predators or small groups). Can smell blood one mile (1.6 km) away, can track blood scent 88%, Track Animals and Humanoids by scent and vision 60%, Prowl 65%, Detect Ambush 74%, and Climb 65% 130%.

Vulnerability: Cannot swim and tends to underestimate humanoid opponents.

Attacks Per Melee: Four for males, five attacks for females. **Damage:** Bite does 3D6 M.D. (+6 for females), sickle-clawed toe 3D6+3 M.D. (+1D6 for females), tail slash 1D4 M.D. (+3 M.D. for females), small fore-claws 3D4 M.D. (+1D4 M.D. for females),

and head butt does 6D6 S.D.C. damage.

Bonuses (in addition to possible attribute bonuses): +2 on Perception Rolls, +3 on initiative, +3 to strike and parry, +2 to dodge, +6 to save vs Horror Factor - fearless in packs of three or more.

Magic: None.

Psionics: None.

Enemies: Other large predators and humanoids. Preys on herbivores, livestock, and any animal or humanoid that seems vulnerable to attack.

Allies: None, other than members of their own giant species; sometimes the Titan Raptors prey on their smaller cousins.

Value: None, although the Splugorth like to capture an entire pack to fight in their gladiatorial games.

Habitat: Highly adaptable, Titan Raptors may be encountered anywhere in Dinosaur Swamp, from forest or mountain valleys to marshland. They are not known to exist anywhere but the Dinosaur Swamp region.

Note: Unlike the Tiger Claw Raptors, Titans are not afraid of magic.

Tiger Claw Raptor

Tiger Claw Raptors are small, man-sized theropod carnivores that hunt alone and in packs of 6-16. As is typical of this breed of animal, they have powerful hind legs designed for running and leaping, with small, clawed front arms for tearing apart the carcass of their prey. The Tiger Claw Raptor gets its name from the color of its hide, which is an orange to light reddish tan color accented with black stripes. Although a single human clad in good body armor and a pair of Vibro-Blades is a match for one Raptor, he will be torn to shreds by a group as few as three or four. The cunning pack animals use group tactics, with 2-3 striking simultaneously from different sides, and/or taking turns, tag team style. Against large prey like Tri-Tops and Duckbilled dinosaurs, 3-6 will leap on the back while one or two will strike at the legs, throat and underbelly. A pack of 10-16 have been known to bring down a Duckbill in less than two minutes, a buffalo, horse, or Desert Sleeper in 30 seconds, and even take down a Rhino-Buffalo or Tri-Tops within 8-10 minutes! These bold tactical studies groups are known to even attack the Mammoth Brontodon, Leatherwings who stay on the ground too long or fly too low, and even challenge groups of Grigleapers, Silonar and Ostrosaurus. A lone horseman is seen as easy pickings and a pack of T.C. Raptors will eye adventurer groups and Mountain Giants as potential targets.



They are referred to as tactical study groups because the predators typically track and observe their prey for as long as five hours, studying their formation (if a group or herd), picking out the easiest targets (typically the smallest, sick/injured and stragglers), waiting for the most advantageous place and moment to strike, and often test the prey with mock runs to see how it or they react and to make adjustments for the real battle. They even use simple combat tactics like ambush, flanking, surprise and divide and conquer.

The bigger the pack, the more daring and deadly the creatures become. For example, a pack of 4-6 are likely to back down for an equal number of humanoids, but a pack of 8-10 will make aggressive gestures and runs at their human opponents to test their strength; any sign of weakness will incite a full-scale attack. Meanwhile, a pack of 12-16 are generally willing to take on any living creature, dragons included, and any group of humanoids of a dozen or less. The rare group of 20-30 Tiger Claw Raptors will challenge a platoon of CS troops. The large groups are uncommon because there are too many challenges for leadership and the development of subgroups that challenge the dominant pack members. The leader and second in command of every pack will be the two largest females. **Note:** Females are 20% larger than males and have 20 more M.D.C. than described below. They lay 2D4 eggs once a year.

Alignment: Considered miscreant or diabolic.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute aptitude. I.Q. High animal intelligence, M.E. 10+1D6, M.A. 2D6, P.S. 19+1D6, P.P. 19+1D6, P.E. 19+1D6, P.B. 2D6+4, Spd 44+2D6; an average speed of 50 (35 mph/56 km).

Mega-Damage Creature: 6D6+34 on Rifts Earth (4D6+20 H.P. and 3D6+12 S.D.C. with an A.R. 9 on S.D.C. worlds).

Horror Factor: 9 for one, 12 for a pack of 4-8, H.F. 14 for 10+.

Size: 5 to 6 feet (1.5 to 1.8 m) tall, plus a thin tail the same length as the body.

Weight: 120 to 180 pounds (54 to 81 kg).

Average Life Span: 35 years.

P.P.E.: 2D6

O.C.C.: None; animal.

Natural Abilities: Excellent speed, can run without pause and without exhaustion for 8 hours, leap up to 15 ft (4.6 m) high and 20 feet (6 m) long (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 (frequently takes the kill of other lone predators or small groups). Smell blood one mile (1.6 km) away, can track blood scent 65%, track animals and humanoids by scent and vision 65%, prowl 86%, detect ambush 76%, and climb 75%/25%.

Vulnerability: Cannot swim and tends to underestimate humanoid opponents.

Attacks Per Melee: Four

Damage: Bite does 2D6 M.D., clawed feet 2D6 M.D., tail slash 2D6 S.D.C. plus P.S. bonus, small fore claws 4D6 S.D.C. plus P.S. bonus, and head butt 2D4 S.D.C.

Poison Spit (Special): A sack under the T.C. Raptor's jaw can regurgitate a poison to be spit in the face/eyes of prey. This foul smelling liquid has the same basic effect as mace, causing the eyes to bum and blinding victims until the spittle is washed away (rubbing the eyes only makes matters worse, double duration). Spitting range: 20 feet (6 m), duration of blindness: 16+2D4 minutes or until washed away, whichever comes first.

Bonuses: +4 on initiative, +2 to strike and parry, +3 to dodge, +6 to save vs horror factor — fearless in large packs. These are all in addition to any possible attribute bonuses.

Magic: None

Psionics: None

Enemies: Other predators and humanoids.

Allies: None, other members of their own species.

Value: None, although Simvan sometimes use them as hunting animals, retrievers and guard animals.

Habitat: Deserts and grasslands to forest and city ruins. Dislike cold climates and often migrate with the herds and weather. Also dislike mountainous terrain. Most common in Arizona, New Mexico, Lone Star, Oklahoma, Colorado, Kansas and Nebraska, as well as the southeastern territories (Arkansas, Louisiana, Florida, etc.).

Note: T.C. Raptors are terrified of magic and will either flee the moment magic spells are used against them or attack the one casting the magic (if he is too elusive or powerful, they flee). Likewise, they can sense a ley line storm 3D4 minutes before it arrives and flee from its fury.