

## R'Kaas

| Name              | Velox                              | Swords                             | WarLeader                          | Priest                             |
|-------------------|------------------------------------|------------------------------------|------------------------------------|------------------------------------|
| Cliimate/Terrain  | Tropical/All                       |                                    |                                    |                                    |
| Frequency         | Very Rare                          |                                    |                                    |                                    |
| Organization      | Militaristic Clan                  |                                    |                                    |                                    |
| Activity          | Any                                |                                    |                                    |                                    |
| Diet              | Carnivore                          |                                    |                                    |                                    |
| Intelligence      | Average                            | Average                            | High                               | High                               |
| Treasure          | E (in Lair), V (30%), M, Q         |                                    |                                    |                                    |
| Alignment         | Lawful Evil                        |                                    |                                    |                                    |
|                   |                                    |                                    |                                    |                                    |
| Number Appearing  | 2d6                                | 1d6                                | 1                                  | 1                                  |
| Armor Class       | 4                                  | 4                                  | 4                                  | 4                                  |
| Movement          | 21"                                | 21"                                | 21"                                | 21"                                |
| Hit Dice          | 3d8+1                              | 5d8                                | 7d8                                | 7d8                                |
| THACO             | 15                                 | 14                                 | 13                                 | 13                                 |
| Number of Attacks | 1 or 2                             | 2                                  | 2                                  | 1                                  |
| Damage/Attack     | 2d4 or 1d6/1d6                     | 1d8+1/1d8+1                        | 1d10+1/1d10+1                      | 2d4                                |
| Special Attacks   | Rake 1d4/1d4;<br>Jump 2" +1 to hit | Rake 2d4/2d4;<br>Jump 2" +1 to hit | Rake 2d4/2d4;<br>Jump 2" +1 to hit | Rake 1d4/1d4;<br>Jump 2" +1 to hit |
| Special Defenses  |                                    |                                    | Inspire (+1 to hit)                | Spells                             |
| Magic Resistance  | Nil                                | Nil                                | Nil                                | Nil                                |
| Size              | S (3' tall, 5' long)               | L (7' tall, 12' long)              | L (12' tall, 30' long)             | S (3' tall, 5' long)               |
| Morale            |                                    | Elite                              | Elite                              | Champion                           |
| Level/XP Value    | 115+4/hp                           | 170+5/hp                           | 600+8/hp                           | 650+8/hp                           |

R'Kaas are a terrible race of humanoids mutated from the dinosaur species deinonychus, or velociraptor. Living in tropical surroundings, the R'Kaas speak their own language, and the languages of various lizardine humanoids, including lizard men and troglodytes. They also speak the language of the yuan-ti, but consider them mortal enemies. Though the three types of R'Kaas (velox, swords and priests) are slightly different in size and composition, each has a curved claw on each foot, which they click on the ground as they search for prey.

Combat:

Velox

Velox are the "degenerate" forms of R'Kaas. They are smaller and less intelligent, but just as fierce and devoted to their species and their creator, Halgaz Bekkur. Velox have human-like hands and wield two sickle-like swords when fighting. They can either attack with both of these weapons or bite in a single round. In addition, should they hit with either their bite or both sword attacks, velox can rake with the curved talons on their feet for an additional 2d4. When encountered in groups of only velox, the creatures attack the strongest melee fighter in a group as a pack, attempting to drag that creature down. When used as part of a larger war-group, velox typically rush through or around enemy lines, attacking archers and spellcasters.

### Swords/Warleaders

R'Kaas warriors are called Swords, with good reason. The arms of these massive saurians end in four foot long metal blades. These R'Kaas wade into battle attacking with both of their sword-like arms, though they can also choose a charging, leaping attack with the massive hooked claws on their feet. Warleaders are Swords that have "evolved," being bigger, faster, smarter and meaner than their lesser kinds. In addition, the battle roar of a Warleader inspires velox and Swords alike, granting them +1 to hit for 1d6 rounds. Warleaders are equipped similarly to the Sword brethren, though their sword-like arms are eight feet in length.

### Priests

Though small, like the velox, R'Kaas Priests are magical and tactical forces to be reckoned with. Though Priests rarely wield weapons, they do have both a bite and the hooked talons of their brethren. Their typical combat role, however, is spell support. Priests can cast any of the following spells 1/turn: *Armored Scales* (Operates like the Armor spell, however, grants a +2 to AC as per magical armor), *Entangle*, *Summon Reptiles* (operates similar to a *Monster Summoning III/IV*, however, summons 1d4 Giant Lizards - 75% or 1d3 poisonous snakes - 25%), *Wall of Fire*, *Prayer*.