

## SUPERNAL RAPTOR

**Supernal Raptor** **Level 29 Soldier**  
Huge Immortal Magical Beast (supernal)

**Initiative:** +23 **Perception** +25  
**HP** 130; **Bloodied** 65 Blindsight 20  
**AC** 46; **Fortitude** 42; **Reflex** 42; **Will** 42  
**Speed** fly 8, hover, phasing **Resist** Insubstantial

### Traits

#### Fix your Gaze

Whenever you attack the Supernal Raptor, after the attack it grants combat advantage to you until the end of your next turn.

#### Conceptual Entity

Just before the beginning of the Supernal Raptor's turn, if any conditions have been placed upon it by its enemies, they all end without further effect, and the Raptor takes 10 damage.

### Standard Actions

#### ⬇ Brush of the Wings ✦ At-Will

*Attack:* Melee Basic 3 (one creature) +32 vs Will  
*Hit:* 6d8+8 radiant and psychic damage.  
*Miss:* Half damage  
*Effect:* The target is marked until the end of the Supernal Raptor's next turn.

### Triggered Actions

#### ⬇ Supernal Pinions ✦ At-Will

*Trigger:* A marked creature makes an attack that does not include the supernal raptor, or moves, and does not end the movement closer to the supernal raptor.  
*Attack:* Close Blast 10 (one marked creature) +32 vs Will  
*Hit:* 1d8+8 radiant and psychic damage, and the target is stunned (save ends).  
*Miss:* The target takes ongoing 5 radiant and psychic damage.  
*Effect:* The Raptor and its target are removed from play and placed in an astral demiplane. They have line of sight and effect only on one another, and are adjacent and restrained. The two remain in the demiplane until one of them is reduced to zero hit points, or the target makes their saving throw against the hit or miss effect of this attack. When leaving the demiplane they return to squares they choose within 10 of the squares they left from.

**Skills** Endurance +25, Insight +25

**Str** 25 (+21); **Dex** 24 (+21); **Wis** 23 (+20)  
**Con** 25 (+21); **Int** 14 (+16); **Cha** 26 (+22)

**Alignment** Unaligned **Languages** -

### LORE

Arcana or Religion DC 28: All the information in the intro  
History DC 33: Hints and rumors on supernal entities, and their possible relationship with the gods.

From the deep astral it comes, on wings of will, gleaming talons of thought flexing as it pursues its prey. The Supernal Raptor is an ancient creature which some say shares a common ancestry with the gods themselves, having arisen from some unthinkable conceptual ecology eons upon eons ago, before the deities built their fortresses and domains. Whatever its origins, the Supernal Raptor can manifest or be summoned to any plane with a link to the astral, and wherever it goes, it has only one purpose- to hunt. For the supernal Raptor, to hunt is to drag your prey into a sky no other can see, and drift with it there until its thoughts and ideas are shredded and absorbed.

When the Raptor manifests, it can be difficult to see with mortal eyes, coming as it does from a time before matter, space, and thought as mortal minds know the concepts. With greatest clarity its victims behold the majestic sweep of its wings- two or perhaps three pairs which seem to stretch from one horizon to another, beating in counter-time to one another as the entity drifts in place above the battle. Between the wings the vision becomes more confused, with some observing an avian form, others, a rainbow void, or a single, shining eye. As the Raptor homes in on its prey, another feature becomes clear, not so much physically, but as a sharpening of intent- its talons, reaching down towards the ground, constructs of pure intent probing for something to latch on to.

While its nature is all but un-knowable, those few who face a Supernal Raptor and survive agree on one key point- if the raptor's gaze is upon you you must hold its gaze. Turn from it, even for a moment, spare one ounce of your will for anything but the manifestation soaring in the air above you, and you risk a fate most dire. Creatures so foolish as to ignore the Raptor are snagged easily in its talons, and with a single, unified beat of its many wings, the Raptor lifts itself and its prey beyond the world, to battle elsewhere. At stake, the very idea of the creature the Raptor has seized. And yet, the reverse is also true. Those heroes beset by a Supernal Raptor, who have the courage to confront it, may, may find their wills are strong enough to pin it in place, or even drive it away.

For use with the 4th Edition

**DUNGEONS & DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

Created by  
Michael Jones  
for  
Catastrophe Games

**CATASTROPHEGAMES.COM**

*THE CONCEPTUAL SUPER-PREDATOR: AND YOU THOUGHT MEMES WERE ANNOYING..*

## TACTICS

The Supernal Raptor is a high-epic-tier soldier, and all the lunacy which that entails. At high epic tier, the average player character can turn an entire encounter on its head, or all but completely ignore the effects of monsters and terrain. As a result, high epic tier monsters have to be highly resilient, and able to hit hard even if they're put at a serious disadvantage. Hence, the Raptor is insubstantial, erases all conditions on it as a matter of course, does solid damage even on a miss, and automatically banishes its mark to a pocket dimension if they so much as look at another monster funny. It can phase and fly wherever it wants, see in the dark, and as a huge creature, it even has decent melee reach.

This might seem excessive, but it may just be that this is the kind of power level needed to keep high level pcs in check. While the Supernal Raptor is an extreme version of this idea, one of the strengths of 4e monster design is versatility- you can have more conventional soldiers for some fights, and then throw this assh- uh, astral being at the pcs when they've been really asking for it. Or uh, when it suits the story. Either way, the Raptor is soldier plus, a very simple, but hopefully very effective execution of the role. PCs are actively encouraged to focus fire it, if they don't it has an effective +1 defense bonus above the normal level value. If they do, they're +1 better off than they would be against an average soldier. This is intentional- a soldier is there to soak up abuse, and get attacked.

Beyond that, the raptor works well when backed up by something that can exploit its role as a damage soak- artillery can be good, as can brutes. The right controller or leader can make beautiful music with the supernal raptor, but that's really down to the situation. The raptor exclusively targets will defense, so make sure your other monsters are hitting AC, fort, and ref a bit- you could focus all the attacks on that guy in the game with the low will defense, but it's not his fault that low stat-based-defenses don't scale so well on some classes at high levels. Instead, spread the love around, and use the raptor as a chance to have some melee will high damage attacks, instead of the overly common dazes and dominates use for such attacks.

## ENCOUNTERS

The Supernal Raptor could be summoned by a powerful spellcaster, or an entity with a unique connection to the deep astral and the ancient pre-mortal eras of the gods. If not summoned, it is encountered mainly in those deep depths, whether far out beyond the border astral of the present day or, perhaps, heroes traveling back through time might encounter such a creature in the wild, ancient, proto-astral-plane they find where, later, the domains of the gods will stand.

A Supernal Raptor is never a petty creature, even if summoned and set to a task by another. If observing such an event, one may find themselves feeling as if, rather than another entity summoning the raptor and sending it against their foes, it was the raptor that traveled the path- manifesting as a conjuration is simply how others creatures could comprehend its incursion into their reality.

Regardless of the trivial details of its arrival, the appearance of a raptor should be a wondrous event. While the heroes might seemingly destroy such a creature, they should realize that in fact they have simply encountered it, a triumph in itself. And indeed, they have done far more than survive in the process- they have left their mark upon the great predator, much as it has left its mark upon them.

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