|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Deathclaw Alpha (Plains) | Mutant | Huge | 9 (140 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 10 (+5) |  | **Armor Class** | 15 (Natural) | | **Action Points** | 10 |
| **Perception** | 10 (+5) |  | **Avg. Hit Points** | 165 | | **Hit Dice** | 15d12 + 75 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 6 (+1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 7 (+2) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

|  |  |
| --- | --- |
| **Special Traits** | **Special Actions** |
| **Keen Senses.** The deathclaw has advantage on Perception (Detection) checks.  **Natural Weapons.** The deathclaw’s unarmed attacks use 2d12 for their damage dice instead of a d4.  **Swift.** The deathclaw moves 40 feet when it uses the Move action. | **Terrifying Howl (1/Day).** The deathclaw roars. Any beast or humanoid within 300 feet of the deathclaw and able to hear its roar must succeed on a DC 15 Charisma saving throw or be *frightened* of the deathclaw for 1 minute. A *frightened* target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target’s saving throw is successful or the effect ends for it, the target is immune to any deathclaw’s Terrifying Howl for the next 24 hours. |

|  |
| --- |
| **Description** |
| A Deathclaw Alpha is the oldest living male in its brood. Numerous scars slither across its form, hissing tales of hunts and mating duels long since passed. A veteran, the alpha is only concerned with the preservation of the brood; seldom joining hunting excursions with the younger blood. It protects the younglings and matriarch, as well as breaks up any internal feuds.  While doing all this, it must also fend off usurpers who would take its place. In these conflicts the challenger will try to kill the alpha, but the alpha typically spares the opponent should it win, in order to maintain the brood’s strength. |