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| **Name** | **Type** | **Size** | **XP Rating** |
| Deathclaw (Mountainous) | Mutant | Huge | 8 (125 XP) |

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| **Strength** | 11 (+6) |  | **Armor Class** | 14 (Natural) | | **Action Points** | 10 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 120 | | **Hit Dice** | 10d12 + 60 |
| **Endurance** | 11 (+6) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 7 (+2) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Damage Resistance.** The deathclaw has a damage resistance of 6.  **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 20 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. |

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| **Description** |
| The gargantuan cousins of plains deathclaws, mountain deathclaws (or “rockies”) are truly massive creatures. They spend their lives in isolation from one another, only interacting to mate or perhaps fight off a common threat. Highly territorial, they will mark large swaths of land surrounding their dwellings with claw marks made on trees, cars, buildings, and other large objects. They do not treat intrusion lightly.  In combat they are relentless and brutal, but more worrisome, they are also cunning. They make up for the loss of a brood to back them with the intelligence to know when to fight, retreat, or fool an opponent. There are stories of deathclaws recognizing ranged weapons, and even attempting to bait the wielders into a trap where their range is useless. One popular story claims a deathclaw used a car as a shield to close the distance with someone wielding power armor and a minigun. Others say these stories are superstitious nonsense. With how dangerous deathclaws are though, few will risk learning the truth. |