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| **Name** | **Type** | **Size** | **XP Rating** |
| Behemoth | Mutant | Gargantuan | 20 (305 XP) |

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| **Strength** | 18 (+13) |  | **Armor Class** | 16 (Natural) | | **Action Points** | 11 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 322 | | **Hit Dice** | 14d20 + 182 |
| **Endurance** | 18 (+13) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 11 (+6) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Natural Weapons.** The behemoth’s bare-handed unarmed attacks use 3d12 for their damage dice. | **Improvised Weapon (5 AP).** The behemoth attacks with an improved melee weapon, such as a fire hydrant ripped from the ground. The weapon has 15 feet of reach and deals 37 (4d12 + 13) damage on a hit.  **Improvised Projectile (4 AP).** The behemoth attacks with an improvised thrown weapon, such as a mail drop-box or large rock. The weapon has a range of 80/240 feet and deals 24 (3d12 + 6) damage on a hit. |
| **Legendary Actions** | |
| The behemoth can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The behemoth regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated.  **Unarmed Attack.** The behemoth makes a bare-handed unarmed attack.  **Attack (Costs 2 Actions).** The behemoth attacks with an improvised projectile or its melee weapon, if any.  **Rage (Costs 2 Actions).** Until the start of the behemoth’s next turn, its movement speed cannot be reduced, and it has advantage on all Strength and Endurance ability checks and saving throws. | |

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| **Description** |
| Behemoths are powerful super mutants that have grown to an enormous size – even over 20 feet tall. Being the oldest and strongest of their kind, they lack intelligent speech, having to resort to guttural roars to communicate. They lumber across the wasteland, utterly unopposed by any other creature. |