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| **Name** | **Type** | **Size** | **XP Rating** |
| Frank Horrigan | Mutant | Gargantuan | 21 (320) XP) |

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| **Strength** | 20 (+15) |  | **Armor Class** | 21 | | **Action Points** | 10 |
| **Perception** | 10 (+5) |  | **Avg. Hit Points** | 999 | | **Hit Dice** | 40d20 + 600 |
| **Endurance** | 20 (+15) |  |  | |  | | |
| **Charisma** | 10 (+5) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 10 (+5) |  | **Condition Immunities** | | Charmed, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Adamantium Skeleton.** Horrigan requires 3 successful limb attacks on a given limb before he suffers the corresponding effect.  **Basic Training.** Horrigan has advantage on saving throws against explosives, as well as on ability checks for Shove and Grapple checks.  **Darkvision.** Horrigan can see in dim light within 120 feet as if it were bright light, and in darkness as if it were dim light. He can’t discern color in darkness, only shades of gray.  **Natural Weapons.** Horrigan’s bare-handed unarmed attacks use 4d8 for their damage dice.  **Swift.** Horrigan moves 25 feet when he uses the Move action. | **End Boss Knife (3 AP).** Uses the stats of a bumper sword but deals 6d8 damage.  **End Boss Plasma Gun (5 AP).** Uses the stats of a plasma caster, but never needs to reload.  **Plasma Grenade (3/Day).** Horrigan throws a plasma grenade. |
| **Legendary Actions** | **Mythic Actions** |
| Horrigan can take 3 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. Horrigan regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated.  **Attack.** Horrigan makes one attack of his choosing.  **Move.** Horrigan takes the Move action.  **Chem (Costs 2 Actions).** Horrigan uses a chem if not already under the effects of one. | Horrigan can take 1 Mythic action, described below.  **Semper Fi (1/Day).** When an attack would normally kill Horrigan, he is instead left with 21 remaining hit points. |
| **Lair Actions** | |
| If fought in his lair, Horrigan’s rewards double XP.  At the start of each combat round, Horrigan takes a lair action to cause one of the following effects; Horrigan can’t use the same effect two rounds in a row:  **Activate Turret (4/Day).** Horrigan activates one of the four automated turrets overlooking his containment area. | |

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| **Monster Description** |
| Frank Horrigan was born in 2211. A huge brick of a man, he used to serve as the personal bodyguard of President Dick Richardson until an undocumented psychotic blunder caused him to be reassigned to wasteland patrol duty. It was on one of those wasteland expeditions that he was exposed to the Forced Evolutionary Virus at the Mariposa Military Base and started mutating. The Enclave decided to send him to the Oil Rig for study.  For two years, Horrigan was operated on and studied by the Enclave while he gradually became a super mutant, both physically and mentally. He was kept under heavy sedation and only allowed to be conscious for short periods of time, during which several violent incidents occurred. Viewed as a "genetically engineered freak" by his own men, underwent so many experiments and changes to his DNA and physiology that he could be described as a one-of-a-kind mutant. Along with his cybernetics, he was more machine than man.  When tests began to run dry in January 2239, the Enclave decided that it was time to redeploy him as a field operative. He was fitted with a custom-engineered set of power armor, and after a few successful field tests, he was assigned to his new role. The Enclave took advantage of his low intelligence, further damaged by the FEV, to reinforce his pre-existing loyalty to the presidency and the armed forces by running various conditioning programs on him, ordered under a Presidential Directive.  Controlled injections with a modified version of FEV allowed him to become bigger, stronger, and faster than any other super mutant. His armor continually injects him with drugs and other stabilizing agents; the only things keeping him alive. He was also fitted with several cybernetic enhancements, including arm control mechanisms, leg rotator mechanisms, and a bionic eye.  Despite his appearance, Horrigan didn't consider himself a mutant, referring to other wastelanders as "muties" instead. To the Enclave scientists, he was an experiment and a freak, and few were willing to accompany him on missions. |

A picture containing person, outdoor, automaton

Description automatically generated