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| **Name** | **Type** | **Size** | **XP Rating** |
| Cazaclaw | Mutant | Large | 5 (80 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 11 (Natural) | | **Action Points** | 8 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 80 | | **Hit Dice** | 10d10 + 30 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Flight-Assisted Movement.** The cazaclaw can make a long or high jump equal to its movement speed.  **Keen Senses.** The cazaclaw has advantage on Perception (Detection) checks, and Darkvision out to 60 ft.  **Natural Weapons.** The cazaclaw uses a d12 as its damage die for unarmed strikes. On a hit, the target must succeed a DC 13 Endurance saving throw or be *poisoned* until the end of its next turn.  **Swift.** The cazaclaw moves 35 feet when it uses the Move action. |  |

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| **Description** |
| A cazaclaw is the hideous combination of deathclaw and cazadore DNA. They possess all the brute strength of a deathclaw, along with the night vision, venom, and wings of a cazadore. Interestingly, unlike deathclaws and cazadores they have an even male-to-female ratio along with free mating. This unfortunately means their population easily explodes in an environment with sufficient food. The one saving grace is that cazaclaws don’t produce specimens analogous in size to a deathclaw alpha or matriarch, and cease growth at roughly the same size as a normal adult deathclaw.  They are the product of yet another Enclave attempt at weaponizing deathclaws. However, in this case the work was performed by a remnant cell. Their intent was not to control cazaclaws, but rather to unleash them upon the NCR as wild monstrosities. A petty means of revenge for the destruction of Mariposa and other Enclave installations. Ironically, the cazaclaws broke free prematurely and killed their creators first, before spreading out into the wastes of the Mojave and beyond. |