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| **Name** | **Type** | **Size** | **XP Rating** |
| Deathclaw Matriarch (Plains) | Mutant | Huge | 6 (95 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 11 (Natural) | | **Action Points** | 9 |
| **Perception** | 9 (+4) |  | **Avg. Hit Points** | 140 | | **Hit Dice** | 14d12 + 56 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 6 (+1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 6 (+1) |  | **Damage Resistances** | |  | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Keen Senses.** The deathclaw has advantage on Perception (Detection) checks.  **Maternal Frenzy.** The deathclaw has advantage on attack rolls against any creature that has dealt damage to a young deathclaw.  **Natural Weapons.** The deathclaw uses 2d10 as its damage dice for unarmed strikes.  **Swift.** The deathclaw moves 40 feet when it uses the Move action. |  |

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| **Description** |
| Deathclaw matriarchs are taller and heavier-built than regular deathclaws, with greenish-blue skin, a thick dewlap, long backwards-sweeping horns, short back-spikes, and a long tail ending in six sharp spines similar to a Stegosaurus. In a brood, there is typically only ever one adult female – the matriarch – and it will exclusively mate with the current alpha. They lay their eggs in dark, secluded holes, and protect them fiercely. If anything kills one of their babies, deathclaw mothers will go into a blind rage, killing everything in sight that is not a deathclaw. |