

Deathclaw — CR 6

N Large abomination

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +7, Spot -1

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 69 (6d10+36)

Fort +11, **Ref** +4, **Will** +6

DR 2/-

OFFENSE

Speed 40 ft. (8 squares)

Melee 2 claws +10 (1d6+7) and
bite +5 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 24, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 7

Base Attack/Grapple +4/+15

Feats Alertness, Lightning Reflexes, Power Attack

Skills Listen +7, Spot -1, Survival +6

ECOLOGY

Advancement 3-5 deathclaw cub (Medium); 7-8 HD deathclaw (Large); 9-12 HD deathclaw alpha male/deathclaw den mother (Huge); 13-15 legendary deathclaw (Gargantuan)

Environment Underground

Organization Solitary, pair, or pack (1d4+2)

Treasure None

SPECIAL ABILITIES

Flash Blindness (Ex) Anytime a deathclaw accumulates at least 1 radiation point it must make a Fortitude save with a DC equal to 15 plus double the total amount of radiation points it has. If the saving throw fails the deathclaw is rendered blind until all of its radiation points are removed.

Powerful Charge (Ex) A deathclaw deals 2d6+14 points of damage with its claw attack when it makes a charge.

Skills (Ex) A deathclaw has a -4 racial penalty to Search and Spot checks.

This creature has a hunchbacked, humanoid build and stands roughly nine to ten feet tall, with a thick and resilient hide, powerful muscles, and twelve-inch-long, razor-sharp claws.

The deathclaws were originally created before the Great War by the US military in order to replace humans during high risk, close combat, and search-and-destroy missions. They have an excellent sense of smell and hearing, though their eyesight is poor, and is only further reduced by radiation poisoning. Their build gives them incredible speed, resilience and Strength in close combat, making them an extreme threat at all times. Though they were originally mutated chameleons, they have lost the ability to camouflage themselves. Deathclaws are very aggressive, territorial, and carnivorous. They typically live in small packs led by an alpha male, who is the only one allowed to mate with the females. Deathclaws are oviparous, with the eggs typically laid in dark, sheltered locations and fiercely guarded by their mother. Young deathclaws reach maturity under the care of their parents, following them closely until they are old enough to fend for themselves. Although they do not have vocal cords, they can growl and shout, and seem to be able to mimic human speech much the same as a parrot does. However, normal deathclaws aren't intelligent enough to be capable of real speech.