

PHYSICAL APPEARANCE

The Claw-Zilla is a formidable opponent and is not a fight for the faint-hearted. He resembles a gorilla in a sense, except with deep blue fur, ruby-red eyes, and exceptionally sharp teeth. Where there should be hands, are instead singular huge claws totalling more than 2 ft. long. While his torso makes up the bulk of the Claw-Zilla's body, his legs are stout, but also incredibly muscular.

ROLE AND TACTICS

The Claw-Zilla is an impressive mutant of a once great gorilla, who roamed the depths of the harshest jungles. However, these experiments conducted upon it proved fatal for those who made this creature, for it grew fed up with its captivity. Yearning to be free, it ran rampant and murdered everyone in its path. It returned to the jungles, wishing to be unbothered and live its life in peace.

The Claw-Zilla is extremely territorial. If there are unwanted creatures on his territory, he will attack immediately. He also has a strong dislike for intelligence-based creatures, particularly if they are holding books, scrolls, quills, and other similar pieces of equipment. This reminds him of his life in captivity, so he will be inclined to target them first before finishing the rest off.

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CLAW-ZILLA

Large beast, neutral

Armor Class 17 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	18 (+4)	7 (-2)	11 (+1)	7 (-2)

Saving Throws Str +11, Dex +6, Con +8, Wis +5

Skills Athletics +11, Intimidation +11, Perception +5, Survival +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak)

Challenge 10 (5900 XP)

ACTIONS

Multiattack. The Claw-Zilla can make two attacks, one with each weapon.

Gauge Their Heart Out. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 23 (3d10 + 7) slashing damage. On a hit, the target falls prone.

Hook into a Grasp. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 23 (3d10 + 7) bludgeoning damage. On a hit, the target is grappled (escape DC 17).

BONUS ACTIONS

Flying Leap. The Claw-Zilla can jump up to its speed towards another creature, even if they are in the air. Claw-Zilla can make a single attack with one of its weapons against this creature. If the Claw-Zilla ends this leap in the air, he takes no damage from the subsequent fall.

Looking to Kill. The Claw-Zilla bares his teeth towards a creature within 30 feet. The target must make a DC17 Wisdom Saving Throw. On a failure, the target cannot willingly move away from the Claw-Zilla until the end of Claw-Zilla's next turn.

REACTIONS

Relentless Endeavour. When a creature moves out of the Claw-Zilla's reach, the Claw-Zilla moves up to its speed towards it, certain on its target. This movement does not provoke opportunity attacks against other creatures.