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| **Name** | **Type** | **Size** | **XP Rating** |
| Mole Rat Brood Mother | Beast | Medium | 3 (50 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 6 (natural) | | **Action Points** | 4 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 36 | | **Hit Dice** | 6d8 + 12 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 3 (-2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 4 (-1) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the brood mother has advantage on attack rolls against any creature she surprised.  **Brood Mother.** Mole rats friendly to the brood mother have advantage on saving throws against the *charmed* and *frightened* conditions while they can see her.  **Burrower.** The brood mother has a burrowing speed of 15 ft. It costs her 5 feet of movement to begin burrowing within a pre-existing entry point.  **Natural Weapons.** The mole rat’s unarmed attacks use a d6 instead of a d4. | **Pheromones (2 AP).** The brood mother releases pheromones from her body. All friendly mole rats within 10 feet of her have advantage on their next attack roll and all other creatures must succeed a DC 7 Endurance saving throw or be *poisoned* until the end of their next turn. |
| **Lair Actions** | |
| On initiative count 20 (losing initiative ties), the brood mother takes a lair action to cause the following effect:   * The brood mother summons a mole rat friendly to her in an unoccupied space she can see, provided a mole rat could reasonably travel to that point. The mole rat takes its own initiative and fights to the death. | |

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| **Description** |
| Mole rats are mutated rodents much larger than their pre-War counterpart, the naked molerat. They have survived as a species by burrowing underground where the soil protected them from direct nuclear explosions. However, they still were greatly mutated by the subsequent fallout, increasing their size as well as their viciousness. A few people in the wastes have even been known to train them and keep them as pets.  Rabies is rampant among mole rats, creating wild and unpredictable members of the species. Such is their aggression that there are tall tales of rabid mole rats even charging down confused deathclaws. |