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| **Name** | **Type** | **Size** | **XP Rating** |
| Glowing Mirelurk | Mutant | Medium | 3 (50 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 10 (Natural) | | **Action Points** | 6 |
| **Perception** | 3 (-2) |  | **Avg. Hit Points** | 36 | | **Hit Dice** | 4d8 + 20 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | | Thunder | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Amphibious.** The mirelurk can breathe air and water.  **Glowing.** When the mirelurk takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  **Natural Weapons.** The mirelurk uses a d8 as its damage die for unarmed strikes. Additionally, the attack deals 1d6 radiation damage.  **Regeneration.** The mirelurk regains 1d8 hit points at the start of its turn. If it takes cold or fire damage, this trait doesn’t function at the start of the mirelurk’s next turn.  **Swimming.** The mirelurk has a swimming speed of 15 feet. | **Hunker Down (2 AP).** The mirelurk uses its hardened shell to grant itself *three-quarters cover* against all attacks until the start of its next turn, or until it makes an attack. |

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| **Description** |
| Mirelurk is a commonly used term referring to a range of mutated aquatic species endemic to the Eastern Seaboard, particularly the Capital Wasteland, the Commonwealth and Appalachia.  Mirelurks are one of the first radioactive mutants to emerge into the world, as a result of widespread radioactive pollution of the environment by United States mega corporations like Poseidon Energy and General Atomics. Although the Great War ended corporate pollution, it was replaced by overwhelming amounts of nuclear fallout. In the ensuing melting pot of mutations, the modern mirelurks emerged.  Although mirelurks tend to inhabit polluted rivers, coastal waters, and sewers, their meat is considered a delicacy among wastelanders. Mirelurk hunters and herders can count on a steady demand for their meat and make a high profit selling it to wasteland traders.[6] However, the size of the meat market means competition is stiff and suppliers can be targeted by rivals attempting to knock them out (sometimes literally). Mirelurks also grow remarkably fast, requiring just a few weeks to reach maturity. If corralled and domesticated, mirelurks can be a flexible supply of food. Mirelurks are also known to have a pronounced sensitivity towards white noise, as seen in Vault 92 and on Spectacle Island. |

A picture containing arthropod, invertebrate, green, crab

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