

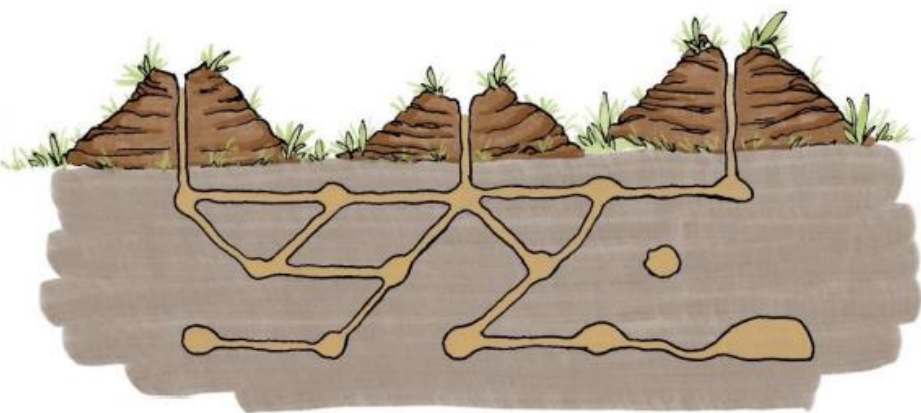
GIANT MOLE BURROW

1st to 2nd Level Dungeon

Two Giant Moles have dug a subterranean lair that stretches hundreds of feet across the land. The players may find one of their giant molehills while traveling or tracking their footprints (DC 12 Survival). Their tunnels can lead beyond rivers or even through mountains to create shortcuts, but the Moles are very territorial since their offspring is sleeping in the nest chamber.

Giant Moles will be informed about the location of any intruders since they can sense tremors and lay scent lines throughout the entire nest. Attacking their noses counts as a critical hit! They are repelled by weird smells (DC 12 Survival or Nature).

Each tunnel leading from one to the next knot represents about 10 minutes of traveling. Both Moles will dig new tunnels while letting others collapse to trap the players. If the path to their nest chamber becomes cut off however, their offspring will suffocate. Copy this map and lay out your own tunnels or increase the size.



Hint: Their babies drop luxurious meat that restores all HP while resting.

GIANT MOLE

Animal



42	0	11	15	2	4
CON	STR	DEX	WIS	INT	CHA
+3	+4	-1	+2	+1	+0

Giant Moles usually live in pairs for their entire lives.

The Giant Mole takes two actions.

TRACK SCENT

Giant Moles gain advantage on tracking down a creature by following their scent. Also, their ability to sense tremors will put any character that tries to sneak by them at a disadvantage.

SWIPE

Giant Moles will swipe at an enemy with their large shovel-like hands.

+4 to ATK, 2d4 (4) slash dmg.

6d8 + 3	100
MEDIUM	XP

The Giant Mole is weak to attacks that target its nose and repelled by weird smells.