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| **Name** | **Type** | **Size** | **XP Rating** |
| Radrattle | Beast | Medium | 1 (20 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 18 | | **Hit Dice** | 3d8 + 6 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | | Radiation | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Poison | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the radrattle has advantage on attack rolls against any creature it surprised.  **Easily Charmed.** The radrattle has disadvantage on saving throws against the *charmed* condition and attempts to charm it have advantage.  **Keen Smell.** The radrattle has advantage on Perception (Detection) checks that rely on smell.  **Swimming.** The radrattle has a swimming speed of 15 feet. | **Bite (4 AP).** The radrattle makes an unarmed strike that deals an additional 4d8 poison damage on a hit and leaves the target *poisoned* for 1 minute. |

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| **Monster Description** |
| A mutated, oversized eastern diamondback, the radrattle is typically avoidant of humanoids. However, its rattle is steel heeded with great fear, as it wields one of the most irresistible of venoms. |