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| **Name** | **Type** | **Size** | **XP Rating** |
| Glowing Radrattle | Mutant | Huge | 6 (95 XP) |

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| **Strength** | 10 (+5) |  | **Armor Class** | 8 | | **Action Points** | 8 |
| **Perception** | 10 (+5) |  | **Avg. Hit Points** | 77 | | **Hit Dice** | 7d12 + 35 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Easily Charmed.** The radrattle has disadvantage on saving throws against the *charmed* condition and attempts to charm it have advantage.  **Glowing.** When the radrattle takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  **Keen Smell.** The radrattle has advantage on Perception (Detection) checks that rely on smell.  **Natural Weapons.** The radrattle’s unarmed attacks use a d10 instead of a d4.  **Regeneration.** The radrattle regains 1d12 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 radrattle’s next turn.  **Swimming.** The radrattle has a swimming speed of 15 feet. | **Bite (4 AP).** The radrattle makes an unarmed strike that deals an additional 6d8 radiation damage on a hit and gives the target 1 level of *exhaustion*. |

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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. |