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| **Name** | **Type** | **Size** | **XP Rating** |
| Gemini Nukarattle | Mutant | Gargantuan | 12 (185 XP) |

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| **Strength** | 12 (+7) |  | **Armor Class** | 9 | | **Action Points** | 9 |
| **Perception** | 12 (+7) |  | **Avg. Hit Points** | 136 | | **Hit Dice** | 8d20 + 56 |
| **Endurance** | 12 (+7) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Advanced Regeneration.** The radrattle regains 2d12 hit points at the start of its turn.  **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 d12 instead of a d4.  **Swimming.** The radrattle has a swimming speed of 15 feet.  **Twin-Headed.** The radrattle has advantage on Wisdom (Perception) checks and on saving throws against being blinded. When one of the radrattle’s heads is asleep, its other head is awake. | **Bite (4 AP).** The radrattle makes an unarmed strike that deals an additional 6d10 radiation damage on a hit and gives the target 1 level of *exhaustion*. This attack has advantage on the attack roll.  **Quantum Surge (0 AP, 1/Day).** The radrattle restores all its lost health and spent AP. |

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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. |