

SCAVENGER BOT

Tiny • Construct • Unaligned

Armor Class 15

Initiative +0 (10)

Hit Points 40 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	6 (–2)	8 (–1)	4 (–3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 9

Languages understands Common but can't speak

CR 2 (XP 450; PB +2)



Chest Cavity. The scavenger bot can store up to three Small or smaller objects in its body. While incapacitated, other creatures can open the storage to retrieve objects. Mundane objects inside the cavity are destroyed when the scavenger bot explodes.

Unusual Nature. The scavenger bot doesn't require air, food, drink, or sleep.

Volatile. The scavenger bot explodes when it dies (reducing it to 0 hit points with non-lethal attacks doesn't trigger this ability). *Dexterity Saving Throw:* DC 11, each creature in a 5-foot emanation originating from the scavenger bot. *Failure:* 9 (2d8) force damage. *Success:* Half damage.

SCAVENGER BOT — WEAKER

Armor Class 13

Initiative +0 (10)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	6 (–2)	8 (–1)	4 (–3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 9

Languages understands Common but can't speak

CR 1/4 (XP 50, PB +2)



Chest Cavity. The scavenger bot can store up to three Small or smaller objects in its body. While incapacitated, other creatures can open the storage to retrieve objects. Mundane objects inside the cavity are destroyed when the scavenger bot explodes.

Unusual Nature. The scavenger bot doesn't require air, food, drink, or sleep.

Volatile. The scavenger bot explodes when it dies (reducing it to 0 hit points with non-lethal attacks doesn't trigger this ability). *Dexterity Saving Throw:* DC 10, each creature in a 5-foot emanation originating from the scavenger bot. *Failure:* 4 (1d8) force damage. *Success:* Half damage.

ACTIONS

Multiattack. The scavenger makes two Claw attacks.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage, and the target is grappled (escape DC 12).

Break and Assimilate (Recharge 5-6). The scavenger destroys a non-magical Small or smaller object made out of metal it is carrying or takes out from its Chest Cavity and regains 9 (2d8) hit points.

BONUS ACTIONS

Spin and Jank. *Strength Saving Throw:* DC 12, one creature grappled by the scavenger. *Failure:* The target is pushed 10 feet in a random direction, knocked prone, and the scavenger rips an object the target was carrying from its possession.

ACTIONS

Claw. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) slashing damage, and the target is grappled (escape DC 11).

Break and Assimilate (Recharge 6). The scavenger destroys a non-magical Small or smaller object made out of metal it is carrying or takes out from its Chest Cavity and regains 4 (1d8) hit points.

BONUS ACTIONS

Spin and Jank. *Strength Saving Throw:* DC 11, one creature grappled by the scavenger. *Failure:* The target is pushed 10 feet in a random direction, knocked prone, and the scavenger rips an object the target was carrying from its possession.

SCAVENGER BOT — STRONGER

Armor Class 16

Initiative +1 (11)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (–2)	8 (–1)	4 (–3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

CR 5 (XP 1,800, PB +3)



Chest Cavity. The scavenger bot can store up to three Small or smaller objects in its body. While incapacitated, other creatures can open the storage to retrieve objects. Mundane objects inside the cavity are destroyed when the scavenger bot explodes.

Unusual Nature. The scavenger bot doesn't require air, food, drink, or sleep.

Volatile. The scavenger bot explodes when it dies (reducing it to 0 hit points with non-lethal attacks doesn't trigger this ability). *Dexterity Saving Throw:* DC 14, each creature in a 5-foot emanation originating from the scavenger bot. *Failure:* 13 (3d8) force damage. *Success:* Half damage.

ACTIONS

Multiattack. The scavenger makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 17 (4d6 + 3) slashing damage, and the target is grappled (escape DC 14).

Break and Assimilate (Recharge 5-6). The scavenger destroys a non-magical Small or smaller object made out of metal it is carrying or takes out from its Chest Cavity and regains 16 (3d10) hit points.

BONUS ACTIONS

Spin and Jank. *Strength Saving Throw:* DC 14, one creature grappled by the scavenger. *Failure:* The target is pushed 10 feet in a random direction, knocked prone, and the scavenger rips an object the target was carrying from its possession.