

# SCRAP DRAGON

Huge • Construct • Unaligned

**Armor Class** 17

**Initiative** +0 (10)

**Hit Points** 178 (17d12 + 68)

**Speed** 30 ft., climb 30 ft., fly 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 10 (+0) | 19 (+4) | 6 (-2) | 12 (+1) | 4 (-3) |

**Skills** Perception +5

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Draconic and creator's languages but can't speak

**CR** 11 (XP 7,200; PB +4)



**Bloodied - Overheating.** When the dragon becomes bloodied for the first time on a day, it recharges its Rust Breath. While bloodied, it gains resistance to fire damage, but whenever it takes 5 or more fire damage, it gains one level of exhaustion (ignoring its condition immunity).

**Unusual Nature.** The dragon doesn't require air, drink, food, or sleep.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Scrap Barrier, if available.

**Rend.** *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 21 (3d10 + 5) slashing damage. While bloodied, this attack deals an additional 7 (2d6) fire damage.

**Rust Breath (1/Day).** *Dexterity Saving Throw:* DC 16, each creature in a 30-foot cone. *Failure:* 40 (9d8) acid damage, and each object a target is carrying or wearing takes a -1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the *mending* spell on the armor or weapon. *Success:* Half damage.

**Scrap Barrier (Recharge 4-6).** Ranged attacks have disadvantage against the dragon until the end of its next turn. Additionally, whenever a creature hits the dragon with a melee attack during that duration, it takes 10 (4d4) slashing damage.

## BONUS ACTIONS

**Overclock.** The dragon gains the following benefits this turn: it can make one additional Rend attack as part of its Multiattack, and its speed is doubled. Then, on its subsequent turn, the dragon can't use the Overclock ability, makes one Rend attack less as part of its Multiattack, and its speed is halved until the end of that turn.

# SCRAP DRAGON — WEAKER

**Armor Class** 16

**Initiative** +0 (10)

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft., climb 30 ft. fly 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 17 (+3) | 6 (-2) | 12 (+1) | 4 (-3) |

**Skills** Perception +4

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Draconic and creator's languages but can't speak

**CR** 8 (XP 3,900; PB +3)



**Bloodied - Overheating.** When the dragon becomes bloodied for the first time on a day, it recharges its Rust Breath. While bloodied, it gains resistance to fire damage, but whenever it takes 5 or more fire damage, it gains one level of exhaustion (ignoring its condition immunity).

**Unusual Nature.** The dragon doesn't require air, drink, food, or sleep.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Scrap Barrier, if available.

**Rend.** *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 17 (3d8 + 4) slashing damage. While bloodied, this attack deals an additional 3 (1d6) fire damage.

## SCRAP DRAGON — STRONGER

**Armor Class** 18

**Hit Points** 220 (21d10 + 105)

**Speed** 30 ft., climb 30 ft. fly 60 ft.

**Initiative** +0 (10)

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 23 (+6) | 10 (+0) | 21 (+5) | 6 (-2) | 12 (+1) | 4 (-3) |

**Skills** Perception +6

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 16

**Languages** understands Draconic and creator's languages but can't speak

**CR** 14 (XP 11,500; PB +5)

**Bloodied - Overheating.** When the dragon becomes bloodied for the first time on a day, it recharges its Rust Breath. While bloodied, it gains resistance to fire damage, but whenever it takes 5 or more fire damage, it gains one level of exhaustion (ignoring its condition immunity).

**Unusual Nature.** The dragon doesn't require air, drink, food, or sleep.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Scrap Barrier, if available.

**Rend.** *Melee Weapon Attack:* +11, reach 10 ft. *Hit:* 28 (4d10 + 6) slashing damage. While bloodied, this attack deals an additional 10 (3d6) fire damage.

**Rust Breath (1/Day).** *Dexterity Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* 31 (7d8) acid damage, and each object a target is carrying or wearing takes a -1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the *mending* spell on the armor or weapon. *Success:* Half damage.

**Scrap Barrier (Recharge 4-6).** Ranged attacks have disadvantage against the dragon until the end of its next turn. Additionally, whenever a creature hits the dragon with a melee attack during that duration, it takes 10 (4d4) slashing damage.

## BONUS ACTIONS

**Overclock.** The dragon gains the following benefits this turn: it can make one additional Rend attack as part of its Multiattack, and its speed is doubled. Then, on its subsequent turn, the dragon can't use the Overclock ability, makes one Rend attack less as part of its Multiattack, and its speed is halved until the end of that turn.



**Rust Breath (1/Day).** *Dexterity Saving Throw:* DC 18, each creature in a 60-foot cone. *Failure:* 49 (11d8) acid damage, and each object a target is carrying or wearing takes a -1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the *mending* spell on the armor or weapon. *Success:* Half damage.

**Scrap Barrier (Recharge 4-6).** Ranged attacks have disadvantage against the dragon until the end of its next turn. Additionally, whenever a creature hits the dragon with a melee attack during that duration, it takes 10 (4d4) slashing damage.

## BONUS ACTIONS

**Overclock.** The dragon gains the following benefits this turn: it can make one additional Rend attack as part of its Multiattack, and its speed is doubled. Then, on its subsequent turn, the dragon can't use the Overclock ability, makes one Rend attack less as part of its Multiattack, and its speed is halved until the end of that turn.