## Rust Monster

March 8, 2023



Medium monstrosity, unaligned Armor Class 14 (natural armor) Hit Points 27 (5d8 + 5) Speed 40 ft.

STR	DEX	CON	INT	WIS	СНА
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Saving Throws
Skills
Damage Resistances
Damage Immunities
Condition Immunities
Senses darkvision 60 ft., passive Perception 11
Languages -Challenge 44928 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the
location of ferrous metal within 30 feet of it.

**Rust Metal**. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its

penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

## **Actions**

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.