



## SCRAPPER

Large Construct, Typically Chaotic Neutral

**Armor Class** 18 (natural armor)

**Hit Points** 126 (12d10 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

**Skills** Perception +8

**Damage Resistances** lightning

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 18

**Languages** understands the languages of its creator but can't speak

**Challenge** 7 (2,900 XP) **Proficiency Bonus** +4

**Electrified Chassis.** Any creature that touches the scrapper or hits it with a melee attack while within 5 feet of it takes 19 (3d12) lightning damage.

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

### Actions

**Multiattack.** The scrapper makes two Spike Punch attacks. It can replace one of those attacks with a Wires attack.

**Spike Punch. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (1d10) piercing damage.

**Wires. Melee Weapon Attack:** +9 to hit, reach 20 ft., one target. *Hit:* If the target is a Large or smaller creature, it is grappled (escape DC 15) and must make a DC 13 Strength saving throw. On a failure, the target is pulled into an unoccupied space within 5 feet of the scrapper and suffers the effects of its Electrified Chassis. Scrapper can have only one creature grappled in this way at a time.

**Eye Beam (Recharge 5–6).** The scrapper shoots an energy beam from its extended eye at one creature it can see within 30 feet of it. The target must make a DC 17 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.