Rust Monster

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Uncommon | Medium | Neutral | Magical Beast

This inspective monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

Armor Class	Hit Points	Move
18	20 *(5 Hit Dice)*	walk 40 ft

Appearing	1d4
Habitat	Underground
Negotiation	no
Morale DC	11
Challenge	1.9 (570 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
1	1	1	-3	-1	-2

Combat

Has 1 attack. Hit Bonus +5. Damage Bite. 3d6 +5 damage

Special Attacks

Rust. If the rust monster’s antennae touch metal (determined by a successful attack roll), the metal rusts. Magical items have a chance of being unaffected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of not being affected). Any affected metal rusts or corrodes and immediately falls to pieces that are easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature’s antennae had touched them.

Treasure

Individual: None

Lair: 3d4 gems per individual (50%)