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| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Liberty Prime | Robot | Colossal | 1 (# XP) |

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| --- | --- |
| **Special Traits** | **Reactions** |
|  |  |
| **Actions** | **Bonus Actions** |
| Crush.  Eyebeam.  Stomp. |  |
| **Legendary Actions** | **Mythical Actions** |
| Liberty can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Liberty Prime regains spent legendary actions at the start of its turn. Legendary actions do not consume AP unless otherwise stated.  **Attack.** Liberty Prime makes one attack of his choosing. |  |
| **Lair Actions** | |
| **Let Freedom Ring.** Liberty Prime blasts one of his many slogans from both himself and the extensive announcement system he is wired into. Each creature that can hear this makes a DC 25 Endurance saving throw, taking 25 (5d10) Thunder damage and becoming *deafened* until the start of the next combat round. On a success, they take half as much damage and are not *deafened*.  asdf | |

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| **Strength** | 25 |  | **Action Points** | 25 |
| **Perception** | 25 (30 Passive) |  | **Armor Class** | 25 |
| **Endurance** | 25 |  | **Hit Dice** | 17d100 + 888 |
| **Charisma** | 25 |  | **Avg. Hit Points** | 1776 |
| **Intelligence** | 25 |  | **Damage Vulnerabilities** | Lightning |
| **Agility** | 25 |  | **Damage Resistances** | Acid, Cold, Fire, Thunder |
| **Luck** | 25 |  | **Damage Immunities** | Poison, Psychic, Radiation |
|  |  |  | **Condition Immunities** | Frightened |

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| **Monster Description** |
| Environments found in: Arctic, Coastal, Desert, Grassland, Forest, Mountain, Hill, Swamp, Underground, Underwater, Urban  Sample text here. |