

Fire Elemental, L 5

NAME CR

13 AC	102 HP	10 PASSIVE PERCEPTION	50 SPEED
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STR	DEX	CON	INT	WIS	CHA
0	3	3	-2	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS
Darkvision 60', resist: bps nonmagic, immune: exhaust, fire, grapple, paralyze, petrify, poison, prone, restrain, unconscious
Fire Form: >1" no squeezing, touch/hit 1d10 fire, can enter space & deal 1d10 fire ongoing
Illumination: Bright light 30', dim 30'
Water Susceptibility: 5/1 gallon water = 1 cold 3 PROF

ACTIONS
Multiattack: 2 touch

Touch: +6, 2d6+3 fire, 1d10 fire ongoing until douse

Fire Giant, H 9

NAME CR

18 AC	162 HP	16 PASSIVE PERCEPTION	30 SPEED
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STR	DEX	CON	INT	WIS	CHA
7	-1	6	0	2	1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS
Athletics +11, Perception +6, immune: fire

ACTIONS
Multiattack: 2 greatsword

Greatsword: 10', +11, 6d6+7s
Rock: 60/240, +11, 4d10+7b

Flesh Golem, M 5

NAME CR

9 AC	93 HP	10 PASSIVE PERCEPTION	30 SPEED
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STR	DEX	CON	INT	WIS	CHA
4	-1	4	-2	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS
Darkvision 60', immune: form alteration, charm, exhaust, fright, lightning, paralyze, petrify, poison
Berserk: If <41 HP, roll d6, 6 = berserk, attack creatures within 20' or objects if no creatures. If creator in 60', calm DC 15
Persuasion
Aversion to Fire: If fire damage, disadv on attacks/checks until end next turn
Lightning Absorption: Lightning damage heals
Magic Resistance: Adv on saves vs magic 3 PROF

ACTIONS
Multiattack: 2 slam

Slam: +7, 2d8+4b

Flying Snake, T 1/8

NAME CR

14 AC	5 HP	11 PASSIVE PERCEPTION	30/60f/ 30s SPEED
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STR	DEX	CON	INT	WIS	CHA
-3	4	0	-4	1	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS
Blindsight 10'

Flyby: Flying doesn't provoke opportunity attacks 2 PROF

ACTIONS
Bite: +6, 1p & 3d4 poison

Flying Sword, S 1/4

NAME CR

17 AC	17 HP	7 PASSIVE PERCEPTION	50f SPEED
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STR	DEX	CON	INT	WIS	CHA
1	2	0	-5	-3	-5
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS
Blindsight 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic
Antimagic Susceptibility: Con save vs spell if *dispel magic* or unconscious 1min
False Appearance: Looks like sword 2 PROF

ACTIONS
Longsword: +3, 1d8+1s

Frog, T 0

NAME CR

11 AC	1 HP	34 PASSIVE PERCEPTION	20/20s SPEED
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STR	DEX	CON	INT	WIS	CHA
-5	1	-1	-5	-1	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS
Darkvision 30', Perception +1, Stealth +3

Amphibious: Breathe air & water
Standing Leap: Long jump 10', high jump 5' 2 PROF

ACTIONS

Frost Giant, H 8

NAME CR

15 AC	138 HP	13 PASSIVE PERCEPTION	40 SPEED
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STR	DEX	CON	INT	WIS	CHA
3	3	3	3	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS
Athletics +9, Perception +3, immune: cold

ACTIONS
Multiattack: 2 greataxe

Greataxe: 10', +9, 3d12+6s
Rock: 60/240, +9, 4d10+6b

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NAME CR

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STR	DEX	CON	INT	WIS	CHA
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

ACTIONS