

# Angel of Vengeance

Lawful Good

Medium Outsider

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

23



AC







+12

SAVES

95

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+18</b> 20 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+18 +13</b> 20 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Blindsight</b>	You are immune to gaze attacks and ignore the effects of Invisibility and Conceal.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Vengeful Step</b> Move action	<input type="checkbox"/>  <b>-</b> Teleport Place yourself adjacent to an enemy creature; this does not provoke attacks of opportunity.
	<b>Word of Truth</b> Standard action	<input type="checkbox"/>  Burst 3 <b>17</b> 20 sonic damage + Stun The ability is centered you and does not affect you; stunned creatures grant combat advantage and can take no action; the effect ends at the end of their next turn.



# Archmage

Chaotic Good

Medium Humanoid (Human)

## D&D Monster Mash

Ottawa Red Shirts

8  
SPEED

20  
AC

+10  
SAVES

75  
HP



### Move

Move action

Move up to your speed in squares.

### Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.

### Flight

Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.



### Immunities

None

### Resistances

None

### Weaknesses

None

### Spell Resistance

11+

### Conceal 6

Attackers must roll a 6 or higher to confirm a melee or ranged attack against you.



### ATTACKS

#### Melee Attack

Standard action

### RANGE, HIT BONUSES AND EFFECTS

1 +8 10 magic damage

#### Full Melee Attack

Full round action

1 +8 +3 10 magic damage

#### Charge

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

#### Blindsight

You are immune to gaze attacks and ignore the effects of Invisibility and Conceal.



### WIZARD SPELLS

#### Empowered Magic Missile

Standard action

### RANGE, SAVE DC AND EFFECTS

∞ - 15 magic damage

Restriction: Cannot cast while threatened.

#### Dimension Door

Standard action

☐ ∞ - Teleport

Restriction: Cannot cast while threatened.  
Place yourself on any legal space you can see.

#### Empowered Melf's Acid Arrow

Standard action

☐ ∞ - 20 acid damage

Restriction: Cannot cast while threatened.  
Ignores spell resistance.

#### Banishment

Standard action

☐ 6 20 Destroy

Restriction: Cannot cast while threatened.  
Creature must be an Outsider or a Summoned creature, and have 75 or fewer HP.

#### Mordenkainen's Sword

Standard action

☐ 6 - 15 ongoing magic damage

Restriction: Cannot cast while threatened.  
15 magic damage immediately and whenever target creature activates (before regeneration, if any) until either the target creature or the caster is slain; can be cast multiple times on same creature.

#### Quick Cast

Swift action

☐ Cast an additional spell this turn.

#### Spell Penetration

You may roll twice to overcome spell resistance.



# Aspect of Hextor

Lawful Evil Large Outsider

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

20



AC




+10

SAVES

115

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None
	<b>Wall of Steel</b>	Gain +4 AC against melee attacks.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+12</b> 15 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+12</b> <b>+12</b> <b>+12</b> <b>+12</b> 15 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Multiple Threats</b>	You have combat advantage against all creatures that have no cover from you.



# Aspect of Lolth

Chaotic Evil Large Outsider

8

SPEED

21



AC




+14

SAVES

105

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Wall-Crawler</b>	Restriction: Must start and end your turn adjacent to a wall. Except for the first square of movement, your movement does not provoke attacks of opportunity. You may walk over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+18</b> 10 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+18</b> <b>+13</b> 10 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Blind-Fighting</b>	You may roll twice to overcome Conceal, and ignore the effects of Invisibility.
	<b>Enemy of Law</b>	+5 damage with melee attacks against lawful creatures.
	<b>Enemy of Good</b>	+5 damage with melee attacks against good creatures.





# Aspect of Moradin

Lawful Good

Large Outsider

# D&D Monster Mash

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6

SPEED

23



AC








+12

SAVES

130

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+15</b> 20 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+15</b> <b>+10</b> 20 magic damage
	<b>Ranged Attack</b> Standard action	 <b>+12</b> 20 magic damage Restriction: Cannot use while threatened.
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Cleave</b>	Once per turn, when you eliminate an opponent, immediately make a melee attack with the same to hit bonus against any enemy creature within range.
	<b>Giant Bane</b>	Gain +2 to hit and +10 damage with melee and ranged attacks against giants.
	<b>Stone Lord</b>	+5 damage with melee attacks against enemies adjacent to a wall.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Shield Bash</b> Swift action	  <b>18</b> Stun Stunned creatures grant combat advantage and can take no action; the effect ends at the end of their next turn.










8  
SPEED

20  
AC

+10  
SAVES

125  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	Electrical damage, Fire damage, Poison
	<b>Resistances</b>	5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+16</b> 20 magic damage + Vicious
	<b>Melee Attack</b> Standard action	 <b>+16</b> 10 magic damage + 5 fire damage
	<b>Full Melee Attack</b> Full round action	 <b>+16</b> 20 magic damage + Vicious
		 <b>+16</b> 10 magic damage + 5 fire damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Blind-Fighting</b>	You may roll twice to overcome Conceal, and ignore the effects of Invisibility.
	<b>Vicious</b>	This attack deals triple damage instead of double damage when a critical hit is rolled.



# Beholder

Lawful Evil Large Aberration

# D&D Monster Mash

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2

SPEED

22




AC


+11

SAVES

95


HP

	<b>Dual Activation</b>	You have 2 cards in the initiative deck, and therefore get two turns per round.
	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	<b>Restriction:</b> Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None
	<b>Antimagic Eye</b>	Enemy creatures must roll an 11 or higher to cast a spell that will affect you. Antimagic Eye may be voluntarily waived. This is not Spell Resistance. Enemy creatures cannot use Spell Penetration against this.

**ATTACKS**


**Melee Attack**  
Standard action

**Charge**  
Standard action

**SPECIAL ABILITIES**

**Eye Rays**  
Standard action

### RANGE, HIT BONUSES AND EFFECTS

 **+2** 5 magic damage

**Restriction:** Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

### RANGE, SAVE DC AND EFFECTS

 **-** Roll below

Roll 1d20 and use the indicated effect or any effect with a lower number; creature may choose target after rolling; target may voluntarily fail their save:

- 1-4: Telekinesis: slide target creature up to 3 spaces; save DC 17; forced movement does not provoke attacks of opportunity.
- 5-8: Inflict Wounds: inflict 20 damage; save DC 17 for half damage (undead creatures are healed for 20 HP, no save.)
- 9-14: Slow: target creature's speed becomes 2, and it cannot take Full round actions; save DC 17; slowed creatures may make a new save at the end of their turn.
- 15-18: Flesh to Stone: destroy target living creature and replace it with statue; save DC 17.
- 19-20: Disintegrate: 60 magic damage; save DC 17 for half damage.



# Black-Fût, Half-Orc Barbarian

Chaotic Good Medium Humanoid (Orc)

# D&D Monster Mash



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8  
SPEED

18  
AC

+10  
SAVES

160  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None
	<b>Improved Uncanny Dodge</b>	You cannot be flanked.

ATTACKS		RANGE, HIT BONUSES AND EFFECTS	
	<b>Melee Attack</b> Standard action	 <b>+13</b>	25 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+13</b> <b>+13</b> <b>+8</b>	25 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.	
	<b>Cleave</b>	Once per turn, when you eliminate an opponent, immediately make a melee attack with the same to hit bonus against any enemy creature within range.	
	<b>Rage</b>	You must use Whirlwind attack if you begin your turn adjacent to 3 or more enemy creatures.	
	<b>Whirlwind Attack</b> Standard action	Make 1 melee attack against all adjacent enemy creatures. You may move 1 square before attacking without provoking attacks of opportunity.	



# Cadaver Collector

Lawful Evil Large Construct

# D&D Monster Mash



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6  
SPEED

20  
AC

+10  
SAVES

110  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Critical hits, Daze, Fear, Heal, Inflict, Paralysis, Poison, Sleep, Stun
	<b>Resistances</b>	5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+
	<b>Corpse Collecting</b>	Permanantly gain +1 AC every time a smaller creature is eliminated within 2 squares of you.
	<b>Construct</b>	You are not a living creature.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+22</b> 20 physical damage
	<b>Full Melee Attack</b> Full round action	 <b>+22</b> <b>+22</b> 20 physical damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



# Centaur Hero

Chaotic Good Large Monstrous Humanoid (Centaur)

# D&D Monster Mash



Ottawa Red Shirts






10  
SPEED

18  
AC

+10  
SAVES

95  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+16</b> 20 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+16</b> <b>+11</b> 20 magic damage
	<b>Ranged Attack</b> Standard action	 <b>+16</b> 15 magic damage Restriction: Cannot use while threatened.
	<b>Full Ranged Attack</b> Full round action	 <b>+16</b> <b>+11</b> 15 magic damage Restriction: Cannot use while threatened.
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Precise Shot</b>	Targets have no cover against your ranged attacks.



# Clobermeister, Goblin Barbarian

Chaotic Good Small Humanoid (Goblin)

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

20



AC




+12

SAVES

130

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None
	<b>Freedom of Action</b>	You are immune to any effect that restrains your movement or forces you to move, including paralysis, grappling, pinning, telekinesis, forced movement, swallow, and constrict. This does not include stunning.
	<b>Improved Uncanny Dodge</b>	You cannot be flanked.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+20</b> 25 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+20</b> <b>+15</b> 25 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Cleave</b>	Once per turn, when you eliminate an opponent, immediately make a melee attack with the same to hit bonus against any enemy creature within range.
	<b>Power Attack</b> Free action	Declare before rolling an attack; -5 to hit, +10 damage; applies to all attacks made until the start of your next turn.












6  
SPEED

22  
AC

+14  
SAVES

80  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None
	<b>Hide</b>	When you have cover from another creature, you gain Invisibility and Conceal 11 against them.
	<b>Invisibility</b>	Restriction: Hide or Invisibility Potion You cannot be targeted by ranged attacks, ranged spells, ranged special abilities and any form of Charge or Pounce.
	<b>Conceal 11</b>	Restriction: Hide or Invisibility Potion Attackers must roll an 11 or higher to confirm a melee or ranged attack against you.
	<b>Improved Uncanny Dodge</b>	You cannot be flanked.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+12</b> 5 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+12 +12 +12 +7 +7</b> 5 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Crippling Blow</b> Free action	<input type="checkbox"/> Declare before making a Melee sneak attack; if the attack hits, the target is weakened; weakened creatures deals half damage with melee and ranged attacks; they may make a save against DC 18 at the end of their turn.
	<b>Invisibility Potions</b> Free action	<input type="checkbox"/> Gain Invisibility and Conceal 11; conditions end after you take a Standard action or Full round action, except Double Move.
	<b>Melee Sneak Attack</b>	+15 damage with melee attacks against living creatures when you have combat advantage.
	<b>Opportunist</b>	Once per turn, when an adjacent creature is struck by another creature's melee attack, you may make a melee attack agasint it.
	<b>Sidestep</b>	You may move 1 square before making a Full melee attack and will not provoke attacks of opportunity.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Wand of Fireballs</b> Standard action	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  Burst 3 <b>15</b> 20 fire damage Restriction: Must roll an 11 or higher to activate. Rolling a 1 destroys the wand.



# Displacer Beast Manhunter

Chaotic Evil Large Magical Beast

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

17



AC




+10

SAVES

95

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None
	<b>Conceal 11</b>	Attackers must roll an 11 or higher to confirm a melee or ranged attack against you.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+16</b> 15 physical damage
	<b>Full Melee Attack</b> Full round action	 <b>+16</b> <b>+16</b> <b>+16</b> 15 physical damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Humanoid Hunter</b>	+5 damage with melee attacks against humanoids.
	<b>Sidestep</b>	You may move 1 square before making a Full melee attack and will not provoke attacks of opportunity.



# Divine Crusader of Corellon

Chaotic Good Medium Humanoid (Elf)

# D&D Monster Mash



Ottawa Red Shirts







8  
SPEED

22  
AC

+12  
SAVES

95  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+23</b> 15 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+23</b> <b>+18</b> 15 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Corellon's Wrath</b>	+5 damage with melee attacks against drow, orcs, and evil outsiders.
	<b>CLERIC SPELLS</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Cure Light Wounds</b> Standard action	<input type="checkbox"/>  <b>-</b> Heal 5 You may target yourself. Undead creatures instead take 5 damage
	<b>Spiritual Weapon</b> Standard action	<input type="checkbox"/>  <b>-</b> 5 ongoing magic damage Restriction: Cannot cast while threatened. Make 1 attack immediately and whenever target creature activates (before regeneration, if any); +5 to hit, 5 magic damage, until the target creature or the caster is slain; can be cast multiple times on the same creature.



# Draziw, Halfling Wizard

Chaotic Good

Small Humanoid (Halfling)

D&D Monster Mash

Ottawa Red Shirts

6  
SPEED

20  
AC

+11  
SAVES

75  
HP



## Move

Move action

Move up to your speed in squares.

## Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.

## Wall-Crawler

Restriction: Must start and end your turn adjacent to a wall.  
Except for the first square of movement, your movement does not provoke attacks of opportunity. You may walk over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.



## Immunities

None

## Resistances

None

## Weaknesses

None

## Spell Resistance

11+



## ATTACKS

### Melee Attack

Standard action

## RANGE, HIT BONUSES AND EFFECTS



+8

10 magic damage

### Full Melee Attack

Full round action



+8

+3

10 magic damage

### Charge

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



## WIZARD SPELLS

### Scorching Ray

Standard action

## RANGE, SAVE DC AND EFFECTS



-

15 fire damage

### Ray of Enfeeblement

Standard action



17

Weaken

Restriction: Cannot cast while threatened.  
Weakened creatures deals half damage with melee and ranged attacks; they may make a new save at the end of their turn.

### Fireball

Standard action



Burst 3

17

20 fire damage

Restriction: Cannot cast while threatened.

### Vampiric Touch (with Spectral Hand)

Standard action



-

Drain 20

Target must be a living creature. Drained HP are added to your HP pool and may exceed maximum HP.

### Dimension Door

Standard action



-

Teleport

Restriction: Cannot cast while threatened.  
Place yourself on any legal space you can see.

### Cone of Cold

Standard action



Blast 5

20

30 cold damage

### Disintegrate

Standard action



20

60 magic damage

Restriction: Cannot cast while threatened.

### Sudden Empower

Free action



Restriction: Once per turn.

+10 damage on your next spell that deals damage this turn.



# Drizzt & Guenhwyvar

Chaotic Good

Medium Humanoid (Elf, Drow)

Medium Magical Beast

# D&D Monster Mash

Ottawa Red Shirts

## Drizzt

6

SPEED

20

AC

+10

SAVES

80

HP



**Move**  
Move action

Move up to your speed in squares.

**Double Move**  
Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.



**Immunities**

None

**Resistances**

None

**Weaknesses**

None

**Spell Resistance**

11+

**Conceal 6**

Attackers must roll a 6 or higher to confirm a melee or ranged attack against you.

**Mobility**

Gain +4 AC against attacks of opportunity.



**ATTACKS**

**Melee Attack**  
Standard action

**Full Melee Attack**  
Full round action

**Charge**  
Standard action

**Blind-Fighting**

**RANGE, HIT BONUSES AND EFFECTS**



+15

10 magic damage + 5 cold damage



+15

+15

+10

10 magic damage + 5 cold damage



Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

You may roll twice to overcome Conceal, and ignore the effects of Invisibility.

## Guenhwyvar

8

SPEED

18

AC

+12

SAVES

80

HP



**Move**  
Move action

**Double Move**  
Full round action



**Immunities**

None

**Resistances**

None

**Weaknesses**

None

**Spell Resistance**

None

**Hide**

When you have cover from another creature, you gain Invisibility and Conceal 11 against them.

**Invisibility**

Restriction: Hide  
You cannot be targeted by ranged attacks, ranged spells, ranged special abilities and any form of Charge or Pounce.

**Conceal 11**

Restriction: Hide  
Attackers must roll an 11 or higher to confirm a melee or ranged attack against you.



**ATTACKS**

**Melee Attack**  
Standard action

**Full Melee Attack**  
Full round action

**Pounce**  
Standard action

**RANGE, HIT BONUSES AND EFFECTS**



+19

15 physical damage



+19

15 physical damage



+14

10 physical damage

Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a Full melee attack against it, with an additional +2 to hit on each attack. You may take a move action before, but not after.

# Ettin Skirmisher

Chaotic Evil Large Giant

## D&D Monster Mash

Ottawa Red Shirts

8  
SPEED

18  
AC

+10  
SAVES

125  
HP



### Dual Activation

You have 2 cards in the initiative deck, and therefore get two turns per round.



### Move

Move action

Move up to your speed in squares.

### Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.



### Immunities

None

### Resistances

None

### Weaknesses

None

### Spell Resistance

None



### ATTACKS

#### Melee Attack

Standard action

#### Full Melee Attack

Full round action

#### Charge

Standard action

### RANGE, HIT BONUSES AND EFFECTS



+15

20 physical damage



+15

+10

20 physical damage

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



# Fiendish Otyugh

Chaotic Evil Large Outsider

# D&D Monster Mash

Ottawa Red Shirts

5

SPEED

25



AC




+12

SAVES

100

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Garbage Monster</b>	You ignore difficult terrain. When you are in difficult terrain, you gain Conceal 6.
	<b>Immunities</b>	Poison
	<b>Resistances</b>	10 cold damage, 10 fire damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+
	<b>Conceal 6</b>	Restriction: Garbage Monster Attackers must roll a 6 or higher to confirm a melee or ranged attack against you.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+13</b> 15 physical damage + Constrict DC 16
	<b>Full Melee Attack</b> Full round action	 <b>+13</b> <b>+13</b> <b>+13</b> 15 physical damage + Constrict DC 16
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Constrict</b>	Restriction: Target must be a small or medium creature. Constricted creatures grant combat advantage and can take no action; the effect ends at the end of their next turn.
	<b>Enemy of Good</b>	+5 damage with melee attacks against good creatures.
	<b>Feed</b> Standard action	Creatures constricted by you are pulled 1 square closer and take 30 physical damage; forced movement does not provoke attacks of opportunity.
	<b>Stench</b>	Adjacent living enemy creatures suffer a -2 penalty to saving throws.





# Fiendish Tyrannosaurus Rex

Chaotic Evil Huge Outsider

# D&D Monster Mash



Ottawa Red Shirts



8  
SPEED

14  
AC

+10  
SAVES

200  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	10 cold damage, 10 fire damage, 5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+22</b> 30 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Enemy of Good</b>	+5 damage with melee attacks against good creatures.



# Froghemoth

Chaotic Evil Huge Aberration

# D&D Monster Mash

Ottawa Red Shirts

4

SPEED

16



AC







+16

SAVES

155

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Squishy</b>	You may squeeze through openings of any size and do not suffer the usual movement penalties while squeezing.
	<b>Immunities</b>	Electrical damage
	<b>Resistances</b>	10 fire damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

ATTACKS		RANGE, HIT BONUSES AND EFFECTS	
	<b>Melee Attack</b> Standard action	 <b>+14</b>	10 physical damage
	<b>Melee Attack</b> Standard action	 <b>+12</b>	20 physical damage
	<b>Full Melee Attack</b> Full round action	 <b>+14</b> <b>+14</b> <b>+14</b> <b>+14</b>	10 physical damage
		 <b>+12</b>	20 physical damage
	<b>Tongue Attack</b> Free action	 <b>+12</b>	Drag DC 23
		Target must be a smaller creature. Drag target creature closer, ending adjacent if space permits; ranged attack rules apply; may only use once per turn; forced movement does not provoke attacks of opportunity.	
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.	



# Frost Giant

Chaotic Evil Large Giant

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

21



AC




+10

SAVES

135

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Cold damage
	<b>Resistances</b>	None
	<b>Weaknesses</b>	Fire damage is doubled
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+12</b> 30 physical damage
	<b>Full Melee Attack</b> Full round action	 <b>+12</b> <b>+7</b> 30 physical damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Cleave</b>	Once per turn, when you eliminate an opponent, immediately make a melee attack with the same to hit bonus against any enemy creature within range.



# Ghaele Eladrin

Chaotic Good Medium Outsider

# D&D Monster Mash

Ottawa Red Shirts

10

SPEED

21



AC





+10

SAVES

75

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	Electricity
	<b>Resistances</b>	10 cold damage, 10 fire damage, 5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+21</b> 15 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+21</b> <b>+16</b> 15 magic damage
	<b>Ranged Attack</b> Standard action	 <b>+11</b> 10 magic damage Restriction: Cannot use while threatened.
	<b>Full Ranged Attack</b> Full round action	 <b>+11</b> <b>+11</b> 10 magic damage Restriction: Cannot use while threatened.
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Blindsight</b>	You are immune to gaze attacks and ignore the effects of Invisibility and Conceal.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Gaze Attack</b> Swift action	 <b>17</b> Fear Feared creatures immediately move 3 squares away from you and cannot take Full round actions; they may make a new save at the end of their turn; forced movement does not provoke attacks of opportunity.
	<b>CLERIC SPELLS</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Empowered Cure Moderate Wounds</b> Standard action	 <b>-</b> Heal 20 You may target yourself. Undead creatures instead take 20 damage



# Githyanki Dragon Knight

Chaotic Evil Large Outsider (Githyanki, Dragon)

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

21



AC







+13

SAVES

125

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	Fire damage, Paralysis, Sleep
	<b>Resistances</b>	None
	<b>Weaknesses</b>	Cold damage is doubled.
	<b>Spell Resistance</b>	11+

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+14</b> 20 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+14</b> <b>+14</b> 20 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Enemy of Good</b>	+5 melee damage against good creatures.
	<b>Fly-By Attack</b> Full round action	Move up to double your speed in squares and make a melee attack at any point during your move. You will provoke an attack of opportunity when leaving a square threatened by the target, despite the Flight rules.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Fire Breath</b> Standard action	  Blast 5 <b>19</b> 30 fire damage



# Greenfang Druid & Dire Bear

Chaotic Good

Medium Humanoid (Human)

Large Animal

## D&D Monster Mash

Ottawa Red Shirts

### Greenfang Druid

8

SPEED

21

AC

+10

SAVES

70

HP



#### Greater Vigor

Heal 5 HP at the start of your turn.



#### Move

Move action

Move up to your speed in squares.

#### Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.



#### Immunities

Poison

#### Resistances

None

#### Weaknesses

None

#### Spell Resistance

None



#### ATTACKS

##### Melee Attack

Standard action

#### RANGE, HIT BONUSES AND EFFECTS



+12

15 magic damage

##### Full Melee Attack

Full round action



+12

+7

15 magic damage

##### Pounce

Standard action

Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a Full melee attack against it, with an additional +2 to hit on each attack. You may take a move action before, but not after.



#### DRUID SPELLS

##### Produce Flame

Standard action

#### RANGE, SAVE DC AND EFFECTS



10 fire damage

8

SPEED

17

AC

+8

SAVES

105

HP



#### Greater Vigor

Heal 5 HP at the start of your turn.



#### Move

Move action

#### Double Move

Full round action



#### Immunities

None

#### Resistances

None

#### Weaknesses

None

#### Spell Resistance

None



#### ATTACKS

##### Melee Attack

Standard action

#### RANGE, HIT BONUSES AND EFFECTS



+21

15 magic damage

##### Full Melee Attack

Full round action



+21

+16

15 magic damage

##### Charge

Standard action

Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

##### Improved Critical Hit

You critically hit when rolling a 19 or 20.



# Griffon Cavalry

Chaotic Good Large Mounted Humanoid (Human, Magical Beast)

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

23



AC




+10

SAVES

110

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+15</b> 15 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+15</b> <b>+10</b> 15 magic damage
	<b>Mounted Pounce</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a Full melee attack against it, with an additional +2 to hit and +10 damage on each attack. You may take a move action before, but not after.
	<b>Fly-By Attack</b> Full round action	Move up to double your speed in squares and make a melee attack at any point during your move. You will provoke an attack of opportunity when leaving a square threatened by the target, despite the Flight rules.
	<b>Joust</b>	+10 damage with melee attacks against mounted opponents.





# Hezrou

Chaotic Evil Large Outsider

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

23



AC




+12

SAVES

150

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Electrical damage, Poison
	<b>Resistances</b>	10 acid damage, 10 cold damage, 10 fire damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+15</b> 20 physical damage
	<b>Full Melee Attack</b> Full round action	 <b>+15 +10</b> 20 physical damage
	<b>Pounce</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a Full melee attack against it, with an additional +2 to hit on each attack. You may take a move action before, but not after.
	<b>Stench</b>	Adjacent living enemy creatures suffer a -2 penalty to saving throws.



# Huge Fiendish Carrion Crawler

Chaotic Evil

Huge Outsider

D&D Monster Mash

Ottawa Red Shirts

6  
SPEED

16  
AC

+10  
SAVES

160  
HP



## Move

Move action

Move up to your speed in squares.

## Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.

## Slender Frame

You may squeeze through openings of any size and do not suffer the usual movement penalties while squeezing.

## Wall-Crawler

Restriction: Must start and end your turn adjacent to a wall.  
Except for the first square of movement, your movement does not provoke attacks of opportunity. You may walk over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.



## Immunities

Poison

## Resistances

10 cold damage, 10 fire damage

## Weaknesses

None

## Spell Resistance

11+



## ATTACKS

### Melee Attack

Standard action

## RANGE, HIT BONUSES AND EFFECTS



+13

10 magic damage + Paralysis DC 17

### Full Melee Attack

Full round action



+13

+13

10 magic damage + Paralysis DC 17

### Pounce

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a Full melee attack against it, with an additional +2 to hit on each attack. You may take a move action before, but not after.

### Enemy of Good

+5 damage with melee attacks against good creatures.

### Flailing Tentacles

Standard action

Make 1 melee attack against all adjacent enemy creatures.

### Paralysis

Paralyzed creatures grant combat advantage, can take no action, and are automatically hit by melee attacks for double damage; they may make a new save at the end of their turn.



# Huge Fire Elemental

Chaotic Good

Huge Elemental

D&D Monster Mash

Ottawa Red Shirts

10  
SPEED

19  
AC

+10  
SAVES

115  
HP



## Move

Move action

Move up to your speed in squares.

## Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.



## Immunities

Critical hits, Fire damage, Paralysis, Poison, Sleep, Stun

## Resistances

5 physical damage

## Weaknesses

Cold damage is doubled

## Spell Resistance

None

## Enflamed

Enemy creatures take 10 fire damage when hitting you with a melee attack.

## Mobility

Gain +4 AC against attacks of opportunity.



## ATTACKS

### Melee Attack

Standard action

### Full Melee Attack

Full round action

### Charge

Standard action

## RANGE, HIT BONUSES AND EFFECTS



+15

10 magic damage + 10 fire damage



+15

+15

10 magic damage + 10 fire damage

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



# Iron Golem

Lawful Good Large Construct

## D&D Monster Mash

Ottawa Red Shirts

4

SPEED

23



AC


+10

SAVES

110

HP


	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Critical hits, Daze, Fear, Fire damage, Heal, Inflict, Paralysis, Poison, Sleep, Stun
	<b>Resistances</b>	5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	Except for spells that ignore Spell Resistance, you are unaffected by spells.
	<b>Construct</b>	You are not a living creature.



**ATTACKS**  
**Melee Attack**  
Standard action

**Charge**  
Standard action

**RANGE, HIT BONUSES AND EFFECTS**

 **+21** 25 physical damage

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



# Justicator

Lawful Good

Large Outsider

## D&D Monster Mash

Ottawa Red Shirts

6  
SPEED

22  
AC

+10  
SAVES

105  
HP



### Move

Move action

Move up to your speed in squares.

### Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.

Move to end as close as possible to an enemy creature, up to double your speed in squares.

### Flight

Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.



### Immunities

Paralysis, Stun

### Resistances

10 acid damage, 10 cold damage, 10 fire damage

### Weaknesses

None

### Spell Resistance

11+



### ATTACKS

#### Melee Attack

Standard action

### RANGE, HIT BONUSES AND EFFECTS



+20

15 magic damage

#### Full Melee Attack

Full round action



+20

+15

15 magic damage

#### Charge

Standard action

Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

### Enemy of Chaos

+5 damage with melee attacks against chaotic creatures.



### SPECIAL ABILITIES

#### Pass Judgement

Standard action

### RANGE, SAVE DC AND EFFECTS



All adjacent

22

10 fire damage + Stun

Stunned creatures grant combat advantage and can take no action; the effect ends at the end of their next turn.



# Large Silver Dragon

Lawful Good

Large Dragon

D&D Monster Mash

Ottawa Red Shirts

9  
SPEED

24  
AC

+16  
SAVES

150  
HP



## Move

Move action

Move up to your speed in squares.

## Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.

## Flight

Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.



## Immunities

Acid damage, Cold damage, Paralysis, Sleep

## Resistances

None

## Weaknesses

Fire damage is doubled.

## Spell Resistance

11+



## ATTACKS

### Melee Attack

Standard action

## RANGE, HIT BONUSES AND EFFECTS

1 +17 15 physical damage

### Full Melee Attack

Full round action

1 +17 15 physical damage

1 +12 +12 10 physical damage

### Charge

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



## SPECIAL ABILITIES

### Cold Breath

Standard action

☐ 1 Blast 5 21 40 cold damage

### Paralysing Breath

Standard action

☐ 1 Blast 5 21 Paralysis

Paralyzed creatures grant combat advantage, can take no action, and are automatically hit by melee attacks for double damage; they may make a new save at the end of their turn.





# Lich Necromancer & Friends

Chaotic Evil Medium Undead Large Undead

# D&D Monster Mash

Ottawa Red Shirts

## Lich Necromancer

6  
SPEED

19  
AC

+11  
SAVES

75  
HP



**Aura of Undeath**

Range 6; whenever a small or medium living creature is destroyed, replace it with a zombie.



**Move**  
Move action

Move up to your speed in squares.

**Double Move**  
Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.



**Immunities**

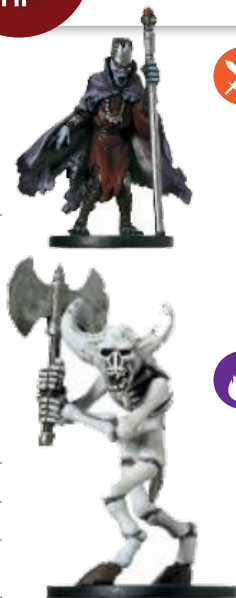
Cold damage, Critical hits, Daze, Electrical damage, Fear, Paralysis, Poison, Sleep, Stun

**Resistances** 5 physical damage

**Weaknesses** None

**Spell Resistance** None

**Undead** You are not a living creature. Inflict and heal effects are reversed: you heal when being inflicted, and take damage when being healed.



**ATTACKS**

**Melee Attack**  
Standard action

**Charge**  
Standard action

**Paralysis**



**WIZARD SPELLS**  
**Inflict Moderate Wounds**  
Standard action

**Empowered Magic Missile**  
Standard action

**Hold Monster**  
Standard action

**RANGE, HIT BONUS AND EFFECTS**

1 +10 10 magic damage + Paralysis DC 17

Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

Paralyzed creatures grant combat advantage, can take no action, and are automatically hit by melee attacks for double damage; they may make a new save at the end of their turn.

**RANGE, SAVE DC AND EFFECTS**

1 14 Inflict 10

You may target yourself. Undead creatures are instead healed for 10, no save.

∞ - 15 magic damage

Restriction: Cannot cast while threatened.

∞ 17 Paralysis

Restriction: Cannot cast while threatened.

## Minotaur Skeleton

6  
SPEED

12  
AC

+6  
SAVES

50  
HP



**Move**  
Move action

**Double Move**  
Full round action



**Immunities**

Cold damage, Critical hits, Daze, Electrical damage, Fear, Paralysis, Poison, Sleep, Stun

**Resistances** None

**Weaknesses** None

**Spell Resistance** None

**Undead** You are not a living creature. Inflict and heal effects are reversed.



**ATTACKS**  
**Melee Attack**  
Standard action

**Powerful Charge**  
Standard action

2 +6 15 physical damage

Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit and +5 damage. You may take a move action before, but not after.

3  
SPEED

11  
AC

+2  
SAVES

15  
HP

## Zombie (Aura of Undeath)



**Move**  
Move action

**Double Move**  
Full round action



**Immunities**

Critical hits, Daze, Fear, Paralysis, Poison, Sleep, Stun

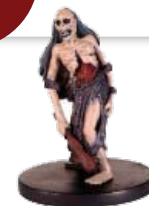
**Undead**



**ATTACKS**  
**Melee Attack**  
Standard action

**Charge**  
Standard action

1 +2 5 magic damage





# Lord of Blades

Lawful Evil Medium Living Construct

# D&D Monster Mash

Ottawa Red Shirts

4

SPEED

22



AC






+10

SAVES

95

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Drain, Paralysis, Poison, Sleep
	<b>Resistances</b>	10 fire damage, 5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None
	<b>Bladed Carapace</b>	Enemy creatures take 5 magic damage when hitting you with a melee attack.
	<b>Living Construct</b>	You are a living creature.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+17</b> 20 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+17</b> <b>+12</b> 20 magic damage
	<b>Powerful Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit and +5 damage. You may take a move action before, but not after.
	<b>Cleave</b>	Once per turn, when you eliminate an opponent, immediately make a melee attack with the same to hit bonus against any enemy creature within range.
	<b>Humanoid Slayer</b>	+10 damage with melee attacks against humanoids.
	<b>WIZARD SPELLS</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Repair Critical Damage</b> Standard action	<input type="checkbox"/>  <b>-</b> Repair 30 Target must be a construct or living construct; you may target yourself; regain 30 HP.



# Lord Soth

Lawful Evil

Medium Undead

## D&D Monster Mash

Ottawa Red Shirts

4

SPEED

23

AC

+11

SAVES

95

HP



### Move

Move action

Move up to your speed in squares.

### Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.



### Immunities

Cold damage, Critical hits, Daze, Electrical damage, Fear, Paralysis, Poison, Sleep, Stun

### Resistances

5 physical damage

### Weaknesses

None

### Spell Resistance

11+

### Undead

You are not a living creature. Inflict and heal effects are reversed: you heal when being inflicted, and take damage when being healed.



### ATTACKS

#### Melee Attack

Standard action

### RANGE, HIT BONUSES AND EFFECTS



+17

20 magic damage

#### Full Melee Attack

Full round action



+17

+12

20 magic damage

#### Charge

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

#### Blindsight

You are immune to gaze attacks and ignore the effects of Invisibility and Conceal.

#### Cleave

Once per turn, when you eliminate an opponent, immediately make a melee attack with the same to hit bonus against any enemy creature within range.

#### Power Attack

Free action

Declare before rolling an attack; -5 to hit, +10 damage; applies to all attacks made until the start of your next turn.

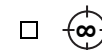


### SPECIAL ABILITIES

#### Abyssal Blast

Standard action

### RANGE, SAVE DC AND EFFECTS



Burst 3

18

30 fire damage



# Marilith

Chaotic Evil Large Outside

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

19



AC











+10

SAVES

105

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Electrical damage, Fire damage, Poison
	<b>Resistances</b>	5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 2  10 magic damage
	<b>Full Melee Attack</b> Full round action	 2       10 magic damage
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Blindsight</b>	You are immune to gaze attacks and ignore the effects of Invisibility and Conceal.
	<b>Enhanced Mobility</b>	You may move up to 2 squares before making a Full melee attack.



# Marut

Lawful Good

Large Construct

## D&D Monster Mash

Ottawa Red Shirts

6  
SPEED

25  
AC

+10  
SAVES

110  
HP



### Move

Move action

Move up to your speed in squares.

### Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.



### Immunities

Critical hits, Daze, Fear, Heal, Inflict, Paralysis, Poison, Sleep, Stun

### Resistances

5 physical damage

### Weaknesses

None

### Spell Resistance

None

### Construct

You are not a living creature.



### ATTACKS

#### Melee Attack

Standard action

### RANGE, HIT BONUSES AND EFFECTS



+19

10 physical damage + 10 sonic damage

#### Full Melee Attack

Full round action



+19

+19

10 physical damage + 10 sonic damage

#### Charge

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

### Blindsight

You are immune to gaze attacks and ignore the effects of Invisibility and Conceal.



### WIZARD SPELLS

#### Mass Inflict

Moderate

Wounds

Standard action

### RANGE, SAVE DC AND EFFECTS



Burst 3

17

Inflict 20

Undead creatures are instead healed for 20, no save.



# Marvin, Low Priest of the Fallen Gong

Chaotic Good Medium Humanoid (Human)

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

22



AC

+10












SAVES

80

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None





	<b>ATTACKS</b>	<b>RANGE, HIT BONUSSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+12</b> 10 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+12</b> <b>+8</b> 10 magic damage
	<b>Ranged Attack</b> Standard action	 <b>+14</b> 5 magic damage + 5 holy damage Restriction: Cannot use while threatened.
	<b>Full Ranged Attack</b> Full round action	 <b>+14</b> <b>+14</b> 5 magic damage + 5 holy damage Restriction: Cannot use while threatened.
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Enemy of Evil</b>	+5 damage with melee and ranged attacks against evil creatures.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Turn Undead</b> Standard action	<input type="checkbox"/>  Blast 5 <b>20</b> 30 magic damage Only affects undead creatures.
	<b>CLERIC SPELLS</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Cure Moderate Wounds</b> Standard action	<input type="checkbox"/>  <b>-</b> Heal 10 You may target yourself. Undead creatures instead take 10 damage
	<b>Empowered Spiritual Weapon</b> Standard action	<input type="checkbox"/>  <b>-</b> 10 ongoing magic damage Restriction: Cannot cast while threatened. Make 1 attack immediately and whenever target creature activates (before regeneration, if any); +12 to hit, 10 magic damage, until the target creature or the caster is slain; can be cast multiple times on the same creature.
	<b>The Holy Gong</b> Standard action	<input type="checkbox"/>  Burst 3 <b>20</b> 30 sonic damage The spell is centered on you and does not affect you.








6  
SPEED

18  
AC

+10  
SAVES

75  
HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+12</b> 10 physical damage + Poison DC 17
	<b>Full Melee Attack</b> Full round action	 <b>+12</b> <b>+7</b> 10 physical damage + Poison DC 17
	<b>Ranged Attack</b> Standard action	 <b>+16</b> 10 physical damage + Poison DC 17 Restriction: Cannot use while threatened.
	<b>Full Ranged Attack</b> Full round action	 <b>+16</b> <b>+11</b> 10 physical damage + Poison DC 17 Restriction: Cannot use while threatened.
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Poison</b>	Poisoned creatures take 5 poison damage immediately and whenever they activate (before regeneration, if any); they may make a new save at the end of their turn.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Gaze Attack</b> Standard action	 <b>15</b> Destroy Target must be a living creature; destroy creature and replace it with a statue.





# Mounted Paladin

Lawful Good Large Humanoid (Human)

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

22



AC







+14

SAVES

100

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+19</b> 20 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+19</b> <b>+14</b> 20 magic damage
	<b>Mounted Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit and +10 damage. You may take a move action before, but not after.
	<b>Enemy of Evil</b>	+5 damage with melee attacks against evil creatures.
	<b>Mounted Melee Attack</b> Full round action	Move up to double your speed in squares and make a melee attack at any point during your move.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Lay on Hands</b> Standard action	<input type="checkbox"/>  <b>-</b> Heal 20 You may target yourself. Undead creatures instead take 20 damage.
	<b>Turn Undead</b> Standard action	<input type="checkbox"/>  Blast 5 <b>20</b> 30 magic damage Only affects undead creatures.



# Ogre Mage

Lawful Evil Large Giant

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

18




AC

+10








SAVES

80

HP

	<b>Regeneration</b>	Heal 5 HP at the start of your turn.
	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	<b>Restriction:</b> Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Flight</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may fly over difficult terrain, statues, and other creatures with no penalty to movement. You must still land on unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+
	<b>Invisibility</b>	You cannot be targeted by ranged attacks, ranged spells, ranged special abilities and any form of Charge or Pounce.
	<b>Conceal 11</b>	Attackers must roll an 11 or higher to confirm a melee or ranged attack against you.



	<b>ATTACKS</b>	<b>RANGE, HIT BONUS AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+10</b> 10 physical damage
	<b>Charge</b> Standard action	<b>Restriction:</b> Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>SORCERER SPELLS</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Charm Person</b> Standard action	<input type="checkbox"/>  <b>14</b> Confusion <b>Restriction:</b> Cannot cast while threatened. Target must be a humanoid. Confused creatures do not threaten adjacent squares; they may make a new save at the end of their turn. At the start the target's next turn, roll a d20: • 1-5: target is controlled by owner; • 6-15: target does nothing; • 16-20: target is controlled by you.
	<b>Melf's Acid Arrow</b> Standard action	<input type="checkbox"/>  <b>-</b> 5 acid damage <b>Restriction:</b> Cannot cast while threatened. Ignores spell resistance.
	<b>Lightning Bolt</b> Standard action	<input type="checkbox"/>  <b>15</b> 20 electrical damage
	<b>Cone of Cold</b> Standard action	<input type="checkbox"/>  <b>18</b> 30 cold damage
	<b>Sorcerer</b>	You may check off higher level spells (lower down the list) in order to cast a lower level spell (higher up the list).

# Ophélie, The Lich Queen

Chaotic Evil Medium Undead

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

21



AC











+10

SAVES

95

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Cold damage, Critical hits, Daze, Electrical damage, Fear, Paralysis, Poison, Sleep, Stun
	<b>Resistances</b>	5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	11+
	<b>Undead</b>	You are not a living creature. Inflict and heal effects are reversed: you heal when being inflicted, and take damage when being healed.

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+16</b> 10 magic damage + Paralysis DC 17
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Paralysis</b>	Paralyzed creatures grant combat advantage, can take no action, and are automatically hit by melee attacks for double damage; they may make a new save at the end of their turn.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<input type="checkbox"/> <b>Wand of Maximized Magic Missiles</b> Standard action	  25 magic damage
	<input type="checkbox"/> <b>Rod of Empowered Fireballs</b> Standard action	 Burst 3  30 fire damage
	<b>WIZARD SPELLS</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<input type="checkbox"/> <b>Disintegrate</b> Standard action	  60 magic damage Restriction: Cannot cast while threatened.
	<b>Spell Penetration</b>	You may roll twice to overcome spell resistance.



# Owlbear Rager

Chaotic Evil Large Magical Beast

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

18




AC




+12

SAVES

110

HP

	<b>Frenzied Rage</b>	When you are reduced to 55 hit points or less, starting next round, you get two turns per round for the rest of the game. Let the GM know!
	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+18</b> 20 physical damage
	<b>Full Melee Attack</b> Full round action	 <b>+18</b> <b>+18</b> 20 physical damage + Rend
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Rend</b>	If you hit the same target with both attacks in the same turn, the second attack deals +20 damage.



# Purple Worm

Chaotic Evil Huge Magical Beast

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

19



AC





+10

SAVES

200

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Burrow</b>	Except for the first square of movement, your movement does not provoke attacks of opportunity. You may burrow under difficult terrain, statues, walls, and other creatures with no penalty to movement. You must still resurface in unoccupied squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+20</b> 25 physical damage
	<b>Full Melee Attack</b> Full round action	 <b>+20</b> 25 physical damage
		 <b>+10</b> 10 physical damage + Poison DC 25
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.
	<b>Poison</b>	Target is weakened: weakened creatures deal half damage with melee and ranged attacks; weakened creatures may make a new save at the end of their turn.



# Steel Predator

Lawful Evil Large Outsider

# D&D Monster Mash

Ottawa Red Shirts

10

SPEED

23



AC







+10

SAVES

100

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	Electrical damage, Sonic damage
	<b>Resistances</b>	20 cold damage, 20 fire damage, 5 physical damage
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

	<b>ATTACKS</b>	<b>RANGE, HIT BONUSES AND EFFECTS</b>
	<b>Melee Attack</b> Standard action	 <b>+18</b> 15 magic damage
	<b>Full Melee Attack</b> Full round action	 <b>+18</b> 15 magic damage
		 <b>+16</b> 10 magic damage
	<b>Pounce</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a Full melee attack against it, with an additional +2 to hit on each attack. You may take a move action before, but not after.
	<b>Blindsight</b>	You are immune to gaze attacks and ignore the effects of Invisibility and Conceal.
	<b>SPECIAL ABILITIES</b>	<b>RANGE, SAVE DC AND EFFECTS</b>
	<b>Roar</b> Swift action	<input type="checkbox"/>  Blast 5 <b>20</b> 40 sonic damage





# Stone Giant

Lawful Good Large Giant

6

SPEED

22



AC









+12

SAVES

130

HP

	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None

ATTACKS		RANGE, HIT BONUSES AND EFFECTS	
	<b>Melee Attack</b> Standard action	 2	 +17 20 physical damage
	<b>Full Melee Attack</b> Full round action	 2	 +17  +12 20 physical damage
	<b>Ranged Attack</b> Standard action	 ∞	 +13 20 physical damage + Stun DC 17
		Restriction: Cannot use while threatened.	
	<b>Charge</b> Standard action	Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.	
	<b>Precise Shot</b>	Targets have no cover against your ranged attacks.	
	<b>Rocks from Rubble</b>	When adjacent to difficult terrain, you may make ranged attacks without using your limited ammunition. After the attack, remove that piece of terrain from play. The space still counts as difficult terrain, but you may no longer throw it.	
	<b>Stun</b>	Stunned creatures grant combat advantage and can take no action; the effect ends at the end of their next turn.	



# Thaskor

Lawful Evil Large Outsider

# D&D Monster Mash

Ottawa Red Shirts

8

SPEED

23



AC


+10

SAVES


125

HP


	<b>Move</b> Move action	Move up to your speed in squares.
	<b>Double Move</b> Full round action	Restriction: Cannot use if you start your turn adjacent to an enemy creature. Move to end as close as possible to an enemy creature, up to double your speed in squares.
	<b>Immunities</b>	None
	<b>Resistances</b>	None
	<b>Weaknesses</b>	None
	<b>Spell Resistance</b>	None




**ATTACKS**  
**Melee Attack**  
Standard action  
**Powerful Charge**  
Standard action



**SPECIAL ABILITIES**  
**Trumpeting Blast**  
Swift action

**RANGE, HIT BONUSES AND EFFECTS**  
 **+22** 25 physical damage  
Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit and +5 damage. You may take a move action before, but not after.

**RANGE, SAVE DC AND EFFECTS**  
 Blast 5 **18** Stun  
Stunned creatures grant combat advantage and can take no action; the effect ends at the end of their next turn.

# The Red Brigade

Lawful Evil

Medium Humanoid (Human)

Small Humanoids (Kobold x2)

# D&D Monster Mash

Ottawa Red Shirts

## Red Wizard of Thay

6

SPEED

21

AC

+11

SAVES

60

HP



**Move**  
Move action

**Double Move**  
Full round action

Move up to your speed in squares.  
  
Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.



**Immunities**

**Resistances**

**Weaknesses**

**Spell Resistance**

None

None

None

None



**ATTACKS**  
**Melee Attack**  
Standard action

**Charge**  
Standard action



**WIZARD SPELLS**  
**Scorching Ray**  
Standard action

**Fireball**  
Standard action

**Lightning Bolt**  
Standard action

**Spell Penetration**

**Sudden Empower**  
Free action

**RANGE, HIT BONUSES AND EFFECTS**

1 +6 5 magic damage

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

**RANGE, SAVE DC AND EFFECTS**

6 - 15 fire damage

Burst 3 15 20 fire damage

Restriction: Cannot cast while threatened.

12 15 20 electrical damage

You may roll twice to overcome spell resistance.

Restriction: Once per turn.  
+10 damage on your next spell that deals damage this turn.



6

SPEED

21

AC

+6

SAVES

30

HP



**Move**  
Move action

**Double Move**  
Full round action



**Immunities**

**Resistances**

**Weaknesses**

**Spell Resistance**

**Conceal 6**

None

None

None

None

Attackers must roll a 6 or higher to confirm a melee or ranged attack against you.



**ATTACKS**  
**Melee Attack**  
Standard action

**Charge**  
Standard action

**RANGE, HIT BONUSES AND EFFECTS**

1 +0 5 magic damage

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



**SPECIAL ABILITIES**  
**Wand of Magic Missiles**  
Standard action



**Kobold Sorcerer 1** ☐ ☐ ☐ ☐ **Kobold Sorcerer 2** ☐ ☐ ☐ ☐ ☐  
**SORCERER SPELLS**  
**Magic Missiles**  
Standard action

**Fireburst**  
Standard action

**RANGE, SAVE DC AND EFFECTS**

∞ - 5 magic damage

**RANGE, SAVE DC AND EFFECTS**

∞ - 10 magic damage

Restriction: Cannot cast while threatened.

0 All adjacent 14 20 fire damage

# Ulmo Lightbringer

Lawful Good

Small Humanoid (Halfling)

D&D Monster Mash

Ottawa Red Shirts

8  
SPEED

25  
AC

+13  
SAVES

70  
HP



## Move

Move action

Move up to your speed in squares.

## Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.



## Immunities

None

## Resistances

None

## Weaknesses

None

## Spell Resistance

None

## Deflect Arrows

Gain +4 AC against ranged attacks.

## Evade Damage

You take no damage instead of half damage on successful saves against spells and special abilities.

## Mobility

Gain +4 AC against attacks of opportunity.



## ATTACKS

### Melee Attack

Standard action

## RANGE, HIT BONUSES AND EFFECTS



+18

5 magic damage

### Full Melee Attack

Full round action



+18

+18

+13

5 magic damage

### Ranged Attack

Standard action



+19

5 magic damage

Restriction: Cannot use while threatened.

### Full Ranged Attack

Full round action



+19

+15

5 magic damage

Restriction: Cannot use while threatened.

### Charge

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.

### Melee Sneak Attack

+15 damage with melee attacks against living creatures when you have combat advantage.

### Stunning Attack

Free action



Declare before making an attack; if the attack hits, the target is stunned; save DC 20 to avoid; stunned creatures grant combat advantage and can take no action; the effect ends at the end of the target's next turn.



# War Troll

Lawful Evil

Large Giant (Troll)

# D&D Monster Mash

Ottawa Red Shirts

6

SPEED

24

AC

+10

SAVES

100

HP



## Regeneration

Heal 5 HP at the start of your turn.



## Move

Move action

Move up to your speed in squares.

## Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.

Move to end as close as possible to an enemy creature, up to double your speed in squares.



## Immunities

None

## Resistances

5 physical damage

## Weaknesses

None

## Spell Resistance

None



## ATTACKS

### Melee Attack

Standard action

### Ranged Attack

Standard action

### Charge

Standard action

## RANGE, HIT BONUSES AND EFFECTS



+18

25 physical damage



+10

15 physical damage

Restriction: Cannot use while threatened.

Restriction: Cannot use if you start your turn threatened. Move a minimum 2 squares, up to your speed, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit. You may take a move action before, but not after.



# Warforged Titan

Lawful Good

Huge Construct

10  
SPEED

25  
AC

+10  
SAVES

125  
HP



## Move

Move action

Move up to your speed in squares.

## Double Move

Full round action

Restriction: Cannot use if you start your turn adjacent to an enemy creature.  
Move to end as close as possible to an enemy creature, up to double your speed in squares.



## Immunities

Critical hits, Daze, Fear, Heal, Inflict, Paralysis, Poison, Sleep, Stun

## Resistances

10 acid damage; 10 cold damage, 10 electrical damage, 10 fire damage, 10 sonic damage, 5 physical damage

## Weaknesses

None

## Spell Resistance

None

## Adamantine Laced

Reduce all melee and ranged attack damage taken by 5; this cannot reduce damage to zero.

## Construct

You are not a living creature.



## ATTACKS

### Melee Attack

Standard action

## RANGE, HIT BONUSES AND EFFECTS

3

+16

20 physical damage

### Full Melee Attack

Full round action

3

+16

+16

20 physical damage

### Powerful Charge

Standard action

Restriction: Cannot use if you start your turn threatened.  
Move a minimum 2 squares, up to your speed +2, in a straight line, and end adjacent to an enemy creature. Then, make a melee attack against it, with an additional +2 to hit and +5 damage. You may take a move action before, but not after.

## Pushback

Your melee attacks may push smaller creatures 1 square away from you; forced movement does not provoke attacks of opportunity.



## SPECIAL ABILITIES

### Trample

Full round action

## RANGE, SAVE DC AND EFFECTS

10

18

20 physical damage

Move up to your speed in squares and over 1 smaller creature's space; must end movement on unoccupied squares; this does not provoke attacks of opportunity from the target creature.

