

Red Shirt Games D&D Monster Mash

Archmage

Chaotic Good; Medium Humanoid (Human)

HP 75:

Speed: F8 AC: 20 Saves: +10

Melee Attack: +8 (10 magic damage) (Standard Action)

Full Melee Attack: +8 / +3 (10 magic damage) (Full Round Action)

Special Abilities

Blindsight:

This creature is immune to gaze attacks, may see invisible creatures normally, and is not affected by Conceal.

Conceal 6 (Blur):

Attacker must roll a 6 or higher to confirm a melee or ranged attack against this creature.

Quick Cast: (Swift Action)

This creature may cast an additional spell.

Spell Penetration:

This creature may roll twice to overcome spell resistance.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.

Flight:

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Wizard Spells

Empowered Magic Missile: (Standard Action)

unlimited use; target 1 creature; range unlimited; 15 damage. (cannot cast while threatened)

Dimension Door: (Standard Action)

target self; range unlimited; place this creature on any legal space it can see. (cannot cast while threatened)

Empowered Melf's Acid Arrow: (Standard Action)

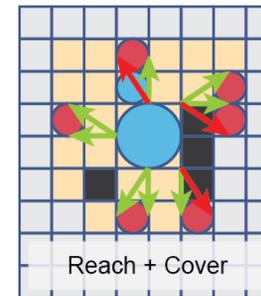
target 1 creature; ranged unlimited; 20 acid damage, ignores Spell Resistance. (cannot cast while threatened)

Banishment: (Standard Action)

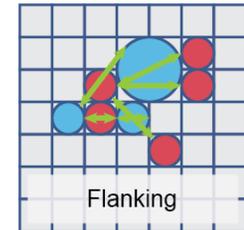
target 1 Outsider or Summoned creature; range 6; destroy creature with 75 or fewer HP; save DC 20 to avoid. (cannot cast while threatened)

Mordenkainen's Sword: (Standard Action)

target 1 creature; range 6; 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. (cannot cast while threatened)



Reach + Cover



Flanking



Adjacent

Red Shirt Games D&D Monster Mash

Aspect of Hextor

Lawful Evil; Large Outsider

HP 115:

Speed: 8 AC: 20* Saves: +10

Melee Attack: +12 (15 magic damage) (Standard Action)

Full Melee Attack: +12 / +12 / +12 / +12 (15 magic damage) (Full Round Action)

Special Abilities

Melee Reach 2:

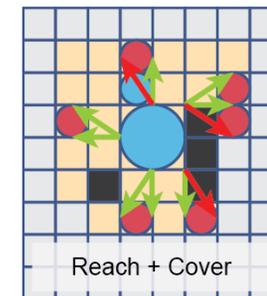
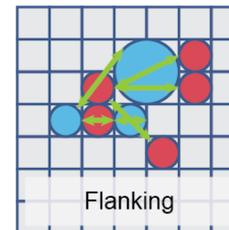
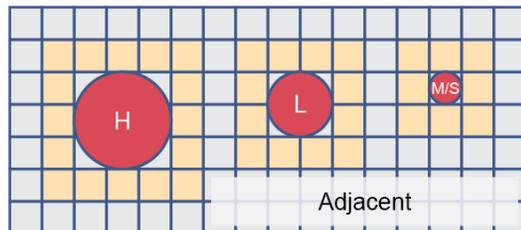
This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Multiple Threats:

All creatures within this creature's melee reach that do not have cover against this creature grant combat advantage to all melee attacks.

Wall of Steel:

*This creature gains +4 AC against melee attacks.



Red Shirt Games D&D Monster Mash

Aspect of Lolth

Chaotic Evil; Large Outsider

HP 105:

Speed: 8 AC: 21 Saves: +14

Melee Attack: +18 (10 magic damage) (Standard Action)

Full Melee Attack: +18 / +13 (10 magic damage) (Full Round Action)

Special Abilities

Blind-Fighting:

This creature may roll twice against Conceal, and does not suffer penalties from blindness or when being attacked by invisible creatures.

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Melee Reach 3:

This creature may attack creatures up to 3 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Spell Resistance 11:

Enemy creatures must roll an 11 or higher on 1d20 to affect this creature with a spell. Spell Resistance may be voluntarily waived.

Wall-Crawler:

If this creature begins and ends its move adjacent to a wall, it may move over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a wall-crawling creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Enemy of Chaotic Good:

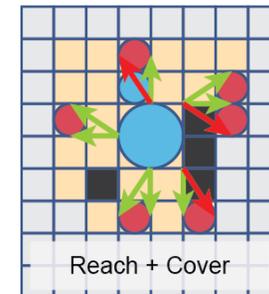
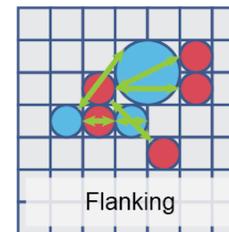
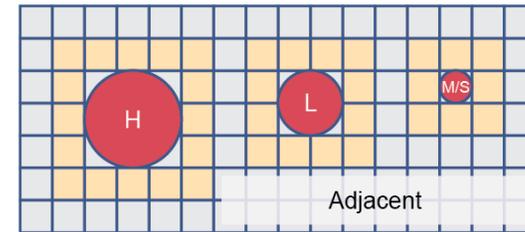
+5 damage against all Chaotic Good creatures.

Enemy of Lawful Evil:

+5 damage against all Lawful Evil creatures.

Slayer of Lawful Good:

+10 damage against all Lawful Good creatures.



Red Shirt Games D&D Monster Mash

Aspect of Moradin

Lawful Good; Large Outsider

HP 130:

Speed: 6 **AC:** 23 **Saves:** +12

Melee Attack: +15 (20 magic damage) (Standard Action)

Full Melee Attack: +15 / +10 (20 magic damage) (Full Round Action)

Ranged Attack: +12, range 6 (20 magic damage) (Standard Action)

Special Abilities

Cleave:

When this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same attack bonus against any adjacent enemy. May only cleave once per turn.

Giant Bane:

+2 additional attack bonus and +10 damage against giants.

Stone Lord 5:

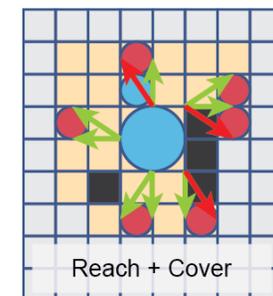
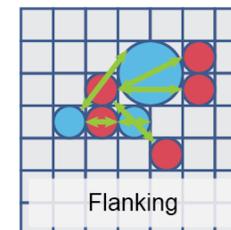
+5 melee damage against enemies adjacent to a wall.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Shield Bash: (Swift Action)

☐ target 1 adjacent creature; stun; save DC 18; stunned creatures grant Combat Advantage and can take no actions; the effect ends at the end of the target's next activation (may use while threatened)



Red Shirt Games D&D Monster Mash

Balor

Chaotic Evil; Large Outsider

HP 125:

Speed: F8 AC: 20 Saves: +10

Melee Attack: Sword +16 (20 magic damage + Vicious) OR Whip +12 (10 magic damage + 5 fire damage) (Standard Action)

Full Melee Attack: Sword +16 (20 magic damage + Vicious) AND Whip +12 (10 magic damage + 5 fire damage) (Full Round Action)

Special Abilities

Blind-Fighting:

This creature may roll twice against Conceal, and does not suffer penalties from blindness or when being attacked by invisible creatures.

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Flight:

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Immunity to Electricity; Fire; and Poison:

This creature is immune to electrical, fire, and poison damage.

Melee Reach 2 (Vicious Sword):

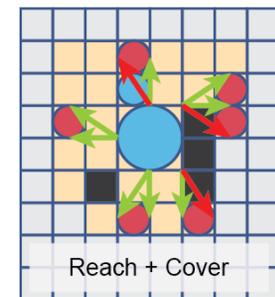
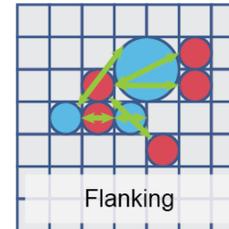
This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Melee Reach 3 (Flaming Whip):

This creature may attack creatures up to 3 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Vicious:

This attack deals triple damage instead of double damage when rolling a Critical Hit.



Red Shirt Games D&D Monster Mash

Beholder

Lawful Evil; Large Aberration

HP 95:

Speed: F2 AC: 22 Saves: +11

Melee Attack: +2 (5 damage) (Standard Action)

Special Abilities

Antimagic Eye:

Enemy creatures must roll an 11 or higher on 1d20 to cast a spell that will affect this creature. Antimagic Eye may be voluntarily waived. This is **not** Spell Resistance. Enemy creatures cannot use Spell Penetration against this Special Ability.

Dual Activation:

This creature has 2 cards in the initiative deck, and therefore activates twice per round.

Flight:

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Eye Rays: (Standard Action)

unlimited use; target 1 creature; range unlimited; 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 (may use while threatened)

Eye Rays: Roll 1d20:

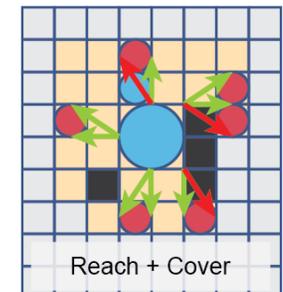
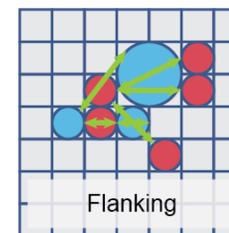
1-4: Telekinesis: slide target creature up to 3 spaces; save DC 17; forced movement does not provoke attacks of opportunity

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 make a Full Round Action; save DC 17; target creature may save again at the end of every activation until successful)

15-18: Flesh to Stone: destroy target *living* creature and replace it with statue; save DC 17)

19-20: Disintegrate: 60 damage; save DC 17 for half damage



Red Shirt Games D&D Monster Mash

Black-Fût, Half-Orc Barbarian

Chaotic Good; Medium Humanoid (Orc)

HP 160:

Speed: 8 AC: 18 Saves: +10

Melee Attack: +13 (25 magic damage) (Standard Action)

Full Melee Attack: +13 / +13 / +8 (25 magic damage) (Full Round Action)

Special Abilities

Cleave:

When this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same attack bonus against any adjacent enemy. May only cleave once per turn.

Improved Uncanny Dodge:

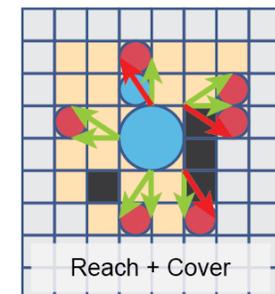
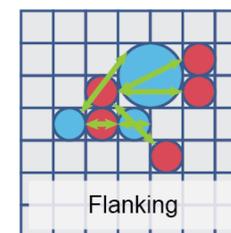
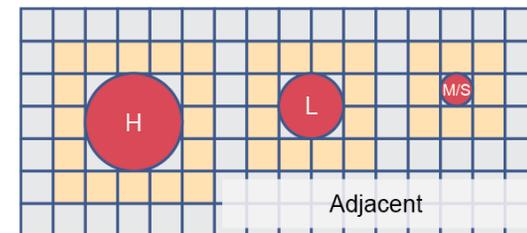
This creature cannot be flanked.

Rage:

This creature must use Whirlwind Attack if it begins its activation within 1 square of 3 or more enemy creatures.

Whirlwind Attack: (Standard Action)

Make 1 melee attack against all adjacent enemy creatures. May move 1 square before attacking without provoking attacks of opportunity.



Red Shirt Games D&D Monster Mash

Cadaver Collector

Lawful Evil; Large Construct

HP 110:

Speed: 6 AC: 20 Saves: +10

Melee Attack: +22 (20 damage) (Standard Action)

Full Melee Attack: +22 / +22 (25 damage) (Full Round Action)

Special Abilities

Corpse Collecting:

This creature gains +1 AC every time a smaller creature is eliminated within this creature's melee reach.

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Melee Reach 2:

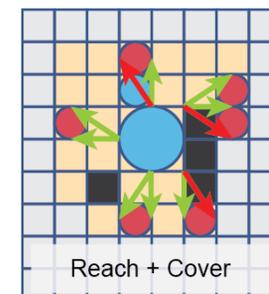
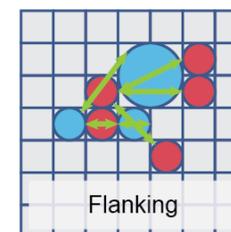
This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Spell Resistance 11:

Enemy creatures must roll an 11 or higher on 1d20 to affect this creature with a spell. Spell Resistance may be voluntarily waived.

Construct:

This creature is not a living creature, and is immune to critical hits, sleep, paralysis, stun, daze, poison, heal, inflict, and fear.



Red Shirt Games D&D Monster Mash

Centaur Hero

Chaotic Good; Large Monstrous Humanoid (Centaur)

HP 95:

Speed: 10 **AC:** 18 **Saves:** +10

Melee Attack: +16 (20 magic damage) (Standard Action)

Full Melee Attack: +16 / +11 (20 magic damage) (Full Round Action)

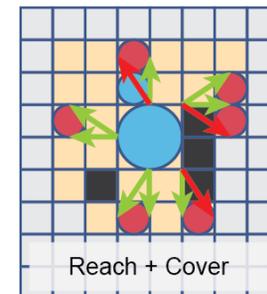
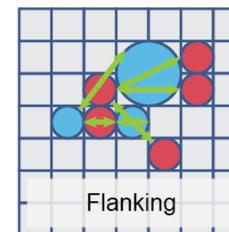
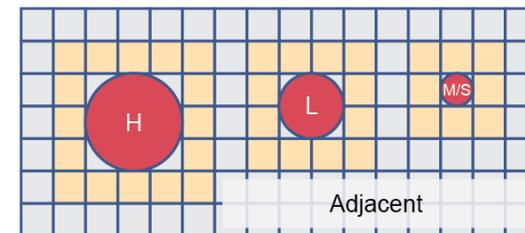
Ranged Attack: +16 (15 magic damage) (Standard Action)

Full Ranged Attack: +16 / +11 (15 magic damage) (Full Round Action)

Special Abilities

Precise Shot:

This creature takes no penalties when making a ranged attack against an enemy that has cover.



Red Shirt Games D&D Monster Mash

Clobbermeister

Chaotic Good; Small Humanoid (Goblin)

HP 130:

Speed: 6 AC: 20 Saves: +12

Melee Attack: +20 (25 magic damage) (Standard Action)

Full Melee Attack: +20 / +15 (25 magic damage) (Full Round Action)

Special Abilities

Cleave:

When this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same attack bonus against any adjacent enemy. May only cleave once per turn.

Power Attack:

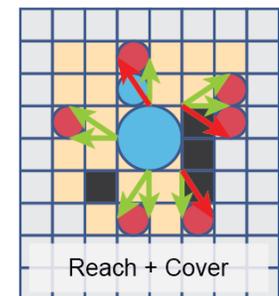
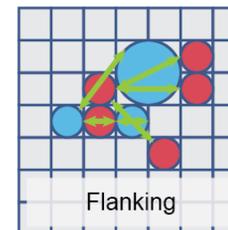
unlimited use; declare before rolling an attack; -5 to hit, +10 damage; applies to all attacks made until the start of this creature's next activation.

Freedom of Action:

This creature is immune to any effect that would restrain this movement or force it to move, including paralysis, grappling, pinning, telekinesis, forced movement, swallow, and constrict. This does not include stunning.

Improved Uncanny Dodge:

This creature cannot be flanked.



Red Shirt Games D&D Monster Mash

Delvin, Dwarf Rogue

Chaotic Good; Medium Humanoid (Dwarf)

HP 80:

Speed: 6 AC: 22 Saves: +14

Melee Attack: +12 (5 magic damage) (Standard Action)

Full Melee Attack: +12 / +12 / +12 / +7 / +7 (5 magic damage) (Full Round Action)

Special Abilities

Crippling Blow:

declare before making a sneak attack; living targets only; target is weakened; weakened creatures deal half damage with melee and ranged attack; target may attempt save DC 18 at the end of each activation until successful.

Hide:

If this creature has the benefit of cover from another creature, because of intervening walls or statues, this creature gains the benefit of **Invisibility** from the other creature (see **Invisibility** below).

Invisibility Potions: (Free Action)

target self; creature gains the **Invisibility** condition (see **Invisibility**, below); condition ends AFTER this creature takes a Standard Action or a Full Round Action. (may use while threatened)

Invisibility:

Creatures that benefit from Invisibility cannot be targeted by ranged attacks, ranged spells or ranged special abilities. Opponents cannot use a Charge move against the creature. Creature gains **Conceal 11** against melee attacks; attackers must roll an 11 or higher to confirm a melee attack against this creature.)

Improved Uncanny Dodge:

This creature cannot be flanked.

Melee Sneak Attack +15:

+15 damage against living creatures when they grant this creature combat advantage.

Opportunist:

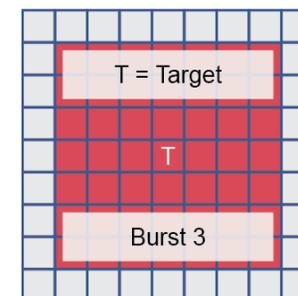
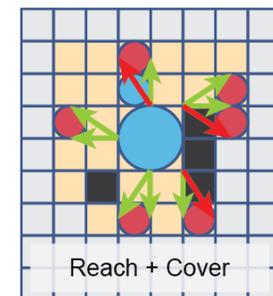
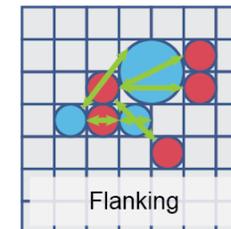
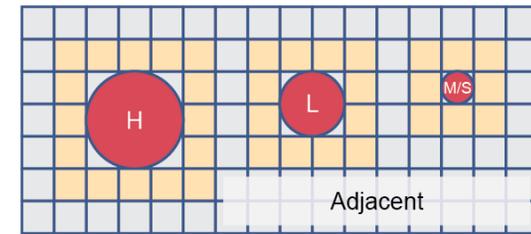
Once per turn, when an adjacent creature is struck by another creature's melee attack, this creature may make a melee attack against it.

Sidestep:

If this creature moves no more than 1 square, it may take a Full Round Action, and does not provoke attacks of opportunity.

Wand of Fireballs: (Standard Action)

roll 11 or higher to activate; if a 1 is rolled, wand may no longer be used; Burst radius 3; ranged unlimited; 20 fire damage, save DC 15 for half damage (may use while threatened)



Red Shirt Games D&D Monster Mash

Divine Crusader of Corellon Chaotic Good; Medium Humanoid (Elf)

HP 95:

Speed: F8 AC: 22 Saves: +12

Melee Attack: +23 (15 magic damage) (Standard Action)

Full Melee Attack: +23 / +18 (15 magic damage) (Full Round Action)

Special Abilities

Corellon's Wrath:

+5 melee damage to Drow, Orcs, and Evil Outsiders.

Flight:

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

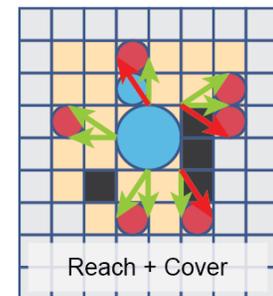
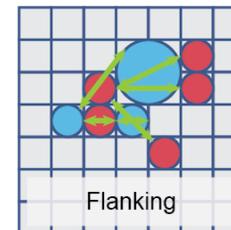
Cleric Spells

Cure Light Wounds: (Standard Action)

target 1 adjacent creature or self; heal 5 HP (may cast while threatened)

Spiritual Weapon: (Standard Action)

target 1 creature; ranged unlimited; 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. (cannot cast while threatened)



Red Shirt Games D&D Monster Mash

Draziw, Halfling Wizard

Chaotic Good; Small Humanoid (Halfling)

HP 75:

Speed: 6 AC: 20 Saves: +11

Melee Attack: +8 (10 magic damage) (Standard Action)

Full Melee Attack: +8 / +3 (10 magic damage) (Full Round Action)

Special Abilities

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.

Sudden Empower:

Damage +10 to 1 spell that deals damage.

Wall-Crawler:

If this creature begins and ends its move adjacent to a wall, it may move over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a wall-crawling creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Wizard Spells

Scorching Ray: (Standard Action)

unlimited use; target 1 creature; range 6; 15 fire damage. (may cast while threatened)

Ray of Enfeeblement: (Standard Action)

target 1 living creature; range unlimited; target is weakened; save DC 17 to avoid; (Weakened: This creature deals half damage with melee and ranged attacks) target creature may save against this condition at the end of each activation until the effect is avoided. (cannot cast while threatened)

Fireball: (Standard Action)

burst radius 3; ranged unlimited; 20 fire damage; save DC 17 for half damage. (cannot cast while threatened)

Vampiric Touch (with Spectral Hand): (Standard Action)

target 1 living creature; range 6; drain 20 HP; drained HP are added to this creature's HP pool and may exceed maximum HP. (may cast while threatened)

Dimension Door: (Standard Action)

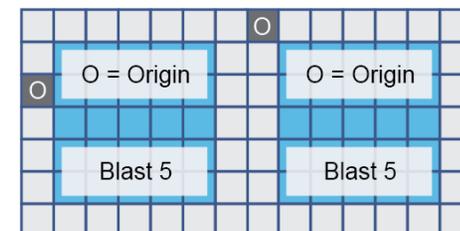
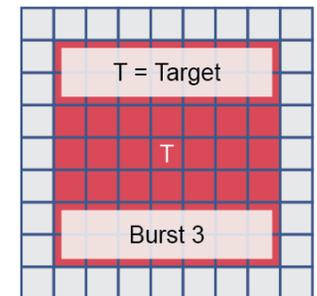
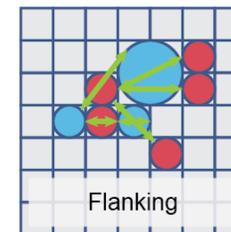
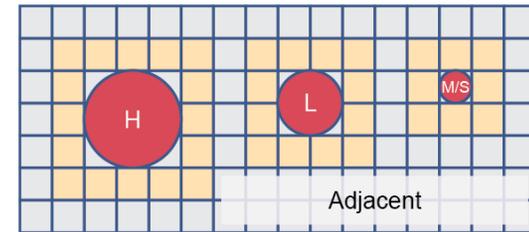
target self; ranged unlimited; place this creature on any legal space it can see. (cannot cast while threatened)

Cone of Cold: (Standard Action)

Close Blast 5; 30 cold damage; save DC 20 for half damage. (may cast while threatened)

Disintegrate: (Standard Action)

target 1 creature; range unlimited; 60 damage; save DC 20 for half damage. (cannot cast while threatened)



Red Shirt Games D&D Monster Mash

Drizzt

Chaotic Good; Medium Humanoid (Elf, Drow)

HP 80:

Speed: 6 AC: 20 Saves: +10

Melee Attack: +15 (10 magic damage + 5 cold damage) (Standard Action)

Full Melee Attack: +15 / +15 / +10 (10 magic damage + 5 cold damage) (Full Round Action)

Special Abilities

Blind-Fighting:

This creature may roll twice against Conceal, and does not suffer penalties from blindness or when being attacked by invisible creatures.

Conceal 6:

Attacker must roll a 6 or higher to confirm a melee or ranged attack against this creature.

Mobility:

+4 AC against attacks of opportunity.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.



Guenhuyvar

Chaotic Good; Medium Magical Beast

HP 80:

Speed: 8 AC: 18 Saves: +12

Melee Attack: +19 (15 damage) (Standard Action)

Full Melee Attack: +19 / +14 (15 damage / 10 damage) (Full Round Action)

Special Abilities

Hide:

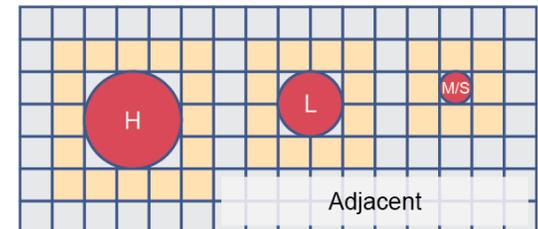
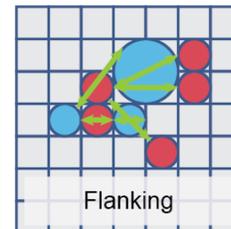
If this creature has the benefit of cover from another creature, because of intervening walls or statues, this creature gains the benefit of **Invisibility** from the other creature (see **Invisibility** below).

Invisibility:

Creatures that benefit from Invisibility cannot be targeted by ranged attacks, ranged spells or ranged special abilities. Opponents cannot use a Charge move against the creature. Creature gains **Conceal 11** against melee attacks; attackers must roll an 11 or higher to confirm a melee attack against this creature.)

Pounce:

+2 charge speed and creature may make Full Melee Attack when charging.



Red Shirt Games D&D Monster Mash

Fiendish Otyugh

Chaotic Evil; Large Outsider

HP 100:

Speed: 5 AC: 25 Saves: +12

Melee Attack: +13 (15 damage + Constrict) (Standard Action)

Full Melee Attack: +13 / +13 / +13 (15 damage + Constrict) (Full Round Action)

Special Abilities

Constrict:

Smaller creatures grant combat advantage, and may take no actions during its next turn; save DC 16 to avoid.

Enemy of Good:

+5 melee damage against all Good creatures.

Feed: (Standard Action)

Creatures constricted by this creature are pulled 1 square closer and take 30 damage; forced movement does not provoke attacks of opportunity.

Garbage Monster:

This creature ignores difficult terrain. When this creature occupies any square containing difficult terrain, it gains conceal 6. (Conceal 6: Attacker must roll a 6 or higher to confirm a melee or ranged attack against this creature.)

Immunity to Poison:

This creature is immune to poison damage.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Resist 10 Cold; Fire:

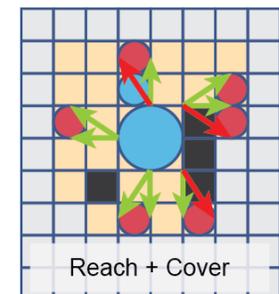
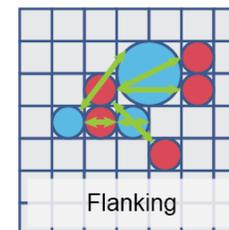
Reduce cold and fire damage taken by 10.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.

Stench:

Adjacent living enemy creatures suffer a -2 penalty to saving throws.



Red Shirt Games D&D Monster Mash

Fiendish Tyrannosaurus Rex

Chaotic Evil; Huge Outsider

HP 200:

Speed: 8 AC: 14 Saves: +10

Melee Attack: +22 (30 magic damage) (Standard Action)

Special Abilities

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Enemy of Good:

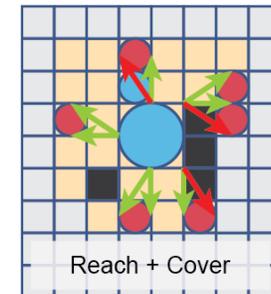
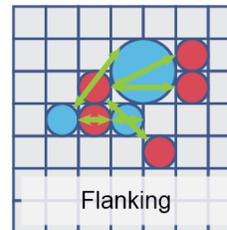
+5 melee damage against all Good creatures.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creatures threaten range.

Resist 10 Cold; Fire:

Reduce cold and fire damage taken by 10.



Red Shirt Games D&D Monster Mash

Froghemoth

Chaotic Evil; Huge Aberration

HP 155:

Speed: 4

AC: 16

Saves: +16

Melee Attack: Tentacle +14 (10 damage) OR Bite +12 (20 damage) (Standard Action)

Full Melee Attack: Tentacles +14 / +14 / +14 / +14 (10 damage) AND Bite +12 (20 damage) (Full Round Action)

Special Abilities

Melee Reach 2 (Tentacles):

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Tongue Attack: (Free Action)

unlimited use; target 1 smaller creature; range 4; make 1 attack immediately, +12 to hit, drag target creature up to 3 spaces closer to this creature; save DC 23 to avoid; this attack must be used to drag the target creature as close as possible, ending adjacent if space permits; ranged attack rules apply; may only use once per turn; forced movement does not provoke attacks of opportunity. (may use while threatened)

Squishy:

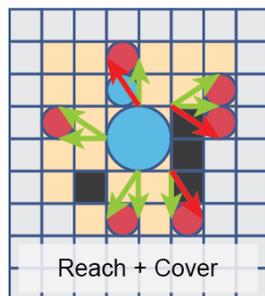
This creature is able to squeeze through openings of any size and does not suffer the usual movement penalties while squeezing.

Immunity to Electricity:

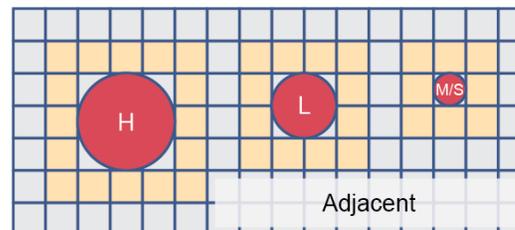
This creature is immune to electrical damage.

Resist 10 Fire:

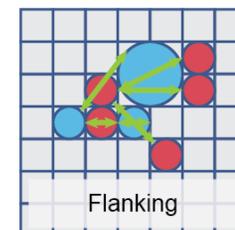
Reduce fire damage taken by 10.



Reach + Cover



Adjacent



Flanking

Red Shirt Games D&D Monster Mash

Githyanki Dragon Knight

Chaotic Evil; Large Outsider (Githyanki, Dragon)

HP 125:

Speed: F8 AC: 21 Saves: +13

Melee Attack: +14 (20 magic damage) (Standard Action)

Full Melee Attack: +14 / +14 (20 magic damage) (Full Round Action)

Special Abilities

Double Damage from Cold:

This creature takes double damage from cold.

Enemy of Good:

+5 melee damage against all Good creatures.

Fire Breath: (Standard Action)

□ Close Blast 5; 30 fire damage; save DC 19 for half damage. (may use while threatened)

Flight:

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Immunity to Fire; Paralysis; Sleep:

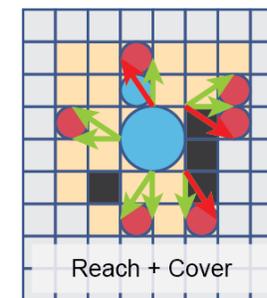
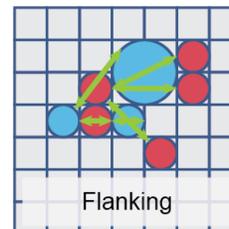
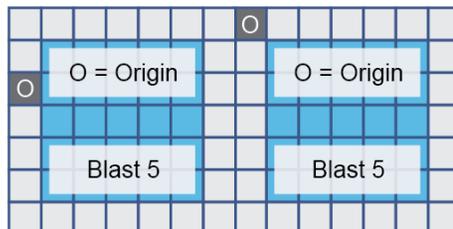
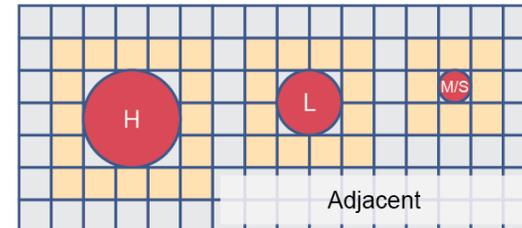
This creature is immune to fire damage, paralysis, and sleep.

Fly-By Attack: (Full Round Action)

This creature moves at double speed and can make a single melee attack at any point during its move. This creature provokes an attack of opportunity when leaving a square threatened by the target, despite the *Flight* rules.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.



Red Shirt Games D&D Monster Mash

Greenfang Druid

Chaotic Good; Medium Humanoid (Human)

HP 70:

Speed: 8 AC: 21 Saves: +10

Melee Attack: +12 (15 magic damage) (Standard Action)

Full Melee Attack: +12 / +7 (15 magic damage) (Full Round Action)

Special Abilities

Greater Vigor:

This creature heals 5 HP at the start of its action.

Immunity to Poison:

This creature is immune to Poison damage.

Pounce:

+2 charge speed and creature may make Full Melee Attack when charging.

Druid Spells

Produce Flame: (Standard Action)

target 1 creature; range unlimited; 10 fire damage. (may cast while threatened)



Dire Bear

Chaotic Good; Large Animal

HP 105:

Speed: 8 AC: 17 Saves: +8

Melee Attack: +21 (15 magic damage) (Standard Action)

Full Melee Attack: +21 / +16 (15 magic damage) (Full Round Action)

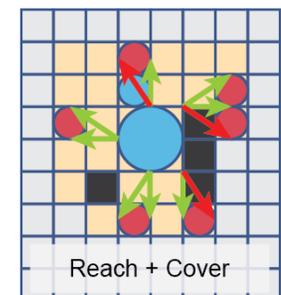
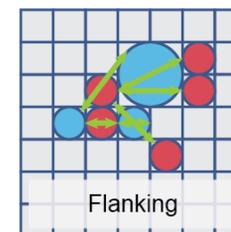
Special Abilities

Greater Vigor:

This creature heals 5 HP at the start of its action.

Improved Critical Hit:

This creature will critically hit when rolling a 19 or 20.



Red Shirt Games D&D Monster Mash

Hezrou

Chaotic Evil; Large Outsider

HP 150:

Speed: 6 AC: 23 Saves: +12

Melee Attack: +15 (20 damage) (Standard Action)

Full Melee Attack: +15 / +10 (20 damage) (Full Round Action)

Special Abilities

Immunity to Electricity; Poison:

This creature is immune to electrical and poison damage.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Pounce:

+2 charge speed and creature may make Full Melee Attack when charging.

Resist 10 Acid; Cold; Fire:

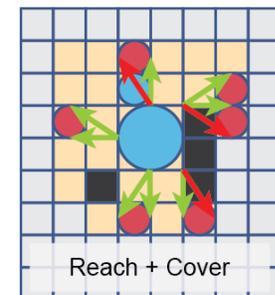
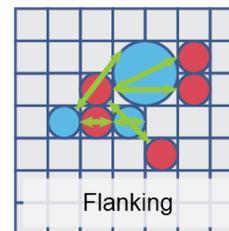
Reduce acid, cold, and fire damage taken by 10.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.

Stench:

Adjacent living enemy creatures suffer a -2 penalty to saving throws.



Red Shirt Games D&D Monster Mash

Huge Fiendish Carrion Crawler

Chaotic Evil; Huge Outsider

HP 160:

Speed: 6 AC: 16 Saves: +10

Melee Attack: +13 (10 magic damage + Paralysis) (Standard Action)

Full Melee Attack: +13 / +13 (10 magic damage + Paralysis) (Full Round Action)

Special Abilities

Enemy of Good:

+5 melee damage against all Good creatures.

Flailing Tentacles: (Standard Action)

Make 1 melee attack against all adjacent enemy creatures.

Immunity to Poison:

This creature is immune to poison damage.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Paralysis:

Target is paralyzed; save DC 17 to avoid; paralyzed creatures may take no actions, grant Combat Advantage, and are automatically hit by melee attacks for double damage; paralyzed creatures may make a new save at the end of their turn.

Pounce:

+2 charge speed and creature may make Full Melee Attack when charging.

Resist 10 Cold; Fire:

Reduce cold, and fire damage taken by 10.

Spell Resistance 11:

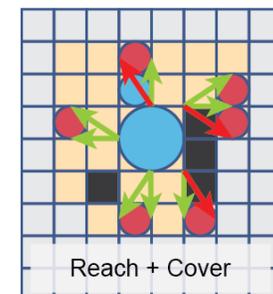
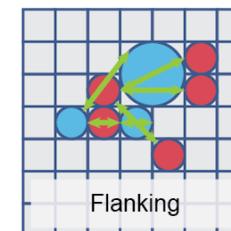
Opponents must roll an 11 or higher to affect this creature with a spell.

Wall-Crawler:

If this creature begins and ends its move adjacent to a wall, it may move over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a wall-crawling creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Slender Frame:

This creature is able to squeeze through openings of any size and does not suffer the usual movement penalties while squeezing.



Red Shirt Games D&D Monster Mash

Iron Golem

Lawful Good; Large Construct

HP 110:

Speed: 4 AC: 23 Saves: +10

Melee Attack: +21 (25 damage) (Standard Action)

Special Abilities

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Immunity to Fire:

This creature is immune to fire damage.

Spell Resistance All:

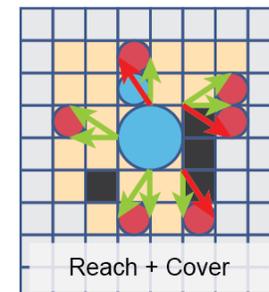
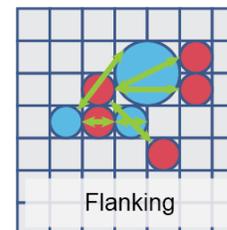
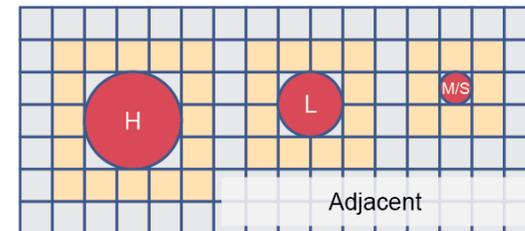
This creature is unaffected by spells. This creature cannot waive its Spell Resistance. (spells that ignore Spell Resistance will still affect this creature)

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creatures threaten range.

Construct:

This creature is not a living creature, and is immune to critical hits, sleep, paralysis, stun, daze, poison, heal, inflict, and fear.



Red Shirt Games D&D Monster Mash

Justicator

Lawful Good; Large Outsider

HP 105:

Speed: F6 AC: 22 Saves: +10

Melee Attack: +20 (15 magic damage) (Standard Action)

Full Melee Attack: +20 / +15 (15 magic damage) (Full Round Action)

Special Abilities

Enemy of Chaos:

+5 melee damage against all Chaotic creatures.

Flight:

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Immunity to Paralysis; Stun:

This creature is immune to paralysis and stun.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Resist 10 Acid; Cold; Fire:

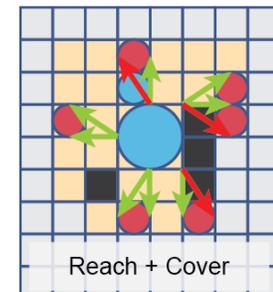
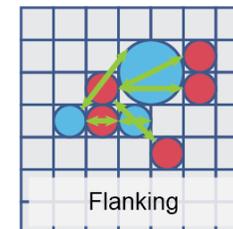
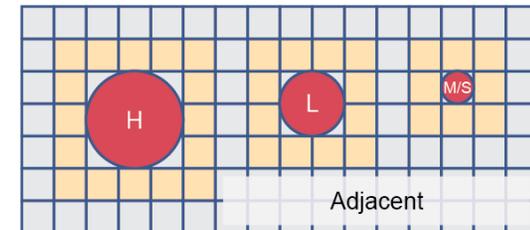
Reduce acid, cold, and fire damage taken by 10.

Pass Judgement: (Standard Action)

☐ target all adjacent creatures; 10 fire damage and targets are stunned; save DC 22 for half damage and to avoid stun; stunned creatures grant combat advantage and may take no actions; they become unstunned at the end of their next activation. (may use while threatened)

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.



Red Shirt Games D&D Monster Mash

Large Silver Dragon

Lawful Good; Large Dragon

HP 150:

Speed: F9 **AC:** 24 **Saves:** +16

Melee Attack: +17 (15 damage) (Standard Action)

Full Melee Attack: +17 / +12 / +12 (15 damage / 10 damage / 10 damage) (Full Round Action)

Special Abilities

Double Damage from Fire:

This creature takes double damage from fire.

Cold Breath: (Standard Action)

☐ Close Blast 5; 40 cold damage; save DC 21 for half damage. (may use while threatened)

Paralysing Breath: (Standard Action)

☐ Close Blast 5; targets are paralyzed; save DC 21 to avoid; paralyzed creatures may take no actions, grant Combat Advantage, and are automatically hit by melee attacks for double damage; paralyzed creatures may make a new save at the end of their turn.

Flight:

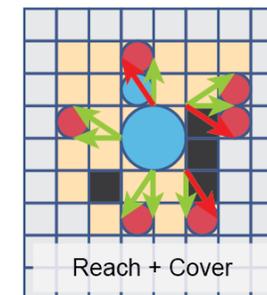
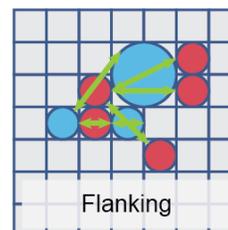
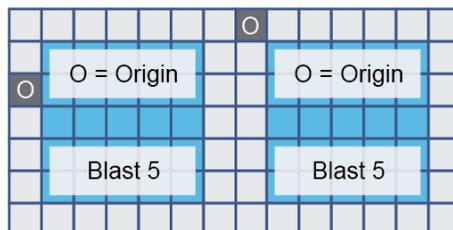
This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Immunity to Cold; Acid; Paralysis; Sleep:

This creature is immune to cold and acid damage, paralysis, and sleep.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.



Red Shirt Games D&D Monster Mash

Lich Necromancer

Chaotic Evil; Medium Undead

HP 75:

Speed: 6 AC: 19 Saves: +11

Melee Attack: +10 (10 magic damage + Paralysis) (Standard Action)

Special Abilities

Aura of Undeath:

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

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Immunity to Cold; Electricity:

This creature is immune to cold and electrical damage.

Paralysis:

Target is paralyzed; save DC 17 to avoid; paralyzed creatures may take no actions, grant Combat Advantage, and are automatically hit by melee attacks for double damage; paralyzed creatures may make a new save at the end of their turn.

Wizard Spells

Inflict Moderate Wounds: (Standard Action)

☐☐☐ target 1 adjacent creature or self; inflict 10 damage; save DC 14. (undead creatures are healed for 10 HP, no save) (may cast while threatened)

Empowered Magic Missile: (Standard Action)

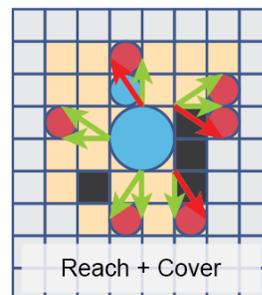
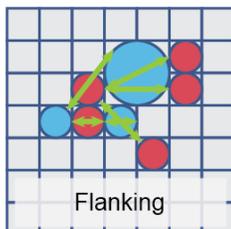
☐☐☐ target 1 creature; range unlimited; 15 damage. (cannot cast while threatened)

Hold Monster: (Standard Action)

☐☐ target 1 creature; range unlimited; target is paralyzed; save DC 17 to avoid; paralyzed creatures may take no actions, grant Combat Advantage, and are automatically hit by melee attacks for double damage; paralyzed creatures may make a new save at the end of their turn. (cannot cast while threatened)

Undead:

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; inflict and heal effects are reversed: it heals when being inflicted, and takes damage when being healed.



Minotaur Skeleton

Chaotic Evil; Large Undead

HP 50:

Speed: 6 AC: 12 Saves: +6

Melee Attack: +6 (15 damage) (Standard Action)

Special Abilities

Immunity to Cold:

This creature is immune to cold and electrical damage.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creatures threaten range.

Powerful Charge:

+2 speed and +5 damage when charging.

Undead:

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; inflict and heal effects are reversed: it heals when being inflicted, and takes damage when being healed.

Zombie (Aura of Undeath)

Chaotic Evil; Small or Medium Undead

HP 15:

Speed: 3 AC: 11 Saves: +2

Melee Attack: +2 (5 damage) (Standard Action)

Undead:

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; inflict and heal effects are reversed: it heals when being inflicted, and takes damage when being healed.



Red Shirt Games D&D Monster Mash

Lord Soth

Lawful Evil; Medium Undead

HP 95:

Speed: 4 AC: 23 Saves: +11

Melee Attack: +17 (20 magic damage) (Standard Action)

Full Melee Attack: +17 / +12 (20 magic damage) (Full Round Action)

Special Abilities

Abyssal Blast: (Standard Action)

☐ Burst radius 3; range unlimited; 30 fire damage; save DC 18 for half damage. (may use while threatened)

Blindsight:

This creature is immune to gaze attacks, may see invisible creatures normally, and is not affected by Conceal.

Cleave:

When this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same attack bonus against any adjacent enemy. May only cleave once per turn.

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Immunity to Cold; Electricity:

This creature is immune to cold and electrical damage.

Power Attack:

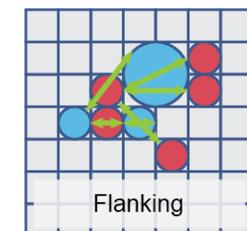
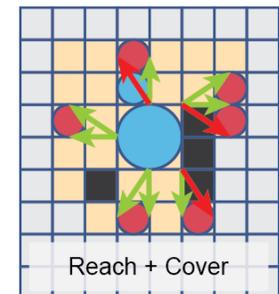
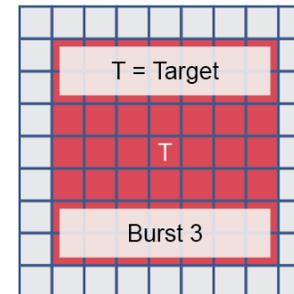
unlimited use; declare before rolling an attack; -5 to hit, +10 damage; applies to all attacks made until the start of this creature's next activation.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.

Undead:

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; inflict and heal effects are reversed: it heals when being inflicted, and takes damage when being healed.



Red Shirt Games D&D Monster Mash

Marilith

Chaotic Evil; Large Outside

HP 105:

Speed: 8 AC: 19 Saves: +10

Melee Attack: +15 (10 magic damage) (Standard Action)

Full Melee Attack: +15 / +15 / +15 / +15 / +15 / +15 (10 magic damage) (Full Round Action)

Special Abilities

Blindsight:

This creature is immune to gaze attacks, may see invisible creatures normally, and is not affected by Conceal.

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Enhanced Mobility 2:

This creature may move up to 2 squares and take a Full Round Action.

Immunity to Electricity; Fire; Poison:

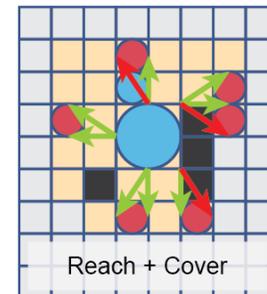
This creature is immune to electrical, fire, and poison damage.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creatures threaten range.

Spell Resistance 11:

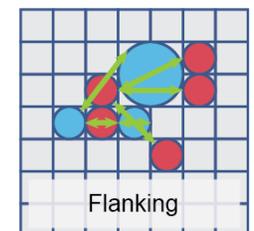
Opponents must roll an 11 or higher to affect this creature with a spell.



Reach + Cover



Adjacent



Flanking

Red Shirt Games D&D Monster Mash

Marvin, Low Priest of the Fallen Gong

Chaotic Good; Medium Humanoid (Human)

HP 80:

Speed: F6 **AC:** 22 **Saves:** +10

Melee Attack: +12 (10 magic damage) (Standard Action)

Full Melee Attack: +12 / +8 (10 magic damage) (Full Round Action)

Ranged Attack: +14 (5 magic damage + 5 holy damage) (Standard Action)

Full Ranged Attack: +14 / +14 (5 magic damage + 5 holy damage) (Full Round Action)

Special Abilities

Flight: (Air Walk)

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Enemy of Evil:

+5 melee and ranged damage against all Evil creatures.

Turn Undead: (Standard Action)

Close blast 5; 30 damage to Undead creatures; save DC 20 for half damage. (may use while threatened)

Cleric Spells

Cure Moderate Wounds: (Standard Action)

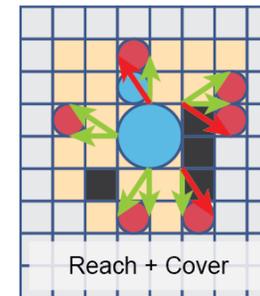
target 1 adjacent creature of self; heal 10 hit points. (*heal* will damage undead) (may cast while threatened)

Empowered Spiritual Weapon: (Standard Action)

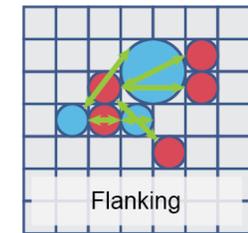
target 1 creature; ranged unlimited; make 1 attack immediately and whenever target creature activates (before regeneration, if any); +12 to hit, 10 magic damage, until the target creature or the caster is slain; can be cast multiple times on the same creature. (cannot cast while threatened)

The Holy Gong: (Standard Action)

Burst radius 3; centered on caster (does not affect caster); 30 sonic damage; save DC 20 for half damage. (may cast while threatened)



Reach + Cover



Flanking



Adjacent

Red Shirt Games D&D Monster Mash

Mounted Paladin

Lawful Good; Large Humanoid (Human)

HP 100:

Speed: 8 AC: 22 Saves: +14

Melee Attack: +19 (20 magic damage) (Standard Action)

Full Melee Attack: +19 / +14 (20 magic damage) (Full Round Action)

Special Abilities

Enemy of Evil:

+5 melee damage against all Evil creatures.

Lay on Hands (Standard Action)

target 1 adjacent creature or self; heal 20 hit points. (*heal* will damage undead) (may use while threatened)

Mounted Charge:

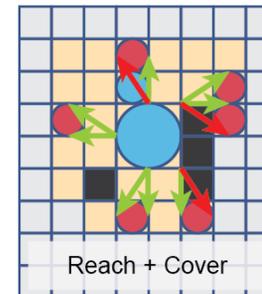
+2 speed and +10 damage when charging.

Mounted Melee Attack: (Full Round Action)

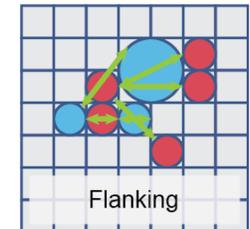
This creature moves at double speed and can make a single melee attack at any point during its move. This creature provokes an attack of opportunity when leaving a square threatened by the target.

Turn Undead: (Standard Action)

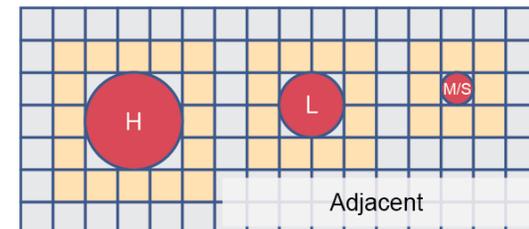
Close blast 5; 30 damage to Undead creatures; save DC 20 for half damage. (may use while threatened)



Reach + Cover



Flanking



Adjacent

Red Shirt Games D&D Monster Mash

Ogre Mage

Lawful Evil; Large Giant

HP 80:

Speed: F8 AC: 18 Saves: +10

Melee Attack: +10 (10 damage) (Standard Action)

Special Abilities

Flight:

This creature may fly over difficult terrain, statues, and other creatures with no penalty to movement. Except for the first square of movement, a flying creature's movement does not provoke attacks of opportunity. The creature must end its move by landing in an unoccupied square(s).

Improved Invisibility:

This creature benefits from the **Invisibility** condition at all times (see **Invisibility** below).

Invisibility:

Creatures that benefit from Invisibility cannot be targeted by ranged attacks, ranged spells or ranged special abilities. Opponents cannot use a Charge move against the creature. Creature gains **Conceal 11** against melee attacks; attackers must roll an 11 or higher to confirm a melee attack against this creature.)

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Regeneration 5:

This creature heals 5 HP at the start of its action.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.

Sorcerer:

This creature may check off higher level spells (lower down the list) in order to cast a lower level spell.

Sorcerer Spells

Charm Person: (Standard Action)

target 1 humanoid creature; range 6; target is confused; save DC 14 to avoid; (Confusion: confused creatures do not threaten adjacent squares; they may make a new save at the end of their turn) at the start the confused creature's next turn, roll a d20: (cannot cast while threatened)

1-5: creature is controlled by owner;

6-15: creature does nothing;

16-20: creature is controlled by spell caster.

Melf's Acid Arrow: (Standard Action)

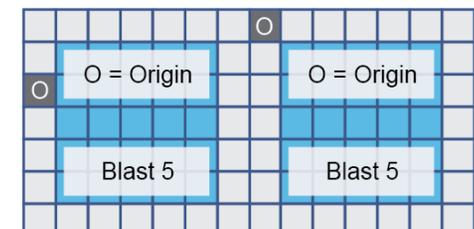
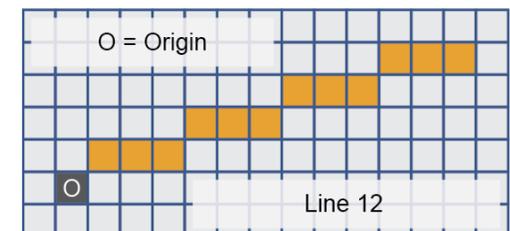
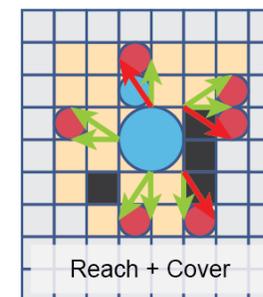
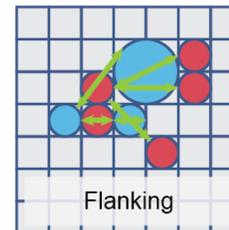
target 1 creature; range unlimited; 5 acid damage; ignores spell resistance. (cannot cast while threatened)

Lightning Bolt: (Standard Action)

Line 12; 20 electrical damage; save DC 15 for half damage. (may cast while threatened)

Cone of Cold: (Standard Action)

Close blast 5; 30 cold damage; save DC 18 for half damage. (may cast while threatened)



Red Shirt Games D&D Monster Mash

Ophélie, The Lich Queen

Chaotic Evil; Medium Undead

HP 95:

Speed: 6 AC: 21 Saves: +10

Melee Attack: +16 (10 magic damage + Paralysis) (Standard Action)

Special Abilities

Damage Reduction 5:

Reduce non-magical Melee and Ranged Attack damage taken by 5.

Immunity to Cold; Electricity:

This creature is immune to cold and electrical damage.

Paralysis:

Target is paralyzed; save DC 17 to avoid; paralyzed creatures may take no actions, grant Combat Advantage, and are automatically hit by melee attacks for double damage; paralyzed creatures may make a new save at the end of their turn.

Spell Penetration:

This creature may roll twice to overcome spell resistance.

Spell Resistance 11:

Opponents must roll an 11 or higher to affect this creature with a spell.

Wand of Maximized Magic Missiles: (Standard Action)

target 1 creature; range unlimited; 25 damage. (may use while threatened)

Rod of Empowered Fireballs: (Standard Action)

Burst radius 3; range unlimited; 30 fire damage; save DC 15 for half damage. (may use while threatened)

Wizard Spells

Empowered Lesser Electrical Orb: (Standard Action)

target 1 creature; range 6; 15 electrical damage, ignores Spell Resistance. (cannot cast while threatened)

Still and Silenced Dimension Door: (Standard Action)

target self; range unlimited; place this creature on any legal space it can see. (may cast while threatened)

Vampiric Touch: (Standard Action)

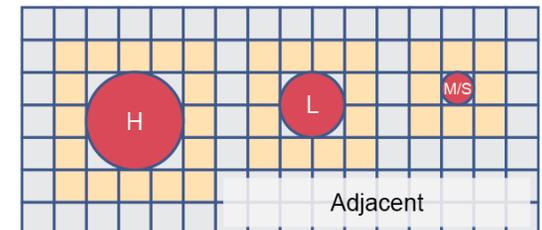
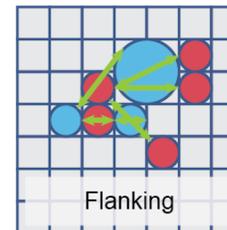
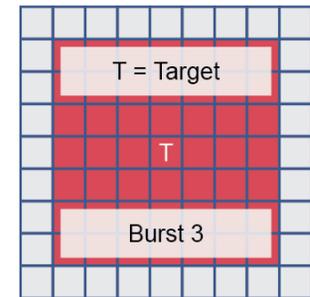
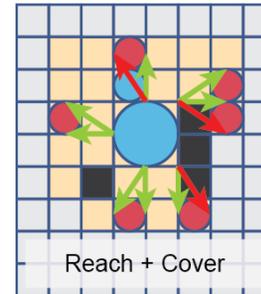
target 1 adjacent living creature; drain 20 HP; drained HP are added to this creature's HP pool and may exceed maximum HP. (may cast while threatened)

Disintegrate: (Standard Action)

target 1 creature; range unlimited; 60 damage; save DC 20 for half damage. (cannot cast while threatened)

Undead:

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; inflict and heal effects are reversed: it gains health when being inflicted, and takes damage when being healed.



Red Shirt Games D&D Monster Mash

Owlbear Rager

Chaotic Evil; Large Magical Beast

HP 110:

Speed: 6

AC: 18

Saves: +12

Melee Attack: +18 (20 damage) (Standard Action)

Full Melee Attack: +18 / +18 (20 damage + Rend) (Full Round Action)

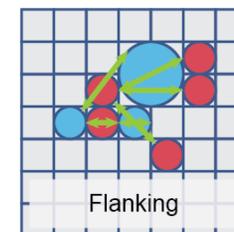
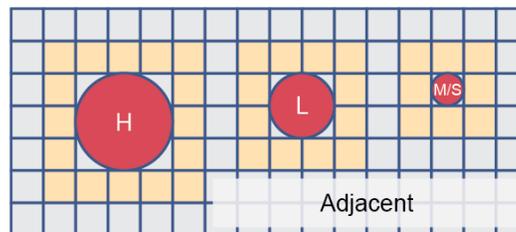
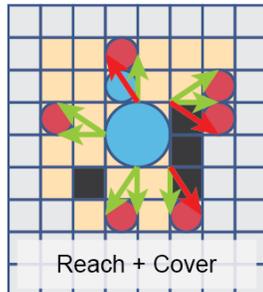
Special Abilities

Rend 20:

If this creature hits the same target with both attacks in the same turn, the second attack deals +20 damage.

Frenzied Rage:

When this creature is reduced to 55 hit points or less, shuffle a second Owlbear Rager initiative card into the initiative deck at the end of the current turn. The Owlbear Rager gets two activations for the rest of the game.



Red Shirt Games D&D Monster Mash

Purple Worm

Chaotic Evil; Huge Magical Beast

HP 200:

Speed: 6

AC: 19

Saves: +10

Melee Attack: +20 (25 damage) (Standard Action)

Full Melee Attack: +20 / +10 (25 damage / 10 damage + Poison) (Full Round Action)

Special Abilities

Burrow:

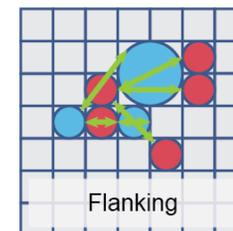
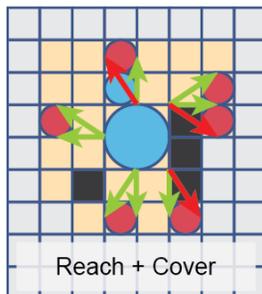
This creature may burrow under difficult terrain, statues, **walls** and other creatures with no penalty to movement. Except for the first square of movement, a burrowing creature's movement does not provoke attacks of opportunity. The creature must end its move by coming to the surface in an unoccupied square(s).

Melee Reach 3:

This creature may attack creatures up to 3 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Poison:

Target is weakened; save DC 25 to avoid; weakened creatures deal half damage with melee and ranged attacks; weakened creatures may make a new save at the end of their turn.



Red Shirt Games D&D Monster Mash

Steel Predator

Lawful Evil; Large Outsider

HP 100:

Speed: 10 **AC:** 23 **Saves:** +10

Melee Attack: +18 (15 magic damage) (Standard Action)

Full Melee Attack: +18 / +16 (15 magic damage / 10 magic damage) (Full Round Action)

Special Abilities

Blindsight:

This creature is immune to gaze attacks, may see invisible creatures normally, and is not affected by Conceal.

Damage Reduction 5:

Reduce non-magical melee and ranged attacks damage taken by 5.

Immunity to Electricity; Sonic:

This creature is immune to electrical and sonic damage.

Pounce:

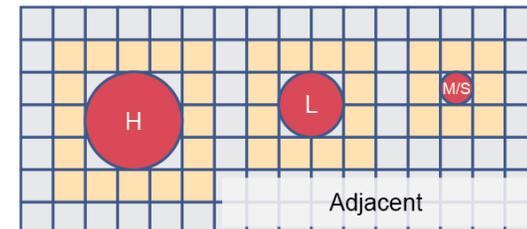
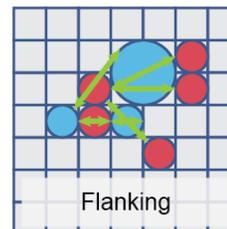
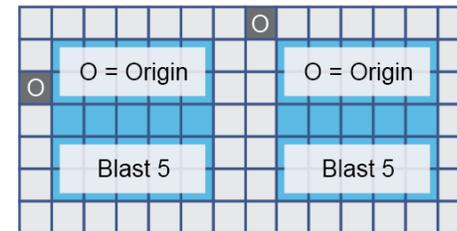
+2 charge speed and creature may make Full Melee Attack when charging.

Resist 20 Cold; Fire:

Reduce cold and fire damage taken by 20.

Roar: (Swift Action)

Close Blast 5; 40 sonic damage; save DC 20 for half damage. (may use while threatened)



Red Shirt Games D&D Monster Mash

Stone Giant

Lawful Good; Large Giant

HP 130:

Speed: 6 AC: 22 Saves: +12

Melee Attack: +17 (20 damage) (Standard Action)

Full Melee Attack: +17 / +12 (20 damage) (Full Round Action)

Ranged Attack: +13 (20 damage + Stun) (Standard Action) [limited ammunition – see below]

Special Abilities

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Precise Shot:

This creature takes no penalties when making a ranged attack against an enemy that has cover.

Limited Ammunition:

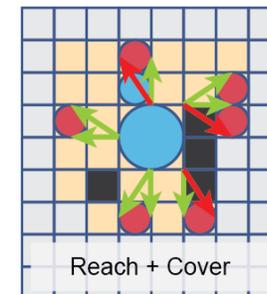
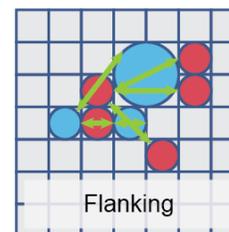
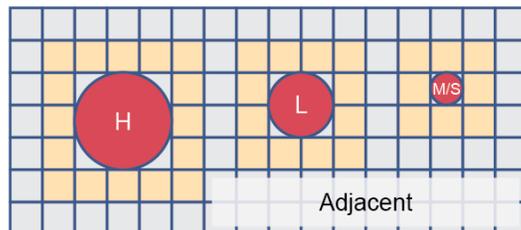
This creature may make only two ranged attacks before it is out of ammunition, unless using the **Rocks from Rubble** ability (see below).

Rocks from Rubble:

When adjacent to difficult terrain (ie; any terrain feature that is not a wall or a statue, including piles of rubble, furniture or broken doors), this creature may use its ranged attacks without using up its limited ammunition. After the attack, remove that piece of terrain from play. The space still counts as difficult terrain, but is no longer available to be thrown by this creature.

Stun:

Target is stunned; save DC 17 to avoid; stunned creatures grant Combat Advantage and may take no actions; the effect ends at the end of the target's next activation.



Red Shirt Games D&D Monster Mash

Thaskor

Lawful Evil; Large Outsider

HP 125:

Speed: 8 AC: 23 Saves: +10

Melee Attack: +22 (25 damage) (Standard Action)

Special Abilities

Melee Reach 2:

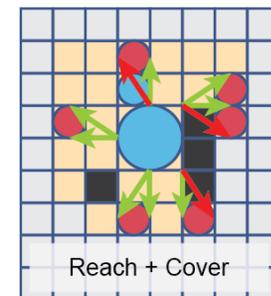
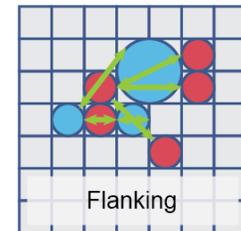
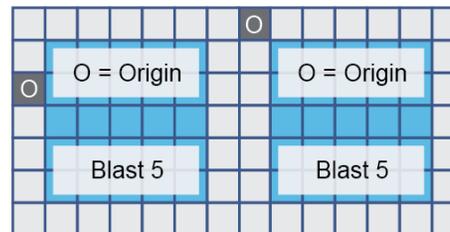
This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Powerful Charge:

+2 speed and +5 damage when charging.

Trumpeting Blast: (Swift Action)

☐ Close Blast 5; targets are stunned; save DC 18 to avoid; stunned creatures grant Combat Advantage and may take no actions; the effect ends at the end of the target's next activation. (may use while threatened)



Red Shirt Games D&D Monster Mash

The Red Brigade

Red Wizard of Thay

Lawful Evil; Medium Humanoid (Human)

HP 60:

Speed: 6 AC: 21 Saves: +11

Melee Attack: +6 (5 magic damage) (Standard Action)

Special Abilities

Spell Penetration:

This creature may roll twice to overcome spell resistance.

Sudden Empower:

Damage +10 to 1 spell that deals damage.

Wizard Spells

Scorching Ray: (Standard Action)

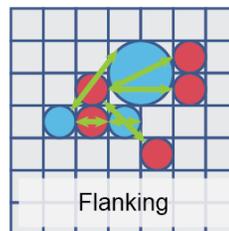
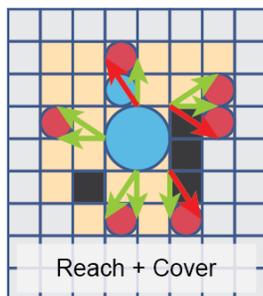
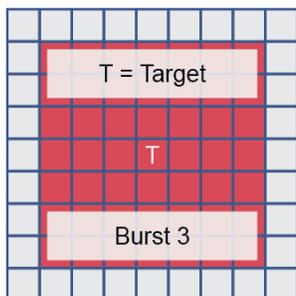
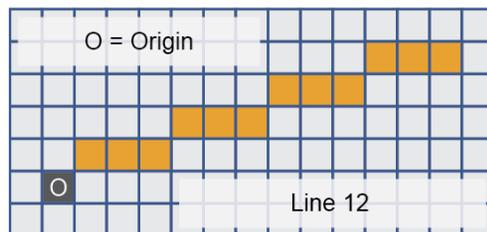
unlimited use; ranged 6; 15 fire damage. (may cast while threatened)

Fireball: (Standard Action)

Burst radius 3; range unlimited; 20 fire damage; save DC 15 for half damage. (cannot cast while threatened)

Lightning Bolt: (Standard Action)

Line 12; 20 electrical damage; save DC 15 for half damage. (may cast while threatened)



Kobold Sorcerer 1

Lawful Evil; Small Humanoid (Kobold)

HP 30:

Speed: 6 AC: 21 Saves: +6

Melee Attack: +0 (5 damage) (Standard Action)

Special Abilities

Conceal 6 (Aura of Shadows):

Attacker must roll a 6 or higher to confirm a melee or ranged attack against this creature.

Wand of Magic Missiles: (Standard Action)

unlimited use; target 1 creature; range unlimited; 5 damage. (may use while threatened)

Sorcerer Spells

Magic Missiles: (Standard Action)

target 1 creature; range unlimited; 10 damage. (cannot cast while threatened)

Fireburst: (Standard Action)

target all adjacent creatures; 20 fire damage; save DC 14 for half damage. (may cast while threatened)

Kobold Sorcerer 2

Lawful Evil; Small Humanoid (Kobold)

HP 30:

Speed: 6 AC: 21 Saves: +6

Melee Attack: +0 (5 damage) (Standard Action)

Special Abilities

Conceal 6 (Aura of Shadows):

Attacker must roll a 6 or higher to confirm a melee or ranged attack against this creature.

Wand of Magic Missiles: (Standard Action)

unlimited use; target 1 creature; range unlimited; 5 damage. (may use while threatened)

Sorcerer Spells

Magic Missiles: (Standard Action)

target 1 creature; range unlimited; 10 damage. (cannot cast while threatened)

Fireburst: (Standard Action)

target all adjacent creatures; 20 fire damage; save DC 14 for half damage. (may cast while threatened)

Red Shirt Games D&D Monster Mash

Ulmo Lightbringer

Lawful Good; Small Humanoid (Halfling)

HP 70:

Speed: 8 **AC:** 25 **Saves:** +13

Melee Attack: +18 (5 magic damage) (Standard Action)

Full Melee Attack: +18 / +18 / +13 (5 magic damage) (Full Round Action)

Ranged Attack: +19 (5 magic damage) (Standard Action)

Full Ranged Attack: +19 / +15 (5 magic damage) (Full Round Action)

Special Abilities

Deflect Arrows:

+4 AC against ranged attacks.

Evade Damage:

This creature takes no damage on a successful save against attacks that normally cause half damage.

Melee Sneak Attack +15:

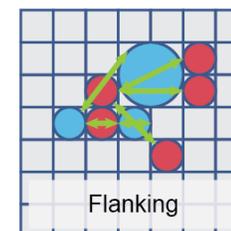
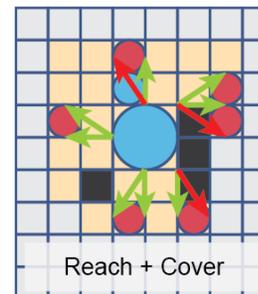
+15 damage against living creatures when they grant this creature combat advantage.

Mobility:

+4 AC against attacks of opportunity.

Stunning Attack:

declare before making an attack; target is stunned; save DC 20 to avoid; stunned creatures grant Combat Advantage and may take no actions; the effect ends at the end of the target's next activation. (may use while threatened)



Red Shirt Games D&D Monster Mash

Warforged Titan

Lawful Good; Huge Construct

HP 125:

Speed: 10 **AC:** 25 **Saves:** +10

Melee Attack: +16 (20 damage) (Standard Action)

Full Melee Attack: +16 / +16 (20 damage) (Full Round Action)

Special Abilities

Adamantine Laced:

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

Damage Reduction 5:

Reduce non-magical melee and ranged attacks damage taken by 5.

Melee Reach 3:

This creature may attack creatures up to 3 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creature's threaten range.

Powerful Charge:

+2 speed and +5 damage when charging.

Pushback:

This creature's melee attacks may push smaller creatures 1 square away from this creature; forced movement does not provoke attacks of opportunity.

Resist 10 Acid; Cold; Electricity; Fire; Sonic:

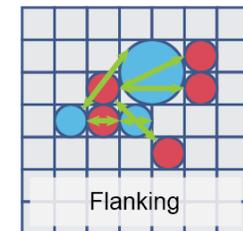
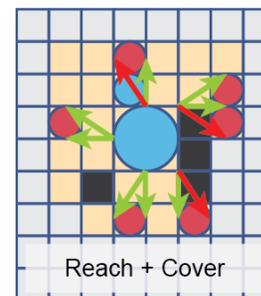
Reduce acid, cold, electrical, fire, and sonic damage taken by 10.

Trample: (Full round Action)

This creature may move up to its speed and over 1 smaller creature's space; 20 damage; save DC 18 for half damage; must end movement on unoccupied squares; this does not provoke attacks of opportunity from the target creature.

Construct:

This creature is not a living creature, and is immune to critical hits, sleep, paralysis, stun, daze, poison, heal, inflict, and fear.



Red Shirt Games D&D Monster Mash

War Troll

Lawful Evil; Large Giant (Troll)

HP 100:

Speed: 6 AC: 24 Saves: +10

Melee Attack: +18 (25 damage) (Standard Action)

Ranged Attack: +10 (15 damage) (Standard Action)

Special Abilities

Damage Reduction 5:

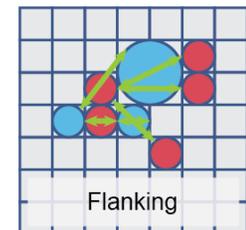
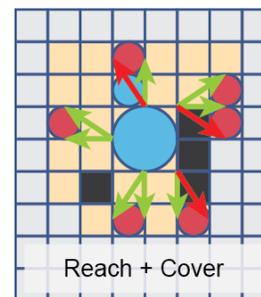
Reduce non-magical melee and ranged attacks damage taken by 5.

Regeneration 5:

This creature heals 5 HP at the start of its action.

Melee Reach 2:

This creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover. Melee Reach does not affect a creatures threaten range.



Red Shirt Games D&D Monster Mash

Initiative – All creature activations are determined by random card draw. When a player's card is turned over, the player activates all of his controlled creatures, one after the other, in any order, resolving all of one creature's actions before moving on to the next.

Actions – During their activation, each creature may take a Move Action and a Standard Action, in any order. Alternatively, creatures may take a single Full Round Action, replacing their Move Action and Standard Action, if available. In addition, creatures may also take one Swift Action and any number of Free Actions at any time during their turn.

- **Move Action** – Creatures may move up to their speed. A Standard Action may be replaced with a second Move Action, resulting in a 'Double Move'.
- **Standard Action** – Creatures may take an action listed as a Standard Action, such as: making an attack, casting a Spell, or using a Special Ability. A Standard Action may also be used to 'Charge'.
- **Full Round Action** – Creatures may take an action listed as a Full Round Action, such as: making multiple attacks, casting a Spell, or using a Special Ability.
- **Swift Action** – Creatures may take an action listed as a Swift Action at any time during their turn, in addition to all other actions.
- **Free Action** – Creatures may take any number of actions listed as Free Actions at any time during their turn, in addition to all other actions.

The Imperative – On its activation, each creature must:

- Take a Standard Action; or
- Take a Full Round Action; or
- Take a Swift Action; or
- Double Move to end as close as possible to an enemy creature. However, this option is not available to creatures who begin their activation adjacent to an enemy creature.

Movement – Creatures may move up to their speed in squares. Difficult terrain costs double to move over. Enemy creatures block movement. A creature cannot end its move in the same square as a friendly creature. Creatures may move diagonally between two other creatures.

- **Diagonals** count as one when measuring movement or range.
- **Squeezing** – Creatures too large to fit in a space bounded by walls may "squeeze". This causes them to grant combat advantage, and costs double movement. Creatures cannot end their move "squeezed".
- **Walls** block line of sight and area effects, cannot be flown over, block diagonal movement around corners, and provide cover against attacks around corners.
- **Statues** grant cover, and are treated like difficult terrain. Creatures cannot end their move in a statue's square. Creatures may move and attack around the corner of a statue.

Charging – Creatures may substitute their standard action for a special move action called a charge.

- The **charging** creature declares any target within move distance in a straight line for the charge.
- It must move at least 2 squares, and finish its move in a square **adjacent** to the target that is nearest to its starting square.
- Difficult **terrain** costs double to traverse.
- Charging **creatures** gain an additional +2 attack bonus.
- Creatures **may** take a move action before taking a charge action in their turn but cannot take a move action after they charge.
- Creatures cannot charge if they start their turn threatened by another creature.

Melee Attacks – Creatures may attack adjacent creatures in melee. Roll 1d20, add the attack bonus, and compare to the target's Armor Class (AC). If the total attack roll equals or exceeds the target's AC, the attack is a hit.

Ranged Attacks – Creatures may attack targets in range and line of sight. Roll 1d20, add the attack bonus, and compare to the target's AC. If the total attack roll equals or exceeds the target's AC, the attack is a hit.

Multiple Attacks – If available, creatures may make multiple attacks during their turn. They may make these attacks in any order, and may target different creatures with each attack.

Attack Damage – Melee and ranged attack damage is listed after the attack bonus in parentheses. Bonus damage is listed after a "+" sign, if any. Damage is a fixed amount. An attack hits and may have an effect even if it causes no damage to a creature.

Critical Hits (and misses)

- Rolling a 1 on an attack die is an automatic miss.
- Rolling a 20 is an automatic hit, and if the target creature is subject to critical hits, takes double damage from the attack. Bonus damage is not doubled by a critical hit.

Threatening – creatures threaten all adjacent squares, unless their opponents have cover or are invisible.

- Threatened **creatures** cannot make ranged attacks, and cannot cast spells unless otherwise allowed in the spell's description.
- Creatures **must** make a melee attack against any opponent that **leaves** a threatened square, once per turn per moving opponent.

Flanking – Creatures that are adjacent to and on opposite sides of another creature are flanking it, and gain combat advantage.

Line of sight – draw a line from any corner of an attacker's square to any corner of the defender's square. If the line does not pass through any solid walls, areas of darkness or effects that block sight, and if the target creature is not hiding or invisible, the attacker is considered to have a line of sight to the target.

Cover – Creatures are considered to have cover against melee attacks around the corner of a solid wall, and against ranged attacks when a line drawn from a corner of any of the shooter's squares to any corner of one of the target creature's squares cross any square containing a creature, wall or statue. Creatures with cover are not threatened, and enjoy a +4 bonus to AC.

Combat Advantage – Creatures grant combat advantage:

- to all attackers if it is stunned, paralyzed, blinded or grappled;
- to individual creatures that are flanking
- to individual creatures that it cannot see

Creatures gain +2 to hit creatures granting combat advantage, and may gain other benefits as well. Multiple conditions granting combat advantage do not stack.

Spells and Special Abilities: When using Spells and Special Abilities to attack other creatures, the attacker must have a Line of Sight to the target, or at least one target in the attack's Area of Effect.

- Unless specified otherwise, they do not require attack rolls.
- Certain Spells or Special Abilities may require targets to make a Saving Throw against Difficulty Class (DC). Creatures make a Saving Throw by rolling 1d20 and adding their Save Bonus. If the total number equals or exceeds the Spell's or Special Ability's DC, then it is a successful save. Creatures that make successful saves against damaging Spells and Special Abilities take half damage; successful saves against other effects will negate the effect.
- Rolling a 1 is a Critical Miss, and will always fail.
- Rolling a 20 is a Critical Save, and will always succeed.
- Walls block an Area of Effect Spell or Special Abilities, such as a Burst, a Blast, and a Line.

Bursts cover a target square, plus all squares within a certain distance of the origin square. The originating creature is included in the area of effect.

Close Blasts cover an area x squares wide and deep, and must begin adjacent to the creature generating the blast, moving away from the creature.

Lines are 12 squares long, and originate from any corner on the originator's base. The originator chooses any corner up to 12 squares away. This determines where the line passes. Any square touched by the line, including just on one corner, is affected by the line, except the originator's square.