

Red Shirt Games D&D Monster Mash

The Red Brigade

Red Wizard of Thay

Medium Humanoid (Human)

AC 21; HP 60

Speed 6; Saves +11; Alignment Lawful Evil

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

Special Ability: Spell Penetration

(creature may roll twice to overcome spell resistance)

Special Ability: Sudden Empower

(Damage +10, 1 spell that deals damage)

Wizard Spells:

Scorching Ray (Standard Action)

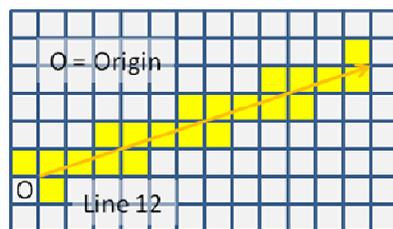
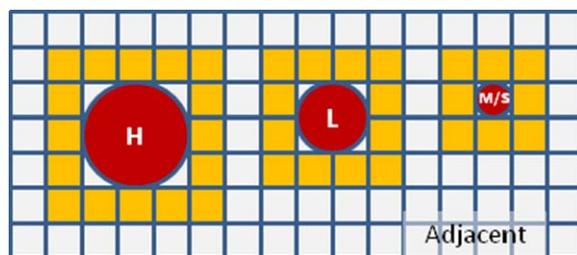
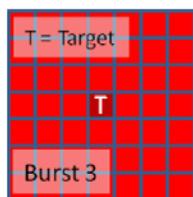
(1 target; range 6, 15 fire damage, unlimited use) (may cast while threatened)

Fireball (Standard Action)

(burst radius 3; range unlimited; 20 fire damage; Save DC 15 for half damage)(A burst 3 is defined by a target square, and all squares within 3 of the target square)(There must be a visible target creature in a burst or blast area of effect)

Lightning Bolt (Standard Action)

(Line 12; 20 electrical damage; Save DC 15 for half damage) (may cast while threatened)(a line begins at any corner of the originating creature, and may intersect any corner, up to 12 squares away. Any square touched by the line [except the initial square if it is only touched on a corner] is affected by the line) (There must be a visible target creature in a line area of effect)



Kobold Sorcerer 1

Small Humanoid (Kobold)

AC 21; HP 30

Speed 6; Saves +6; Alignment Lawful Evil

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

Special Ability: Conceal (aura of shadows)

(Conceal 6: attacker must roll 6 or higher on d20 to confirm a melee or ranged attack against this creature)

Special Ability: Wand of Magic Missiles (Standard Action)

(may use adjacent to enemy; 1 target; range unlimited; 5 damage; unlimited use)(may use while threatened; NOT a spell)

Sorcerer Spells

(choose from the list below and check off to the left)

Magic Missile (Standard Action)

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

Fireburst (Standard Action)

(Targets all adjacent creatures; 20 fire damage; Save DC 14 for half damage)(may cast while threatened)

Kobold Sorcerer 2

Small Humanoid (Kobold)

AC 21; HP 30

Speed 6; Saves +6; Alignment Lawful Evil

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

Special Ability: Conceal (aura of shadows)

(Conceal 6: attacker must roll 6 or higher on d20 to confirm a melee or ranged attack against this creature)

Special Ability: Wand of Magic Missiles (Standard Action)

(may use adjacent to enemy; 1 target; range unlimited; 5 damage; unlimited use)(may use while threatened; NOT a spell)

Sorcerer Spells

(choose from the list below and check off to the left)

Magic Missile (Standard Action)

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

Fireburst (Standard Action)

(Targets all adjacent creatures; 20 fire damage; Save DC 14 for half damage)(may cast while threatened)

Red Shirt Games D&D Monster Mash

Iron Golem

Large Construct

AC 23; HP 110

Speed 4; Saves +10; Alignment Lawful Good

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

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Immune to fire

(this creature takes no damage from fire)

Special Ability: Spell Resistance All

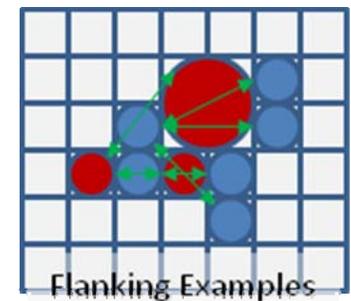
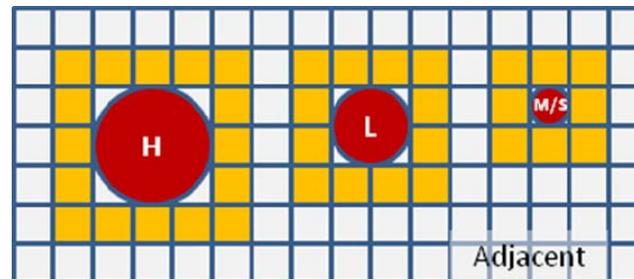
(this creature is unaffected by spells; this creature may not waive its Spell Resistance; note that some spells ignore Spell Resistance, and that Special Abilities are not spells)

Special Ability: 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; reach does not threaten)

Creature type: Construct

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



Red Shirt Games D&D Monster Mash

Lich Necromancer

Medium Undead

AC 19; HP 75

Speed 6; Saves +11; Alignment Chaotic Evil

Melee Attack +10 (10 magic damage + paralysis DC 16) (Standard Action)

Special Ability: Aura of Undeath

(aura 6; whenever a small or medium living enemy is destroyed, replace it with a zombie)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Immune to Cold, Electricity

(this creature takes no damage from cold or electricity)

Special Ability: Paralysis

(paralyzed creatures may take no actions, grant combat advantage, and melee attacks automatically hit for double damage (roll no dice to attack); paralyzed creatures may make a new save at the end of their turn)

Wizard Spells:

Inflict Moderate Wounds (Standard Action)

☐☐☐ (1 target; range touch or self; inflict 10 damage; DC 14)(may cast while threatened)

Empowered Magic Missile (Standard Action)

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

Hold Monster (Standard Action)

☐☐ (1 target; range unlimited; target is paralyzed; save DC 17)(cannot cast while threatened)

Creature type: Undead

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; heal and inflict effects are reversed, so that this creature takes damage from a heal effect and regains hit points from an inflict effect; it is not a living creature.



Minotaur Skeleton

Large Undead

AC 12; HP 50

Speed 6; Saves +6; Alignment Chaotic Evil

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

Special Ability: Immune to Cold

(this creature takes no damage from cold)

Special Ability: 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; reach does not threaten)

Special Ability: Powerful Charge

(+2 speed, and +5 damage when this creature charges)

Creature type: Undead

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; heal and inflict effects are reversed, so that this creature takes damage from a heal effect and regains hit points from an inflict effect; it is not a living creature.

Zombie (created by Aura of Undeath)

Small or Medium Undead

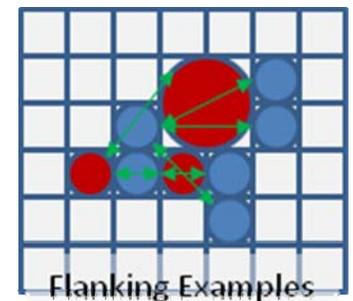
AC 11; HP 15

Speed 3; Saves +2; Alignment Chaotic Evil

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

Creature type: Undead

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; heal and inflict effects are reversed, so that this creature takes damage from a heal effect and regains hit points from an inflict effect; it is not a living creature.



Flanking Examples

Red Shirt Games D&D Monster Mash

Greenfang Druid

Medium Humanoid (Human)

AC 21; HP 70

Speed 8; Saves +10; Alignment Chaotic Good

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

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

Special Ability: Greater Vigor

(this creature heals 5 hp at the start of its action)

Special Ability: Immune Poison

(this creature takes no damage from poison)

Special Ability: Pounce

(+2 speed, and creature may make full attack when charging)

Druid Spells:

Produce Flame

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



Dire Bear

Large Animal

AC 17; HP 105

Speed 8; Saves +8; Alignment Chaotic Good

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

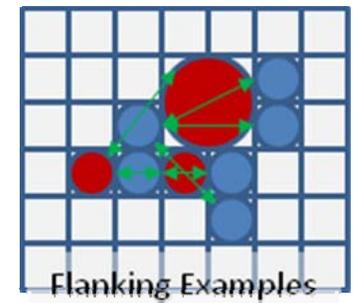
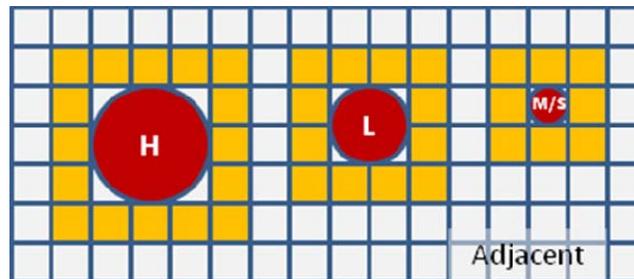
Full Melee Attack: +21 / +16 (15 magic damage)(Full Round Action)

Special Ability: Greater Vigor

(this creature heals 5 hp at the start of its action)

Special Ability: Improved Critical Hit

(this creature scores critical hits on rolls of 19-20)



Red Shirt Games D&D Monster Mash

Archmage

Medium Humanoid (Human)

AC 20; HP 75

Speed Fly 8; Saves +10; Alignment Chaotic Good

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

Special Ability: Blindsight

(this creature is immune to gaze attacks, may see invisible creatures normally, and is not affected by Conceal)

Special Ability: Conceal (Blur)

(Conceal 6: attacker must roll 6 or higher on d20 to confirm a melee or ranged attack against this creature)

Special Ability: Quick Cast

(may cast one spell as a swift action; a character may use a swift action at any time during its turn, and may still use a standard action if possible)

Special Ability: Spell Penetration

(creature may roll twice to overcome spell resistance)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Special Ability: Flight

(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Wizard Spells:

Empowered Magic Missile (Standard Action)

(1 target; range unlimited; 15 damage)(unlimited use)(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)

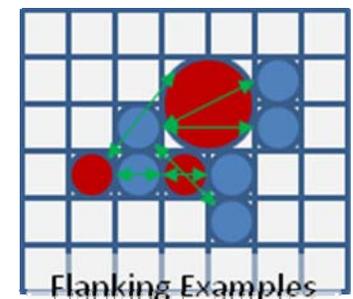
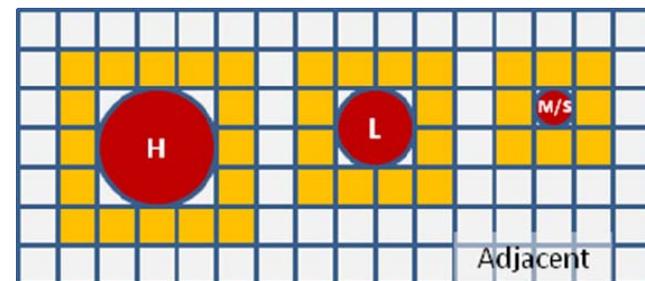
(target 1 creature; range unlimited; 20 acid damage, ignore SR) (cannot cast while threatened)

Banishment (Standard Action)

(target 1 creature; range 6; destroy target outsider or summoned creature with 75 or fewer hp; DC20)(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 the end of the battle; can be cast multiple times on same creature)(cannot cast while threatened)



Red Shirt Games D&D Monster Mash

Lord Soth

Medium Undead

AC 23; HP 95

Speed 4; Saves +11; Alignment Lawful Evil

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

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

Special Ability: Abyssal Blast (Standard Action)

□ (burst radius 3; range unlimited; 30 fire damage; Save DC 18 for half damage) (A burst 3 is defined by a target square, and all squares within 3 of the target square) (There must be a visible target creature in a burst or blast area of effect) (may use while threatened; NOT a spell)

Special Ability: Blindsight

(this creature is immune to gaze attacks, may see invisible creatures normally, and is not affected by Conceal)

Special Ability: Cleave

(when this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same to-hit bonus against any adjacent enemy)(once per turn)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Immune to Cold, Electricity

(this creature takes no damage from cold or electricity)

Special Ability: Power Attack

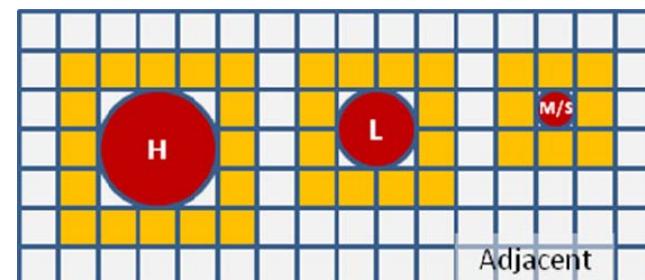
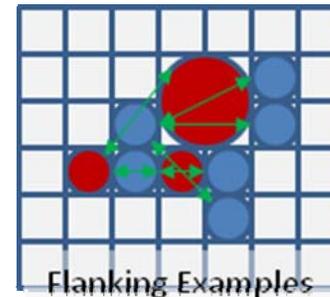
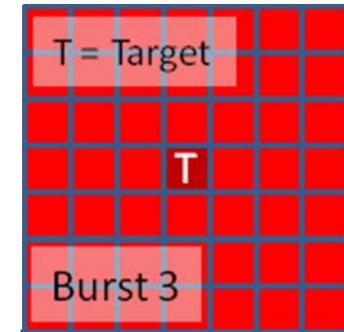
(-5 to hit, +5 damage; applies to all attacks made until the start of this creature's next activation)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Creature type: Undead

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; heal and inflict effects are reversed, so that this creature takes damage from a heal effect and regains hit points from an inflict effect; it is not a living creature.



Red Shirt Games D&D Monster Mash

Marilith

Large Outsider

AC 19; HP 105

Speed 8; Saves +10; Alignment Chaotic Evil

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

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

Special Ability: Blindsight

(this creature is immune to gaze attacks, may see invisible creatures normally, and is not affected by Conceal)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Enhanced Mobility 2

(may move up to 2 squares and still make full round melee attacks)

Special Ability: Immune to Electricity, Fire Poison

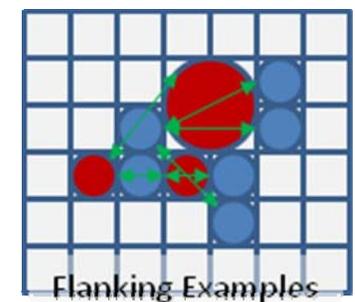
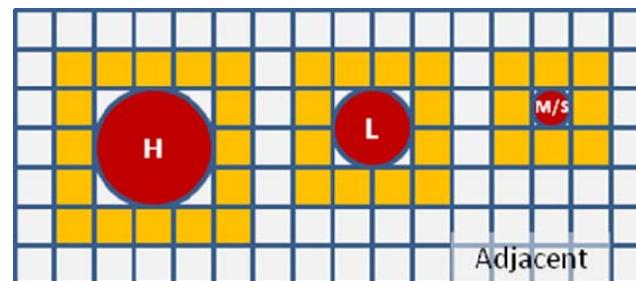
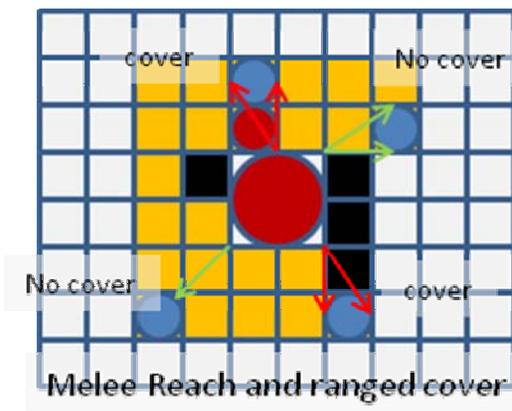
(this creature takes no damage from electricity, fire or poison)

Special Ability: 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; reach does not threaten)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)



Red Shirt Games D&D Monster Mash

Aspect of Lolth

Large Outsider

AC 21; HP 105

Speed 8; Saves +14; Alignment Chaotic Evil

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

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

Special Ability: Blind-Fighting

(may roll twice against Conceal; does not suffer penalties from blindness or when being attacked by invisible enemies)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: 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; reach does not threaten)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Special Ability: Wall-Crawler

If this creature begins and ends its move adjacent to a wall, it is considered to be flying) (this creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Enemy of Chaos and Good

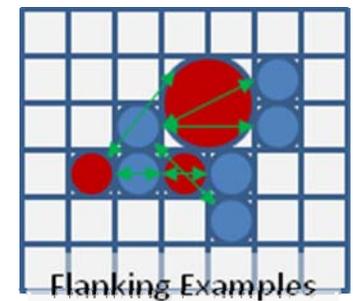
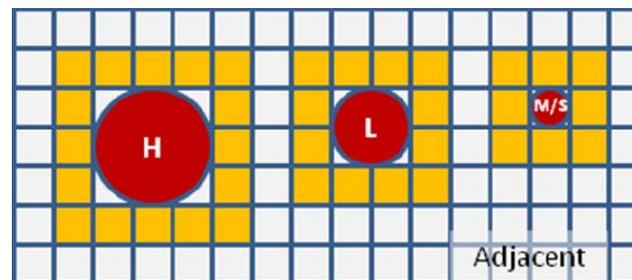
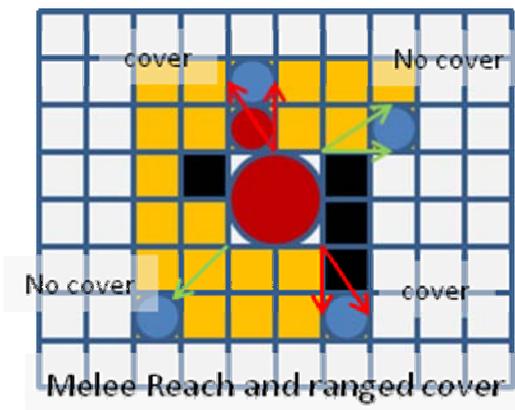
(Damage +5 against Chaotic Good creatures)

Special Ability: Enemy of Law and Evil

(Damage +5 against Lawful Evil creatures)

Special Ability: Slayer of Law and Good

(Damage +10 against Lawful Good creatures)



Red Shirt Games D&D Monster Mash

Ulmo Lightbringer

Small Humanoid (Halfling)

AC 25; HP 70

Speed 8; Saves +13; Alignment Lawful Good

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

Special Ability: Deflect Arrows

(+4 AC versus ranged attacks)

Special Ability: Evade Damage

(this creature takes no damage on a successful save versus attacks that normally cause half damage)

Special Ability: Melee Sneak Attack +15

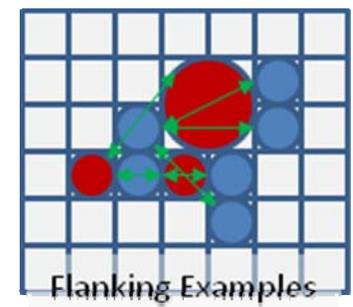
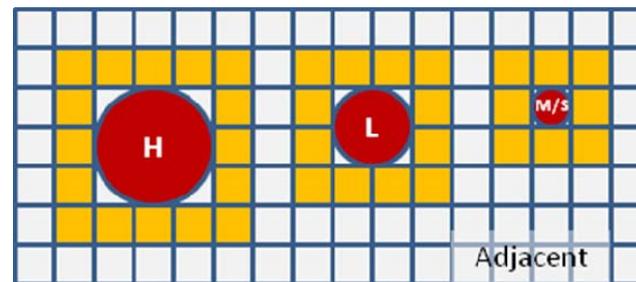
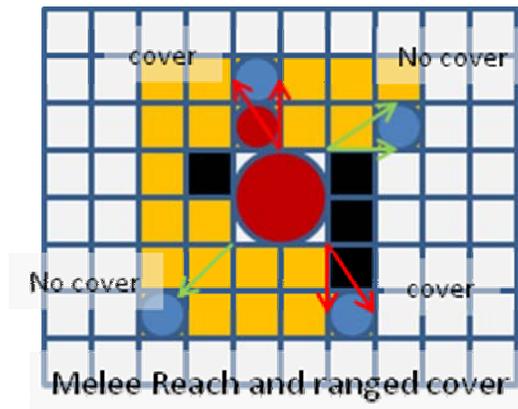
(+15 damage against living creatures when they grant combat advantage to this creature)

Special Ability: Mobility

(+4 AC versus attacks of opportunity)

Special Ability: Stunning Attack

☐☐ (declare before die is rolled for attack; once per activation; 1 living target; target is stunned until the end of its next turn; save DC 20 to avoid; stunned creatures grant combat advantage and can take no actions; they become unstunned at the end of their next action)



Red Shirt Games D&D Monster Mash

Ophélie The Lich Queen

Medium Undead

AC 21; HP 95

Speed 6; Saves +10; Alignment Chaotic Evil

Melee Attack: +16 (10 magic damage + paralysis DC 18) (Standard Action)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Immune to Cold, Electricity

(this creature takes no damage from cold or electricity)

Special Ability: Paralysis

(paralyzed creatures may take no actions, grant combat advantage, and melee attacks automatically hit for double damage (roll no dice to attack); paralyzed creatures may make a new save at the end of their turn)

Special Ability: Spell Penetration

(creature may roll twice to overcome spell resistance)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Special Ability: Wand of Maximized Magic Missiles (Standard Action)

☐☐ (1 target; range unlimited; 25 damage) (may use while threatened; NOT a spell)

Special Ability: Rod of Empowered Fireballs (Standard Action)

☐ (burst radius 3; range unlimited; 30 fire damage; Save DC 15 for half damage) (A burst 3 is defined by a target square, and all squares within 3 of the target square) (There must be a visible target creature in a burst or blast area of effect) (may use while threatened; NOT a spell)

Wizard Spells:

Empowered Lesser Electrical Orb (Standard Action)

☐☐ (1 target; range 6; 15 electrical damage; ignore 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)

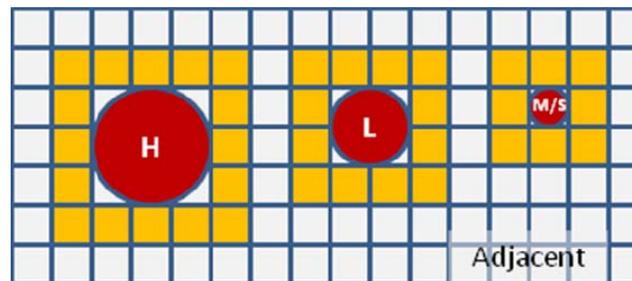
☐☐ (1 target; range touch; living target only; drain 20 hit points)(may cast while threatened)(drained hit points are added to this creature's hit points, and may exceed maximum hit points)

Disintegrate (Standard Action)

☐ (1 target; range unlimited; 60 damage; save DC 18 for half damage)(cannot cast while threatened)

Creature type: Undead

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, and fear; heal and inflict effects are reversed, so that this creature takes damage from a heal effect and regains hit points from an inflict effect; it is not a living creature.



Red Shirt Games D&D Monster Mash

Centaur Hero

Large Monstrous Humanoid (Centaur)

AC 18; HP 95

Speed 10; Saves +10; Alignment Chaotic Good

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

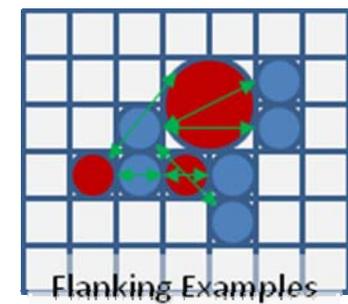
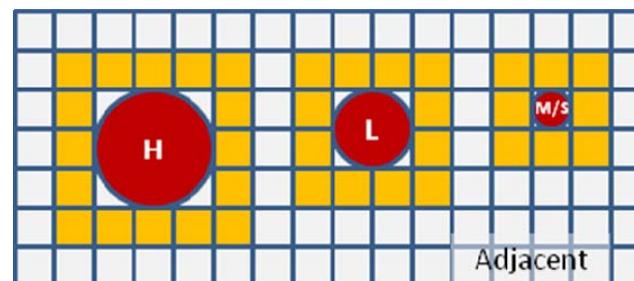
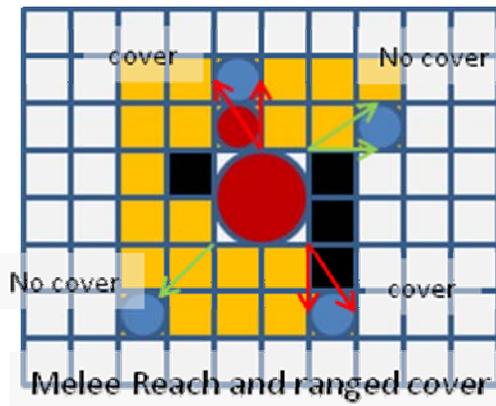
Full Melee Attack: +16 / +11 / (20 magic damage) (Full Round Action)

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

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

Special Ability: 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

Divine Crusader of Corellon

Medium Humanoid (Elf)

AC 22; HP 95

Speed Fly 8; Saves +12; Alignment Chaotic Good

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

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

Special Ability: Corellon's Wrath

(+5 melee damage to evil Outsiders, Drow, or Orcs)

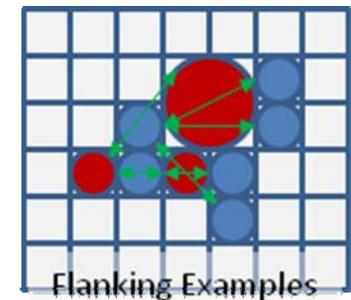
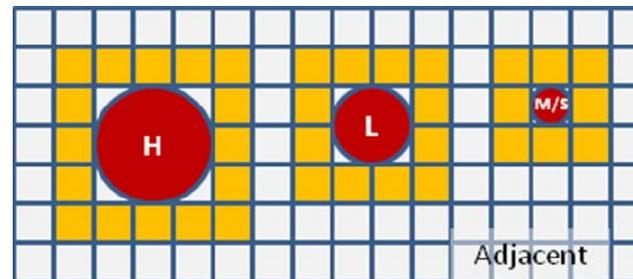
Special Ability: Flight

(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Cleric Spells:

Spiritual Weapon (Standard Action)

☐☐ (target 1 creature; range unlimited; creature is attacked by unseen spiritual weapon at time of casting, and every time it activates (before regeneration, if any) until the end of the battle; +5 to hit, 5 magic damage)(cannot cast while threatened)



Red Shirt Games D&D Monster Mash

Justicator

Large Outsider

AC 22; HP 105

Speed F6; Saves +10; Alignment Lawful Good

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

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

Special Ability: Enemy of Chaos

(+5 melee damage to Chaotic creatures)

Special Ability: Flight

(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Immune to Paralysis, Stun and Fire

(this creature cannot be paralyzed or stunned, and takes no damage from fire)

Special Ability: Melee Reach 2

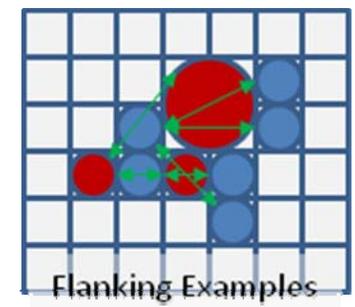
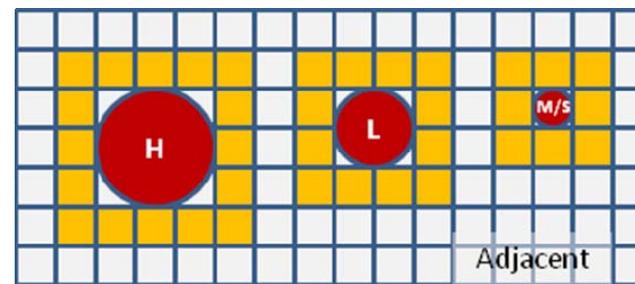
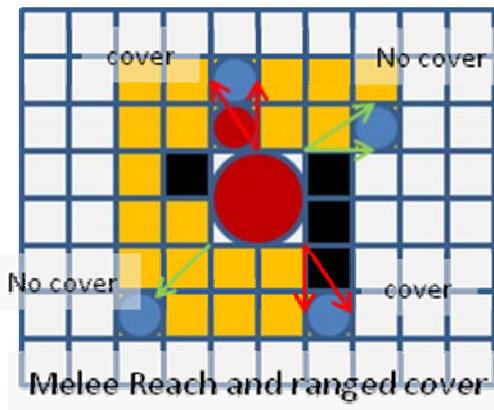
(this creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover; reach does not threaten)

Special Ability: Pass Judgement (Standard Action)

☐ (target all adjacent creatures; 10 fire damage and Stun DC 22; stunned creatures grant combat advantage and can take no actions; they become unstunned at the end of their next action) (may use while threatened; NOT a spell)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)



Red Shirt Games D&D Monster Mash

Stone giant

Large Giant

AC 22; HP 130

Speed 6; Saves +12; Alignment Lawful Good

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

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

Ranged Attack: +13 ☐ ☐ (20 damage + Stun DC 17) (Standard Action)

Special Ability: 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; reach does not threaten)

Special Ability: Precise Shot

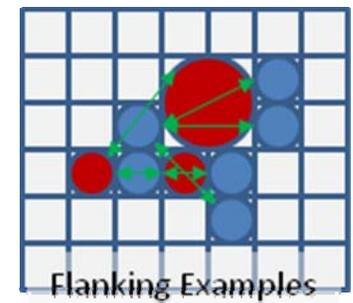
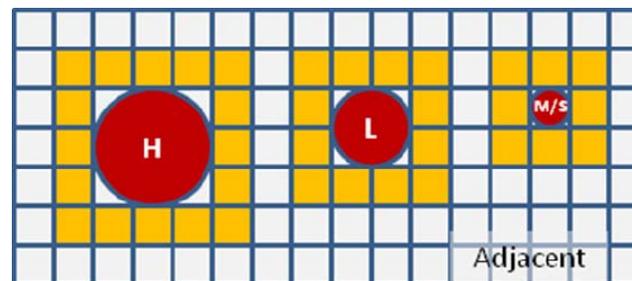
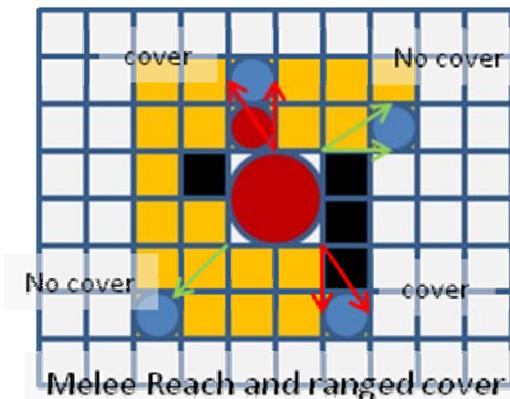
(this creature takes no penalties when making a ranged attack against an enemy that has cover)

Special Ability: Rocks From Rubble

(when adjacent to difficult terrain, this creature uses no ammunition when making its ranged attack)

Special Ability: Stun

(creatures hit by the stunning attack must make a DC 17 save, or be stunned; stunned creatures grant combat advantage and can take no actions; they become unstunned at the end of their next action)



Red Shirt Games D&D Monster Mash

Beholder

Large Aberration

AC 22; HP 95

Speed F2; Saves +11; Alignment Lawful Evil

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

Special Ability: Antimagic Eye

(If this creature is the target of a spell or in the area of effect of a spell, opponents must roll 11+ or the spell fails with no effect. Opponents may not use Spell Penetration against this Special Ability. Antimagic Eye may be voluntarily waived.)

Special Ability: Dual Activation

(This creature has 2 cards in the initiative deck; it takes a full set of actions each time its card is drawn, including beneficial and harmful effects, if any)

Special Ability: Flight

(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Eye Rays (Standard Action)

(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)(may not target self)(may use while threatened; NOT a spell)

Roll 1d20:

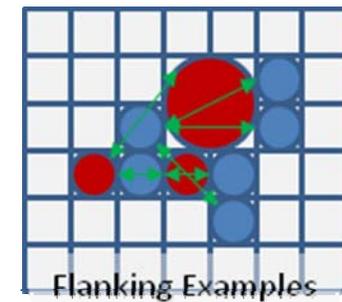
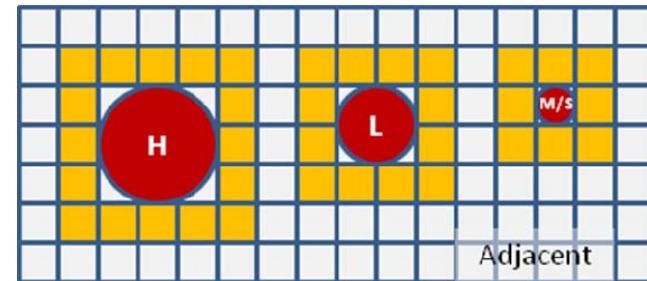
1-4: Telekinesis (slide target creature up to 3 spaces, DC 17, target creature can voluntarily fail the save) (forced movement does not cause attacks of opportunity)(forced movement is considered to use the target creature's movement type)

5-8: Inflict Wounds (inflict 20 damage, DC 17)

9-14: Slow (target creature's speed becomes 2, and it may only make one melee or ranged attack per activation; DC 17; target creature may save again at the end of every activation)

15-18: Flesh to stone (destroy target living creature and replace it with a statue; DC 17)

19-20: Disintegrate (60 damage; DC 17)



Red Shirt Games D&D Monster Mash

Githyanki Dragon Knight

Large Outsider (Githyanki, Dragon)

AC 21; HP 125

Speed F8; Saves +13; Alignment Chaotic Evil

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

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

Double Damage From Cold

(this creature takes double damage from cold; apply doubling before any defenses are applied, if any)

Special Ability: Enemy of Good

(+5 melee damage against Good creatures)

Special Ability: Fire Breath (Standard Action)

☐ (Close Blast 5; 30 fire damage; DC 19)(a Close Blast 5 is a 5 x 5 square adjacent to the originator) (There must be a visible target creature in a burst or blast area of effect) (may use while threatened; NOT a spell)

Special Ability: Flight

(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Immune Fire, Paralysis, Sleep

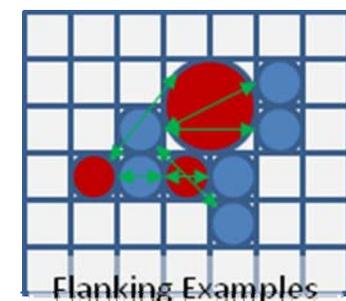
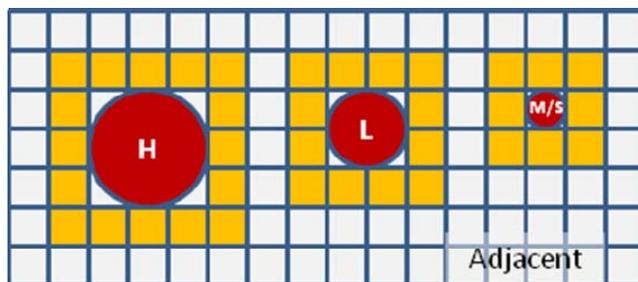
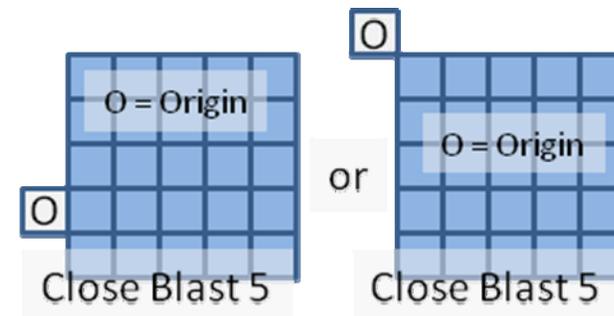
(this creature is immune to fire, paralysis and sleep)

Special Ability: Mounted Melee Attack

(replaces attacks; this creature moves at double speed and can make a single melee attack at any point during its move)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)



Red Shirt Games D&D Monster Mash

Thaskor

Large Outsider

AC 23; HP 125

Speed 8; Saves +10; Alignment Lawful Evil

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

Special Ability: Melee Reach 2

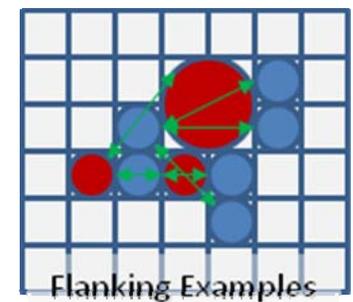
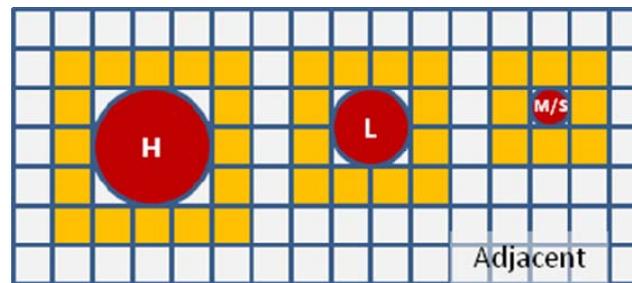
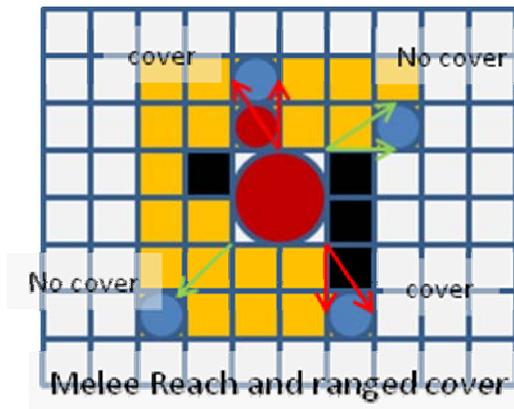
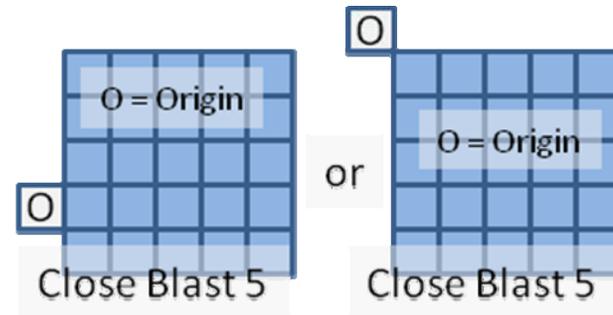
(this creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover; reach does not threaten)

Special Ability: Powerful Charge

(+2 speed, and +5 damage when this creature charges)

Special Ability: Trumpeting Blast (qualifies as a standard action if desired)

□ (Swift Action; Close Blast 5; Stun; DC 18)(creatures may take a Swift action at any time during its turn; this does not replace a move or standard action; stunned creatures grant combat advantage and can take no actions; they become unstunned at the end of their next action) (a Close Blast 5 is a 5 x 5 square adjacent to the originator) (There must be a visible target creature in a burst or blast area of effect) (may use while threatened; NOT a spell)



Red Shirt Games D&D Monster Mash

Drizzt

Medium Humanoid (Elf, Drow)

AC 20; HP 80

Speed 6; Saves +10; Alignment Chaotic Good

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

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

Special Ability: Blind-Fighting

(may roll twice against Conceal; does not suffer penalties from blindness or when being attacked by invisible enemies)

Special Ability: Conceal

(Conceal 6: attacker must roll 6 or higher on d20 to confirm a melee or ranged attack against this creature)

Special Ability: Mobility

(+4 AC versus attacks of opportunity)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)



Guenhuyvar

Medium Magical Beast

AC 18; HP 80

Speed 8; Saves +12; Alignment Chaotic Good

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

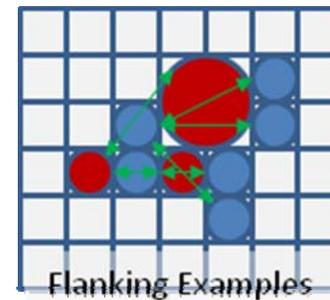
Full Melee Attack: +19/+14 (15 damage / 10 damage) (Full Round Action)

Special Ability: Hide

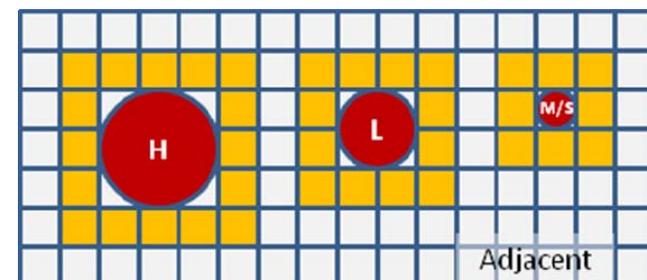
(if this creature has cover from walls or statues, it is effectively invisible to any creature that is not adjacent to it)

Special Ability: Pounce

(+2 speed, and creature may make full attack when charging)



Flanking Examples



Adjacent

Red Shirt Games D&D Monster Mash

Delvin, Dwarf Rogue

Medium Humanoid (Dwarf)

AC 22; HP 80

Speed 6; Saves +14; Alignment Chaotic Good

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

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

Special Ability: Crippling Blow

(declare before making a sneak attack; living targets only; target is weakened; weakened creatures deal half damage with melee and ranged attacks; creatures may save against this condition at DC 18 at the end of each activation)

Special Ability: Hide

(if this creature has cover from walls or statues, it is effectively invisible to any creature that is not adjacent to it)

Special Ability: Improved Uncanny Dodge

(this creature may not be flanked)

Special Ability: Invisibility (does **not** count as a standard action)

(Swift action; creature becomes invisible; condition ends if creature makes an attack, or uses an offensive spell or special ability that may cause damage or force a creature to make a saving throw) (may use while threatened; NOT a spell)

Special Ability: Melee Sneak Attack +15

(+15 damage against living creatures when they grant combat advantage to this creature)

Special Ability: Opportunist

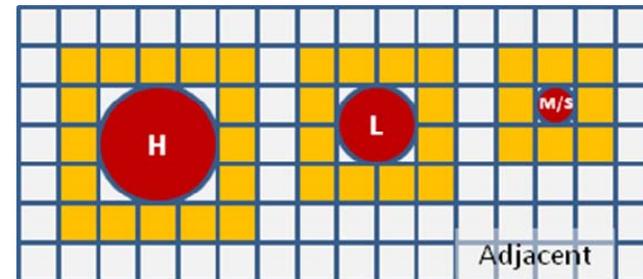
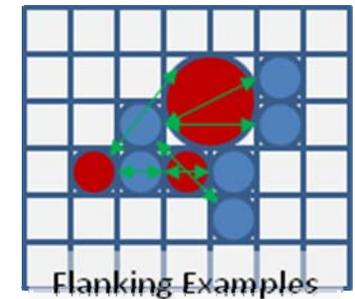
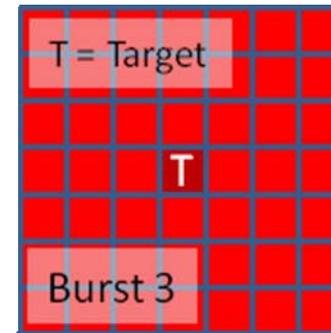
(once per turn, when an adjacent creature is struck by another creature's melee attack, this creature may make a melee attack against it)

Special Ability: Sidestep

(if this creature moves no more than 1 square, it may make full melee attacks, and does not provoke attacks of opportunity)

Special Ability: Wand of Fireballs (Standard Action)

(roll 11+ on 1d20 to activate; if a 1 is rolled, wand may no longer be used; burst radius 3; range unlimited; 20 fire damage; Save DC 15 for half damage) (A burst 3 is defined by a target square, and all squares within 3 of the target square) (There must be a visible target creature in a burst or blast area of effect) (may use while threatened; NOT a spell)



Red Shirt Games D&D Monster Mash

Balor

Large Outsider

AC 20; HP 125

Speed F8; Saves +10; Alignment Chaotic Evil

Melee Attack: +16 (20 Magic Damage + Vicious OR 10 Magic Damage + 5 Fire) (Standard Action)

Full Melee Attack: : +16/+16 (20 Magic Damage + Vicious / 10 Magic Damage + 5 Fire) (Full Round Action)

Special Ability: Blind-Fighting

(may roll twice against Conceal; does not suffer penalties from blindness or when being attacked by invisible enemies)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Flight

(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Immune to Electricity, Fire, Poison

(this creature takes no damage from Electricity, Fire or Poison)

Special Ability: Melee Reach 2 (Vicious Sword)

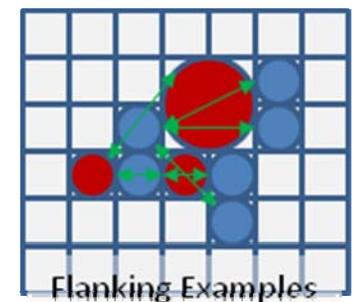
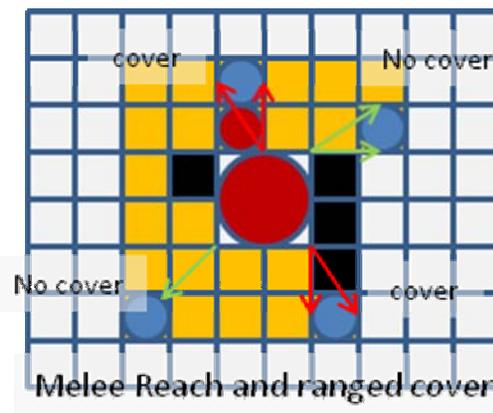
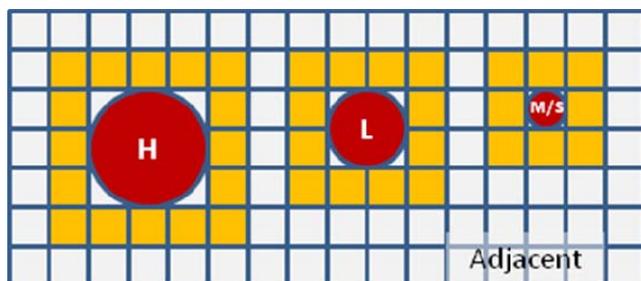
(this creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover; reach does not threaten)

Special Ability: 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; reach does not threaten)(only with the Flaming Whip Melee Attack)

Special Ability: Vicious Attack

(this attack deals triple damage instead of double damage when a critical hit is scored)



Red Shirt Games D&D Monster Mash

Mounted Paladin

Large Humanoid (Human)

AC 22; HP 100

Speed 8; Saves +14; Alignment Lawful Good

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

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

Special Ability: Enemy of Evil

(+5 melee damage against Evil creatures)

Special Ability: Lay On Hands

(replaces attacks; range self or adjacent creature; heal 20)

Special Ability: Mounted Charge

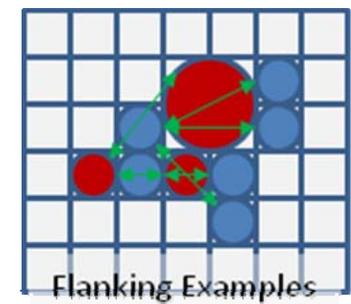
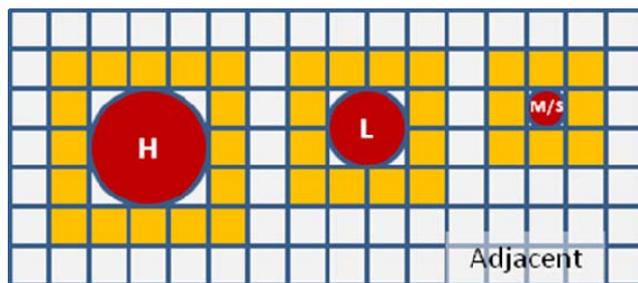
(+2 speed, and +10 damage when this creature charges)

Special Ability: Mounted Melee Attack (Standard Action)

(this creature moves at double speed and can make a single melee attack at any point during its move)

Special Ability: Turn Undead (Standard Action)

(Close Blast 5; 30 damage to Undead Creatures; DC 20)



Red Shirt Games D&D Monster Mash

Hezrou

Large Outsider

AC 23; HP 150

Speed 6; Saves +12; Alignment Chaotic Evil

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

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

Special Ability: Immune to Electricity and Poison

(this creature takes no damage from Electricity and Poison)

Special Ability: 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; reach does not threaten)

Special Ability: Pounce

(+2 speed, and creature may make full attack when charging)

Special Ability: Resist 10 Acid, Cold, Fire

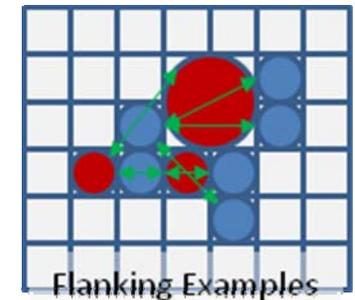
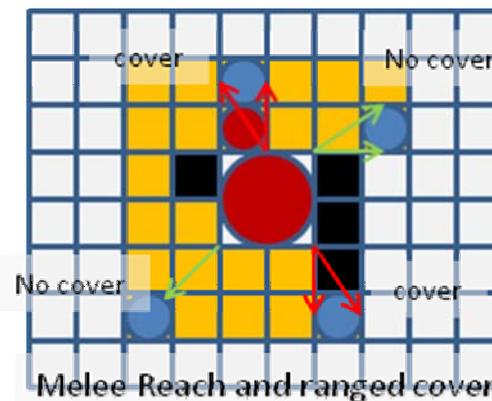
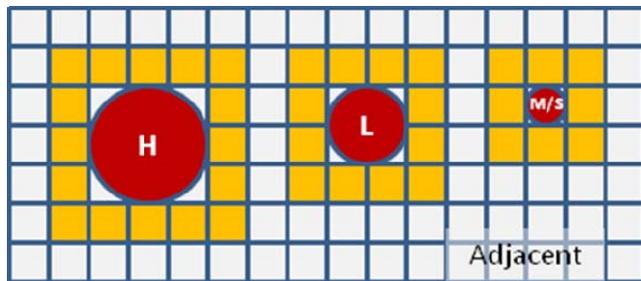
(this creature takes 10 less damage from Acid, Cold and Fire)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Special Ability: Stench

(adjacent living creatures suffer -2 to saving throws when adjacent to this creature)(this creature is immune to the effects of Stench)



Red Shirt Games D&D Monster Mash

Fiendish Tyrannosaurus Rex

Huge Outsider

AC 14; HP 200

Speed 8 Saves +10; Alignment Chaotic Evil

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

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Enemy of Good

(+5 melee damage against Good creatures)

Special Ability: Melee Reach 2

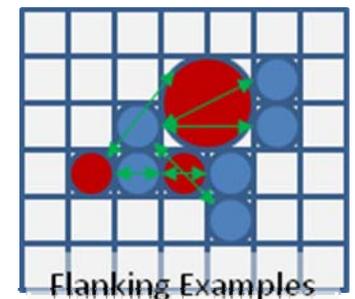
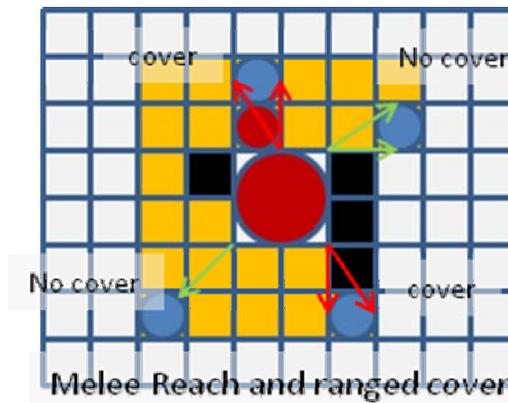
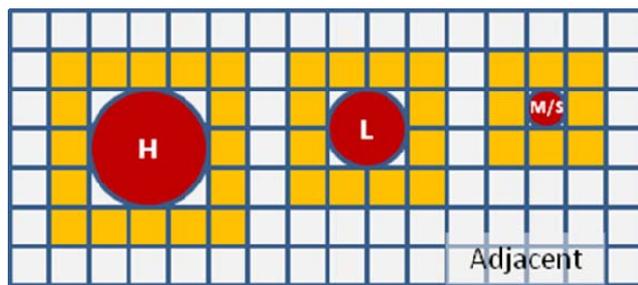
(this creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover; reach does not threaten)

Special Ability: Resist 10 Cold, Fire

(this creature takes 10 less damage from Cold and Fire)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)



Red Shirt Games D&D Monster Mash

War Troll

Large Giant (Troll)

AC 24; HP 100

Speed 6 Saves +10; Alignment Lawful Evil

Melee Attack: Sword +18 (25 damage)

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

Special Ability: Damage Reduction 5

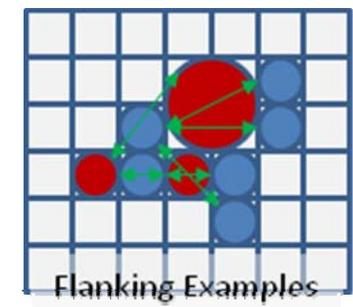
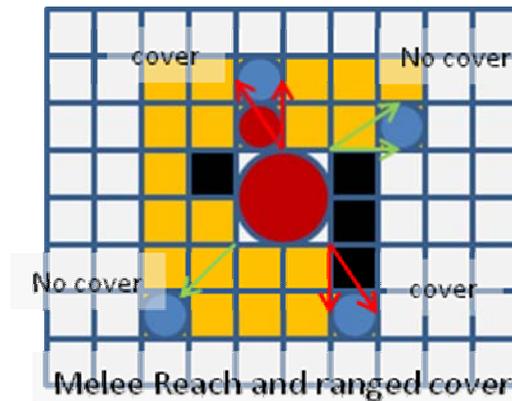
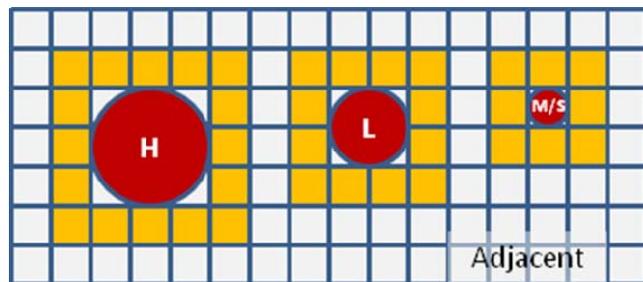
(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: 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; reach does not threaten)

Special Ability: Regeneration 5

(this creature heals 5 hp at the start of its action)



Red Shirt Games D&D Monster Mash

Aspect of Hextor

Large Outsider

AC 20; HP 115

Speed 8; Saves +10; Alignment Lawful Evil

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

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

Special Ability: Melee Reach 2

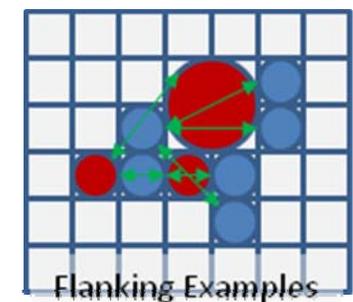
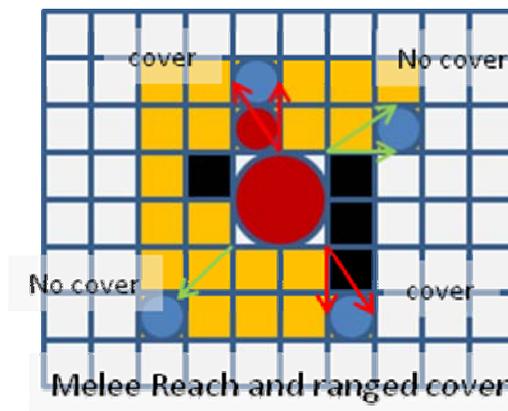
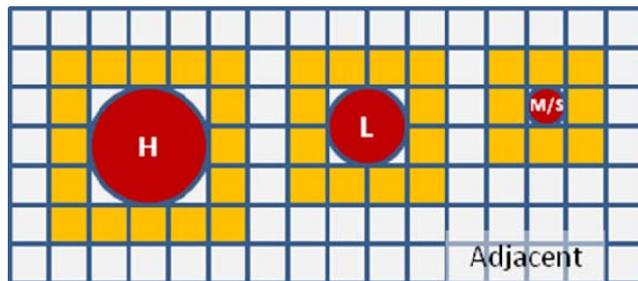
(this creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover)

Special Ability: 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)

Special Ability: Wall of Steel

(+4 AC against melee attacks)



Red Shirt Games D&D Monster Mash

Aspect of Moradin

Large Outsider

AC 23; HP 130

Speed 6; Saves +12; Alignment Lawful Good

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 Ability: Cleave

(when this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same to-hit bonus against any adjacent enemy)(once per turn)

Special Ability: Giant Bane

(+2 to hit and +10 to damage against giants)

Special Ability: Melee Reach 2

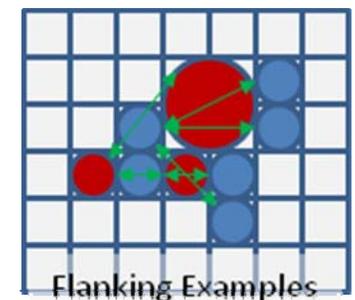
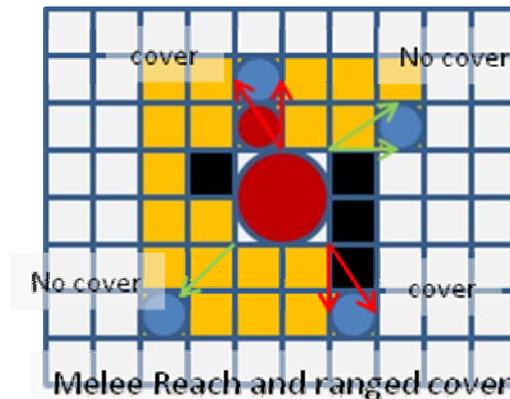
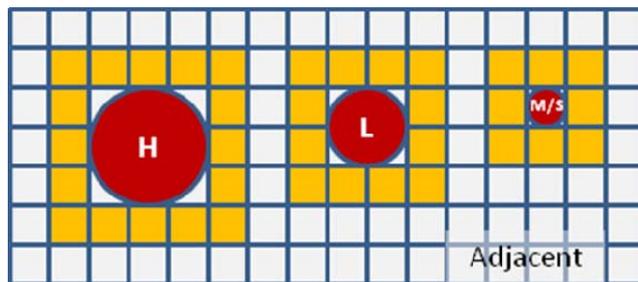
(this creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover)

Special Ability: Shield Bash (Counts as using a Standard Action)

□ (Swift action; target 1 adjacent creature; stun DC 18; stunned creatures grant combat advantage and can take no actions; they become unstunned at the end of their next action; a swift action may be used at any time during this creature's turn in addition to any other actions)

Special Ability: Stone Lord 5

(+5 melee damage against enemies adjacent to a wall)



Red Shirt Games D&D Monster Mash

Large Silver Dragon

Large Dragon

AC 24; HP 150

Speed F9; Saves +16; Alignment Lawful Good

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

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

Double Damage Fire

(this creature takes double damage from fire; apply doubling before any defenses are applied, if any)

Special Ability: Ice Breath (Standard Action)

☐ (Close Blast 5; 40 cold damage; DC 21) (a Close Blast 5 is a 5 x 5 square adjacent to the originator) (There must be a visible target creature in a burst or blast area of effect) (may use while threatened; NOT a spell)

Special Ability: Paralyzing Breath (Standard Action)

☐ (Close Blast 5; paralysis; DC 21; paralyzed creatures may take no actions, grant combat advantage, and melee attacks automatically hit for double damage (roll no dice to attack); paralyzed creatures may make a new save at the end of their turn) (a Close Blast 5 is a 5 x 5 square adjacent to the originator) (There must be a visible target creature in a burst or blast area of effect) (may use while threatened; NOT a spell)

Special Ability: Flight

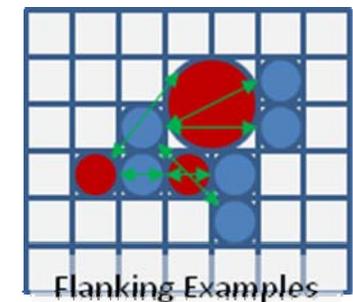
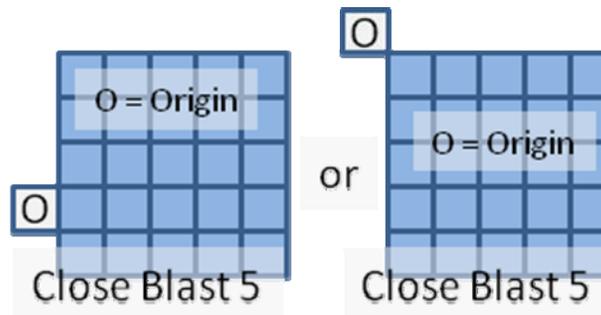
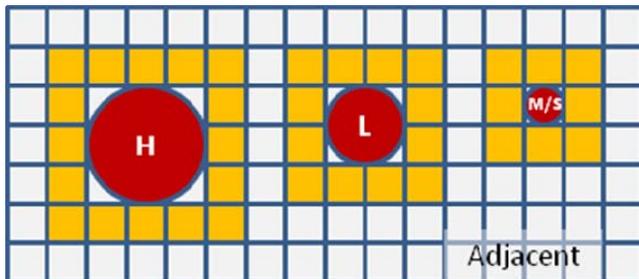
(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Immune Cold, Acid, Paralysis, Sleep

(this creature is immune to cold, acid, paralysis and sleep)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)



Red Shirt Games D&D Monster Mash

Ogre Mage

Large Giant

AC 18; HP 80

Speed F8; Saves +10; Alignment Lawful Evil

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

Special Ability: Flight

(This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Invisibility (does not count as a standard action)

(this creature becomes invisible as a free action at the start of its turn; condition ends if creature makes an attack, or uses an offensive spell or special ability that may cause damage or force a creature to make a saving throw)(invisible creatures have conceal 11; creatures attacking with melee or ranged attacks must roll 11 or higher on a d20 in order to confirm the hit; spells and special abilities requiring a visible target cannot target an invisible creature)(this ability works even if the Ogre Mage is held, paralysed, stunned, or otherwise incapacitated)

Special Ability: 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)

Special Ability: Regeneration 5

(this creature heals 5 hp at the start of its action)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Sorcerer Spells

(creature may check off higher level spells (ones that are lower down in the list) in order to cast a lower level spell if desired)

Charm Person (Standard Action)

(1 living humanoid target; range 6; confusion; Save DC 14)(cannot cast while threatened)

(Confusion: Roll d20 at start of confused creature's turn:

1-5 controlled by owner;

6-15 do nothing;

16-20 controlled by spell caster;

confused creatures do not threaten adjacent squares. Confused creatures get a new saving throw at the end of every turn in which they are confused.)

Melf's Acid Arrow (Standard Action)

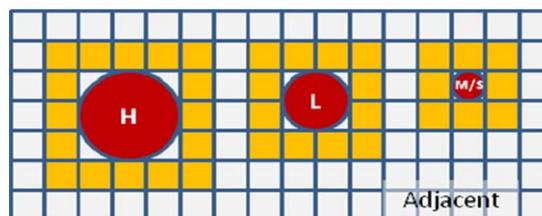
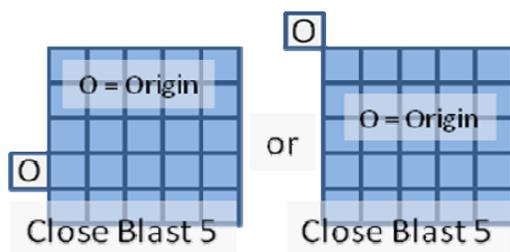
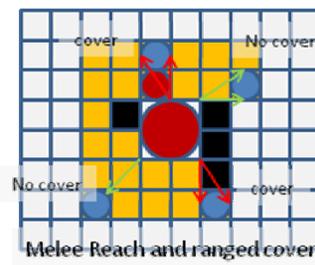
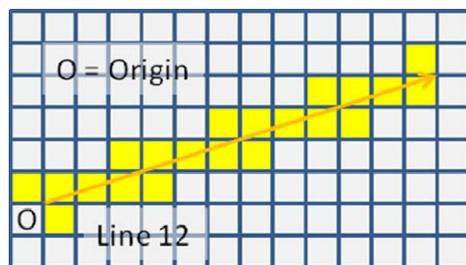
(target 1 creature; range unlimited; 5 acid damage, ignore SR)(cannot cast while threatened)

Lightning Bolt (Standard Action)

(line 12; 20 electrical damage; Save DC 15 for half damage) (may cast while threatened) (a line begins at any corner of the originating creature, and may intersect any corner, up to 12 squares away. Any square touched by the line [except the initial square if it is only touched on a corner] is affected by the line) (There must be a visible target creature in a line area of effect)

Cone of Cold (Standard Action)

(Close Blast 5; 30 cold damage; Save DC 18 for half damage)(may cast while threatened) (a Close Blast 5 is a 5 x 5 square adjacent to the originator) (There must be a visible target creature in a burst or blast area of effect)



Red Shirt Games D&D Monster Mash

Clobbermeister, Goblin Barbarian

Small Humanoid (Goblin)

AC 20; HP 130

Speed 6; Saves +12; Alignment Chaotic Good

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

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

Special Ability: Arithmetic is Hard

(when this creature hits with an attack, roll 1d20: on a roll of 1-5, the attack missed; when this creature misses with an attack, roll 1d20: on a roll of 16-20, the attack hit).

Special Ability: Cleave

(when this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same to-hit bonus against any adjacent enemy)(once per turn)

Special Ability: Power Attack

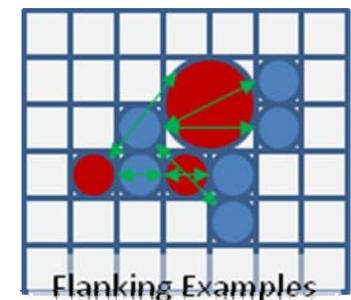
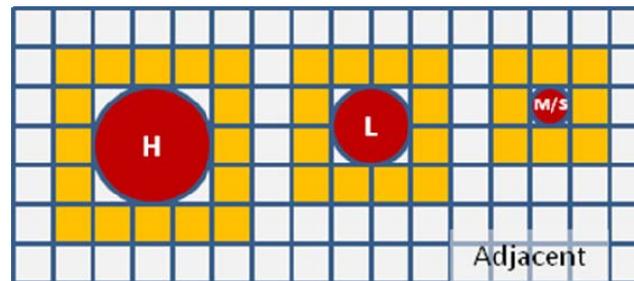
(declare before rolling an attack; -5 to hit, +10 damage; one attack; only once per turn)

Special Ability: Freedom of Action

(this creature is immune to paralysis, grappling, pinning, telekinesis, forced movement, swallow, or any other effect that would restrain its movement; this does not include stunning)

Special Ability: Improved Uncanny Dodge

(this creature may not be flanked)



Red Shirt Games D&D Monster Mash

Black-Fûr, Half-Orc Barbarian

Medium Humanoid (Orc)

AC 18; HP 160

Speed 8; Saves +10; Alignment Chaotic Good

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

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

Special Ability: Cleave

(when this creature eliminates an opponent with a melee attack, it may immediately make another melee attack with the same to-hit bonus against any adjacent enemy)(once per turn)

Special Ability: Improved Uncanny Dodge

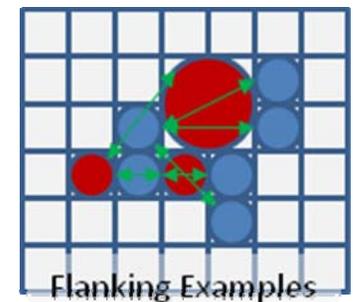
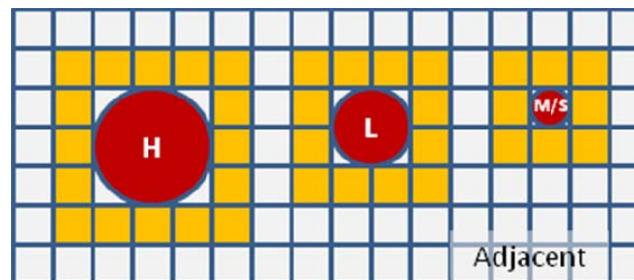
(this creature may not be flanked)

Special Ability: Rage

(this creature must use the whirlwind attack if it begins its activation within one square of 3 or more creatures)

Special Ability: Whirlwind Attack (Standard Action)

(creature may move 1 square before attack without triggering attacks of opportunity; target all adjacent creatures; make 1 melee attack against each creature)



Red Shirt Games D&D Monster Mash

Marvin, Low Priest of the Fallen Gong

Medium Humanoid (Human)

AC 22; HP 80

Speed F6; Saves +10; Alignment Chaotic Good

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 Ability: Air Walk (Flight)

(Except for its starting square, this creature may ignore difficult terrain, fly over creatures and pass through threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)

Special Ability: Enemy of Evil

(+5 damage with melee and ranged attacks against evil creatures)

Special Ability: Turn Undead (Standard Action)

☐ (Close Blast 5; 30 damage to Undead Creatures; DC 20)

Cleric Spells:

Cure Moderate Wounds (Standard Action)

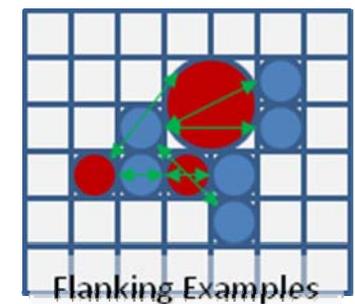
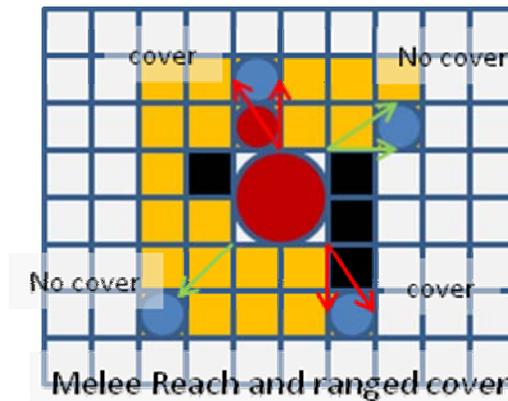
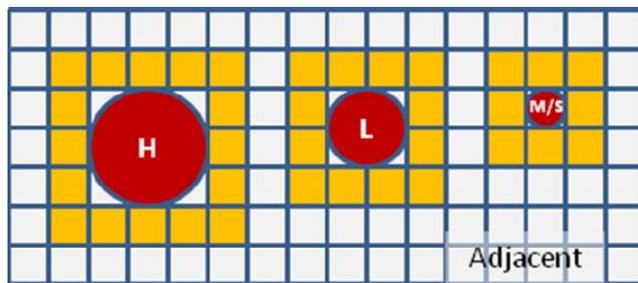
☐ ☐ (target 1 adjacent creature or self; creature heals 10 hit points) (may cast while threatened)

Empowered Spiritual Weapon (Standard Action)

☐ ☐ (target 1 creature; range unlimited; creature is attacked by unseen spiritual weapon at time of casting, and every time it activates (before regeneration, if any) until the end of the battle; +12 to hit, 10 magic damage) (cannot cast while threatened)

The Holy Gong (Standard Action)

☐ (all creatures within 3 squares of the caster; targets all creatures; 30 sonic damage; save DC 20 for half damage) (may cast while threatened) (There must be a visible target creature in the Holy Gong's area of effect)



Red Shirt Games D&D Monster Mash

Draziw, Halfling Wizard

Small Humanoid (Halfling)

AC 20; HP 75

Speed 6; Saves +11; Alignment Chaotic Good

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

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

Special Ability: Spell Resistance

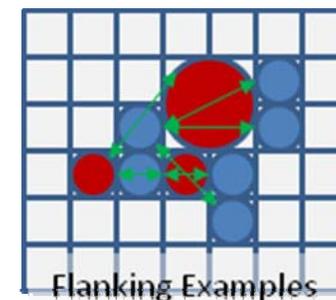
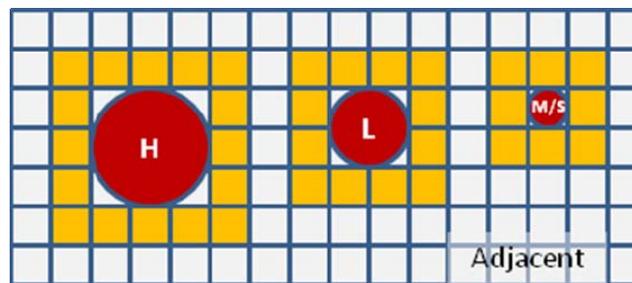
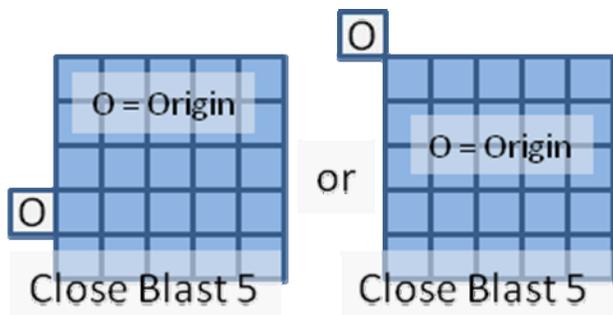
(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Special Ability: Sudden Empower

☐☐ (Damage +10, 1 spell that deals damage)

Special Ability: Wall-Crawler (Spider Climb)

If this creature begins and ends its move adjacent to a wall, it is considered to be flying) (This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)



Wizard Spells:

Scorching Ray (Standard Action)

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

Ray of Enfeeblement (Standard Action)

☐☐ (1 living target; range unlimited; target is weakened; Save DC 17 to avoid; weakened creatures deal half damage with melee and ranged attacks; creatures may save against this condition at the end of each activation)(cannot cast while threatened)

Fireball (Standard Action)

☐☐ (burst radius 3; range unlimited; 20 fire damage; Save DC 17 for half damage) (A burst 3 is defined by a target square, and all squares within 3 of the target square) (There must be a visible target creature in a burst or blast area of effect)

Vampiric Touch (with Spectral Hand) (Standard Action)

☐☐ (1 target; range 6; living target only; drain 20 hit points)(may cast while threatened)(drained hit points are added to this creature's hit points, and may exceed maximum hit points)

Dimension door (Standard Action)

☐☐ (target self; range 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) (a Close Blast 5 is a 5 x 5 square adjacent to the originator) (There must be a visible target creature in a burst or blast area of effect)

Disintegrate (Standard Action)

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

Red Shirt Games D&D Monster Mash

Fiendish Otyugh

Large Outsider

AC 25; HP 100

Speed 5; Saves +12; Alignment Chaotic Evil

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

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

Special Ability: Constrict

(smaller creature grants combat advantage, and may take no actions during its next turn; DC 16 avoids)

Special Ability: Enemy of Good

(+5 melee damage against Good creatures)

Special Ability: Feed (Standard Action)

(replaces attacks; each constricted creature is pulled 1 square [to become adjacent to this creature], and takes 30 damage)(forced movement does not cause attacks of opportunity)

Special Ability: Garbage Monster

(this creature ignores difficult terrain; also, when this creature occupies difficult terrain, any squares of the creature that are in difficult terrain gain conceal 6; attacker must roll 6 or higher on d20 to confirm a melee or ranged attack against this creature)

Special Ability: Immune to Poison

(this creature takes no damage from Poison)

Special Ability: 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; reach does not threaten)

Special Ability: Resist 10 Cold, Fire

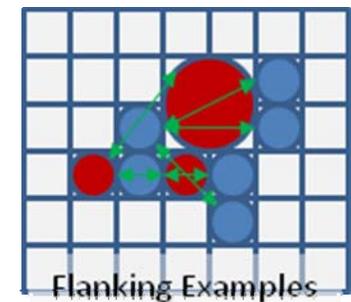
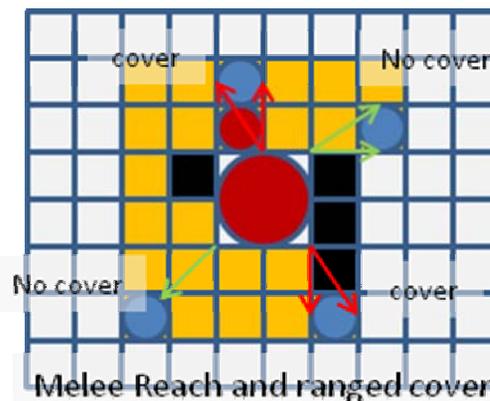
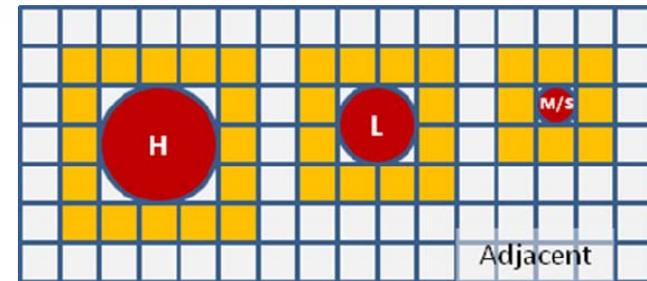
(this creature takes 10 less damage from Cold and Fire)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Special Ability: Stench

(adjacent living creatures suffer -2 to saving throws when adjacent to this creature, and when constricted by this creature)(this creature is immune to the effects of Stench)



Red Shirt Games D&D Monster Mash

Huge Fiendish Carrion Crawler

Large Outsider

AC 16; HP 160

Speed 6; Saves +10; Alignment Chaotic Evil

Melee Attack: +13 (10 magic damage + paralysis DC 17) (Standard Action)

Full Melee Attack: +13/+13 (10 magic damage + paralysis DC 17) (Full Round Action)

Special Ability: Enemy of Good

(+5 melee damage against Good creatures)

Special Ability: Flailing Tentacles (Standard Action)

(each adjacent creature is attacked by this creature's melee attack)

Special Ability: Immune to Poison

(this creature takes no damage from Poison)

Special Ability: 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; reach does not threaten)

Special Ability: Paralysis

(paralyzed creatures may take no actions, grant combat advantage, and melee attacks automatically hit for double damage (roll no dice to attack); paralyzed creatures may make a new save at the end of their turn)

Special Ability: Resist 10 Cold, Fire

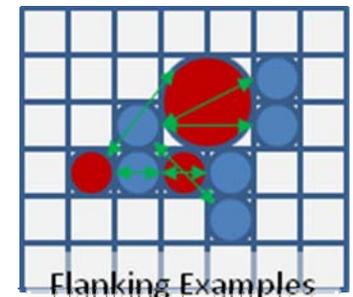
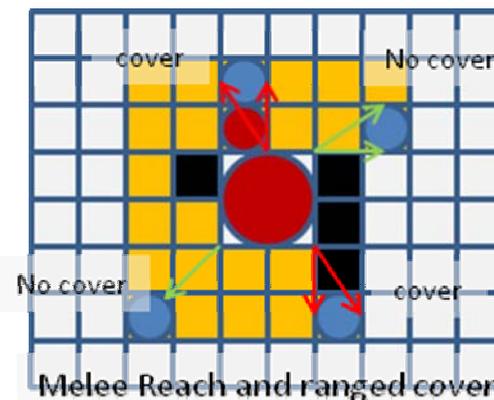
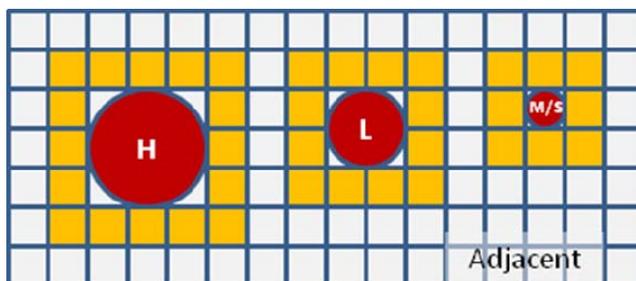
(this creature takes 10 less damage from Cold and Fire)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Special Ability: Wall-Crawler (Spider Climb)

If this creature begins and ends its move adjacent to a wall, it is considered to be flying) (This creature may ignore difficult terrain, fly over creatures and [except for the first square of movement] leave threatened squares without incurring attacks of opportunity. It must end its move on the ground in an unoccupied square, although it does not pay extra if the square is difficult terrain.)



Red Shirt Games D&D Monster Mash

Warforged Titan

Huge Construct

AC 25; HP 125

Speed 10; Saves +10; Alignment Lawful Good

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

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

Special Ability: Adamantine Laced

(this creature takes 5 less damage from melee and ranged attacks; this may reduce damage to zero)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: 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; reach does not threaten)

Special Ability: Powerful Charge

(+2 speed, and +5 damage when this creature charges)

Special Ability: Pushback

(smaller creatures hit by this creature's melee attack may be pushed 1 square; pushed creatures must end each square of movement farther than the original square)(forced movement does not cause attacks of opportunity)(creatures subject to forced movement are considered to be using their own movement type)

Special Ability: Resist 10 Acid, Cold, Electricity, Fire and Sonic

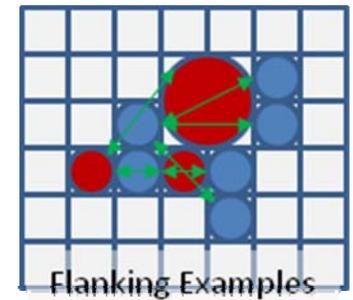
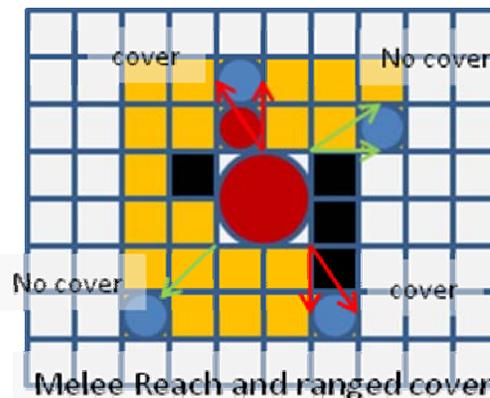
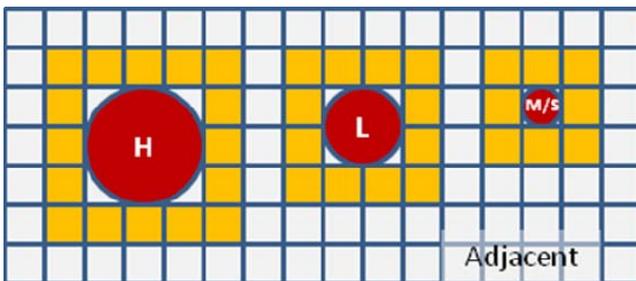
(this creature takes 10 less damage from Acid, Cold, Electricity, Fire and Sonic)

Special Ability: Trample (Standard Action)

(this creature may combine its move action with its standard action to move over a smaller creature's space; 20 damage; Save DC 18 for half damage; this creature may not end its move in the same space as another creature; trample movement does not cause attacks of opportunity from the target creature)

Creature type: Construct

This creature is immune to critical hits, sleep, paralysis, stun, daze, poison, healing/inflct and fear; it is not a living creature.



Red Shirt Games D&D Monster Mash

Cadaver Collector

Large Construct

AC 20; HP 110

Speed 6; Saves +10; Alignment Lawful Evil

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

Full Melee Attack: +22/+22 (20 damage) (Full Round Action)

Special Ability: Corpse Collecting

(any time a smaller creature is eliminated within this creature's melee reach, this creature gains +1 AC; cumulative)

Special Ability: Damage Reduction 5

(non-magical melee and ranged attacks cause 5 less damage)

Special Ability: Melee Reach 2

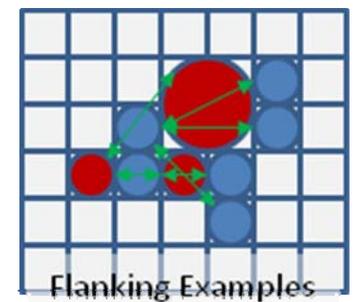
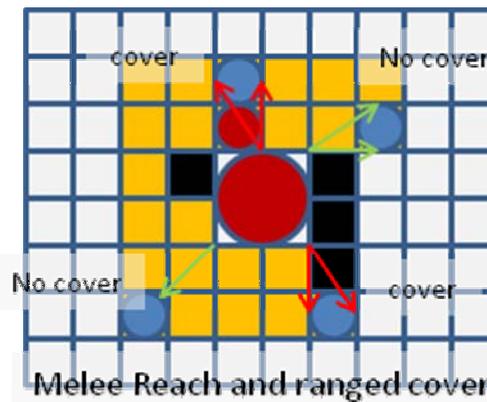
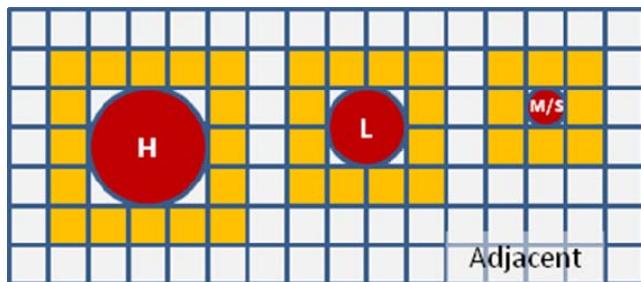
(this creature may attack creatures up to 2 squares away, using the ranged attack rules to determine if the target has cover; reach does not threaten)

Special Ability: Spell Resistance

(opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.)

Creature type: Construct

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



D&D Monster Mash Rules

- **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. Note that some creatures have more than one card in the deck, effectively giving them two activations per turn, and that some cards have more than one creature on them, giving that player more than one creature to activate per turn.
- **Actions** – each creature may take two actions per activation, in any order: a move action, and a standard action. Creatures with Swift Actions may use one per turn any time during their activation in addition to their move and standard actions.
 - **Move action:** the creature moves its speed.
 - **Standard action:** the creature makes an attack, casts a spell, or uses a special ability that counts as a standard action.
 - **Full round action:** creatures with multiple melee or ranged attacks may only make them if they do not move.
 - **Swift Action:** some creatures may make swift actions; these may be taken any time during their turn, in addition to all other actions they may take.
- **The Imperative** – each creature **MUST** take a standard action during its activation; if it can't take a standard action, either because it has no enemy in range or in sight, or because it has no standard actions available, it must double-move and get as close as possible to an enemy creature. In other words, creatures must either use a special ability or spell that requires a standard action, full round action, or use a Swift action that counts as a standard action, or attack an enemy; if it can't, it must move as close as possible to an enemy. In other words:
 - **EACH CREATURE MUST:**
 - Make a melee or ranged attack. **Or**
 - Cast as spell, including spells cast as a Swift Action. **Or**
 - Use a special ability labeled as a Standard Action, including most special abilities labeled as Swift Actions. **Or**
 - Double move to end up as close as possible to an enemy creature.
- **The Grid** – range, area of effect and movement are counted out on the grid. Diagonals are counted as one. Movement may not be counted diagonally if it crosses the edge of a solid wall.
- **Movement** – a creature moves up to its speed in squares. Difficult terrain costs double. Enemy creatures block movement. A creature may not end its move in the same square as a friendly creature. Creatures may move diagonally between two other creatures.
 - **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 may not end their move "squeezed".
 - **Flying** – flyers must land at the end of every turn. Flyers do not provoke attacks of opportunity, except for their first square of movement. Flyers may move through any creature's square, but must end their move in an empty square. Flyers never pay extra for entering squares of difficult terrain.

- **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.
- **Attack Damage** – Melee and ranged attack damage is listed after the to-hit 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.
- **Threatening** – creatures threaten all adjacent squares, unless the creatures have cover or are invisible.
 - Threatened creatures may not make ranged attacks, and may not cast spells unless otherwise allowed in the spell's description.
 - Creatures may make a melee attack against any creature that leaves a threatened square, once per turn per moving creature.
- **Attacking with spells and special abilities** – the attacker **MUST** have a line of sight to the target, or at least one target in the attack's area of effect. Other targets that are not seen may still be attacked by an area of effect, of course.
- **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.
- **Walls...**
 - block line of sight and area effects.
 - may not be flown over.
 - block diagonal movement around corners.
 - provide cover against attacks around corners.
- **Statues** – Statues grant cover, and are treated like difficult terrain. Creatures may not 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 relatively 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 a +2 bonus to the attack.
 - Creatures may take a move action before taking a charge action in their turn but may not take a move action after they charge.

- Creatures may not charge if they start their turn threatened by another creature.
- **Multiple Attacks** – creatures that are **not moving** may make more than one melee or ranged attack, if more than one attack is available on their character sheet. These are called Full Melee and Full Ranged Attacks. They may make these attacks in any order desired, as long as each is declared before each die is rolled.
- **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.
- **Attack Spells and Special Abilities** – These do not require attack rolls, but targets may make a saving throw to take half damage, rounded down.
- **The Saving Throw**
 - When hit by damaging spells or special abilities, the target rolls 1d20, adds its level, and if the total equals or exceeds the Difficulty Class (DC), the target takes half damage from the attack, rounded down.
 - When hit by any non-damaging effect, a successful save eliminates the effect.
 - Rolling a 1 on a saving throw automatically fails, and rolling a 20 automatically succeeds.
- **Bursts, Blasts and Lines**
 - **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.
 - **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.
- **Combat Advantage** – Creatures at a disadvantage grant combat advantage to certain opponents for melee and ranged attacks. A creature grants combat advantage...
 - to all attackers if it is stunned, paralyzed, blinded or grappled.
 - to individual creatures that are flanking it, or if it cannot see its attacker.
 - Creatures gain +2 to hit creatures granting combat advantage, and may gain other benefits as well.
 - Multiple conditions granting combat advantage do not stack.
- **Flanking** – creatures that are adjacent to and on opposite sides of another creature are flanking it, and gain combat advantage.
- **Helpless Creatures** – creatures that are unconscious or paralyzed grant combat advantage, and are hit automatically by melee attacks for double damage (roll no dice to attack in this case).

