

RED BRIGADE (RED WIZARD, 2 KOBOLD SORCERERS)

RED WIZARD

Lawful Evil	Humanoid (Human)	Melee Attack +7 (5 magic)
Speed 6	Level (Save) 11	Ranged Attack 0
AC 21	HP: 60	
<p>SPECIAL ABILITIES Spell Penetration (Roll twice to overcome Spell Resistance) Sudden Empower □□ (Damage +10, 1 spell that deals damage).</p> <p>SPELLS 2nd —Scorching Ray (range 6, 15 fire damage, unlimited use) 3rd —Fireball □□ (sight; radius 4; 20 fire damage; DC 15) 3rd —Lightning bolt □□ (line; 20 electricity damage; DC 15).</p>		



KOBOLD SORCERER 1

Lawful Evil	Small Humanoid (Kobold)	Melee Attack +0 (5 magic)
Speed 6	Level (Save) 6	Ranged Attack 0
AC 21	HP: 30	
<p>SPECIAL ABILITIES Wand of Magic Missiles (sight; 5 damage) (may use adjacent to enemy) (not a spell) Conceal 6 (attacker must roll 6 or higher on d20 to confirm a melee or ranged attack)</p> <p>SORCERER SPELLS 1st —□□□ Special Magic Missile (sight; 10 damage) 2nd —□ Special Fireburst (each adjacent creature; 20 fire damage, can cast while adjacent to enemy; DC 14).</p>		

KOBOLD SORCERER 2

Lawful Evil	Small Humanoid (Kobold)	Melee Attack +0 (5 magic)
Speed 6	Level (Save) 6	Ranged Attack 0
AC 21	HP: 30	
<p>SPECIAL ABILITIES Wand of Magic Missiles (sight; 5 damage) (may use adjacent to enemy) (not a spell) Conceal 6 (attacker must roll 6 or higher on d20 to confirm a melee or ranged attack)</p> <p>SORCERER SPELLS 1st —□□□ Special Magic Missile (sight; 10 damage) 2nd —□ Special Fireburst (each adjacent creature; 20 fire damage, can cast while adjacent to enemy; DC 14).</p>		

OTTAWA RED SHIRT MONSTER MASH III

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- Spell casters cannot cast a spell if Threatened, except Touch spells.
- Special Abilities are not spells, and as such may be used when threatened, and ignore Spell Resistance.
- Creatures use their level as their Save bonus.

IRON GOLEM

Lawful Evil	Large Construct	Melee Attack +21 (25)
Speed 4	Level (Save) 10	Ranged Attack: 0
AC 23	HP: 110	

SPECIAL ABILITIES

Damage Reduction 5 (non-magical attacks cause 5 less damage)

Immune Fire

Melee Reach 2

Spell Resistance All (no spell can affect this creature. Spell Resistance All may not be waived voluntarily. Some spells ignore Spell Resistance. Spell Resistance does not protect against Special Abilities.)

Construct Traits (



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LICH NECROMANCER

Chaotic Evil	Undead	Melee Attack +10 (10 magic + paralysis DC 16)
Speed 6	Level (Save) 11	Ranged Attack: 0
AC 19	HP: 75	
<p>SPECIAL ABILITIES</p> <p>Commander Effect (range 6): Whenever a small or medium living enemy is destroyed, replace it with a zombie.</p> <p>Damage Reduction 5 (non-magical attacks cause 5 less damage)</p> <p>Immune Cold, Electricity, Paralysis, Critical Hits</p> <p>Paralysis (DC 16)</p> <p>Undead Traits (immune to sleep, paralysis, stun, critical hits)</p> <p>SPELLS</p> <p>2nd — Inflict Moderate Wounds ☐☐☐ (touch; Inflict 10 damage; DC 14)</p> <p>3rd — Empowered Magic Missile ☐☐☐ (sight; 15 damage)</p> <p>5th — Hold Monster ☐☐ (sight; Paralysis; any living creature; DC 17).</p>		



MINOTAUR SKELETON

Chaotic Evil	Large Undead (Minotaur)	Melee Attack +6 (15)
Speed 6	Level (Save) 6	Ranged Attack: 0
AC 12	HP: 40	
<p>SPECIAL ABILITIES</p> <p>Immune Cold, Paralysis, Critical Hits</p> <p>Powerful Charge +5 (+5 damage when this creature charges)</p> <p>Melee Reach 2</p> <p>Undead Traits (immune to sleep, paralysis, stun, critical hits)</p>		



ZOMBIES (CREATED BY COMMANDER EFFECT — BEGIN GAME WITH 0)

CE	Size M	Undead			
SPD 3	LvL 2	Melee Attack +2 (5)			
HP: 15	AC 11	Ranged Attack: 0			

Undead Traits (immune to sleep, paralysis, stun, critical hits)



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GREENFANG DRUID

Chaotic Good	Humanoid (Human)	Melee Attack: +12/+7 (15 magic)
Speed 8	Level (Save) 10	Ranged Attack: 0
AC 21	HP: 70	
<p>SPECIAL ABILITIES</p> <p>Immune Poison</p> <p>Pounce (may make full attack when charging)</p> <p>Greater Vigor (creature heals 5 hp at the start of its action)</p> <p>SPELLS</p> <p>2nd —Produce Flame ☐☐ (touch OR sight, 10 fire damage)</p>		

DIRE BEAR

Chaotic Good	Large Animal	Melee Attack +21/+15 (15 magic)
Speed 8	Level (Save) 8	Ranged Attack: 0
AC 17	HP: 105	
<p>SPECIAL ABILITIES</p> <p>Improved Critical Hit (score critical hits on rolls of 19-20)</p> <p>Greater Vigor (creature heals 5 hp at the start of its action)</p>		



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ARCHMAGE

Chaotic Good	Humanoid (Human)	Melee Attack +8/+3 (10 magic)
Speed F8	Level (Save) 10	Ranged Attack: 0
AC 20	HP: 75	

SPECIAL ABILITIES

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Blindsight (immune to gaze attacks, may see invisible creatures, not affected by Conceal)

Conceal 6 (opponents must roll 6 or higher to hit this creature with an attack)

Quick Cast (can cast 1 spell as a swift action)

Spell Penetration (roll twice to overcome SR)

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

SPELLS

3rd — Empowered Magic Missile [unlimited] (sight; 15 damage)

4th — Dimension Door (sight; place this creature on any legal space it can see)

4th — Empowered Melf's Acid Arrow (sight; 20 acid damage, ignore SR)

7th — Banishment (range 6; destroy target outsider or summoned creature with 75 or fewer hp; DC20);

7th — Mordenkainen's Sword (range 6, 15 magic damage whenever target creature activates, can be cast multiple times on same creature.)



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LORD SOTH

Lawful Evil	Undead	Melee Attack +17/+12 (20 magic)
Speed 4	Level (Save) 12	Ranged Attack: 0
AC 23	HP: 80	

SPECIAL ABILITIES

Abyssal Blast ☐ (sight; radius 4; 30 fire damage; DC 18)

Blindsight (immune to gaze attacks, may see invisible creatures, not affected by Conceal)

Cleave (once per turn, this creature may make an immediate attack after eliminating a creature. Must use the same attack.)

Damage Reduction 5 (non-magical attacks cause 5 less damage)

Power Attack (-5 to hit, +5 damage. Declare before making attack roll. Applies to all attacks made until next activation.)

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

Undead Traits (immune to sleep, paralysis, stun, critical hits)



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MARILITH

Chaotic Evil	Large Outsider	Melee Attack +15/+15/+15/+15/+15/+15/ (10 magic)
Speed 8	Level (Save) 10	Ranged Attack: 0
AC 19	HP: 105	

SPECIAL ABILITIES

Blindsight (immune to gaze attacks, may see invisible creatures, not affected by Conceal)

Damage reduction 5 (non-magical attacks cause 5 less damage)

Enhanced Mobility 2 (may move up to 2 squares and still make multiple melee attacks)

Immune Electricity, Fire, Poison

Melee Reach 2

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



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- Creatures use their level as their Save bonus.

ASPECT OF LOLTH

Chaotic Evil	Large Outsider	Melee Attack +18/13 (10 magic)
Speed 8	Level (Save) 14	Ranged Attack: 0
AC 21	HP: 105	

SPECIAL ABILITIES

Blind-Fight (may roll twice against Conceal, not penalized against invisible creatures)

CG Foe (Damage +5 against CG creatures)

LE Foe (Damage +5 against LE creatures)

LG Slayer (Damage +10 against LG creatures)

Damage reduction 5 (non-magical attacks cause 5 less damage)

Melee Reach 3

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



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ULMO LIGHTBRINGER

Lawful Good	Small Humanoid (Halfling)	Melee Attack +18/18/+13 (5 magic)
Speed 8	Level (Save) 13	Ranged Attack: +19/+15 (5 magic)
AC 25	HP: 70	
<u>SPECIAL ABILITIES</u> Deflect Arrows (+4 AC vs. ranged attacks) Evade Damage (on a successful save, this creature takes no damage) Melee Sneak Attack +15 Mobility (+4 AC vs. Attacks of opportunity) Stunning Attack ☐☐ DC20		



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OPHÉLIE THE LICH QUEEN

Chaotic Evil	Undead	Melee Attack +16 (10 magic + Paralysis DC 18)
Speed 6	Level (Save) 10	Ranged Attack: 0
AC 21	HP: 95	

SPECIAL ABILITIES

Damage Reduction 5 (Non-Magical Attacks Cause 5 Less Damage)

Immune Cold, Electricity

Paralysis (DC 18)

Spell Penetration (roll twice to overcome SR)

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

Undead Traits (immune to sleep, paralysis, stun, critical hits)

Dimension Door (still and silenced) □□ (sight; place this creature on any legal space it can see)

Wand of Maximized Magic Missiles □□ (sight; 25 damage)

Rod of Empowered Fireballs □ (sight; radius 4; 30 fire damage)

Spells

3rd —Empowered Lesser Electrical Orb □□□ (range 6, 15 electrical damage, ignore Spell Resistance)

3rd —Vampiric Touch □□ (touch; drain 20 hp; living creature only)

6th —Disintegrate □ (sight; 60 damage; dc 18)



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CENTAUR HERO

Chaotic Good	Large Monstrous Humanoid (Centaur)	Melee Attack +16/+11 (20 magic)
Speed 10	Level (Save) 10	Ranged Attack: +16/+11 (15 magic)
AC 18	HP: 95	

SPECIAL ABILITIES

Precise Shot (This creature ignores the penalty for shooting into melee)



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- Special Abilities are not spells, and as such may be used when threatened, and ignore Spell Resistance.
- Creatures use their level as their Save bonus.

DIVINE CRUSADER OF CORELLON

Chaotic Good	Humanoid (Elf)	Melee Attack +21/+16 (15 magic)
Speed F6	Level (Save) 11	Ranged Attack: 0
AC 22	HP: 85	

SPECIAL ABILITIES

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

SPELLS

1st — Magic Weapon □ (touch; attack +1, ignore DR)

1st — Bless □ (touch; attack +1)

2nd — Spiritual Weapon □□ (sight; melee attack at +5 against target creature whenever it activates, 5 magic damage)



OTTAWA RED SHIRT MONSTER MASH III

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SPECIAL SCENARIO RULES

Standard DDM rules are used, with the following exceptions:

- The Monster Mash uses a card deck for initiative. All of a player's monsters act when player's card comes up, one after the other.
- No morale rules apply.
- There is no requirement to attack the nearest enemy creature with a ranged attack, spell or special ability.
- **During their activation, each creature must:**
 - Cast a spell; or
 - Use a Special Ability; or
 - Make an attack; or
 - Double-move to get into base contact with an enemy. If no enemy can be reached with a double-move, each creature must get close as possible to the nearest enemy.

3.5 DDM RULES PRIMER

- No 5-foot step. Creatures either move, or they don't. If they move, they trigger attacks of opportunity from all creatures who threaten.
- Creatures only threaten adjacent squares. Reach does not Threaten.
- Damage is calculated in multiples of 5. Damage that is reduced is rounded down to the nearest 5.
- Crits occur on a roll of 20, and automatically convert, causing double damage. Bonus damage is not multiplied.
- Helpless creatures are automatically hit for double damage in melee. No dice are rolled. Ranged attacks get a +4 bonus to hit helpless creatures.
- Spell casters cannot cast a spell if Threatened, except Touch spells.
- Special Abilities are not spells, and as such may be used when threatened, and ignore Spell Resistance.
- Creatures use their level as their Save bonus.

VROCK

Chaotic Evil	Large Outsider	Melee Attack +14/+14 (15)
Speed 6	Level (Save) 10	Ranged Attack: 0
AC 22	HP: 95	

SPECIAL ABILITIES

Damage Reduction 5 (Non-Magical Attacks Cause 5 Less Damage)

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Immune Electricity, Poison

Resist 10 Acid, Cold, Fire

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

Melee Reach 2

Spores (Swift action: adjacent enemies and allies Poison, 10 damage)

Stunning Screech (Replaces attacks; adjacent enemies and allies; Stun DC 22).



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- Creatures use their level as their Save bonus.

HEZROU

Chaotic Evil	Large Outsider	Melee Attack +13/+8 (20/10)
Speed 6	Level (Save) 12	Ranged Attack: 0
AC 21	HP: 150	
<u>SPECIAL ABILITIES</u> Immune Electricity, Poison Resist 10 Acid, Cold, Fire Melee Reach 2 Spell Resistance (opponents must roll 11+ to affect this creature with a spell. Spell Resistance may be voluntarily waived.) Stench (adjacent living creatures without Stench suffer -2 to hit, AC and saves)		



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- Crits occur on a roll of 20, and automatically convert, causing double damage. Bonus damage is not multiplied.
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- Creatures use their level as their Save bonus.

STONE GIANT

Lawful Good	Large Giant	Melee Attack +17/+12 (20)
Speed 6	Level (Save) 12	Ranged Attack: +13 ☐ ☐ (20 + rubble)
AC 22	HP: 130	
<u>SPECIAL ABILITIES</u> Melee Reach 2 Precise Shot (ignore penalties for shooting into melee) Rubble (Choose 1 square in target's space; if hit, that square becomes difficult terrain for the rest of the skirmish) Rocks From Rubble (may use rubble to make ranged attacks if adjacent to a Difficult Terrain square or Rubble)		



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- Crits occur on a roll of 20, and automatically convert, causing double damage. Bonus damage is not multiplied.
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- Creatures use their level as their Save bonus.

BEHOLDER

Lawful Evil	Large Aberration	Melee Attack +2 (5)
Speed F2	Level (Save) 11	Ranged Attack: 0
AC 22	HP: 95	

SPECIAL ABILITIES

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Antimagic Eye (All creatures within line of sight must roll 11+ when casting a spell or lose the spell)

Dual Activation (2 cards in the deck)

Eye Rays (Replaces attacks: sight; roll 1d20 and use the indicated effect or any 1 effect with a lower number; choose target after rolling):

- 1-4: telekinesis (slide target creature up to 3 spaces, DC 17, target creature can voluntarily fail the save);
- 5-8: inflict wounds (20 negative damage, DC 17)
- 9-14: slow (Gain Slow Attack: Can't attack and move on the same turn and can't make more than 1 attack per turn; DC 17)
- 15-18: flesh to stone (destroy target living creature and replace it with a statue; DC 17)
- 19-20: disintegrate (60 damage; DC 17)



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GITHYANKI DRAGON KNIGHT

Chaotic Evil	Large Outsider (Dragon)	Melee Attack +14/+14 (20 Magic/20)
Speed F8	Level (Save) 13	Ranged Attack: 0
AC 21	HP 125	

SPECIAL ABILITIES

Breath Weapon (Replaces attacks; cone; 30 fire damage; DC 19)

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Immune Fire, Paralysis, Sleep

Double Damage From Cold (Apply doubling before saving throw, if any)

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

Smite Good +15

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



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 - Make an attack; or
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- Creatures only threaten adjacent squares. Reach does not Threaten.
- Damage is calculated in multiples of 5. Damage that is reduced is rounded down to the nearest 5.
- Crits occur on a roll of 20, and automatically convert, causing double damage. Bonus damage is not multiplied.
- Helpless creatures are automatically hit for double damage in melee. No dice are rolled. Ranged attacks get a +4 bonus to hit helpless creatures.
- Spell casters cannot cast a spell if Threatened, except Touch spells.
- Special Abilities are not spells, and as such may be used when threatened, and ignore Spell Resistance.
- Creatures use their level as their Save bonus.

THASKOR

Lawful Evil	Large Outsider	Melee Attack +22 (25)
Speed 8	Level (Save) 10	Ranged Attack: 0
AC 23	HP 125	
SPECIAL ABILITIES Melee Reach 2 Trumpeting Blast <input type="checkbox"/> (Swift action; cone; Stun; DC 18) (A creature may take one Swift Action per turn if available. This does not replace attacks or movement)		



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- Special Abilities are not spells, and as such may be used when threatened, and ignore Spell Resistance.
- Creatures use their level as their Save bonus.

DRIZZT

Chaotic Good	Humanoid (Elf, Drow)	Melee Attack +15/+15/+10 (10 magic + 5 cold)
Speed 6	Level (Save) 10	Ranged Attack: 0
AC 20	HP 80	

SPECIAL ABILITIES

Blind-Fight (may roll twice against Conceal, not penalized against invisible creatures)

Conceal 6 (opponents must roll 6 or higher to hit this creature with an attack)

Mobility (+4 AC versus attacks of opportunity)

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

GUENHUYVAR

Chaotic Good	Magical Beast	Melee Attack +19/+14 (15/10)
Speed 8	Level (Save) 12	Ranged Attack: 0
AC 18	HP 80	

SPECIAL ABILITIES

Hide (if this creature has cover from walls or statues, it is invisible to all non-adjacent enemies)

Pounce (This creature can use all its melee attacks when charging).



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 - Cast a spell; or
 - Use a Special Ability; or
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 - Double-move to get into base contact with an enemy. If no enemy can be reached with a double-move, each creature must get close as possible to the nearest enemy.

3.5 DDM RULES PRIMER

- No 5-foot step. Creatures either move, or they don't. If they move, they trigger attacks of opportunity from all creatures who threaten.
- Creatures only threaten adjacent squares. Reach does not Threaten.
- Damage is calculated in multiples of 5. Damage that is reduced is rounded down to the nearest 5.
- Crits occur on a roll of 20, and automatically convert, causing double damage. Bonus damage is not multiplied.
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- Spell casters cannot cast a spell if Threatened, except Touch spells.
- Special Abilities are not spells, and as such may be used when threatened, and ignore Spell Resistance.
- Creatures use their level as their Save bonus.

DELVIN, DWARF ROGUE

Chaotic Good	Humanoid (Dwarf)	Melee Attack +12/+12/+12/+7/+7 (5 magic)
Speed 6	Level (Save) 14	Ranged Attack: 0
AC 22	HP 80	

SPECIAL ABILITIES

Crippling Blow □□ (STR drain when using sneak attack; -2 to hit and -5 damage; cumulative)

Opportunist (once per turn, when an adjacent creature is struck in melee for damage, this creature may attack it at highest base chance)

Hide (if this creature has cover from walls or statues, it is invisible to all non-adjacent enemies)

Melee Sneak Attack +15

Sidestep (if this creature moves no more than one square, it may make a full attack and does not trigger any attacks of opportunity)

Improved Uncanny Dodge (this creature cannot be flanked)

Wand of Fireballs □□□ (roll 11+ to activate; if a 1 is rolled, wand is no longer usable; sight; radius 4; 20 fire damage; DC 14)

Wand of Invisibility □□□ (roll 11+ to activate; if a 1 is rolled, wand is no longer usable; touch; target creature becomes invisible until it makes an attack or casts an offensive spell or uses an offensive special ability)



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- Creatures use their level as their Save bonus.

BALOR

Chaotic Evil	Large Outsider	Melee Attack +16/+16 (20 magic + vicious/10 magic + 5 fire)
Speed F8	Level (Save) 10	Ranged Attack: 0
AC 20	HP 125	

SPECIAL ABILITIES

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Blind-Fight (may roll twice against Conceal, not penalized against invisible creatures)

Damage Reduction 5 (Non-Magical Attacks Cause 5 Less Damage)

Immune Electricity, Fire, Poison

Melee Reach 2

Vicious Attack (This attack deals triple damage instead of double on a critical hit)



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- Creatures use their level as their Save bonus.

MOUNTED PALADIN

Lawful Good	Large Humanoid (Human)	Melee Attack +18/+13 (20 magic)
Speed 8	Level (Save) 14	Ranged Attack: 0
AC 25	HP 100	

SPECIAL ABILITIES

Lay on Hands (replace attacks; touch; heal 20),

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

Powerful Charge (melee damage +20 when charging)

Smite Evil +10

Turn Undead 5 (destroy Undead Level 5 or less if it fails a save; DC 20)

SPELLS

1st – bless (touch; attack +1)



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- Creatures use their level as their Save bonus.

FIENDISH TYRANNOSAURUS

Chaotic Evil	Huge Magical Beast	Melee Attack +22 (25 magic + chomp)
Speed 8	Level (Save) 10	Ranged Attack: 0
AC 14	HP 200	

SPECIAL ABILITIES

Chomp (smaller creatures take +10 damage, DC 17 negates)

Damage Reduction 5 (Non-Magical Attacks Cause 5 Less Damage)

Melee Reach 2

Resist 10 Cold and Fire

Smite Good +10

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



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WAR TROLL

Lawful Evil	Large Monstrous Humanoid	Melee Attack +18 (25)
Speed 6	Level (Save) 10	Ranged Attack: +10 (15)
AC 24	HP 100	

SPECIAL ABILITIES

Damage Reduction 5 (Non-Magical Attacks Cause 5 Less Damage)

Melee Reach 2

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



OTTAWA RED SHIRT MONSTER MASH III

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 - Cast a spell; or
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3.5 DDM RULES PRIMER

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- Creatures only threaten adjacent squares. Reach does not Threaten.
- Damage is calculated in multiples of 5. Damage that is reduced is rounded down to the nearest 5.
- Crits occur on a roll of 20, and automatically convert, causing double damage. Bonus damage is not multiplied.
- Helpless creatures are automatically hit for double damage in melee. No dice are rolled. Ranged attacks get a +4 bonus to hit helpless creatures.
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- Special Abilities are not spells, and as such may be used when threatened, and ignore Spell Resistance.
- Creatures use their level as their Save bonus.

ASPECT OF HEXTOR

Lawful Evil	Large Outsider	Melee Attack +12/+12/+12/+12 (15 magic)
Speed 8	Level (Save) 10	Ranged Attack: 0
AC 20	HP 115	
SPECIAL ABILITIES Melee Reach 2 Multiple Threats (All enemies adjacent to this creature are considered to be flanked)		



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ASPECT OF MORADIN

Lawful Good	Large Outsider	Melee Attack +15/+10 (20 magic)
Speed 6	Level (Save) 10	Ranged Attack: +12, range 6 (20 magic)
AC 23	HP 130	

SPECIAL ABILITIES

Cleave (once per turn, this creature may make an immediate attack after eliminating a creature. Must use the same attack.)

Giant Bane (melee attack +2 and melee damage +10 against giants)

Melee Reach 2

Stone Lord 5 (Melee damage +5 against enemies in square bordered by a wall)



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LARGE SILVER DRAGON

Lawful Good	Large Dragon	Melee Attack +17/+12/+12 (15/10/10)
Speed F9	Level (Save) 16	Ranged Attack: 0
AC 24	HP 150	

SPECIAL ABILITIES

Breath Weapon (Replaces attacks; cone; 35 cold damage; DC 21)

Breath Weapon (Replaces attacks; cone; Paralysis; DC 21)

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Immune Cold, Acid, Paralysis, Sleep

Double Damage From Fire (Apply doubling before saving throw, if any)

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



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OGRE MAGE

Lawful Evil	Large Giant	Melee Attack +10 (20)
Speed F8	Level (Save) 10	Ranged Attack: 0
AC 18	HP 70	

SPECIAL ABILITIES

Flight (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Invisible (unlimited) (Creature may become invisible as a free action at the beginning of its turn. Attacking, or casting a spell that causes damage or forces a saving throw, ends the invisibility)(invisible creatures get +2 to hit creatures who can't see them)

Melee Reach 2

Regeneration 5 (heal 5 HP at beginning of creature's turn)

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

SORCERER SPELLS

Mark off a box when casting any spell of the same level or lower. May use a higher level slot to cast a lower-level spell.

1st - **charm person** (range 6; living humanoid only; confusion; ends after target's next turn; DC 14); **sleep** (sight; radius 4, sleep; DC 14)

2nd - **Melf's Acid Arrow** (sight; 5 acid damage; ignores Spell Resistance)

3rd - **Lightning Bolt** (line; 20 electrical damage; DC 16); **Charm Monster** (range 6; living creature only; confusion; DC 16)

5th - **Cone of Cold** (cone; 30 cold damage; DC18)

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.



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- Creatures use their level as their Save bonus.

CLOBERMEISTER, GOBLIN BARBARIAN

Chaotic Good	Humanoid (Goblin)	Melee Attack +20/+15 (25 magic)
Speed 6	Level (Save) 12	Ranged Attack: 0
AC 20	HP 130	

SPECIAL ABILITIES

Cleave (once per turn, this creature may make an immediate attack after eliminating a creature. Must use the same attack.)

Power Attack ☐☐ (-5 to hit, +10 damage; one attack; declare before making attack roll.)

Freedom of Action (creature cannot be grappled, pinned, held, paralyzed, constricted, chomped or otherwise impeded; this does not make the character immune to being stunned)

Improved Uncanny Dodge (this creature cannot be flanked)

Mathematically Challenged (when an attack hits, roll d20. On a roll of 1-5, the attack missed)



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- Crits occur on a roll of 20, and automatically convert, causing double damage. Bonus damage is not multiplied.
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- Spell casters cannot cast a spell if Threatened, except Touch spells.
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- Creatures use their level as their Save bonus.

BLAK-FÛT, HALF-ORC BARBARIAN

Chaotic Good	Half-Orc Humanoid (Orc)	Melee Attack +13/+13/+8 (25 magic)
Speed 8	Level (Save) 10	Ranged Attack: 0
AC 18	HP 160	

SPECIAL ABILITIES

Cleave (once per turn, this creature may make an immediate attack after eliminating a creature. Must use the same attack.)

Whirlwind Attack (replaces attacks; if moving 1 square or less, attack each adjacent creature with base melee attack)

Rage (must use Whirlwind attack when three or more creatures are within 1 square of Blak-Fût, and attack as many creatures as possible)



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- Creatures use their level as their Save bonus.

MARVIN, LOW PRIEST OF THE FALLEN GONG

Chaotic Good	Humanoid (Human)	Melee Attack +12/+8 (10 magic)
Speed F6	Level (Save) 10	Ranged Attack: +14/+14 (5 magic + 5 holy)
AC 22	HP: 80	

SPECIAL ABILITIES

Air Walk (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Destroy Undead (range 6; 50 damage; Undead creature only; save negates; DC 20)

Holy (+5 damage against evil creatures)

SPELLS

2nd – **Cure Moderate Wounds** (touch; target heals 10 damage)

4th – **Empowered Spiritual Weapon** (sight; melee attack at +12 against target creature whenever it activates, 10 magic damage)

5th – **Holy Gong** (centred on self; may cast while threatened; radius 4; 30 sonic to all creatures except caster; DC 20)



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DRAZIWI, HALFLING WIZARD

Chaotic Good	Humanoid (Halfling)	Melee Attack +8/+3 (10 magic)
Speed 6 (spider climb)	Level (Save) 11	Ranged Attack: 0
AC 20	HP: 75	

SPECIAL ABILITIES

Spider Climb (If character begins turn next to a wall, may use Flight) (except for starting square, this creature does not provoke attacks of opportunity, and may pass over squares containing enemy creatures)

Sudden Empower ☐☐☐ (Add 10 damage to any damage-dealing spell 3rd level or lower)

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

Spectral Hand (character may use touch attacks at a range of 6 squares. Target must be in line of sight)

SPELLS

2nd — **Scorching Ray** [unlimited] (range 6; 15 fire damage)

2nd — **Ray of Enfeeblement** ☐☐ (sight; target takes -2 to hit and -5 damage in melee; non-cumulative)

3rd — **Fireball** ☐☐ (sight; Radius 4; 20 fire damage; DC 17)

3rd — **Vampiric Touch** ☐ (touch; drain 20 hp from living target creature; may increase HP above maximum)

4th — **Dimension Door** ☐☐ (sight; place this creature on any legal space it can see)

5th — **Cone of Cold** ☐ (cone; 30 cold damage; DC 19)

6th — **Disintegrate** ☐ (sight; 60 damage; DC20);



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FIENDISH OTYUGH

Chaotic Evil	Large Outsider	Melee Attack +11/+11/+11 (15 magic + constrict)
Speed 5	Level (Save) 12	Ranged Attack: 0
AC 23	HP: 100	

SPECIAL ABILITIES

Constrict (smaller creature loses next turn; not cumulative; DC 16)

Immune Poison

Resist 10 Cold, Fire

Melee Reach 2

Smite Good ☐ (+10 damage)

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

Stench (adjacent living creatures without Stench suffer -2 to hit, AC and saves)



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