

## Scenario CH1

# Icingdeath

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**The dragon** *The dragon slept soundly beside its treasure in the largest chamber of the ice caves, confident after many years of solitude that it would not be disturbed. Ingeloakastimizilian, more commonly known as Icingdeath, had made the same mistake that many of its kin, with their lairs in similar caves of ice, had made.*

## About the scenario

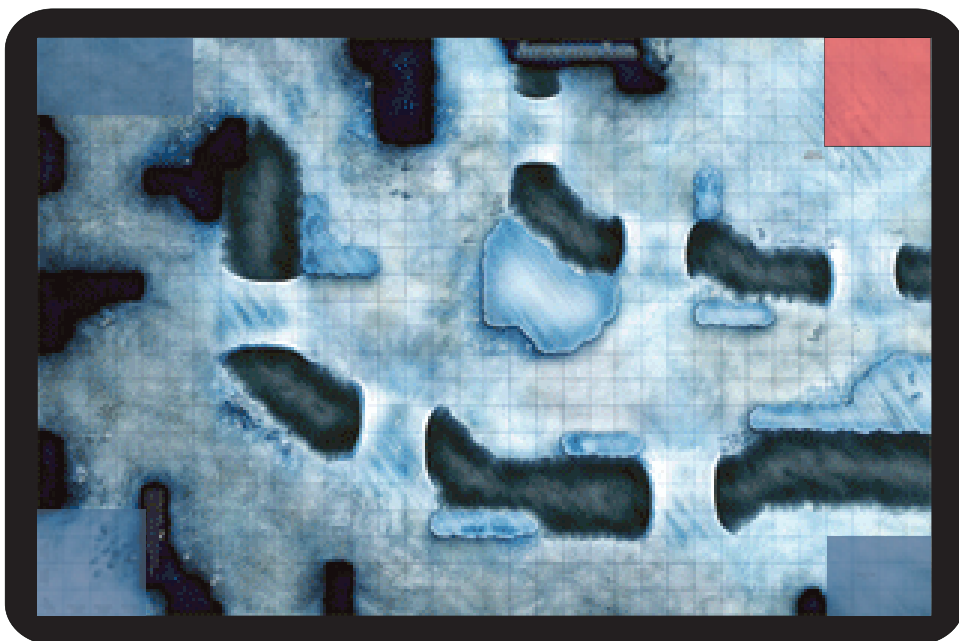
Icingdeath is a scenario for 2 players that uses the Icingdeath's Lair map, available in Dungeons & Dragons Icons: The Legend of Drizzt Scenario Pack.

Icingdeath is the first in a series of scenarios dealing with the adventures of Drizzt Do'Urden and his fellow members of the Company of the Hall, available from the DDM Guild website: [www.ddmguild.com](http://www.ddmguild.com). While most of the members of the Company of the Hall weren't there when Wulfgar fought the mighty dragon, the scenario represents a "what if instead" version of those events.

**Map:** This scenario features the Icingdeath's Lair map, available in Dungeons & Dragons Icons: The Legend of Drizzt Scenario Pack. The map is not legal for sanctioned events (see the DDM Guild Dungeons & Dragons Miniatures Tournament Competitive Floor Rules & Penalty Guidelines for more details).

**Setup:** At the start of the battle, Icingdeath starts in the Dragon Start Area, while the Company of the Hall can set up in Start Area A, Start Area B, or Exit Area A & B, or split their forces between any of these areas. Icingdeath begins play as the Icingdeath card; set the Icingdeath (Dragonrage) card aside for use later in the scenario. As noted on Icingdeath's card, the dragon wins all initiatives (at least until it becomes enraged), including the first round.

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**Victory Areas:** There are no victory areas in this scenario; it is a fight to the death.

*Setup on Icingdeath's Lair - Icingdeath starts in red, The heros may start in any other start are in blue.*

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# Suggested Warbands:

## The Company of the Hall

Bruenor Battlehammer (Desert of Desolation 10/60)	53
Catti-brie (see below)	48
Drizzt, Drow Ranger (Archfiends 9/60)	87
Guenhwyvar (Underdark 17/60)	33
Regis (see below)	34
Wulfgar (Night Below 25/60)	54
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	309

## Ingeloakastimizilian

Icingdeath (Icons)	<hr/>
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### Special Rules:

**Dragonrage:** The dragon starts the battle with the Icingdeath card. When it becomes bloodied, the current round ends immediately — even if the current acting creature has actions remaining. All damage on Icingdeath is removed, then all conditions and effects on all creatures in the battle are removed. Finally, set the Icingdeath card aside and use the Icingdeath (Dragonrage) card for the remainder of the battle.

**Red Card Figures:** Catti-brie and Regis are red-card figures, which means they are alternate stats for existing figures. Each card has a suggested substitute figure printed on it, but any reasonable representation will work. Note that red-card versions of figures are not legal for sanctioned tournament play. For Catti-brie, we recommend using the Steelheart Archer (War Drums 22/60), and for Regis, the Halfling Sneak (Underdark 19/60) is a near-perfect fit.

**Victory Conditions:** The scenario ends when either the dragon or all of the heroes are destroyed.



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## Optional Play:

**Build your own warband:** Want to change things up? Think your warband can better take on the mighty Icingdeath? Build your own 300 point warband within these guidelines: Arena format (maximum 300 points and 5 figures).

**Too Hard:** Icingdeath is designed to be a near-overwhelming force of nature; if the heroes are struggling to defeat it, give each creature in the heroes' warband the following power:

- **Heroic Surge:** Use this creature misses with an attack: Re-roll that attack instead.

**BRUENOR BATTLEHAMMER**  
Level 12 ♦ Dwarf • Martial (Unique)

**CR 3**

**STATS**  
AC 26  
FORT 23  
REF 23  
WILL 23  
SPEED 6  
HP 85  
BLOOD 40

**ATTACKS**  
Ⓢ **Axe:** +17 vs. AC; 20 damage.  
Ⓢ **Bruenor's Axeblade:** +17 vs. AC; 30 damage.

**POWERS**  
Keen Axe: Scores critical hits on rolls of natural 19–20.  
□ **Hard to Kill:** Use when this creature is destroyed: This creature is not destroyed instead and has 5 HP.

**CHAMPION POWERS** □ □ □  
❖ Use at start of round: Each Dwarf ally has +2 Speed until end of round.  
❖ Use at any time: Until end of round, each ally has +10 Damage with Ⓢ attacks against Giant targets.

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**CATTI-BRIE**  
Level 12 ♦ Human • Martial (Unique)

**STATS**  
AC 24  
FORT 20  
REF 21  
WILL 27  
SPEED 5  
HP 65  
BLOOD 30

**ATTACKS**  
Ⓢ **Khazid'hea:** +13 vs. AC; 15 damage.  
Ⓢ **Taulmaril:** (sight) +16 vs. Reflex; 20 damage.  
□ **Wand of Fireballs:** (radius 2 within sight) +14 vs. Reflex; 15 fire damage.

**POWERS**  
Prematural Sense: Smoke terrain and forest terrain within 5 squares does not block this creature's line of sight.  
Dwarf Heritage: Counts as having the Dwarf keyword while a Dwarf ally is in play.  
Taulmaril's Will: Replaces turn: Make 1 Taulmaril attack with a range of nearest. If that attack hits, it is a critical hit.

For use with *War Drums* 22/60: Steelheart Archer

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**DRIZTZ, DROW RANGER**  
Level 13 ♦ Drow • Martial (Unique)

**CR 2**

**STATS**  
AC 26  
FORT 24  
REF 24  
WILL 24  
SPEED 4  
HP 95  
BLOOD 45

**ATTACKS**  
Ⓢ **Icingdeath:** +17 vs. AC; 10 + 5 cold damage.  
Ⓢ **Twinkle:** +17 vs. AC; 15 damage.  
□ **Dual Strike:** Make 1 Icingdeath and 1 Twinkle attack. Ⓢ when this creature destroys an enemy.

**POWERS**  
Scout  
Multi-Activation 2: Can activate up to 2 times each round.  
Defensive Mobility: +5 AC against opportunity attacks while moving.

**CHAMPION POWERS** □ □  
❖ Use at start of round: Each Unique ally has +4 Attack and +10 Damage until end of round.  
❖ Use when a Unique ally becomes bloodied: That ally has +5 Damage with Ⓢ attacks until end of battle.  
Warband Building: Non-evil Unique creatures of any faction are legal in your warband.

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**GUENHWYVAR**  
Level 9 ♦ Magical Beast • Planar (Unique)

**STATS**  
AC 23  
FORT 21  
REF 21  
WILL 21  
SPEED 8  
HP 65  
BLOOD 30

**ATTACKS**  
Ⓢ **Claw:** +14 vs. AC; 10 damage.  
Ⓢ **Ripping Pounce:** Use only while charging: Make 2 Ⓢ attacks against target of charge.

**POWERS**  
Delayed Appearance: Starts off the battle map.  
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
Momentum: +5 Damage with Ⓢ attacks if this creature moved this turn.  
□ **Onyx Figurine:** Use at start of round, except the first: Put this creature in your start area or in a space adjacent to a champion ally.

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**REGIS**  
Level 11 ♦ Halfling • Martial (Unique)

**STATS**  
AC 23  
FORT 21  
REF 25  
WILL 20  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**  
Ⓢ **Mace:** +15 vs. AC; 10 damage.  
Ⓢ **Pasha Pook's Pendant:** (range 5) +14 vs. Will; target makes a Ⓢ attack against itself.

**POWERS**  
Sneak Attack 5: +5 Damage against targets granting it combat advantage.  
□ **Rumblebelly's Dodge:** Use when this creature is hit by an attack: That attack is a miss instead, then shift up to 3 squares as an immediate action.

Few can carve a fish's skull finer than Regis.

For use with *Underdark* 19/60: Helling Sneak

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**WULFGAR**  
Level 12 ♦ Human • Primal (Unique)

**CR 1**

**STATS**  
AC 23  
FORT 24  
REF 24  
WILL 24  
SPEED 7  
HP 90  
BLOOD 45

**ATTACKS**  
Ⓢ **Maul:** +19 vs. AC; 30 damage.  
□ **Bite of Aegis-Fang:** (line 12) +14 vs. Reflex; 30 damage.

**POWERS**  
Glory in Battle: Use when an ally becomes bloodied: That ally makes 1 Ⓢ attack as an immediate action.

**CHAMPION POWERS** □  
❖ Use after an ally makes a Ⓢ attack: That ally repeats that attack against the same target.  
❖ Use an ally's champion power as if this creature had that power.

The King of Mithral Hall, Bruenor Battlehammer, forged the mighty hammer Aegis-Fang for his adoptive son Wulfgar.

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**ICINGDEATH**  
Level 34 ♦ Dragon • Cold (Unique)

**STATS**  
AC 32  
FORT 34  
REF 31  
WILL 29  
SPEED F7  
HP 320  
BLOOD 160

**ATTACKS**  
Ⓢ **Bite:** (reach 3) +21 vs. AC; 25 damage.  
Ⓢ **Tail Slap:** (reach 4) Automatic hit; 10 damage AND push target up to 3 squares AND Immobilized.  
□ **Frost Breath:** (blast 5) +19 vs. Reflex; 25 cold damage AND Slowed. On miss, 10 cold damage.

**POWERS**  
Resist 20 Cold  
Multi-Activation 4: Can activate up to 4 times each round.  
Superior Initiative: You win all initiative rolls while this creature is active.  
Massive: Ignores wall terrain while moving and treats pit terrain as clear terrain.  
Indomitable: Makes saving throws at start and end of each of its turns.

Icingdeath's Fury: When this creature becomes bloodied, the current round ends, this creature loses all damage, all conditions, and effects on all enemies and allies end, and this creature becomes Icingdeath (Dragonage).

For use with *ODD Icons* (Icingdeath, Gargantuan/White Dragon)

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**ICINGDEATH (DRAGONRAGE)**  
Level 34 ♦ Dragon • Cold (Unique)

**STATS**  
AC 29  
FORT 38  
REF 31  
WILL 27  
SPEED F6  
HP 160  
BLOOD 80

**ATTACKS**  
Ⓢ **Bite:** (reach 3) +18 vs. AC; 40 damage.  
Ⓢ **Draconic Fury:** Make 3 attacks, (reach 3) +20 vs. AC; 20 damage.  
□ **Frost Breath:** (blast 5) +16 vs. Reflex; 35 cold damage.

**POWERS**  
Resist 30 Cold  
Multi-Activation 3: Can activate up to 3 times each round.  
Reactive: You lose all initiative rolls while this creature is active.  
Massive: Ignores wall terrain while moving and treats pit terrain as clear terrain.  
Frigid Fury: +30 Damage with critical hits.  
Dragonrage: +10 Damage attacks with Ⓢ attacks while bloodied.

For use with *ODD Icons* (Icingdeath, Gargantuan/White Dragon)

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