

Scenario

GB

Iymrith Raid

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The sands of the cold northern desert shifted in the wind. Gathering around their portal, a daring party of raiders prepares for the instantaneous journey that will bring them to the lair of **IYMRITH**, the ancient Blue Dragon that haunts the northern wastes. Their mage speaks aloud; “It is known that Iymrith holds an Astral Sextant among her myriad magical items. It is, of course, disguised and placed among many similar objects bearing false auras, securing it from thieves. Thus, this will not be a simple snatch and run. Remember, Iymrith is a master of teleportation magic, and will likely return as soon as her lair is disturbed. We must be quick.”

Iymrith is a scenario for two players that uses the Gargantuan Blue Dragon Iconic Figure and the Blue Dragon Map. One player takes the role of a group of adventurers set on a quick raid of the dragons hoard, searching for a key relic, an Astral Sextant that is vital for extraplanar navigation. The second player takes the role of Iymrith, an ancient blue dragon who is none too pleased with the intrusion nor the potential loss of a treasured item. The second player also controls the many construct servants of Iymrith.

Warband Construction and Map: The Raiding Player builds a legal warband of up to 500 points, containing no more than 6 creatures, and places it in ‘the’ start area B shown in the illustration. The player also places an Arcane Portal in exit area B. The player playing Iymrith places three guardian Iymrith Gargoyles in either start area A, 16 treasure tokens in the treasure area shown in red, and 4 treasure tokens in any difficult terrain (Δ) squares. Iymrith starts off-board.



Standard Victory Conditions

The raiding player wins by escaping with the Astral Sextant. Unfortunately, almost every item in Iymrith’s lair appears to be magical, and many are fake. The Raiders can, at best, guess which items might be the Sextant, and take them all. The Raiders must escape with at least 10 treasures to win.

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Special Rules:

Taking and Carrying Items: A creature may pick up one adjacent treasure as a *replaces move action* which draws opportunity attacks from enemies adjacent to it. Creatures suffer limits to their speed, based on their size, and their treasures carried, as shown on the table.

Creature	No effect	Speed -1	Slowed
Huge +	5	6-7	7-8
Large	4	5	6
Medium	2	3-4	5
Small	1	2	3

Tracking Items: Place a token on the appropriate creature's stat card for each treasure carried. A creature may drop any number of treasure as a free action on its turn in an adjacent square. A creature automatically drops all treasures carried, in its space, when destroyed. Place all tokens on the board in the space that was occupied by that creature. Dropped items may be picked up by other creatures.

The Respawning Portal: The Raiding Party is crafty. Their Arcane Portal has very special properties (see card). Any creature adjacent to the Arcane Portal may exit the battlemat as a move action, escaping with all their treasure. The creature may not return, but these treasures count towards the victory conditions. The Portal otherwise acts as a renewable, 'extra' (7th) member of the Raiding warband.

Rapid Recovery: Gargantuan dragons makes a save to end 1 condition each time they take damage.

Iymrith's Servants: At the start of every round, the player controlling Iymrith places new creatures on in a legal position occupying the central **shared victory area** on the battlemat. At the start of round 2, place Iymrith. At the start of rounds 3 and later, roll 1d20, then place the creature listed on the table below. If Iymrith is ever slain, the next roll is automatically a 20 (*Iymrith uses a Soul Transfer power*).

Roll	Servitor
1-16	Iymrith Gargoyle
17-19	Iron Golem
20	Iron Golem Juggernaut

Victory Conditions (Optional version)

After the last Raiding creature has left the map or been destroyed, roll a d20 to see if the party managed to recover the Sextant.

Treasures Taken:	Victory on a roll of:
1	20
2	18 +
3-4	15 +
5-7	12 +
8-10	9 +
11+	6 +

IYMRITH

Level 30 ♦ Dragon · Arcane (Unique)

AC 38
FORT 36
REF 36
WILL 38
SPEED F6
HP 360
BLOOD 180

ATTACKS

- Ⓢ **Claw:** (reach 3) +25 vs. AC; 30 damage.
- ⚡ **Tail Sweep:** (blast 4) +23 vs. Reflex; 20 damage AND push target up to 4 squares AND Dazed.
- ⚡ **Lightning Breath:** Does not provoke opportunity attacks (Radius 1, sight) automatic hit; 20 lightning damage. Ⓢ as an attack action.

POWERS

Resist 5 All, Resist 15 Thunder
Immune Confused, Dominated, Lightning
Accomplished Caster: Use with lightning breath; each target also takes 15 acid, cold OR fire damage.
Combat Teleport: Replaces move action. Teleport up to 5 squares.

- Ⓢ **Mass Teleport:** Use at end of round. Teleport each ally and each enemy up to 10 squares.

Massive: Ignores walls and pits during movement. Can occupy walls and pits (treat as clear terrain).
Multi-activation: May take up to 3 turns per round. (2 per round when bloodied).

♦ For use with Gargantuan Blue Dragon Collectable Miniature

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IYMRITH GARGOYLE

Level 11 ♦ Elemental · Construct

AC 23
FORT 23
REF 21
WILL 21
SPEED F6
HP 50
BLOOD 25

ATTACKS

- Ⓢ **Claws:** +15 vs. AC; 15 damage.

POWERS

Resist 5 All
Burrow
Ambush: Minor Action: Choose 1 enemy that does not have line of sight to this creature. Until end of turn, this creature has +10 Damage with Ⓢ attacks against that creature.

♦ For use with Gargoyle (Dragoneye 52/60) (Dungeons of Dread 10/60) OR Earth Element Gargoyle (Blood War 48/60)

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Alternative Play Options:

Variable Victory: Use the alternative Victory Conditions table for a more realistic check of the raid outcome.

3 Player Variant: Play 2 competing 350 point, 6 creature warbands against Iymrith; use victory area A as the Start area of the 2nd warband; Use Variable Victory.

Easier Variant: Play a 450 point warband against a typical Ancient Blue instead of Iymrith.

***Epic Variant:** 1000 point Raiding Warband vs Iymrith and the Ancient Blue (her consort). The Ancient Blue starts on the treasure area.

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Iymrith Raid



Additional Cards and Tokens

Astral Sextant Tokens

ARCANE PORTAL (RAIDER)

Level 4 ♦ Object • Arcane

AC 16
FORT 14
REF 14
WILL —

ATTACKS

⚡ **Portal Blast:** (blast 3, enemies only) +9 vs. Reflex, 5 damage AND teleport target up to 5 squares.

POWERS

Setup: This creature sets up in the exit area.

Object: Does not score VP for occupying one of your victory areas; immune to attacks which target Will.

SPEED —

Stationary: Cannot move; not affected by forced-movement effects.

Respawn: Use whenever this creature would be destroyed. It is not destroyed; instead, remove it from the battle map. Place it in a start area at the start of the next round.

HP 45
BLOOD 20

☐ **Sling:** Replaces attack action. Place an adjacent creature in a space up to 10 squares away, in line of sight of this creature. Recharges with Respawn.

♦ For use with Arcane Portal (Lords of Madness 1/60)

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IRON GOLEM

Level 13 ♦ Construct

AC 28
FORT 27
REF 23
WILL 23

ATTACKS

⚔ **Longsword:** (reach 3) +18 vs. AC; 20 damage.

☐ ⚡ **Toxic Burst:** (burst 2) +15 vs. Fortitude; ongoing 10 poison damage AND weakened (save ends both).

POWERS

Immune Fire, Poison

Direct Orders: +5 ⚡ damage while within 5 squares of an allied champion.

SPEED 5

Inexorable: Can move through squares occupied by enemies.

Ponderous: Cannot shift.

☐ ☐ **Spell Deflection:** Use when hit by an attack from an arcane creature. That attack misses instead.

HP 80
BLOOD 40

♦ For use with Iron Golem (Underdark 25/60)

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ANCIENT BLUE

Level 30 ♦ Dragon

AC 38
FORT 36
REF 36
WILL 38

ATTACKS

⚔ **Claw:** (reach 3) +25 vs. AC; 30 damage.

⚡ **Bite:** (reach 3) +27 vs. AC; 35 damage.

⚡ **Tail Sweep:** (blast 4) +23 vs. Reflex; 20 damage AND push target up to 4 squares AND Dazed.

☐ ⚡ **Lightning Breath:** Does not provoke opportunity attacks (Radius 1, sight) +32 vs. Reflexes; 25 lightning damage. ⚡ as an attack action.

SPEED F6

POWERS

Resist 5 All; Immune Lightning, Thunder Burrow

Focused: Ignores Confused and Dominated effects.

Massive: Ignores walls and pits while moving. Can occupy walls and pits (treat as clear terrain).

Multiactivation: May take up to 3 turns per round; 2 while bloodied.

HP 380
BLOOD 190

Sandstorm: Use when first bloodied. Allies and enemies within 5 of this creature are blinded (save ends).

♦ For use with Gargantuan Blue Dragon Collectable Miniature

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IRON GOLEM JUGGERNAUT

Level 19 ♦ Construct

AC 31
FORT 35
REF 27
WILL 27

ATTACKS

⚔ **Longsword:** (reach 3) +24 vs. AC; 30 damage.

☐ ⚡ **Toxic Burst:** (burst 2) +20 vs. Fortitude; 25 poison damage.

POWERS

Inexorable: Can move through squares occupied by enemies.

Iron Cleave: Use when this creature destroys a smaller enemy with a ⚔ attack: Make 1 ⚡ attack as an immediate action.

☐ **Toxic Death:** Use when destroyed: Recharge Toxic Burst, then make a Toxic Burst attack as an immediate action.

SPEED 6

Variable Resistance: Use during your set-up Choose acid, fire, lightning, or thunder. This creature has Resist 15 to that damage type until end of battle.

HP 125
BLOOD 60

♦ For use with Iron Golem Juggernaut (Lords of Madness 23/60)

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Raiding Parties to try:

Borderlands:

Gnome Trickster x2 (54)
Bluespawn Godslayer (145)
Elder Iron Dragon (265)
Bar-Lgura (36)

Underdark

Beholder Ultimate Tyrant (397)
Foulspawn Seer (55)
Hellwasp x2 (18)
Halfling Tombseeker + healing potion (30)

Civilization

Raistlin Majere (epic) (261)
Iron Golem Juggernaut (128)
Manshoon (94)
Healer (12)
Sage (5)



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