

DUNGEONS & DRAGONS









ONSLAUGHT

TOURNAMENT SCENARIOS

WIZKIDS

LOOT RECOVERY (TOURNAMENT)




		 A		
Player I Starting Area	Player II Starting Area	North Portcullis	Treasure Chest	Neutral End Zone
		 B		
		South Portcullis	Walls	Monster Setup

SETUP

This scenario requires the *Dungeons & Dragons®: Onslaught Harpers vs. Zhentarim* core set.

Set Up Map: Set up the map as indicated in the diagram.

Prepare Loot: Gather item cards [I-1]–[I-15] and form the loot pool with the corresponding loot tokens. Add 2 Loot Goblin and 2 Mimic loot tokens to the pool.

Roll for Initiative: Each player rolls two  and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.

Choose Characters: The active player chooses five characters from their faction. Then, the non-active player chooses five characters from their faction and places them in their starting area. Finally, the active player does the same with their chosen characters.

SPECIAL RULES


Event Tokens: After a character loots a chest and draws an event token, replace the chest with that event token and gather the monster card that matches that token's art (either a Mimic or a Loot Goblin) and assign it the initiative cards specified in the red monster behavior section.

The token now represents that monster and will act accordingly.

Control Points: A party holds a control point by having more characters overlapping that point than the opposing party.


While a party holds the control point adjacent to a portcullis, friendly characters can ignore that portcullis while moving.

Kobold Sentry Loot: After a Kobold Sentry is defeated, draw loot tokens until you draw an item token and place it faceup in the Kobold Sentry's space.

Dropping Loot Tokens: During their activation, a character can take a bonus action () to place one of their loot tokens faceup in their space. If that space is an end zone, that character's party scores 2 victory points and the loot token is removed from the map and placed in that player's play area until the end of the game.

OBJECTIVES

Fend off the mighty Troll while grabbing as much loot as your arms can carry!

- ◆ **Drop a Loot Token in an End Zone:** 2 victory points.
- ◆ **Each Time Your Party Deals 3 Damage () to the Troll:** 1 victory point
- ◆ **At the End of Each Round:** Gain 1 victory point for each control point your party holds.

GAME LENGTH

6 rounds.



Mimics

Initiative 1.5: When a Mimic activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks each adjacent character.



Troll

Initiative 4.5 & 8.5: Each time the Troll activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character, if able.

- ◆ After a character defeats the Troll, they gain 3 experience points (**EXP**).

Loot Goblins

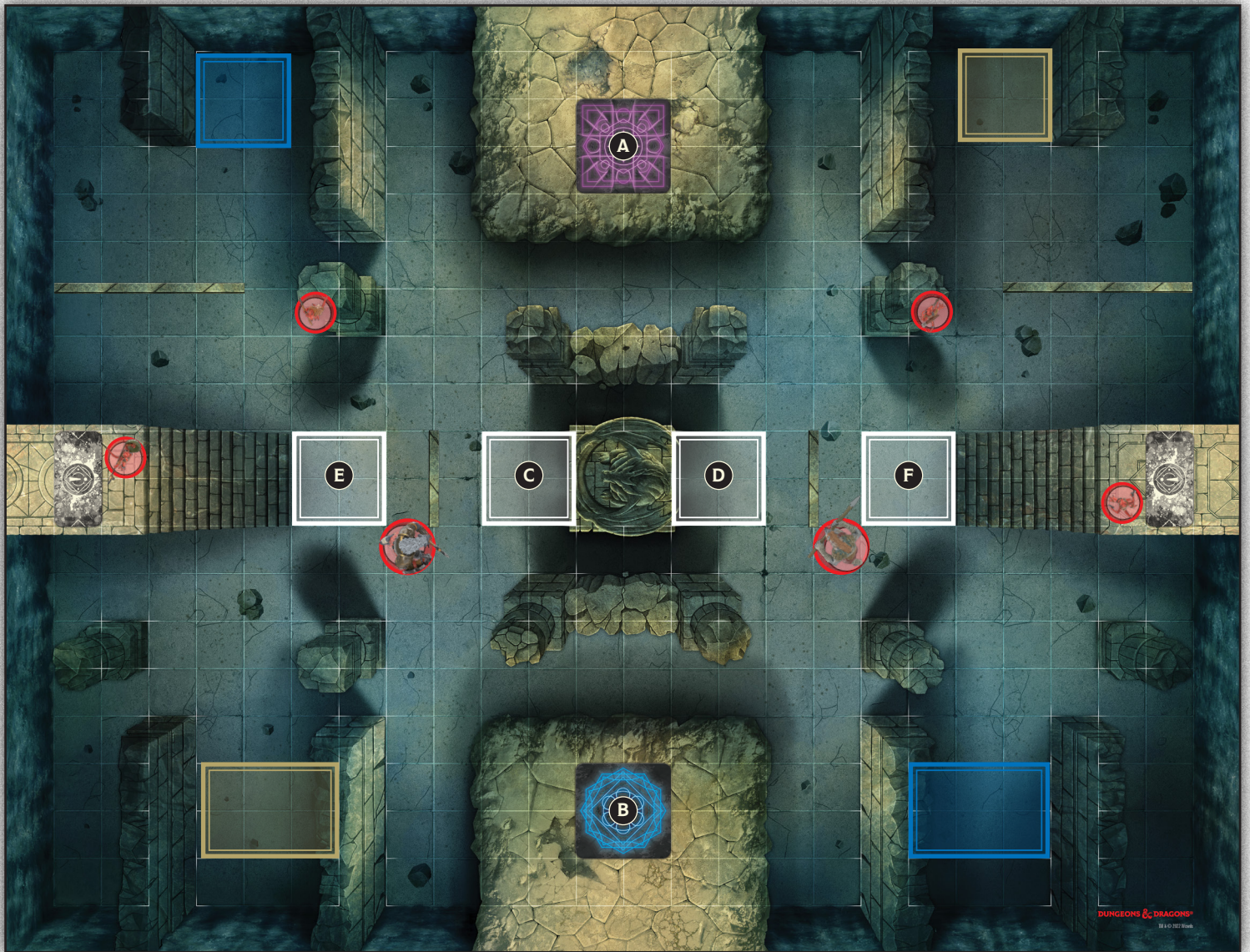
Initiative 9.5: When a Loot Goblin activates, it moves toward the closest starting area as directly as possible. Then, if it is on the starting area, remove it from the map.

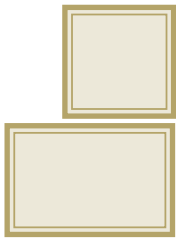
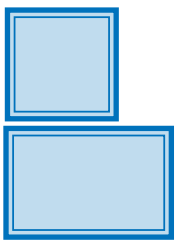









Kobold Sentries

Initiative 10.5: Kobold Sentries do not move. When a Kobold Sentry activates, it attacks the closest character, if able.

THE HORDE (TOURNAMENT)



					
Player I Starting Area	Player II Starting Area	Control Points			Neutral End Zone
			Control Point Placement Areas		
					Monster Setup

SETUP

This scenario requires the *Dungeons & Dragons*®: *Onslaught Harpers vs. Zhentarim* core set.

Set Up Map: Set up the map as indicated in the diagram.

Prepare Loot: Gather item cards [I-1]–[I-15] and form the loot pool with the corresponding loot tokens.

Roll for Initiative: Each player rolls two d20 and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.

Choose Characters: The active player chooses five characters from their faction. Then, the non-active player chooses five characters from their faction and places three of them in their 2x3 starting area and two of them in their 2x2 starting area. Finally, the active player does the same with their chosen characters.

SPECIAL RULES

Control Points: A party holds a control point by having more characters overlapping that point than the opposing party. Starting on Round 2, at the end of each round, players score control points they hold in alphabetical order, according to the setup diagram.

When a control point is scored, the controlling player gains 2 victory points. Then, remove that control point from the map and spawn a new control point on the map in alphabetical order according to the setup diagram. For example, after either of the initial control points is scored, it is removed from the map and a replaced in location C.

When a new control point is spawned, each character overlapping that point suffers 1 damage (1) and must move one space, in initiative order, until they are no longer overlapping that control point, if able. Then, the player that scored the last control point spawns monsters on the new control point as follows:

If there are fewer than four Kobold Cultists on the map, spawn up to two Kobold Cultists on that control point (to a maximum of four Kobold Cultists on the map).

If there are fewer than two Gnolls on the map, spawn one Gnoll on that control point (to a maximum of two Gnolls on the map).

The Horde: After all six control points have been scored, the player with the fewest victory points spawns monsters on the end zone tokens, as follows:

- ◆ If there are fewer than two Kobold Cultists on the map, spawn up to one Kobold Cultist on each end zone (to a maximum of two Kobold Cultists on the map).
- ◆ If there are no Gnolls on the map, spawn one Gnoll on each end zone.

Kobold Cultist Loot: After a Kobold Cultist is defeated (☠), draw and place one random loot token faceup in its space.

OBJECTIVES

Slay your way to safety!


Defeat a Gnoll: 2 victory points.

Score a Control Point: 2 victory points.

At the End of the Game: Gain 2 victory points for each character in your party that is not defeated (☠).

GAME LENGTH

6 rounds.



Gnolls

Initiative 5.5: When a Gnoll activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character, if able.

- ◆ After a character defeats a Gnoll, they gain 2 experience points (EXP).

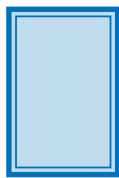
Kobold Cultists

Initiative 10.5: Each time a Kobold Cultist activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character, if able.

THE ETTIN (TOURNAMENT)



Player I Starting Area



Player II Starting Area



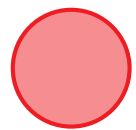
Control Points



Treasure Chest



Walls




Monster Setup

SETUP

This scenario requires the *Dungeons & Dragons*®: *Onslaught Harpers vs. Zhentarim* core set.

Set Up Map: Set up the map as indicated in the diagram.



Prepare Loot: Gather item cards [I-1]–[I-15] and form the loot pool with the corresponding loot tokens.

Roll for Initiative: Each player rolls two  and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.

Choose Characters: The active player chooses five characters from their faction. Then, the non-active player chooses five characters from their faction and places them in their starting area. Finally, the active player does the same with their chosen characters.


SPECIAL RULES

Control Points: A party holds a control point by having more characters overlapping that point than the opposing party. While a party holds either control point, they ignore the Ettin's **Thick Hide** ability.

Goat: After a character deals damage to the Ettin, remove any existing character tokens from the Ettin's base and place that character's token on its base. If that character is later defeated () , remove its token from the Ettin's base and place its  side on the map, as normal.

OBJECTIVES

Defeat the Ettin!





- ◆ **Deal 3 Damage () to the Ettin:** 1 victory point.
- ◆ **At the End of Each Round:** Gain 2 victory points for each control point your party holds.



GAME LENGTH



6 rounds **or** the Ettin is defeated () .






Ettin

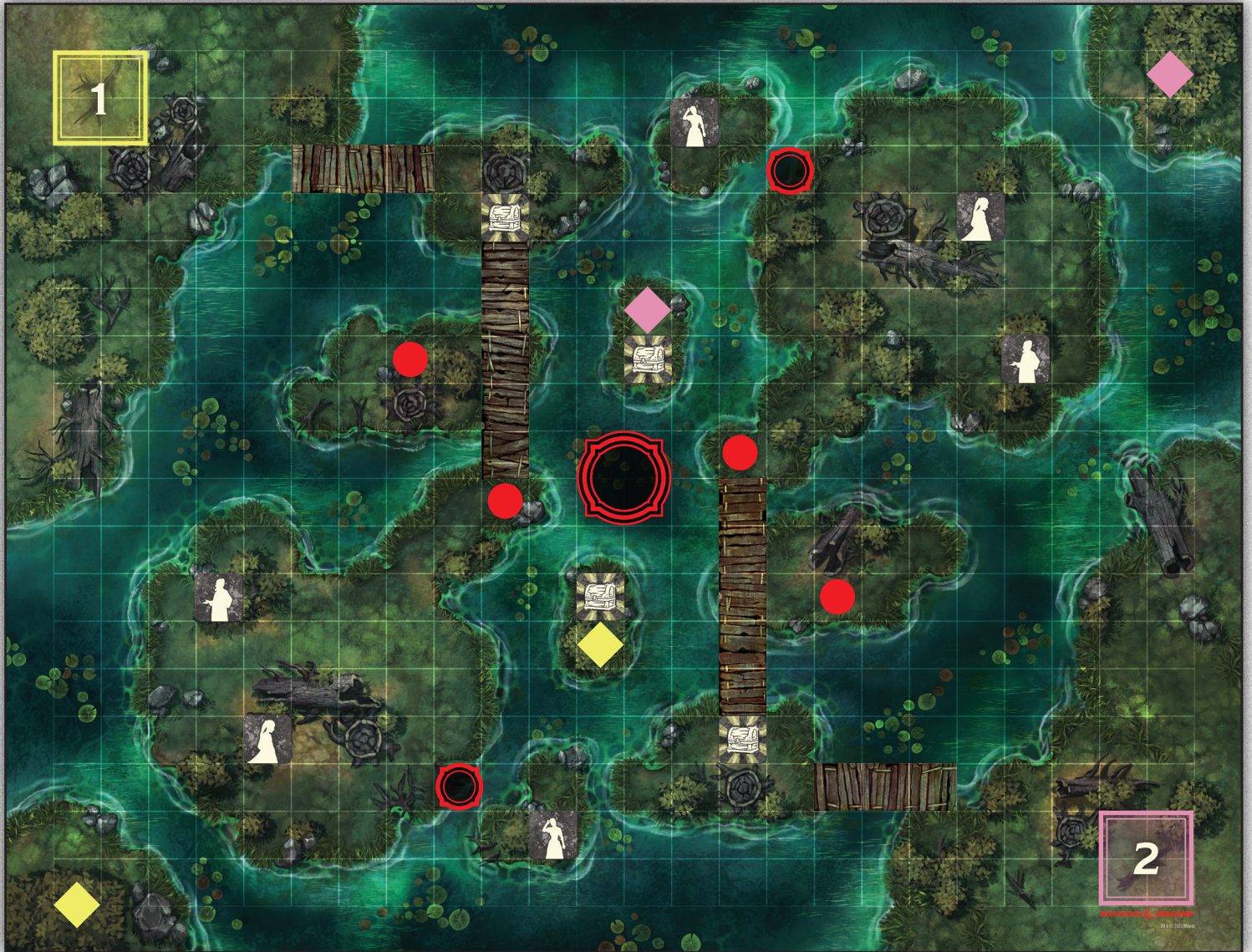
Initiative 5.5 (Unbloodied): The Ettin does not move. If there are two characters in range of its  or no characters in range of its , it attacks up to two characters with  **Club**. Otherwise, it attacks with  **Big Rock**. While attacking, the Ettin first targets the character whose token is on its base, if able, then the closest character in range of the chosen attack.

- ◆ After the Ettin becomes bloodied () , each adjacent character suffers 1 damage () . Then, in initiative order, each adjacent character must move five spaces, moving as many spaces away from the Ettin as possible.

Initiative 5.5 (Bloodied): The  Ettin moves but cannot move (or be moved) beyond the large 8x8 throne platform. If the character whose token is on the Ettin's base is within five spaces of the Ettin, it moves toward that character. Otherwise, it moves toward the closest character, then attacks with  **Big Club**, first targeting the character who damaged it last, if able.

- ◆ After the  Ettin is reduced to 5 hit points () or fewer, each adjacent character suffers 1 damage () . Then, in initiative order, each adjacent character must move five spaces, moving as many spaces away from the Ettin as possible.

THE RESCUE (TOURNAMENT - VERSION 2)



Party 1 Starting Area



Party 1 Prisoner Spaces



Party 2 Starting Area



Party 2 Prisoner Spaces



Treasure



Prisoners



Kobold Ritualists



Bullywug Ambushers




Yuan-Ti Archer

SETUP

This scenario requires the Dungeons & Dragons®: Onslaught Harpers vs. Zhentarim core set and the Nightmare of the Frogmire Coven Maps & Monsters expansion.

Set Up Map: Set up the map as indicated in the diagram. Place the Kobold Ritualist, Bullywug Ambusher, and Yuan-Ti Archer cards near the map and assign them the initiative cards specified in the red monster behavior section. Use 10 character tokens to represent the Prisoners.


Roll for Initiative: Each player rolls two  and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.



Choose Characters: The active player chooses two of their characters to begin as Prisoners and places them in the two Party 1 Prisoner spaces. Next, the other player chooses two of their characters to begin as Prisoners and places them in the two Party 2 Prisoner spaces and places three of their other characters in the Party 2 starting area. Finally, the active player places three of their non-prisoner characters in the Party 1 starting area.

Prepare Loot: Gather the loot tokens from the Dungeons & Dragons: Onslaught® Harpers vs. Zhentarim core set and remove the two portcullis key tokens and four event tokens from the pool then form the loot pool with the remaining tokens. Place the associated item cards from the Nightmare of the Frogmire Coven expansion near the loot pool.

SPECIAL RULES

Water Terrain: Water terrain is treated as hindering terrain for movement only and does not affect line of sight or cover.

Bridges: 1x3 and 1x4 Bridges can be picked up by an adjacent character as a Bonus () action if there are no miniatures overlapping it. All other Bridges are fixed and cannot be moved.

A character who picks up a Bridge removes it from the map and places it near their character card to indicate that the character is now carrying that Bridge. A character carrying a Bridge may place it adjacent to themselves as a Bonus () action. Bridges must be placed on top of or adjacent to a land (non-water) space. Bridges can overlap land or water spaces but not spaces with miniatures, other Bridges, elevation, hindering, or blocking terrain. Carried Bridges can be given to an adjacent friendly character as a Bonus () action. A character can carry only one Bridge at a time.

After choosing characters, starting with the active player, each player chooses one of their non-prisoner characters to begin the scenario carrying a 1x4 Bridge token.

Prisoners: Prisoners do not activate, cannot take any actions or reactions, and cannot be attacked. However, character prisoners are assigned initiative cards as normal; their activations are skipped while they remain prisoners.

A character may rescue one adjacent Prisoner at the end of their activation. Non-character Prisoners are removed from the map when rescued. Character Prisoners that are rescued can henceforth activate as normal, including during the round in which they are rescued (provided their Initiative card number has not been passed already).

If an enemy ends their activation next to one or more Prisoners, one adjacent Prisoner is sacrificed and removed from the map. Character Prisoners cannot be sacrificed until all non-character Prisoners are rescued or sacrificed.

Cursed Items: When a character loots a chest, if no event tokens are drawn, the character must reveal all item tokens drawn and gather their corresponding item cards. If these item cards contain one or more **Cursed** items, a **Cursed** item must be chosen and immediately equipped. **Cursed** items cannot be unequipped, dropped, or given to other characters. When a character performs a basic attack, they must use a **Cursed** weapon, if able.

OBJECTIVES

Rescue your friends, enemies, and everyone in between while fending off the kobolds and bullywugs!

- ◆ **Defeat a Bullywug Ambusher:** 2 victory points.
- ◆ **Each 3 damage dealt to the Yuan-Ti Archer:** 1 victory point.
- ◆ **Rescue a Prisoner:** 1 victory point. Gain an additional 1 victory point for rescuing a character Prisoner from the opposing party.
- ◆ **Your Character is Sacrificed:** -1 victory point.

GAME LENGTH

6 rounds **or** at the end of the round after the Prisoners are all rescued or sacrificed.

Kobold Ritualist




Initiative 4.5: When a Kobold Ritualist activates, if a character is adjacent, it does not move. Otherwise, it moves toward the closest non-character Prisoner as directly as possible, stopping if it becomes adjacent to a character or Prisoner (if no non-character Prisoners remain on the map, it moves towards the closest character Prisoner). Then, it attacks the closest character, if able.

Bullywug Ambusher

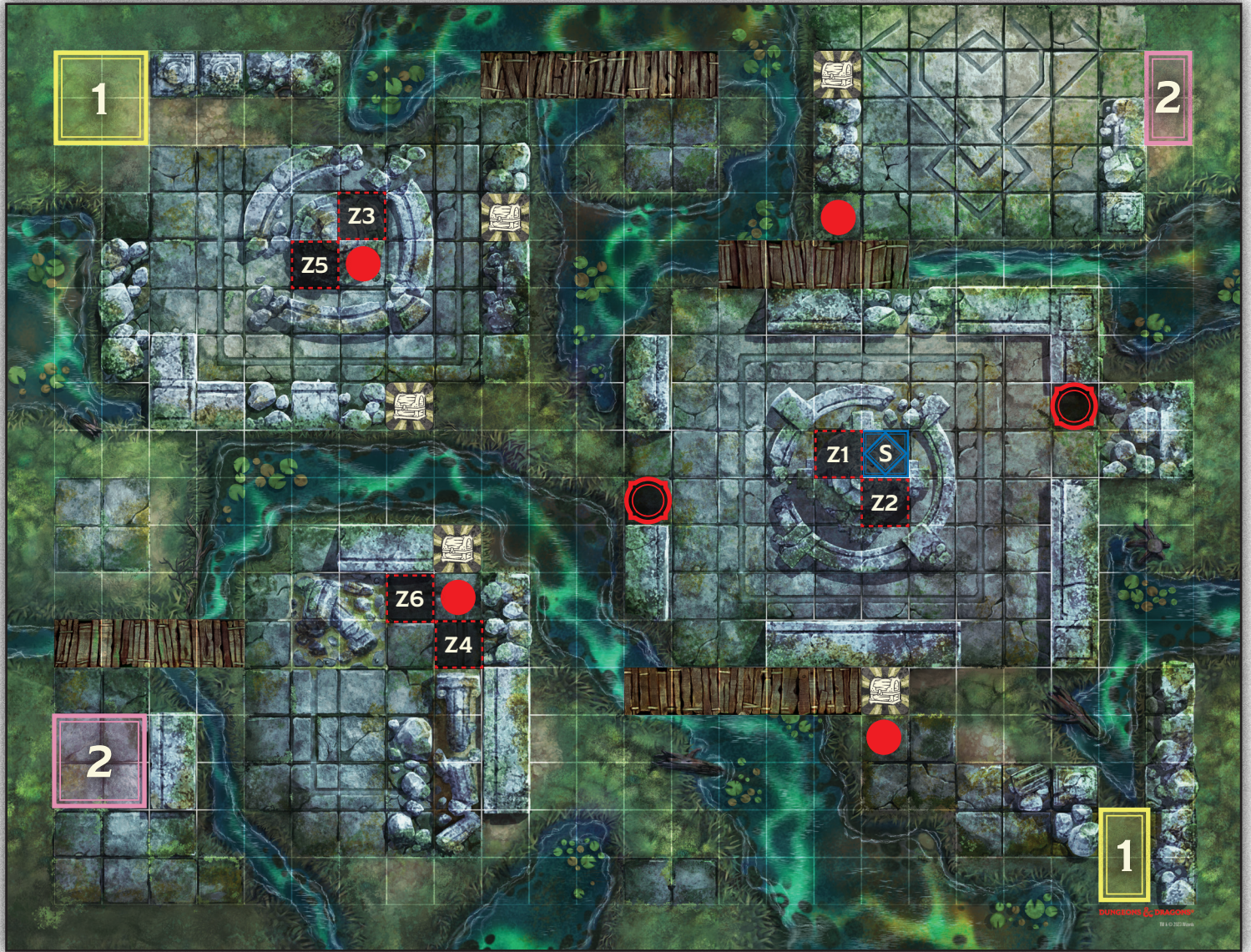
Initiative 5.5: When a Bullywug Ambusher activates, it moves towards the closest character as directly as possible, stopping as soon as it is within range 3 of that character. Then, it attacks the closest character, if able.

Yuan-Ti Archer

Initiative 7.5: When the Yuan-Ti Archer activates, if it is in its starting location, it does not move. Otherwise, it moves toward its starting location as directly as possible, stopping if it has returned to its initial position.

Then, it attacks the closest character with  **Bite**, if able. Otherwise, it attacks the character in range with the fewest remaining hit points () with  **Longbow**.

THE RITUAL (TOURNAMENT - VERSION 2)



Party 1 Starting Areas



Party 2 Starting Areas



Treasure Chest



Zombie Spawn Spaces



Kobold Acolytes



Bullywug Bodyguards




Sea Hag (Coven)

SETUP

This scenario requires the Dungeons & Dragons®: Onslaught Harpers vs. Zhentarim core set and the Nightmare of the Frogmire Coven Maps & Monsters expansion.

Set Up Map: Set up the map as indicated in the diagram. Place the Sea Hag (Coven), Bullywug Bodyguard, Kobold Acolyte, Loot Goblin, and Mire Zombie monster cards near the map and assign them the initiative cards specified in the red monster behavior section. Place a Mire Zombie token on each Zombie spawn space.


Roll for Initiative: Each player rolls two  and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.



Choose Characters: The active player chooses to be Party 1 or Party 2 and places three of their characters in their party's 2x2 starting area. Then, the other player chooses three of their characters and places them in their party's 2x2 starting area. The active player then chooses 2 of their characters and places them in their party's 1x2 starting area. Finally, the other player chooses 2 of their characters and places them in their party's 1x2 starting area.

Prepare Loot: Remove the two portcullis key tokens and two mimic tokens then form the loot pool with the remaining tokens. Place the associated item cards from the Nightmare of the Frogmire Coven expansion near the loot pool.

SPECIAL RULES

Water Terrain: Water terrain is treated as hindering terrain for movement only and does not affect line of sight or cover.

Bridges: 1x3 and 1x4 Bridges can be picked up by an adjacent character as a Bonus () action if there are no miniatures overlapping it. All other Bridges are fixed and cannot be moved.

A character who picks up a Bridge removes it from the map and places it near their character card to indicate that the character is now carrying that Bridge. A character carrying a Bridge may place it adjacent to themselves as a Bonus () action. Bridges must be placed on top of or adjacent to a land (non-water) space. Bridges can overlap land or water spaces but not spaces with miniatures, other Bridges, elevation, hindering, or blocking terrain. Carried Bridges can be given to an adjacent friendly character as a Bonus () action. A character can carry only one Bridge at a time.

After choosing characters, starting with the active player, each player chooses one of their non-prisoner characters to begin the scenario carrying a 1x3 Bridge token.

The Ritual: At the end of each round, If the Sea Hag (Coven) is undefeated, spawn up to 1 Mire Zombies in the lowest available numbered Zombie spawn spaces, to a maximum of 6 Mire Zombies. If a Mire Zombie would spawn when there are already 6 Mire Zombies, all non-summon characters suffer 1 irreducible damage.

The Spell is Broken: After the Sea Hag (Coven) is defeated, remove all Mire Zombies from the map.

Cursed Items: When a character loots a chest, if no event tokens are drawn, the character must reveal all item tokens drawn and gather their corresponding item cards. If these item cards contain one or more **Cursed** items, a **Cursed** item must be chosen and immediately equipped. **Cursed** items cannot be unequipped, dropped, or given to other characters. When a character performs a basic attack, they must use a **Cursed** weapon, if able.

OBJECTIVES



Sneak past or slay your way through your rivals and the zombie horde and disrupt the Sea Hag's foul ritual!

- ◆ **Defeat a Bullywug Bodyguard:** 2 victory points.
- ◆ **Defeat an Enemy Character:** 1 victory points.
- ◆ **Loot a Chest:** 1 victory points.
- ◆ **Deal the Most Damage to the Sea Hag (Coven):** 3 victory points.
- ◆ **Defeat the Sea Hag (Coven):** 2 victory points.

GAME LENGTH

6 rounds **or** all enemies are defeated.

Sea Hag (Coven)

Initiative 2.5: The Sea Hag does not activate until a Zombie has been defeated or she has suffered damage. When the Sea Hag activates, she moves towards the closest character as directly as possible, stopping if she becomes adjacent. Then, she attacks the closest character with  **Repelling Glare**. After this attack, if there is still an adjacent character, she attacks with  **Claw**.

Bullywug Bodyguard

Initiative 3.5: When a Bullywug Bodyguard activates, if a character is adjacent to the Sea Hag, it moves toward that character as directly as possible, stopping if it becomes adjacent. Otherwise, if there is a character within range 6, it moves toward that character. Then, it attacks the closest character, if able.

Kobold Acolyte

Initiative 8.5: When a Kobold Acolyte activates, it moves toward the closest character as directly as possible, stopping if it becomes adjacent. Then, it attack the closest character, if able.

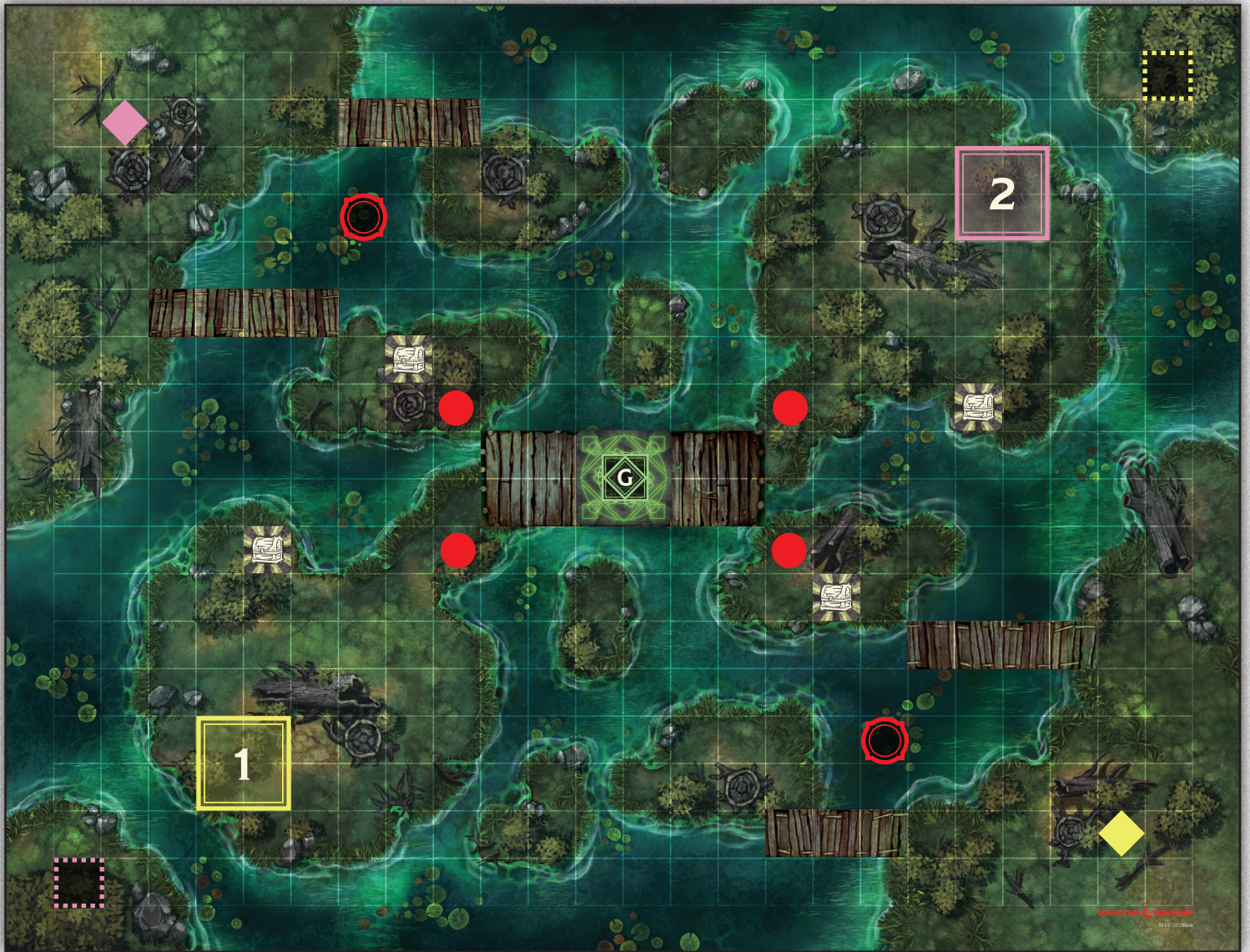
Loot Goblin










Initiative 9.5: When a Loot Goblin activates, it moves towards the closest starting area as directly as possible. Then, if it is on the starting area, remove it from the map.

Mire Zombie

Initiative 10.5: When a Mire Zombie activates, it moves toward the closest character as directly as possible, stopping if it becomes adjacent. Then, it attacks the closest character, if able.

THE BETRAYAL (TOURNAMENT - VERSION 2)



	Party 1 Starting Area		Party 1 Traitor		Party 1 Escape Space		Party 2 Starting Area		Party 2 Traitor		Party 2 Escape Space
	Treasure Chest		Kobold Acolytes		Bullywug Ambushers		Control Point		Green Hag (Coven)		

SETUP

This scenario requires the Dungeons & Dragons®: Onslaught Harpers vs. Zhentarim core set and the Nightmare of the Frogmire Coven Maps & Monsters expansion.

Set Up Map: Set up the map as indicated in the diagram. Place the Bullywug Ambusher and Green Hag (Coven) cards near the map and assign them the initiative cards specified in the red monster behavior section.

Ensorcill Traitors: Each player selects five characters to form their team and takes the matching character tokens for those characters. Each player then selects two of their characters to be marked safe from selection as potential Traitors. Pass the remaining three tokens to the other player. Each player then secretly selects one character from the other team as their designated Traitor. Once both players have made their selections, Traitors are simultaneously revealed. For the rest of this scenario, the Traitor is treated as a member of the other player's party and will be played by the other player. Pass the Traitor's character card to the other player.

Roll for Initiative: Each player rolls two d6 and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.

Choose Characters: The active player chooses their starting area and places their four remaining character there. The other player places their four remaining characters in their starting area. Place the Traitors in their starting spaces. You may have more than one character per Character Role during this scenario's setup due to the Traitor.

Prepare Loot: Remove the two portcullis key tokens and two Loot Goblin tokens and form the loot pool with the rest of the tokens. Place the associated item cards from the Nightmare of the Frogmire Coven expansion near the loot pool.

SPECIAL RULES

Water Terrain: Water terrain is treated as hindering terrain for movement only and does not affect line of sight or cover.

Bridges: 1x3 and 1x4 Bridges can be picked up by an adjacent character as a Bonus (B) action if there are no miniatures overlapping it. The 2x6 Bridge is fixed and cannot be moved.

A character who picks up a Bridge removes it from the map and places it near their character card to indicate that the character is now carrying that Bridge. A character carrying a Bridge may place it adjacent to themselves as a Bonus (B) action. Bridges must be placed on top of or adjacent to a land (non-water) space. Bridges can overlap land or water spaces but not spaces with miniatures, other Bridges, elevation, hindering, or blocking terrain. Carried Bridges can be given to an adjacent friendly character as a Bonus (B) action. A character can carry only one Bridge at a time.

Mystic Circle: The Green Hag begins the scenario overlapping a control point token. While she overlaps this token, she can suffer a maximum of 1 damage (D) from attacks unless the attacker is adjacent to her and cannot be moved by any game effect. Characters cannot move onto the control point but treat the Green Hag as adjacent while they are adjacent to the control point. When a character moves adjacent to the control point, they gain 1 **Poison** token.

The Circle is Broken: After the Green Hag is reduced to 4 hit points (H) or fewer, place her adjacent to the control point as far away from the enemy characters as possible, then remove the control point.

Cursed Items: When a character loots a chest, if no event tokens are drawn, the character must reveal all item tokens drawn and gather their corresponding item cards. If these item cards contain one or more **Cursed** items, a **Cursed** item must be chosen and immediately equipped. **Cursed** items cannot be unequipped, dropped, or given to other characters. When a character performs a basic attack, they must use a **Cursed** weapon, if able.

OBJECTIVES

Defeat the traitor from within your ranks while rescuing the defector who is fighting to reach your side.

- ◆ **Your Traitor Reaches Their Escape Space:** Win!
- ◆ **Defeat the Enemy Traitor:** 3 victory points.
- ◆ **Defeat an Enemy Character:** 2 victory points.
- ◆ **Deal the Most Damage to the Green Hag (Coven):** 2 victory points.
- ◆ **Defeat the Green Hag (Coven):** 1 victory point.

GAME LENGTH

6 rounds **or** at the end of the round after a Traitor reaches their escape space.

Mimic

Initiative 1.5: When a Mimic activates, it moves toward the closest character as directly as possible, stopping if it becomes adjacent. Then, it attacks each adjacent character.

Kobold Ritualist

Initiative 4.5: When a Kobold Ritualist activates, if it can move adjacent to the closest character, it does so. Then, it attacks the closest character. Otherwise, it does not move.

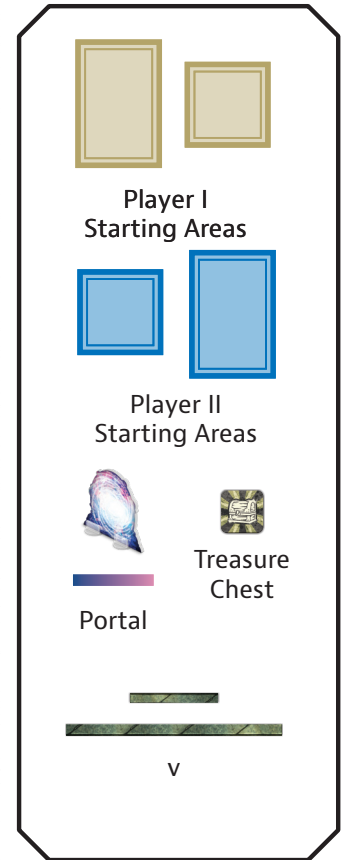
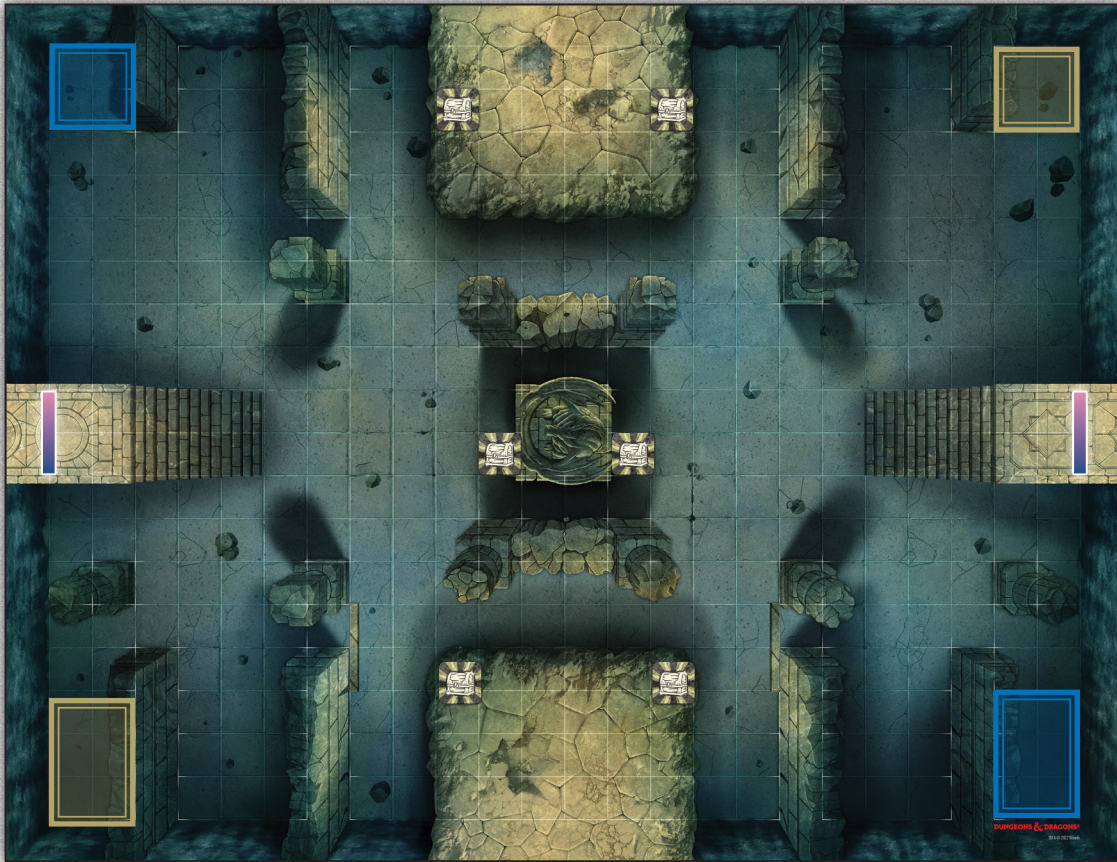
Bullywug Ambusher

Initiative 5.5: When a Bullywug Ambusher activates, it moves towards the closest character as directly as possible, stopping as soon as it is within range 3 of that character. Then, it attacks the closest character.

Green Hag (Coven)

Initiative 6.5: If the control point is on the map, the Green Hag does not move. When the Green Hag activates, she uses **Illusory Lure**, then attacks a character adjacent to the control point, if able. If the control point is not on the map, she does not use **Illusory Lure**. Instead, when she activates, she attacks the closest character, if able, then moves towards the closest starting area as directly as possible. Then, if she is on the starting area, remove her from the map.

DEATHMATCH (TOURNAMENT)




SETUP

This scenario requires the Dungeons & Dragons®: *Onslaught* Harpers vs. Zhentarim core set.

Set Up Map: Set up the map as indicated in the diagram.

Prepare Loot: Gather item cards [I-1]–[I-15] and form the loot pool with the corresponding loot tokens.

Roll for Initiative: Each player rolls two  and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player.

Choose Characters: The active player chooses five characters from their faction. Then, the non-active player chooses five characters from their faction and places three of them in their 2x3 starting area and two of them in their 2x2 starting area. Finally, the active player does the same with their chosen characters.

OBJECTIVES

Fell your foes!

- ◆ **Defeat an Enemy Character:** 1 victory point.

GAME LENGTH

6 rounds.

CONTENTION (TOURNAMENT - VERSION 2)



Player I
Starting
Area



Player II
Starting
Area



Portal



Control
Points



Treasure
Chest



Armored
Gnolls

SETUP

This scenario requires the Dungeons & Dragons®: *Onslaught* Harpers vs. Zhentarim core set.

Set Up Map: Set up the map as indicated in the diagram.

Prepare Loot: Gather item cards [I-1]–[I-15] and form the loot pool with the corresponding loot tokens.

Roll for Initiative: Each player rolls two and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player. That player is the first player. Their opponent is the second player.

Choose Characters: The first player chooses five characters from their faction. Then, the second player chooses five characters from their faction and places them in their starting area. Finally, the first player places their chosen characters in their starting area.

SPECIAL RULES

Control Points: A party holds a control point by having more characters overlapping that point than the opposing party.

GAME LENGTH

6 rounds **or** a player reaches their target number.

OBJECTIVES

Juggle multiple objectives without letting your opponent outscore you! In this scenario, players share a single score that shifts back and forth each time a Victory point is scored.

Set the leftmost tracker dial on the tracker card to the number "5." Each time the first player scores a victory point, move the tracker down a number. Each time the second player scores a victory point, move the tracker up a number. If the counter reaches the number "1," the first player wins. If it reaches the number "9," the second player wins. At the end of eight rounds, the player who is closest to their target number is the winner.

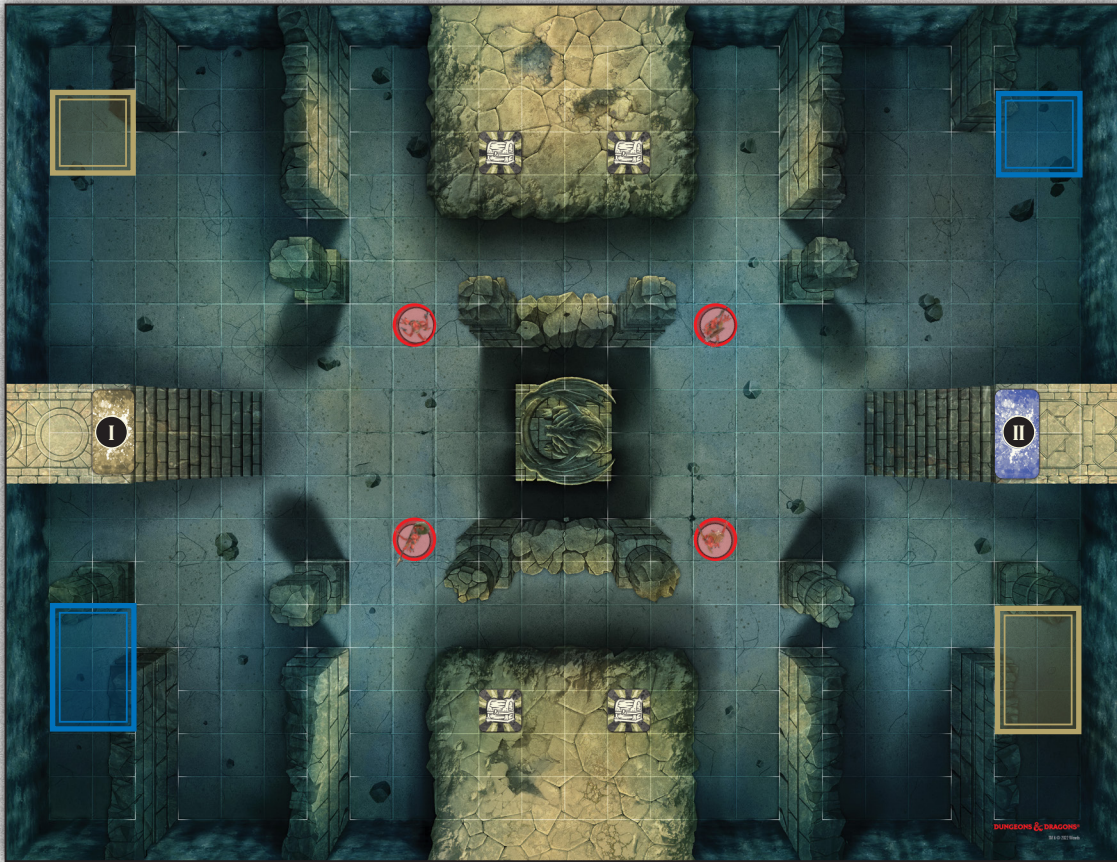
- ◆ **Loot a Chest:** 1 victory point.
- ◆ **Defeat an Armored Gnoll:** 1 victory point.
- ◆ **Defeat an Enemy Character:** 1 victory point.
- ◆ **At the End of Each Round:** Gain 1 victory point for each control point your party holds.

Armored Gnolls

Initiative 5.5: When an Armored Gnoll activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character, if able.

- ◆ After a character defeats an Armored Gnoll, they gain 2 experience points (EXP).

CAPTURE (TOURNAMENT - VERSION 2)



Player I Starting Areas/ End Zone



Player II Starting Areas/ End Zone



Treasure Chest



Monster Setup

SETUP

This scenario requires the Dungeons & Dragons®: *Onslaught* Harpers vs. Zhentarim core set.

Set Up Map: Set up the map as indicated in the diagram.

Prepare Loot: Gather item cards [I-1]–[I-15] and form the loot pool with the corresponding loot tokens. Set the North Portcullis Key and South Portcullis Key loot tokens near the map.

Roll for Initiative: Each player rolls two and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player. That player is the first player. Their opponent is the second player.

Choose Characters: The first player chooses five characters from their faction. Then, the second player chooses five characters from their faction and places three of them in their 2x3 starting area and two of them in their 2x2 starting area. Finally, the first player does the same with their chosen characters.

SPECIAL RULES

Relics: Each party must defend a special Relic while attempting to retrieve the enemy party's Relic. To retrieve an enemy Relic, a friendly character must end their activation in an enemy party's end zone. If they do, they claim an unclaimed Portcullis Key loot token and equip it immediately, to represent the Relic.

If a character equipped with a Relic becomes bloodied () or is defeated (), the Relic loot token is placed onto that character's space. Friendly characters that are overlapping that Relic can pick it up and equip it by spending a standard action ().

Friendly characters cannot pick up their party's Relic, even if it has been dropped by an enemy character. Friendly characters cannot move onto the stairs or platform adjacent to their own end zone unless they are equipped with the other party's Relic.

OBJECTIVES

Capture the enemy relic and escape the dungeon!

- ◆ **Move into your End Zone with the enemy Relic: 3 victory points**
- ◆ **Defeat an enemy carrying your Relic: 1 victory point**
- ◆ **At the End of the Game: Gain 1 victory point for each friendly character that is not defeated () and 1 victory point for each item equipped to a friendly character.**

GAME LENGTH

6 rounds.

Kobold Cultists

Initiative 10.5: Each time a Kobold Cultist activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character, if able.