

SCENARIO GUIDE CHANGE LOG

Greetings *Onslaught* players! Several errors were discovered in the original printing of the DUNGEONS & DRAGONS: *Onslaught* Harpers vs. Zhentarim Core Set scenario guide. We've made the following changes to this document to address those issues:

1/16/2023

- ◆ **Page 15, Monster Behavior Section, Bloodied Ettin:** The Ettin's behavioral AI has been rewritten for better functionality. The Ettin will now only pursue characters that are within five spaces, instead of seven. The previous range of seven spaces lead to situations in which the Ettin would pursue characters it could not then attack.
- ◆ **Page 15, Monster Behavior Section, Kobold Sentries:** Kobold Sentries are now able to move after the Ettin becomes Bloodied. In the previous version, they ended up stuck at the edges of the map after they respawned.
- ◆ **Page 21, Choose Characters Section:** Fixed a typo in this section, changing the text from a 2x4 starting area to a 2x3 starting area.
- ◆ **Page 23, Choose Characters Section:** Fixed a typo in this section, changing the text from a 2x4 starting area to a 2x3 starting area.

DUNGEONS & DRAGONS

ONSLAUGHT

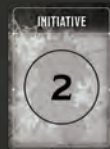
SCENARIO GUIDE

WIZKIDS™

SCENARIO 1 - CLASH AT THE KEEP

Ol' Bess was right. There's definitely something suspicious about the way the kobolds in the area have been behaving lately. They've been unusually bold, even raiding a well-guarded Lords' Alliance caravan... a caravan rumored to be full of magical artifacts. Their tracks lead straight to the abandoned keep that was once ruled by giants on the outskirts of the kingdom.

As an informant and local guide, Bess is second to none. Unfortunately, Bess's moral compass leaves something to be desired. It looks like she sold the same information to someone else. Another party of adventurers is approaching the keep from the other side!



SETUP

1. **Choose Faction:** Each player chooses a faction, the idealistic Harpers or the ruthless Zhentarim.
2. **Prepare Tracker Card:** Set the round counter on the tracker card to the number "1" and place it near the map.
3. **Prepare Characters:** The Harper player takes the Grabbleshanks, Lightning-Dancer, and Sedonna Sparklebang Character cards, level up cards, and character tokens and places them top of the map, along its northern edge.

The Zhentarim player takes the Barachiel, Bedlam, and Rokpyratrix the Clanless character cards, level up cards, and character tokens and places them near the bottom of the map, along its southern edge.

Place the six character minis on the map as indicated in the diagram.

4. **Set Dials:** Each player sets their characters' battle wheels to their maximum number of hit points (♥), and each of their cooldown (⌚) dials to the ready (✓) symbol.
5. **Prepare Monsters:** Place the double-sided Gnoll/Armored Gnoll monster card near the map with the "Gnoll" side faceup and place the Initiative 5.5 card next to it. Place the two Gnoll minis as indicated in the diagram.
6. **Place Chest Tokens:** Place the four chest tokens as indicated in the diagram.
7. **Prepare Initiative Cards:** Gather the initiative cards numbered 1–6.

The Harper player assigns the Initiative 1 card to Lightning-Dancer, Initiative 3 to Grabbleshanks, and Initiative 6 to Sedonna Sparklebang.

The Zhentarim player assigns the Initiative 2 card to Bedlam, Initiative 4 to Rokpyratrix the Clanless, and Initiative 5 to Barachiel.

8. **Prepare Loot:** Gather the following item cards and their associated loot tokens: Arrow-Catching Shield, Flametongue, Healing Potion, Magic Glaive, Ring of Regeneration, Vicious Longbow.

Place the loot tokens in the token bag or facedown near the battlefield and shake the bag or shuffle the tokens. Form a deck with the item cards and set them near the tokens.

9. **Prepare Supply:** Gather the Cursed, Magic Weapon, Marked, and Slowed tokens and the four twenty-sided dice and place them near the map in easy reach of both players.

OBJECTIVES

Collect the treasure, fend off the enemy party, and defeat the Gnolls. This scenario guides the characters through the first round step-by-step, but after that it's up to you!

- ◆ **Defeat an Enemy Character:** 1 victory point.
- ◆ **Defeat a Gnoll:** 2 victory points.
- ◆ **At the End of the Game:** Gain 1 victory point for each item card equipped to your characters.

GAME LENGTH

6 Rounds.



Gnolls

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

EXAMPLE ROUND

INITIATIVE 1

Lightning-Dancer has a speed (»») of 4. Let's use his move action (⇨) to generate 4 move points and move four spaces towards the center of the map. There are no enemies in range of his **Longsword** melee basic attack (⚔) or **Charge** ability, so he decides to downgrade his standard action (⚔) to a move action (⇨) and uses it to move another space so that he is adjacent to a chest token.

Then, he uses his bonus action (⚔) to loot the chest, earning him 1 experience point (EXP). To loot the chest, he draws loot tokens from the loot pool one at a time until he has drawn three tokens. Then, he must choose one of these tokens and place it facedown near his character card and shuffles the other two back into the loot pool.

Finally, Lightning-Dancer uses a free action (⇨) to equip an item, revealing the chosen loot token, fetching the corresponding item card, and placing that card faceup underneath his character card.



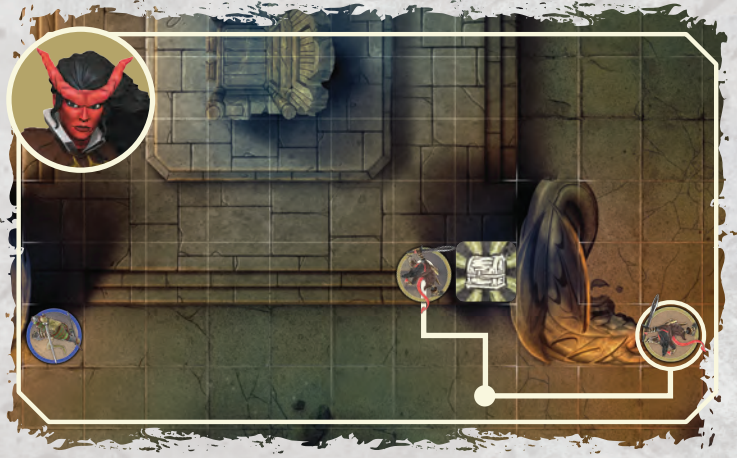
Lightning-Dancer has now performed a standard action (⚔), a move action (⇨), a bonus action (⚔), and a free action (⇨). He has nothing left to do, so he declares his activation is complete.

INITIATIVE 2

It's Bedlam's activation. With her speed (»») of 4, she uses her move action (⇨) to move four spaces towards Lightning-Dancer. Then, she downgrades her standard action (⚔) to a ⇨, generating another 4 move points.

She uses 1 move point to move adjacent to the chest, another to move a space toward Lightning-Dancer, and then she uses 2 move points to climb onto the Elevation 1 platform adjacent to the closest Chest. She uses her bonus action (⚔) to loot the chest, earning 1 experience point (EXP), drawing three loot tokens, choosing one, and returning the other two to the loot pool.

Finally, she uses a free action (⇨) to reveal the chosen loot token and equip the corresponding item card. Finally, Bedlam gains 1 EXP at the end of her activation due to her bonus experience ability, raising her total to two. Bedlam's activation is now complete.



INITIATIVE 3

Grabbleshanks is up! He uses his move action (⇨) to generate 4 move points and spends them to move onto the Elevation 1 platform and maneuver into position.

He's too far away to use his **Mark** ability on an enemy, so he doesn't use his bonus action (⚔). Instead, he uses his standard action (⚔) to make his **Shortbow** ranged basic attack (⚔). This attack targets (⊙) one enemy at range 2-6, so Grabbleshanks can choose either Bedlam at range 6 or the closest Gnoll at range 5 as the ⊙ of the attack. Remember, movement is always orthogonal, but range can be counted orthogonally or diagonally!

Grabbleshanks chooses to attack the Gnoll and checks to see if the Gnoll has cover from the attack. Lightning-Dancer is a friendly character and therefore doesn't block line of sight, so Grabbleshanks is able to draw an unobstructed line from one of his corners of his space to three of the corners of the Gnoll's space.



The Gnoll does not have cover from the attack, so Grabbleshanks picks up two twenty-sided dice (d20) and rolls, getting both a "1" and a "20". Normally, a "1" would mean an automatic miss, but it's superseded by the "20," which always means a critical success!

Grabbleshanks normally deals 2 damage (d6) with his **Shortbow** and he adds 2 d6 due to the critical effect on his character card. That's a whopping 4 d6 dealt to the Gnoll, bringing it down from 8 to 4 hit points (♥). Grapple-tastic!



Grabbleshanks earns one experience point (EXP) for hitting with an attack and places a three-wound and a one-wound token near the Gnoll miniature.

INITIATIVE 4

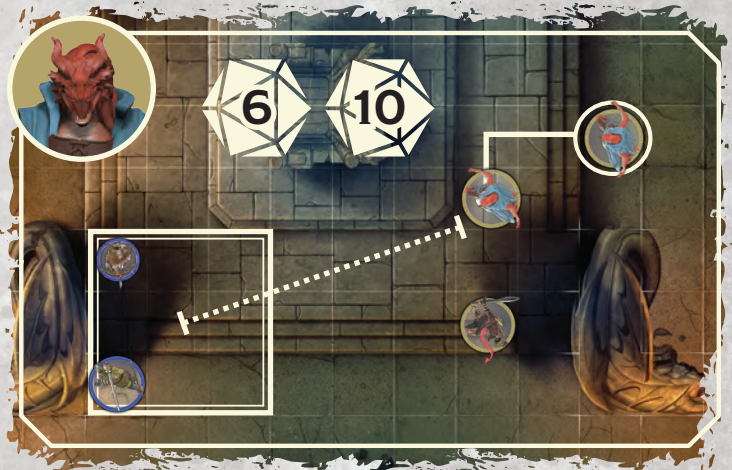
Rokpyratrix the Clanless is next! She uses her move action (M) to generate 4 move points, but decides to move only three spaces. She could attack the Gnoll closest to her with her **Firebolt** ranged basic attack (R), but she decides to do some damage to the Harpers instead.

Grabbleshanks did move pretty close to Lightning-Dancer, didn't he? Spotting an opportunity, Rokpyratrix uses her standard action (S) to cast **Fireball**.

Fireball has a cooldown (C) of 5, so Rokpyratrix turns the cooldown (C) dial below **Fireball** from ready (✓) to the number "5." She won't be able to cast **Fireball** again until the dial is turned all the way back down to the ready (✓) position.

Fireball is an area of effect (A) attack, so instead of choosing an enemy as the target, Rokpyratrix must target a space on the map. As an A1 attack, **Fireball** extends one space out in all directions from the target (C) space, covering a 3x3 area in total, so Rokpyratrix chooses a space adjacent to both hapless Harpers as the target of her attack.

Rokpyratrix picks up two dice (d6) and rolls, getting a "6" and a "10." **Fireball** has +6 to hit, so she applies that to her highest roll, resulting in a 16 to hit. That's enough to match or exceed Grabbleshanks's armor class (A) 14 and Lightning-Dancer's armor class (A) 16, so they are each hit and each take 2 points of damage (d6). Grabbleshanks rotates his battle wheel from 10 hit points (♥) to 8, and Lightning-Dancer drops from 13 ♥ to 11—me-owch!

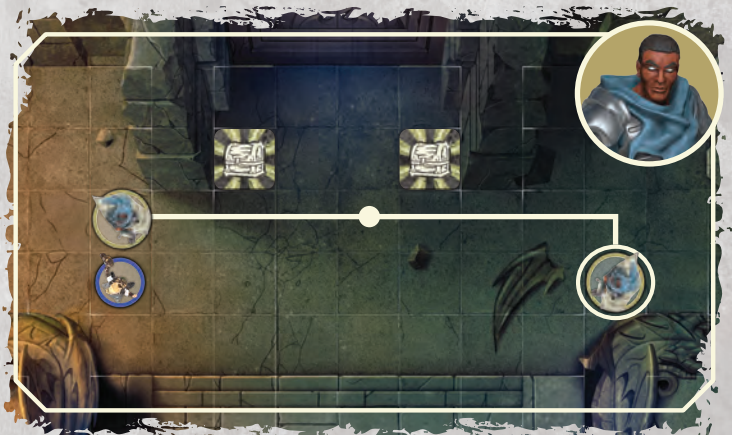


Rokpyratrix earns 1 experience point (EXP) for making a successful attack, and Lightning-Dancer also gains 1 EXP because his bonus experience ability earns him a point each time he is attacked, putting him at 2 EXP total.

INITIATIVE 5

Barachiel is eager to join the fray! He uses his move action (M) to generate 4 move points and move adjacent to the nearby chest, uses his bonus action (B) to loot it, and a free action (F) to equip the item he draws.

Then, he downgrades his standard action (S) to a M and moves right next to Sedonna Sparklebang. Barachiel's not afraid of mixing it up in melee, unlike the diminutive Harper wizard who prefers to avoid the front lines!

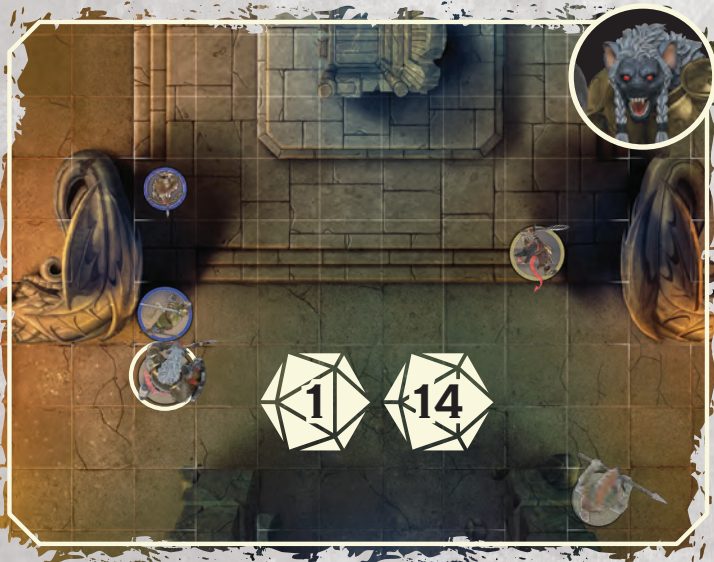


INITIATIVE 5.5

Here come the Gnolls! The leftmost Gnoll activates first since it's the closest to the northwest corner of the map. According to the red monster behavior section on page 3, Gnolls move toward the closest character, which is Lightning-Dancer. The Gnoll moves as directly as possible toward Lightning-Dancer and stops when it becomes adjacent.



It will now make its **Spear** melee basic attack (🔪) against Lightning-Dancer. Because the Harper player is being attacked, the Zhentarim player resolves the Gnoll's attack, rolling two dice (🎲) and getting a "1" and a "14." Combined with the Gnoll's +4 to Hit, the 14 would be enough to hit Lightning-Dancer's armor class (🛡️) of 16, but that pesky "1" means it automatically misses! Lightning-Dancer is safe and he gains 1 experience point (EXP) for being attacked, putting him at 3 EXP total!



It's the other Gnoll's turn to go, and its closest target is Bedlam. The Gnoll moves as directly as possible toward Bedlam, using its speed (🏃) of 3 to generate 3 move points and reach her.



Then the Harper player rolls two dice (🎲), getting a "5" and an "8". The "8" is the high roll, and combined with +4 to hit from the Gnoll is a result of 12, which exactly equals Bedlam's armor class (🛡️). It's a hit! Bedlam suffers 3 damage (🔥) from the Gnoll, dropping her hit points (❤️) from 10 to 7!

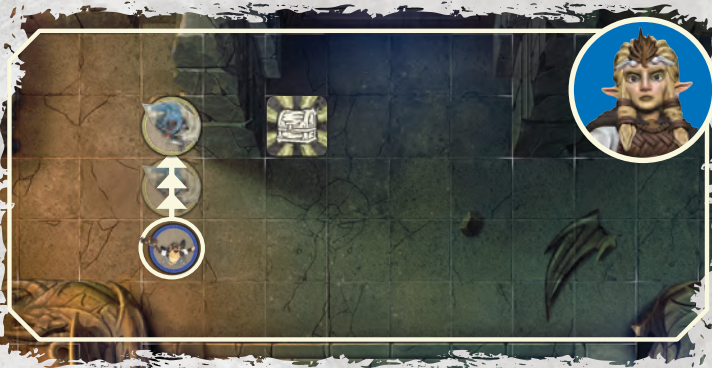
All is not lost, however; Bedlam has suffered damage and decided to use her **Hellish Rebuke** reaction. It has a cooldown (🕒) of 5, so she sets its 🕒 dial from ready (✅) to the number "5," and deals three damage (🔥) to the Gnoll, placing a three-wound token near the Gnoll's miniature.



INITIATIVE 6

It's Sedonna Sparklebang's activation, but what's a gnome wizard to do? Barachiel is blocking Sedonna's path to the chest! If Sedonna moves from her current space, Barachiel will get to use his **Combat Reflexes** reaction to attack her with his **Greatsword** melee basic attack (🗡️)!

Not wishing to brave Barachiel's sword, she uses her bonus action (👉) to target him with her **Twitch** ability, setting the **Twitch** cooldown (🕒) dial from ready (✓) to the number "2" and rolling two dice (🎲). She gets a "4" and a "14"; combined with **Twitch's** +3 to hit, this is just enough to match Barachiel's armor class (🛡️) of 17. Sedonna gains 1 experience point (EXP) for hitting with an attack and chooses to move Barachiel one space north.



Noticing that he's now in range of her **Acid Splash** ranged basic attack (🔥), she uses a standard action (👉) to attack Barachiel and rolls two dice (🎲). She gets a "7" and a "13"; combined with **Acid Splash's** +5 to hit an "18" is more than enough to hit Barachiel, and the mighty paladin suffers 2 damage (🔥) from the attack.



Then, she uses her move action (👉) to move adjacent to the last chest. She has now used her 🗡️, 🎲, and 📍, so she can't loot the chest this activation. Sedonna ends her activation and gains 1 experience point (EXP) due to her bonus experience ability, raising her total to three.

ONWARD!

That brings us to the end of round one! All characters turn each of their cooldown (🕒) dials one position to the next lowest number. Rokpyratrix the Clanless reduces **Fireball's** 🕒 dial to "4," Sedonna Sparklebang sets **Twitch** to "1," and Bedlam sets **Hellish Rebuke** to "4."

Lighting-Dancer and Sedonna are close to leveling up, they just need two more experience points (EXP) to do so, and then they'll be able to select one of their two level up cards. However, the Zhentarim currently have two equipped item cards to the Harpers' one, so they're in the lead—for now.

Play five more rounds to finish this scenario! Don't forget that the Initiative 1 card alternates between players, so the Zhentarim player will receive it for round 2. Good luck!

USING THIS GUIDE

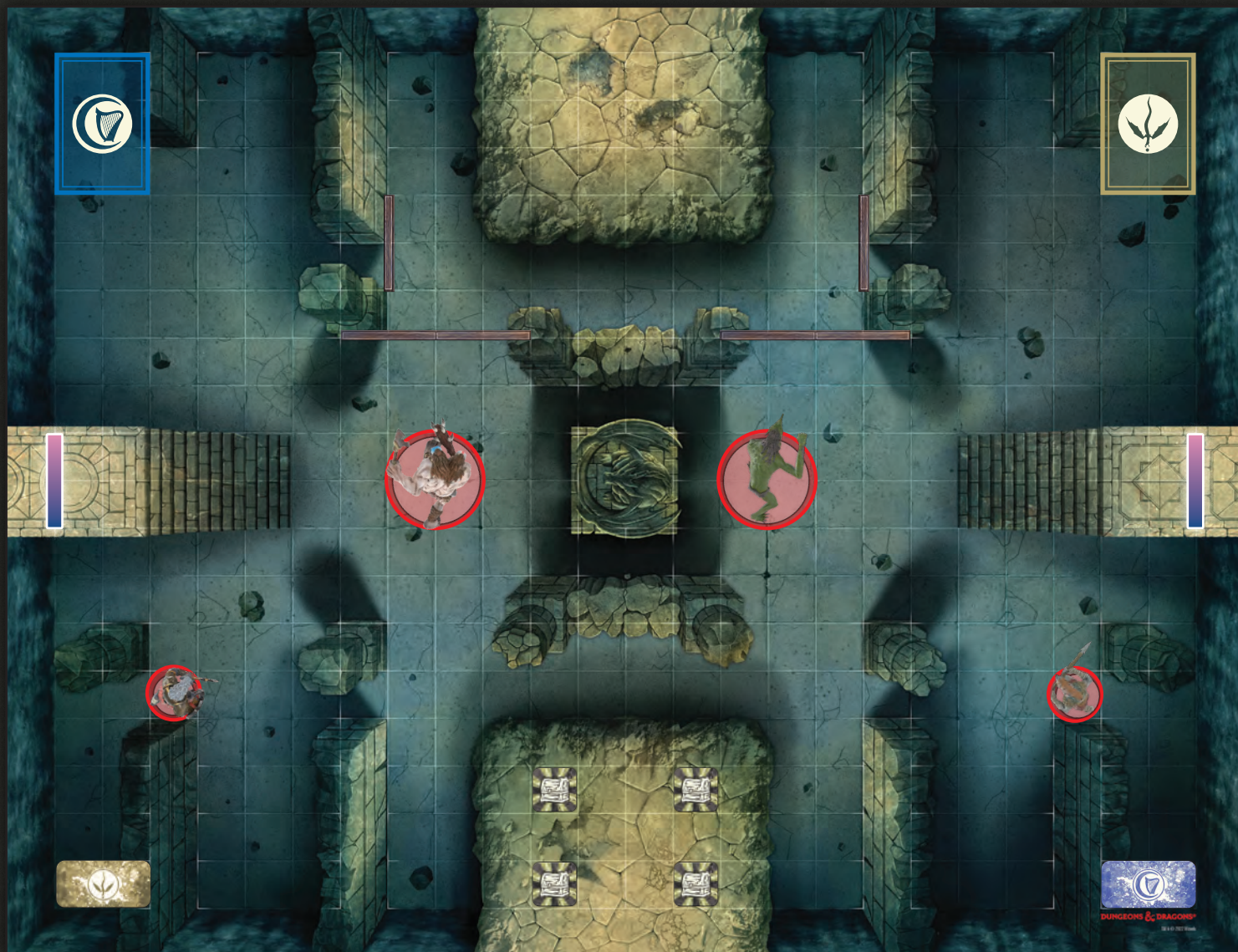
Now you're ready to dive into more advanced scenarios! While using this guide, keep the following in mind:







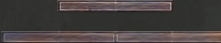


- ◆ This guide contains seven campaign scenarios, of which "Clash at the Keep" was the first, intended to be played sequentially. Three single-session scenarios are also included, starting on page 21.
- ◆ When a scenario in this guide refers to the loot pool, it is referring to all of the loot tokens and item cards (I-1 through I-20) in this core set.
- ◆ The tracker card allows players to track the round number, victory points, and any scenario-specific information like 🔥 dealt to the Troll in "Loot Recovery" or the noise in "The Dragon Slumbers."



SCENARIO 2 - PRISON BREAK

Your skirmish is broken up by cries for help. You find a secret staircase that leads to a prison below. In chains are a pair of prisoners, dressed in Lords' Alliance regalia. They both claim to have valuable information about the castle and their caravan's contents but they will only divulge their knowledge if you can help them successfully escape from the castle.



					
Zhentarim Starting Area	Harper Starting Area	Zhentarim End Zone	Treasure Chest		
					
		Harper End Zone	Doors	Portal	Monster Setup

SETUP

Set Up Map: Set up the map as indicated in the diagram. Place the Armored Gnoll, Young Ettin, and Young Troll cards near the map and assign them the Initiative cards specified in the red monster behavior section.

Prepare Loot: Remove the four event tokens from the loot tokens and form the loot pool with the rest of the tokens. Place the associated item cards near the loot pool.

Choose Characters: The player who lost "Clash at the Keep" chooses five of their six characters and places their miniatures anywhere in their starting area, along with an Escaped Prisoner token. Then, the other player chooses five of their six characters and places their minis in their starting area, along with the other Escaped Prisoner token. Each player places their character cards and all associated components on their side of the table.

Roll for Initiative: Each player rolls two dice (d6) and compares their highest result. The winner chooses which player will receive the Initiative 1 card and become the active player. Then, follow the rules in the rulebook to deal the 2–6 and 7–10 initiative cards.

SPECIAL RULES

Escaped Prisoners: Your party's Escaped Prisoner is treated as a friendly character in all respects, except that it does not activate on its own. Escaped Prisoners have the following attributes:



Escaped Prisoner

»: 4 ♣: 14 ♥: 8

During another friendly character's activation, if that character is adjacent to the party's Escaped Prisoner and there are more friendly characters adjacent to the prisoner than enemy characters, the activating character may spend a bonus action (B) to move the prisoner up to its speed (»).

OBJECTIVES

Rescue your Escaped Prisoner to learn their secrets and prevent your opponent from extracting theirs!

- ◆ **Move Your Escaped Prisoner Into Your End Zone:** Immediately win the game.
- ◆ **Defeat an Armored Gnoll:** 1 victory point.
- ◆ **Defeat Either Champion:** 5 victory points.
- ◆ **At the End of the Game:** Lose 5 victory points if your Escaped Prisoner is defeated (☠).

GAME LENGTH

8 Rounds or an Escaped Prisoner is moved into an end zone.



Armored Gnolls

Initiative 5.5: When an Armored Gnoll activates, it moves toward the closest Escaped Prisoner as directly as possible, stopping immediately if it becomes adjacent to the prisoner. Then, it attacks the prisoner, if able. If it cannot attack the prisoner, it attacks the closest character, if able.

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

Young Troll

Initiative 7.5: When the Young Troll activates, it moves toward the closest Escaped Prisoner as directly as possible, stopping immediately if it becomes adjacent to the prisoner. Then, it attacks the prisoner, if able. If it cannot attack the prisoner, it attacks the closest character, if able.

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

Young Ettin

Initiative 8.5: When the Young Ettin activates, it moves toward the closest escaped prisoner as directly as possible, stopping immediately if it becomes adjacent to the prisoner. Then, it attacks up to two characters with **Club**, targeting the prisoner first, if able.

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

SCENARIO 3 - LOOT RECOVERY

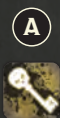
The running battle sends both parties stumbling deeper into the castle ruins. You look up to see a troll guarding a small group of kobolds sorting through a pile of magical artifacts. The troll immediately bellows in rage, and the kobolds scramble for their weapons. Confusion reigns as no one understands exactly what is going on, but it is clear the troll won't let any intruders leave the chamber alive. On the bright side, some of the artifacts from the caravan are finally within your reach; this is your chance to secure them for your faction!



Zhentarim Starting Area



Harper Starting Area



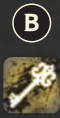
North Portcullis & Key



Treasure Chest



Neutral End Zone



South Portcullis & Key



Walls



Monster Setup

SETUP

Set Up Map: Set up the map as indicated in the diagram. Place the Kobold Sentry and Troll cards near the map and assign them the initiative cards specified in the red monster behavior section.

Prepare Loot: Place the North Portcullis Key and the South Portcullis key loot tokens faceup on the map as indicated in the diagram. Remove the three runestone loot tokens and form the loot pool with the rest of the tokens. Place the associated item cards near the loot pool.

Choose Characters: The player who lost "Prison Break" chooses five of their six characters and places their miniatures in their starting area. Next, the other player chooses five of their six characters and places their minis in their starting area, then chooses one friendly character and one enemy character to gain 2 experience points (EXP) each.

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

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.

Portcullis Keys: The two walls placed on the map during setup represent magical portcullises. Each portcullis key allows passage through the portcullis farthest away from the space where that key was placed during setup, as follows:

While a party holds the control point adjacent to a portcullis, if a character with a matching portcullis key is overlapping that control point, 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 (b) 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.

This Looks Useful: At the end of the game, each player chooses one of their set-aside loot tokens. One of their characters will start the next scenario equipped with that token.

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 (d) to the Troll:** 1 victory point
- ◆ **At the End of Each Round:** Gain 1 victory point for each control point your party holds.
- ◆ **At the End of the Game:** Gain 1 victory point for each portcullis key equipped to a friendly character.

GAME LENGTH

8 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.

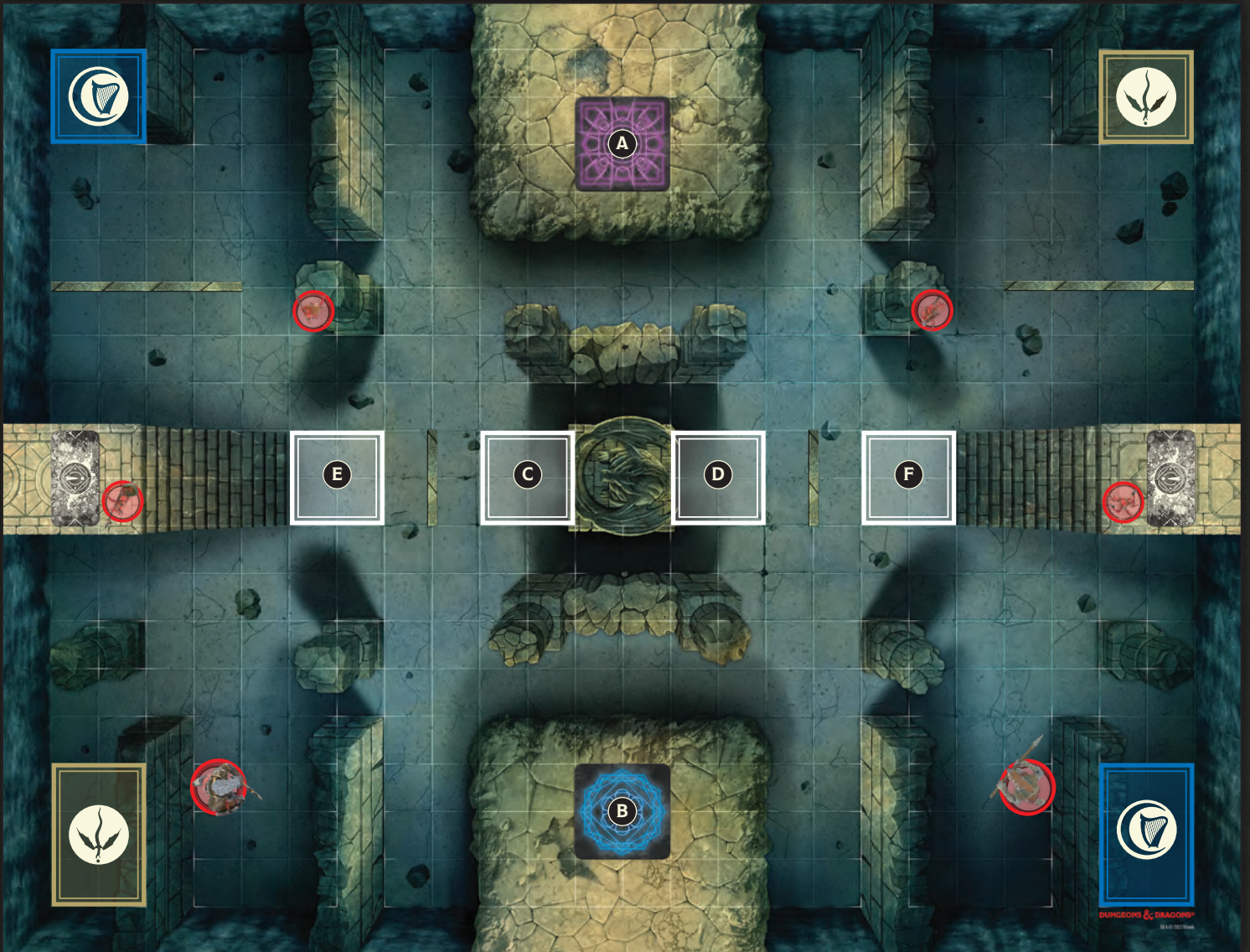


Kobold Sentries

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

SCENARIO 4 - THE HORDE

Your prolonged battle has brought the worst kind of attention. Kobolds and gnolls spill through hidden entrances in the castle's floors and walls. Can you survive the relentless onslaught of the oncoming horde?



				<p>Walls</p> <p>Neutral End Zone</p> <p>Monster Setup</p>
<p>Zhentarim Starting Area</p>	<p>Harper Starting Area</p>	<p>Control Points</p>	<p>Control Point Placement Areas</p>	

SETUP

Set Up Map: Set up the map as indicated in the diagram. Place the Kobold Cultist and Troll cards near the map and assign them the initiative cards specified in the red monster behavior section.

Choose Characters: The player who lost "Loot Recovery" chooses two of their six characters and places their miniatures in their 2x2 starting area. Next, the other player chooses two of their six characters and places their minis in their 2x2 starting area.

Then, the player who lost "Loot Recovery" chooses three of their remaining characters and places their minis in their 2x3 starting area. Finally, the other player chooses three of their remaining characters and places their miniatures in their 2x3 starting area.

Prepare Loot: Starting with the player who lost "Loot Recovery," each player assigns the loot token they set aside at the end of that scenario to one of their characters, facedown.

Then, remove the three runestone tokens, two portcullis key tokens, two Mimic tokens, and two Loot Goblin tokens and form the loot pool with the rest of the tokens. Place the associated item cards near the loot pool.

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

SPECIAL RULES

Control Points: A party holds a control point by having more characters overlapping that point than the opposing party. 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 (d6) 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.

I'm Hanging Onto This: At the end of the game, each player chooses up to two item cards equipped to friendly characters and sets them aside, along with their corresponding loot tokens. Players will be able to equip their characters with those items in the next scenario.

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

8 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.

SCENARIO 5 - THE ETTIN

At last, the castle lies still and silent, no longer filled with the reverberations of ravenous gnolls and chittering kobolds. But then you hear it. The ground shakes. And shakes again. The largest ettin you've ever seen comes crashing through the door and plants itself in the center of the room, climbing atop a throne meant for giantkind and hefting a rock purposefully. You cast your eyes about for anything that could prove to be of use in the upcoming fight and spy a pair of arcane circles that could empower your party to victory!



Zhentarim
Starting Area



Harper
Starting Area



Control
Points



Treasure
Chest



Walls



Monster Setup

SETUP

Set Up Map: Set up the map as indicated in the diagram. Place the Kobold Sentry and Ettin cards near the map and assign them the Initiative cards specified in the red monster behavior section.

Choose Characters: The player who lost "The Horde" chooses five of their six characters and places their miniatures in their starting area. Then, the other player chooses five of their six characters and places their minis in their starting area.

Prepare Loot: Starting with the player who lost "The Horde," each player equips their two set-aside Item cards and tokens to their characters. Remove the two portcullis key, three runestone, and two Loot Goblin tokens and form the loot pool with the rest of the tokens. Place the associated item cards near the loot pool.

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

SPECIAL RULES

Event Tokens: After a character loots a chest and draws a Mimic token, replace the chest with that token, gather the Mimic monster card, and assign it the initiative card specified in the red monster behavior section. The token now represents a Mimic 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 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.

I'm Hanging Onto This: At the end of the game, each player chooses up to two item cards equipped to friendly characters and sets them aside, along with their corresponding loot tokens. Players will be able to equip their characters with those items in the next scenario.

OBJECTIVES

Defeat the Ettin!

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

GAME LENGTH

8 rounds **or** immediately after the Ettin is defeated (☠).



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.



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. After moving characters, spawn a new Kobold Sentry for each defeated (☠) Kobold Sentry; starting with the non-Active player, players take turns spawning Kobolds in their opponent's starting area until all ☠ Kobolds have been spawned.

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.

Kobold Sentries

Initiative 10.5: Until the Ettin is bloodied (🔥), Kobold Sentries do not move. When a Kobold Sentry 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.

SCENARIO 6 - THE DRAGON SLUMBERS

As the Ettin topples over, it crashes through the floor, exposing a giant cavern below. An enormous shape fills the chamber, its silhouette unmistakable: a dragon, resting atop a pile of treasures! You've discovered the source of the attacks on the caravans... unfortunately for you. It sleeps for now, but its kobold guards have noticed your presence and move to attack!



Zhentarim Starting Area



Harper Starting Area



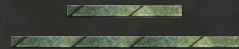
Control Points



Loot Token Placement



Treasure Chest



Walls



Monster Setup

SETUP

Set Up Map: Set up the map as indicated in the diagram. Place the Kobold Cultists and Young Black Dragon (Grounded) cards near the map and assign them the initiative cards specified in the red monster behavior section on page 18.

Choose Characters: The player who lost “The Ettin” chooses five of their six characters and places their miniatures in their 2x3 starting area. Then, the other player chooses five of their six characters and places their minis in their 2x3 starting area. Finally, the player who won “The Ettin” chooses one of their characters and one of their opponent’s characters to immediately level up.

Prepare Loot: Starting with the player who lost “The Horde,” each player equips their two set-aside item cards and tokens to their characters. Remove the two portcullis key, three runestone, and two Mimic loot tokens and form the loot pool with the rest of the tokens. Place the associated item cards near the loot pool. Then, shuffle the three runestone loot tokens facedown and place them in easy reach of both players. Finally, draw two loot tokens from the loot pool and place them faceup on the map as indicated in the diagram.

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

SPECIAL RULES

Looting Chests: When a character loots a chest, draw four loot tokens. If four item tokens are drawn, the character may keep two.

Event Tokens: After a character loots a chest and draws a Loot Goblin token, replace the chest with that token, gather the Loot Goblin monster card, and assign it the initiative card specified in the red monster behavior section on page 18. The token now represents a Loot Goblin and will act accordingly.

Stealing Runestones: During a character’s activation, if they are adjacent to the Young Black Dragon, they can spend a bonus action (⚡) to steal one runestone. Randomly draw one of the three facedown runestone tokens and equip the corresponding item card to that character immediately. Then, that character gains 1 experience point (EXP).

The Dragon Slumbers: The Young Black Dragon is asleep at the beginning of the scenario. Place its miniature on the map but do not activate it until it is awake. While the dragon is asleep, it **cannot** be attacked (Only a maniac would wake a sleeping dragon!).

Generating Noise: Each party’s actions generate noise. Keep track of each party’s noise on the tracker card.

- ◆ Each time a character attacks, they generate 1 noise for their party.
- ◆ Each time a Kobold Cultist sounds the alarm (see below), it generates 5 noise for the party whose starting area is closest to that control point.

- ◆ Each time a character steals a runestone from the Black Dragon, they generate 3 noise for their party.
- ◆ During a character’s activation, if they are overlapping the control point closest to their opponent’s starting area, they can spend a bonus action (⚡) to sound the alarm. Each time a character does this, they generate 5 noise for the opposing party.

After any character’s action or monster activation, if the total combined noise of both parties is 20 or higher, the Young Black Dragon immediately awakens!

The Dragon Wakes: After the dragon awakens, immediately remove all Kobold Cultists from the map. Characters can no longer steal Runestones.

Noxious Cavern: The cavern is shrouded with low-hanging clouds of poisonous fumes from the slumbering beast’s acidic breath. At the start of the End Phase, each character that is not on a space of at least Elevation 1 suffers 1 damage (🔥). If the dragon is bloodied (🩸), they suffer 2 🔥 instead.

OBJECTIVES

An opulent horde lies before you. Grab as much treasure as your arms can carry, but be careful—don’t wake the dragon!

This is the first scenario in a two-part finale. Each party’s actions in this scenario will affect the final scenario. A winner is not determined for this scenario. Instead, each party must fight off their opponents, gather as much loot as possible, and perhaps even acquire several ancient Runestones crafted to combat dragons!

At the end of the game, each player keeps all loot tokens carried by their characters and all items equipped to their characters that have not been exhausted (⊗). During setup for the next scenario, players can equip these loot tokens and items to their party’s characters as they choose.

Characters that end this scenario leveled up will begin the next scenario with a level up card and can level up again during that scenario to gain their second level up card.

Each defeated (💀) character begins the next scenario in the bloodied (🩸) state.

The Young Black Dragon begins the next scenario with its hit points (♥) reduced by a number equal to half the damage (🔥) it suffered during this scenario.

Players begin the next scenario with the number of victory points they earn in this scenario.

- ◆ **Each Time Your Party Deals 3 Damage (🔥) to the Young Black Dragon:** 1 victory point
- ◆ **Defeat an Enemy Character:** 2 victory points.

GAME LENGTH

6 rounds **or** the Young Black Dragon is defeated (💀).




Young Black Dragon (Grounded)

Who Disturbs My Slumber?: After the Young Black Dragon is awakened, it activates as described below. During the first round the dragon is awake, it ignores the characters in the party with the lowest Noise (moving toward and targeting only the characters in the party with the most noise). If both parties have equal noise, it acts as normal.

Initiative 4.5: The dragon moves toward the closest character, then targets the closest character with its  **Bite**, if able.

Initiative 6.5: If a character is adjacent to the dragon, it attacks that character with  **Claw**. Otherwise, the dragon attacks with  **Acid Breath**, targeting the space that allows it to attack the most characters.

Initiative 8.5: The dragon moves toward the closest character and attacks with  **Swipe**, targeting a character from each party, if able. Otherwise, it attacks up to two characters, targeting the closest characters first.

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.



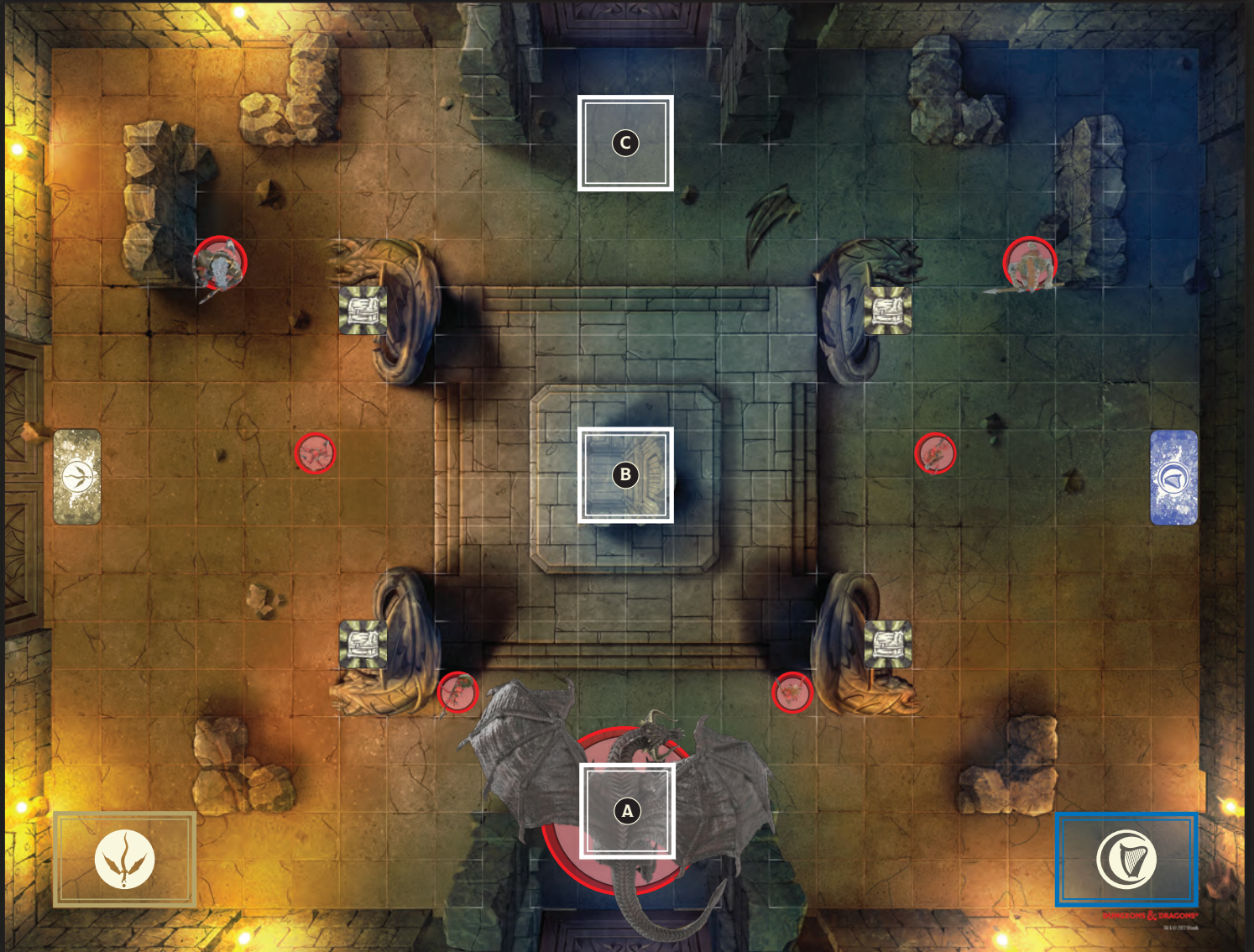
Kobold Cultists

Fanatical Devotion: Kobold Cultists have 3 hit points (♥) in this scenario. However, at the start of the End Phase, any Kobold Cultists with fewer than 3 ♥ remaining are defeated (☠). When a Kobold Cultist is ☠, it is immediately respawned on the unoccupied Kobold Cultist starting space furthest away from its current space, if able.

Initiative 10.5: When a Kobold Cultist activates, it moves towards the closest control point, trying to reach that point by spending the fewest move points possible. Then, if it is overlapping the control point, it sounds the alarm, adding 5 noise to the party whose starting area is closest to that control point. If it is not overlapping a control point, it attacks the closest character, if able.

SCENARIO 7 - SHOWDOWN

As you flee for your lives, laden with riches, the dragon bellows and lets loose a mighty gout of acid from its steaming maw. The blast strikes the archway above the only exit from the cavern, collapsing the stonework with a sizzling boom. With the doorway blocked, it seems your only recourse is to fight! Eyeing the enemy party warily, you ready your weapons and prepare a desperate defense.



Zhentarim Starting Area



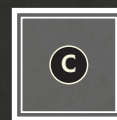
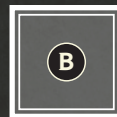
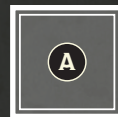
Harper Starting Area



Zhentarim End Zone



Harper End Zone



Control Point Movement Areas



Treasure Chest



Monster Setup

SETUP

Set Up Map: Set up the map as indicated in the diagram. Place the Kobold Cultist, Gnoll, and Young Black Dragon (Flying) cards near the map and assign them the initiative cards specified in the red monster behavior section. Reduce the dragon's hit points (♥) by a number equal to half the damage the dragon suffered in "The Dragon Slumbers."

Choose Characters: The player with the fewest victory points carried over from "The Dragon Slumbers" chooses five of their six characters and places their miniatures in their 2x3 starting area. Then, the other player chooses five of their six characters and places their minis in their 2x3 starting area. If a character was defeated (☠) in the last scenario, set its battle wheel to the bloodied (☠) position. If a character leveled up in the last scenario, it keeps its level up card and sets its experience (EXP) dial back to "0." That character can level up again!

Prepare Loot: Starting with the player with the fewest victory points, players equip their characters with all the Items they set aside at the end of "The Dragon Slumbers." Then, remove the two portcullis key tokens and four event tokens and form the loot pool with the rest of the 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.

SPECIAL RULES

On the Wing: The Young Black Dragon begins the scenario in its flying state. If it is defeated (☠), it is replaced by the Young Black Dragon (Grounded).

Noxious Cavern: If the Young Black Dragon (Grounded) is on the map at the start of the End Phase, each character that is not on a space of at least Elevation 1 suffers 1 damage (🔥). If the dragon is bloodied (☠), they suffer 2 🔥 instead.

OBJECTIVES

Sealed within a cavern with a furious dragon, the only choice left is to slay the beast—or die trying! If the Black Dragon is defeated, the party with the highest number of victory points wins. If all characters are defeated, the dragon wins.

Each player begins this scenario with a number of victory points equal to the number of victory points they earned in "The Dragon Slumbers."

- ◆ **Each Time Your Party Deals 3 Damage (🔥) to Either version of the Young Black Dragon:** 1 victory point.
- ◆ **Defeat an Enemy Character:** 2 victory points.
- ◆ **Defeat the Flying Dragon:** 3 victory points.
- ◆ **Defeat the Grounded Dragon:** 5 victory points.

GAME LENGTH

No round limit. Play until the Young Black Dragon (Grounded) is Defeated (☠) or all Characters are ☠, then read the corresponding conclusion on the next page!

Kobold Cultists

Marked by the Master: Kobold Cultists are immune to the Young Black Dragon's 🗡️ **Acid Breath**. At the start of the End phase, if the Young Black Dragon (Flying) has not been defeated (☠) and there are fewer than four Kobold Cultists on the map, spawn one in the Active player's End Zone, as close to a character of that player's party as possible.

Initiative 10.5: When a Kobold Cultist activates, it moves toward the closest character as directly as possible, stopping immediately if it becomes adjacent. Then, it targets the closest character, attacking with its 🗡️ **Dagger** if possible, otherwise it uses its 🗡️ **Shortbow**.

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.

Young Black Dragon (Flying)

Initiative 8.5: The Young Black Dragon (Flying) does not use its Speed (🏃) value to traverse the map. Instead, when it activates, remove its miniature from the map and place it on its next movement area in the following sequence: **A -> B -> C -> B -> A -> B -> C**, etc. Then, it attacks with 🗡️ **Acid Breath**, targeting the space that allows it to attack the most characters.

Brought Down to Earth: When the Young Black Dragon (Flying) is defeated, flip its monster card over and set its dials to the starting position for the Young Black Dragon (Grounded). Then, assign it the Initiative 4.5, 6.5, and 8.5 cards. Finally, if its miniature is not already in the 📍 movement area, place it there. From now on, it follows the behaviors listed in the section below.

Young Black Dragon (Grounded)

Last Stand: The Young Black Dragon (Grounded) does not move. It will defend its horde to the death!

Initiative 4.5: The dragon attacks character with the fewest hit points (♥) with 🗡️ **Bite**, if able.

Initiative 6.5: The dragon attacks the closest character with 🗡️ **Claw**, if able.

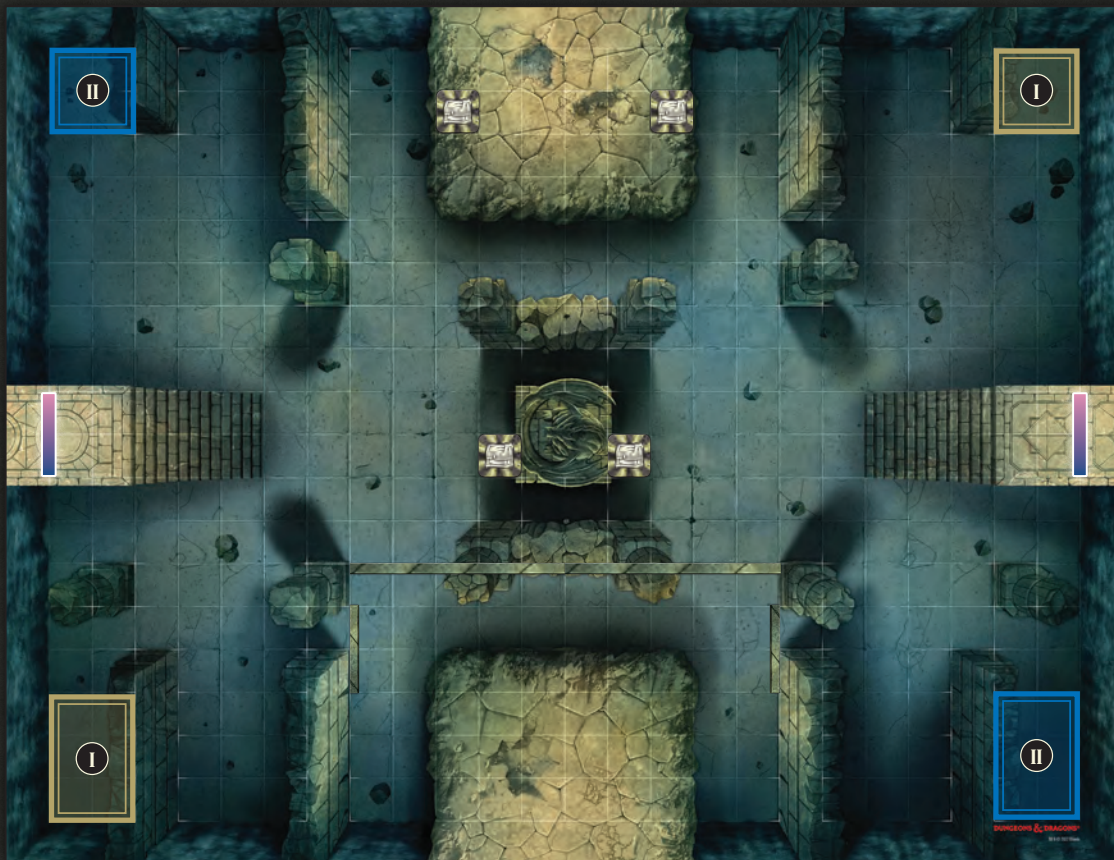
Initiative 8.5: The dragon attacks with 🗡️ **Swipe**, targeting a character from each party, if able. Otherwise, it attacks up to two characters, targeting the closest character first.

CONCLUSION

If the Young Black Dragon Is ☠: The dragon lies slain at your feet and your foes have fled! As the dust settles, you spy a crack in the wall that your opposition must have slipped through during the fight. You are now free to reap the spoils of battle... if you can get out of the dungeon with your newfound hoard intact!

If All Characters Are ☠: The dragon roars in triumph as its mighty swipe sends you tumbling across the cavern like a rag doll. As pain wracks your body and your vision begins to fade, your gaze meets that of your erstwhile enemy, now pinned helplessly under the dragon's claw. You stare bitterly at one another as the knowledge dawns that you've each fought your last battle within reach of the dragon's glittering horde, a myriad of riches just outside your grasp...

DEATHMATCH



SETUP

- 1. Set Up Map:** Set up the map as indicated in the diagram.
- 2. Prepare Loot:** Gather item cards [I-1]–[I-15] and form the loot pool with the corresponding loot tokens.
- 3. 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.
- 4. 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

8 rounds.

CONTENTION



SETUP

- 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.

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.

GAME LENGTH

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

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



Player I Starting Areas/ End Zone



Player II Starting Areas/ End Zone



Treasure Chest



Monster Setup

SETUP

- 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, 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 a Relic:** Win!
- ◆ **At the End of the Game:** Gain 2 victory points for each friendly character that is not defeated () and 1 victory point for each item equipped to a friendly character.

GAME LENGTH

8 rounds or a Relic is moved into an end zone.

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.

GAME ROUND

INITIATIVE PHASE

During the Initiative Phase, players determine the order in which characters will activate over the course of the current game round by following these steps:

Deal Cards

1. The active player shuffles the Initiative 2–6 cards and deals three cards to their opponent and two cards to themselves.
2. The active player shuffles the Initiative 7–10 cards and deals two cards to their opponent and two cards to themselves.

Assign Initiative

1. The active player chooses one of their character cards and places the Initiative 1 card on it faceup.
2. Both players secretly assign the remaining initiative cards by placing one card facedown on each of their character cards.

ACTION PHASE

During the Action Phase, characters and monsters activate in the order determined by their assigned initiative cards, starting with the Initiative 1 card.

Activating a Character

1. Take actions with that character:
 - ◆ 1 standard action (♠).
 - ◆ 1 move action (♣).
 - ◆ 1 bonus action (♠).
 - ◆ Any number of free actions (♣).
2. Remove all fading condition tokens assigned to that character that were not assigned during the current activation.

Activating a Monster

When a monster (or monster group) is activated, it acts according to a set of behaviors defined by the scenario and adheres to the following steps:

1. **Choose Monster:** If there is more than one monster in the monster group, activate the monster closest to the northwestern corner of the map.
2. **Move Monster:** The scenario describes when and how each monster moves. If there is a tie between possible movement routes, the monster is moved toward the closest character of the active player's party first. If there is still ambiguity, the non-active player decides exactly how the monster moves.

3. **Choose Target:** Determine all targets (⊙) that are in range of the monster's attack. Then, refer to the scenario to determine which of these ⊙s the monster will attack.
 - ◆ If there is a tie between possible ⊙s, the closest character of the active player's party is targeted first. If there is still ambiguity, the non-active player decides which ⊙ the monster attacks.
 - ◆ If the monster has an attack that automatically hits, proceed to the "Deal Damage" step. If not, proceed to the "Roll Dice" step.
4. **Roll Dice:** The player whose character is not being attacked rolls two twenty-sided dice (Ⓢ) and chooses the Ⓢ with the highest number. If both players (or neither player) have characters that are being attacked, the non-active player rolls the dice.
5. **Compare Results:** Add any applicable attack modifiers to the roll, then compare the final number to the armor class (♣) of each target (⊙). If the final number is equal to or greater than the ⊙'s ♣, the ⊙ is hit.
6. **Deal Damage:** Each ⊙ hit by the attack suffers damage (♣) equal to the value of the attack.

Repeat steps 1–6 until all of the monsters in the group have been activated. Each monster activates only once.

END PHASE

During the End Phase, players perform the following steps:

1. Any effects that trigger at the end of the round are resolved. The active player resolves each of their End Phase effects first in an order that they choose. Then, the non-active player resolves each of their End Phase effects in an order that they choose.
2. Reduce each cooldown (Ⓢ) dial by 1, turning each Ⓢ dial one position to the next lowest number. Dials set to ready (✓) or exhausted (✗) remain unchanged.
3. The active player passes the Initiative 1 card to their opponent. That player will be the active player in the next round.

GAINING EXPERIENCE

- ◆ Gain 1 experience point (EXP) for performing an attack that hits one or more targets (⊙).
- ◆ Gain 1 EXP for healing themselves or another ⊙.
- ◆ Gain 1 EXP for looting a chest.
- ◆ Gain the indicated number of EXP each time a character fulfills the requirement listed on the bonus experience section of their character card.