

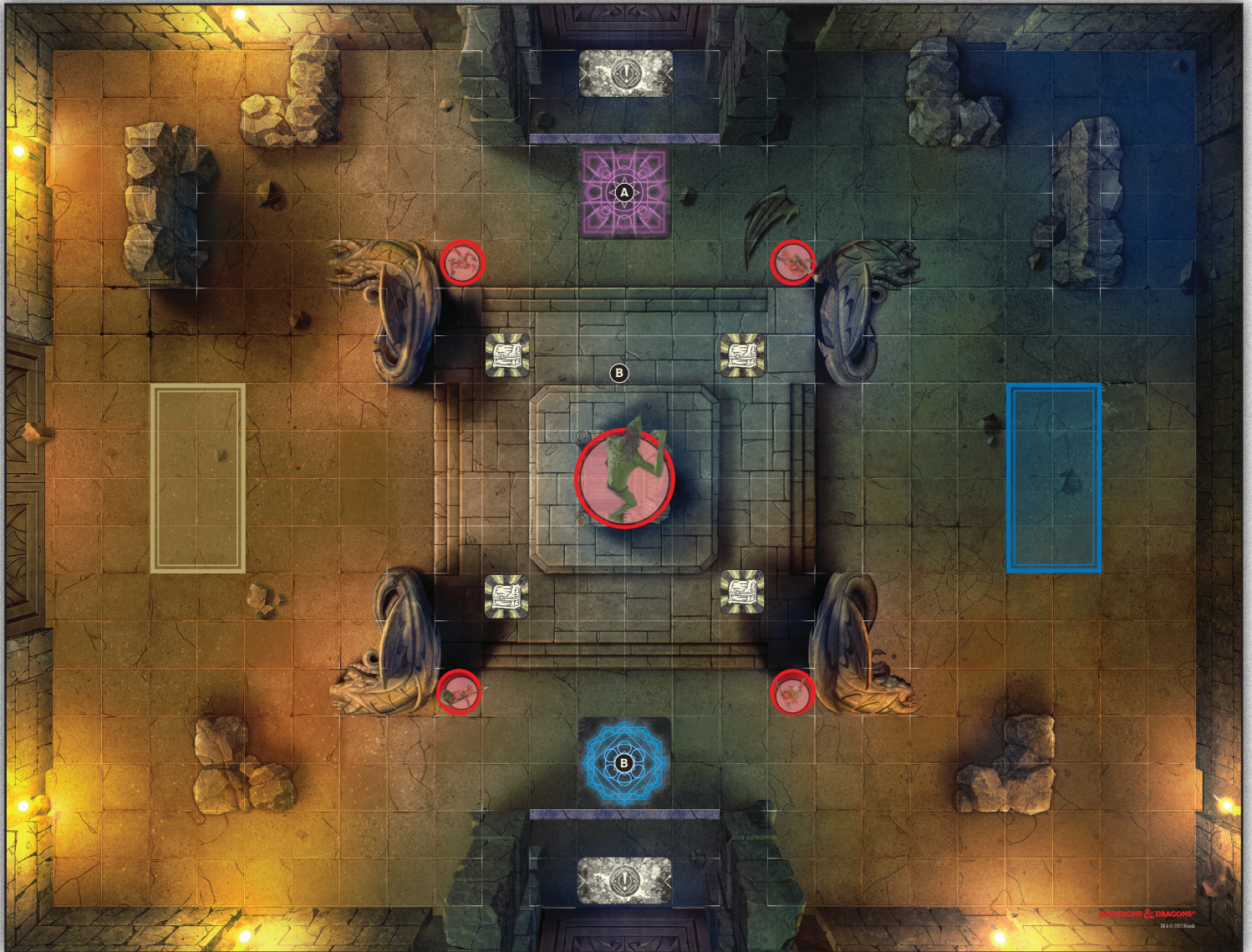
DUNGEONS & DRAGONS









ONSLAUGHT

TOURNAMENT SCENARIOS


WIZKIDS

LOOT RECOVERY (TOURNAMENT)



			A	North Portcullis		
Player I Starting Area	Player II Starting Area				Treasure Chest	Neutral End Zone
			B	South Portcullis		
					Walls	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. 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.
- ◆ **At the End of the Game:** Gain 1 victory point for each portcullis key equipped to a friendly character.

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

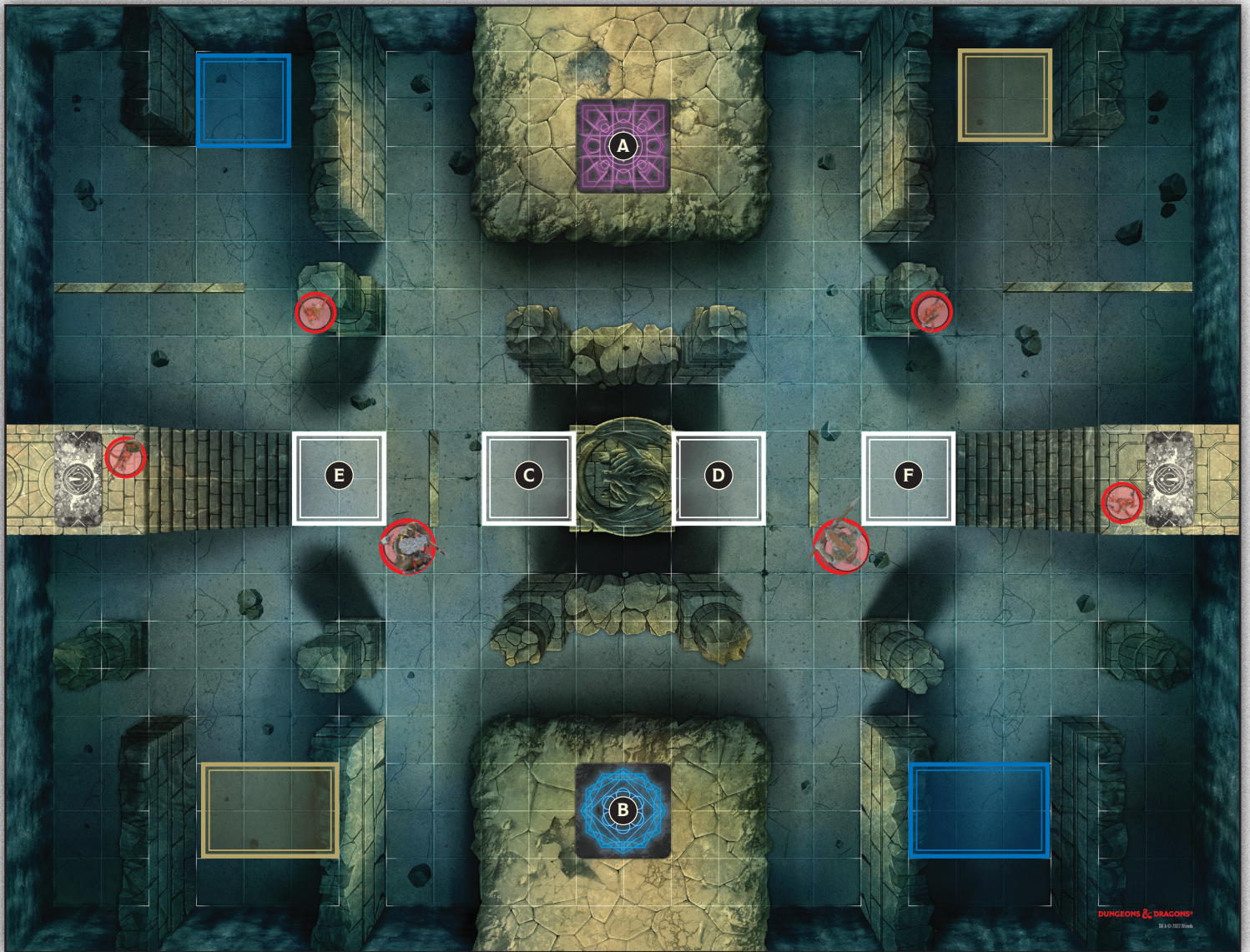
Initiative 9.5: When a Loot Goblin activates, it moves toward the closest starting area as directly as possible. Then, if it is on the starting area, remove it from the map.

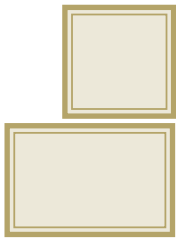
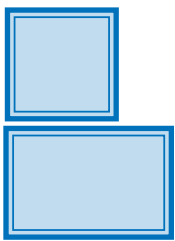









Kobold Sentries


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

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.

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 .


When a new control point is spawned, each character overlapping that point suffers 1 damage () 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).

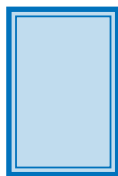
Kobold Cultists

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



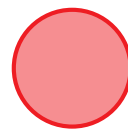
Control
Points



Treasure
Chest




Walls





Monster Setup

SETUP

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 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.

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.
- ◆ **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

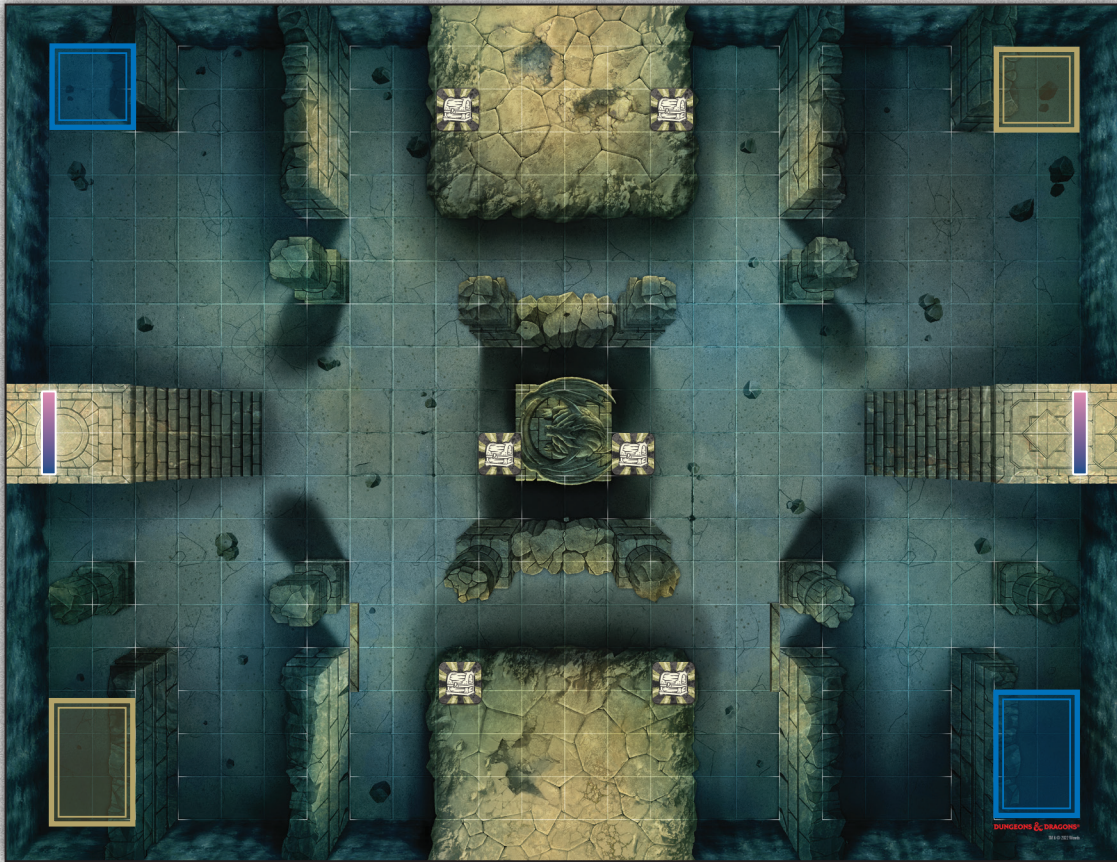
Initiative 5.5 (Unbloodied): The Ettin does not move. If there are two characters in range of its  or no characters in range of its , it attacks up to two characters with  **Club**. Otherwise, it attacks with  **Big Rock**. While attacking, the Ettin first targets the character whose token is on its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

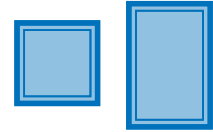
Initiative 5.5 (Bloodied): The  Ettin moves but cannot move (or be moved) beyond the large 8x8 throne platform. If the character whose token is on the Ettin's base is within five spaces of the Ettin, it moves toward that character. Otherwise, it moves toward the closest character, then attacks with 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

DEATHMATCH (TOURNAMENT)



Player I
Starting Areas



Player II
Starting Areas



Treasure
Chest




Portal



v

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.
- 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

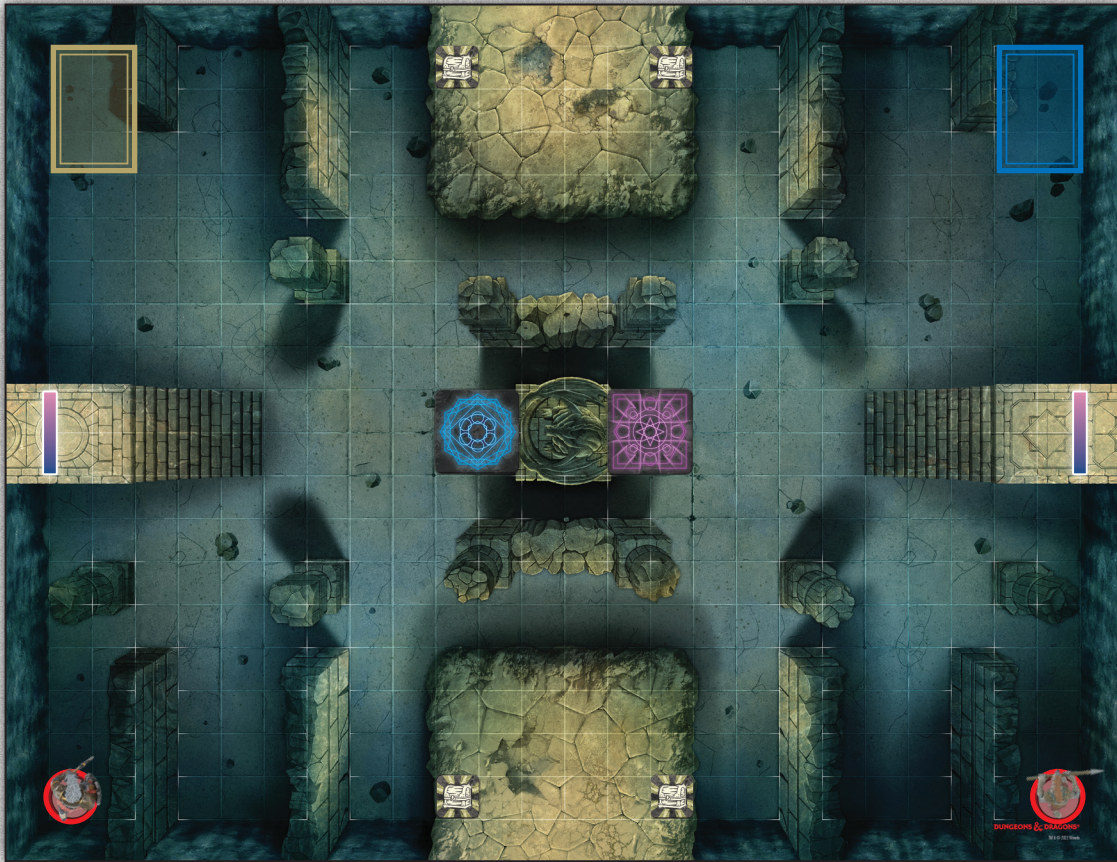
Fell your foes!

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

GAME LENGTH



6 rounds.



CONTENTION (TOURNAMENT)




 Player I Starting Area

 Player II Starting Area

 
Portal Control Points

 
Treasure Chest Armored Gnolls

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

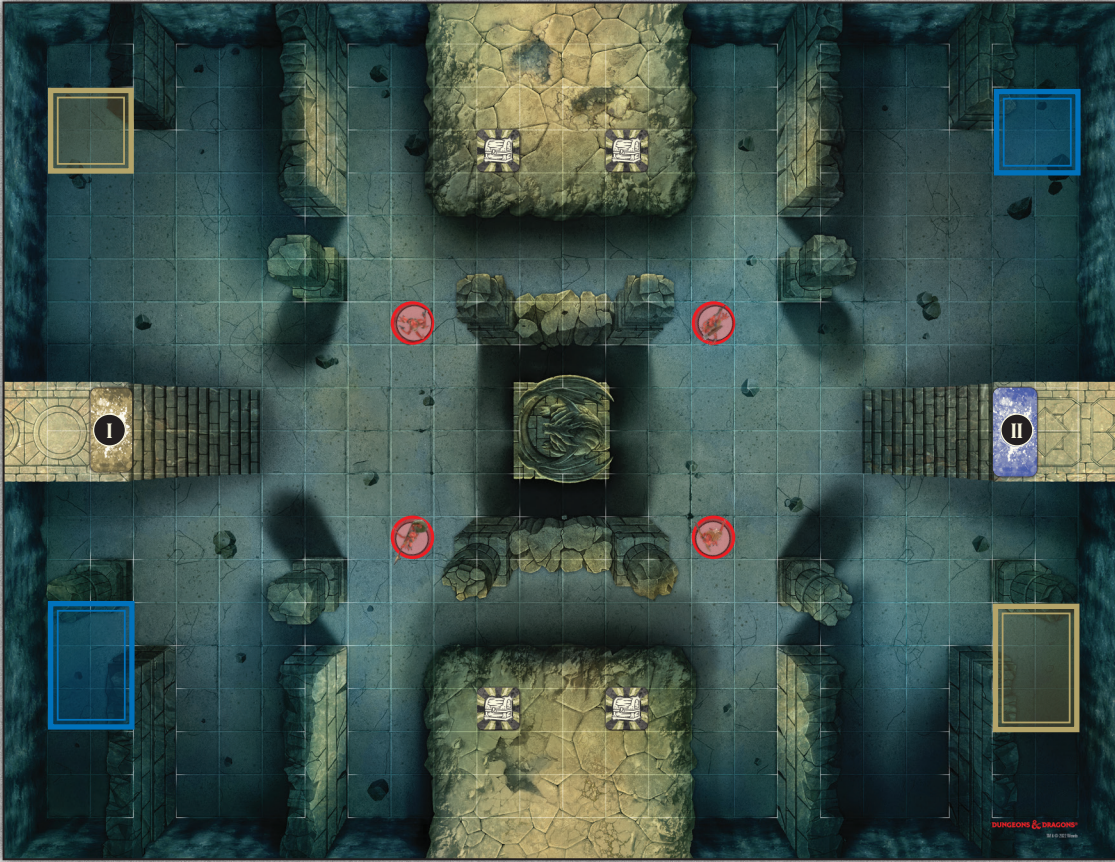
6 rounds **or** a player reaches their target number.

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 (TOURNAMENT)



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

6 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.