

# ONSLAUGHT

## SCENARIO KIT - THE BENEFACTOR

Your adventuring party has received an mysterious request in the form of an anonymous letter.

*Valiant adventurers,*

*I request your services in a small matter of pest control. Vile kobolds—and a few malignant ogres—have infested a nearby dungeon and must be culled. Not a difficult task for a party of your caliber, but an unsavory one, perhaps. Therefore, the reward I offer is a handsome one, and of course you may keep any treasure you happen to stumble upon. One last important detail: should any bugbears or gnolls get in your way, you may deal with them, but your priority is the kobolds!*

*Signed, Your Benefactor*

An intriguing proposition indeed! Included with the letter is a simple map penned in an elegant script and an offer of coin that is quite generous. You gather your gear while dreaming of the loot you'll find, but the identity of this mysterious "benefactor" nags at your mind....

### THE ADVENTURE CONTINUES

This product is intended to serve as a companion to the Dungeons & Dragons®: *Onslaught* Harpers vs. Zhentarim core set. Unless otherwise specified, players should use the contents of the core set over the course of this scenario kit. For example, each scenario in this kit uses one of the sides of the double-sided map from the core set, and many scenarios utilize monster cards, chest tokens, and monster miniatures from the core set as well. There are a few exceptions to this rule: new item cards, monster cards, and champion cards. The rules for using the new item and monster cards found in this kit are detailed below, and a list of suggested miniatures to pair them with can be found on the back of this rulebook.

### NEW ITEM CARDS

This kit contains a brand new set of 18 item cards which correspond to the loot tokens found in the core set. When playing the scenarios in this pack, use these cards instead of the item cards in the core set.

### NEW MONSTER & CHAMPION CARDS

There are three new double-sided monster cards included in this kit. The new Kobold and Gnoll cards are designed to be used with the Kobold and Gnoll miniatures found in the core set, while the Bugbear card is designed to be used with any Bugbear miniature the player wishes.

This kit also contains three new champion cards. The Beholder card is in the same format as the core set champion cards, while the Ogre and Bulette cards are presented in a new dial-free card format. To use these cards, simply pair them with the included combat dial card.



### NEW RULES

**Impassable Terrain:** Impassable terrain is treated as blocking terrain for movement only and does not affect line of sight or cover.

**Moving Toward or Away:** If an effect requires a mini to move toward something, the mini moves as normal but each space it moves into must be closer to the destination than the space it is moving from.

Similarly, if an effect requires a mini to move away from something, the mini moves as normal but each space it moves into must be farther away than the space it is moving away from.

**Reputation:** Reputation is unique to this expansion. During scenarios one through five, players will be awarded reputation points by impressing the **Benefactor** and/or the **Revolt** each scenario. Each player should record their reputation points over the course of this campaign as they gain and spend points from each side of the conflict. The simplest way to do this is to write it in a notebook or on a piece of paper.

At the start of scenarios two through six, players can spend reputation points for various effects specified by the scenario.



When players spend reputation, the active player begins this process by either passing or choosing one of the available options and spending the requisite reputation points on that effect. Then, the other player either passes or chooses an effect to spend points on. Players alternate spending reputation until both players have chosen to pass. Once a player has passed, they cannot spend reputation points for the remainder of the scenario. Players are encouraged to spend their earned reputation freely throughout the campaign.

## NEW COMPONENTS



**Bleeding:** Fading. **Bleeding** characters suffer 1 irreducible damage at the start of their activation.



**Poisoned:** Enduring. A character can have only one **Poisoned** token. When a **Poisoned** character activates, they suffer 1 . Then roll 1 die (d6); **11-20**, remove the **Poisoned** token. If a **Poisoned** character is healed (), remove their **Poisoned** token.



**Item Charges:** If an item has charges (\*), place that many \* tokens on the item card the first time it is equipped by a character during a game. Item cards list the ways in which \* are removed or added and their effects; \* cannot otherwise be added or removed from item cards. If an item is dropped or given to another character, its \* tokens are not reset. When an item has zero \* remaining, it is not discarded.



**Scenario Tokens:** Scenario tokens are used for various scenario specific effects. A scenario that uses scenario tokens will always explain their effects. Scenario tokens have no inherent effects. Unless specified by a scenario, the numbers on scenario tokens have no effect. Unless specified by a scenario, scenario tokens are not condition tokens.

**Eye Rays Reference Card:** When a Beholder or Beholder Tyrant performs an attack with its **Eye Rays**, refer to the included Eye Rays Reference Card for the effects.



Players each earn reputation independently from one another. Thus, two players who have not played previous scenarios together can meet up to play later scenarios, each using their own reputation points.

If two players wish to play a later scenario without having played previous ones, each player starts the game with reputation points for both factions equal to the scenario number (for example, if playing scenario four, each player would start with four reputation points with the Benefactor and four reputation points with the Revolt).



**Gilded Chest Tokens:** Gilded chest tokens are used only if specified in a scenario's setup. Unless otherwise specified, gilded chest tokens have the following effect:

- ◆ When a character loots a gilded chest token, they draw until they have four loot tokens in total, instead of three, and choose up to two item tokens to keep, instead of one. Follow all other rules for chest tokens.

**Terrain Tokens:** There are two sizes of terrain tokens, each with two different sides. Terrain tokens can have additional effects, as specified by each scenario. Unless otherwise specified, they have the following effects:



- ◆ **Small Terrain Token (Bear Trap):** Hindering terrain.



- ◆ **Small Terrain Token (Mantlet):** Blocking terrain.



- ◆ **Large Terrain Token (Rubble):** Hindering terrain.






- ◆ **Large Terrain Token (Pit):** Impassable terrain.



# SCENARIO 1 - INTO THE FRAY

After a day's journey, you arrive at the dungeon unimpeded. With no guards to bar your entrance, you make your way inside what seems to be a largely abandoned series of tunnels and caverns. Further in you hear the faint sounds of battle ahead. You rush forward and come upon a clash between several gnolls and bugbears and a swarm of kobolds! "FFRREEEDOM!" shouts a kobold. It seems to be some kind of revolt? Suddenly you spot another adventuring party at the other end of the hall! It seems you weren't the only ones hired by this so-called "benefactor." You'll be damned if they grab any loot before you do!




-  Active Player Starting Area
-  Non-active Player Starting Area
-  Treasure Chest
-  Kobold Duelist
-  Bugbear Brawler
-  Gnoll Skirmisher





## SETUP

**Set Up Map:** Set up the map as indicated in the diagram. Place the Kobold Duelist, Bugbear Brawler, and Gnoll Skirmisher cards near the map and assign them the Initiative cards specified in the red monster behavior section. Each Bugbear Ambusher and each Gnoll Skirmisher begins the game with 1 .

**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.

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

**Prepare Loot:** Gather the loot tokens from the core set. Remove the two key tokens and four event tokens, then form the loot pool with the remaining tokens. Place the associated item cards from this scenario kit near the loot pool.

## SPECIAL RULES:

**Reputation:** There are two sides in this conflict.

- ◆ A player gains 1 reputation point with the Benefactor each time they defeat a Kobold.
- ◆ A player gains 2 reputation points with the Revolt each time they defeat a Gnoll or Bugbear.

**Loot Drop:** When a Bugbear Brawler is defeated, place a chest token in their space.

**I'm Hanging Onto This:** At the end of the game, each player chooses one item card equipped to a friendly character and sets it aside, along with the corresponding loot token. Players will be able to equip their characters with these items in the next scenario.

## OBJECTIVES:

Grab the loot and knock out the opposing adventurers!

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

## GAME LENGTH:

8 rounds.

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**Intruders!** Whenever a monster is required to move toward or attack the closest character or enemy monster, if the closest character and monster are equidistant, it moves toward or attacks the character.



### Bugbear Brawlers

**Initiative 4.5:** When a Bugbear Brawler activates, it moves toward the closest character or Kobold as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character or Kobold, if able.



### Gnoll Skirmishers

**Initiative 5.5:** When a Gnoll Skirmisher activates, it attacks the closest character or Kobold, if able. If no target is in range, it moves toward the closest character or Kobold as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character or Kobold, if able.



### Kobold Duelist

**Initiative 9.5:** When a Kobold Duelist activates, it moves toward the closest character, Bugbear, or Gnoll as directly as possible, stopping immediately if it becomes adjacent. Then, it attacks the closest character, Bugbear, or Gnoll, if able.







# KOBOLD DUELIST








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15

 **Scimitar** (⚙️):  1 enemy at range 1. +4 to hit.  1.

**Critical:** +1 .

**Dual Attack:** After a Kobold Duelist attacks, it makes a second  against the same .

**Slippery:** Non- and non- attacks against a Kobold Duelist must roll and resolve only 1 .

3






# BUGBEAR BRAWLER




4

17

 **Morningstar** (☀): ☉ 1 enemy at range 1. +6 to hit. 💧 2.

**Critical** (18-20): +1 💧.

**Assassinate:** After Bugbear Ambusher hits with an attack, deal +1 💧 if the target has not activated this turn.

**Opportunity Attack:** After an adjacent enemy moves, if it is no longer adjacent, make a  against that enemy with an additional +2 to hit.

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# GNOLL SKIRMISHER




3


14



 **Javelin** (☠️): 🎯 1 enemy at range 1. +6 to hit. 💧 2.

 **Javelin** (☠️): 🎯 1 enemy at range 2-4. +4 to hit. 💧 2.

**Critical:** The target gains **Poisoned**.

**Opportunity Attack:** After an adjacent enemy moves, if it is no longer adjacent, make a  against that enemy with an additional +2 to hit.

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## VOLATILE FLASK

**Bottoms Up** (B, ⚙, ✖): Roll 1 ⚰:  
1-5; Gain **Poisoned**.

6-10; Gain +1 ⏏ during this activation and **Invisible**.

11-15; Each enemy at range 1-5 gains **Slowed** and **Weakened**.

16-20; +5 and gain 3 **EXP**.

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ACCESSORY

I-13

## CONJURED ARMOR

+3 **Shield** (+5 for Sorcerer, Wizard, or Warlock).

✖ this card if you suffer **Wound** from an attack.

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ARMOR

I-7

## BLOOD-SLICK BATTLEAXE

**Blood-Slick Battleaxe** (S, ⚙): **Target** 1 enemy at range 1. +5 to hit (+6 for Barbarian or Cleric). **Wound** 3.

**Critical (18-20):** +1 **Wound**. You and the target each gain **Bleeding**.

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WEAPON

I-1

## DISPLACEMENT DUST

**Star**: 2

**Throw Dust** (B, ⚙): Spend 1 **Star**.

**Target** 1 character or non-champion monster at range 0-1. Make a 3 **Check** with **Target**.

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ACCESSORY

I-14

## SWORD OF INFINITE SCREAMS

**Sword of Infinite Screams** (S, ⚙): **Target** 1 enemy at range 1. +6 to hit (+7 for Barbarian or Fighter). **Wound** 2.

**Critical (18-20):** +1 **Wound**, roll 1 ⚰: 18-20; +1 **Wound** and roll again.

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WEAPON

I-8

## OATHSWORN BOW

**Oathsworn Bow** (S, ⚙): **Target** 1 enemy at range 2-6. Ignore cover. +5 to hit (+6 for Druid or Ranger). **Wound** 2 (**Wound** 3 against monsters).

**Critical:** +1 **Wound**

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WEAPON

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