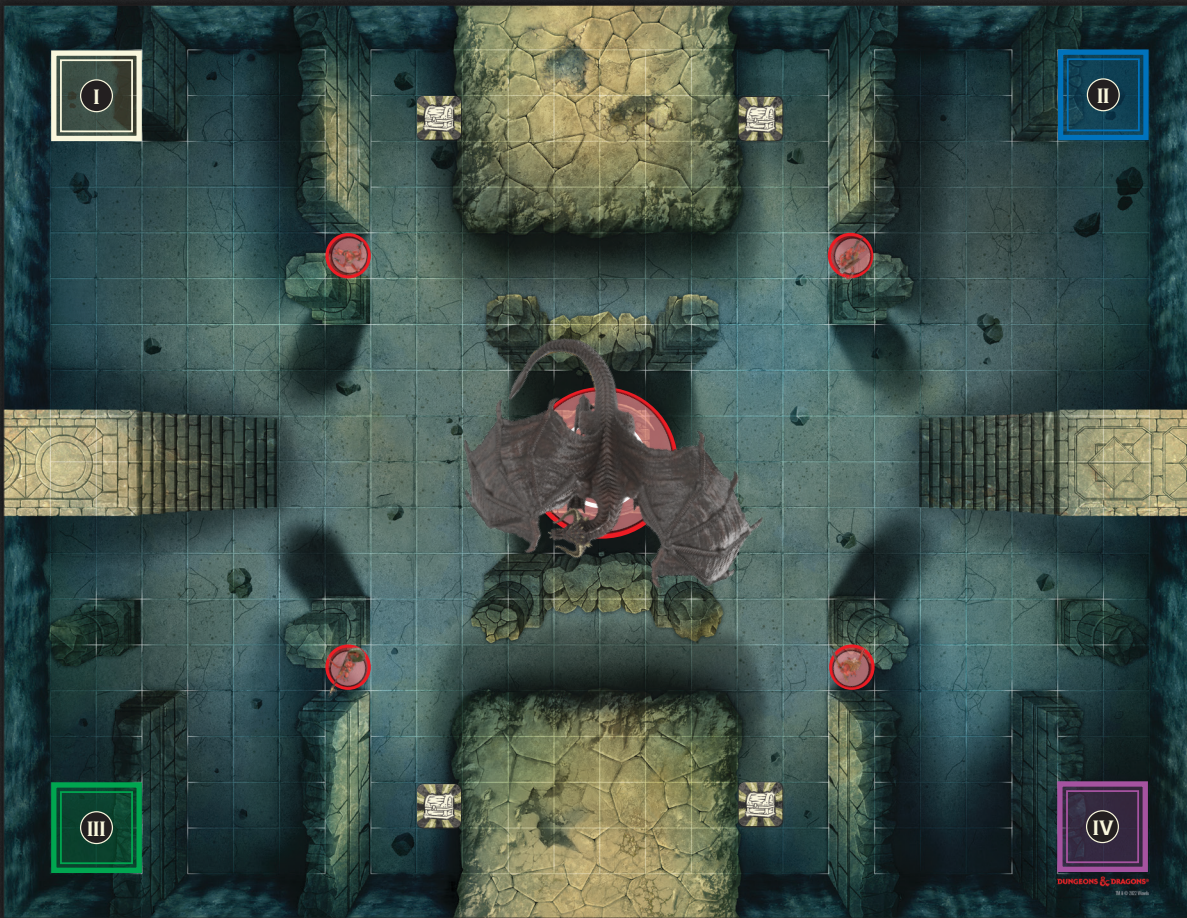


DIVIDE AND CONQUER!

ONSLAUGHT

A special multi-player scenario where you draft characters to fight against a dragon!

With the imminent threat of an adult Black Dragon looming over the land, adventurers have gathered far and wide at the behest of their patrons to defeat this ancient terror. Mercenary companies and opportunistic benefactors eagerly hatch their strategy and enlist powerful champions to confront the dragon. The last party standing will claim unprecedented glory and untold riches!



Player
Starting Areas



Young Black
Dragon
(Grounded)



Kobold
Cultists



Treasure
Chest

SETUP

Set Up Map: Set up the map as indicated in the diagram. Place the Young Black Dragon (Grounded) and Kobold Cultist cards along with the Initiative 4.5, 6.5, 8.5 and 10.5 cards specified in the red monster behavior section near the map. Set the round counter on the tracker card to the number "1" and place it near the map.

Choose Characters: In this scenario, parties are formed by drafting from a pool of available characters. Take all available character cards from all players, remove any duplicates, and form a pool of draftable characters. You will need at least three character cards per player.

Then, each player rolls a . The player with the highest roll chooses a character first, followed by the player with the second highest roll and so on. Players may choose characters from any faction and may freely duplicate roles in their party.

After the player with the lowest die roll has chosen a character, they choose an additional character. Then, each other player chooses a second character in ascending order of their die rolls.

After the player with the highest die roll drafts their second character, they choose a third and final character. Then, each other player chooses a third character in descending order of their die rolls.

Then, the player with the highest die roll chooses a starting area and places their characters in that area. Each other player does the same in descending order of their die rolls.

Prepare Loot: Remove the four event, three runestone and two key tokens from the loot tokens and form the loot pool with the rest of the tokens. 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.

Deal Initiative Cards: Each player rolls a and the winner receives the Initiative 1 card and becomes the active player. Shuffle and deal 2 more initiative cards to the active player and 3 cards to each other player. At the end of each round, pass the Initiative 1 card clockwise to the next player.

Note: If there are four players, you will need 12 initiative cards. Print the 11 and 12 initiative cards on the next page or use the 7.5 and 9.5 monster initiative cards. Use card sleeves to hide their different card backs.

SPECIAL RULES:

Noxious Caverns: At the end of the round, any character on non-elevated terrain takes 1 damage (2 damage instead if the Black Dragon is Bloodied).

Defend the Lair: The Black Dragon does not move from its setup location and cannot be moved by any means.

OBJECTIVES:

Vanquish the Dragon, save the realm!

- ◆ **Deal the Most Damage to the Black Dragon:** 3 victory points.
- ◆ **Defeat the Black Dragon:** 3 victory points to the player who lands the final blow.
- ◆ **Defeat an Enemy Character:** 1 victory point.

GAME LENGTH:

8 rounds or until the Black Dragon is defeated.



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Black Dragon (Grounded)

The Black Dragon in this scenario has increased statistics. These replace the stats on the Young Black Dragon (Grounded) champion card (it still becomes Bloodied at 17 ♥):

♥: 16 ♣: 0; Three players: 27 ♥. Four players: 35 ♥.

When making an attack with the Black Dragon, use these attacks instead of those on the champion card:

☠ **Bite** (☠): ☉ 1 enemy at range 1. +8 to hit. 🔥 4.

☠ **Claw** (☠): ☉ 1 enemy at range 2. +6 to hit. 🔥 3. On a successful hit, the ☉ is pulled adjacent to the Black Dragon.

☠ **Swipe** (☠): ☉ enemy at range 3. +5 to hit. 🔥 2. On a successful hit, the ☉ is Slowed and pushed 3 squares toward their starting area.

☠ **Acid Breath** (☠): ☉ 1 space at range 3-5. 🌪️ 2. +5 to hit. 🔥 3.

Initiative 4.5: The Black Dragon uses ☠ **Claw** against the two closest characters. If possible, it will divide these attacks between two different player's parties. If there are multiple options for valid ☉s within these criteria, randomly determine the ☉s.

Initiative 6.5: If a target is adjacent, the Black Dragon uses ☠ **Bite** against the target with the lowest ♥. Otherwise, it uses ☠ **Acid Breath** where it can affect the most characters. If there are multiple options for valid ☉s within these criteria, randomly determine the ☉s.

Initiative 8.5: The Black Dragon uses ☠ **Swipe** against the closest character. If more than one character is the closest, randomly determine the ☉.



Kobold Cultists

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**.

If there are defeated Kobold Cultists at the end of the round, the Active Player may choose one of the four Player Starting Areas in which to respawn them.

CREDITS

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