

Boss Rumble

A supplement for Mythic Mortals

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The Setting

We won. After ancient gods and spirits returned, there was a time when we didn't know if humanity would survive. Thankfully many Heroes came forth and eventually humanity stood triumphant. Though science would originally explain everything away with alternate dimensions, the theory of permanent consciousness and advanced quantum manipulation; the average person survived a war between gods.

We now use the powers of the gods for our benefit. New technologies have resulted in an era of exploration and conquest. As "magical" warriors seek out other worlds, the people at home have found a new use for the remaining gods: **sport**.

The coliseum has been revived, but is now filled with gods and demigods fighting for entertainment rather than for the survival of humanity. Viewers are protected via a special barrier, and enjoy a spectacle that is out of this reality!

What you will need:

- The Mythic Mortals Core Book
- Player mats (included & mythicmortals.com)
Any mats can be used and re-skinned to fit this adventure.
- A handful of six-sided dice
- A deck of cards for each player

Special Bosses

These bosses are a little more dangerous and weird than the other bosses in my adventures. They can be used in an adventure, or they can each be a short, 30 min adventure. If you run a boss as a solo adventure:

- 1-2 Players: Each discard 15 cards at start
- 3+ Players: Each discard 25 cards at start

The players are fighting the bosses in an arena, and each boss comes with an announcer introduction.

The Arena

The arena is composed of 3 floating platforms, labeled A, B, and C. Each Platform is in Shout range of the other platforms, and everything on the same platform is in melee range.

A) Looks like a chunk of ruined city. There are two cars, a small building, a stretch of road, and a mailbox. Can hold 3 creatures.

B) A hilltop with a huge oak tree in the center. Can hold 3 creatures.

C) A featureless metal box with 3ft high walls. Can hold 2 Creatures.

Fenrir

Announcer Intro: “Introducing the flame fatale, Fenrir! Destined to bring about the end of the world, her return caused the largest and last Chicago fire. Her minions cut a swath across North America, resulting in countless deaths and irreparable damage.

Now the time for justice and judgment has come! These brave heroes will enter the ring, and express the rage held by all of humanity!

Here you can have a colorful introduction to each Hero.

Fenrir speaks: "Since I won't get to bring about the end of the world, I'll settle for ending you." Hands catch fire, snout elongates to show viscous wolf-fangs.

First Stage

Base Damage: 10 | Mythos: 5,9 | HP: 23

- Shoot a lance of flame at a player in Shout range. Deals no damage, but causes an immediate overload. Not stopped by blocking.
- When Fenrir is attacked in melee range, attacker takes 2 damage.
- Fire Blast: All in melee range take 7 damage.

Fenrir should be aggressive, simply attacking and focusing one player, occasionally using her fire blast.

Second Stage

Fenrir explodes in a huge ball of flame, covering everything. All Heroes immediately discard their entire Mat and Deck. They then recover 10 cards. Fenrir returns as a huge flaming wolf with fire dripping off.

Her final form doesn't deal damage, but instead drains the players of cards, creating a race to the end. Let players know that blocking will NOT prevent the negative effects of Fenrir's attacks.

Third Stage

(Mythos: 6, 9 | HP: 45 | Damage: none)

- Unleash another, smaller explosion that causes everyone in melee range who is hit to move down the tracker twice.
- When Fenrir is attacked in melee range, attacker moves the tracker twice, because of the heat.
- Slash at a player, forcing them to move down the tracker twice if hit.

Apophis

Announcer Intro: “From ancient Egypt comes the Lord of Death, Apophis! Long has he ushered human souls from this life to the next (after taking a small cut, of course). Long has he grown fat off of human souls, and never himself walked down the road to death.

Well guess what! I know a shortcut down that road...”

Introduce each of the Heroes in a dramatic fashion.

Apophis speaks. "I am a master of death. How can you kill me?" Reaches into the dirt and pulls out a canopic jar with glowing Egyptian script."

First Stage

Base Damage: 8 | Mythos: 7,10 | HP: 15

Each turn Apophis can toss 2 jars at 2 targets in shout range. Jars deal 6 damage, but the additional effects cannot be prevented by blocking. Roll a d6 to determine the additional affects:

1. **Fire** - Target takes 4 damage each turn until it spends its entire turn putting the fire out.
2. **Poison** - Target takes 2 damage each turn until apophis moves to the next stage.
3. **Ice** - Target takes 5 damage the next time it moves.
4. **Stun** - Target discards 2 cards of their choice, and draws 2 to replace them.
5. **Disarm** - Target's damage is reduced by 4 and it's attack range is reduced to Melee.
6. **Overcharge** - Target must re-arrange their cards so no card is in the same slot as before.

Second Stage

Apophis draws them into the underworld

The affected Hero disappears from their previous location, appearing in a large cavern with lava flows along the edges. Apophis is much taller, with dark energy flowing around him. He cries: “This is MY domain!”

Fighting in the underworld is strange. Cut off from your power, you cannot Overload or Vent. Any time you would move further along the stability track, you must instead discard the highest card from your Mat, and replace it with a card from the top of your deck.

He also summons 2-3 mummies:

Mummy - Mythos: 6 | HP: 5 | Damage: 6

Third Stage

(Mythos: 4, 10 | HP: 25 | Damage: 10)

- He rushes forward and grabs a Hero, dealing 6 damage and recovering HP equal to the highest card on their Mat. The damage can be blocked, but not the recovery.
- Toss 2 Canopic Jars (from Stage 1).
- Attack with a large scythe, dealing 10 damage.

Mephistopheles

Announcer Intro: "The dastardly dealer himself. Mephistopheles would have you believe he is a friend to humanity, giving them advantages where they had none.

But all along he's been playing both sides of the war, helping whoever it is will suit him best. So we've been generous enough to offer him one last deal. To negotiate on the side of justice is..."

Give the heroes a dramatic introduction

Mephistopheles says: "Everyone has their price, but right now your lives are coming up worthless...but I'll still find a way to come out on top of this deal."

First Stage

Mephistopheles summons the spirit of three Mortals that owes him a favor to fight on his behalf. Mephistopheles cannot be harmed until Stage 3, and does not fight. If you only have one or two Heroes, then only use two of the enemies below:

Harpoon - Mythos: 6 | HP: 15 | Damage: 8

Armed with a large harpoon gun, their attacks can yank Heroes into melee range, or they can knock players back up to Shout range.

Cranker - Mythos: 8 | HP: 17 | Damage: 6

She can shoot electricity from her hands, which will chain between everything in melee range.

Ophelia - Mythos: 10 | HP: 20 | Damage: 9

With powers of charm, she cannot be harmed by the same hero in a row. She fights with a sword and shield.

2nd Stage

Mephistopheles reappears and says, "I cannot be harmed until we make a bargain. So what will it be?"

Possible Bargains

(only one bargain per player, players get to choose):

You may harm me, but...

- you only deal 1/2 damage to me
- I get an extra turn each round (mythos: 3,6,10)
- you take +4 damage from my attacks
- I gain 15 HP
- all of my attacks deal +2 damage to everyone
- all your slots are reduced by 2 until I die.
- I gain access to my ultimate attack!

Stage 3

Modify his stats depending on which bargains the players take.

(Mythos: 6, 10 | HP: 25 | Damage: 7)

- **Thief:** Meph uses the weapons and abilities from the players who made a deal with him.

He never attacks the same player twice.

Damage varies by -2 to +2 depending on the weapon.

Feel free to replicate the effects of a Hero's weapons as well. E.g. if Meph is hit by an element of the hunter, Meph's next attack has a similar elemental effect.

- **Ultimate Attack:** Meph disappears and reappears next to each Hero that he made a deal with. His clones each have 5 HP, deal 5 damage, and attack once per round. When they are done, he reappears with 7 less health than he had before.

Huitzilopochtli

(Hwee-see-low-poe-chlee)

Announcer Intro: Long ago Huitzilopochtli demanded sacrifice from humans and in return promised to prevent the end of the world. Is it any surprise that a liar and ruler such as this would one day face justice? Tell me Huitzilopochtli, how long have you dreaded this day, the day when humans would finally sacrifice your head on a stone floor!

And I know just the humans to perform this delicate heart transplant: *Give each player a fancy intro.*

It speaks with hundreds of haunting voices. "Powered with the souls of men I will teach you humility by ending your world."

Stage 1

Mythos: none | HP: 20 | Damage: 7

She stands somewhat weakened, and cannot seem to be able to attack. She wields a long staff with a serpent drawn on it, and wears a huge headdress with feathers and bright colors.

- Weakened, all attacks deal an extra 2 damage to her.
- Any time she takes damage, she can immediately get a turn to make a counter attack.

Describe her attacks as being slow, half-hearted, and exhausted. She's clearly missing something.

Stage 2

A large stone slab appears in the middle of the battlefield, and she holds out her hand and begins to draw in power.

Whenever players **draw** a Heart, they immediately take $\frac{1}{2}$ that much damage, and Huitzilopochtli recovers 3 HP. She never goes above 20 HP.

Stage 3

(Mythos: 7, 10 | HP: 20 | Damage: 6)

She grows to 15 feet tall, and her staff turns into a huge, flaming serpent.

- She whirls her serpent, and throws it at a player. If hit, that player draws 5 cards, and then places those cards into the bottom of their deck. This triggers the hearts ability from Stage 2.
- Dash forward, smashing one player into another. The first player takes 8 damage, the second player takes 5 damage.
- When she drops to 5 health or less, all players draw 2 cards and place them back into the bottom of their deck. This only happens once.

Conclusion

After defeating the boss, the crowd goes wild! They are chanting the names of the Heroes, clapping loudly, and pumping their fists in the air.

The announcer grabs the mic and shouts: “Let's heat it for...”

The Mythic Mortals!

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