



Boss Fight!

Six Tips for Running the Battles with the Big Bad Guys

Boss fights can be the most exciting part of an Adventure Maximus! quest but how do you handle it and make it fun for your players? Here are a few tips to make that battle a memorable one.

- 1. Remember to keep it dramatic:** The Boss should be the scariest thing the Adventurers have ever seen, these are the bogeyman of Ex-Machina. Think Darth Vader meets Maleficent with a dash of Lord Voldemort.
- 2. Bosses are more than just cards:** Give your Boss a personality. Does the Boss have any personality traits that makes him memorable? Does your Boss have a pet like the Joker's Hyenas? Or does she chill the air with her very presence like the White Witch? Does your Boss have a growl to his voice, or is it a hushed spooky whisper? The more details you can give your players, the scarier your Boss will seem.
- 3. Give the Boss something to say:** Your Boss needs a chance to talk to the players before the fight to make the battle more memorable. This is easy to do even with adventurers that love to run into the fight, if you can remember that all spells and weapons in Adventure Maximus! have a maximum range of 60 feet. So when the Adventurers meet the Boss, have him standing JUST out of range for them to charge or attack. This gives your Boss a round to monologue (or talk) about why he's the bad guy. (If a players have any magic or actions that help them move fast remember to take that into account.)
- 4. Make it personal:** Just like Bosses, Adventure Maximus! characters are more than just a collection of cards, and if you ask your players the right questions about their character's background, you can make your Boss fights mean so much more. For example, during the Boss' speech he can inform the players that he plans to take over their Adventure company, or that he was the one who had forced one of the Adventurer's brothers down the path of evil (no brother? Make it a sister, mother, father, beloved pet. The possibilities are endless.)
- 5. If the players lose:** Keep in mind that if the Adventurers are defeated that just means that they are knocked out, not killed. The Boss might take all of their treasures and leave them a note taunting them, or the Boss might sell them to a local arena where they must fight gladiators until they can figure out a way to escape. Any way you play it, your players will be dying to get back at the Boss that defeated them.
- 6. If the Boss loses:** You can start a new adventure where the players have to take the Boss to Boss Jail or to the fairy tale character that had hired them for the Quest. The Boss might be made to serve as the butler during a feast to honor the Adventurers. If the battle is going against the Boss, and you want the Boss to get away just to further your story, you can have him use magic to teleport away, or fall into the stormy ocean, or a bottomless pit or off a cliff. Either way make sure to have the Boss drop the treasure so the players get their reward.

Remember that with a little thought and a couple of questions about the Character's backgrounds, a Maximus Master can turn just another fight into a Battle of Epic Awesomeness!