

The Last Stand

A **Mythic Mortals** Adventure by David Schirduan

2-3 Hours

The Pitch

It's been 3 days. Three days of blood, sweat, gore, and loss. The Spartan ranks have thinned, and even Leonidas looks grim when he discusses the battle plan.

It's morning, and as the Players gear up for battle, they feel a flood of power and strength coursing through their veins. Although most of the other soldiers seem confused, a few are also exhibiting strange powers...

Maybe with this power they can make this last stand something people will remember for years to come!

Themes

- Battle of Thermopylae
- Ancient Weapons, Mythologies
- Waves of foes
- Deadly Adventure

This adventure is written to help you run an exciting game for you and your friends. It should be less like a rulebook and more like a box of toys. Everything is meant as inspiration and advice, use what you like, ignore what you don't.

What you will need:

- Player mats & Reference Sheet
(Download from mythicmortals.com)
- A handful of six-sided dice
- A deck of cards for each player
 - 1 Hero; discard no cards at beginning
 - 2 Heroes; each discard 10 cards at beginning
 - 3 Heroes; each discard 15 cards at beginning
 - 4+ Heroes; each discard 20 cards at beginning

Descriptions

For a game like Mythic Mortals, short, punchy descriptions will serve you better than atmospheric paragraphs. Whenever you describe a scene, be sure to:

- Quickly sum up the situation (“After the door was knocked down, you all took cover behind the couch”)
- Point out any immediate threats (“There’s a vampire at the window”)
- Describe surroundings (“You’re in a small room”)
- Mention any useful items/terrain (“There is a large couch, and the fireplace is alight”)

Wave 1: Men

The Heroes have the Gates to their backs, composed of tall cliff faces split by a small path through the middle. About 500 ft ahead of them is a sheer drop into the ocean. Everything in between is littered with corpses, weapons, remnants of armor, and fallen hunks of rock.

Persian troops rush towards them.

Persian Troops

(7 of them, different weapons)

Base Damage: 5 | Mythos: 2 | HP: 3

- Spear: can attack at range or toss at a player
- Sword and shield: if a player misses their attack, the soldier immediately counter attacks
- Crossbow: attack players at range
- Dual axes: attack two players at once

These soldiers should go down easy-after all, your players are nearly gods now!

Wave 2: Monsters

After those troops go down, a wail pours out from the rest of enemy force, and they flee in terror from you, your allies looking on in awe and amazement.

A few minutes later, there is a rumble and a growl.

Wrecking Wheel

Base Damage: 7 | Mythos: 7, 2 | HP: 20

- Fold up, and charge forward, attacking multiple players
- Smash the ground, sending several fallen weapons flying towards a player
- When destroyed, 4 enemy soldiers emerge from inside.

This object appears to be a strange siege weapon made of a huge rolling wheel with blades and spikes.

CleaverTooth

Base Damage: 8 | Mythos: 9 | HP: 25

- Jump high, landing on the other side of the battle field to flank players
- Slash a player with the cleaver while tackling another player
- Throw the cleaver and grab another weapon from the ground, changing tactics

The other being a large cat-like creature with 6 legs, and spikes/spines/teeth everywhere. It also has a long, prehensile tail wielding a large cleaver.

Wave 3: King

After the monsters are defeated, have a chanting begin on the enemy side, growing louder and louder as a visible throne gets closer. On it stands the King of Persia, but not the one we know from history. He's channeling power much like the players, with dark glowing red armor, cloaked in shadows and wielding a huge dual-sided battleaxe.

King of Persia: First Stage

Base Damage: 8 | Mythos: 7,10 | HP: 25

- Attack with incredible speed, strength, and flourish
- Taunt the players, laughing and jeering as he teleports around the battlefield
- Throw the battleaxe spinning around the battlefield, attacking other players
- Overload, unleashing a blast of energy, and re-appear wielding one of the same weapons and abilities as another player

This should be a tough fight, but winnable. Let the King switch between a few players' weapons and abilities before he goes down.

As players begin to wear him down, he overloads again, knocking all players back, and re-forms as a new creature, a 15 foot tall demon made of red shadows. A dark finger points to one of the players and speaks death upon them. That player immediately discards half of their cards.

King of Persia: Second Stage

Base Damage: 12 | Mythos: 5 | HP: 15

- Unleash waves of red blasts that knock players back, sending them flying
- Grab a player, and toss them off the cliffside (players can roll DAMAGE to climb back up)
- Summon a huge red scythe, slicing at a single opponent
- Point to another player and begin speaking death. If not interrupted by the end of the round, that player discards all but 4 of their cards, nearly dying!

This guy should go wild, killing at least one more player before he goes down.

Wave 4: Death

Half or more of the players should be dead, but allow one player to get in there and land the killing blow, unleashing a huge blast of energy. All of the corpses strewn across the battlefield are immediately re-animated, and swarm the players, wearing them down and mobbing them.

(optional) Last Stand

Base Damage: 10 | Mythos: All Even Numbers | HP: 1

- swarms of weak creatures, constantly attacking and groping at the players.
- Keep the monsters coming until all players die
- Collapse into dust when players are dead

The End...?

As the Heroes fight to their last breath, they see the rest of the Spartans escaping, living to fight another day. For centuries people will talk of...

The Mythic Mortals!

Go To mythicmortals.com:

- Helpful Resources
- The Core Rulebook
- And More!