

Four Against Darkness

Final Boss table (d6)

A final boss always fights to the death, and never tests morale, so there is no reaction given in the descriptions below.

A final boss cannot be met as a wandering monster.

1 Mummy. Level 5 undead, 5 life points, 3 attacks, 1 treasure roll at +2. Any character killed by a Mummy becomes another Mummy and must be fought by the party. Mummies are attacked at +2 by the Fireball spell, but are immune to the Sleep spell. If each character is already being attacked once, extra attacks are against a Cleric if there is one in the party. Clerics add their level when attacking a Mummy.

2 Orc Brute. Level 5, 6 life points, 3 attacks, 1 treasure roll at +1 but may not have any magic items, treat as 2d6 x d6 gold pieces instead. If each character is already being attacked once, extra attacks are against an Elf if there is one in the party. Elves attack and cast spells against the Orc at +1.

3 Ogre. Level 5, 7 life points, 2 attacks, 1 treasure roll. Each hit from an ogre inflicts 2 life points of damage. Dwarves add +1 on their Defense rolls, and Halflings add their level to Defense rolls when facing an Ogre.

4 Medusa. Level 4, 5 life points, 2 attacks, 1 treasure roll at +1. All characters at the beginning of the battle must save vs a level 4 gaze attack once or be turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save.

5 Chaos Lord. Level 6, 5 life points, 4 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1-3 no powers, 4 evil eye (at the beginning of the battle all characters must roll 4+ or be at -1 on all defense rolls until the Chaos Lord is slain), 5 energy drain (any character taking a wound from the chaos lord must immediately roll 4+ or lose 1 level), 6 hellfire blast (before combat, all characters must roll 6+ or lose 2 life points; Clerics add ½ level to this roll). When you kill a Chaos Lord, roll a die; on a 5-6 a character of your choice finds a clue (see p.58).

6 Small Dragon. Level 6, 6 life points, attacks: see below, 3 treasure rolls at +1. On each turn of the Dragon, roll d6 to determine what it does. On a 1-2 the Dragon breathes fire, inflicting 1 life to all characters who fail to save vs level 6 dragon breath (each character adds ½ level, rounded down). On a 3-6, the Dragon does not breathe, but bites/claws 3 random characters instead. Dragons are immune to Fireball and Sleep spells. Gain a bonus 2nd XP roll if the Dragon is slain.

The gold piece treasure (the sum of rolls of 1-2 on the treasure table) of a final boss is tripled, or increased to 100 gp, whichever is best for you. If it has a magic item in its treasure (a roll of 3 or 6+ on the treasure table), you will find two magic items instead.