1D6 Boss Fight Skill Challenges

"You're too late, heroes! The Shard of Abaddon is mine, a fact I will be sure to thank your bumbling barbarian for should she ever manage to catch up and join us. Now come, the rest of you, let us see whose soul Abaddon shall taste first."

~ Vreznival the Sly; moments before being cut down the dwarf barbarian, Brimli Bronzeloch ~

1. {Arms Race} A powerful weapon rests at the center of the battlefield / reaching the weapon requires navigating a collapsing floor {DEX}, trap-filled hallway {WIS}, slanted airship deck {STR}, etc / heroes who fail their check are out of the race {potentially all comes down to one hero vs the enemy} / failed challenge results in enemy reaching the weapon first

2. {Frantic Preparations} The party has just a few moments to activate a magical enchantment that will aid them in battle before the enemy arrives {ex. a sunlight obelisk in a vampire fight} / Enchantment is either WIS-based {find the hidden activator}, INT-based {quickly decipher the ancient spell}, or CHA-based {perfectly recite the angelic hymn} / failed challenge results in starting the battle without the enchantment's aid {may still be activated}

3. {Friend or Foe?} A neutral 3rd party has gotten roped into the conflict {goblin tribe, mercenaries, wandering wizard, etc} / both sides have a moment to try and convince this 3rd party to join their side / offering coin, favors, or some other form of payment grants advantage / failed challenge results in them joining the enemy's side

4. {Help Is On The Way} Reinforcements are nearby, but the heroes must buy enough time for them to arrive and aid in the battle {ex. hold the door, create a diversion, remain undetected} / Failed challenge results in the heroes being outnumbered and/or out-lassed {allies still arrive but on a timer} / Critically failed challenge could result in allies being intercepted/captured/slaughtered

5. {Hunker Down} The enemy is marching on the heroes' position, but the party has several days to prepare defenses {fortify the town, construct traps, build defensible structure, etc} / defenses will help counter the enemy's deadliest strength {ex. cover against goblin archers or barricades to funnel a larger force into a kill zone} / failed challenge may place innocent bystanders in harm's way or leave the party vulnerable to the enemy's tactics {ex. take extra damage, disadvantage on saves, enemy has advantage on saves, etc}

6. {Stealth Mission} The heroes have a chance to sneak past the enemy's guards, saving precious resources to use against the villain / failed challenge results in being intercepted by guards and the villain being notified of their presence / barely failed challenge could result in the heroes reaching the villain unhindered but with guards in close persuit {arrive on a timer}

1D6 Boss Fight Skill Challenges

"You're too late, heroes! The Shard of Abaddon is mine, a fact I will be sure to thank your bumbling barbarian for should she ever manage to catch up and join us. Now come, the rest of you, let us see whose soul Abaddon shall taste first."

ᛩ Vreznival the Sly; moments before being cut down the dwarf barbarian, Brimli Bronzeloch ᛩ

1. {Arms Race} A powerful weapon rests at the center of the battlefield / reaching the weapon requires navigating a collapsing floor {DEX}, trap-filled hallway {WIS}, slanted airship deck {STR}, etc / heroes who fail their check are out of the race {potentially all comes down to one hero vs the enemy} / failed challenge results in enemy reaching the weapon first

2. {Frantic Preparations} The party has just a few moments to activate a magical enchantment that will aid them in battle before the enemy arrives {ex. a sunlight obelisk in a vampire fight} / Enchantment is either WIS-based {find the hidden activator}, INT-based {quickly decpiper the ancient spell}, or CHA-based {perfectly recite the angelic hymn} / failed challenge results in starting the battle without the enchantment's aid {may still be activated}

3. {Friend or Foe?} A neutral 3rd party has gotten roped into the conflict {goblin tribe, mercenaries, wandering wizard, etc} / both sides have a moment to try and convince this 3rd party to join their side / offering coin, favors, or some other form of payment grants advantage / failed challenge results in them joining the enemy's side

4. {Help Is On The Way} Reinforcements are nearby, but the heroes must buy enough time for them to arrive and aid in the battle {ex. hold the door, create a diversion, remain undetected} / Failed challenge results in the heroes being outnumbered and/or out-lassed {allies still arrive but on a timer} / Critically failed challenge could result in allies being intercepted/captured/slaughtered

5. {Hunker Down} The enemy is marching on the heroes' position, but the party has several days to prepare defenses {fortify the town, construct traps, build defensible structure, etc} / defenses will help counter the enemy's deadliest strength {ex. cover against goblin archers or barricades to funnel a larger force into a kill zone} / failed challenge may place innocent bystanders in harm's way or leave the party vulnerable to the enemy's tactics {ex. take extra damage, disadvantage on saves, enemy has advantage on saves, etc}

6. {Stealth Mission} The heroes have a chance to sneak past the enemy's guards, saving precious resources to use against the villain / failed challenge results in being intercepted by guards and the villain being notified of their presence / barely failed challenge could result in the heroes reaching the villain unhindered but with guards in close persuit {arrive on a timer}

Visual Aid
Index Cards
/Maps
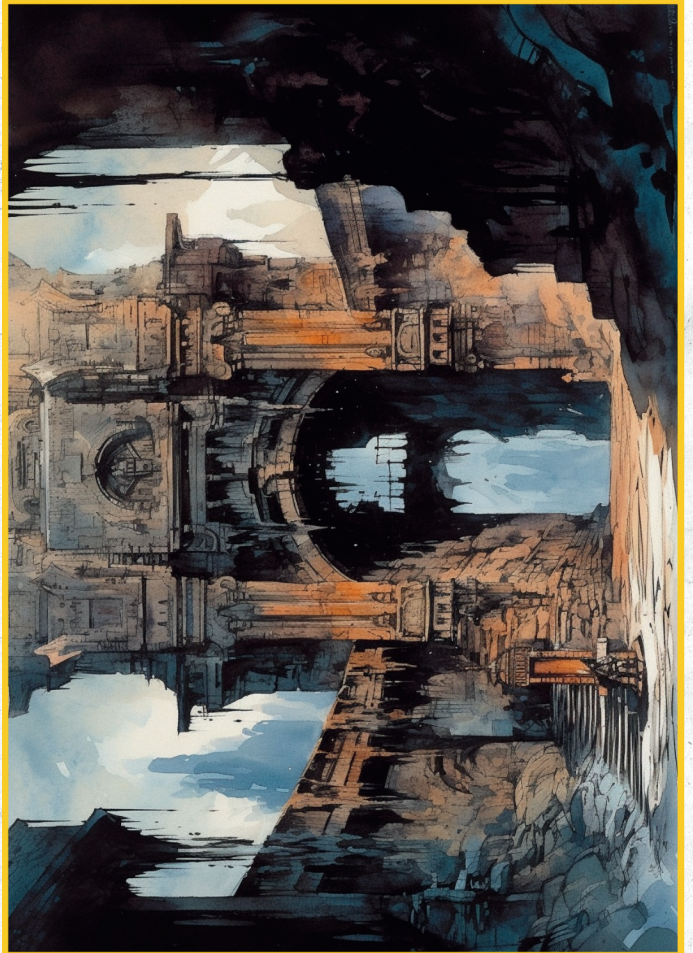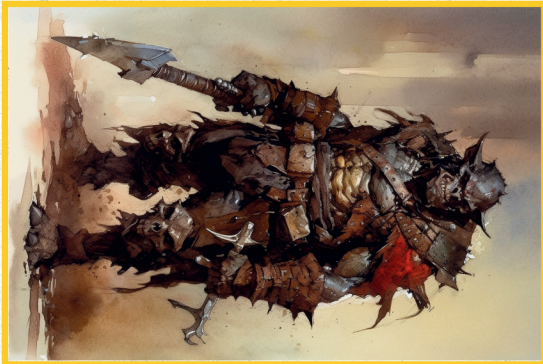
Visual Aid
Index Cards
/Maps

Medium Minis
1" Base

Small Minis
0.5" Base

LARGE MINIS
2" BASE

HUGE MINI
3" BASE