

D12 COMBAT OBJECTIVES THAT AREN'T "KILL ALL THE ENEMIES"

Objectives like these are only fun for players if they know about them, so be direct and tell the party about specific conditions for victory!

1. **{Banish}** The creature can only be defeated if it's below 1/4 their max hp and standing in the middle of all 3 activated obelisks.
2. **{Steal}** An enemy possesses an object the party needs, and they only have 1d4 rounds to get it before it magically teleports away.
3. **{Disrupt}** 2 different ritual circles are being activated, and both must be disrupted before a demon is conjured in 1d4+1 rounds.
4. **{Find}** Everyone wants to be the first to find the treasure or piece of information that fell into a pond/garbage heap/lava pit.
5. **{Impress}** Simply defeating the enemy won't be enough. It must be done in a fashion that impresses the crowd/emperor/genie.
6. **{Crowd Control}** Keep as many civilians alive as possible until the guard shows up and starts evacuating them in 1d4 rounds.
7. **{Trap}** The pyramid will collapse in 2d4 rounds, and the mummy must be buried with it less their curse reach the surface.
8. **{Possess}** Whoever holds the control orb can use their action to control the iron golem standing in the center of the chamber.
9. **{Beacon}** If aid is to come, the beacon must be lit with the sacred torch. A great horde of enemies stands in the way of the beacon.
10. **{Unlock}** The party has 2 choices- stand and fight the endless swarms, or find a way to open the locked door and escape.
11. **{Hostage}** The villain has an innocent commoner suspended over a vat of acid which they will lower down into after 1d4 rounds.
12. **{Launch}** The airship's arcane engines need 1d4 rounds to warm up before the ship can leave. Keep the engines safe until then.

