

Chase & Obstacles deck



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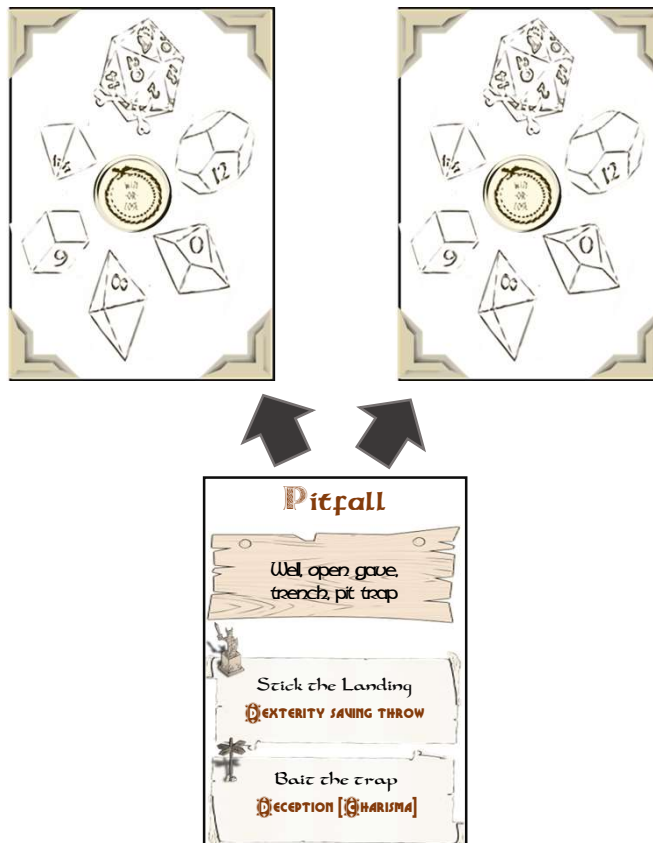
Instructions for use:

When a chase begins a DM or player draws a single card and places it face up and two more face down above it. This represents the first obstacle and the options for overcoming the obstacle. When an option is overcome as a group one of the two cards is flipped over to represent the next obstacle for that path of options. Each turn a creature(s) (individually or as a group) may use their action to attempt one of the presented options. *DM discretion: Players may provide an option of their own.*

Those leading the chase can choose to use their action for that turn instead to create hinderances for their pursuers. These hinderances if severe enough can force the pursuers onto another pursuit path. Creatures who are set upon another path must make an Investigation [Intelligence] or Survival [Wisdom] check each obstacle encountered until they are able to rejoin the chase or risk losing their prey. If all participants are on the same obstacle they may choose to use their action to interact with the other group. Creatures can choose too attempt an escape but must be able to disengage per normal combat or risk another attack.

An obstacle must be overcome before the creature can use its movement to move onward to the next obstacle. The creature who succeeds first determines the next obstacle and the other card remains face down. The other card will only be revealed if the pursuers are forced to take another path. Once a new obstacle is revealed lay two more cards face down above the new obstacle and repeat until its conclusion.

Those who are pursuing are usually 1d4 turns behind the first group. Most chases will last for 1d8 cards but longer chases are not uncommon.



Pitfall

Well, open grave, trench, pit trap

Stick the Landing
DEXTERITY SAVING THROW

Bait the trap
DECEPTION [**C**HARISMA]

Pointy things

Stalagmites, caltrops, moat spikes

Smash them all
DSTRENGTH CHECK & ACCESS TO A BLUDGEONING WEAPON

Remember to zigzag
DEXTERITY SAVING THROW

Thorns

Razorvine, brambles, barbwire

See how easy it cuts!
DASHING WEAPON + MELEE ATTACK

Watch where you step
DEXTERITY SAVING THROW

There was a tunnel back there
DURNIVAL [**D**ISDOM]

Suck it in and go
DACROBATICS [**D**EXTERITY]

Sneaking is good. sneaking works
DTALITH [**D**EXTERITY]

Scare throwing objects
DEXTERITY CHECK

Didn't that old map have an easier trail?
DISTORY [**D**INTELLIGENCE]

Extreme hiking
DTHLETICS [**D**STRENGTH]

Balancing is easy
DACROBATICS [**D**EXTERITY]

I don't need that I'll do it myself
DTHLETICS [**D**STRENGTH]

Moving water

River, rapids
Spillway, spring, waterfall

CANNONBALL!!!
DTHLETICS [**D**STRENGTH]

What's that swimming around in there?
DATURE [**D**INTELLIGENCE]

Pair of eyes

Any unknown creature.

You think that's scary? I'll show you scary!
DINTIMIDATION [**C**HARISMA]

Are you planning to hurt me?
DINSIGHT [**D**ISDOM]

Fire

Any natural fire

Tuck and roll
DEXTERITY SAVING THROW

Put it out!
DURNIVAL [**D**ISDOM]

Narrow Passage

Cave or alley, any crawl space

Flying swarm

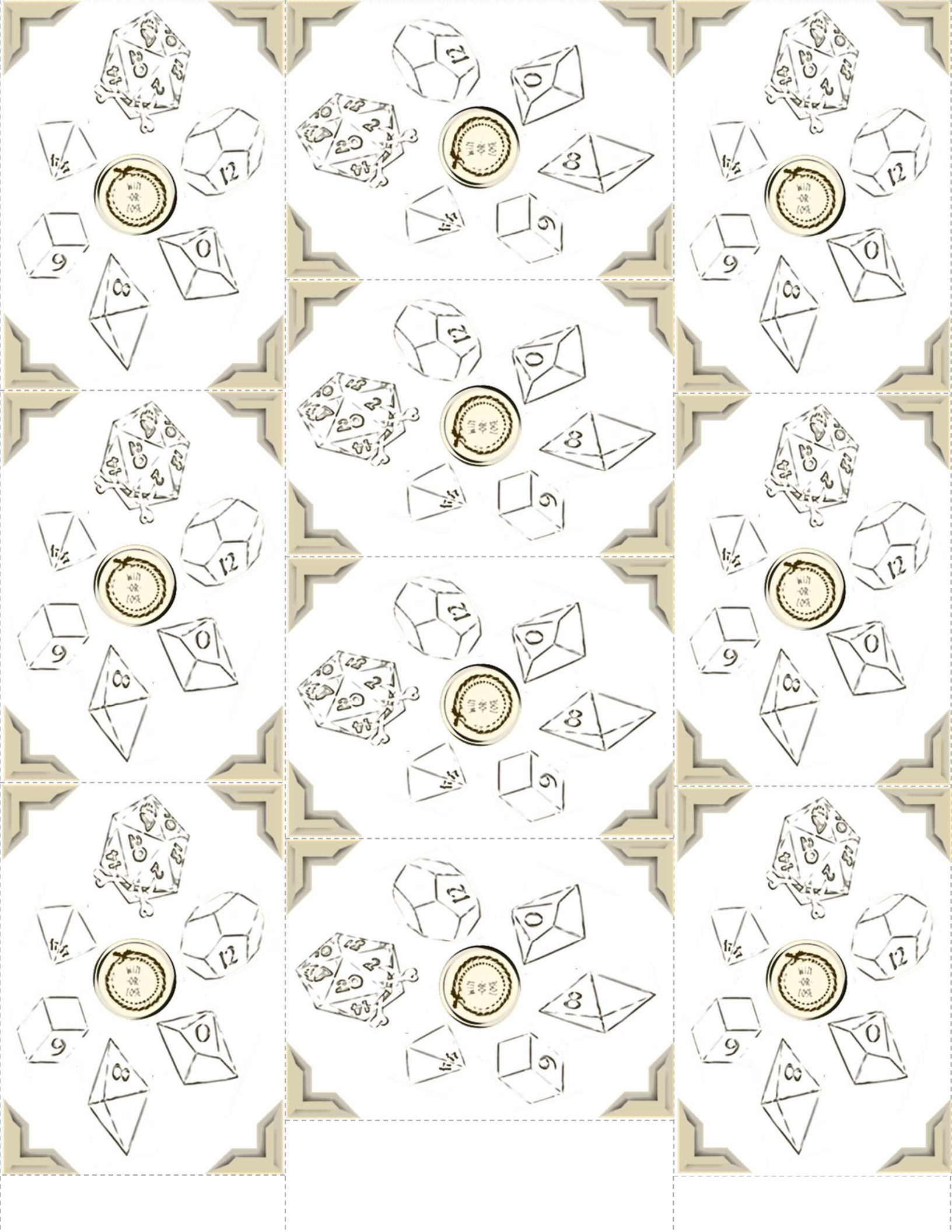
Any flying swarms

Steep incline

Mountainside, hills, steps

Narrow ledge

Log bridge, clothesline, roof ridge



Hanging something

Plants, serpents,
monsters, ropes

Climb on it, swing on it,
do something with it!

ATHLETICS [STRENGTH]

Did that thing just move?

NATURE [INTELLIGENCE]

Large fallen object

Tree, boulder,
Merchant's cart

That's easy watch this!

ACROBATICS [DEXTERITY]

Another way around

SURVIVAL [WISDOM]

Crack in the ground

Fissure, drainage
ditch

Hop, skip and a jump

DEXTERITY SAVING THROW

Go down to go up

ATHLETICS [STRENGTH]

There has got to be an
easier way to do this

INVESTIGATION [INTELLIGENCE]

Don't we need gear for
this?

ATHLETICS [STRENGTH]

Don't panic! Logic
will prevail!

INTELLIGENCE CHECK

It might be that way?

WISDOM CHECK (GUT FEELING)

What's that over
there?

PERCEPTION [CHARISMA]

Watch out!

DEXTERITY SAVING THROW

Darkour!

ACROBATICS [DEXTERITY]

I can reach it!

ATHLETICS [STRENGTH]

Vertical surface

Any wall or cliff

Labyrinthian terrain

Crowded area,
warrens, overgrown
forest

Befuddled creature

Any creature

Blocked path

Wall oversized cart,
dead-end

Unsure footing

Rickety bridge, loose
rocks.

Run for it!

DEXTERITY CHECK

Will this really hold?

INTELLIGENCE CHECK

Quagmire

Mud, wetlands,
sewage, sand

Trudge onward

STRENGTH SAVING THROW

Dry land is your friend

PERCEPTION [WISDOM]

Creature sighting

Any creature

Shoo! Go away!

ANIMAL HANDLING [WISDOM]

What do you want?

INSIGHT [WISDOM]



Collapsed passage

Cave-in, cluttered alley, landslide

Can we dig it?
ATHLETICS [STRENGTH]

I remember a passage back there
INTELLIGENCE CHECK

Scared creature

Startled monster or animal

Uh oh this may hurt
DEXTERITY SAVING THROWS

Calm down. Please?
ANIMAL HANDLING [WISDOM]

Unstable ground

Collapsed roof, loose soil, sinkholes

Just run really fast.. Maybe?
ACROBATICS [DEXTERITY]

That looks sturdy enough
INVESTIGATION [INTELLIGENCE]

Oh, I can definitely jump that!
ATHLETICS [STRENGTH]

Hold on a sec
PERCEPTION [WISDOM]

I got a good feeling about this
WISDOM CHECK (GUT FEELING)

Disarm it
THIEVES' TOOLS [DEXTERITY]

Skipping rocks in a different way
DEXTERITY SAVING THROW

Head down and run
CONSTITUTION SAVING THROW

It's not trespassing if you don't get caught
STEALTH [DEXTERITY]

Break it
STRENGTH CHECK

Algae, moss, soapy water, wet rocks

Any intersection

Anywhere

Footholds, snares, body grips

Slick surface

Blind corner

Short cut

Trap device

Gap

Ravine, nearby rooftops

That's nothing watch this
ATHLETICS [STRENGTH]

Find a way around
PERCEPTION [WISDOM]

Sharp turn

Tunnels, streets, forest path, caverns

Go for it
DEXTERITY CHECK

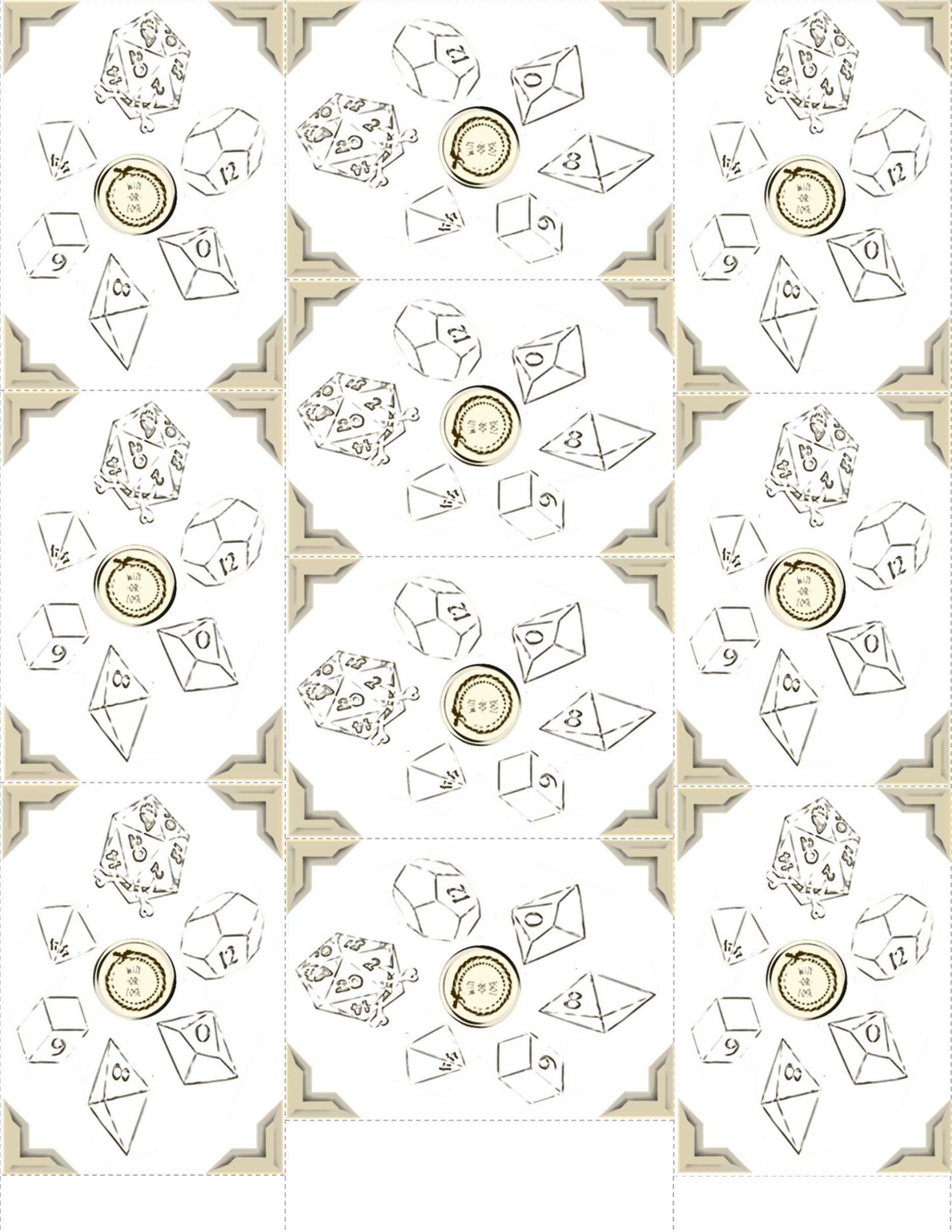
Stop & listen
PERCEPTION [WISDOM]

Crumbling structure

Any wall of any structure or environment

Go through not around
STRENGTH CHECK

I saw a monk do this can't be that hard
ACROBATICS [DEXTERITY]



Suspiciously quiet

Gelatinous cube, ambush, empty area

I don't trust it

WISDOM CHECK (GUT FEELING)

Something isn't right

INVESTIGATION [INTELLIGENCE]

Breakable barrier

Windows, wood fences, barrels

I can make it!

STRENGTH SAVING THROW

Throw something

DEXTERITY CHECK + ITEM TO THROW

Medium fallen object

Statue, fruit cart, kegs

Put your back into it!
Upsy-daisy!

STRENGTH CHECK

Hurdle time!

ATHLETICS [STRENGTH]

Squeeze through
DEXTERITY SAVING THROW

Bend it, break it or
lift it
STRENGTH CHECK

Find the off switch
INVESTIGATION [INTELLIGENCE]

Out of the way
DEXTERITY SAVING THROW

Less talk, more pick
THIEVES' TOOLS [DEXTERITY]

1, 2, 3 & KICK
STRENGTH CHECK

Go get yourself a drink
DESCRPTION [CHARISMA]
+ SMALL ITEM TO THROW

BACK OFF!
INTIMIDATION [CHARISMA]

Any heavy barred
vertical closing gate

Pressure plate or
similar triggers

Any door that is not
unlocked

Drunks, drifters,
vagabonds

Portcullis

Mechanical trap

Locked door

Vagrant

Unknown mist

Odd Fungi, flowers, coral, gas traps, dust

Don't breathe & run

CONSTITUTION SAVING THROW

Is it safe?

INTELLIGENCE CHECK

Fork in the road

Any diverging path
with two or more
options

Trail is lost

WISDOM CHECK (GUT FEELING)

Follow the tracks

SURVIVAL [WISDOM]

Magic trap

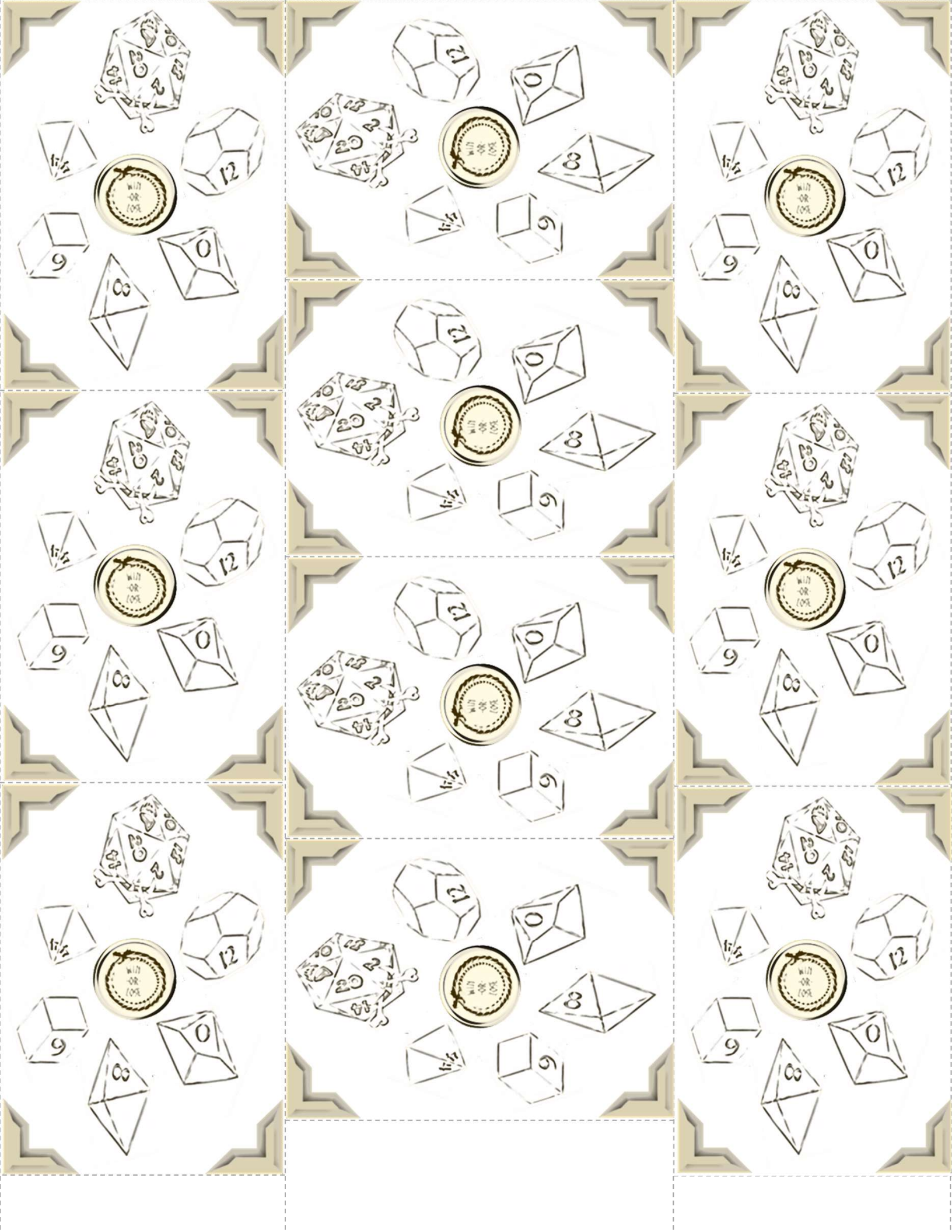
Glyphs, sigils or
similar triggers

Suicide leap

DEXTERITY SAVING THROW

Find the symbol

MAGIC [INTELLIGENCE]



Sentry

Guards, soldiers,
militia,

I like sneaking

STEALTH [DEXTERITY]

You see nothing

PERSUASION [CHARISMA]

Sticky substance

Giant spiderwebs,
tar, sap, adhesive,
honey

Proceed by force

STRENGTH SAVING THROW

Inverted splits should
do it

ACROBATICS [DEXTERITY]

Venomous creature

Any small creature
with poison

I didn't feel a thing

CONSTITUTION SAVING THROW

It can't bite what it
can't see

STEALTH [DEXTERITY]

Maybe we can distract
it?
PERCEPTION [CHARISMA] + FOOD

We can't let it know we
are here
STEALTH [DEXTERITY]

Lucky
ADVANTAGE ON NEXT OBSTACLE

I did not see that coming
DISADVANTAGE ON NEXT OBSTACLE

Roll d20 odd result
ADD 1d4 OBSTACLES

Lucky
ADVANTAGE ON NEXT OBSTACLE

I did not see that coming
DISADVANTAGE ON NEXT OBSTACLE

Roll d20 even result
SUCCESSFULLY ESCAPE & CHASE ENDS

Animal & monsters

Guard animal

Good fortune, lucky
streak

Lucky luck's favor

Hidden traps,
overlooked hazards

Unseen obstacle

Unexpected outcome,
event or power

Deus ex Machina

Pest swarm

Any swarm made up
of tiny creatures

Did you feel something?

CONSTITUTION SAVING THROW

Fire usually works

**SURVIVAL [WISDOM] +
ACCESS TO FIRE**

Unwelcome arrival

Any monster or
animal

Get away! I know how
to use this thing!

INTIMIDATION [CHARISMA]

Stay back. Stay!

ANIMAL HANDLING [WISDOM]

Green stuff

Ooze & plant
monsters or other
hazards

Touch it see what it is

CONSTITUTION SAVING THROW

That looks dangerous

SURVIVAL [WISDOM]

