Chase & Obstacles deck
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.

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**Pitfall**

- Well opened grave, trench, pit trap
- Stick the Landing, *Electroshock throw*
- Bait the trap, *Entanglement*
<table>
<thead>
<tr>
<th>Pitfall</th>
<th>Moving water</th>
<th>Narrow Passage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Well, open gaw, trench, pit trap</td>
<td>River, rapids, spillway, spring, waterfall</td>
<td>CANNONBALL!!</td>
</tr>
<tr>
<td>Stick the Landing</td>
<td></td>
<td>Athletics [Strength]</td>
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<td></td>
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<tr>
<td>Bait the trap</td>
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<tr>
<td>Deception [Charisma]</td>
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<tr>
<td>Pointy things</td>
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<tr>
<td>Stalagmites, caltrops, moat spikes</td>
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<tr>
<td>Smash them all</td>
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<tr>
<td>Strength check &amp; access to a bludgeoning weapon</td>
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<td></td>
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<tr>
<td>Remember to zigzag</td>
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<tr>
<td>Dexterity saving throw</td>
<td></td>
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<tr>
<td>Thorns</td>
<td></td>
<td></td>
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<tr>
<td>Razorvine, brambles, barbwire</td>
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<td></td>
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<tr>
<td>See how easy it cuts!</td>
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<td></td>
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<tr>
<td>Slashing weapon + melee attack</td>
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<tr>
<td>Watch where you step</td>
<td></td>
<td></td>
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<tr>
<td>Dexterity saving throw</td>
<td></td>
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<td>Dexterity saving throw</td>
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<tr>
<td>Steep incline</td>
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<tr>
<td>Fire</td>
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<tr>
<td>Any natural fire</td>
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<tr>
<td>Tuck and roll</td>
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<td></td>
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<tr>
<td>Survival [Wisdom]</td>
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</tbody>
</table>
**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]

**Slick surface**
Age, moss, sogginess, wet rocks

Oh, I can definitely jump that!
Athletics [Strength]

That's nothing watch this
Athletics [Strength]

**Blind corner**
Any intersection

If it's not responding if you don't get caught
Constitution saving throw

Stop & listen
Perception [Wisdom]

**Sharp turn**
Tunnels, streets, forest path, caverns

Go for it
Dexterity check

Go through not around
Strength check

**Short cut**
Anywhere

I got a good feeling about this
Wisdom check (gut feeling)

**Crumbling structure**
Any wall of any structure or environment

That looks sturdy enough
Investigation [Intelligence]

I saw a monk do this can't be that hard
Acrobatics [Dexterity]

**Gap**
Ravine, nearby rooftops

That's nothing watch this
Athletics [Strength]

Find a way around
Perception [Wisdom]

**Sick surfce**
Age, moss, sogginess, wet rocks

It's not responding if you don't get caught
Constitution saving throw

Hold on a sec
Perception [Wisdom]

**Stop & listen**
Perception [Wisdom]

**Trap device**
Footholds, snares, body grips

Break it
Strength check

Disarm it
Thieves' tools [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!
Upsey-daisy!
Strength check

Portcullis
Any heavy barred vertical closing gate
1,2,3 & KICK
Strength check
Less talk, more pick
Thieves' tools [Dexterity]

Unknown mist
Odd fungi, flowers, coral, gas traps, dust
Don't breathe & run
Constitution saving throw
Is it safe?
Intelligence check

Mechanical trap
Any mechanical trap with two or more options
Out of the way
Dexterity saving throw
Find the off switch
Investigation [Intelligence]

Fork in the road
Any diverging path with two or more options
Follow the tracks
Survival [Wisdom]

Locked door
Any door that is not unlocked
1,2,3 & KICK
Strength check
Less talk, more pick
Thieves' tools [Dexterity]

Magic trap
Glyphs, sigils or similar triggers
Find the symbol
Arcana [Intelligence]

Vagrant
Drunks, drifters, vagabond
BACK OFF!
Intimidation [Charisma]
Go get yourself a drink
Deception [Charisma]
<table>
<thead>
<tr>
<th>Entry</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>guards, soldiers, militia,</td>
<td>I like sneaking Stealth [Dexterity]</td>
</tr>
<tr>
<td>You see nothing Persuasion [Charisma]</td>
<td>You see nothing Persuasion [Charisma]</td>
</tr>
<tr>
<td>Sticky substance</td>
<td>Giant spiderwebs, tar, sap, adhesive, honey</td>
</tr>
<tr>
<td>proceed by force Strength saving throw</td>
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</tr>
<tr>
<td>inverted splits should do it Acrobatics [Dexterity]</td>
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</tr>
<tr>
<td>venomous creature</td>
<td>Any small creature with poison I didn't feel a thing Constitution saving throw</td>
</tr>
<tr>
<td>any swarm made up of tiny creatures</td>
<td>Did you feel something? Constitution saving throw</td>
</tr>
<tr>
<td>unwelcome arrival</td>
<td>Fire usually works Survival [Wisdom] + access to fire</td>
</tr>
<tr>
<td>venomous creature</td>
<td>Get away! I know how to use this thing! Intimidation [Charisma]</td>
</tr>
<tr>
<td>it can't bite what it can't see Stealth [Dexterity]</td>
<td>Stay back. Stay! Animal handling [Wisdom]</td>
</tr>
<tr>
<td>green stuff</td>
<td>Ooze &amp; plant monsters or other hazards Touch it see what it is Constitution saving throw [</td>
</tr>
<tr>
<td>Deus ex Machina</td>
<td>That looks dangerous Survival [Wisdom]</td>
</tr>
</tbody>
</table>