

Chase Points 0 (+1 to keep on course);

Overcome

- DC 14 Survival to plot a course,
- DC 16 Perception to recognize places you passed before
- DC 18 Nature to notice environmental clues as to the direction you are traveling

Special

Compound Obstacle: unless you keep on course you lose this obstacle and add two more to the chase

You do remember the way through the jungle don't you?

Chase Points 3;

Overcome

- DC 18 Athletics to power through
- DC 16 Perception to find the best place to pass through
- DC 16 Attack roll with a slashing weapon to hack through the foliage
- Burning Hands spell (1 Chase points per 5 full damage)

A patch of very dense foliage blocks your progress.

Chase Points 4;

Overcome

- DC 18 Acrobatics or Athletics to scrabble up the hill
- DC 16 Perception or Nature to find a good place to climb up
- DC 16 Craft to rig up a rope to help the less athletic members up.
- DC 18 Nature to determine the direction you are traveling

It was a lot easier coming down this than it will be to get back up.

Chase Points 0 (+2 to ward off);

Overcome

- DC 19 Intimidation to scare them off
- DC 15 Nature, Deception, or Diplomacy to distract them with some food or a trinket
- DC 17 Ranged Attack to scatter them

Special

Compound Obstacle: Basic DC 18 Reflex save each turn or take 1d6 damage. They stick with the characters until they are warded off.

Payback time for the monkeys!

Chase Points 4;

Overcome

- DC 16 Perception to find a narrower place to cross.
- DC 20 Athletics to jump the gap.
- DC 18 Athletics or Attack roll to knock down a smaller tree to get across.
- DC 18 Nature to find some swinging vines.
- DC 16 Craft to make a rope bridge or swing.

A narrow gap in the ground about 25 feet across and filled with thorny plants.

Chase Points 4;

Overcome

- DC 20 Athletics to just run.
- DC 15 Diplomacy to restore morale.
- DC 17 Intimidate to keep people moving.
- DC 15 Craft (Alchemy) or Medicine to give people Gatorade.
- DC 17 Performance to give a cadence.
- DC 20 Athletics to carry a smaller party member (DC 15 with Hefty Hauler)

You're starting to fade with the effort of the chase.

Chase Points 4;

Overcome

- DC 20 Athletics to dash past them.
- DC 15 Perception to find a gap.
- DC 17 Ranged weapon attack, to distract them so you can move through.
- DC 20 Intimidation to make them hesitate long enough for you to get through.
- DC 15 Deception to convince them to run from the monster chasing you.

How did they get in front of you? They are going to cut off your escape route if you can't get past them quickly.

JUNGLE MONSTER

OBSTACLE 2

Chase Points 0 (+2 needed to ward it off);

Overcome

- DC 17 Stealth to sneak by.
- DC 20 Intimidate to send it running.
- DC 15 Nature, Deception, or Survival to distract it with food or a shiny.
- DC 20 Attack to scare it off.

Special

Compound Obstacle: if not warded off it joins the chase one obstacle behind.

It looks like there is also jungle monster here, it hasn't noticed you yet, but if it does, it might join in the chase.

SHORTCUT

OBSTACLE 1

Chase Points 0 (2 needed to take);

Overcome

- DC 15 Perception or Survival to evaluate the shortcuts route.
- DC 13 Diplomacy to get everyone to take it.

Special

Compound Obstacle: if you take you automatically bypass the attached obstacle.

There might be a hidden shortcut here!

Chase Points 4;

Overcome

- DC 16 Survival to carefully step around.
- DC 16 Athletics or Athletics to jump over it or swing on a vine.
- DC 14 Craft to form a rope line.

The rain has saturated the loose soil here creating quicksand.

SUDDEN STORM

OBSTACLE 2

Chase Points 0 (2 to bypass);

Overcome

- DC 18 Athletics to Endure
- DC 16 Survival to find shelter
- DC 16 Craft to make a shelter

Special

Compound Obstacle: if not bypassed characters are Drained 1 for duration of chase.

A sudden downpour that soaks to the bone, steals breath, and obscures vision.

Chase Points 0 (or 1 to patch up);

Overcome

- DC 18 Medicine to get them moving
- DC 18 Craft to make a splint or other helpful device.
- Leave them behind (automatic bypass)

Special

Compound Obstacle: if not patched up the PCs suffer -2 to bypass (non-compound) obstacles.

One character rolled an ankle or broke an arm and needs assistance to continue without slowing the rest of the characters down.

Chase Points 4

Overcome

- DC 18 Athletics to climb down.
- DC 20 Acrobatics to try and roll a bit when you land (don't fail).
- DC 18 Survival to try and find the best way to descend.
- DC 18 To rig up a rope and harnesses

That's a long way down.

WHY DID IT HAVE TO BE SNAKES? OBSTACLE 2

Chase Points 4

Overcome

- DC 14 Nature to know how to avoid them and if they are poisonous.
- DC 16 Stealth to carefully pick your way through.
- DC 18 Acrobatics to hop-skip and jump through.
- DC 18 Intimidation to walk right through.

Inexplicably there are hundreds of snakes lounging here.