

Chase Points 0 (+1 to keep following);

### Overcome

- DC 15 Survival to spot clues.
- DC 15 Perception to perceive the enemy through hearing or smell.

### Special

Compound Obstacle: unless you keep following the chase ends. If the room has only one exit you automatically overcome this obstacle.

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Tracking fleeing enemies through dark caves is very difficult.

Chase Points 2;

Overcome

- DC 15 Strength to give someone a boost.
- DC 20 Ranged Attack to try and lasso a rope or grapple on something above.
- DC 17 Craft to stack debris high enough to reach the hole.
- DC 17 Acrobatics to set up a human ladder.

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In the top of the domed ceiling lies a hole, almost impossible to climb up to, leading to the camp.

## WINDING STAIRS

## OBSTACLE 2

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Chase Points 2 each level;

### Overcome

- DC 17 Athletics or Athletics to to run down the stairs
- DC 20 Craft to quickly set up a rappel line

### Special

This area has 6 levels. You must climb a number of times equal to the difference between the level you're on and the exit you want to take.

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Long stairs wind down into the darkness, at the bottom lies a pool of black, stagnate water.

## WINDING STAIRS - Ledges

## OBSTACLE 2

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Chase Points 0 (+1 to climb)

### Overcome

- DC 17 Acrobatics or Athletics to scabble up to the ledge.
- DC 13 Athletics to boost someone up.

### Special

To get from the winding stairs to the west or southwest exits, or vice versa, this obstacle must be overcome.

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To the west and southwest are ledges with passages, about 10 feet above the winding stairs.

## Vertical Hole

## OBSTACLE 2

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Chase Points 2, 4, or 6 (based on tunnel length)

### Overcome

- DC 20 Acrobatics or Athletics to squeeze and climb through.
- DC 18 Craft (Alchemy) to grease up

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A very tight tunnel that runs almost vertically.

Chase Points 3 (run each PC separately)

**Overcome**

- DC 18 Athletics to swim for it.
- DC 20 Nature or Survival to find pockets of air along the way (Doesn't count for overcoming but helps prevent drowning).

**Special**

Increase DCs by +2 if at high tide or by -2 if at low tide.

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The water here has submerged tunnels that lead out of the cave system. Traversing them at any but low tide is almost certain death.

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Chase Points 2

Overcome

- DC 15 Acrobatics to step rapidly around it
- DC 17 Perception or Survival to find a path through the junk
- DC 17 Athletics to barrel through
- DC 20 Craft to rapidly move junk to make a path

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This room is crammed full of junk, making it difficult to get through.

Chase Points 2

Overcome

- DC 13 Athletics to wade and swim
- DC 13 Acrobatics to perch on a larger party members shoulders.
- DC 15 Perception or Survival to discern the best, shallowest route
- DC 17 Craft to make a flotation device (for small characters)

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This room is partially flooded, making traversing it difficult.

Chase Points 2

Overcome

- DC 13 Acrobatics or Athletics to run carefully across.
- DC 15 Perception or Nature to spot a path with good footing.

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This room has a rough, uneven stone floor that is slippery with moisture and mud.

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Chase Points 1

Overcome

- DC 18 Thievery to rapidly Pick the Lock
- DC 20 Athletics to burst or pry it open
- DC 20 Melee Attack with an appropriate weapon (Greataxe yes, dagger no) to hack it open.

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There is a closed and locked door barring the way.