
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.

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.

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

WINDING STAIRS

OBSTACLE 2

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.

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

Chase Points 0 (+1 to climb)

Overcome

- DC 17 Acrobatics or Athletics to scrabble 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.

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

Vertical Hole

OBSTACLE 2

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

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.

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

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

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)

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.

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

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.

There is a closed and locked door barring the way.