



APPENDIX C

CHASE RULES

While the chase rules in the DMG are suitable for simple scenarios where an enemy flees a fight and initiative sequence carries on as normal, they may prove insufficient for a DM wanting a fast, fun, and tensely cinematic chase that involves quick decision-making and an opportunity for limited conflict between pursuer and prey. *The Beast of Graenseskov* includes several run-ins with the Beast that require evading it, and later on those tables may be turned if the PCs opt to hunt the Beast down. Sleigh races also may take place to beat the Beast to a location, or as the determining factor in a deal with Vistani. In these cases, the following chase rules may provide a faster, more gripping scenario for the group.

1. **The DM determines the starting gap and other conditions of the chase.**
2. **The chase should last between 3 to 6 rounds, which may be anywhere from a normal combat round to 20 minutes in length. It depends on the scale of the chase.**
3. **“Initiative” is side-based and determined by bidding on Difficulty of the “chase check.”**
4. **At the start of each turn, each side makes a special group ability check (a “chase check”) according to the nature of the chase.**
5. **One creature representing each side of the chase then rolls 1d12 on the Chase Events table, which may affect just that creature, all creatures on its side, or all creatures in the chase depending on the results. On the players’ side, a different PC should handle this roll each round.**
6. **Creatures in the chase may opt to take actions or try unusual strategies, which may change their individual position.**
7. **This process repeats each round until the chase’s end conditions are met, typically: finishing all rounds of the chase, the pursuers reduce the gap to 0, or the prey doubles the starting gap.**

STARTING THE CHASE

Determine who is on which side of the chase. Generally, creatures are clumped together on their side, but a creature whose speed is different from others on its side by 10 or more, certain complications, and outlandish strategies may involve a creature being tracked separate from the rest of its side.

A good starting gap is twice the speed of most creatures in the chase (e.g. a mounted chase might start with pursuers and prey 120 ft. apart).

The DM determines other conditions of the chase, like visibility, cover, and line of sight. Especially if there are spellcasters with crippling spells like *hold person* or *sleep*, consider placing terrain that limits line of sight.

The DM determines how long the chase lasts. A good length is one round per PC, though the DM can also use a more simulationist model or other end game scenarios (see “Ending the Chase”).

CHASE CHECKS

Each round, both sides makes a chase check, a group ability check that does not require creatures on the same side to use the same ability or skill. For example, during a foot chase through the woods, one creature might make a Strength (Athletics) check, while another makes a Wisdom (Survival) check to quickly navigate the path of least resistance. Which checks are permissible are left to the DM, though this is a great occasion to say “yes” to the players.

The Difficulty of this check begins at a value determined by the DM (e.g. 12), and is then increased via a bidding process by both sides. The side to bid the highest Difficulty chooses whether to go first or last.

If at least half the group succeeds, then that side may widen or close the gap by a number of feet equal to d10 per 10 feet of movement (rounding up). For example, a speed 25 halfling would 3d10 feet. Thus, it is possible for both pursuers and prey to succeed the chase check, causing the gap to widen and close on the same round.



ENDING THE CHASE

In the case of a chase to a safe haven of some kind, the chase ends when either the pursuers reduce the gap to 0, or the prey reach the safe haven by keeping the gap above 0 for the entire chase.

In the case of a race to a finish line, the race ends after the last round. However, who is pursuer and who is prey may change as the chasers jockey for the lead position.

In the case of a chase with no specific end point, instead of a set number of rounds, the chase ends when either the pursuers reduce the gap to 0, or the prey increases the gap to twice what it started at. Alternately, the chase might end if the prey deceive or hide from the pursuers.

Depending on how a chase ends, it could represent the prey being driven into a dead-end.

ACTIONS DURING A CHASE

During a chase, most creatures focus entirely on evasion or pursuit. However, a creature moving independently (i.e. not on the same horse or vehicle as another) may forgo taking the Dash action, in which case its position in the chase drops by an amount equal to its speed (or the speed of its mount). The creature is then free to take any action it pleases, such as making a ranged attack if it has line of sight.

Additionally, there are a few special actions unique to chases: Creating a Complication, Lookout, Reckless Sprint.

CREATING A COMPLICATION

Creatures in a chase may be able to create a hazard or obstacle to afflict the opposite side as an action. The DM should adjudicate such situations on a case-by-case basis.

LOOKOUT

During a chase, creatures are assumed to be moving at a fast travel pace (roughly 400 feet per minute; -5 passive Perception). Additionally, in most chase scenarios opportunity attacks are not possible due to the focus required.

By taking the lookout action, the creature does not suffer this penalty to passive Perception and may take opportunity attacks as normal. In addition, the DM should provide forewarning of the next upcoming complication or chase event.

RECKLESS SPRINT

Pushing itself (or its mount or vehicle) to the limit, the creature's gap closes or widens twice what it otherwise would that round. However, it suffers disadvantage on any ability checks to navigate chase events. At the end of the round, the creature must make a DC 10 Constitution saving throw or accrue a level of exhaustion.

Getting a Clear Shot

In situations where line of sight is in doubt, a Wisdom (Perception) check may be called for to determine whether a creature can get enough sustained line of sight to get a clear shot. This check should begin very hard (DC 25) or nearly impossible (DC 30), but each round the chase progresses the DC should lower by 5, representing creatures looking for an opening to take a shot or cast a spell.



CHASE EVENTS

d12	Chase Events
1	Convolved Terrain. Neither side has line of sight to the other this round, and the prey may attempt a group Dexterity (Stealth) check to hide from the pursuers, who make a group Wisdom (Perception) check. If the prey succeed, the chase ends as they can't be found. If the pursuers succeed, reduce the gap to equal to the average speed of the chasers.
2	Crowd/Herd. A group of creatures impedes the progress of that side. One or more characters on that side may attempt to influence the group to assist them (DM discretion), or clear a path, on a DC 13 check. On a failed check, the opposing side rolls to close or widen the gap.
3	Difficult Terrain. Creatures (determined by the DM's judgment) face difficult terrain, moving at half speed unless they have a means to circumvent or avoid the difficult terrain. The difficult terrain lasts the entire round.
4	Dilemma. The creature who rolled this result, and possibly others on its side, faces a dilemma: if they don't alter course to a harder path, something bad happens (e.g. innocents hurt, mounts or vehicles damaged, supplies lost, they're spotted by other enemies). This harder path might increase the DC of all checks by 2, require intermittent Dexterity (Acrobatics) checks to avoid falling, prevent line of sight, or change the chase's length.
5	Hazard. Some kind of hazard suiting the terrain requires all creatures on both sides to make a saving throw determined by the DM. A result of less than 10 results in "dangerous" damage, a result of 10-14 results in "setback" damage, and a result of 15 or higher indicates no damage. Refer to the Damage Severity and Level table in the DMG pg. 249.
6	Obstacle. A physical obstacle suiting the terrain bars passage. Each creature on that side must make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) group check to surmount the obstacle. If the group check fails, the opposing side rolls to close or widen the gap.

d12	Chase Events
7	Opportunity. The creature who rolled this result can take an extra action that turn, though the DM should require the decision on how to use the action be made quickly. If the action is used to make a ranged attack, consider lowering the DC of the Wisdom (Perception) check required to get a clear shot.
8	Paths Converge. The creature who rolled this result and one creature on the opposing side of the DM's choice cross paths momentarily, coming into melee range. They can each make an attack against one another, before they are forced to resume their former gap by circumstance and terrain.
9	Risky Shortcut. A shortcut presents itself to the creature that rolled this result. It can pursue the shortcut alone or convince its side to follow. The creature makes a DC 13 ability check of the DM's choice to avoid whatever risk is associated with the shortcut. If the creature succeeds, it rolls twice to widen or close the gap. If it fails, however, the creature drops out of the chase.
10	Separated. The creature who rolled this result is somehow separated from the rest of its side. If prey, it begins tracking its gap from any pursuers breaking off to pursue it separately from the main chase. It must make a DC 10 Wisdom check to reunite with the rest of its side next round, otherwise it is on its own for the rest of the chase. If a pursuer, it must make a DC 10 Wisdom check or become lost and drop out of the chase.
11	Straightaway. Each creature in the chase can opt to push itself, closing or widening the gap by an amount equal to its speed. A creature pushing itself must make a DC 10 Constitution saving throw; on a failure it accrues a level of exhaustion. Additionally, both sides have unobstructed line of sight to one another this round.
12	Twist. The basic conditions of the chase change. This may include adding creatures on either side (or perhaps adding a third side), swapping who is pursuer and prey, altering the end conditions of the chase, changing what will happen when the chase ends, or radically changing the environment, visibility, cover or line of sight.