Against the Crown

A Blood-and-Revolution Adventure for Dragonbane

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A SUPPLEMENT FOR

DRAGONBANE

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Settlements

"It has been said that civilization is twenty-four hours and two meals away from barbarism."
—*Terry Pratchett & Neil Gaiman, Good Omens*

This setting is a fantasy dark age. After the fall of a great empire, people mostly survive in fortified settlements ruled over by feudal warlords.

Hamlet (Population: 5-100)   Some people live outside of settlements in a camp or collection of a few houses. These sometimes belong to another settlement and have to pay taxes to them, but some manage to avoid the attention of the local nobility altogether. People who live here mostly just own what they need and have little to barter for.

Village (Population: 100-1000)   A village is a small settlement of a few hundred people, typically built around a resource, like a forest, farmland or ore. They are often ruled by a knight or petty noble and protected by a palisade against pillaging bandits, roaming beasts, and other threats of the wilderness outside. Strangers are viewed with suspicion and if you are even let in, you can only usually only trade for food or common wares.

Town (Population: 1-10k)   A town is a larger settlement, home to thousands of people, which often functions as a regional centre of power and commerce, and as the seat of an important regional ruler. Many commoners live in a town and strangers are usually let inside, as long as they don't look like trouble. Depending on its main trade, you can find uncommon or even rare goods in a town.

City (Population: 10k+)   A city is a town that outgrew its original walls and now encompasses several town-sized districts. Districts are often specialized on a specific trade or function, such as a harbour, market, or upper-class residential district.

Settlement Scores

A settlement ruled by a noble has four scores:

Population (N):   The total number of people living in the settlement.

Forces (1-20):   The degree of control a noble exerts over the settlement, number of lackeys and guards enforcing the noble's will.

Unrest (1-20):   The common people' support for the rebellion, willingness to join in a revolt, and defiance against the regime.

Time Passing
Each month (every 4 weeks), each settlement controlled by a noble undergoes the following changes:

- ❖ It regenerates 1 Force, up to a maximum of 16. This represents the regime re-establishing the status quo and their grip on the population.
- ❖ If no rebellion activities take place in the settlement, it loses 1 Unrest, to a minimum of 4. This represents hope for change waning and fear of the authorities tightening its grip on the people.

Social Classes
The social order in most settlements is strongly hierarchical—brutal warlords rule by force over a population of serfs and commoners.

Nobility: Most settlements are ruled by a "noble". They are kept in power by an entourage of lackeys who enact violence on their behalf. Nobles form tenuous alliances with each other, that are just as quickly broken as formed. More stable alliances only form when a warlord gains enough military power to keep all others in line.

Serfs: To survive, a noble needs to hold land, and that land needs to be tended. Serfs are a class of people who are tied to a noble's land, working the fields, herding livestock or doing other manual labour. They are not paid for their work, but are only allowed to keep enough of their harvest to sustain themselves.

Lackeys: Every tyrant needs underlings to enforce their rule. These come as advisors, courtiers, guards, or even the odd court magician. These were often soldiers who were part of the current ruler's army during their conquering days, and now enforce their will and make sure that all levies and taxes are paid on time.

Commoners: The common class is composed of merchants, artisans and free-holding peasants, who are not strictly tied to a noble's land, but live and work under their rule, required to offer their services and pay taxes.

Esoteric Orders: The last class of people is composed of those in clerical or arcane orders. These orders hold a certain power even over the nobility by virtue of their religious authority or by their secret magic skills. The nobility often resent and envy this power, but begrudgingly acquiesce.

Your Group

"I don't know half of you half as well as I should like; and I like less than half of you half as well as you deserve."

—J.R.R. Tolkien, The Fellowship of the Ring

Group Attributes

Just as your individual characters have stats, gear and traits, your group does as well.

Notoriety (1-20): Your Group's notoriety measures how famous you are for fighting the regime, and how much of a pain in the nobility's behinds you are. What is going on here?

Assets & Resources: Your group can gain assets such as pack animals, wagons, or even real estate. Keep track of all assets on the group sheet, noting whether you have them with you or stored somewhere. Your group's wealth can also be marked on the group sheet, including its form and current location.

Group Type

Your group has its own type or character that determines your starting attributes and grants you certain advantages and group talents. Below, you find a selection of example group types. Pick one or create your own.

Followers

Your group can gain followers (see page 4), keep track of them, their motivations and whether they are part of your group or are stying in a hideout.

Contacts & Favors

Contacts are people you know are trustworthy, or that trustworthy people say are trustworthy, or at least discreet. Note your contacts, their aliegences and location.

For each contact or the group they represent, keep track of the favors they owe you, and the debts you owe them. Each debt you incur cancels out one favor, and vice-versa, so you can never have favors and debts with a contact at the same time.

Gaining Favors: You can do quests or do small jobs for a contact to gain a favor with them. On the other hand, you can try to convince a contact to do something for you and incur a debt to them. You get a bane on trying to incur more debts for each open debt you have with them.

Calling in Favors: You can call in a favor with a contact to get sensitive information, resources, or have them do something for you in the background. When you call in a favor from a contact, tell them what you want and mark off one favor, or multiple ones if it is a large ask.

Beware that your contacts can also call in your debts!

Example Group Types

Gang of Bandits

❖ Notoriety: 8
❖ Resources: 15 gold

Hideout: You have an established hideout in the woods with 2 Watchers and 2 Hunters. You are always short on supplies and need to get them elsewhere.

"Fall Back!": During a combat, any member of your group can call to retreat, once called, you all gain a boon to Evade and disengage the enemy.

Mercenary Company

❖ Notoriety: 5
❖ Resources: 10 gold

Mercenary Charter: You have official leave to sell your martial services, as long as you keep the peace and don't act against the crown or its feudal lords.

Tactial Expertise: When you make a plan in advance for the first round of combat, everyone gets draw two cards and pick one during the first round.

Troupe of Performers

❖ Notoriety: 4
❖ Resources: 5 gold

Fool's Freedom: You can move around the land relatively freely and always have a reason to access any town or city—gain a boon on notoriety rolls.

Group Performance: When you perform a practiced group show to emotionally affect a crowd, roll the highest Performance, everyone alse grants a boon.

Rebel Group

❖ Notoriety: 10
❖ Resources: 5 gold

Rebel Network: You start with three established contacts. Work with the GM to establish what they are. Distribute 2 favors and 1 owe among them.

Established Reputation: Revealing your rebel sign while looking for recruits grants a boon to Persuasion —but collaborators will immediately call the guard!

Followers

"There are so many fragile things, after all. People break so easily, and so do dreams and hearts."
—Neil Gaiman, Fragile Things

Recruiting

The villages of the land are full of people who fall by the wayside, toil under the thumb of a noble or are persecuted by pious fanatics. These are your comrades, they just don't know it yet. When looking for new recruits, roll Unrest opposed by the Forces of the settlement. On a draw, you don't find anyone interested. If Forces wins, you draw the attention of a collaborator, and a suspicious snitch might alert the guards to your activities, if not dissuaded immediately. If Unrest wins, you find a suitable candidate. For a random NPC, roll a die depending on the type of settlement on the table below: Hamlet (D4), Village (D6), Town (D8), City (D10).

Once you have found a potential new follower, you can try to recruit them by figuring out their Motivation–Insight can help here–and roll on Persuasion to try to convince them to support or join you in exchange for providing them with what they want. (For example Motivations, see page 106 in the Rulebook)

Motivation

Each new recruit has their own motivation for joining you. They might want to get paid, believe in your cause, or seek food and shelter in your hideout. When you neglect a follower's motivation, don't pay them or abandon the cause, they gain the Disgruntled condition, which gives you a bane on interactions with them. If they are already Disgruntled when they would gain this condition, they will abandon you unless you can persuade them to stay. You can get rid of the Disgruntled condition by giving them what they want.

Giving Orders

When you ask a follower to do what they are good at and what they agreed to do, they will just do it. If they join you in combat, they act on their own initiative.

If you ask one of your followers to take on additional risks, or if they are scared, hungry, or sleep-deprived, roll on Persuasion to convince them to go on. If you succeed, they do so - for now. If you fail, they refuse to go on or even bail on you. If you push the roll, instead of marking one of your conditions, they become Disgruntled.

Example Followers

	Type	Skills	HP	Gear	Description
1	Helper	Awareness 8 Evade 8, Knives 7	9	Backpack Knife (D8)	Helpers can support an artisan, serve as a retainer, courier, or carry up to 6 items for you.
2	Worker	Crafting 10 Evade 8	12	Axe, Hammer or Pickaxe (dmg varies)	Laborors who can work in a field, mine, forest or construction site to realize a building project.
3	Hunter / Scout	Hunt. & Fish. 12 Bows 13	10	Short Bow (D10+D4) Quiver, Snares	For each day's work in the forest, a hunter can provide on average 3 units of meat and pelt.
4	Blacksmith	Crafting 15 Hammers 11	11	Hammer (2D4+D4) Blacksmithing Tools	**Master Blacksmith:** Uses materials, a smithy and a shift per 5 gold of its price to craft a metal item.
5	Fighter	Awareness 10 Swords 12	13	Broadsword (2D6+D4) Studded leather (2)	Mercenaries, caravan guards or former town's guards that can serve to protect or fight for you.
6	Chef	Bushcraft 12 Knives 8	8	Knife (D8) Field Kitchen	**Master Chef:** It takes ingredients, a kitchen and a shift to prepare enough food & drink for a banquet.
7	Thief / Spy	Sneaking 13 Slght. of Hand 10 Knives 9	10	Dagger (D8+D4) Lockpicks (simple) Rope (hemp)	Experts in cutting purses, opening locks and getting in and out of places without being seen.
8	Minstral	Persuasion 13 Performance 12	8	Musical Instrument Fine Garments	Bards, town's criers or chesters can improve your reputation or spread rumors and gossip for you.
9	Scholar / Cleric	Languages 12 Myth & Lgnd. 13	7	A Book, Parchment Quill & Ink	A scholar is an expert in on or more specific areas of knowledge, such as history, cosmology or religion.
10	Mage's Apprentice	Magic School 9 Staves 10	8	Staff (D8), Grimoire	**Magic Talent:** Knows how to cast three magick tricks from a school of magic (total WP 10).

Feel free to adjust and skills, abilities or gear as you see fit!

The Rebellion

"You cannot buy the revolution. You cannot make the revolution. You can only be the revolution. It is in your spirit, or it is nowhere."

—*Ursula K. Le Guin, The Dispossessed*

Other Rebel Groups

You are not the only group in the rebellion. Other rebel groups live and operate undercover in occupied settlements (meaning settlements ruled by a noble), but can also be moved to your hideout. Each group is led by an ally, a named NPC that that follows the Follower rules, and leads a group of four or five rebels.

Planning Missions

Each week, you can plan and run missions in occupied settlements. First, you need to pick a settlement in which to run the mission, the type of mission you want to run (see the list below) and whether the PC group will run it themselves or whether you want to delegate it to another rebel group.

You can only delegate the mission to a rebel group as long as their leader or one of their members has a score of 9 or higher in all the required skills. You can also give the mission to two or more groups if those contain a member with the required skills, to cover all skills required for a mission.

Running Missions

When the PCs decide to run a mission themselves, play out a scenario that fits the description of the mission and decide afterwards whether it was successful. Players can invoke a Boon granted to the mission when it makes narrative sense.

When you let another group run a mission in an occupied settlement, one of the players makes an opposed roll (as the active party) on the group leader's required skill against the settlement's Forces score.

❖ If you roll a demon, the group suffers the danger.
❖ If you roll a dragon, the mission's effect is doubled.
❖ If the regime rolls a demon, they embarrass themselves in front of the people's eyes (+1 Unrest).
❖ If they roll a dragon, they show strength (-1 Unrest).

If you win the opposed roll, the mission is successful. Any successful mission grants you the mission's effect, but also increases your Notoriety by the same number.

Unrest Bonus: A settlement's Unrest score modifies your mission's opposed roll as follows:

1-4	5-8	9-12	13-16	17-20
2 Banes	1 Bane	-	1 Boon	2 Boons

Example Rebellion Missions

Mission	Requires	Danger	Effect
Relocate	Sneaking or Bluffing	-	**Move** a group from one settlement to another, stake out the place and set up operations.
Street Work	Sneaking	Captured	**Unrest +1.** Whispers in the dark, clandestine meetings, graffiti
Reconnaissance	Awareness	Captured	**Get a Boon** on the next mission in the settlement by revealing a great opportunity or enemy secrets.
Recruitment	Persuasion	Captured	**Recruit** a new rebel group led by an ally in the settlement.
Heist	Sneaking & Sleight of Hand	Captured	**Forces -2.** You plunder a treasure room, reducing the regime's ability to pay soldiers.
Demonstration	Persuasion	Captured & Wounded	**Unrest +2.** A public display of defiance and rebellion. **Boon** on the next Recruitment in the settlement.
Free Captives	Sneaking & Sleight of Hand	Captured & Wounded	**Free 1** captured follower, rebel group, or PC.
Assassination	Sneaking & Weapon Skill	Captured & Wounded	**Forces -2, Unrest +2.** Kill an important commander or advisor in the service of a noble to weaken their control.
Highway Robbery	Weapon Skill	Killed	**Forces -1D6; ×10 gold, ×5 weapons.** You rob a treasure transport, reducing the regime's ability to pay soldiers.
Armed Revolt	Persuasion & Unrest 16+	Killed	**Unrest +3D6, Forces -3D6, Population -3D6.** Attempt to overthrow the ruling nobility of a settlement.

Hideouts

"We're all just trying to be comfortable, and well fed, and unafraid."
—Becky Chambers, *A Psalm for the Wild-Built*

Elements of a Hideout

You can rest and sleep undisturbed in a hideout. It can also help you in many other ways, but you need projects and followers for that - more on those below. The hideout can also cause trouble, most often in the form of unwanted attention from nobles in the area.

Capacity: This score shows how many people can live in your hideout full-time, without needing to go home every now and again. Capacity has to be reached every week, otherwise you cannot sustain all the people living in your hideout and have to send some away.

Defence: From time to time, you need to defend your hideout from monsters, raiders, or the soldiers of the regime. The defence score shows how effective your hideout is at doing so.

Establishing a Hideout

The first thing you need to do to establish a hideout is to find a suitable location. This can be an old fortress that is still in good shape or an easily defendable dungeon, although you might need to get rid of its former inhabitants.

It usually takes about a day's work to clean out the dirt and make the place liveable. Once you have cleared out a space, you can start gathering followers and start building projects there.

Hideout Projects

You can develop your hideout in many different ways. This is done through the use of projects. The table below provides a number of example projects. Every hideout starts with you lighting a bonfire.

To work on a project, you generally need enough people to staff it and time to set it up. For some projects (marked by an asterisk*), no staff is required after the project has been set up. You also need to make sure that the people you task with the project have at least a skill level of 9 in the skills required to effectively work on the project.

Unless otherwise stated, a hideout can only have one instance of a project, but some projects have a bigger effect when staffed with more people. The effects of multiple projects of the same kind are cumulative, but they must each be staffed separately.

Defending your Hideout

After every month (four weeks), the GM makes a roll on your Notoriety. If the roll fails, a noble from a settlement nearby will send out search parties to look for your hideout. Missions that involve sending people out from or back to your hideout now require a Sneaking roll and gain the danger that your hideout is found.

Once your hideout has been found, the local noble will send out armed forces to destroy it. Every month, the GM will make an opposed roll on the nearby settlement's Regime against your hideout's Defence. If you lose, your hideout is destroyed. If the regime loses, their Regime is reduced by 1.

Example Hideout Projects

Project	Setup	Requires	Effect
Training	1 Week	Skill 15+	**Skill +1.** A PC or NPC with a skill above 15 can train 5 followers in the same skill (Cannot be done twice in a row for the same skill).
Watch Posts	1 Week	Awareness	**Defence +1 (per watcher).** Someone is always keeping watch. The hideout is warned about anyone approaching it.
Palisade*	6 Weeks	Crafting	**Defence +5.** Protects the hideout against attacks, and makes it harder to slip in or out unnoticed.
Vegetable Garden	2 Weeks	Bushcraft	**Capacity +2.** Provides plants as food. Requires a Camp Kitchen to use it to its full potential.
Hunting Parties	1 Day	Hunting & Fishing	**Capacity +3 & Notoriety +1 (per hunter).** Provides meat as food. Requires a Camp Kitchen to use it to its full potential.
Kitchen	1 Week	Master Chef	**Capacity ×2 (for 10).** Cooking up your raw food can double up to 10 points of Capacity gained from raw plants or meat.
Buy Food	1 Day	aprox. 2 gold	**Capacity +1 for a month.** Buy or trade for food and supplies from a sympathetic or pragmatic local farmer or market vendor. Can be done multiple times at once.

Chases

Starting the Chase

A chase can either start directly from a role-playing situation, or it can follow directly after combat if someone runs off. In either case, the GM declares that a chase is now in progress and decides the starting RANGE between the participants, up to a maximum of 100 meters.

Distances in a chase are measured only in range categories (not zones). Most chases are between just two parties - the pursuer and their prey. For guidelines on using multiple participants, see the sidebar below.

Resolution

Chases are played out in rounds like combat, but no initiative is drawn, and normal actions are not performed. Instead, each participant gets one maneuver each round, chosen in secret and then revealed, while the GM randomly generates obstacles to place in their way. Obstacles can be rolled up using the tables below. The following procedure is used each round of the chase:

1. Each participant selects a maneuver, in secret.
2. The GM randomly generates and reveals an obstacle.
3. The pursuer and prey both reveal their maneuver.
4. Maneuvers are resolved, with the prey going first and the pursuer last.

A PC or NPC is allowed to cancel a planned maneuver, but no other maneuver may be chosen instead - the participant simply does nothing in the round.

Chase Maneuvers

In each round of a chase, each participant can perform one maneuver, all described below. The maneuvers are chosen secretly - either using cards or by just writing them on a piece of paper.

Maneuvers require skill rolls. These rolls can be affected by the chase obstacle revealed by the GM before the maneuver is resolved. Skills and other factors used for mounts are indicated in [brackets].

Runners vs Mounts

If one participant in a chase is running while the other is riding a mount, the chase rules work normally - just use the applicable skill for each participant. In a bustling street environment, riding speed is halved, but the rider will get a boon to Awareness. However, in a more open environment where the greater speed of a mount comes into play, the participant on a mount gets a boon to all Pursue/Flee rolls in a chase against an opponent on foot.

Pursue / Flee: You simply run or ride as fast as you can. Roll Acrobatics [Riding]. If you succeed, the distance to the other participant decreases (if the pursuer) or increases (if the prey) by your Movement.

- ❖ If the range exceeds 100 meters after both maneuvers in the round are resolved, the chase is over.
- ❖ If the range is 2 meters after both maneuvers are resolved, the pursuer may immediately make a close combat attack, or try to grapple or topple your opponent. If they fall prone, need to use a maneuver to get back up. The range stays at 2 meters.
- ❖ If the range would go below 2 meters, and the pursuer declines to attack as per above, they can either stay at 2 meters range or overtake the prey, and now become the prey themselves, at a distance defined by the excess movement. This latter option will typically only be viable in some sort of race situation.

Hide: You quickly duck into a side alley or hide behind something. This maneuver can only be done by the prey, and never at 10 meters range or less. If the range is up to 20 meters, you get a bane. If the range is above 50 meters, you get a boon.

Make an opposed roll for Sneaking [Riding] against the pursuer's Awareness. If you win the roll, the chase is over, or you can make a sneak attack against the pursuer at a range of your choosing.

Block: You knock things over behind you, trying to create obstacles for the pursuer. This maneuver can only be done by the prey. Roll for Brawling. If you succeed, you move your Movement away from the pursuer, and the pursuer must also roll Evade [Riding] before resolving their own maneuver. If that roll fails, their maneuver is canceled.

Cut Off: You try to find a shortcut and cut off the prey. This maneuver can only be done by the pursuer. Make an opposed Acrobatics [Riding] roll. If the range is above 50 meters, you get a bane. If you win the roll, the distance to the prey is immediately reduced to 2 meters, and an immediate close combat/ramming attack can be made as per above. If you lose or roll a tie, the distance is increased to 90 meters. If the distance was already at or above 90 meters, the chase is over.

Aim & Shoot: You take a breath to aim your weapon and fire. This is conducted as a normal ranged weapon attack.

Other: You do something not covered by any other maneuver. Typically, this means no movement relative to the other participants during the Round. The GM has final say.

CHASE OBSTACLES

Each round, after the participants have secretly chosen their maneuvers, the GM randomly generates a chase obstacle - see the table for example obstacles below. You may need to adapt these to the surroundings of the chase.

The obstacles provide flavor for the chase and can also affect the maneuvers chosen by the participants in different ways. The GM is free to adapt the obstacles to the situation at hand, or even choose to create obstacles freely as needed.

EXAMPLE TOWN OBSTACLES

D10	Obstacle
1	**Dead End:** If the prey has chosen to Pursue/Flee, Hide, or Block, the maneuver fails automatically.
2	**Food Stall:** A food stall or market stand blocks the way. If the prey has chosen to Flee, Hide, or Block, they must first make a Brawling or Evade roll (no action) to crash through the glass. If it fails, the maneuver is canceled, and the prey suffers D4 points of damage.
3	**Cart:** A cart pulls in and blocks the way. This gives a boon to Pursue/Flee and Stand and Shoot maneuvers, but a bane to Cut Off.
4	**Crowd:** The crowds of people making their way along the street provide cover for the prey. A Hide maneuver gets a boon, and even if the prey doesn't Hide, the pursuer must roll Awareness (no action). If it fails, their maneuver for the round fails automatically.
5	**Monks:** A throng of robed, chanting monks blocks the road. The prey must roll Persuasion (no action) to convince them to move. Success gives a boon to any Hide maneuver. A failed roll means that the prey's maneuver fails automatically.
6	**Guards:** A pair of guards try to block the chase, weapons drawn. This gives a bane to Pursue/Flee, Hide and Stand and Shoot. Anyone who performs the Stand and Shoot maneuver will be attacked by the guards.
7	**Beggar:** An old beggar grabs at the pursuer and starts chattering away, clearly after money. The pursuer must give the man some money or push him away with Brawling. If it fails, their maneuver for the round fails automatically.
8	**Garbage:** There is garbage and debris all over the street, making the ground slippery. Any Pursue/Flee maneuvers get a bane this round, while Block gets boon.
9	**Open Space:** The chasers suddenly find themselves in an open space, the crowds clearing for a moment. This gives a boon to Stand and Shoot, but a bane to Hide.
10	**Thugs:** D6 street thugs block the road, threatening violence. The prey must roll Persuasion (no action) to be allowed to pass. A failed roll means that the thugs attack - the chosen maneuver fails automatically, and one thug attacks in close combat. If the Persuasion roll succeeds, the thugs will attack the pursuer instead

MULTIPLE PARTICIPANTS

If there are more than two participants in a chase, only the slowest participant on each side - the one with the lowest Movement - performs maneuvers and rolls dice, except for the Stand and Shoot maneuver, which all participants on the side can perform.

SEPARATE CHASES

A more complex way to resolve chases with multiple participants is to let each perform maneuvers separately. Keep track of each participant's distance score as the distance to the current frontrunner - who has a score of zero. The frontrunner's Flee maneuver will increase everyone else's distance score, while everyone else's Pursue/Flee maneuver only decreases their own score. For all other maneuvers, you must indicate which other participant you wish to target. You count as pursuer in relation to all participants in front of you, and as prey to all behind you.

D epending on where the chase takes place, use other obstacle tables. Below, you can find one for chases in a forest or similar wilderness. For other environments, you can easily create your own adapted table that fits the surroundings. See a template table on the bottom of this page.

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ADDITIONAL OBSTACLE TABLES

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D8 Forest Obstacles

1	**Dead End:** If the prey has chosen to Flee, Hide, or Block, the maneuver fails automatically.
2	**Thicket:** A dense bush or thicket blocks the way. If the prey has chosen to Flee, Hide, or Block, they must first make a Brawling or Evade roll (no action) to push through or evade the branches. If it fails, the maneuver is canceled, and the prey suffers D4 points of slashing damage from the thorns.
3	**Herd of Deer:** The herd of deer or similar large animals suddenly cross the path, providing cover for the prey. A Hide maneuver gets a boon, and even if the prey doesn't Hide, the pursuer must roll Awareness (no action). If it fails, their maneuver for the round fails automatically.
4	**Downpour:** A sudden downpour makes it difficult to see and makes the ground slippery. The Pursue/Flee maneuver gets a bane, but Hide gets a boon.
5	**Crevice:** You are approaching a narrow gap or crevice in the terrain. If the prey has chosen to Flee, Hide, or Block, they must succeed an Acrobatics roll (no action) to jump across the gap. If it fails, the maneuver is canceled, and the prey falls into the crevice, suffering 2D6 points of falling damage.
6	**Difficult Terrain:** The way ahead is blocked by rocks, fallen trees, or flooding. Any Pursue/Flee maneuvers get a bane this round, while Block gets a boon.
7	**Clearing:** The chasers suddenly find themselves in a clearing. This gives a boon to Stand and Shoot, but a bane to Hide.
8	**Savage Animal:** A wolf, bear, or other savage animal feels threatened by you. The prey must roll Beast Lore (no action) to know how to avoid enraging it. A failed roll means that the bear attacks - the chosen maneuver fails automatically and the bear attacks in close combat. If the Beast Lore roll succeeds, the bear will attack the pursuer instead.

D8 Obstacle Template

1	**Dead End:** If the prey has chosen to Flee, Hide, or Block, the maneuver fails automatically.
2	**Physical Obstacle:** If the prey has chosen to Flee, Hide, or Block, they must first make a Brawling or Evade roll (no action) to overcome it.
3	**Gap in the Ground:** If the prey has chosen to Flee, Hide, or Block, they must succeed an Acrobatics roll (no action) to jump across the gap.
4	**Obscuring Factor:** Any Pursue/Flee maneuver gets a bane, but Hide gets a boon.
5	**Difficult Terrain:** Any Pursue/Flee maneuvers get a bane, but Block gets boon.
6	**Cover:** Providing cover for the prey.
7	**Open Space:** This gives a boon to Stand and Shoot, but a bane to Hide.
8	**Threatening Encounter:** The prey must roll Persuasion (no action) to know how to avoid enraging it.