



CHASING DRAGONS

A CHASE RULES SUPPLEMENT FOR DRAGONBANE

AUTHOR:

Sibling Dex

LAYOUT:

This game supplement was created using the [DragonBrew](#) homebrewery template by Sibling Dex.

ARTWORK:

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RUNNING CHASES

STARTING A CHASE

A chase can start out of a role-playing situation, or after someone flees a combat and the other pursue them.

THE CARD TRACK: To start the chase, lay out the initiative cards 1 to 10 in order on the table. Determine a get-away spot or hideout where the prey will be safe, located at card 1. Place the prey somewhere around card 4, depending on how long the chase should be. Place the pursuers 2 to 3 cards higher to give both sides a decent chance, closer means that they have almost caught up.

RANGE: The card track represents the chase route with each card representing about 10 meters of range: Two participants are within 10 meters of each other when they are on the same card, and within 20 meters when they are on adjacent cards, and so on.

CHASE ROUNDS

Chases are played out in rounds, just like combat. At the start of each round, the GM picks or randomly selects a chase obstacle and reveals it to the players. Instead of drawing initiative, go through the card track from 1 to 10, prey always going before the pursuers.

CHASE ACTIONS: On your turn, you can perform one *chase action*, as listed below. When you are attacked before your turn, you can give up your turn to Parry or Dodge. Free actions can be performed as normal.

MOVEMENT: During a chase, you don't get your normal movement since every participant runs in the same direction, roughly cancelling each other out. But you can gain ground on your opponents with the DASH action.

If you move over rough terrain, you must first make an ACROBATICS [RIDING] roll (not an action). If it fails, cannot move during your turn. If you cannot move during your turn, you cannot perform actions that require movement and increase your place in the turn order by 1.

MOUNTS: If a participant is riding a mount, the chase rules work as normal – but use the applicable skill for mounted participant, indicated in [brackets]. In a bustling street environment, a mount is not necessarily faster, but the rider gets a boon to AWARENESS.

CHASE OBSTACLES

At the start of every chase round, the GM picks or randomly selects a chase obstacle and reveals it to the players. See the example obstacle tables starting on page 3, or use the cards in the appendix. Don't use the same obstacle twice in a row – best limit them to once per chase.

These obstacles provide flavor to the chase scene and affect the participants' actions. Feel free to adapt and re-flavor the obstacles to the situation at hand, or create new obstacles as needed.

ENDING A CHASE

A chase ends when the pursuer catch up to the prey or the prey successfully hides or escapes the pursuers.

If a pursuer ends their turn next to the prey, they can try to grapple, topple or make a melee attack against the prey. If successful, the chase ends in combat or role-play.

The prey can escape by reaching 1 at the end of the round, if all pursuers drop out, or by sucessfully using the HIDE action. A pursuer drops out if their place in the turn order is or exceeds 10 at the end of the round.

CHASE ACTIONS

DASH: You run, ride, or swim as fast as you can. Decrease your place in the turn order by 1.

IMPROVISED ACTION: You take advantage of an opportunity that presents itself in your surroundings. Follow the instructions that are part of the chase obstacle and marked as an improvised action.

COMBAT ACTION: You use your turn to perform a combat action (Rulebook, p. 42) – except Dash, Parry or Dodge, since these have their own chase versions.

DEFEND (PREY ONLY): You pay close attention to any attacks coming from behind you. This enables you to parry or dodge once in reaction to other participants.

HIDE (PREY ONLY): You quickly duck into a side alley or behind cover. Make an opposed roll for SNEAKING against the pursuer's AWARENESS.

If a pursuer is next to you, you cannot HIDE, this get a bane within 20 meters and a boon above 50 meters.

- ♦ If you win, you can choose to escape or to make a sneak attack on your next turn.

CUT OFF (PURSUER ONLY): You try to cut off the prey. Make an opposed AWARENESS roll between you and the prey. This gets a bane if you are within 30 meters.

- ♦ If you win, you instantly catch up to the prey and can attempt to end the chase.
- ♦ If you lose, you get lost and drop out of the chase.

DRAGONS & DEMONS

If you roll a dragon on your chase action, you can choose one of the following additional effects:

- ◆ Decrease your place in the turn order by 1.
- ◆ Grant an ally a boon to their next roll.
- ◆ Give an opponent a bane to their next roll.

If you roll a demon on your chase action, you trip, fall or stumble, and increase your place in the turn order by 1.

MONSTERS IN A CHASE

Monsters can participate in chases just like any other character, although they are almost never the prey. On their turn, you can use their monster attacks if it makes sense. If it does not make sense, for example, because they are not in range of a target, simply use the DASH action or another appropriate chase action instead.

CHASE VARIANTS

RACES

You can use variant rules to run races, in which all the participants try to reach the same goal first. In that case, card 1 represents the goal and the following rules apply:

- ◆ All participants start on the same card (or below, if they have a head start).
- ◆ Everyone counts as pursuers to those in front of them and as prey to those behind them.
- ◆ The participant who reaches 1 first, wins the race.

Ties in the turn order between opponents are decided with an open opposed AGILITY [RIDING] roll.

If multiple participants form a team, they win or lose together. If there is a tie in turn order between allies, they can freely decide who goes first.

OPEN ENDED CHASE

If there is no clear getaway or safehouse for the prey, you can also run an open ended chase. To do so, use the following modifications:

- ◆ Instead of a goal, place the prey on card 1.
- ◆ The prey does not change their own place. Instead the prey's DASH increases everyone else's initiative.
- ◆ The prey can only win if they successfully HIDE or if all pursuers drop out of the chase.
- ◆ If there are multiple prey, only the one with the lowest movement rate can use the DASH maneuver.

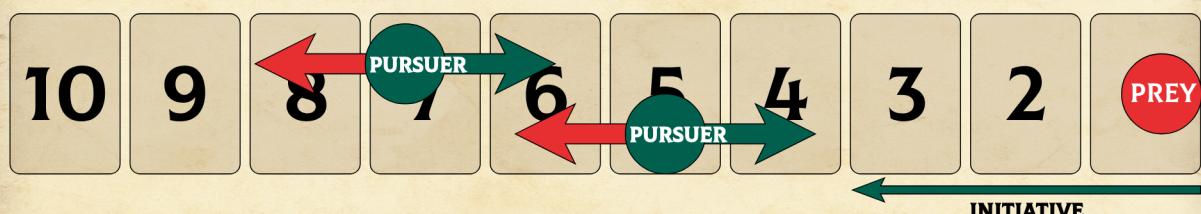
To make it easier on the prey, you can shorten the track to around 6 or 7, for pursuers to drop out more quickly.

INITIATIVE CARD TRACKS

STANDARD SETUP: Every participant's DASH decreases their own place. (Prey in red, pursuers in green)



OPEN ENDED CHASE SETUP: The prey's DASH increases the pursuers' place in the turn order.



RUNNING CHASES

CITY / TOWN OBSTACLES

D12 OBSTACLE

- 1 **DEAD END:** You turn around a corner and face a narrow alley with walls on all three sides.
- ◆ This gives a bane to HIDE.
 - ◆ Prey cannot use the DASH action and Pursuers cannot use the CUT OFF action this round.
 - ◆ If a pursuer is within 20 meters after the round, the chase ends in a the alley.

- 2 **BARRELS:** A stack of barrels are piled up on the side of the street and fastened with a rope.

IMPROVISED ACTION:

- ◆ Make a melee attack to cut the rope and send the barrels rolling towards your pursuers.
- ◆ If it succeeds, all pursuers must make an EVADE [RIDING] roll. If it fails, they fall and cannot move during their turn.

- 3 **CART:** A cart blocks off the closest side alley.

- ◆ Anyone who uses the HIDE or CUT OFF action must first make an ACROBATICS [RIDING] roll.
- ◆ If it succeeds, all remaining participants also have to make an ACROBATICS [RIDING] roll.
- ◆ Whoever fails their roll, loses their action.

- 4 **MARKET STALLS:** Crates and tables block the way.

- ◆ This gives a boon to HIDE.

IMPROVISED ACTION:

- ◆ Make a BRAWLING roll to knock things over to create an obstacle for a pursuer behind you.
- ◆ If it succeed, the pursuer must roll EVADE [RIDING]. If they fail, they fall down and cannot move during their turn.

- 5 **TRASH:** There is waste and debris all over the street, making the ground slippery.

- ◆ Everyone must first make an ACROBATICS [RIDING] roll or cannot move during their turn.

IMPROVISED ACTION:

- ◆ Make a BRAWLING roll to throw trash to slow down a pursuer behind you.
- ◆ If it succeed, the pursuer must make an EVADE [RIDING] roll. If it fails, their action gets a bane.

- 6 **BEGGAR:** A beggar grabs at the pursuer and starts chattering away, clearly after money.

- ◆ Pursuers must give the man some money or push him away with BRAWLING.
- ◆ If it fails, their next action gets a bane.

D12 OBSTACLE

- 7 **OPEN SPACE:** The chasers suddenly run through an open square, the crowds clearing for a moment.

- ◆ This gives a boon to all ranged attacks, but a bane to HIDE.
- ◆ If your (or your mount's) movement rate is 16 or higher, you can choose to DASH and decrease your place in the turn order by 2 instead of 1.

- 8 **CROWD:** The crowds of people making their way along the street provide cover.

- ◆ This gives a boon to HIDE.
- ◆ Even if the prey doesn't HIDE, the pursuer must make an AWARENESS roll.
- ◆ If it fails, they momentarily lose sight of the prey and cannot use DASH, CUT OFF or any action that requires seeing the target.

- 9 **MONKS:** A throng of robed monks blocks the street.

- ◆ Prey must make a PERSUASION roll to convince them to move.
- ◆ If it succeeds, they get a boon to HIDE between the monks.
- ◆ If it fails, they cannot use the DASH action.

- 10 **GUARDS:** A pair of guards try to block the chase, weapons drawn.

- ◆ The guards attack anyone who makes attacks.

IMPROVISED ACTION:

- ◆ Make a PERSUASION roll to convince them that the other side of the chase are criminals.
- ◆ If it succeeds, the guards try to arrest them (this can result in them attacking both sides).

- 11 **THUGS:** Three street thugs block the road, threatening violence.

- ◆ The prey must make a PERSUASION roll (not an action) to be allowed to pass.
- ◆ If it fails, one thug attacks – the participant can use their action to dodge or parry but cannot use any other action this round.
- ◆ If it succeeds, the thugs threaten the next participant instead.

- 12 **NARROW ALLEY:** The street leads into a narrow alley with little room to maneuver.

- ◆ This gives a bane to HIDE and CUT OFF.
- ◆ Large mounts cannot pass this alley. Riders must use their action to dismount or cannot move during their turn.

WILDERNESS OBSTACLES

D12 OBSTACLE

1	DEAD END: You run into a gully with steep sides.
	<ul style="list-style-type: none"> ◆ This gives a bane to HIDE. ◆ Prey cannot use the DASH action and Pursuers cannot use the CUT OFF action this round. ◆ If a pursuer is within 20 meters after the round, the chase ends in a the gully.

D12 OBSTACLE

7	CLEARING: The chasers suddenly find themselves in a clearing or large open space.
	<ul style="list-style-type: none"> ◆ This gives a boon to all ranged attacks, but a bane to HIDE. ◆ If your (or your mount's) movement rate is 16 or higher, you can choose to DASH and decrease your place in the turn order by 2 instead of 1.

2	THICKET: A dense bush or thicket blocks the way.
	<ul style="list-style-type: none"> ◆ This gives a boon to HIDE. ◆ Every participant who has chosen DASH, must first make a BRAWLING or EVADE roll (not an action) to push through or evade the branches. ◆ If it fails, the DASH fails.

8	WILD BOAR: A wild boar feels threatened by you.
	<ul style="list-style-type: none"> ◆ The prey must make a BEAST LORE roll (not an action) to avoid enraging it. ◆ If it fails, the boar attacks – the participant can use their action to dodge or parry but cannot use any other action this round. ◆ If it succeeds, the boar threatens the next participant instead.

3	HERD: The herd of deer suddenly cross the path, providing cover for the prey.
	<ul style="list-style-type: none"> ◆ This gives a boon to HIDE. ◆ Even if the prey doesn't HIDE, the pursuer must make an AWARENESS roll (not an action). ◆ If it fails, they momentarily lose sight of the prey and cannot use DASH, CUT OFF or any action that requires seeing the target.

9	RIVER: A river with a strong current, too wide to jump across, crosses your path.
	<p>IMPROVISED ACTION:</p> <ul style="list-style-type: none"> ◆ Make a SWIMMING roll to cross the river. ◆ If it succeeds, every participant must also make the SWIMMING roll (an action). ◆ However fails the roll, gets swept downriver and drops out of the chase.

4	DOWPOUR: A sudden downpour makes it difficult to see and makes the ground slippery.
	<ul style="list-style-type: none"> ◆ This gives a boon to HIDE. ◆ Everyone must first make an ACROBATICS [RIDING] roll or cannot move during your turn.

10	STEEP SLOPE: The ground raises up in a steep slope.
	<ul style="list-style-type: none"> ◆ Everyone must first make an ACROBATICS [RIDING] roll to climb up the slope. ◆ If it fails, your cannot DASH or CUT OFF and get a bane to your action.

5	CREVICE: You are approaching a narrow gap or crevice in the terrain.
	<ul style="list-style-type: none"> ◆ Every participant must succeed an ACROBATICS [RIDING] roll (not an action) to jump across. ◆ If it fails, they fall into the crevice, suffering D6 points of falling damage, lose their movement, and must spend your action to get out again.

11	BOG: The terrain in front of your is dotted with swampy patches and grassy bogs.
	<ul style="list-style-type: none"> ◆ Every Participant must make an EVADE [RIDING] roll to avoid the bogs. ◆ If it fails, you get stuck in the muck, you cannot move this round and you [your mount] must succeed on a STRENGTH roll to get out again.

6	DIFFICULT TERRAIN: The way ahead is covered by loose rocks or fallen trees.
	<ul style="list-style-type: none"> ◆ Everyone must first make an ACROBATICS [RIDING] roll or cannot move during their turn.

12	WASPS: A wasp's nest hangs on a tree nearby.
	<p>IMPROVISED ACTION:</p> <ul style="list-style-type: none"> ◆ Make a BRAWLING roll to throw rocks or branches to slow down a pursuer behind you. ◆ If it succeed, the pursuer must make an EVADE [RIDING] roll. If it fails, their action gets a bane.

DUNGEON CHASES

While chases in a town or forest take place over large distances with many options to hide or escape, this is not the case in cramped caves or dungeons. It therefore makes more sense to run the chase as a combat and make use of improvised weapon cards (or the tables in the Rulebook p.120).

To facilitate chases in a dungeon, use the list of random features and improvised weapons below. These can also be used in a cave, especially when it is being used as a living space with things like doors, furniture or crates in it – like a bandit hideout.

IMPROVISED DUNGEON ACTIONS

D6	EFFECT	D6	EFFECT
1	STACK OF CRATES <ul style="list-style-type: none">◆ Knock down crates in an area of 4x4 meters, making it rough terrain (Rulebook, p.44).◆ Make a BRAWLING roll to hit an enemy.◆ Everyone within the area must dodge the falling crates or take D6 bludgeoning damage and get knocked on the ground.◆ The attack cannot be parried.	4	RATS <ul style="list-style-type: none">◆ Make a BUSHCRAFT roll to agitate the rats and make them attack an enemy within 10 meters.◆ The attack hits automatically and inflicts 2D6 piercing damage.◆ The attack can be dodged but not parried.◆ If your BUSHCRAFT roll fails, the rats attack you.◆ After one attack, the rats scurry away.
2	CONVENIENT FURNITURE <ul style="list-style-type: none">◆ Make a CRAFTING roll to place a bench or chair to block a door from the inside.◆ If you succeed, the door becomes locked and cannot be picked, only broken down.◆ If you fail, the door is only closed and can be open as usual (see page 43 in the Rulebook).	5	PERFECT HIDING PLACE <ul style="list-style-type: none">◆ Make an opposed SNEAKING roll against the AWARENESS of an enemy who doesn't have direct line of sight.◆ If you succeed, they have lost you out of sight. You now count as undetected and can make a sneak attack (Rulebook, p.43).
3	BARRELS <ul style="list-style-type: none">◆ Roll a barrel in a line towards your enemies.◆ Everyone in the path of the barrel falls down.◆ The attack can be dodged, but not parried.	6	WALL TORCH (See Improvised Weapon Cards or Rulebook, p.120)

DEAD END

You turn around a corner and face a narrow alley with walls on all three sides – you are trapped.

- ◆ This gives a bane to HIDE.
- ◆ Prey cannot use the DASH action and Pursuers cannot use the CUT OFF action this round.
- ◆ If a pursuer is within 20 meters after the round, the chase ends in a the alley.

MARKET STALLS

Crates and tables block the way.

- ◆ This gives a boon to HIDE.

IMPROVISED ACTION:

- ◆ Make a BRAWLING roll to knock things over to create an obstacle for a pursuer behind you.
- ◆ If it succeed, the pursuer must roll EVADE [RIDING]. If they fail, they fall down and cannot move during their turn.

CART

A cart pulls up and blocks off the closest side alley.

- ◆ Anyone who uses the HIDE or CUT OFF action must first make an ACROBATICS [RIDING] roll.
- ◆ If it succeeds, all remaining participants also have to make an ACROBATICS [RIDING] roll.
- ◆ Whoever fails their roll, also fails on their action.

CROWD

The crowds of people making their way along the street provide cover.

- ◆ This gives a boon to HIDE.
- ◆ Even if the prey doesn't HIDE, the pursuer must make an AWARENESS roll.
- ◆ If it fails, they momentarily lose sight of the prey and cannot use DASH, CUT OFF or any action that requires seeing the target.

MONKS

A throng of robed, chanting monks blocks the road.

- ◆ Prey must make a PERSUASION roll to convince them to move.
- ◆ If it succeeds, they get a boon to HIDE between the monks.
- ◆ If it fails, they cannot use the DASH action.

GUARDS

A pair of guards try to block the chase, weapons drawn.

- ◆ Anyone who makes an attack will be attacked by the guards.

IMPROVISED ACTION:

- ◆ Make a PERSUASION roll to convince them that the other side of the chase are criminals.
- ◆ If it succeeds, the guards try to arrest them (this can result in them attacking both sides).

BEGGAR

A beggar grabs at the pursuer and starts chattering away, clearly after money.

- ◆ Pursuers must give the man some money or push him away with BRAWLING.
- ◆ If it fails, their next action gets a bane.

TRASH

There is waste all over the street, making the ground slippery.

- ◆ Everyone must first make an ACROBATICS [RIDING] roll or cannot move during their turn.

IMPROVISED ACTION:

- ◆ Make a BRAWLING roll to throw trash to slow down a pursuer.
- ◆ If it succeed, the pursuer must make an EVADE [RIDING] roll. If it fails, their action gets a bane.

OPEN SPACE

The chasers suddenly find themselves in an open square, the crowds clearing for a moment.

- ◆ This gives a boon to all ranged attacks, but a bane to HIDE.
- ◆ If your (or your mount's) movement rate is 16 or higher, you can choose to DASH and decrease your place in the turn order by 2 instead of 1.

CHASE OBSTACLE



CITY / TOWN

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CITY / TOWN

THUGS

Three street thugs block the road, threatening violence.

- ◆ The prey must make a PERSUASION roll (not an action) to be allowed to pass.
- ◆ If it fails, one thug attacks – the participant can use their action to dodge or parry but cannot use any other action this round.
- ◆ If it succeeds, the thugs threaten the next participant instead.

NARROW ALLEY

The street leads into a narrow alley with little room to maneuver.

- ◆ This gives a bane to HIDE and CUT OFF.
- ◆ Large mounts cannot pass this alley. Riders must use their action to dismount or increase their place in the turn order by 1.

BARRELS

A stack of barrels are piled up on the side of the street and fastened with a rope.

IMPROVISED ACTION:

- ◆ Make a melee attack to cut the rope and send the barrels rolling towards your pursuers.
- ◆ If it succeeds, all pursuers must make an EVADE [RIDING] roll. If it fails, they fall and cannot move during their turn.

DEAD END

You run into a gully with steep sides.

- ◆ This gives a bane to HIDE.
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THICKET

A dense bush or thicket blocks the way.

- ◆ This gives a boon to HIDE.
- ◆ Every participant who has chosen DASH, must first make a BRAWLING or EVADE roll (not an action) to push through or evade the branches.
- ◆ If it fails, the DASH fails.

HERD

The herd of deer suddenly cross the path, providing cover for the prey.

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A sudden downpour makes it difficult to see and makes the ground slippery.

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- ◆ Everyone must first make an ACROBATICS [RIDING] roll or cannot move during your turn.

CREVICE

You are approaching a narrow gap or crevice in the terrain.

- ◆ Every participant must succeed an ACROBATICS [RIDING] roll (not an action) to jump across.
- ◆ If it fails, they fall into the crevice, suffering D6 points of falling damage, lose their movement, and must spend your action to get out again..

DIFFICULT TERRAIN

The way ahead is covered by loose rocks or fallen trees.

- ◆ Everyone must first make an ACROBATICS [RIDING] roll or cannot move during their turn.

IMPROVISED ACTION:

- ◆ Make a BRAWLING roll to throw rocks or branches to slow down a pursuer behind you.
- ◆ If it succeed, the pursuer must make an EVADE [RIDING] roll. If it fails, their action gets a bane.

CHASE OBSTACLE



CITY / TOWN

CHASE OBSTACLE



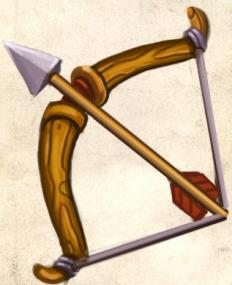
CITY / TOWN

CHASE OBSTACLE



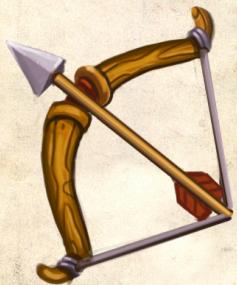
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CHASE OBSTACLE



WILDERNESS

CHASE OBSTACLE



WILDERNESS

CHASE OBSTACLE



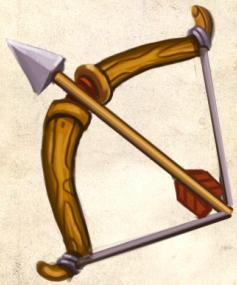
WILDERNESS

CHASE OBSTACLE



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WILD BOAR

A wild boar feels threatened by you.

- ◆ The prey must make a BEAST LORE roll (not an action) to avoid enraging it.
- ◆ If it fails, the boar attacks – the participant can use their action to dodge or parry but cannot use any other action this round.
- ◆ If it succeeds, the boar threatens the next participant instead.

RIVER

A river with a strong current, too wide to jump, crosses your path.

IMPROVISED ACTION:

- ◆ Make a SWIMMING roll to cross the river.
- ◆ If it succeeds, every participant must also make the SWIMMING roll (an action).
- ◆ However fails the roll, gets swept downriver and drops out of the chase.

STEEP SLOPE

The ground raises up in a steep slope.

- ◆ Everyone must first make an ACROBATICS [RIDING] roll to climb up the slope.
- ◆ If it fails, your cannot DASH or CUT OFF and get a bane to your action.

BOG

The terrain in front of you is dotted with swampy patches and grassy bogs.

- ◆ Every Participant must make an EVADE [RIDING] roll to avoid the bogs.
- ◆ If it fails, you get stuck in the muck, you cannot move this round and you [your mount] must succeed on a STRENGTH roll to get out again.

WASPS

A wasp's nest hangs on a tree nearby.

IMPROVISED ACTION:

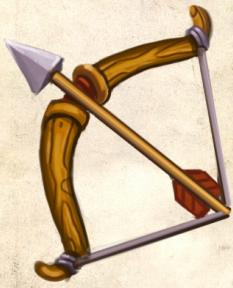
- ◆ Roll BUSHCRAFT to hurl the nest at a pursuer.
- ◆ The target gets stung, which inflicts D6 damage and gives them a bane on their next action.
- ◆ The attack can be dodged but not parried (Armor has no effect).
- ◆ If your roll fails the wasps sting you instead.

CHASE OBSTACLE



WILDERNESS

CHASE OBSTACLE



WILDERNESS

CHASE OBSTACLE



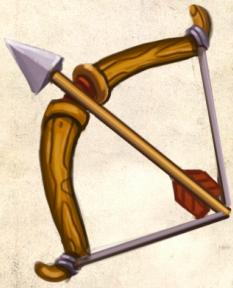
WILDERNESS

CHASE OBSTACLE



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CHASE OBSTACLE



WILDERNESS

STACK OF CRATES

- ◆ Knock down crates in an area of 4x4 meters, making it rough terrain (Rulebook, p.44).
- ◆ Make a BRAWLING roll to hit an enemy.
- ◆ Everyone within the area must dodge the falling crates or take D6 bludgeoning damage and get knocked on the ground.
- ◆ The attack cannot be parried.

STURDY FURNITURE

- ◆ Make a CRAFTING roll to place a bench or chair to block a door from the inside.
- ◆ If you succeed, the door becomes locked and cannot be picked, only broken down.
- ◆ If you fail, the door is only closed and can be open as usual (see page 43 in the Rulebook).

BARRELS

- ◆ Roll a barrel in a line towards your enemies.
- ◆ Everyone in the path of the barrel falls down.
- ◆ The attack can be dodged, but not parried.

RATS

- ◆ Make a BUSHCRAFT roll to agitate the rats to attack an enemy within 10 meters.
- ◆ The attack hits automatically and inflicts 2D6 piercing damage.
- ◆ The attack can be dodged but not parried.
- ◆ If your BUSHCRAFT roll fails, the rats attack you instead.
- ◆ After one attack, the rats scurry away.

PERFECT HIDING PLACE

- ◆ Make an opposed SNEAKING roll against the AWARENESS of an enemy who doesn't have direct line of sight.
- ◆ If you succeed, they have lost you out of sight.
- ◆ You now count as undetected and can make a sneak attack (Rulebook, p.43).

WALL TORCH

- ◆ Grab a torch from the wall and strike an enemy within 2 meters.
- ◆ Requires one free hand.
- ◆ The attack hits automatically and inflicts 2D6 fire damage plus damage bonus.
- ◆ The attack can be dodged or parried.
- ◆ You may then keep the torch.

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