

RAGING SWAN PRESS

20 THINGS #52:
URBAN CHASE



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20 THINGS #52: URBAN CHASE

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in. This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.

This instalment provides five pages of material compatible with virtually any fantasy roleplaying game and is designed to help you flesh out and bring to life the urban chases in your campaign.

CREDITS

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USING THIS BOOK

You can use these system neutral tables either during session prep or "on the fly" during the actual session. Roll on the desired table and describe the result. Remember:

- Some players may assume because you describe something it is important. This may slow down the party's progress through the adventure. This isn't necessarily a bad thing.
- Modify any result so it fit with your game.
- Ignore or re-roll inappropriate results.
- Have fun!

A NOTE ABOUT MECHANICS

Many of the lists in this book present obstacles to dodge or overcome, events to endure or opportunities to capitalise on. This is a system neutral book and thus I have made no attempt to suggest or design mechanics to run your chase. Keep in mind the thrill of the chase dictates a chase cannot simply devolve into a series of identical movements. Use the provided events and obstacles as chances to shake up the chase and for one party or another to gain advantage over the other.

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I: ALLEYWAY CHASE

Nefarious types often duck into a shadowy alley in hopes of escaping their pursuer. Use the tables and lists on this page to generate interesting events, obstacles, opportunities and complications for an alleyway chase. Modify or ignore any result you deem inappropriate.

Roll on the table below to determine what kind of obstacle or event occurs (and to whom it occurs):

D20	D20
1-6 Obstacle (both parties)	11-16 Event (both parties)
7-8 Obstacle (pursued)	17-18 Event (pursued)
9-10 Obstacle (pursuer)	19-20 Event (pursuer)

DAYTIME EVENTS

In a dark alleyway, the unexpected often happens.

1. Two men stagger along the alley, carrying heavy sacks. Intent on their task, they do not hear the character approaching.
2. Several beggars shelter in the alleyway. They paw pathetically at passersby, desperate for coin, food or strong alcohol.
3. A small boy plays in the mud, and pelts passersby with mud ball (once they have reached a safe distance).
4. Sunlight reflects off a pool of rank water, potentially dazzling a character for a round or two.
5. A man leans against the wall, urinating. He is in no hurry, and won't move for anyone.
6. Two cloaked figures are in the middle of some nefarious deal when the chase enters the alleyway. They both assume the chasing parties are the watch and bolt in different directions, perhaps adding to the confusion.
7. A young girl sits in the mud playing with a mongrel puppy. The dog barks ferociously at the character's sudden appearance and nips at their ankles.
8. Without warning cry, someone hurls the contents of a full chamberpot into the alleyway from an upper storey window. Unlucky characters could get hit by the excrement and be temporarily blinded or may slip in the suddenly appearing slippery puddle.

NIGHTTIME EVENTS

At night, the gloom of the alley becomes deeper.

1. Two thugs lurk in the alley, waiting for prey. They sense opportunity, and pounce during the chase.
2. A drunk sits slumped against a wall. His legs stick out in the alley and he (hilariously) tries to trip up a character running passed. If he succeeds, he finds this hilarious.
3. Thick clouds pass in front of the moon, plunging the alleyway into deeper darkness.

4. The noise of the chase provokes angry shouts from many of the buildings facing the alley; consequently, it is easy for the pursuer to keep track of their quarry's position.
5. The character hears an urgent whisper, as someone tries to entice them into a nearby shack to hide. This could be a genuine offer of assistance or the prelude to a mugging.
6. The character runs straight into the middle of a mugging. If they stop to help, the muggers attack them; if they ignore the mugging, the muggers ignore them. If the victim survives they might blame the characters for their predicament and seek revenge at a later date.
7. A stray dog noses about the alleyway in search of scraps. At the character's approach it could be aggressive or overly friendly. In either regard, the dog's attentions may slow down the character.
 - A. Aggressive (01-10):** The dog growls, bares its teeth and bites at anyone getting too close.
 - B. Friendly (11-20):** The dog wags its tail, jumps up and tries to follow the character (hoping for food, attention and love).
8. Two singing drunks stagger along the alley, arm and arm. In a jovial mood, they try to grab the character to get them involved in a sing along. Unless threatened with violence, they keep trying to get the character to join them for a drink and a song. They are intensely annoying.

OBSTACLES

Alleyways are narrow, dark and full of the leavings of civilised life.

1. A whore and her client appear oblivious to the oncoming runners. They make no attempt to get out of the way, and the client reacts angrily if disturbed.
2. A pool of slippery vomit and excrement covers the ground. Inattentive characters may slip and fall.
3. A semi-feral, skinny dog licks furiously at a lumpy pool of vomit. It barks furiously at, and tries to bite, anyone interrupting its meal.
4. The sharp shards of a broken barrel lie against the wall and could trip (or cut) the unwary. A character could also throw the broken barrel behind them to slow pursuit.
5. A body lies facedown in the alley, amid a slowly spreading pool of fresh (slippery) blood and entrails. Two mangy cats lap at the blood, and scatter at the character's approach.
6. A pitiful pile of belongs—thrown from a nearby house—litter the alley. A crying woman kneels among the objects sobbing while a man shouts insults from an upper window.
7. Slippery, foul-smelling mud comprises the alley floor. Characters moving swiftly may slip and fall in the mud. Such characters arise coated in the foul-smelling, slippery stuff.
8. The noise of the chase provokes angry shouts from many of the buildings facing into the alley; consequently, it is easy to keep track of the pursued individual.

2: ROOFTOP CHASE

Thieves and assassins often use a town's rooftops as a clandestine highway—one the local watch rarely frequents. Use the tables and lists on this page to generate interesting events, obstacles, opportunities and complications for a rooftop chase. Modify or ignore any result you deem inappropriate.

Roll on the table below to determine what kind of obstacle or event occurs (and to whom it occurs):

D20	D20
1-6 Obstacle (both parties)	11-16 Event (both parties)
7-8 Obstacle (pursued)	17-18 Event (pursued)
9-10 Obstacle (pursuer)	19-20 Event (pursuer)

DAYTIME EVENTS

During a rooftop chase, the unexpected often happens.

1. A roof tile cracks beneath the character's feet. Unless they catch themselves, the character could slip and fall (perhaps to the street below).
2. The character disturbs a worker fixing a tile. Surprised the worker moves straight into the character's path.
3. As #2, but the worker stumbles and slips from the roof. They catch themselves but dangle precariously above the street and desperately call for aid. If it is not forthcoming, they plummet to the street below; serious injury or death results.
4. The character disturbs a nesting bird (or two) that bursts forth from its hidden nest. The surprise of the bird's appearance could cause the character to swerve off course, skid to a halt or even fall from the roof.
5. Sun glints off a metal object, perhaps dazzling or temporarily blinding a character.
6. Angry shouting from folk in the building below follows the character across the rooftops.
7. Three cats lie sunning themselves on the roof's parapet. They hiss and spit at approaching characters.
8. A watch patrol passes below in the street. They see the chase and rush to intercept the characters.

NIGHTTIME EVENTS

At night, the characters may not be the only people abroad on the "thieves' highway".

1. The character literally bumps into a thief using the roof as a highway. The thief could be on the way to, or coming back from, a job. If the thief has already done their job, they drop their loot in surprise at the character's sudden appearance.
2. The character disturbs a colony of bats that take to the air in a great fluttering cloud. The bats could startle, distract or buffet the character.

3. An assassin is using the roof to approach their target. The assassin wants no witnesses and attacks the character.
4. A sudden fierce downpour renders the rooftops slick and reduces visibility.
5. The chase is making a lot of noise. Someone in the building below begins to hysterically shout of murder, assassins and thieves; the watch are called.
6. A cat slinks through the darkness on the hunt for a bird, rat or other tasty morsel. Inattentive characters might stand on the cat—maybe killing the creature and perhaps making them slip into the street below.
7. An assassin—or just a disgruntled thief seeking revenge against a rival—lurks on the roof ready to push a stone onto their target when they pass by.
8. Clouds scud across the moon banishing what faint moonlight was illuminating the rooftops. Below, the streets and alleys are chasms of darkness.

OBSTACLES

Rooftops are dangerous places.

1. A section of the roof is weak, and collapses as the character runs across it. Unless the character is nimble, they could fall into the room below.
2. The gap between buildings is wider than normal, and the character must leap to cross it. If they fail, they could fall to the street below.
3. A small group of minor wizards stand atop the roof observing weather patterns (during the day) or the stars and planets (at night). The character's appearance create confusion and anger in their ranks. Some wizards try and get out of the way while other's curse (and perhaps even punish the characters with a spell or two).
4. A line of fluttering washing lies across the route of the chase. Characters must duck under the washing or lose a round or two enmeshed in its slightly damp embrace. Additionally, the washing obscures sight of what lies beyond, making this a good place for an ambush.
5. Workers have piled new tiles, a great mass of thatch or replacement wooden beams in preparation for repairing the roof. The character must go over or around this obstacle.
6. Two lovers have crept up to the roof for some private alone time. They do not hear the chase until a character is literally on top of them. In the ensuing chaos, someone could slip and fall from the roof.
7. A section of roof being prepared for extensive repair is covered by nothing but a tarpaulin. An inattentive character might not realise the danger and fall into the space below.
8. Rival thieves—or perhaps two entire rival gangs—fight atop the roofs of this distract or block. Their skirmish causes innumerable obstacles—fallen combatants, knots of struggling thieves, dropped bags of loot and the like—for the characters to navigate.

3: SEWER CHASE

Much goes on below the streets of the towns and cities lucky enough to have a sewer system. Use the tables and lists on this page to generate interesting events, obstacles, opportunities and complications for a sewer chase. Modify or ignore any result you deem inappropriate.

Roll on the table below to determine what kind of obstacle or event occurs (and to whom it occurs):

D20	D20
1-6 Obstacle (both parties)	11-16 Event (both parties)
7-8 Obstacle (pursued)	17-18 Event (pursued)
9-10 Obstacle (pursuer)	19-20 Event (pursuer)

EVENTS

During a chase through a sewer, the unexpected often happens.

1. Several starving giant rats, in search of food, emerge from cracks low down in a wall and attack the nearest character.
2. The loud rumbling of a cart in the street above startles the character who might fall slip and fall into the sewer as a result of the shock.
3. A large bubble rises to the surface of the sewer and bursts, releasing a noxious stench into the air.
4. The character spots a shadowy figure up ahead in the sewer. The figure could be a lurking thief up to no good (1-3), a beggar (4-5) or a sewer worker (6) inspecting or repairing something in the vicinity.
5. A loud splash echoes through the air; ahead something large has just fallen into the sewer. Various, this could be a body (or something else) being dumped, some kind of large predator or a small collapse.
6. A sudden, loud influx of waste makes hearing anything else difficult for several rounds as the sound echoes loudly through the sewer.

7. Something large moves in the sewer's dank, opaque water, leaving a wake amongst the murk. It could be nothing more than a large submerged branch or it could be something far more dangerous—a snake, a monstrously large eel adapted to sewer life or something even worse.
8. The character disturbs a pair of footpads doing away with the remains of their most recent victim. They want no witnesses and attack the character.

OBSTACLES

Sewers are foul places, full of civilisation's muck.

1. A thick crust of slippery effluent covers the walkway; those moving too quickly or not paying attention could slip and fall into the sewer.
2. Part of the sewer's stone walkway has crumbled away. The characters must jump the five-foot gap to continue on their way or end up in the filthy water.
3. A rusty locked gate bars the walkway. The character must either jump into the sewer channel, leap across to the other walkway, go back the way they came or break through the gate to continue on their way.
4. A small swarm of rats gnaw on the filth-covered body of a human slumped on the walkway. A dagger sticks from the man's back and the rats vicious defend their meal.
5. A blockage has created a veritable dam of congealed excrement, bits of wood, detritus and other rubbish. Effluent has nearly crested the slick, stinking dam, which may—or may not—be safe to cross.
6. Two thieves lurk in the sewer plotting their next job. Predacious fellows they attack any lone or separated character, in search of an easy score.
7. The walkway is slimy and redolent with waste. Incautious characters may slip and fall (perhaps into the sewer's foul, sluggishly flowing water).
8. Because of a local blockage, this part of the sewer is flooded and the character must wade through thigh-high sewer water; hidden obstacles and deeper sections lurk to snare the unwary or rushing character.



4: STREET CHASE

A town's streets are often bustling places full of people and commerce. Normally, that's a good thing, but if you are trying to escape pursuit (or to catch someone) this might be much more of an inconvenience. Modify or ignore any result you deem inappropriate.

Roll on the table below to determine what kind of obstacle or event occurs (and to whom it occurs):

D20		D20	
1-6	Obstacle (both parties)	11-16	Event (both parties)
7-8	Obstacle (pursued)	17-18	Event (pursued)
9-10	Obstacle (pursuer)	19-20	Event (pursuer)

DAYTIME EVENTS

During a street chase, the unexpected often happens.

1. With only a brief warning cry, someone hurls the contents of a full chamberpot into the road. Unlucky characters could get hit by the excrement and be temporarily blinded or slip in the suddenly appearing puddle of filth.
2. A drunk mercenary tries to trip the character, hoping the watch might reward him.
3. It begins to rain heavily, reducing visibility.
4. A mounted warrior forces his horse through the throng, in search of an inn for the night. Tired and irritated at the crowds, he makes no attempt to get out of the character's way, and takes great delight in slowing them down and generally being difficult.
5. A peddler pushes a handcart through the throng. Desperate for a sale, they accost a character—thrusting a sample of their wares into the character's face, and generally be annoying and pushy.
6. A cart rumbles along the street, piled high with boxes and barrels. Characters moving quickly and unpredictably could spook the horses, creating chaos, confusion and disruption in their wake. The wagon might even shed its load.
7. Townsfolk stand and stare at the characters chasing through the crowd. Some shout words of encouragement, others taunt one or both parties.
8. The character knocks over an innocent passerby, who falls to the floor and drops their shopping. Instantly, beggars and street urchins fall upon the dropped items.

NIGHTTIME EVENTS

While normally quieter a town's streets are far from empty when night has fallen.

1. Drunken revellers wander down the street singing lustily. They stagger about, singing and laughing and could easily cause an obstruction for running characters.

2. A watch patrol walk the streets, keeping an eye out for suspicious or nefarious behaviour. They spot the chase and, in turn, give chase intent on catching both parties. As they join the chase, they call loudly for aid from other nearby patrols.
3. A man pushes a handcart up the street. He abruptly stops and begins to collect several large lumps of horse manure. (A steaming heap of the stuff already fills his barrow).
4. The character hears an urgent whisper, as someone entices them into a nearby building to hide. This could be a genuine offer of assistance or the prelude to a mugging.
5. A weary mud-splattered traveller leading a tired horse walks up the street searching for an inn for the night.
6. Two lovers stroll arm in arm along the street. At sight of the chase, one of the lovers decides to impress the other by trying to restrain the character.
7. A drunken barbarian staggers along the street drinking from a wine flask. The barbarian is not looking where they are going, and has a touchy temper. Violence could ensue, if the character bumps into, or knocks over, the barbarian.
8. A shadowy figure beckons to the character. The figure—a low-level thief—could offer the pursued a place to hide or show the pursuer a shortcut to get ahead of their quarry. Either way, the thief wants paying.

OBSTACLES

Streets are often busy places thronged with people.

1. An empty wagon, and a bored-looking horse, stands stationary in the road. The teamster kneels at the back of the wagon, as he examines something underneath it.
2. A patrol of four members of the watch march down the street, two abreast. Townsfolk step aside to let them pass temporarily creating an area of denser crowd.
3. A half-dozen laughing, running children run through the street, playing a game of catch. The character could get tangled up among the children who might not realise the deadly seriousness of the chase.
4. Stalls line the street, forcing those passing into a narrower section of road. Several oblivious people browse the stalls, creating additional obstructions.
5. A minor fire has broken out in a nearby building. Smoke wafts across the street, as a dozen or so townsfolk attempt to fight the smouldering blaze.
6. A procession—perhaps a solemn funeral procession or the like—processes up the street. The mourners do not take kindly to distractions or disturbances and lash at the character.
7. A building has collapsed, and is in the process of being rebuilt and repaired. A pile of building materials—guarded by several self-important urchins—partially blocks the street.
8. An important person—perhaps a nobleman, priest or wizard—is abroad in the town on personal business. If the character knocks the person over, gets in their way or otherwise inconveniences them the NPC may cast a spell at them, report them to authorities or exact their revenge in some other subtle (or unsubtle) way.

5: OPPORTUNITIES & COMPLICATIONS

Sometimes fortune smiles on the hero; sometimes, it does not.

Use this list to determine what opportunity or complication occurs during or after the chase. An opportunity or complication can occur to the NPCs, the characters or both parties, as you deem appropriate. Modify or ignore any result you deem inappropriate.

1. The chase takes place close to where a sergeant or captain of the watch is inspecting a double-strength patrol. Hearing the ruckus the officer, followed—perhaps reluctantly—by the patrol sets off to investigate the disturbance.
2. The nearest watch patrol happens to comprise corrupt and easily-bribable guards. For a small amount of coin, they can intervene, not intervene or release anyone captured during the chase, as appropriate.
3. A character resembles a notorious criminal high up on the watch's wanted list. Any members of the watch "recognising" the character gives chase. Alternatively, a mistaken informer follows the characters back to their lodging and then reports them to the watch—who arrive shortly thereafter to arrest the unfortunate character.
4. The person the characters were chasing has a powerful local friend or enemy.
 - A. **Friend (01-10):** The NPC seeks out the party to have their revenge on behalf of their friend. They might try rubbishing the characters' reputations or hire thugs to rough up (or kill) them. This NPC could become a reoccurring thorn in the characters' side.
 - B. **Enemy (11-20):** The NPC is delighted with the characters, if they caught their quarry and seeks them out to thank them. If the characters failed to catch their foe, the NPC offers the party assistance. In either scenario, the characters could make a new, useful friend who could be the source of future adventures.
5. The chase happened near the scene of another major crime. Perhaps someone important was murdered or a major theft occurred. The characters were seen running in the vicinity and are urgently sought for questioning.
6. The chase resulted in significant property damage, and the characters are pursued to settle the bill.
7. A high-ranking member of the watch seeks out the characters and offers them positions in the organisation.
8. A character develops a bad sprain or sprain, after the chase. Their speed is reduced by half for a week (or until they are magically healed).



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