

DRAWN OUT PURSUIT

Setup

The party is fleeing the guards due to a "misunderstanding."

Landscape

Roofs are all 15ft off the ground, the gatehouses are 30ft off the ground, the water is 30ft below street level, and the boat is 15ft below street level.

Lily pads may be crossed as normal terrain with a successful DC 12 Acrobatics check on the first movement into a lily pad covered space of that turn if the creature is not wearing heavy or medium armour.

The Good Ship Getaway's masts come along the tops of the gate house, 30ft above street level.

Drawbridge Movement

Creatures ascending the drawbridge while it is half raised or more make a DC 14 Athletics or Acrobatics check to ascend it normally; otherwise it represents difficult terrain, and is climbing to ascend while fully raised. A creature on the drawbridge is moved towards or away from the gatehouse at the bottom of the round when the phase proceeds; if they're at the edge, they make a DC 13 Dexterity save or fall off the side.

City's Finest

There are as many **Guards** as Player Characters in pursuit to begin, but 2 more arrive at the end of every round from a southern edge of the map. There are two **Guards** in either gatehouse, but neither will leave to fight the party; their gatehouse can't perform lair actions if they're incapacitated.

Crew of the Good Ship Getaway

The ship's a smuggler vessel trying to avoid attention; the deck has six Bandits and one Bandit Captain at the helm. They don't want the heat the PCs clearly have, and will attempt to throw them overboard rather than risk being stopped with illegal cargo.

Phase 1+: Hot Pursuit

The party begins near the southern edge of the map with the guards hot on their heels

- characters roll an Athletics check to determine how hard they're running: their check result rounded down to the nearest 5 is how many feet away from the southern edge of the map they may begin (i.e. 18->15ft).
- initiative is rolled by the PCs, the guards all act on Initiative 0, and the phases increments by 1 at the end of the round.

There Goes the Watch!: Lair Actions

The guards may communally make use of a singular Lair Action immediately after another creature's turn.

- *Out with the Wash:* an elderly citizen disdainful of the racket empties a soaped up washing bucket out their window: a 20ft cone originating from any building splatters out, coating the ground in difficult terrain. Creatures that fail a physical save or get hit by an attack while standing in the soapy water automatically fall prone, and must make a DC 12 Acrobatics check to stand up, taking 1d4 bludgeoning and spending the movement to attempt standing on a failure.
- *Legs Out:* nearby civilian crowds fed up with adventuring shenanigans converge on a 20ft radius area on street level. They deliberately trip or otherwise obstruct the movement of Player Characters who enter the area, imposing difficult terrain on the crowd's edge and forcing an Acrobatics or Athletics DC 12 check to push through them directly. They are swarms of Commoners that disperse one turn after being summoned.
- *Rock them!:* Guards in a nearby gatehouse toss large rocks: creatures in a 10ft square must make DC 15 Dexterity saves. 2d10 bludgeoning damage, halved on a successful save.
- *To your post!:* a nearby Guard who was off duty notices the pursuit and joins the fray: they emerge from any building.