

or allow some of the quarry to escape. If a pursuit splits into several smaller chases, resolve each chase separately. Run a round of one chase, then a round of the next, and so on, tracking the distances for each separate group.

### MAPPING THE CHASE

If you have the opportunity to plan out a chase, take the time to draw a rough map that shows the route. Insert obstacles at specific points, especially ones that require the characters to make ability checks or saving throws to avoid slowing or stopping, or use a random table of complications similar to the ones in this section. Otherwise, improvise as you play.

Complications can be barriers to progress or opportunities for mayhem. Characters being chased through a forest by bugbears might spot a wasp nest and slow down long enough to attack the nest or throw rocks at it, thus creating an obstacle for their pursuers.

A map of a chase can be linear or have many branches, depending on the nature of the chase. For example, a mine cart chase might have few (if any) branches, while a sewer chase might have several.

### ROLE REVERSAL

During a chase, it's possible for the pursuers to become the quarry. For example, characters chasing a thief through a marketplace might draw unwanted attention from other members of the thieves' guild. As they pursue the fleeing thief, they must also evade the thieves pursuing them. Roll initiative for the new arrivals, and run both chases simultaneously. In another scenario, the fleeing thief might run into the waiting arms of his accomplices. The outnumbered characters might decide to flee with the thieves in pursuit.

## SIEGE EQUIPMENT

Siege weapons are designed to assail castles and other walled fortifications. They see much use in campaigns that feature war. Most siege weapons don't move around a battlefield on their own; they require creatures to move them, as well as to load, aim, and fire them.

### BALLISTA

*Large object*

**Armor Class:** 15

**Hit Points:** 50

**Damage Immunities:** poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Bolt.** *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

### CANNON

*Large object*

**Armor Class:** 19

**Hit Points:** 75

**Damage Immunities:** poison, psychic

A cannon uses gunpowder to propel heavy balls of cast iron through the air at destructive speeds. In a campaign without gunpowder, a cannon might be an arcane device built by clever gnomes or wizardly engineers.

A cannon is usually supported in a wooden frame with wheels. Before it can be fired, the cannon must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Cannon Ball.** *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

### CAULDRON, SUSPENDED

*Large object*

**Armor Class:** 19

**Hit Points:** 20

**Damage Immunities:** poison, psychic

A cauldron is an iron pot suspended so that it can be tipped easily, spilling its contents. Once emptied, a cauldron must be refilled—and its contents must usually be reheated—before it can be used again. It takes three actions to fill a cauldron and one action to tip it.

Cauldrons can be filled with other liquids, such as acid or green slime, with different effects.

**Boiling Oil.** The cauldron pours boiling oil onto a 10-foot-square area directly below it. Any creature in the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

### MANGONEL

*Large object*

**Armor Class:** 15

**Hit Points:** 100

**Damage Immunities:** poison, psychic

A mangonel is a type of catapult that hurls heavy projectiles in a high arc. This payload can hit targets behind cover. Before the mangonel can be fired, it must be loaded and aimed. It takes two actions to load the weapon, two actions to aim it, and one action to fire it.

A mangonel typically hurls a heavy stone, although it can hurl other kinds of projectiles, with different effects.

**Mangonel Stone.** *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

### RAM

*Large object*

**Armor Class:** 15

**Hit Points:** 100

**Damage Immunities:** poison, psychic

A ram consists of a movable gallery equipped with a heavy log suspended from two roof beams by chains. The log is shod in iron and used to batter through doors and barricades.

It takes a minimum of four Medium creatures to operate a ram. Because of the gallery roof, these operators have total cover against attacks from above.

**Ram.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one object. *Hit:* 16 (3d10) bludgeoning damage.





## SIEGE TOWER

*Gargantuan object*

**Armor Class:** 15

**Hit Points:** 200

**Damage Immunities:** poison, psychic

A siege tower is a mobile wooden structure with a beam frame and slats in its walls. Large wooden wheels or rollers allow the tower to be pushed or pulled by soldiers or beasts of burden. Medium or smaller creatures can use the siege tower to reach the top of walls up to 40 feet high. A creature in the tower has total cover from attacks outside the tower.

## TREBUCHET

*Huge object*

**Armor Class:** 15

**Hit Points:** 150

**Damage Immunities:** poison, psychic

A trebuchet is a powerful catapult that throws its payload in a high arc, so it can hit targets behind cover. Before the trebuchet can be fired, it must be loaded and aimed. It takes two actions to load the weapon, two actions to aim it, and one action to fire it.

A trebuchet typically hurls a heavy stone. However, it can launch other kinds of projectiles, such as barrels of oil or sewage, with different effects.

**Trebuchet Stone.** *Ranged Weapon Attack:* +5 to hit, range 300/1,200 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 44 (8d10) bludgeoning damage.

## DISEASES

A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells.

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of *lesser restoration*. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a halfling neighborhood but leave other races untouched. What matters is the story you want to tell.

## SAMPLE DISEASES

The diseases here illustrate the variety of ways disease can work in the game. Feel free to alter the saving throw DCs, incubation times, symptoms, and other characteristics of these diseases to suit your campaign.