

Flying Chase Complications Table

d20	Complication
1	A massive gust of wind blows against you. Make a DC 15 Strength saving throw. On a failure, the wind pushes you back 10 feet at the start of your turn.
2	A flock of birds blocks your path. Make a DC 15 Dexterity (Acrobatics) check. On a failure, the birds count as 15 feet of difficult terrain and you take 1d10 piercing damage.
3	Suddenly the air around you becomes very thin. Make a DC 10 Constitution saving throw. On a failure you suffer one level of exhaustion which lasts until the end of the chase.
4	You pass by a giant eagle . Make a DC 15 Wisdom (Animal Handling) check. On a failure the eagle joins the chase and chases after you with hostile intentions.
5	A random atmospheric disturbance occurs around you. Make a DC 15 Dexterity saving. On a failure you are hit by a small jolt of lightning and take 4d6 lightning damage.
6	A cloud is in your path. Make a DC 10 Strength (Athletics) check or use 10 feet of movement to move around the cloud. On a failure the cloud counts as 10 feet of difficult terrain and you are vulnerable to lightning damage until the end of the chase or until you take fire damage.
7	A passing peryton decides to make a meal out of you and joins the chase.
8	You fly into a weak magic zone. If you are using magic to fly, make a DC 15 Intelligence (Arcana) check. On a failure you hover in the air and cannot move by means of magical flight until the start of your next turn.
9	A random atmospheric disturbance occurs around you. Make a DC 15 Constitution saving throw. On a failure you take 1d6 thunder damage and are pushed 10 feet in a random direction determined by the DM.
10	Violent winds assault you. Make a DC 10 Strength (Athletics) check. On a failure you are moved 15 feet in a random direction (determined by the DM).
11 – 20	No complication.

Saltwater Chase Complications Table*

d20	Complication
1	A giant octopus joins the chase and chases after you.
2	You run into a patch of seaweed. Make a DC 10 Strength (Athletics) check. On a failure the seaweed counts as 10 feet of difficult terrain.
3	A sudden riptide grabs you. Make a DC 15 Strength (Athletics) check. On a failure you are pulled 15 feet in a random direction determined by the DM and suffer one level of exhaustion which lasts until the end of the chase.
4	A large piece of jagged drift wood pulled by a fast current speeds toward you. The wood makes an attack against you with a +5 bonus to the attack roll. On a hit you take 1d8 piercing damage.
5	A coral reef lies in your path. Make a DC 10 Dexterity (Athletics) check. On a failure you are hooked by the coral and take 1d4 piercing damage and lose 10 feet of movement.
6	A large swell or wave is headed your way. Make a DC 15 Strength (Athletics) check. On a failure you are pushed back 15 feet at the start of your turn.
7	A reef shark approaches you. Make a DC 15 Wisdom (Animal Handling) check. You make this check at disadvantage if you are not at maximum hit points. On a failure the shark chases after you.
8	A school of jelly fish is in your path. You can spend 10 feet of movement to move around the jellyfish or make a DC 15 Dexterity (Athletics) check. On a failure you take 2d6 poison damage and lose 15 feet of movement.
9	A rock lies in your path. Make a DC 10 Strength (Athletics) check. On a failure you lose 5 feet of movement and take 1d10 bludgeoning damage.
10	A you are assaulted by currents in all directions and a small whirlpool forms beneath you. Make a DC 15 Strength (Athletics) check. On a failure you lose 10 feet of movement and suffer one level of exhaustion.
11 – 20	No complication.

*Note you may make a vehicles (water) check with the appropriate ability in place of an Athletics check if riding in a water vehicle during the chase.

Sewer Chase Complications Table

d20	Complication
1	A roaring river of sewage blocks your path. Make a DC 15 Strength (Athletics) check. On a failed check, the sewage counts as 10 feet of difficult terrain.
2	Disorienting echoes cause you to question your current path. Make a DC 10 Wisdom (Perception) check. On a failed check, you move in a random direction determined by the DM.
3	A pipe opens next to you releasing a spray of sewage. Make a DC 15 Dexterity saving throw. On a failed save, you are knocked prone by the sewage.
4	You disturb a nest of rats. A swarm of rats chases after you.
5	Ahead of you a mechanical iron portcullis begins to shut. Make a DC 15 Dexterity (Acrobatics) check or use 10 feet of movement to go around a different way. On a failed check, you take 1d4 bludgeoning damage and have to use 10 feet of movement to go around a different way.
6	You must cross over the top of a pipe opening. Make a DC 10 Strength (Athletics) check to jump over. On a failed check, you fall 1d4 x 5 feet (taking the normal 1d6 bludgeoning damage per 10 feet) and land prone.
7	You run through a cloud of noxious fumes. Make a DC 15 Constitution saving throw. On a failed save, you are poisoned until the end of your next turn.
8	An ochre jelly falls from the ceiling and attacks you.
9	You must cross a pool knee-deep sewage. Make a DC 10 Strength (Athletics) check. On a failed check, the sewage counts as 10 feet of difficult terrain.
10	You run through a pocket of explosive gas. If you are carrying a lit torch, candle, lantern, or other fire-powered light source, open flame, or create fire by magic or mundane means this round, make a Dexterity saving throw. On a failed save, you take 2d6 fire damage.
11 – 20	No complication.

Swamp Chase Complications Table

d20	Complication
1	You run into waist-deep water. Make a DC 10 Strength (Athletics) check. On a failure the water counts as 15 feet of difficult terrain.
2	A mud pit is before you. You can attempt to clear it with a DC 15 Strength (Athletics) check or spend 10 feet of movement to go around the pit. On a failure you sink into the deep mud and it counts as 15 feet of difficult terrain.
3	You disturb a nest of stirges . 2d4 stirges chase after you.
4	You must run across a twisted tree to cross a small chasm. Make a DC 15 Dexterity (Acrobatics). On a failure you fall 1d4 times 5 feet, land prone, and take fall damage as normal.
5	An assassin vine tries to grab you around the neck. Make a DC 15 Dexterity. On a failure the vine grabs you and you take 2d6 points of bludgeoning damage. You are grappled by the vine until you succeed on a DC 10 Strength (Athletics) check which you make as an action or the vine holding you is dealt 10 points of damage (AC 12).
6	You run into a lizardfolk . Make a DC 15 Charisma (Intimidation) check. On a failure the lizardfolk chases after you.
7	You run across a puddle of stagnant water and splash some into your mouth. You must make a DC 10 Constitution saving throw. On a failure you become poisoned for 1 minute.
8	You run through a nest of biting insects. The insects make an attack roll against you and get a +5 bonus to the roll. On a hit they deal 1d12 piercing damage to you.
9	You run onto soft earth. If you do not use your action to dash this round, make a DC 15 Athletics check. On a failure you sink into the mud and cannot move until you spend 20 feet of movement to climb out.
10	A pit of snakes blocks your path. You can spend 10 feet of movement to go around the pit or make a DC 15 Dexterity (Acrobatics) check to swing from a vine. On a failure you fall into the pit and take 1d8 piercing damage and 1d8 damage. It costs 15 feet of movement to get out of the pit.
11 – 20	No complication.

Treetop City Chase Complications Table

d20	Complication
1	You cross an unstable rope bridge. Make a DC 10 Dexterity (Acrobatics) check or fall prone on the bridge.
2	You cross a crumbling bridge. Make a DC 10 Dexterity saving throw. On a failed save, you fall 1d3 x 10 feet (taking the normal 1d6 bludgeoning damage per 10 feet) and land prone.
3	You run across a narrow bridge. Make a DC 15 Dexterity (Acrobatics) check. On a failed check, you fall 1d3 x 10 feet (taking the normal 1d6 bludgeoning damage per 10 feet) and land prone.
4	The bridge before you is broken. Make a DC 15 Strength (Athletics) check to jump the distance. On a failed check, you fall 1d3 x 10 feet (taking the normal 1d6 bludgeoning damage per 10 feet) and land prone.
5	You disturb a hive of hornets. A flying swarm of insects chases after you.
6	You have reached the end of your path on this level and there is nowhere for you to go but up. Make a DC 15 Strength (Athletics) check to climb up to a new level. On a failed check, the effort to climb costs you 10 feet of movement.
7	You accidentally knock over an irate druid . Make a DC 15 Charisma (Persuasion) check or she chases after you.
8	A large puddle of tree sap is in your path. Make a DC 10 Dexterity (Acrobatics) check to avoid it. On a failed check, the sticky grounds costs you 5 feet of movement.
9	A large gap between structures blocks your path. You can make a DC 15 Dexterity (Acrobatics) check to swing across the gap on a vine or use 10 feet of movement to walk around the gap. On a failed check, you fall 1d3 x 10 feet (taking the normal 1d6 bludgeoning damage per 10 feet) and land prone.
10	An overgrowth of razorvine blocks your path. Make a DC 10 Strength (Athletics) check to jump over it. On a failed check, you take 1d10 slashing damage and lose 5 feet of movement.
11 – 20	No complication.