

**Sewer Chase Complication 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 <b>swarm of rats</b> 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 <b>ochre jelly</b> 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.

**Treetop City Chase Complication 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 <b>swarm of insects</b> 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 <b>druid</b> . 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.