

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 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.