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 **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.