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Flying Chase Complication 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.