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.