

# AIRBOURNE CHASE

After each turn roll a d20

**d20    Complication**

- 1        Your mount swerves quickly. Make a DC12 Dexterity save or fall off.
- 2        A gust of wind hits you and your mount. Make a DC12 Dexterity save or you accidentally drop your weapon.
- 3        Clouds obscure your view. You fly at half speed for 1 turn.
- 4        You lose your hold of your mount for a moment and almost fall off.
- 5        Half of your coins drop from your backpack or pockets.
- 6        Your backpack or other gear swings wildly and almost throws you off your mount.
- 7        Another mount and rider almost crash into you.
- 8        Your mount suddenly swerves and dives. DC10 Dexterity save or you drop your weapon.
- 9        Smoke rising from below obscures your vision. Half speed on next turn.
- 10       A bird flies right at you. Make a DC10 Dexterity save to avoid it or take 1d4 damage.
- 11       Your mount is distracted. Make a DC10 Wisdom (Animal Handling) check to take control or lose a turn.
- 12       The clouds part and reveal blinding rays of sunlight. You lose a turn.
- 13       A flock of large birds blocks your progress. You slow to half speed.
- 14-20   No complication