

D12



COMBAT COMPLICATIONS

1. **{Dead Magic}** A random anomaly in the realm's invisible veins of magic causes the entire battlefield to become an anti-magic zone for 1d4 rounds.
2. **{Separating}** The floor begins to rip apart, and in just 1 round the two halves of the floor will be too far apart for characters to cross by simply jumping.
3. **{Thieves}** While the heroes are busy fighting the enemy, a pesky thief appears and tries to raid their cart/packs/campsite for treasure and gold.
4. **{Slipping Away}** The item the party wishes to possess will fall into a chasm/lava pit/magical portal and be lost in 1d4 turns, but the enemy stands in the way.
5. **{Stampede}** Panicked beasts are charging across the battlefield, crushing and trampling anything that gets caught in their path {DEX saves for all creatures}.
6. **{Lethal}** The battlefield is surrounded by necrotic obelisks made from the bones of slain heroes. If you are reduced to 0 hp in their presence, you instantly die.
7. **{Hives}** Giant hives filled with flesh-eating insects are easily disturbed and swarm the closest creature they can sense and strip the meat from its bones.
8. **{Sealed In}** The only means to escape will seal shut in 1d4 rounds.
9. **{Blinding Shrooms}** When these goopy, yellow mushrooms explode, they douse everything nearby in an acid secretion that can blind creatures up to d12 hours.
10. **{The Rumbling}** An earthquake, the rumbling footsteps of a giant, or an unstable floor force DEX saves anytime a creature moves to avoid falling prone.
11. **{Magic Moon}** A rare planetary alignment greatly enhances the lethality of a particular school of magic {that the enemy has} for the next 1d4 rounds.
12. **{Zombies}** A massive hoard of zombies emerges from the woods/cave/ruins. The heroes' only hope at survival is fleeing or joining forces with the enemy.