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WILDERNESS DRESSING: HILLS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Gregory

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"?

Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Wildernesses Dressing presents loads of great features to add to the woodlands in your campaign. Designed to be used both during preparation or actual play, *Wilderness Dressing: Hills* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Wilderness Dressing: Hills*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Wilderness Dressing: Hills* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Brian Gregory is an old school gamer returned from the wasteland of real life with a passion to play games and meet people. After looking on while others wrote for publication; he's finally gotten off the sideline. As a model builder, painter and GM he has taken up the mission to add writer and designer to his list of credits. With a passion for setting the scene so that others may tell the story, he has sought out ways for GMs to add flavour and texture to their settings.

New to publication and being a freelancer he has started his long journey. He brings with him 25 years of running and playing role-playing games of various genres. A former professional chef, he turns his ability to mix up various ingredients into a recipe for fun and creativity. Whether on the fly or in a planned session his goal is to make developing the inspirational details more accessible. Brian lives in Saint Louis, Missouri and is grateful to have the four wonderful seasons. His home is shared by his cat, which still cannot help pay the bills. Known for producing good food and brewing good beer; he loves sharing his passion for life and fun with new people.

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FOREWORD

One of my hobbies is trail running, which I've been doing for about a year. (It's awesome – go do it!) One of the great things about running is that it clears my head and I come back reenergised and in a jolly creative mood. I live near the coast in a very hilly, wooded part of Devon (a town called Torquay) and so there is no shortage of interesting trails and paths to run on. Sadly this means there is also no shortage of trails to fall over on (or indeed off as I have occasionally discovered to my chagrin).

The other great thing about running in the woods and hills is that it gives you loads of great ideas for supplements like this. It drives home the point to me that the PCs' journey shouldn't just be featureless and boring. I occasionally have to heroically leap over patches of mud, jump over fallen trees and slide down muddy slopes (sometimes I mean to do some of those things). Given the object of many quests lie hidden in overgrown forests or deep within remote hill ranges the PCs should be seeing lots of cool, interesting features on their journey. (It's also fun to include some of those features in battles so clever PCs can utilise them in their tactics).

That's why I'm delighted that Brian has created this supplement – my own Borderland of Adventure campaign is set in a hilly, wooded region and so *Wilderness Dressing: Hills* (and *Wilderness Dressing: Woodlands*) are going to get a serious workout! (Sadly most of the random encounters on page 8 are a little too overpowered for my PCs for them at the moment but I'm sure they'll keep.)

I hope you find this instalment of *Wilderness Dressing* useful. It would be great to hear how you've used it in your game – I'd also be keen to find out which terrains you'd like to see featured in upcoming instalments. You can drop me a line at creighton@ragingswan.com.



MINOR EVENTS

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	A murder of midnight black ravens erupt from the trees just ahead.
2	The orange glow of sunrise or sunset silhouettes a group of wolves cresting a hill to the east.
3	A comet dashes across the night sky.
4	A distant rumble of thunder rolls toward you; cold wind blows, damp with the scent of rain.
5	Wind whips the dusty path. PCs must make a DC 15 Reflex save or be blinded for 1d4 rounds.
6	The crunching of dried leaves and cracking twigs can be heard in the distance.
7	A stiff breeze blows the scent of smoke through the hills.
8	At night, the clatter of rocks rolling down a hill wakes everyone in camp.
9	The sun blazes high in the sky; a falcon dives toward the distant ground in search of prey.
10	The sound of barking echoes through the hills. It slowly moves away from the party.
11	A large elk stands at bay in a small glade a short distance away. The hills rise sharply behind it.
12	Several birds wheel overhead, in full song.
13	Faint high pitched squeaking in the dead of night heralds the arrival of many bats (DC 10 Knowledge [nature] identifies).
14	In the middle of conversation with a travelling companion a fly becomes caught in your throat.
15	An orc body, three arrows in its back, lies on the trail. A DC 15 Heal check reveals it is less than three hours dead.
16	A wide s-shaped track weaves up the hillside.
17	A large raccoon eyes you menacingly while clutching a small mouse in its paws.
18	The dark of night is interrupted by flashes of light coming from between two distant hills.
19	A desultory drizzle begins to fall.
20	Dusty grey squirrels chatter while chasing one another around a large oak.
21	An eclipse begins with the sun swallowing the moon. It bathes the hillside in blood red light.
22	A ram, flanked by two ewes, stands on a low rocky hillside.
23	A bright blue-white flash of lightning rends the sky; the sound of splintering rock follows.
24	The lazy rolling hill pasture is occupied by a dozen fat cows. Neither a shepherd or dog is in attendance.

25	A tangled mass of brush and tree limbs lie at the base of a flat-topped hill. A DC 20 Perception check reveals the sound of scratching coming from inside the brush.
26	Desiccated bodies of birds, mice and other small animals hang from a tree's low branches.
27	From across the rough rolling hillside, a bobbling ball of whitish-green witch-light wavers. It moves away from those approaching it.
28	Deeply set tracks cross the party's path; a DC 18 Survival check reveals them to be of six heavily laden goblins that passed by two days ago.
29	Rotten branches and fallen small trees lie across the trail as it goes up hill.
30	The faint smell of roasting meat wafts on the breeze, probably from the sliver of smoke floating up from behind the next hill.
31	A DC 20 Perception check reveals the torn remains of a cleverly hidden net trap anchored to a tall oak.
32	A DC 20 Perception check reveals a jagged topped stone looks out of place. A deep hollow beneath contains three days of trail rations.
33	The weed cloaked skeletons of four ogres, their armour and weapons weathered beyond use, lie in a narrow gorge.
34	A newly cut trail leads downhill towards the sound of running water.
35	A trickle of mist covers the low-lying ground between several hills.
36	The clatter of hooves echoes through the hills, from ahead.
37	The rocky hillside has crumbled away to reveal a strangely carved opening in the hill. The opening is partially covered by the rock fall.
38	A sliver of blue fox fire snakes about the hillside before disappearing into the ground.
39	The rotting corpse of a light warhorse clad in rent barding bakes in the sun.
40	You hear the distinct sound of a baby rattle coming from the tall grass on the hillside.
41	The exposed roots of a massive hickory tree grow out of a craggy hill, creating a protected overhang.
42	The crack of whips and screams of pain echo through the hills.
43	The scent of smoke and burning flesh fills the air. To the east, a plume of smoke grows higher.
44	A gibbous moon hangs above the hills.
45	Tents of foreign design stand on a hillside.
46	As the sun reaches its apex the wind whips about with furious gusts. Distant chanting rises in tone.
47	A set of Large humanoid footprints led over a hill where two voices argue. A DC 16 Knowledge [local] reveals the voices are speaking in Ettin.

48	This hollow under a hawthorn tree-covered hillside serves as a worg's den. A DC 12 Knowledge (arcana) check reveals the identity of the den's occupants.
49	Foreboding, dark clouds gather above the hills.
50	Fallen trees border a recent campsite. A DC 15 Survival check reveals it is three days old.
51	Positioned in the crook of a tall oak atop a hill rests a severed dwarven head.
52	The scent of death wafts through the hills. A DC 15 Perception check uncovers a black bear's hollowed out carcass.
53	Wild grapes grow among a twisted briar. The briar hides a massive bee hive which unwary explorers may disturb.
54	A DC 18 Perception check reveals a very young wolf lurking behind a thorny bush at the base of the hill. It is emaciated and hungry.
55	An old, weathered arrow sticks out of the trail.
56	Strewn about the base of the hill are the looted remains of a campsite.
57	A DC 15 Survival check reveals several horses passed this way recently.
58	The ground shakes violently. Characters must make a DC 14 Acrobatics check or fall prone. A DC 10 Knowledge (nature) identifies the phenomenon as a minor earth tremor.
59	You hear the creaking of cart wheels. Still a few bow shots behind you, shouts can be heard.
60	Carion birds circle back and forth above a nearby hill. Investigations reveals the remains of several humans and goblins.
61	A large pit full of decomposing animals gapes before you. Flies cluster about and the stench of death is heavy in the air.
62	The trail heads down a difficult, irregular hill side. Characters must make a DC 12 Acrobatics, check to avoid sliding down the hill.
63	The wind moans through the hills; it grows suddenly colder.
64	A sudden drop in temperature heralds dark, rain-laden clouds creeping over the hills
65	A sudden strong winds sends small pebbles tumbling down a cliff.
66	Horse tracks and those of a laden cart are evident on the trail. Further on lies a body bloated with disease.
67	A slow, heavy rain makes the hillsides muddy and slippery.
68	A large flock of mountain sheep graze silently in the fold between two hills.
69	A long line of ants snakes across the party's path.
70	The warning yip of a fox (DC 10 Knowledge [nature] identifies) comes from a nearby rise.
71	The bright flash of an explosion bursts from the shadowed side of a steep-sided hill.
72	A low rumbling echoes through the hills.

73	A stark, unearthly shriek pierces the air; all other sounds cease and the wind grows in strength.
74	A broken chest lies on its side, on a hillside.
75	Two sets of clothing, along with other miscellaneous equipment, lies scattered about.
76	Four horse riders move across a distant ridge.
77	The hill rises to a cliff pockmarked with caves. Spindles of smoke rise from several cave mouths.
78	On a sheer section of the hillside perches a large nest of small trees, branches and shrubs.
79	Two broken down covered wagons block the trail. Shouting and banging come from the front wagon.
80	Vultures circle in the sky a few hills away.
81	A large stag stands atop a hill. It snorts in the party's direction.
82	A ten-foot deep hole pierces the hill. A block and tackle are set above it.
83	Large rocks tumble down the hill across the party's path.
84	An abandon campsite, several days old, has a map of the local area drawn in the earth. An "X" marks a spot just over a nearby ridge.
85	Several wolves circle an injured deer. Slowly the circle grows smaller.
86	A dead body lies face down on the trail. The unfortunate clutches a book in one hand and an empty bowl in the other.
87	Three heavily laden horses are tied to a large oak stump at the base of a tall bluff.
88	The stench of brimstone and sulphur waft from cracks in the hill.
89	Atop a convoluted hill, a single branch on a lone elm tree slowly bobs up and down.
90	A signpost lies on the ground. It reads "DREAD" and is written in dried blood.
91	The sound of sweet music comes from every direction.
92	A wide swath of mud covers the trail.
93	Recently made cart tracks from several wagons mar the trail.
94	Heavy rain lashes the hills; after 2d20 minutes rivulets of water start to wash over the trail.
95	Smoke issues from a deep rent in a nearby hillside.
96	Rolling hills drop down to a pristine lake.
97	The soft earth at the base of a hill barely conceals the opening of a sink hole.
98	A flock of ducks flies over low overhead. One drops from the sky, pierced by an arrow.
99	Fireflies flash and blink at the base of a twisted hill.
100	Suddenly a wall of earth sprouts the length of the opposite hill. Flashes and blasts of light can be seen coming from two battling figures.

HILL DRESSING

The hills through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	Tucked into a small grotto stands the burned husk of a miner's cabin.
2	A large patch of morel mushrooms sprout from the ground. A DC 16 Survival check gathers enough for a meal.
3	A thick growth of wild raspberry bushes has a path roughly chopped through it.
4	A recent rock slide partly covers the underbrush.
5	An old game trail crosses the trail. (d6) 1 tracks from a wild turkey, 2-4 no distinct tracks, 5 tracks of soft heeled boots, 6 bear scat.
6	A wild strawberry patch grows in the hollow between two low, grassy hills.
7	In the faint twilight, you find a small cairn of flat slate stone.
8	A scrap of red silk is caught in the thorny grip of a wild white rose bush.
9	The path widens; a vine covered cart with broken wheels rest on the side of the trail.
10	A hollow among three steep hills drops into a 40 ft. deep sinkhole.
11	A dilapidated hunter's cabin squats uneasily against a rocky hillside.
12	The low, broad outline of a stone archway can be seen in the grassy side of an evenly rounded hill.
13	Piles of tall grass lies in neat piles. Lazy smoke rise skyward from behind the hilltop.
14	A group of low growing blueberry bushes huddle about a small sunken pool of clear water.
15	A woodsman's axe lies on the ground next to a pile of cut wood. There is dried blood all around.
16	The dry heat of the sun has baked the sparsely covered hills into dry cracked faces.
17	A group of semicircular hills rise in the distance; each is topped with large, flat stones.
18	A tall slow upward rolling hill is topped with the tumbled remains of a watchtower.
19	The trail here has been dug into the side of a hill, doubling its width.
20	A large earthen berm circles a ruined hamlet.
21	An exposed deep hole between adjoining hills opens into a cavern below.
22	A ten-foot thick archway cuts through a gigantic tree between two hills.
23	As the trail ascends a steep hill ancient flagstone steps are visible beneath the mud.
24	The remains of a crumbling tower cascade down one side of this rocky crag of a hill.

25	An outline of a giant man is laid out in stone on the hillside a few bow shots ahead.
26	Two sharply rising hills flank the road.
27	A tall wooden tower perches atop a hill in the distance; it appears unoccupied.
28	Large flat stones, etched with illegible symbols cover a hill top. A DC 15 Knowledge (religion) reveal the place to be a burial ground.
29	The trail wends through closely crowded hills. Travellers must walk in single file.
30	Dishes outside a small roadside shrine contain cheese, bread, herbs and a small tiger eye agate (worth 10 gp).
31	A low oblong hill, covered in tiny white and purple flowers, has wandering steps cut to its summit.
32	A massive 100 foot crater opens in a hilltop's northern face.
33	The footpath through the hills is flanked by dark hawthorn trees. A DC 10 Knowledge (nature) check reveals they have been planted this way.
34	A tight, small grove of crab-apple trees wreath the top of a hill to the north of the path.
35	A low, crumbling stone wall snakes its way downhill.
36	Remains of a wooden bridge fill a hollow. The bridge's massive timbers are smashed and rotten.
37	Vines and underbrush have grown thickly over the ruined steps, columns and walls of a vast temple complex.
38	A low opening at the base of the hill is protected by a shelf of rock that juts out over it.
39	At the centre of this earthen amphitheatre is a broken circular stone platform.
40	The shallow alcove of a roadside shrine has been vandalised.
41	An opening of an old mine shaft is supported by stout oak posts bleached white by age.
42	The hill, covered in thick underbrush and thorny bushes, is sliced in two by a narrow chasm.
43	A tight group of birch trees stand atop a lone hill.
44	A sturdily built, weed-choked wooden fence climbs its way up the hillside.
45	A hill of rolling black volcanic rock rises and falls like a wave, its surface cold, coarse and pitted.
46	The trail ends abruptly at the base of a steep hill.
47	Rock battlements, no taller than a goblin, squat about the base of a low hill.
48	The hillside provides ample cover for any creature traversing it.
49	The grey-green face of this cliff is cloaked in intermittent mist drifting up from below.
50	Twist and turns of the low foothill gullies have become rocky, like a dry riverbed.

51	The crumbling remains of two massive pillars carved with devils' faces flank the trail.
52	This lone half-timbered shack's mouldering thatch roof has partially collapsed.
53	Several pecan trees with green skinned immature fruit stand dusty in the afternoon sun.
54	Three bow shots from this rocky plateau spreads a grassy plain thickly coated with wild flowers.
55	A flat hill flanks the trail. Atop it a windmill with broken sails stands forlornly.
56	A low bluff slopes up to a rocky prominence; its shape is vaguely pyramidal.
57	Atop a steeply sloped crag stands a wind hewn tor that vaguely resembles five fingers of an unearthly hand.
58	The limestone face of this broken crag is dotted by blue spruce pine and their fallen kin. A chimney crack splits the crag's face.
59	Atop the bluff, grass zigzags like a receding hairline.
60	A hill is covered in a scattered of leaves that themselves lightly cloak the foundations of an old, abandoned village.
61	Two huge boulders, one piled precariously onto the other, stand by the trail.
62	A gurgling rill leading away from a small waterfall is crossed by a rudimentary rock bridge of flat stone.
63	Cold winds, blowing a ripped and torn cloak, rips down the trail.
64	A blackened hill looms above the trail.
65	A deep crack in a nearby cliff overlooks the trail. Within, it slopes downward to a small cave.
66	Five stones stand at the base of the hill where the beginnings of a small game trail snakes into the bushes.
67	The slopes of the defile rise like a tear in the hillside. Shadows shroud the path.
68	A broad, shallow valley opens before you. Wildflowers cover the ground.
69	The split in the path leads off in five directions. Three of the paths are well-travelled.
70	The deeply eroded hillside exposes loamy, black soil. Root balls of tall grass hang from the sod.
71	An extremely jagged hill provides cover from the wind that whips about this high spot.
72	A heavily reinforced stone door protects a cave of dark stone.
73	Four switchbacks zigzag up the steep hills. A large cairn of stones stands at each turn.
74	A difficult path runs up the rocky hill face. Its edges crumble away if used.
75	A near perfect rock dome, its cracks coloured deep black like a web shaped scab, tops the hill.
76	Terraced hills form small farm plots. The plots are well tended, but there is no sign of the farmers.

77	A whistling sound caused by wind moving through openings in the hillside fills the air.
78	On the gentle slope of the hill stands an abandoned mining settlement.
79	A steep, massive tor rises from a hillside. A lone watchtower perches at its zenith.
80	A side path runs between two small mounds linked by a stone archway.
81	The form of several sharp outcrops on the hillside are suggestive of leering faces.
82	A wind-worn flat rock faces the rising sun. Its mirror smooth surface glints brightly.
83	Thin, foot-long grass green crystals protrude like spines from either side of the hillside path.
84	The tall grass growing here is twisted into tight spiralling bundles. No wind or breeze is present.
85	The dry wash of the foothill opens into a small basin.
86	A massive sinkhole nearly engulfs the base of a high, sheer rocky hill.
87	Slabs of black obsidian coat the low hill like armour. A flat topped archway opens in its side.
88	A hilly region of sulphurous, terraced pools of hot water flank the trail. Stinking mists claw at your nostrils.
89	At the back of a grotto is a small cave opening.
90	Tucked between two hills boiling mud pits roil with heat and noxious gasses.
91	The hills bordering the forest are dotted with foresters' huts. Much cut lumber is piled about.
92	Nestled in the cracks of the hillside is a super colony of ants.
93	This deep shadowed hillside is covered with slimy, iridescent pale blue mushrooms.
94	The path winds down the slope of this large sparsely grass-covered hillside like an undulating serpent.
95	A starkly bright lichen-covered rock juts out from a cliff. Its massive overhang could shelter five humans.
96	The wall of a broken well stands at the base of an overhanging bluff.
97	Deeply eroded red clay blankets this section of ranging hills.
98	Wedged between the rocks halfway up the hill stands a stone hut. A slow pillar of smoke rises from its chimney.
99	The hill path ends at a precipice that drops hundreds of feet to the foothills below.
100	An entire hill face is carved with a 30-foot high relief of a mythical beast.

RANDOM HILLS ENCOUNTERS

D12	EL	CREATURES*	NOTES
1	1	Orcs (3)	Scouts for their tribe, these orcs sneak through the hills looking for a dwarf who has been prospecting in the area. They don't attack large groups, unless many party members are injured or distracted. They sneak after the party and if they camp near a cliff or steep slope, the orcs try to start a landslide once night falls to slay the PCs.
2	2	Hippogriff (<i>Bestiary</i> 2)	The PCs come across a hippogriff feasting on a recently slain orc. The hippogriff is fiercely territorial and does not give up its meal.
3	3	Hobgoblin leader ² and hobgoblins (2)	These three hobgoblins guard a rudimentary rope bridge leading into their tribe's territory. Their leader offers single combat to the party's greatest warrior for the right to cross the bridge. He tries to push his foe into the chasm below and if he is slain his fellows cut away the bridge's supporting ropes.
4	4	Ogre (1) and orcs (3)	This ogre is a mercenary for the Blood Eye tribe and it leads these orcs in a hunt for interlopers. The ogre is uns subtle and charges into battle, but retreats if reduced to half hit points. If the ogre retreats, the orcs also fall back and try to kill it; they resent this bullying ogre leading them and see the perfect opportunity to take their revenge.
5	6	Ogre spider (<i>Bestiary</i> 3)	This ogre spider lurks in a narrow cleft in the rock nearby where the PCs camp for the night. The creature emerges when it gets dark to hunt. It tries to immobilise one foe before dragging it back to its lair to eat later.
6	7	Leucrotta (2; <i>Bestiary</i> 2)	These cunning creatures use their power of mimicry to split the group. They wait until a PC is alone – perhaps while answering a call of nature – and call for help. They try and lead the gullible PC deep into the hills.
7	8	Wyverns (2)	Two wyverns swoop low over the hills searching for prey. They are very hungry and attack even large groups. They swoop down and try to grab a tasty snack. Once a wyvern has grabbed a target they fly away to a nearby hill where they drop their snack and fight between themselves over who gets the choicest piece of the meal.
8	8	Young hill giants ¹ (2)	Two young hill giants have crept away from their clan in search of fun and adventure. They attack the PCs from distance, hurling boulders at archers and spellcasters. They exclaim at every hit with childlike glee and retreat if reduced to half hit points.
9	9	Hill giant (1) and advanced ogres ² (3)	This hill giant leads its ogre warrior-minions in search of loot and fun. The giant is brutish and stupid and has only the flimsiest grasp of tactics; the ogres are much more cunning and hang back letting the giant fight the toughest foes.
10	10	Bull gorgon ² and young gorgon ¹	This dominant bull gorgon is teaching its child to hunt. It stays close to its child and protects it – even giving up chances to permanently petrify foes to do so. If its child is killed, however, it focuses all its attacks on the opponent who struck the killing blow and tries to petrify him.
11	11	Nal Karak (old great Cyclops ³)	Blinded by battle rage and fear of encroaching old age, Nal Karak attacks the party intent on proving his virility and prowess. He plans to leave one foe alive to tell of his power and might. He screams his name and deeds during battle to intimidate his foes.
12	12	Angkarmiir (adult copper dragon)	Angkarmiir is patrolling his territory when he spies the PCs. He lands and demands to know what they are doing in his realm. He is a whimsical fellow given to making mischief and decides to only let the PCs pass if they can successfully answer his riddles. (If they fail, he lampoons them and asks for a gift before letting them go on their way).

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: -3 Str, Dex, Con; +2 Int, Wis, Cha

HILL FEATURES

Hill ranges have many terrain features that can make encounters and battles within them exciting and interesting. Many of these features offer canny combatants distinct advantages in battle.

STEALTH AND DETECTION

Detection Range: In hills, the undulating terrain can make Perception checks difficult. The maximum range at which a character can make a Perception check depends on the type of hills:

- **Gentle Hills:** 2d10 x 10 feet.
- **Rugged Hills:** 2d6 x 10 feet.

MISCELLANEOUS TERRAIN FEATURES

Many different features can occur in hilly terrain. Some of the most common include:

Trail: A muddy, rutted 10 ft. wide trail winds its way through the hills. Movement on the trail is uninhibited.

Stream: Normally no more than 2 ft. deep, it costs 2 squares of movement to enter a stream square. Characters on the banks gain the benefits of higher ground (+1 on melee attacks) against anyone in the stream.

Streambed (Dry): Dry streambeds are an excellent place to hide.

Streambeds provide cover (+4 AC, +2 Reflex) to those within. It costs 2 squares of movement to exit a dry streambed, but no extra movement to enter. Creatures outside a streambed gain

the benefits of higher ground (+1 on melee attacks) against targets in the streambed.

SLOPES

Slopes are the main terrain types encountered in hills:

Cliff: Perfect places from which to launch an ambush, cliffs are also excellent vantage points.

A cliff typically requires DC 15 Climb checks to scale and is 1d4 x 10 feet high. A cliff is rarely perfectly vertical; it takes up a 5 ft. square if it is less than 30 ft. tall and a 10-foot square if it is higher.

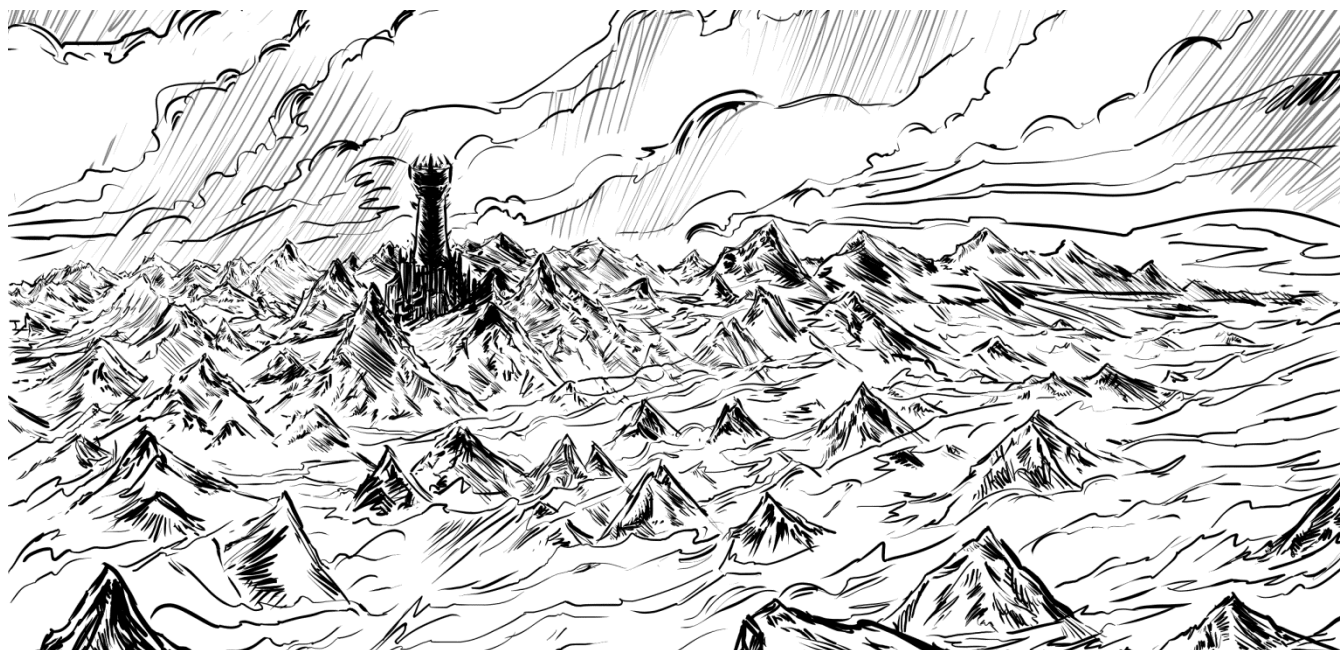
Slope (Gradual): Gradual slopes are easy to traverse.

The hill isn't steep enough to affect movement, but characters gain the benefits of higher ground (+1 on melee attacks against foes downhill).

Slope (Steep): Steep slopes can provide significant hindrances in battle.

Characters moving uphill must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill must make a DC 10 Acrobatics check when entering the first steep slope square. Characters failing this check stumble and end their movement 1d2 x5 ft. later. Characters who fail by 5 or more fall prone when they end their movement.

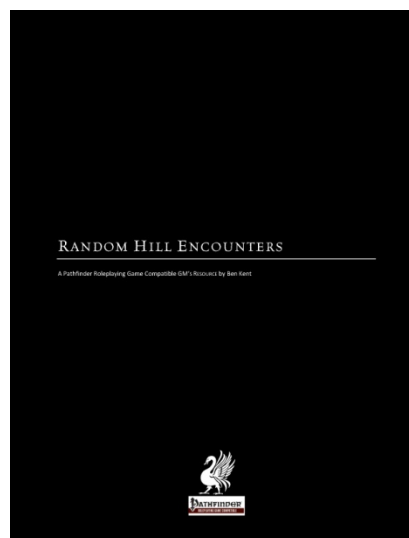
Characters gain the benefits of higher ground (+1 on melee attacks against foes downhill).



RANDOM HILL ENCOUNTERS

Got barely enough time to prepare the module? Want to include cool, evocative random encounters in your games, but just don't have the time to prepare them? Bored of pointless random encounters comprising bands of generic monsters that only seem to exist to attack wandering PCs? Then Random Hill Encounters is for you!

Presenting eight ready-to-use random encounters ranging in EL from 1 – 12 (and 20 stat blocks ranging from CR 1/2 – 10) all suitable for use in any range of hills, *Random Hill Encounters* takes the pressure off the time-crunched GM, enabling him to concentrate on crafting cool, evocative adventures!



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