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WILDERNESS DRESSING: MOUNTAINS

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 mountains in your campaign. Designed to be used both during preparation or actual play, *Wilderness Dressing: Mountains* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Wilderness Dressing: Mountains*; 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: Mountains* 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



This is Brian's second contribution to the Wilderness Dressing line. Given that he previously designed *Wilderness Dressing: Hills* it seemed logical to let him loose on this mountainous supplement!

Mountain ranges are often the setting for daring and desperate adventures – from lost and abandoned dwarven holds infested with goblins and orcs to dragon lairs stuffed full of treasure hidden in the highest peaks, mountains ranges are ripe for adventure. Brian has created loads of cool, little features and encounters to add variety and verisimilitude to your mountainous adventures.

We've also included 12 handy random encounters that you can use to challenge your party as they search for adventure. All the encounters utilise the basic versions of the monsters listed or versions modified by the simple templates listed in the *Bestiary* (which are easy to apply on the fly).

I hope you find this instalment of *Wilderness Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com. I'd also be keen to learn what subjects you'd like future Wilderness Dressing supplements to cover. You can drop me a line at the above address.



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	Rising along a rock tor is a series of crudely build houses (a tengu village; DC 11 Knowledge [local] identifies).
2	A black kite swoops from its perch and lands nearby.
3	A slow column of smoke rises from a crevasse, 200 yards away.
4	The sound of bestial crying and warbling is heard; it leads to an abandoned baby bugbear.
5	Thick fog rolls among the trees covering the mountainside. Visibility is halved.
6	The bleeding, mutilated bodies of three dwarves are found just off the mountain trail.
7	In the dead of night, coyotes howl.
8	The painful cry of an animal breaks the mountain air. A bear is caught in a leg trap.
9	A trail of scattered raw meat leads into the wooded scrub on the side of the trail.
10	A DC 15 Survival check reveals a group of orcs passed this way within the hour.
11	Below a ledge on a jutting rock a golden eagle feeds its young.
12	A DC 15 Perception check spots, across the valley, signal lights flashing.
13	The temperature drops rapidly as night falls. Dark clouds roll overhead.
14	The tracks of several snow rabbits are seen in the fresh powder just above the tree line. There are intermingled with larger feline tracks.
15	A group of six climbers make their way up a cliff face. They are roped together in tandem.
16	The wooden foot bridge spanning the gap of a crevasse looks to be recently demolished.
17	The moon creates a "red ring" solar eclipse positioned low between two peaks.
18	Drag marks of a large object run off the trail into a crack in the mountain face next to the path.
19	The tracks of a Lynx mar a small dirt patch of bare earth (DC 18 Survival identifies).
20	Just above the foothills of the mountain sits a perfectly good wagon. No horse and no signs of a struggle are evident.
21	A hawk circles above watching the party. A DC 15 Knowledge (arcana) identifies it as a blood hawk.
22	Upon a dark patch of granite rests a single white scale (DC 12 Knowledge [arcana] identifies as a white dragon scale).

23	The constant "hoot" of an owl breaks the night's quiet, making sleep a thing of dreams.
24	A wagon with a smashed rear end has crashed into a large fallen tree.
25	Three freshly dug graves stand in a shady dell near the trail.
26	The sun casts shadows from a rock formation in the pattern of a gated door on a nearby cliff.
27	A 20-foot cave opens just above the tree line. Massive bear prints appear in the rocky soil.
28	A large bird with a 10-foot wingspan glides over the party (DC 13 Knowledge [nature] identifies as a condor).
29	Above a rise in the pass circle three large vultures.
30	A slight trickle of rocks rolls down a nearby cliff face.
31	Cold, hard rain deluges the party for two hours.
32	As the PCs reach a high ridge, fog gathers in the valley below.
33	Just to the side of the trail a bear trap lies in the brush; a bloodied bear foot yet caught within.
34	The gutted remains of a moose lie strewn about; huge bear prints are evident.
35	A red-tailed fox darts across the trail carrying a freshly caught rabbit in it mouth.
36	An aurora of green and blue colours fills the sky in flashing spectral patterns.
37	A herd of chinchillas bathes in dust pools among the tumbled rocks.
38	The body of a mangled orc lies decaying between two boulders.
39	A lone antelope grazing on scrub is ambushed by a mountain lion.
40	Two forlorn, collapsed canvas tents mark the location of an abandoned campsite.
41	Down the mountainside a fast running stream gurgles over rocks.
42	Glistening like a patch of ice, a foot-long scale rests on the ground. (DC 16 Knowledge [arcana] identifies as a silver dragon scale).
43	Rocks slide away revealing a snake with red, black, yellow, black and red markings. A DC 12 Knowledge (nature) check identifies it as a king snake.
44	An arrow suddenly imbeds itself in a nearby tree.
45	The sound of chopping wood and the fall of a tree resounds through the mountains.
46	The moon begins passing into the umbra as a lunar eclipse begins.
47	Shouts for help ring out from high up a cliff face.
48	Atop a rocky crag a large nest is home to a winged creature with the head of a wolf and the body of a stag (DC 14 Knowledge [arcana] identifies as a peryton).

49	An abandoned canoe lies partially covered by branches near the trail.
50	Movement through the brush and scrub is revealed to be a small herd of mountain goats.
51	Faint screams come of the party's ears carried by the wind. They abruptly cease.
52	The tail of a comet flares in the light of day. It smashes into the half-dome mountainside.
53	In the light of the full moon the landscape becomes eerily bright as if it is day time.
54	A goose falls from the sky with an arrow piercing its neck.
55	Tree limbs crowd a ledge as big as a house. The nest contains 1d6 large, black eggs (a DC 19 Knowledge [nature] identifies them as roc eggs).
56	The bloody remains of several skinned deer litter the ground.
57	A small patch of ice covered snow holds the tracks of a large creature (a DC 14 Knowledge [nature] identifies them as yeti tracks).
58	A fast running stream has been dammed and the surrounding area is now flooded.
59	Freshly cut trees lie down slope; several figures stand by a wide slow moving river.
60	The limestone rock face opens into a crumbling cavern. Rubble covers the ground within, but its recesses are very sheltered.
61	A lone pine tree stands with four corpses hanging in nooses from its branches.
62	A five-foot wide fissure in the rock angles downwards; it is filled with cobwebs.
63	A herd of wild yaks graze on low scrub grass.
64	Dark shapes lope through the night sky. A DC 13 Knowledge (planes) identifies them as a pack of hunting yeth hounds.
65	Ripped and torn cloth is scattered around a small fire pit. Dried blood splatters the rocks nearby and leads off to the east.
66	Five bear-skinned, cloaked figures huddle by a campfire near a snow covered rock spire.
67	A huge ibex stands atop a lone boulder. Massive four-foot horns curl back from its head.
68	A large dead tree trunk lies across the trail.
69	A donkey stands sullenly in the trail. Its cargo toppled over; there is no sign of its owner.
70	This hunter's cabin is built into the rock face. A single door in its front, a few rusty bear traps hang to one side.
71	Frozen bodies poke through the fresh snow. They are completely looted of valuables.
72	Amongst the pine needles a small pile of scat is found (DC 12 Knowledge [nature] identifies as puma scat).
73	With a roar of tumbling rock, a landslide engulfs part of the trail the PCs have just used.
74	Rain falls in torrents and a minor mudslide slides onto the trail.

75	The stench of smoke fills the mountain air.
76	The distant sound of slow trotting horses comes from behind the party on the trail.
77	A gap in the low-lying gloomy clouds suddenly bathes the mountainside in warm sunlight.
78	Bird calls echo through the air (a DC 12 Knowledge [nature] reveals them as unnatural).
79	A four-foot tall rock wall has been recently built to partially block the mouth to a side ravine.
80	The thunderous roar of a huge flying creature emanates from the thick cloud above.
81	In the dry heat of the mountain's rain shadow the party crunch across a carpet of dead mountain locusts.
82	The thunder of hooves echoes among the peaks (a stampede of bighorn sheep are storming in the party's direction).
83	A severe wind blows up suddenly and blasts the party.
84	Dead horses, partially eaten, are dumped on a rock slab. A DC 15 Knowledge (local) check reveals cyclops were likely responsible.
85	The baying of a donkey rolls through the valley from up ahead.
86	A DC 17 Perception check spots two small snares near a bank festooned with rabbit holes.
87	Streams of shooting stars fill the night sky.
88	A signal fire pyre and its dead watchmen lie atop a steep cliff.
89	A distant horsemen with ice-crusted armour rides through the snow.
90	Plush mountain farms checker the valley. Lazy smoke rises from several small yurts.
91	The loud cracking of rock startles the party awake in the dead of night.
92	A torrent of sleet and hailstones blast down from the sky.
93	In the dark of night a high-pitch squeaking fills the air. (A DC 12 Knowledge [nature] check reveals the likely source to be a bat swarm).
94	A partially exposed block of ice holds a giant figure trapped within.
95	High in the mountain pass a makeshift graveyard containing six burial graves and three cairns.
96	The sound of barking dogs followed by shouts comes from somewhere ahead.
97	Tiny figures toil up a steep slope far above the party.
98	Off in the distance, three short horn blasts cut through the still mountain air.
99	At the foot of a tall rock face lies the broken body of a human climber. The rope against the cliff waves back and forth.
100	A bushy-tailed tree squirrel raps a walnut against an oddly shaped rock formation.

MOUNTAIN DRESSING

The mountains 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	Above the foothills a mile into the mountain range stands a small ruined lookout tower.
2	Strange circular geometric patterns cover the ground just above the tree line.
3	The gentle slope of the mountain is broken by deep fissures.
4	Slowly curving under a massive overhang huddles a small cliff side village.
5	A narrow switchback of ledges ascends the cliff face.
6	Bright white and black speckled marble slabs are piled through the pass.
7	A small lake fills the half-mile wide gap in-between two mountain.
8	Loose rock and large boulders mark a past avalanche.
9	The taste of limestone dust fills the air of a narrow mountain gorge.
10	A crown of three trees cap a mountainous ledge.
11	Flanking the narrow trail into the valley are two ten-foot tall obelisks.
12	Many cracks in the mountain's glacier face form a jagged serac.
13	Sturdily built, a dwarven bridge spans a 30-foot wide chasm.
14	A rough escarpment of sandstone rises high vertical. Its surface is worn rough from erosion.
15	A circle of petrified tree stumps overlook the valley below.
16	Rounded at its edge, the lip of the cliff slopes down in a gentle but progressive curve.
17	The entrance to a small, played out mine pierces a cliff face.
18	Situated on the valley floor are a series of rock columns; large boulders are balanced atop many of them.
19	Like an ocean coast, the tree line runs zigzag across the snow cap of the mountain.
20	The valley floor opens up to sparse ground cover. Natural fairy chimneys cover its floor.
21	Upon a dais rests a giant stone anvil inscribed with weathered and unreadable runes.
22	Sheets of slate grey rock lay scattered along the mountain trail.
23	A series of ledges jut from the cliff face.
24	In a wide culvert off the trail a narrow set of carved step ascends the cliff.

25	Towering fifty-foot high a bas relief of a humanoid is carved into the mountain face.
26	This natural wind carved arch spans fifty feet from one cliff face to another.
27	A 15-foot deep cave opens under a jutting overhang.
28	A series of dangling corpses hang from the brink of a high cliff.
29	Pink and white veins of marble run up the wind worn cliff.
30	Tight swirls and undulating waves of sandstone form smooth bowls throughout this part of the range.
31	Rising from the glacier sheet high in the mountain stands a nunatak of black rock.
32	Dropping for 2,000 feet a series of waterfalls encompasses the entire cliff face.
33	A single shelf of rock slopes up toward a small hole in the cliff.
34	Towers of stone jut from the mountain valley floor like stone trees.
35	This deep gorge is hemmed in by sheer cliff walls of dark grey granite.
36	The trail breaks onto a thirty-foot wide "rock pulpit" high above the valley floor.
37	An ice covered shoulder of the mountain extends toward the north.
38	A dry, cold and desolate rubble-strewn desert has formed on the lee side of this high mountain.
39	Rising 4,000 feet high is a giant cloud-shrouded plateau.
40	Dull brown scree skirts along the foot of the mountain, halving all movement.
41	The steep slopes of this gorge descend into the turquoise water of the river below.
42	The shallowness of the col between two mountains gives them the appearance of teeth.
43	By the light of the setting sun a rock formation looks to be that of a troll's face; thick, coarse grass sprouts from its forehead.
44	Rising the highest of all the peaks this summit reaches 26,414 feet into the sky.
45	Banded strips of red sandstone curve smoothly in slow arcs in this range.
46	Folding backward toward the east, this mountain creates towering roof-like overhangs.
47	A series of tall, carved wooden totem poles flank the trail.
48	The snow-line dips low into the bordering trees.
49	This sunlit mountain valley floor is covered with the tall overgrowth of wildflowers.
50	A crown of darkly coloured transparent blue tinted ice rest atop this mountain's summit.
51	Towering walls of ice coat the rock wall just before the summit.

52	An expansive moraine sits just below the mountain's glacier.
53	This culvert in the rock is made distinct by its coating of one inch crystals protruding from its walls.
54	At the foot of a glacier the opening of a deep ice cave can easily be seen.
55	Hundreds of shallow bowls cover the plateau's top. Each holds a few mouthfuls of water.
56	The ruins of a high altitude citadel loom over the trail.
57	Dusty brown and red sandstone mountains stretch to form a long valley
58	A partially buried watch tower is smothered under a long past landslide.
59	Deep amphitheatres of brightly coloured limestone create a giant maze in this range.
60	Only as wide as a halfling, this chimney crack rises some 2,500 feet up the cliff face.
61	A narrow eight-foot long rock needle protrudes from the cliff face above the trail.
62	Placed in erratic spots about the valley huge boulders are spaced widely apart.
63	Standing alone a narrow plateau is pierced through its centre by a 20-foot diameter hole.
64	The jagged ridge line of the mountain drops to a cliff. At the edge, stands a small keep.
65	Wide like a giant amphitheatre, many small lakes fill this mountainous valley.
66	Positioned on the mountain side near its summit, a wide brow of rock overhangs a cliff top village.
67	The view from the summit looks down on the tops of thick clouds
68	The trail leads down a steep slope of scree. Travellers must move cautiously or fall.
69	A series of terraced gardens rise towards an old tottering keep.
70	Rising 60 feet up the cliff is a crack with a 4-foot square hole near its centre. On misty days a rainbow emerges from the hole.
71	Even though it is shorter than the rest, a constant cap of snow and ice top this mountain.
72	A precarious pile of rocks overlooks the trail. Set high on a ledge they could easily be pushed down onto those below.
73	A ramshackle shack with scattered gold panning equipment sits near a swiftly flowing river
74	Dramatically hanging near the summit a horn of rock protrudes from the mountain face.
75	A huge scorched rock lies near the trail. It has been split in half by some tremendous force.
76	The mountainside rises like a curtain wall in a near vertical face.
77	Pinned into a deep dead end valley rots a festering mountain bog.

78	Scattered here and there, flat-topped outcroppings give wide views of the surrounds.
79	Savage wind whistles down over the mountains extinguishing exposed flames and taking travellers' breath away.
80	Rising high above the clouds a bare mountaintop looms like a balding head.
81	A twenty-foot deep overhang of rock hangs above a narrow ledge. A small cave opening hides deep within.
82	This mountain side is bare; there are no outcroppings to provide cover and only sparse grass grows here.
83	This peak is only accessible during the early spring months. Otherwise it is covered in deep, light powdery snow.
84	An ancient burial cairn set on an exposed sliver of rock overlooks the valley below.
85	Deep grooves in the rock are filled with fresh rain water.
86	The bare slopes of a mountain descends to a placid, sheltered lake.
87	Wind blowing from a deep, gaping cave mouth creates a low moaning sound.
88	Small stacks of cairn stones mark the footpath up the mountain trade route.
89	Perched high above on a small plateau is a lone two-storey building.
90	Thick, dark loamy soil covers the ground. Patches of weeds sprout from this past mudslide.
91	The dazzling sparkle of the white and orange quartzite makes the rock face nearly blinding.
92	The ruins of a mountain watchtower protrude from a narrow ridge.
93	An ever present icefall plugs the shoulder between two mountain peaks.
94	Five miles from the base of the range towers a lone butte 200 feet tall.
95	Partially buried all around the slope of the mountain are nearly perfect spheres of granite.
96	Five animal skulls have been set in a line upon a flat rock. They are weathered and old.
97	The trail give way to a gap created by a previous avalanche.
98	Green and grey swirled marble forms a nearby cliff face.
99	This mountain sprouts a broken crag of rock, at the foot of which opens a 100-foot wide cave.
100	Fast running rapids have cut a deep channel fifteen-foot wide in the valley floor.

RANDOM MOUNTAIN ENCOUNTERS

D12	EL	CREATURES*	NOTES
1	1	Tengu (2)	These tengu (Feral and Tal) are frantically searching for their missing friend and happily accept the PCs' assistance. They warn of increased ogre activity in the area.
2	2	Ogrekin (1; Bestiary 2) and Hiral (tengu)	Humming a happy tune this ogrekin is dragging the unconscious Hiral (N male tengu) back to its lair in preparation for dinner. The ogrekin is distracted (-5 Perception checks) and is making no attempt at stealth. If rescued, Hiral is grateful and asks to be escorted back to his village.
3	3	Giant eagle (1)	This giant bird soars far overhead, searching for dinner for its young. It does not attack large groups, but may pounce on any Small or smaller animal near the party.
4	4	Bugbear (2)	These two bugbears have set up an ambush near a small waterfall. They lurk behind the falling water and wait for prey to investigate. The small cave behind the waterfall shows signs of their occupation.
5	5	Huge peryton ³ (Bestiary 2)	This gigantic predator is very hungry. It attacks the person at the back of the group, using Flyby Attack to stay out of melee.
6	6	Troll (1) and trollhound (1; Bestiary 3)	This troll is out hunting with its pet. The PCs likely hear the hound's howling before actually spotting the pair (which may allow the PCs to set up an impromptu ambush).
7	7	Shadow mastiff (2; Bestiary 3)	These foul outsiders are tireless hunters and pad through the mountains in search of fresh meat.
8	8	Young roc ¹ (1)	This gigantic bird is flying high over the mountains when it spies the PCs. Hungry it swoops to attack, targeting the individual at the back of the group. It uses Flyby Attack in conjunction with its grab ability to fly off with its target (which it plans to eat later). If this attack fails, it tries again but as soon as the PCs inflict 30 points of damage, it flees.
9	9	Aya Kishi (CE female human vampire sorcerer 8)	This vampire has recently escaped from a lead-lined coffin that was buried a century ago in a small cave nearby. (An earth tremor opened up the cave and damaged the coffin allowing her to escape). However, she doesn't know where she is and seeks information from the PCs. She approaches their camp at night in search of answers. She has recently sated her thirst with ogre blood and so as long as the party answer her questions they are in little danger.
10	10	Stone giants (2)	Hunting two fire giants recently spotted in the area these gigantic humanoids are hiding on a high stone ledge in hopes of spotting their enemies. They have no interest in fighting the PCs, but hail them in hopes the adventurers have seen the fire giants. If they are attacked, the giants fight savagely and prefer to crush their enemy with thrown rocks. If badly injured, they retreat but tell their tribal companions of the evil adventurers stalking the hills.
11	12	Fire giants (2)	These marauding fire giants have come down from the high mountains in search of plunder, mayhem and death. They have acquired a taste for roasted dwarf and eagerly attack any such adventurers they find.
12	14	Kimuralisti (adult silver dragon)	This self-styled "Lord of the Mountains" is patrolling his domain when he spots the party. He investigates the party, landing atop a cliff nearby and demands they explain themselves. If the party are good-aligned and on a noble quest, Kimuralisti allows them to rest in his lair over night. His lair is nearby and, at the GM's discretion, he may choose to sell or swop some of his treasures with his guests.

*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: A creature with the giant creature template (+2 on all rolls based on Str or Con, +2 hp/HD, -1 penalty on all Dex-based rolls).

MOUNTAIN FEATURES

Mountains have many area 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 the mountains, the normal distance at which a Perception check can be made to detect the presence of nearby creatures is 4d10 x 10 feet. Certain peaks and ridgelines, may offer better or worse vantage points.

CLIFFS

Cliffs are often encountered in mountains.

Cliff: A character requires a DC 15 Climb check to scale a cliff. Cliffs are typically 2d6 x 10 ft. tall; those taller than 80 ft, take up 20 ft. of horizontal space.

Cliff (Unstable): This section of cliff is unstable. A character climbing across the area dislodges rocks and falls (taking the requisite falling damage) to the ground unless he makes a DC 35 Climb check. A DC 15 Knowledge (geography) identifies the unsafe portions of the cliff.

Rock Wall: This vertical plane of rock requires a DC 25 Climb check to scale. A typical rock wall is 2d8 x 10 feet high.

MISCELLANEOUS FEATURES

Occasionally, the PCs may discover features of interest.

Balanced Boulder: A boulder rests precariously upon another. A character giving it a good shove can dislodge it with a Strength check. The Strength check required to dislodge the boulder depends on the stone's size (DC 15 Small, DC 18 Medium, DC 25 Large, DC 28 Huge).

A dislodged boulder travels 2d4 squares in a straight line in a direction chosen by the character dislodging it (as long it does not travel uphill). The boulder makes an attack roll (using the character's BAB + Strength modifier) against every target in its

path (but with a -1 penalty for every previous hit). Damage dealt by the stone varies with its size (Small 2d6, Medium 3d6, Large 4d6, Huge 6d6).

OBSTRUCTIONS

Rubble and other obstructions litter the ground.

Scree: A field of shifting gravel, scree doesn't affect speed, but on a slope it can be treacherous. The DC of Acrobatics checks increases by 2 if scree lies on a gradual slope and by 5 if it covers a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

Shifting Scree: When a character steps into an area of shifting scree, the rocks shift beneath his feet. A character failing a DC 20 Reflex save slides 1d3 x 5 feet in a random direction (but not uphill) and falls prone. A character making the saving throw slides 1d3-1 x 5 feet, but does not fall prone.

Rubble (Light): Small rocks are strewn across the ground, increasing the DC of Acrobatic checks by 2.

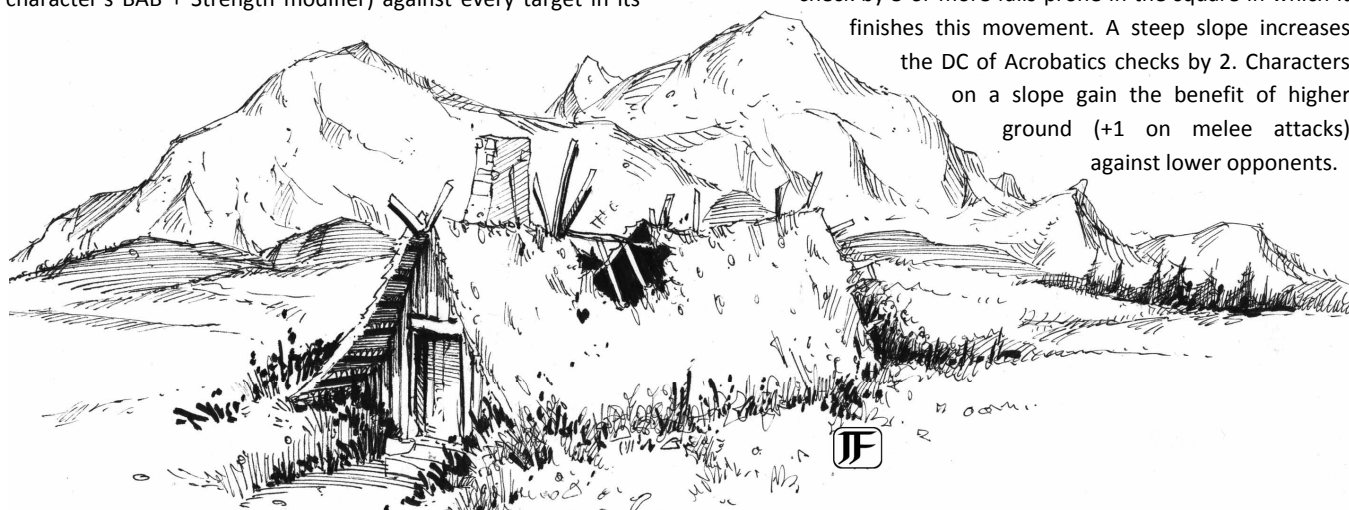
Rubble (Dense): Rocks of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

SLOPES

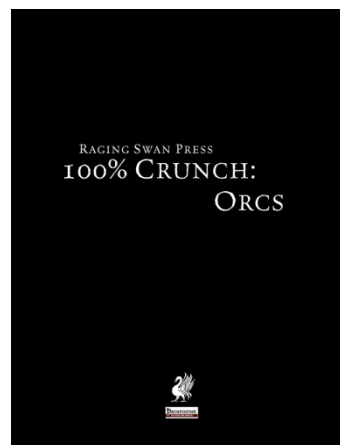
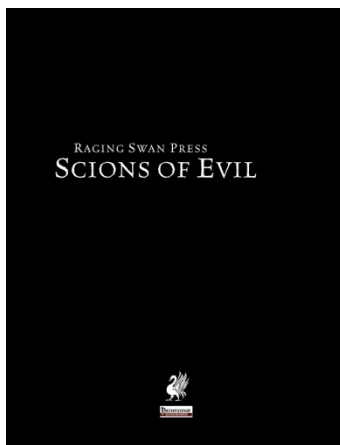
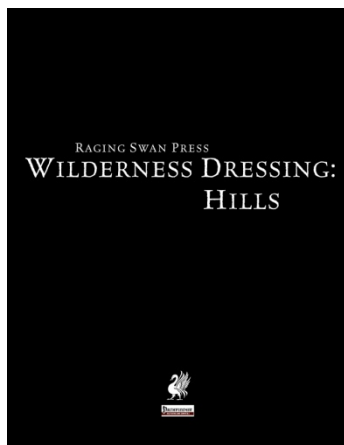
In the mountains, most ground is far from flat.

Slope (Gradual): This slope does not impede movement, but grants the benefit of higher ground (+1 on melee attacks) against lower opponents.

Slope (Steep): Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes this movement. A steep slope increases the DC of Acrobatics checks by 2. Characters on a slope gain the benefit of higher ground (+1 on melee attacks) against lower opponents.



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