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WILDERNESS DRESSING: PLAINS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Eric Hindley

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: Plains* is an invaluable addition to any GM's armoury!



CREDITS

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Interior Art: William McAusland. Some artwork copyright William McAusland, used with permission.

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

Eric is a proud weaver of many paths and an expert in every field (or at least a jack of all trades). He began his RPG career in the early 1990s, badgering his friends to let him have the 17 Cha he needed to play 2nd edition paladins at every chance. He migrated to 3rd edition in 2000 because the book was shiny and new out front of a Coles bookstore on some kind of cardboard display. Pathfinder caught his interest almost immediately after being announced, and he has been a firm believer ever since.

He began GMing primarily to force other people to play with him while at university in Toronto. After honing his skills picking off characters in the far-flung town of Banff, Alberta, Canada, he is currently exploring new campaign worlds with a variety of groups. Most of the rest of his time is spent painting toy soldiers for Warhammer (both fantasy and 40k) and Warmachine, working in the entertainment industry as a technician or tormenting an assortment of cats (and occasionally his wife, Kalyna).

Eric was a competitor in Paizo's RPG Superstar competition in 2010 and 2011, and won Open Design's Tin Crown in 2012.

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FOREWORD

Wilderness Dressing: Plains is Eric's second piece of work for Raging Swan Press (the first being *Dungeon Dressing: Chests*) and I'm happy to say that he's done a cracking job. Eric has done a great job of compressing 100 minor events and 100 pieces of interesting plains dressing into two detail-packed tables.

Sadly for me, most of my campaign seem to take place in borderland areas and so I'm not sure exactly how much use I'm going to get out of this supplement in the immediate future but once my PCs retreat from the wilderlands I'll be dusting off these tables and having at it. Funnily enough, while I was developing *Wilderness Dressing: Plains* I realised that the one real type of encounter missing from the various tables are those featuring non-hostile travellers. The set up of a Wilderness Dressing precludes including such encounters – they just don't have the space but I can see myself commissioning such a piece in the near future.

Random encounters with travellers, merchants, wandering bards and so on are a great opportunity for a GM to add detail and flavour to a campaign world (and a great way of introducing rumours and such like). They can also serve as the hooks for upcoming adventures or side treks – their uses are almost endless!

In any event, 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.



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 for (or possibly the prelude to) larger encounters.

D%	
1	A murder of crows flock over the cleanly picked remains of a large animal.
2	Vultures circle a stretch of field, though no carrion seems present.
3	A random PC steps in the entrance of a rabbit's burrow (DC 12 Reflex save or suffer a 5 ft. penalty to speed for 24 hours).
4	A herd of loping deer crosses the path.
5	A solitary wolf stands over the prone form of a deer, growling in defence of its kill.
6	An ominous scarecrow sways in the wind as it stands vigil over a barren field.
7	A dappled stallion parallels the PCs progress along the horizon.
8	A herd of grazing cows occupies a nearby field.
9	The droppings of some enormous animal in the road ahead contain the remains of a partially digested sheep.
10	A random PC trips into a shallow hole, reminiscent of a half-dug grave; a shovel is planted at its head.
11	An enormous black raven follows the party, intently eyeing any familiars.
12	A curious magpie swoops out of the sky, trying to steal a loosely attended shiny object.
13	A pack of wild dogs trails the party for a brief span, before moving onto a softer target.
14	The fresh tracks of centaurs have churned up the earth at irregular intervals for nearly a mile.
15	Tall grass conceals a broken hunter's trap (DC 15 Perception reveals).
16	The night sky is painted with bright colours, forming a surreal tapestry.
17	As the party makes camp, a shooting star blazes across the sky.
18	A thirteen-point bull elk crosses the party's path and lowers its antlers before dashing away.
19	A pure white eagle lands nearby, dropping something golden before taking off.
20	A discarded backpack containing a collection of books of children's stories lies near a tree.
21	The skeletal remains of a dog are oddly topped by a human skull.
22	The mangled body of an owlbear blocks the way – both its eyes and tongue are missing.
23	Distant figures (a band of hunters trying to catch a marauding wolf) trudge across a distant hill.

24	At midnight, the pitch darkness is shattered by a dense swarm of fireflies. (DC 13 Reflex save or blinded for 1 round).
25	A newly birthed calf mewls near the corpse of its mother.
26	A lamb wanders the plains, a collar proclaiming its name to be "Slaughter."
27	Black clouds swirl overhead, deluge the party in rain for a few minutes and then abruptly dissipate, leaving the party thoroughly soaked.
28	An enormous reptilian footprint serves as a pool from which several deer drink.
29	An ornate dining room table and chairs sits immaculately arranged just off the beaten path.
30	A shining, gold-hilted masterwork longsword (worth 400 gp) has been planted point first at the centre of a crossroad.
31	Carrion birds pick at the body of a bandit that has been staked out near the path.
32	As the party breaks camp, one of them finds a small (non venomous) snake in his boot.
33	Crude, pumpkin-headed effigies reminiscent of goblins leer at travellers for the next 3 miles.
34	A dimly glowing lantern draws the eye to the remains of a ruined tower.
35	A random PC steps on an ant hill, and is quickly covered with angry red ants (DC 12 Fortitude save or be sickened for 1 hour).
36	A toppled bees' nest lies nearby, its occupants chasing off a black bear.
37	A rabbit foraging beside the trail flees when the PCs approach.
38	A woman's boot stands discarded in the remains of a hastily scattered campfire.
39	Faint lights, as those of a distant mob of torches, are visible on the horizon as the PCs make camp.
40	Faintly visible humanoid figures shadow the party. Their distance is difficult to judge, seeming at times to be miles, and at other times to be only a few hundred feet.
41	A large bird is caught in the jaws of an oversized carnivorous plant.
42	A flock of birds flies overhead, their pattern seemingly forming an arrow.
43	A white deer races across the PCs' trail, and quickly darts away.
44	The monuments of a roadside graveyard seem to move in the fading light of dusk.
45	A series of ropes have been staked out in this field, their pattern reminiscent of cobwebs.
46	A small fire is slowly eating away at a field of strange plants, filling the air with a bizarre, acrid stench.
47	Rapidly moving clouds seem to be pulled into a far distant canyon.

48	A wild dog drags a set of manacles, a severed hand still occupying one side.
49	For a brief moment, near midnight, clouds scudding across the moon give it the appearance of a scowling face.
50	One PC is grabbed at the ankle by what seems to be a skeletal hand, but which turns out to be an ancient withered root.
51	The sound of ferocious barking – carried on the wind – reaches the PCs.
52	The wind whips dandelion seeds into the face of a random PC, who must make a DC 10 Reflex save or be blinded for 1 round.
53	A vulture picks at the corpse of a well-armoured dwarf, his chainmail is still in good condition.
54	A horse-drawn cart races across the plains, a swirling trail of spices cascading off the back.
55	Fruit falling from a nearby tree splatters unerringly in the midst of the party.
56	A small wild pony crops at the grass nearby.
57	An escaped sheep – and bearing its owner's brand – crops the grass nearby.
58	Pelting hail assails the party; one random PC must make a DC 10 Reflex save or have a randomly chosen potion shattered.
59	One PC steps in a bear trap, but disuse has rusted it nearly solid – its jaws close mere inches.
60	A small dog follows the party, begging for scraps.
61	What seemed to be a stone reveals itself as a lizard as it opens one inhuman eye.
62	A small stream is home to a school of luminescent fish.
63	Two male sheep butt horns attempting to win the attention of several nearby females.
64	A tumbleweed crosses the PCs' path, leaving a trail of fresh blood.
65	A screeching sound pierces the air; of the source there is no sign
66	A flying predator distantly trails the party for a few minutes before seeking easier prey.
67	A wounded bear growls as the party approaches.
68	A baby griffon tears flesh from a fallen animal it has slain. It flees, if approached.
69	A nest of snakes swarm over a set of burnished brass keys.
70	A herd of grazing bison trample carelessly over the skeletal remains of dozens of humanoids.
71	A single bolt of lightning drops from the blackened sky a dozen feet from the party.
72	A blue silk scarf tumbles on the wind before wrapping itself around a random PC.
73	Hundreds of tiny lizards sit in a nearby tree, staring as the party passes.
74	A flock of starlings in full song hurtle across the sky above the PCs' heads.
75	Swirling leaves seem almost to form words as they blow past the party.

76	A wagon wheel rolls past at an alarming speed, its source and destination unknown.
77	A black squirrel shadows the party, occasionally hurling nutshells when they get too close.
78	One of the party's animal companions or familiars dashes into nearby brush, finding a half-concealed corpse with 4 gp stuffed into its mouth.
79	A distant band of hill giants turn out to be detailed statues upon closer inspection. Disturbingly, they surround a freshly killed deer.
80	A fox slinks through the undergrowth, a rabbit in its jaws.
81	The party passes through a patch of clawing brambles. Several of the PCs' cloaks are snagged and ripped on the thorns.
82	A swirling dust devil ravages the landscape, throwing earth at a herd of cows.
83	Swarming red ants carry the complete remains of a skeletal human hand.
84	A travelling pedlar wanders toward the PCs whistling a happy tune.
85	A charnel pit emits such a stench that every PC is sickened for one hour (DC 12 Fortitude negates).
86	A swarm (harmless) beetles scuttle over a fallen tree.
87	A lightning bolt descends from a clear blue sky to shatter a nearby tree.
88	A swarm of multihued butterflies swirls around the party before flying away.
89	As the party passes under a low-hanging branch, an enormous and hairy, but harmless, spider drops on one PC's shoulder.
90	At night, something enormous flies overhead, blotting out stars a handful at a time.
91	A distant howling wolf is answered from seemingly every direction.
92	Glowing red eyes haunt the area surrounding the PCs camp, though no creatures can be found.
93	The remains of a fallen building choke a small gully. An old man lurks within and offers to read the future for a small price.
94	A passing traveller offers to sell salted meat.
95	Two hunting dogs hurtle across the plain chasing some unseen animal.
96	One PC's mount dashes off, only to be found moments later eating at a field of carrots.
97	An overpowering smell of fresh bread permeates the air for the next mile.
98	A howling wind sounds almost like painful screams.
99	Several birds peck among the crops in a nearby field. A farm boy is running toward them shouting and waving this hands.
100	Shouts and peals of laughter emanate from a sunken pool; within several children play.

PLAINS DRESSING

The plains 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	The tumbled remains of a stone wall denote the boundaries of a long abandoned farm.
2	A bare mud bank is pierced by many rabbit burrows. Tracks are abundant in the mud.
3	The burnt out frame of a barn stands testament to a forgotten tragedy.
4	The entrance to a pit mine has been boarded over. A sign warns of the dangers of collapse.
5	A lonely massive oak stands at the heart of a stretch of grassland.
6	A low area of scrub conceals the half-eaten remains of a traveller.
7	A loose sign spins on its post, ironically trying to point to a "the city."
8	A gate stands at the edge of a field, but has no fence to support it. A sign proclaims: "Tawcket's Place."
9	A series of squared stones have been stacked in the crude imitation of a man.
10	An ancient statue stands at a crossroad, pointing to the eastern fork. An inscription is barely visible at its base, the words lost to time.
11	The burnt-out remnants of a wheeled canvas wagon lie just off of the path.
12	Sitting on a nearby stump is a spent oil lamp; its brass tarnished nearly solid green.
13	Wild roses have overrun the area as far as the eye can see.
14	A corn field has been shaped into a crude maze, but much of the field has now been harvested.
15	Much of this grain field has been flattened, forming eldritch patterns.
16	A circle of stones sits around a well-used fire pit. An assortment of candles and other arcane paraphernalia are concealed in a nearby hollow.
17	A thick, tangled growth of brambles fills a natural hollow near the path. Wild blackberries and other fruits grow among the tangle.
18	A large crater stands as a blemish in an otherwise empty field.
19	The shattered remnants of a porcelain tea set frame a wagon rut.
20	An empty noose swings from the branches of a stout tree.
21	A farmhouse nearby looks like it has been abandoned for at least a decade.
22	A pool of stagnant water stands discordant in a field of orchids.

23	The only proof that a building once stood here is a lonely doorway to an empty field.
24	A nearby pond is frozen solid, no matter the ambient temperature.
25	A roadside cart proclaims "fresh fruit for sale: 1 copper," but it seems to be abandoned. The fruit looks fresh.
26	A nearby tree is laden with overlarge golden fruit ready to eat.
27	The half-concealed skeleton of an enormous beast dominates an otherwise barren field.
28	The stones that once made up a section of stone wall are scattered throughout this field, as if casually thrown.
29	The muddy road here is criss-crossed with dozens of animal tracks.
30	Wind-swept leaves are piled at the entrance to a small canyon.
31	Arcane sigils cover a stone that sits just off the beaten path; at night they glow faintly.
32	A single shattered wagon wheel, heavy with moss, lies half-buried nearby.
33	Rows of wild strawberries grow haphazardly throughout a nearby field.
34	A handful of toppled columns are all that remains of a temple that once stood here.
35	Half-buried skeletal remains paint a picture of a conflict fought here long ago.
36	A toppled tree stands as an improvised bridge across a shallow, dried stream.
37	This field may once have held bountiful crops, but it is now burnt stubble.
38	A skeletal arm thrusts from the ground clutching a shimmering blue silken scarf.
39	A small pool throws twisted reflections back at the party, showing subtle changes such as different hair or eye colours.
40	A heavily weathered stone covered in thick moss appears to have been a statue once upon a time.
41	The flag of a far distant nation proudly stands ahead, flapping in the winds.
42	Simple wooden markers are the only indication of a roadside graveyard.
43	A faded sign is adorned with only a simple spiral pattern in flaking yellow paint.
44	The skeletal remains of a human are staked out in a nearby field. Around its neck is a wooden placard that reads: "Witch, Heretic, Lover."
45	Ancient rusted manacles and a grey tunic with the device of a local lord have been stashed between the roots of a tree.
46	Worn holes in a stone monument cause the wind to pierce the air in fierce howls.
47	A half-finished stone wall surrounds three quarters of a well.

48	The clean-picked bones of an owlbear lies in a field, a handful of partially digested gold coins sitting where its stomach would have been.
49	The remains of an old campsite overlook the road from among the tumbled ruins of a long-fallen church.
50	A fire-damaged mirror lies nearby, distortedly reflecting the sky as though it were ablaze.
51	A well-built chest stands unguarded nearby.
52	A desolate windmill stands near the decrepit remains of a farmhouse.
53	Tremendous boulders stand off the road nearby, forming a set of concentric circles.
54	A weathered shield lies nearby, its heraldry that of a family dead nearly a century.
55	Shattered lances and heavy hoof prints surround a short length of wooden fence.
56	An unlit funeral pyre stands ahead, the body atop it is now skeletal.
57	A nearby stone has been carved with a detailed sculpture depicting a local hero overcoming a terrible beast.
58	A wooden lean-to has been built nearby; discarded bones litter its floor.
59	The road ahead is blocked by the half-eaten remains of a goat, which appears to have been dropped there.
60	The shattered remains of a stone gargoyle are scattered through this field.
61	Shattered wine glasses and an empty bottle surround a well-used campsite.
62	A flag of the surrounding kingdom flutters proud from a nearby hilltop.
63	Brilliantly coloured flowers line the side of the road for the next three miles.
64	Crossbow bolts pepper the area; 2d6 of them are still in good enough condition to use.
65	A stream meanders down a hill and crosses the path; either the PCs must use the ford or dare the stepping stones found further downstream.
66	Two dozen glittering silver coins surround a ruined burlap sack.
67	A small gorge is filled with rubbish – the leavings of a nearby settlement.
68	Enormous pieces of eggshell suggest that something had a very good meal nearby.
69	A huge piece of claw appears to have been shed by a griffon sharpening its nails on a tree.
70	Pieces of a sundered crossbow are spread about the trail.
71	Chunks of volcanic glass have been laid out in a simple message: “Leave.”
72	A statue is frozen with horror as it points toward a set of six-legged lizard tracks.
73	Three quarters of an arch, its keystone a leering skull, seemingly defies gravity to hang over the path ahead.

74	A massive well-made battleaxe lies in the ruins of this small cottage, giant footprints surround it.
75	A dense patch of mushrooms grows in the lee of a fallen, rotted tree.
76	A tumbled dry stone wall runs parallel with the road for a hundred yards before petering out.
77	A small patch of bright red mushrooms stands jarringly in this field of green grass.
78	Wild raspberries have overgrown the skeletal remains of a manticores.
79	A red stained stump stands at the head of a pit filled with the rotting remains of a variety of animals. A gilded axe is planted in the stump.
80	The glittering carapaces of beetle shells are easily mistaken for gemstones from a distance.
81	Half-buried glass bottles surround a hastily made campsite.
82	A black monolith is surrounded by scattered bone and stone weapons.
83	Wispy clouds form the shape of a pair of duelling monsters, the wind making their movements seem lifelike.
84	The dirt here is stained with bright colours, as if splattered with paint.
85	This iron cage has been torn open from the inside by something very large.
86	Ragged tears suggest a large animal has been sharpening its claws on a nearby tree stump.
87	An extremely well-made hat sits atop a mound of stones crudely piled to resemble a man.
88	Several cut and dressed large stone blocks lie discarded by the side of the road; weeds grow about them.
89	The foundations of a large building have been laid, but no structure was ever built.
90	A sheltered pool fills much of a hidden dell. A faint and steep trail leads down to the pool.
91	The corner of this way marker has been carved with monstrous visages.
92	Water oozes from a nearby bank and turns the path into a muddy morass.
93	This shallow well is filled with dozens of silver and copper coins, worth almost 50 gp total.
94	A rocky hill overlooks the trail; the smoke of a campfire rises into the air from behind it.
95	A bronze statue sits decapitated ahead, heavy patina covering the body, but the head nearby is well-polished.
96	The contents of a traveller’s backpack have been neatly laid out on tree stump.
97	The trail crosses the shed skin of a snake, nearly 10 feet in length.
98	The dirt here has been churned by the crossing of dozens of wheeled vehicles.
99	A broken wagon wheel lies discarded by the trail.
100	A weathered mile marker stands half-covered by weeds and brambles.

RANDOM PLAINS ENCOUNTERS

D12	EL	CREATURES*	NOTES
1	1	Pony (2)	Two wild ponies wander over to investigate the characters. If fed, the horses walk with the PCs for a while before cantering away.
2	2	Rabies-infected riding dog ² (1)	This dog is infected with rabies; it has recently escaped from its owner (who is now also infected) and driven mad by the disease attacks the PCs. A DC 14 Heal check recognises the signs of disease in the dog.
3	3	Giant eagle (1)	A huge bird of prey swoops down and tries to grab and fly away with a Medium or small animal (even perhaps a familiar or animal companion). If it grabs such a target, it flies away to consume its meal in peace.
4	4	Riding dog (4), dog (3)	A pack of wild dogs rushes across the plains chasing a few rabbits. The rabbits elude the dogs and when the dogs notice the party they move closer; they are aggressive and bark, but do not attack unless provoked. A character using wild empathy or Handle Animal to calm the dogs gains a +4 circumstance bonus if he gives the dogs a day's worth of rations.
5	5	Worgs ² (2)	This pair of old, powerful worgs have been preying on animals in the area for years. They are hungry and their arrogance leads them to attack the PCs. They flee if reduced to half hit points.
6	6	Adult ankheg ² (1) and young ankhegs ¹ (2)	An ankheg burrows into a field and attacks the cattle therein. The cows stampede, knocking down the field's wooden fence and the ankhegs give chase. As fate would have it, the cows flee past the PCs. If the PCs defeat the ankhegs the farmer asks them to investigate the ankhegs' burrow – he worries others might lurk within.
7	6	Berbalang (1 [<i>Bestiary</i> 3])	Safe in its subterranean lair, a berbalang hunts the surrounding area in its spirit form. It stalks the PCs using its spirit form and attacks at night when many of its targets sleep. Safe in its lair, it fights until its spirit form is destroyed (but if the PCs stay in the area it returns for revenge).
8	7	Spectre (1)	The decomposing corpse of a murderer hangs from a rope slung from the sickened boughs of a mighty oak tree. In life, the man was irredeemably evil and his spirit lingers now in the form of a spectre. At night he stalks the surrounding area looking for victims to slay. At night he hides inside the oak, slowly corrupting it.
9	7	Flesh golem (1)	A flesh golem – on the cusp of self awareness – has escaped its master's control and now staggers across the plain. The golem clutches its head and weeps and moans as it walks. If attacked it defends itself but otherwise pays no attention to the party. Its appearance, however, causes normal travellers to flee in terror.
10	8	Roc ¹ (1)	A young roc has flown far on the hunt; as the party travel through the plain, it swoops down and attacks a nearby flock of sheep; the shepherd screeches for aid as it carries away one of his charges. The roc ignores the party unless they attack it or try to retrieve its prey.
11	11	Aurumvorax (2 [<i>Bestiary</i> 2])	A mated pair of aurumvorax lair in a deep warren hidden inside a wide hedgerow. The Aurumvorax's lair is well concealed (DC 20 Perception reveals) and at first glance looks like a large badgers' set or some such.
12	12	Seraxmor (lich)	In life, Seraxmor was the indifferent son of a farmer, thrown out because the farmer could not afford to feed him. In death, he has returned to wreak his vengeance. Screams from a nearby farmhouse alert the party to something terrible occurring within. If the PCs investigate, Seraxmor feels compelled to explain what terrible parents the farmers are, how he is only having his revenge and that in undeath they will serve and love him. He demands the PCs leave; the terrified elderly farmers beg for aid.

*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).

PLAIN FEATURES

Plains can take many forms – farms and grasslands among them. In farmland, signs of cultivations – farms, fields, grazing animals and so on – are commonplace. Belts of farmland surround many settlements – particularly sizable ones. Grasslands are wilder and often far removed from large population centres.

STEALTH AND DETECTION

Detection Range: In plains, the maximum range at which a character can make a Perception check is $6d6 \times 40$ ft. although local terrain may modify this distance.

TRAILS

Trails and pathways often wend their way across the plain.

Trail: A muddy, rutted 10 ft. wide trail wends its way through the trees. Movement on the trail is uninhibited. Near larger settlements, trails and paths can be 30 ft. or more wide to accommodate the many carts and other travellers.

MISCELLANEOUS FEATURES

Several features are commonplace on plains:

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides cover (+4 AC, +2 Reflex). Mounted characters can cross a fence without slowing their movement if they make a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls from the saddle.

Hedgerows: Hedgerows are tangles of stones, soil and thorny bushes. Narrow hedgerows provide cover (+4 AC, +2 Reflex) and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that make a DC 10 Climb check need only 2 squares of movement to move through the square.

Streams: Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace. They are normally slow moving (DC 10 Swim) and meander across the landscape.

UNDERGROWTH

Undergrowth comes in two basic categories:

Light Undergrowth: Vines and roots cover many non-trail squares, increasing the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Heavy Undergrowth: Dense thorn bushes and other tangled growths make movement extremely difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

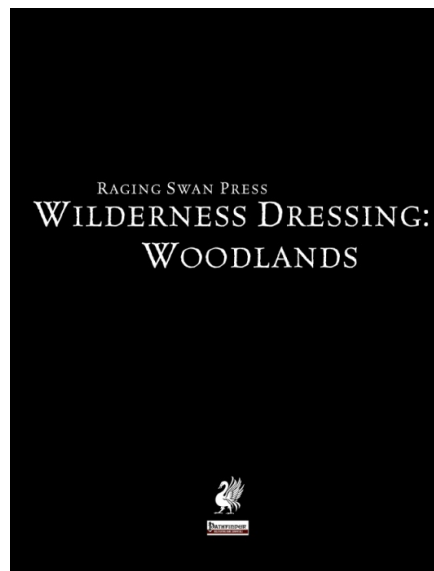


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