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WILDERNESS DRESSING: WOODLANDS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Mike Welham

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



CREDITS

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

ERRATA

We like to think *Wilderness Dressing: Woodlands* 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.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ABOUT THE DESIGNER

Mike Welham has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has always had a fondness for Dungeons & Dragons and its offshoots. The third edition of Dungeons & Dragons renewed a flagging interest in roleplaying games, but the introduction of Pathfinder sparked a long-dormant desire to write for roleplaying games. Mike has written for Clockwork Gnome Publishing, Open Design, Paizo, and Rite Publishing, and (much to his surprise) he won Paizo's RPG Superstar contest in 2012. He is quite happy with the prospect of his first publication with Raging Swan Press.

Mike lives in Kernersville, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a puggle, three cats and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.

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CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3

WILDERNESS DRESSING: WOODLANDS

Minor Events.....	4
Woodland Dressing.....	8
Random Encounters.....	12
Woodland Features.....	13

FOREWORD



Welcome to the first supplement in a new series!

The Wilderness Dressing line exists to add a bit of exciting and verisimilitude into overland journeys in the same way that the Dungeon Dressing line works to add depth and flavour to a GM's dungeons.

As a GM I find that overland journeys tend to boil down into two categories: the kind where nothing of interest happens and the kind where everyone you meet you have to fight. Having recently run an adventure path that featured loads of overland travel and exploration I find that kind of limiting – and a little disappointing – and so I created the Wilderness Dressing line.

This is the first instalment in that new line and I'm delighted that Mike was available to kick it off! Mike did a cracking job with *So What's The Mount Like, Anyway?* and so I had high hopes for his turnover of *Wilderness Dressing: Woodlands* – and he didn't disappoint! Within you'll find hundreds of interesting minor events and features to drop into your PCs' overland journeys. Some are nothing more than isolated incidents while others may lead to bigger things – or foreshadow an upcoming planned encounter.

We've also included a page of terrain features ready described for a GM to simply drop into a combat; collated on one handy reference page a GM can use them to add features of interest to any woodland battles the PCs find themselves fighting. (As an aside, and unsurprisingly, I've designed *Wilderness Dressing: Woodlands* as the perfect complement to *Random Woodlands Encounters* so Raging Swan has your woodland travels totally covered).

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	The PCs see a skunk in their path before the animal sees them.
2	A hawk dives into the bushes near the PCs and grabs a small rodent before flying away.
3	Wind suddenly gusts through the trees, bending their less sturdy boughs.
4	A wolf howls in the distance; from the opposite direction, another wolf answers.
5	A tree falls across the PCs' path about 200 feet in front of them.
6	A hermit bursts out of the trees screaming about a terrible monster pursuing him.
7	Squirrels chatter at the PCs from a nearby tree's branches. The squirrels taunt the PCs and hurl acorns at them if approached.
8	A cloud of butterflies, comprised of several different species, rushes past the PCs.
9	The wind creates a susurrus sounding like humanoid whispering.
10	A dead branch drops from a towering oak and crashes nearby.
11	A flock of birds erupts from a nearby bush; the birds cry in unison as they fly away.
12	A faint odour reminiscent of baking bread reaches the PCs.
13	At midday, a faint mist forms. The mist does not appreciably affect visibility.
14	An owl cries "Hoo" at the appropriate time in response to the PCs' conversation.
15	Three porcupines trundle across the PCs' path.
16	A sudden thunderstorm drenches the PCs; during the storm, lightning strikes a nearby tree and splits it half.
17	A large winged creature flies directly over the PCs; the creature is oblivious to (or uncaring of) the PCs.
18	A sinkhole forms about 300 feet in front of the PCs; a DC 8 Perception check notices the sinkhole. The 10-foot diameter sinkhole is 30-feet deep and opens up to underground tunnels left by a large worm-like creature years ago.
19	A 3-foot diameter seed head floats by the PCs; if disturbed; it breaks up into individual floating seeds.
20	One of the PCs' mounts (or a PC, if the party has no mounts) trips in a rut (1 Dex damage [DC 10 Reflex save negates]).

21	A swarm of stinging insects flies in parallel to the PCs; the swarm does not react to the PCs unless they directly interact with it.
22	A deer bursts from a nearby thicket, startling the PCs and their mounts; each mount must make a DC 10 Will save or be shaken for 2 rounds. A PC trained in Handle Animal can make a DC 10 check in place of his mount's Will save.
23	A loud roar sounds at a distance from behind the PCs; optionally, the roar repeats once an hour from the same distance.
24	A pile of dead leaves drops on the PCs; a DC 12 Reflex save avoids 1d2 damage as the leaves poke and scratch the victim.
25	Any PC making a DC 15 Perception check hears an argument between two fey creatures; the creatures present no threat to the characters, but may reward those who help resolve their disagreement.
26	A nest of snakes slithers out from under a bush; the snakes are not poisonous and do not attack except in self-defence, but the creatures might disturb the party's mounts.
27	The wind picks up a lot of dust; the PCs must make a DC 10 Fortitude save or take a -4 penalty on sight-based Perception checks for an hour.
28	An empty, runaway carriage heads straight for the PCs; the mount pulling the carriage dies of exhaustion after the PCs stop it (or a short way further down the trail).
29	A large, black cat crosses the PCs' path; it arches its back and hisses at them, but otherwise takes no offensive action.
30	The faint smell of smoke reaches the PCs upon the breeze, but no obvious fires burn nearby.
31	A flock of doves takes off at the PCs' approach. A DC 10 Knowledge (nature) check, reveals this to be a good portent; everyone in the party gains a +1 luck bonus on his next saving throw (if made on the same day).
32	Boril the huntsman (LN male human expert 1/warrior 1) describes a group of poachers and asks the PCs if they have seen them; they have not run into the group, but may later on.
33	At daybreak, a sudden chill hits the woods creating frost on the grass; after an hour passes, the temperature rises to a comfortable level.
34	A mated pair of deer timidly approaches the PCs; they seem comfortable with humanoids and appear to want food.
35	The leaves on a single tree suddenly change colour as if the onset of autumn took place over the course of a minute.
36	The ground shakes as if a large creature moves through the nearby woods.

37	A gentle rain falls, creating a steady, light drumming on the leaves above. Very little of the rain reaches the ground, until the leaves bend under the collected water's weight.
38	At hourly intervals, a bird chirps a number of times equal to the hour; the unseen bird seems to follow the PCs throughout the day.
39	The party reaches an oak tree where a family of four opossums hang by their tails from the same branch; the animals are unmindful of the interruption.
40	A sudden (but distant) shriek sounds from in front of the PCs; a DC 20 Knowledge (local) check reveals the shriek comes from a humanoid, while a DC 20 Perception or Survival check estimates the distance as five miles away.
41	The party interrupts a raccoon that had been washing its food in a small stream; the animal chitters at them angrily and runs off.
42	A root threatens to trip unmounted PCs; each walking PC must make a DC 15 Reflex save to avoid falling prone and taking 1d2 damage.
43	As the party travels to their destination, a group of blackbirds alights at regular intervals on a nearby tree; the number of birds equals the number of miles to the party's destination (DC 10 Intelligence check determines the significance).
44	A sudden gust blows through the woods, threatening to uproot smaller trees; the PCs are affected by severe winds for 1d4 rounds.
45	A pair of foxes crosses the PCs' path; shortly after they do so, a horn sounds followed by the baying of hounds.
46	Through a break in the trees, the PCs spot a cluster of dark clouds scuttling across the sky toward them. Half an hour later, the party is beset by an intense, but brief rainstorm.
47	The sound of someone whistling reaches the PCs; It comes from random directions, and the PCs cannot find source of the whistling.
48	During an evening watch or just before the PCs wakes up, squirrels attempt to rummage through packs and other accessible containers; they steal rations and small shiny objects if nothing threatens them.
49	A druid (Tialla [NG female half-elf druid 3]) approaches the PCs and asks them to protect her animal companion, Marinda – a tigress – while she undertakes a dangerous mission; she promises to meet the PCs further along on their travels, and the tigress behaves herself during their journey (but does not fight on their behalf unless directly threatened).
50	Just before dusk or dawn, the distant sounds of drumming reaches the PCs; the nearest known village is too far away to be the source of the drumming.

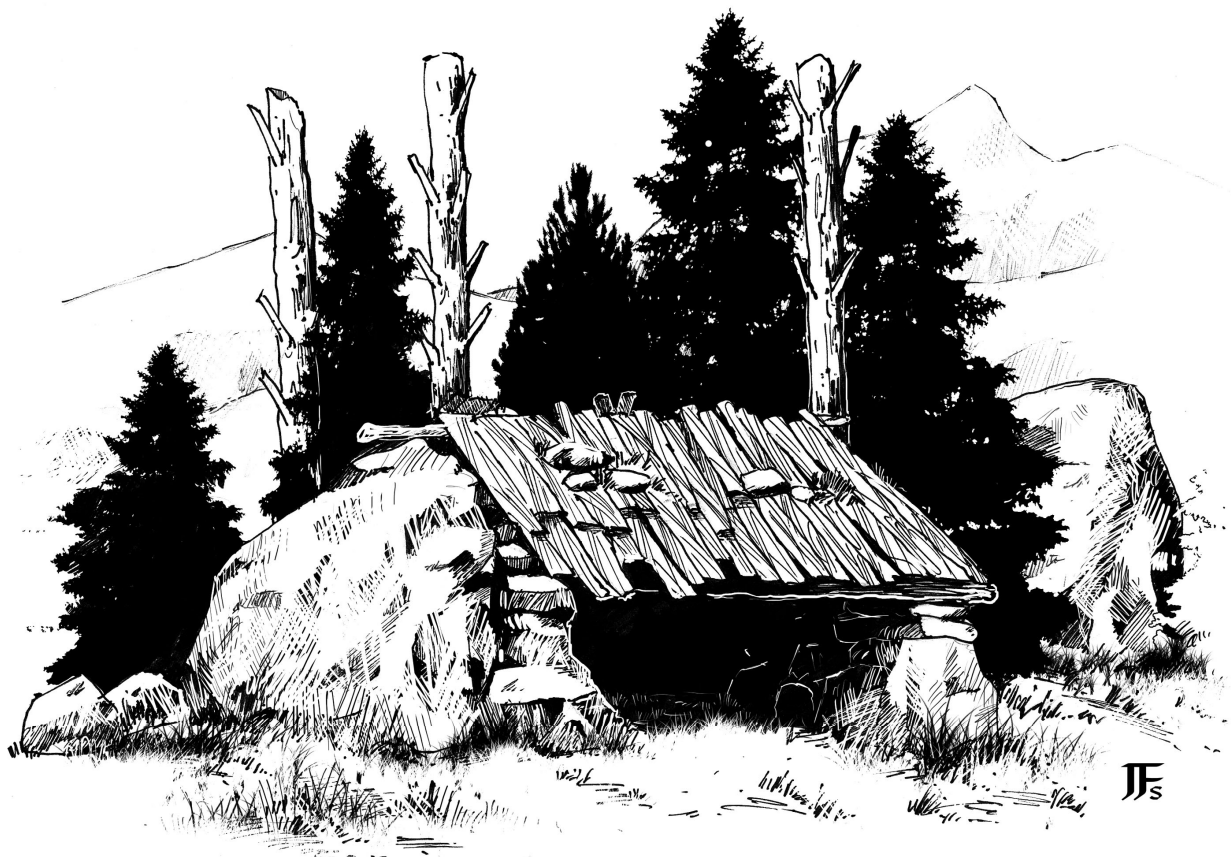
51	A wild boar bursts from a thicket; it tries to trip a random PC (CMB +4) and then barrels onward to the other side of the path before disappearing into a thicket
52	A cloud of gnats swarms around the PCs; while the gnats deal no damage, they impose a -4 penalty to Perception checks; dealing any damage to the swarm disperses the gnats.
53	When the PCs reach the bank of a pond or lake, they find a colony of frogs that croak in unison upon their arrival. Otherwise, the frogs ignore the PCs.
54	A tree falls, threatening to hit one or more of the PCs; it attacks in a 15-foot line with a +10 bonus (using one attack roll for all targets in the line) and deals 3d6 bludgeoning damage if it hits.
55	A peacock walks up to the PC with the highest Charisma, fans its tail and then struts away.
56	A fox – a dead rabbit in its bloody jaws – darts across the trail. At sight of the PCs, it sprints into nearby undergrowth.
57	Three trees lie by the trail. Each has obviously been deliberately chopped down, but of the woodcutter there is no sign. An axe stands against one of the fallen trees and a nearby backpack contains mouldering food.
58	Squirrels in a nearby tree's bough chuck nuts at the PCs, evidently in an attempt to drive them away (+3 attack, 1 nonlethal damage). Any threatening action taken towards the squirrels scares them off.
59	A family of brown bears wanders into the party's campsite; they seem hungry, but do not take any aggressive action. If anyone feeds the bears, they follow the party for a couple of hours before wandering off.
60	A cloud of hallucinogenic spores blows through the party; each PC must make a DC 14 Fortitude save or become confused for 1d6 rounds.
61	A cascade of water suddenly flows from a rocky shelf above the PCs; (+12 melee attack, 1d8 nonlethal damage plus bull rush [+12 CMB]).
62	The temperature drops precipitously during the night; unprotected PCs are affected by cold weather (during spring, summer or fall months) or by severe cold (during winter months).
63	The PCs reach a riverbank where someone has tied a boat to a nearby tree; the boat has fishing equipment, but the boat's owner is not present.
64	If the PCs fail a DC 15 Perception check, they do not notice the entrance to an abandoned, overgrown burrow. A PC unaware of the burrow must make a DC 10 Reflex save or fall into it, twist his ankle and suffer 1d3 damage.
65	The PCs hear mewling from a nearby hole; if they investigate, they find a litter of eight bobcat kittens. The mother has abandoned the young or perished.

66	Beroca, a treant, rumbles across the PCs' path; he remains oblivious to them, unless they draw his attention. Beroca does not attack and may answer questions about this portion of the woods if the PCs can improve his attitude from indifferent to friendly (DC 16).
67	A wild man, nude except for a loin cloth and with sticks and twigs in his hair, confronts the PCs; he speaks gibberish, but he obviously tries to warn the PCs about a threat further down the path (a DC 20 Sense Motive check confirms this).
68	At night, assuming the party has a campfire or other light sources, a swarm of moths mills about the light; if unbothered, they dance about the light for an hour and then fly off.
69	The PCs encounter a man whose wrists show signs of previously being bound (DC 10 Perception reveals); he refuses any offers of help and goes on his own way. The PCs may encounter his pursuers later.
70	Bats fly from a nearby cave, potentially startling the PCs' mounts; each mount must make a DC 10 Will save or be shaken for 1 hour. PCs trained in Handle Animal can perform a skill check in place of the Will save.
71	Panicked animals – rabbits, deer and so on – crash through the trees towards the PCs; they obviously flee from something. No other signs of what frightened the animals present themselves.
72	A middle-aged woman (Calsita [N female human commoner 1]) covered in pustules and apparently suffering from a nasty disease warns the PCs to stay away from her home village where all the inhabitants suffer from the same affliction. She then stumbles away, mumbling something about getting help from a local druid.
73	A team of fine horses, wearing harnesses bedecked with bells, prances past the PCs; while they act like they know where they are going, they have no riders.
74	An eight-foot long throwing spear crashes through the trees and lands several feet away from the party. Of who threw it, there is no sign.
75	Lightning flashes and an ominous boom of thunder sounds in front of the PCs; with a DC 15 Survival check, a PC realizes a storm is imminently going to strike the area.
76	A griffon flies over the treetops but spies the PCs' mounts through gaps in the trees; after a tense moment where the creature decides whether to grab a tasty horse, it flies off.
77	The party happens upon an overturned cart in a ditch. Of the rider or horse there is no sign. The wagon has not lain here long (DC 20 Perception reveals) and there is no sign of foul play.
78	A badger, interrupted from enjoying the snake it recently killed, hisses at the characters and drags its kill into a thicket.

79	The party reaches a pond that sparkles in the sun; fish regularly jump out of the pond and splash back in. The fish are so plentiful that PCs making a Survival check to forage gain a +5 circumstance bonus.
80	The wind creates a tiny tornado that picks up dirt and leaves and swirls them around; a PC in the swirling winds must make a DC 10 Reflex save to avoid getting dirt in his eyes (-2 penalty to sight-based Perception checks) for 10 minutes.
81	An ape jumps down from the forest's canopy, beats its chest and stares down the PC with the highest Strength score; after the ape makes its display, it climbs back into the trees.
82	A flock of blue songbirds darts in and out of the trees around the PCs; they sing a lively tune while they frolic.
83	When the party passes through a clearing filled with flowers, the flowers turn from the sun to face any divine spellcasters who pass by.
84	A grizzly bear, drunk on fermented honey, attempts to pass the PCs while weaving on its rear legs. If the PCs provoke the bear, it merely grunts at them and then belches.
85	In a hilly part of the forest, the PCs hear a shouted warning before a runaway log barrels down the hill; the log bull rushes one PC (+15 CMB). 1d3 rounds later Niall (LN male human expert 1) rushes down the hill to apologise.
86	A tree nearby the PCs suddenly splits in half, and each half falls over. A DC 15 Knowledge (nature) check reveals the tree is dead; killed by a rotting mould; the trunk split under its own weight.
87	In a dry patch of the woods, PCs must be careful to avoid starting a forest fire; a PC lighting a fire must make a DC 12 Survival check to avoid catching dry grass, creating an out-of-control forest fire after 1d8 minutes.
88	Snarls and roars herald the arrival of a pair of tigers locked in a territorial battle. They roll past the PCs and concentrate only on each other. They attack a PC only if he directly interferes.
89	A crow attempts to alight on one of the PCs' shoulders; if allowed to land, every few minutes it caws out a name the PCs do not recognize.
90	A unicorn, riddled with arrows, reaches the PCs and collapses. It dies in 2 rounds unless the PCs act. The arrows are of crude manufacture and a DC 10 Craft (weapons) or Profession (fletcher) reveals they are of orcish artifice. If revived, the unicorn (Firatriis) thanks the PCs and warns of a band of marauding orcs in the area.
91	The party interrupts a large spider in the process of cocooning a deer caught in its web deep in a foreboding thicket. If the PCs approach, the spider hisses, clacks its mandibles menacingly and then retreats, allowing the PCs to rescue the trapped animal.

92	Witch-lights appear and dance enticingly to lead the PCs into a dark and foreboding part of the woods; when the PCs reach the last light in a secluded clearing, they do not find anything. This behaviour repeats itself for two days.
93	After the PCs set up camp, a flock of owls lands on tree branches encircling the camp; they hoot at each other as if discussing the party. If attacked, they fly away. If allowed to remain the owls hoot all night and the PCs are fatigued the next day due to lack of sleep.
94	The wind blows a rare lotus blossom of deep red hue past the PCs; a DC 20 Knowledge (nature) check identifies the specimen, which the PCs can sell to an interested buyer for 50 gp (if they can find such a fellow before the bloom perishes).
95	A cluster of puffball mushrooms burst when the party passes by; each PC within 20-foot must make a DC 15 Fortitude save or become sickened for 1d4 hours by the spores.
96	One of the PCs' mounts refuses to enter a section of the forest; a DC 10 Handle Animal check coaxes it to move through the woods.

97	The PCs hear a commoner (Sezerin [CN male human commoner 1] calling for Hurst; when they find him, he claims to have lost his prize pig, which slipped into the woods. He offers a meagre reward to help him find his pig.
98	The party come across a large clearing. A riot of wild flowers covers the ground and a PC making a DC 15 Heal or Knowledge (nature) check finds enough herbs to replenish three uses of a healer's kit.
99	The PCs stumble upon a bandit's hidden treasure cache. A shovel lies on the ground near a large hole dug between the roots of a mighty elm tree. At the bottom of the hole lies the shredded remains of two sacks. A DC 20 Perception check recovers 5 sp from the loose earth.
100	The PCs encounter a man painting this area of the forest; however, the painting portrays events that have not happened yet and includes at least one member of the party. If the PCs question the man – who is actually a ghost – fades from sight.



WOODLAND DRESSING

The woodland 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	A gnarled tree stands in an otherwise normal grove; its trunk looks like a petrified humanoid.
2	A dry ravine cuts across the path; it is five feet wide and ten feet deep.
3	An abandoned campsite sits a few hundred feet from the trail; the campfire still burns and camping gear litters the area.
4	A hut stands nearby the path; it is uninhabited, but many shrunken heads decorate the place.
5	The trail forks into two separate trails that meet up again a mile further (a mile and a half for the other, meandering trail).
6	A wide river cuts across the trail; a covered bridge spans the river.
7	An extraordinarily large footprint crosses the path; the footprint is a couple hundred years old and does not lead to other footprints.
8	A grove of trees uniformly bend in the same direction, such that the treetops grow in parallel to the ground.
9	An old battleground shows evidence of the use of arcane fire magic; no weapons or treasures remain.
10	A series of underground homes line the path; a DC 15 Perception check discovers the homes, which are abandoned but appear to have housed a gnome clan.
11	A large mound of rusted iron sits forlornly in a barren field.
12	A grove of willow trees sits within a ring of vegetation that appears to be permanently destroyed by frost.
13	A large tree has fallen across the trail, completely blocking it.
14	A cave, looking much like a monster's maw, becomes evident as the party crests a hill.
15	A small settlement of ten houses lies empty; the houses seem to have had their roofs ripped off.
16	A saltwater pond filled with appropriate marine life sits near the trail; other nearby ponds have fresh water.
17	A set of steps climb a nearby hill; each step is ten feet wide, five feet tall and made of a material unique to each step (granite, iron, etc.)
18	A ring of toadstools surrounds a lone oak tree; each toadstool is eight feet tall, while the oak tree stands forty feet tall.

19	A large funnel made entirely of sand leads into an underground cavern; large insect husks litter the cavern's floor.
20	This campsite appears to have been attacked by large animals; tents are torn, food has been scattered around the site and splotches of blood cover the ground. Tracks lead away from the site in various directions.
21	Vines and brambles cover the only remaining piece of a small manor house, a tumbled pile of stone.
22	Here several large trees have grown so closely together that their trunks and branches have become intertwined. The trees grow along a high earthen bank and form a formidable barrier.
23	A natural amphitheatre fashioned from shale stands empty; bards who use bardic performance here are treated as if they were one level higher.
24	An empty, 30-foot diameter beetle's carapace provides shelter from the elements.
25	Large granite spires form four-fingered hands.
26	A perfectly circular lake surrounds a flat, perfectly square island.
27	This 100-square-foot field of beautiful, blue flowers poses a potential danger; a PC who walks through the flowers kicks up potent opiates which may render the PC unconscious for 1d4 hours (DC 15 Fortitude save resists).
28	An ancient, overgrown grave lies near the path; the grave marker is weathered and unreadable.
29	The land is cleared in such a way it forms an 'X'; each line measures fifty feet long.
30	Columns of willow trees flank the path, creating a natural archway.
31	Colourful ribbons cover the trees in this area. They use varying shades of blue, purple and red. Many bear short prayers or names; these trees are sacred to a nearby community who believe that offerings made to the trees bring the subject good fortune.
32	A lone tree with metal plates affixed around its trunk stands in a clearing. The charred remains of some creature sits on a branch.
33	The gutted, rotting carcass of a deer lies in the undergrowth near the trail. The surrounding undergrowth is stained red with blood. The carcass has obviously been efficiently butchered by a skilled hunter.
34	A clearing sits off to the side of the path, and the characters glimpse stone through breaks in the trees. The clearing holds an ancient ring of weather-worn menhirs. At high noon and during a full moon, the stones sparkle as if inset with precious gems.

35	If the PCs make a DC 15 Perception check, they find the remains of a battle evidently among fey creatures under a small cluster of mushrooms. No bodies remain, but tiny bows, swords and even lances litter the battlefield.
36	A group of partially uprooted trees lean into each other, appearing like they huddle against each other for support.
37	Chalk arrows on trees point out a path, and then end without reaching an obvious destination. A DC 15 Survival check reveals that something dragged a body away from near the final chalked tree days ago.
38	A large beehive hangs from a sturdy branch; as long as the party stays more than twenty feet away from the hive, the bees do not attack.
39	A rut hidden by leaves and other detritus presents a potential hazard; mounted PCs must make a DC 10 Perception check to notice the rut or a DC 10 Reflex save to avoid the rut if it goes unnoticed. Anyone failing the save takes 1 Dexterity damage.
40	A malodorous bog crosses the path; it is only two-feet deep at its deepest point. Anyone passing through it incurs a -2 penalty to Stealth checks until he cleans off the muck; creatures using scent to track the PCs also gain a +4 circumstance bonus.
41	A gnarled oak that appears like a contemplative old man sits near an enormous boulder; the boulder hides the entrance to a forty-foot diameter cave (DC 20 Perception reveals). A small pool at the rear provides fresh water.
42	A tall tree features its first reachable branch twenty feet off the ground; this branch has a hangman's noose tied to it, but no creature is in the noose currently.
43	A thick patch of poison ivy covers a ruined hut; a DC 15 Knowledge (nature) check identifies the danger. Any PC with exposed skin must make a DC 12 Reflex save to avoid contact with the poison ivy (treat as a disease; contact; <i>save</i> DC 14 Fortitude [2 consecutive saves]; <i>onset</i> 1 day; <i>frequency</i> 1/day; <i>effect</i> 1d2 Dex damage).
44	A quick-moving stream blocks the way; a fallen, rotting tree bridges it. PCs may jump the ten-foot gap (DC 10 Acrobatics) or cross the tree (DC 10 Acrobatics). For every 100 pounds of weight on the tree it has a 10% cumulative chance to snap, dumping those on it into the stream (DC 15 Reflex avoids).
45	A lone tree stands in a clearing; someone has decorated the tree with brightly-coloured garlands and bunches of wild flowers; no other nearby trees are so decorated.
46	This area has been clear-cut by loggers; however, they have left a pair of trees untouched. There is no obvious reason why the trees were spared.

47	Several unusual fungi specimens grow in this area of the forest; they look like brains set on spinal columns. A DC 20 Knowledge (nature) check reveals the fungi are edible.
48	A trio of trees bear strange, round and obviously unnatural leaves.
49	A large tree has partially fallen; it's fall arrested by a smaller neighbour. The fallen tree lies over the trail creating an archway of sorts.
50	A wooden trapdoor hidden underneath a pile of leaves and branches (DC 15 Perception reveals) protects a cache of trail rations and water.
51	A pond rife with lily pads rests in a large clearing; the pond may or may not be the home to a teeming group of frogs.
52	A tree grows two feet up before its trunk twists perpendicularly so it is parallel to the ground; the trunk then turns straight upward again after another four feet. The trunk is sturdy enough to hold 1,000 pounds on its horizontal portion.
53	An abandon bandits' hideout is hidden behind a row of trees (DC 18 Perception reveals); several old campfires and piles of rubbish bear mute testimony to the bandits' presence.
54	A grove features trees with twisted trunks, as if a tornado attempted to uproot them. The twisted trees are otherwise healthy.
55	A large oak's trunk has etched ancient dwarven runes on it; the faded runes (readable with a DC 10 Linguistics check if the PC knows Dwarven) provide directions to a hidden mountain fortress, which may still be in existence.
56	A blackened tree sits among hearty specimens; its leaves withered. A DC 22 Knowledge (nature) or (arcana) check reveals the tree is afflicted with a curse (CL 9).
57	Normal specimens of trees give way to giant sequoias and redwoods; the smallest tree stands at least 100 feet tall, and the nearest reachable branch is 40 feet from the ground.
58	A grove of pine trees shelters a number of animals that would otherwise be natural enemies (wolves, foxes, rabbits, deer etc.); they remain peaceful even if the PCs approach.
59	A small home sits up in the branches of a particularly large tree; the inhabitants – halflings or gnomes by the decor – have abandoned the home, but it provides ample shelter from the elements for visitors.
60	The pathway descends a steep slope; rough steps – edged with half-buried tree trunks – have been cut into the earth.
61	The path ends abruptly at a 50-foot cliff, but trees still grow from the side of the cliff; PCs may negotiate a path down the side of the cliff using the trees (DC 10 Climb checks).
62	A grove of fruit trees bears multiple different types of fruit – apples, pears, peaches etc.

63	The trees in the area have tacked on signs proclaiming death to trespassers; the “by order of” line has several marked out names, with no name currently uncrossed.
64	The trees here are linked by a number of rope bridges; the bridges hold creatures weighing less than 500 pounds and allow the party to cross the forest aboveground for several miles. The bridges seem to have no inhabitants.
65	Wind and water erosion have revealed a vein of precious metal; it would require several months and heavy equipment to extract the metal.
66	Creeping vines cover the entirety of this one-mile radius of forest; the trees they cover seem to be dying due to lack of nutrients, while the vines continue their expansion.
67	Moss-covered bones from a large creature lie in a clearing; a DC 18 Knowledge (arcana) check reveals the creature was an adult green dragon.
68	The trees in this area have petrified – the trees’ bark has the consistency of shale, and their leaves even appear to be made of thin stone.
69	The trees here have faded paintings depicting a series of great battles between a giant and a sky serpent on their trunks; the primitive tribe responsible for the paintings is long since gone.
70	A dilapidated house sits within a ring of dead trees; the trees have been carved with runes, which a DC 20 Knowledge (arcana) check reveals to be runes that prevent creatures from exiting the ring of trees. If the PCs investigate, they find nothing in the house, and they may freely leave the circle.
71	The canopy thickens in this area, so much so that daylight cannot penetrate a 100-foot radius stretch of forest.
72	The path comes upon an area containing well-maintained topiaries of fantastic creatures, such as griffons, manticores and unicorns.
73	Something has shaped living trees in this area to form spikes roughly 30 feet high; some of the spikes have dried blood upon them.
74	A large meteorite that struck here over 100 years prior lies hidden within a glade; PCs camping nearby uncover the meteorite with a DC 25 Perception check. The meteorite may contain unusual metal such as mithral or adamantite; extracting such treasures is difficult.
75	Blue moss covers the trees in this area; during the day, the PCs note nothing special about the moss, but at night it glows with the intensity of a <i>light</i> spell. If the moss is deprived of daylight for two consecutive days, it loses this property until it again has a full day’s exposure to daylight.
76	Two dozen rabbit burrows are situated among the roots of an extremely large tree; in total, over 400 rabbits inhabit the burrows. Oddly, no predators seem to hunt in this area.

77	A small stream oozes from a nearby muddy bank. The trail here for about 10 ft. is knee-deep in mud. Movement in the area is at quarter speed.
78	A grove of uncultivated apple trees grows in orderly rows and columns; curious PCs can find no evidence the trees were planted that way intentionally.
79	This clearing holds ten untripped snares, as well as two tripped snares that hold skeletal remains of animals; the traps appear to have spent over a year without humanoid or animal attention.
80	A family of beavers has dammed a large stream in the forest; at least 40 of the animals tend to the structure which holds back water that reaches 8-feet deep. A trickle of water spills over the top of the dam.
81	The east side of all the trees in this part of the forest are stripped of bark, as if something took a blade to flense just that portion of each tree.
82	Uninhabited spider webs fill the gaps between the trees in this area; a search of the area uncovers several spider husks.
83	A tall wooden totem stands among the trees; it is fashioned from the same wood as the surrounding trees and features artisanship belonging to a culture not of this area.
84	A single tree features a brass doorknob; turning the knob does nothing, and inspecting the tree does not reveal a door or hollow area within.
85	This part of the woods has tall grasses, but a DC 10 Perception check reveals tiny trees the grass hides; the trees are otherwise normal specimens commonly found in this area.
86	This appears to be a treant graveyard; many of the creatures lay in rows rotting away but evidently providing nutrients for saplings—future treants—among the bodies.
87	This otherwise normal stand of trees actually forms a rune that a flying creature can clearly read; anyone on the ground notices this with a DC 25 Perception check.
88	All the trees in this area bear 6- to 12-inch long nettles that reach 10 feet up the trees’ trunks; the nettles deal 1 nonlethal damage to any creature in them who fails a DC 10 Reflex save. Anyone with ranks in Knowledge (nature) knows the nettles do not normally grow in this manner.
89	The aspens in this section of the forest glow with a silver light during nights with a full moon.
90	The trees grow so densely here that Small or larger creatures must squeeze to get through; The light level is one-step lower here than normal.
91	Nests fill the trees here; they range in size from nests for small songbirds to nests for giant eagles. Only the smaller nests contain birds; a few contain broken eggs.

92	This clear pond is actually filled with weak acid; the acrid smell and lack of wildlife give away this fact, which a PC notices with a DC 5 Perception check. The pool sits off to the side of the trail and poses no direct danger to travellers.
93	A partially built log cabin sits near the path; its missing roof makes it a poor choice for shelter. A number of cut logs rest next to the cabin waiting to complete the abandoned task. Rusting tools lie about the area.
94	The leaves on this unusual tree bear an image that looks like a humanoid eye; the leaves' eyes seem to follow those who pass by the tree.
95	These trees are fleshy rather than made of plant material; if someone cuts through a tree's skin-like bark, the tree bleeds.
96	An exceptionally tall tree stands among the other trees; someone has nailed a wooden ladder to the tree. The ladder climbs the tree trunk's entire 60 feet, and the top gives a clear view of the rest of the forest.

97	All trees in this area have bleached tree bark; the leaves retain their green, albeit pale, colouration, and the trees appear otherwise healthy.
98	This trees in this portion of the forest very slowly move about; a DC 25 Perception or Knowledge (nature) check reveals that the trees each move approximately 1 inch in a 24-hour period. The migration's purpose is not obvious, but a character casting <i>speak with plants</i> can learn it.
99	A series of scrolls tacked to the trees contain unanswered riddles; anything written as an answer below a riddle has been obscured. If the characters decide to mark a scroll with an answer to a riddle, they find their work obscured after a maximum of a week.
100	The trees in this area form a simple maze; solving the maze takes 15 minutes for a creature with a 30-foot movement rate. An ancient treant waits at the maze's centre, and answers question to the best of its ability.



RANDOM WOODLAND ENCOUNTERS

D12	EL	CREATURES*	NOTES
1	2	Sgur (young bugbear ¹) and goblins (3)	Sgur is leading his first raiding party and is very eager to please his father. He is bullying the goblins (who are plotting to slay him) when the PCs encounter the group.
2	2	Zoxt (advanced goblin ²) and goblin dog	Zoxt is an advance scout of the Severed Foot tribe. With his trusty pet, Gutripper, he sneaks through the woods looking for easy targets for his fellows. He only attacks very weak groups or individuals. Otherwise, he watches the PCs and returns to his tribe to gather a large warband.
3	2	Miro (blink dog [<i>Bestiary</i> 2], hp 7) and advanced worg (1, hp 19)	The PCs hear barking and snarling coming from deeper into the woods. If they investigate, they discover a worg and blink dog fighting. If the PCs aid Miro he thanks them and offers to act as their guide for a few days. He knows the surrounding woods well.
4	3	Huaira (unicorn)	Huaira is wandering the woods when the PCs encounter her. She is friendly, if reserved, with travellers unless they are rude or aggressive. Her mate was recently slain by a pack of dire wolves and she is lonely. If the party contains a particularly virtuous woman Huaira may travel with the group for a while; if they bond she may even let the PC use her as a mount.
5	4	Young owlbear ¹ (1) and advanced kobolds ² (2)	A young owlbear has cornered a pair of kobolds in the boughs of a huge oak tree. Neither group notices the PCs' arrival, but PCs making a DC -10 Perception check can hear the owlbear's hoots from some distance away. The kobolds want to flee and shoot at anyone stopping them.
6	5	Aelliah (dryad) and Feradul (centaur)	Feradul is devoted to Aelliah. The two are reclining beneath Aelliah's tree when the PCs happen upon them. Feradul aggressively protects his love, while Aelliah uses her powers on the PCs to get them to go away. If Aelliah is rendered friendly or helpful, the pair share their knowledge of the surrounding area with the PCs.
7	6	Dire wolf (1) and wolves (4)	A dire wolf leads a small pack on the hunt. The party hear their howls from several miles away. The dire wolf is cunning and content to trail the party for a day or two. They wait for an opportune moment to strike.
8	6	Young grizzly bears ¹ (2)	Two young grizzly bears just escaped when their mother was set upon and killed by a dire tiger. They are hungry, confused and scared and approach the party's camp in search of food. They ignore the PCs (unless attacked) and instead paw through packs and so on. A druid or ranger using wild empathy gains a +4 circumstance modifier.
9	7	Balazygax (young green dragon)	Driven forth from her parent's lair (a pair of adult green dragons), Balazygax is in a foul mood and is on a rampage through the woods. Her natural inclination is to fall upon and kill the PCs, but alternatively she might try and talk them into joining her with the goal of slaying her parents. She is not to be trusted, of course.
10	8	Hangman tree (<i>Bestiary</i> 2]) and poltergeists (3; <i>Bestiary</i> 2)	A hangman tree has taken up station in the party's path. The tree is not alone, however. The restless spirits of three previous victims are bound to it and attack anyone attacked by the tree. They hate the living. The bones of the poor unfortunates yet lie within the tree. Burying the bones, destroys the poltergeists. Otherwise, they reform 2d4 days later.
11	8	Solalithel (treant) and wasp swarms (2)	Solalithel is wandering the woods. His boughs contain several wasp nests. If he is subjected to an area of affect spell, the wasps become angry and form two swarms. They do not attack Solalithel.
12	10	Baldev (rakshasa)	Disguised as a simple woodsman, Baldev enjoys stalking the wilderlands and preying on hapless or gullible wanderers.

*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).

WOODLAND FEATURES

Woodlands 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 woodland, the extant trees and undergrowth can make Perception checks difficult. The maximum range at which a character can make a Perception check depends on the type of woodland:

- **Light Forest:** 3d6 x 10 feet.
- **Medium Forest:** 2d8 x 10 feet.
- **Dense Forest:** 2d6 x 10 feet.

Illumination: Enough light filters through the tree canopy to brightly illuminate trails and clearings. Under the trees, the light level is normally one step lower.

Woodland Sounds: Background noise increases the DC of sound-based Perception checks by 2 per 10 ft., not 1.

TRAILS

Trails and pathways often cut through woodlands.

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

Game Trail: These narrow trails are often no more than 2 – 3 ft. wide. If a game trail is flanked by heavy undergrowth, characters on the trail are considered to be squeezing (each square counts as 2 squares for movement, -4 on attacks, -4 AC).

TREES

The trees in most woodlands fall into one of several categories:

Normal Trees: A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb) gains partial cover (+2 AC, +1 Reflex).

Massive Trees: Huge trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square. They provide cover (+4 AC, +2 Reflex).

Fallen Tree: A fallen tree provides cover (+4 AC, +2 Reflex). Characters can clamber over it with a DC 5 Climb check or leap atop it with a DC 12 Acrobatics check. Characters on a fallen tree gain the benefits of higher ground (+1 on melee attacks) but are considered balancing.

The fallen tree's canopy fills adjacent squares; treat such areas as heavy undergrowth.

Rotten Tree: A DC 15 Knowledge (nature) check reveals this rotten tree is suffering from fungal infection and it may fall over if pushed.

A character knocking down the tree (AC 4, hardness 2, hp 15; DC 15 Break) can aim it at foes. The falling tree fills a 15 ft. cone; creature within the cone suffer 3d6 damage and fall prone (DC 15 Reflex halves the damage and negates the prone effect). Once the tree has fallen, treat it as a fallen tree (see above).

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 through these areas extremely difficult.

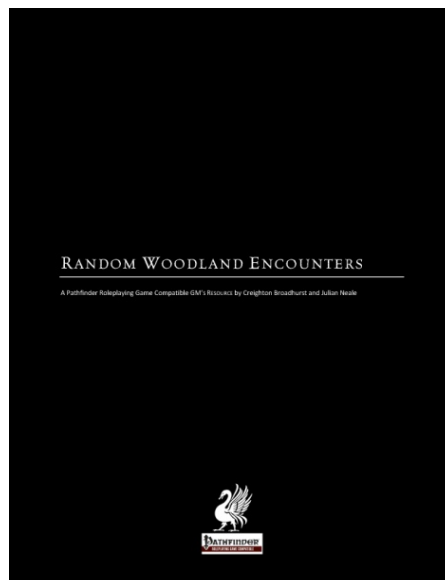
It costs 4 squares of movement to enter such a square. It is impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.



RANDOM WOODLAND 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 Woodland Encounters* is for you!

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