

# Random Forest Battlefield Generator

First, roll to determine forest and undergrowth density. Then roll for additional features until satisfied.

**1 Meadow** (No trees, roll on water table.)

**2-4 Clearing** (10% typical, no massive, no colossal)

**5-10 Sparse** (50% typical, no massive, no colossal) (40% light undergrowth, 30% heavy undergrowth)

**11-17 Medium** (70% typical, 10% massive, no colossal) (20% light undergrowth, 10% heavy undergrowth)

**18-20 Dense** (80% typical, 15% massive, 5% colossal) (10% light undergrowth, 0% heavy undergrowth)

**1-7 Tree Features**

**8-9 Water**

**10-15 Earth**

**16-19 Misc Plants**

**20 Animal Life**

Tree Features (Roll 1D20)		Earth (Roll 1D20)	
<b>1-4</b>	1d6 trees have exposed roots.	<b>1-6</b>	Gradual Slope (See definitions)
<b>5-8</b>	1d3 fallen logs.	<b>7-8</b>	Steep Slope (See definitions)
<b>9</b>	1 fresh fallen tree.	<b>9-11</b>	Boulder (Move with Str check DC 19 + 1d6)
<b>10-12</b>	1d3 Rotten trees. Might fall during the battle.	<b>12-14</b>	Rock Formation
<b>13-16</b>	Trees have low hanging branches, easy to climb.	<b>15</b>	Cave (Roll on encounter table to see if anything is within)
<b>17-18</b>	1d4 hollow-out trees	<b>16-18</b>	Ditch (2d6 feet deep, 2d6 + 2 ft wide)
<b>19-20</b>	1d6 stumps	<b>19-20</b>	Cliff (5d6 feet high)
Water (Roll 1D20)		Misc Plants (Roll 1D20)	
<b>1-10</b>	Stream (1d6 + 4 ft wide, 1d6 ft deep, normal flow)	<b>1-7</b>	Thorn Bush
<b>11-13</b>	Pond (2d6 x 10 ft in diameter) (Must include stream)	<b>8-11</b>	English Ivy (Trees are easy to climb)
<b>14</b>	Spring (2d6 x 10 ft in diameter) (No stream)	<b>12-15</b>	Lichen (Trees are very difficult to climb)
<b>15</b>	Waterfall (Must include stream)(Roll on Earth table for Rock Formation, Ditch, or Cliff. Ignore other results.)	<b>16-17</b>	Crunchy Moss (Stealth DCs +10)
<b>16-20</b>	Dry Creek bed (1d6 + 4 ft wide, 1d6 ft deep)	<b>18-19</b>	Irritating Plant (Mild contact poison. Itchy skin for 1d4 days.)
		<b>20</b>	Poison Plant (Severe contact poison. 1d2 Con Damage)
		Animal Life (Roll 1D20)	
		<b>1-4</b>	Wasp Nest (See Wasp Swarm, <i>Bestiary</i> , pg 275)
		<b>5-8</b>	Ant Hill (See Army Ant Swarm, <i>Bestiary</i> , pg 16)
		<b>9-12</b>	Bear (See Bear, <i>Bestiary</i> , pg 31)
		<b>13-16</b>	Boar (See Boar, <i>Bestiary</i> , pg 36)
		<b>17-18</b>	2d4 Wolves (See Wolf, <i>Bestiary</i> , pg 278)
		<b>20</b>	Skunk

## Definitions

**Typical Tree** AC: 4, Hardness 5, 150 HP. Players can stand in same square, granting them partial cover.

**Massive Tree** AC: 3, Hardness 5, 600HP. Takes up at least one full 5ft square area.

**Colossal Tree** AC: 3, Hardness 5, 2400HP. Takes up at least one full 10ft square area.

**XX% Typical/Massive/Colossal Trees, Light/Heavy Undergrowth** Terrain type covers this % of the battlefield. Any extra is clear space.

**Light Undergrowth** Costs 2 squares of movement. Provides 20% concealment. Acrobatics and stealth DCs +2.

**Heavy Undergrowth** Costs 4 squares of movement. Provides 30% concealment. Acrobatics DCs +5. +5 bonus to stealth. Cannot run/charge.

**Gradual Slope** +1 bonus on melee attack rolls against downhill foes.

**Steep Slope** Spend 2 squares of movement for each square of steep slope. Acrobatics DCs +2.