

# Fighting Skirmishers in Intricate Environments

## **Overview:**

Intricate environments are non-linear with obstacles or passages that inhibit movement - a sea cave, a large and crowded market with multiple areas connected by passages to other parts of the market, a small palace with guards and servitors, and the like.

Skirmisher are creatures whose approach to combat is to use hit and run tactics rather than ganging up and overwhelming with force. Examples of skirmishers are assassins stalking through the palace, ghouls hiding in the sea cave, and organized gangs of thieves in the markets.

This scenario then combines a box map, one or more hazards to represent the movement of skirmishers, and the chase subsystem to simulate encountering skirmishers in an intricate environment.

## **Setup**

The GM should set up a box map for the area (even if only in their head) to help conceptualize movement.

1. Each box/passage between them that is not a dead end should have Chase Obstacles that impede movement when moving in a chase.
  1. The Obstacles should be structured so that any path through the are encounters one or more obstacles.
  2. The difficult/chase points required need to be set based on the desired movement speed through the area in addition to the number of characters.
  3. Some obstacles can also be hazards or have to be overcome when moving normally.
2. There should be one or more complex site hazards to represent the movement of the enemy groups. Generally these hazards will act last in a turn (but may act first if the characters are pursuing it).

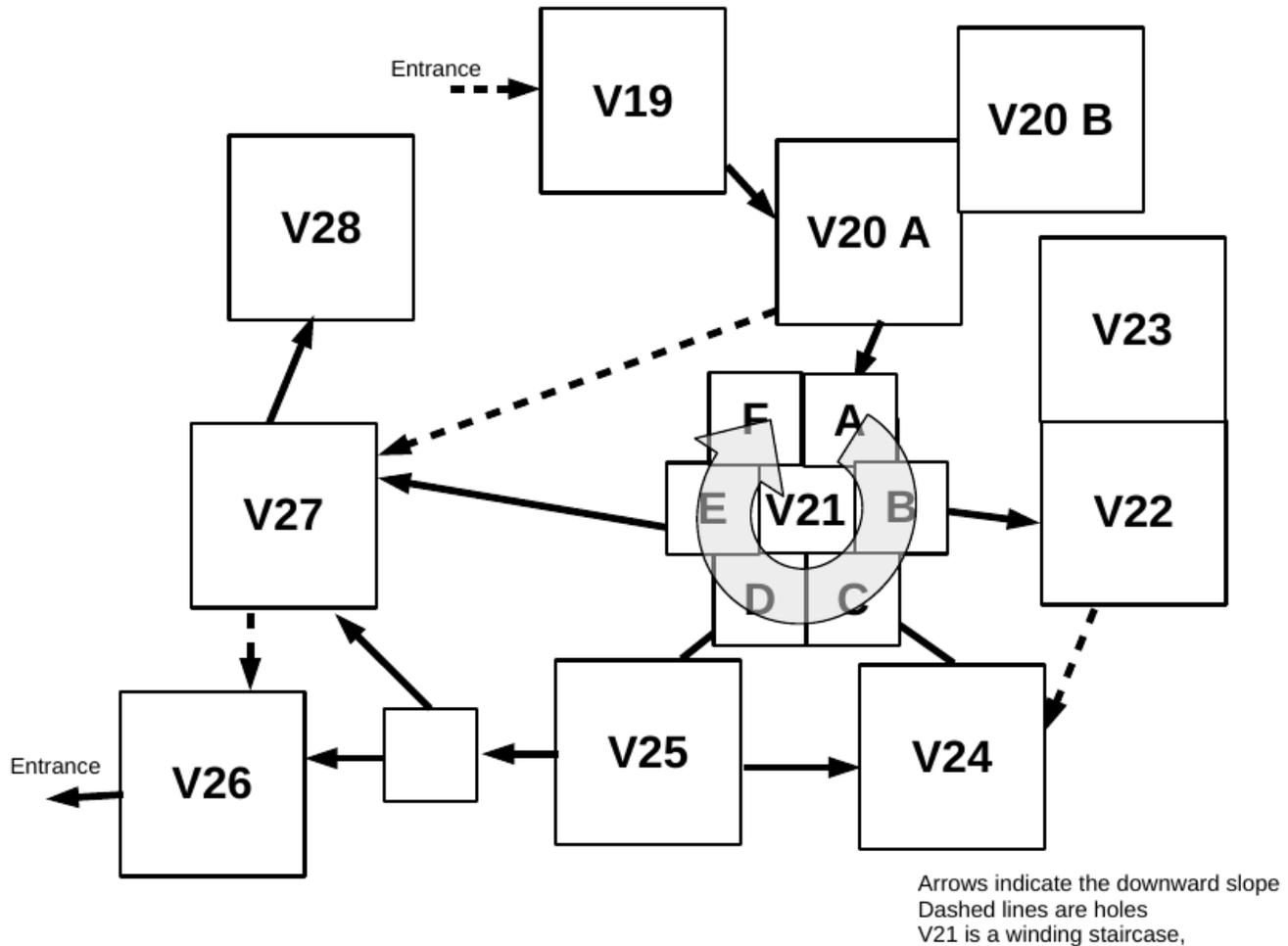
## **Rules**

The special rules for this scenario are:

3. Each turn is generally one minute in smaller areas and 10 minutes in larger areas.
4. Each turn the PCs may either:
  1. Move one box - don't worry about halved movement from exploration activities, or
  2. forsake other exploration activities and attempt to move more than one box by overcoming the associated chase obstacles.

## Examples:

Here is a sample box map and hazards representing a sea cave system with skrimishers. I have also included sample chase cards (some have been omitted to avoid spoilers) in a separate file. The chase cards assume 4 PCs.



## Example Rapid Movement:

If the characters retreat from a combat V24 to V21c and want to escape at V26 a possible obstacle sequence would be:

1. Running down the winding stairs V21 from C to D
2. Running down the winding stairs from D to E, followed by climbing up the ledge so they can escape to V27.
3. Traversing the debris filled V27.
4. Climbing down the tight hole into V26
5. Swimming across the flooded V26 and finally braving the submerged tunnels of almost certain death to escape.

COMPLEX

ENCOUNTER

SITE

Stealth +7

**Description** The area has creatures that, once they become aware of the PCs, will attempt to engage them with hit-and-run tactics.

---

**Disable** DC 18 Stealth to hide until they give up looking (after multiple turns), DC 18 to Avoid Notice while moving so they lose track of the PCs position, DC 20 Craft to create a barricade to prevent their movement through an area, DC 18 Deception to pretend to be one of them and misdirect them

**Preferably Silent Alert**  **Trigger** A character is detected **Effect** The detecting creature attempts to silently raise the alarm. If they are successful, insert the hazard at the end of the initiative.

**Routine** (1 action per group; encounter turns) As an action each group of opponents sneaks (+7 DC stealth, with +2 circumstance bonus) one space or moves (if running) two spaces. If a group moves into the same area as a PC then an encounter occurs after all groups have taken their turn. If multiple groups move into the PCs space they come in waves. Based on their direction of travel, place the groups just out of sight of the PCs and give them their full actions on the first turn as normal (they may be hidden or undetected based on the results of their sneak check).

---

**Reset** After 5 turns with no contact they return to their original positions and tasks.

## WINDING STAIRS

HAZARD -1

---

### ENVIRONMENTAL

Stealth DC 0 (Obvious)

**Description** These worn stone steps are barely 3 feet wide, have no railing, and are slick with moisture.

---

**Disable** DC 14 Craft to rope people together for safety (see Roped Together Hazard), DC 14 Acrobatics or Athletics to carefully pick your way down (1 must be made per area)

**Off the Edge** ↻ **Trigger** A character fails a check to navigate the stairs **Effect** The character falls off the stairs and may attempt to Grab an Edge (Reflex Save DC 20) to save themselves, if they fail they plummet into the water below (20 damage from area A, 15 B, 10 C, 5 D, 0 E)

## ROPED TOGETHER

HAZARD -1

---

### MECHANICAL

Stealth DC 0 (Obvious)

**Description** You have been roped yourself together in sequence with others for safety.

---

**Disable** DC 15 Craft or Thievery to quickly untie the rope, DC 15 Attack roll with a slashing weapon to sever the rope.

**Stand Firm** ↻ **Trigger** A character falls while roped together and does not Grab an Edge **Effect** characters not falling and roped directly to a falling character must make a DC 15 Fortitude save (with +1 DC for each falling character past the first and -2 DC if two characters are saving):

**Critical success** the falling character is consider to have successfully Grabbed the Edge

**Success** all falling characters fall the length of the rope between characters (usually 10 feet) and then stop

**Failure** as success but the saving character must Grab an Edge or fall as well (triggering this hazard again)

**Critical Failure** as failure but the character doesn't have the chance to try and Grab an Edge

## SUBMERGED TUNNELS

HAZARD 6

---

### ENVIRONMENTAL

Stealth DC 18 (To fully understand the length and danger)

**Description** This is a long series of pitch black, submerged tunnels leading from the sea to the cave systems. Without the ability to breath water, attempting to swim through them at any but low tide is extremely perilous.

---

**Disable** DC 18 Athletics to swim through (DC 20 at high tide, DC 16 at low tide, three successful checks are needed per each character), DC 20 Nature or Survival check to figure out the location of air pockets (First failed roll for a character does not trigger the hazard)

**Stand Firm** ↻ **Trigger** A character fails an athletics check to swim **Effect** The character runs out of air and begins to drown (p. 478).