***Scouting in a Forested Mountain***

1. ***It requires an extra 5 ft of movement to move into light forest and mountain terrains, so forested mountains take a total of 15ft of movement to move into. In other words you can move at 1/3rd your speed.***
2. ***A DC 15 climb/acrobatics check is sufficient to climb any tree at half speed. DC 30 to move at full speed***
3. ***Trees have a AC 4, Hardness of 5, and 150 HP***
4. ***Standing in the same square as a tree grants partial concealment (granting a +2 to AC)***
5. ***Light undergrowth provides a +2 bonus to stealth checks.***
6. ***Light undergrowth applies a -2 penalty to acrobatics checks***
7. ***In a forest the characters’ line of sight becomes blocked after 160 ft limiting their sight based perception checks, except at peaks where eyesight is unobstructed. Due to the thickness of the forest canopy it is impossible to see anything more than ten feet beneath it though.***
8. ***The constant background noise of a forest increases the DC of all hearing based perception checks by 2 per 10 ft.***

***General Scouting Guidelines***

1. ***The maximum distance at which a character can pick out details on a medium sized creature is half a mile (2,640 ft).***
2. ***Any character can use their stealth ability to camouflage a campsite or blind. It takes 4 minutes per 5 ft square of camouflage required. Multiple characters can help, but the jarring between their work means the site is hidden by the lowest stealth check rolled. One character can supervise (using their roll for the entire site) but is unable to help.***
3. ***Forced March (continuous movement for more than 8 hrs) runs the risk of fatiguing or exhausting characters. Every hour of movement after 8 characters mush succeed at a DC 10 +2/hour Fortitude Save. Failure makes the character exhausted. A character fatigued from marching takes 1d6 nonlethal damage. Any healing that removes this also removes the fatigued condition. A fatigued character cannot run or charge and takes a -2 penalty to str and dex. If they continue marching their save DC becomes 10 + 3/hour. Failure makes them exhausted and they take another 1d6 nonlethal damage. This is a -6 to str and dex and they can only move at half their speed.***
4. ***In order to avoid forest fires (ONLY YOU CAN PREVENT FOREST FIRES!) started by campfires a camp is usually at least 50 ft on a side.***

***Fair Warning: A lot of what will transpire in the next few weeks is about attention to detail. This goes for the players as well as the PCs. If you don’t tell me each time you start your scanning that you’re doing something I’m going to assume you’re not. If Dave says he’s checking trees as he goes (this will of course require him to go slower or make a DC 10 acrobatics check) then he will be watching the trees. If he’s the only person to directly indicate this then he’s the only one looking. If Christian is the only one to tell me he’s looking for traps as he goes (+4 to perception) then he’s the only one looking for traps. If Alex is the only one to state he’s moving at half speed while stealthed I will assume everyone else is moving at normal speed. Make sure I know your character is doing these things each time they start searching.***

***Additional Data gained from the quest giver (yes I’m too lazy to find his name): The Zhentarim tend to use 6 man Observation Posts. These lookouts rotate, having 2 watch camp (one is asleep), 2 hunt, and 2 actively scanning their goal during the day, with 1 watching at night. These camps have permanent camouflage that these groups are expected to keep up. To avoid inattentiveness these groups are swapped every three weeks. The timing of the operation took this into account.***