# ***Various Terrain***

Different types of terrain can be imposed on the battlefield through several means, from spells to logical uses of nature or equipment. Detailed here are the different terrain types and their effects.

***Difficult Terrain***

Moving over this terrain costs 2 meters.

***Burning Terrain***

Entering, Ending, or Starting your turn in this terrain inflicts the (1d10 + 1 for every meter they move through the terrain) Fire Damage.

***Slick Terrain***

Moving over this terrain requires the target to make an Acrobatics test or fall prone.

***Freezing Terrain***

Entering, Ending, or Starting your turn in this terrain inflicts the 1d10 (+ 1 for every meter they move through the terrain) frost Damage.

***Obscured Terrain***

Attempting to target a character inside Obscured Terrain, targeting someone while yourself is inside, or targeting someone on the far side of Obscured Terrain imposes a *Disadvantage* to the check