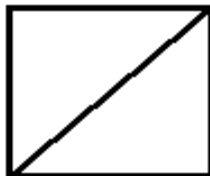


Overview

This document summarizes the information regarding different terrain types from the SRD/DMG. Please note there are two [Shadow d20](#) rules that are included below. The first is that some types of dead bodies will cause squares to cost 10' feet of movement to cross. The 2nd new rule is that certain skill checks can be used to lower the movement cost of squares. This information is detailed below.

Basic Terrain with their battlemat symbol

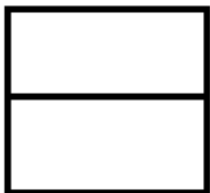
Difficult Terrain includes things like undergrowth or dense rubble



- Costs 10'(2 squares) worth of movement.
- Each additional Diagonal Slash with in a Square costs 5'(1 square) of extra movement.
- Tumble & Move Silently DCs increased by +2 per slash.
- No Charge or Run allowed unless a Balance check(see below) or a Jump check is used to clear the difficult terrain squares.

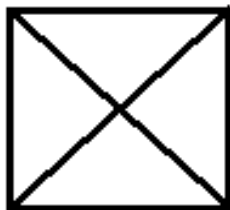
- **Undergrowth(1-2 Slashes):** Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth provides concealment(20%).
- **Heavy Undergrowth(3+ Slashes):** Provides concealment with a 30% miss chance (instead of the usual 20%). Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks.
- **Shadow d20:** Successful DC15 Balance Check reduces the movement cost in half and round up to the nearest 5'(For example 10' would be reduced to 5', but 15' would be reduced to 10').
 - DC increases by +2 per each additional diagonal slash.
 - Failure means that the character can move across the difficult terrain, but each squares cost of movement does not change.

Gradual Slope Terrain either up or down(ie hill)



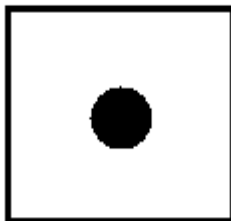
- **Slope(1 Slash):** This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.
- **Steep Slope(2+ Slashes):** If two or more Horizontal Slashes are used the slope becomes a Steep Slope and it costs 5' of extra movement per each Horizontal Slash past the first.

- Tumble Check DC increases by +2 per each Horizontal Slash past the first.
- Characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.
 - Balance/Ride Check DC increases by +2 per each additional horizontal slash past the 2nd.

Low wall, Fence, or Partially Crumbled Wall Terrain

- Costs 10'(2 squares) worth of movement.
- Tumbling through Dense Rubble area increases the DC by +5.
- Fences and walls provide cover to characters behind them vs Ranged attacks. Cover Bonus gives +2AC and +1 to Reflex saves.
- **Shadow d20:** Successful DC15 Jump or Climb Check reduces the cost to 5'(1 square) of movement. For a Climb check you must have at least one hand free.

- Failure by 4 or less means that the character can move across the wall terrain, but each square costs 10' of movement.
- Failure by 5 or more means that the character falls prone in the first square of past the wall terrain.

Small Pillar or Small Tree

- This terrain type does not fill the whole square.
- Costs 5' worth of movement.
- A creature standing in the same square as a tree/pillar gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree/pillar doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can.

Large Pillar or Large Tree

- This terrain type fills the whole square.
- No movement through a square with a Large Pillar or Large Tree
- Large pillars and trees provide full or partial cover to anyone behind them.
- Similar to a wall you can not move in a diagonal path around a large tree/pillar.

Chest, Table, or cargo of near waist height

- This terrain type fills most of a square.
- Movement through a square with a chest or table costs 10' of movement and requires a DC10 Jump check.
- You may also use a Full-Round action to get on top of a table and it requires no skill check, but it does provoke an attack of opportunity.
- Characters in this square gain a +1 bonus on melee attacks against foes not in a similar square.

- **Shadow d20:** Tables can be flipped/knocked over with creatures on them using a Move Action and a DC10 Strength Check that provokes an attack of opportunity.
 - A creature on the table that gets knocked off must immediately make a DC15 Balance or Tumble Check in order to land on its feet.
 - Failure by 4 or less means the creature lands on its feet, and becomes flat-footed. Those with uncanny dodge do not become flat-footed.
 - Failure by 5 or more means the creature lands prone on the ground.

Elevated or Depressed Terrain

- This terrain type fills an area of squares.
- Elevation or depression changes are displayed using dotted/dashed lines around the squares with a Minus/Plus sign followed by a number indicating the height of the elevation.
- Movement will usually require a Climb Check, but the DC and if one is even required is up to the DM.
- Characters gain a +1 bonus on melee attacks against foes below them.

Stalagmites Terrain usually only found in natural caves

- This terrain type does not fill the whole square.
- Costs 20'(4 squares) worth of movement to enter.
- A creature standing in the same square as a stalagmite gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a stalagmite doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the stalagmite to its advantage when it can.

Water or Bog Terrain

- This terrain type usually fills more than one square.
- **One wave** is considered to be Shallow water/bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.
- **Two waves** is considered a square that is part of a deep water/bog, it has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.
 - The water in a deep water/bog provides cover for Medium or larger creatures(+4 bonus to AC, +2 bonus on Reflex saves). Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.
- **Three or more waves** is considered to be deeper water/bog and is enough where all medium and smaller characters are forced to swim.

(Shadow d20) Squares with miniatures turned on their sides or a Diagonal Slash Mark

- **Same Size:** Dead bodies of the same size as your character cause a square to be treated as difficult terrain (ie same as a Diagonal Slash Mark).
 - Each additional dead body causes an additional slash mark and increases movement cost by +5ft and tumble DCs by +2.
 - You can use the Jump skill to cross a square filled with dead bodies of the same size using the normal Jump rules.
- **Smaller Size:** Dead bodies that are size smaller than you cause no difficulty in movement. In this case each square gets half of a diagonal slash mark).
 - Multiple smaller dead bodies can combine to cause a square to become difficult terrain or more.
 - In example if you are size medium and a square has 3 dead goblin bodies the square is considered to have 1 and half slash marks. So movement through the square would cost 10ft(2 squares) and increase tumble checks by +2.
- **Larger Size:** Dead bodies that are size larger than you like an ogre can be hastily crossed with a DC15 climb check (your hands do not have to be free). This allows a character to cross the body using only 5'(1 square) instead of 10'(2 squares) of movement. If the check fails by 4 or less than the character crosses but each square costs 10' of movement. If the check fails by 5 or more than the character fails to cross and falls prone in the square before the dead body.
 - Low profile dead bodies, like a huge centipede, can be crossed using a Jump Check instead of a Climb Check. The Jump DC is based off of the rules for jumping. If the check fails by 4 or less the character ends his movement at the last square of the dead body and is prone. If the character fails by 5 or more the character ends up prone in the first square of the dead body.
 - Dead bodies that are size category bigger than a character gives a cumulative size cover bonus of +2 to AC and +1 Reflex Saves vs Ranged attacks.