Rules Updates and Clarifications

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As I've been hammering out the final details for the print version Cresthaven RPG, I realized there were a few areas in the environmental rules that needed some fleshing out. To make your battles more strategically challenging, I've been working on how you interact with the environment in a more dynamic way – this could include the lighting or slippery ground, or even a torrential downpour.

Imagine this: your party slogs through a swamp shrouded in fog, visibility limited to mere feet. Suddenly, arrows rain down from the treetops – goblins using the murky air and their elevated position to their advantage. That's the power of environmental modifiers in action!

> NOTE: As with any of the rules, these are completely optional. They have been added to the Combat and Playing the Game sections of the site.

Here's a list of some of the changes:

- **Dynamic Terrain:** Forget pre-defined "difficult terrain." Now, mud might slow you to a crawl, while uneven ground could send you sprawling. Scale a hill for a ranged advantage, but beware the treacherous footing!
- **Obstacles as Cover:** Barricades, walls, and even fallen comrades can provide much-needed protection in combat. The size and shape of the obstacle determine the amount of cover it offers, adding a strategic layer to positioning.
- **Light and Visibility:** Darkness and fog aren't just background details anymore! They can hinder wisdom checks and grant attackers advantages. Light sources become valuable tools, and clever use of darkness can turn the tide of battle.
- **Rules for Swimming:** Creatures can choose to stand in waist-deep water or swim
- **Blinded Condition:** Now impacts the Notice ability

These are just a few examples, and I'm excited to explore more! With these mechanics, your battles will become a dance of strategy and environment. You'll be thinking creatively about using the world around you to your advantage, while clever enemies can use the terrain against you.

Let me know what you think in the comments below!!