

## Plains

4



GM Terrain, Normal

Grass and brush covered plains. Combine with Terrain Features to vary. Normal Recharge: 1 card per 4 hours. Travel Time: Fast.

Terrain-200 Art © Susan Van Camp Set 601

## Forest

6



GM Terrain, Normal

Heavily forested lands. Combine with Terrain Features to vary. Normal Recharge: 1 card per 4 hours. Travel Time: Normal.

Terrain-201 Art © Susan Van Camp Set 601

## Mountains

8



GM Terrain, Normal

Heavily forested lands. Combine with Terrain Features to vary. Normal Recharge: 1 card per 4 hours. Travel Time: Slow.

Terrain-202 Art © Susan Van Camp Set 601

Plains

Mountains

## Swamp

6



GM Terrain, Normal

Wet, muddy and heavily overgrown. Combine with Terrain Features to vary. Normal Recharge: 1 card per 4 hours. Travel Time: Slow.

Terrain-203 Art © Susan Van Camp Set 601

## Hills

6



GM Terrain, Normal

Rolling hills. Combine with Terrain Features to vary. Normal Recharge: 1 card per 4 hours. Travel Time: Fast.

Terrain-204 Art © Art Susan Van Camp Set 601

## Broken Lands

8



GM Terrain, Normal

Rocks, great stone outcroppings and more. Combine with Terrain Features to vary. Normal Recharge: 1 card per 4 hours. Travel Time: Normal.

Terrain-205 Art © Susan Van Camp Set 601

Swamp

Hills

Broken Lands

## Warped

8



GM Terrain, Feature

This land is Warped. Combine with a Terrain. Recharge changes: 1 card per 8 hours, Warp Recharge: 1 card per 2 hours. Taint Warp Damage: d6+2.

Terrain-206 Art © Susan Van Camp Set 601

## Od

8



GM Terrain, Feature

This land is Pristine. Combine with a Terrain. Recharge changes: 1 card per 2 hours, Warp Recharge: 1 card per 8 hours. Taint Od Damage: d6+2.

Terrain-207 Art © Susan Van Camp Set 601

## Wasted

10



GM Terrain, Feature

This land lacks magic. Combine with Terrain. Recharge changes: 1 card per 4 hours. Taint Waste Damage: d6+1. Spells and Abilities do not recharge.

Terrain-208 Art © Susan Van Camp Set 601

Warped

Od

Wasted