

Cold

6



GM Terrain, Feature

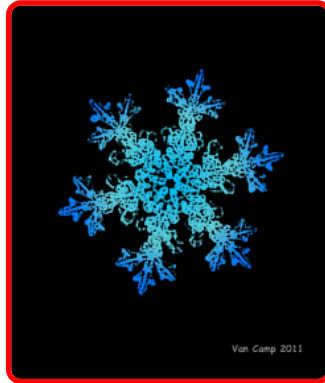
This land is cold. Combine with a Terrain.
Cold damage daytime: d6-1.
Cold damage nighttime: d6+1.

Terrain-209 Art © Susan Van Camp
Set 602

Cold

Frozen

8



GM Terrain, Feature

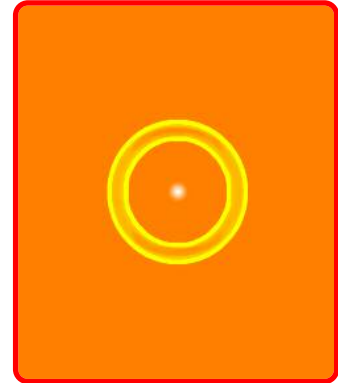
This land is frozen. Combine with a Terrain.
Cold damage daytime: d6+2.
Cold damage nighttime: d6+5.

Terrain-210 Art © Susan Van Camp
Set 602

Frozen

Warm

6



GM Terrain, Feature

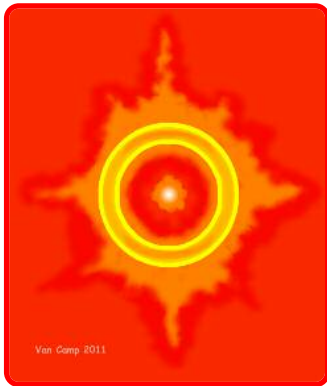
This land is warm. Combine with a Terrain.
Heat damage daytime: d6+1.
Heat damage nighttime: d6-1.

Terrain-211 Art © Susan Van Camp
Set 602

Warm

Hot

8



GM Terrain, Feature

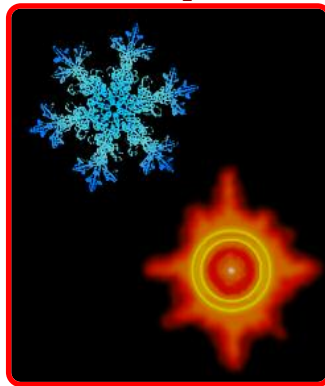
This land is hot. Combine with a Terrain.
Heat damage daytime: d6+2.
Heat damage nighttime: d6+5.

Terrain-212 Art © Susan Van Camp
Set 602

Hot

Extreme Temperatures

10



GM Terrain, Feature

This land has extreme temperatures.
Combine with a Terrain.
Heat damage daytime: d6+4.
Cold damage nighttime: d6+4.

Terrain-213 Art © Susan Van Camp
Set 602

Extreme Temperatures

Wind Storms

8



GM Terrain, Feature

This land is windy. Combine with a Terrain.
Extreme winds reduce movement to half of normal.

Terrain-214 Art © Susan Van Camp
Set 602

Wind Storms

Thunder Storms

10



GM Terrain, Feature

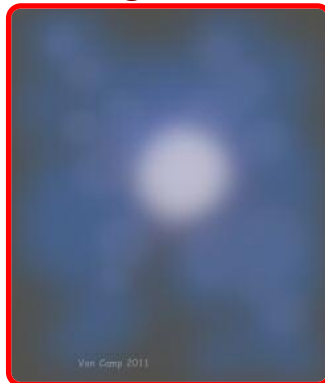
This land is stormy. Combine with a Terrain.
Wild storms reduce line of sight to 100 feet.
Lightning strikes are constant. Hearing impaired by GM MOD.

Terrain-215 Art © Susan Van Camp
Set 602

Thunder Storms

Dense Fog

8



GM Terrain, Feature

This land is foggy. Combine with a Terrain.
Fog reduce line of sight to 200 feet. Strange shadows impair vision by GM MOD.

Terrain-216 Art © Susan Van Camp
Set 602

Dense Fog

Darkness Prevails

10



GM Terrain, Feature

This land is deep darkness. Combine with a Terrain.
Deep darkness reduces line of sight to 50 feet.
Strange darkness impairs vision by GM MOD.

Terrain-217 Art © Susan Van Camp
Set 602

Darkness Prevails