Advanced Encounters
Terrain Toolbox
By Matthew J. Hanson

A 4e Resource and Advice Book

SNEAK
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PRESS

Advanced Encounters:
Terrain Toolbox

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SNEAK ATTACK PRESS

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ROLEPLAYING GAME
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Introduction:
About This Book

Welcome to *Terrain Toolbox*, the first of the *Advanced Encounters* series. Like all books in the series, the book provides advice and tools for the DM to create more memorable encounters. *Terrain Toolbox* is designed to increase creative use of terrain in your game.

The first chapter focuses on the process of creating your own terrain and the design principles that were used to create the sample terrains in the book.

The second chapter goes further, discussing terrain powers, and how you can build them and use them in your game.

The third chapter of the book includes nearly fifty new sample terrains that you can easily drop into your encounters, along with advice for using them, and ways to modify the terrains.

Chapter 1:
Building Terrain

What is Terrain?

Before we discuss how to use terrain, we should define what terrain is. For our purposes, terrain is just about everything that is not creatures or traps. Terrain usually does not have an initiative, and typically does not attack on its own (though it sometimes allows other creatures to make attacks).

Terrain may move or damage creatures, but it is not typically a threat outside of battle. A pool of acid would be terrible for PCs to fall into, but unless they are in a combat encounter, they can easily walk around it. If a threat poses a danger on its own (a pool of acid covered by a hidden trap door), it is most likely a trap, rather than terrain (at least mechanically speaking).

Why Use Terrain?

There are a lot of reasons to incorporate terrain into your encounters.

Because it Makes Sense

Almost no encounter can exist without terrain, as some kind of terrain occurs as part of the environment. A battle in a forest will include trees, a tavern brawl includes tables and chairs, and a fight in a cave includes stalagmites and cavern walls.

Alter Difficulty

You can use terrain to make encounters easier or more difficult than the monster and trap XP total suggests. Often this depends on how you pair monsters with terrain. For example, to make an encounter more difficult, you might pair flaming oil (page 19) with fire elementals. The elementals will shrug off the fire damage, but the PCs will likely have to take damage or think carefully about their positioning. On the other hand, if the encounter includes swarms, you could make the fight easier by including some terrain that allows the PCs to make burst or blast attacks, such as exploding kegs (page 15) or poisoncloud mushrooms (page 23).

Some terrains can change the difficulty of any bat-tle for the side that has access to the terrain. Arrow slits grant foes improved cover while they rain down arrows, or one side might begin the encounter in control of a healing font or magic circle. In these cases initial positioning is important. Clever PCs might take advantage of terrain that once benefited the enemy and turn it to their own advantage.

Provide Choices

Terrain can keep encounters fresh by giving the player characters additional choices. After many battles, PCs may develop tried and true tactics that they employ in every encounter. This helps the characters work efficiently, but it also creates the risk of monotonous battles.

You can use terrain to encourage the PCs to try new things, through both carrots and sticks. You might use beneficial terrain to lure ranged characters into the front, or include terrain powers that give the heroes extra choices for how to use their standard action.

Harmful terrain, on the other hand, might discourage characters from their normal tactics. A defender who likes to stand in the same square and keep opponents pinned down might change his mind when he realizes that he is slowly sinking into the mud.

Building Terrain

When you create new terrain for your encounters, ask yourself several questions:

What is it?

The first things to consider when building your terrain, is what the terrain actually represents in the world of the game. Think about what might be appropriate to the environment where the encounter takes place. A wilderness encounter might feature plants, while the ruins of an ancient city might feature rubble or vestiges of ancient magic.

What does it do?

While it can add richness to a setting to include details that have no mechanical effect, for our purposes terrain

should impact the game. It might be positive, negative, or neutral. Below are a few things that terrain can do in your encounters. These are some common terrain effects, but not the only possibilities.

Obstruction

Obstructions are probably the most common type of terrain. These are things that get in the characters' way, either by requiring additional squares of movement (difficult terrain) or forcing the characters to make a skill check (a narrow ledge) or by simply blocking their way (a dungeon wall).

For examples of obstructing terrain see: Crumbling wall (page 13), giant's shield (page 17), and pane of glass (page 22).

Alter Movement

Terrain is not always difficult to move through, it can affect movement in other ways. Some terrain might actually make it easier for creatures to move, while other terrain moves creatures automatically, or allows creatures to move in ways they normally cannot (such as walls that creatures can walk up).

For examples of terrain that alters movement see: Conveyor belt (page 13), giant cog (page 16), and thought flooring (page 27).

Damage

Some terrain simply deals damage to any creature that enters the terrain or starts its turn within the terrain. The damage is usually typed depending on the nature of the terrain, and it usually deals 5 points of damage per tier (5 damage for terrains level 1-10, 10 damage for terrains level 11-20, and 15 damage for terrain levels 21-30).

For examples of damaging terrain, see: Acid rain (page 11), chaos mote (page 12), and rolling toxic cloud (page 25).

Negative Status Effect

Some kinds of terrain impose status effects on the character, such as slowing them, making them vulnerable to a damage type, or inflicting a penalty to attacks. However terrain should rarely inflict the daze condition, and almost never make a character stunned, dominated, or helpless.

For examples of terrain with negative status effects, see: Grasping claws (page 18), petrifying tree (page 23), and sleep poppies (page 25).

Boon

This terrain provides a bonus to characters that stand within it or adjacent to it. This might be something as simple as a small bonus to attack rolls, damage rolls, defense, skill checks and the like.

For examples of terrain that provides boons, see: Blood mage's circle (page 11), god's blood (page 17), and unholy altar (page 28).

Healing

Some terrain can heal creatures. This might require an action, or it might happen automatically for everybody in the area. Some terrain only heals specific kinds of creatures, most frequently either living creatures or undead.

For examples of terrain that provides healing, see: Healing font (page 18), and unhallowed ground (page 27).

Powers

Some terrain has powers that heroes and villains can use. These may be attack powers or utility powers, and can have a wide range of effects. For more on terrain powers, see Chapter 2: Terrain Powers.

For examples of terrains with powers, see: Crumbling wall (page 13), lift vine (page 19), and rug (page 25).

Combination

Many terrains have more than one effect. Just as difficult terrain is the most common type of terrain, it is also the most common to be combined with other types.

For examples of combined terrain, see: Logs floating down stream (page 21), and giant cogs (page 16).

Does the Terrain Change?

While most terrain remains the same during the course of the encounter, there is no requirement that it must. Indeed, terrain that changes can provide more dynamic battles that cause PCs and their players to make new choices.

Activated

This type of terrain begins with no or limited effect on the battlefield. During the encounter, PCs or their enemies may activate the terrain to receive its full benefit. Methods of activation might include skill checks, spending healing surges, or simply spending an action. It is typically a minor action to activate terrain.

For examples of activated terrain, see: Variation of circle of spirit binding (page 12), and variations of healing fount (page 18).

Destroyable

Creatures are able to destroy this terrain. For some terrain, they might simply need to inflict a certain amount of damage, or they might need to deal damage of a certain type. Other terrain might require a skill check to destroy, while still other terrain might be automatically destroyed by spending the appropriate action. Depending on the nature of the terrain, creatures might be able to destroy it all at once, or destroy it a few squares at a time. Terrain that grants attack powers might be destroyed after making the attack.

For examples of destroyable terrain, see: Encroaching gloom (page 14), god's blood (page 17), and load bearing pillar (page 20).

Triggered

Triggered terrain changes in response to another action. This might happen when a certain kind of creature enters the square, or the terrain takes a certain kind of damage. Triggered terrain can be among the most interesting as PCs and their foes compete to shape the terrain as they choose.

For an example of triggered terrain, see: highly flammable oil (page 19).

Random

This terrain changes randomly. Frequently, the GM will make a die roll at the end of a combat round to determine how the terrain changes in the coming round. Random terrain keeps the PCs guessing, and prevents them from knowing exactly what will happen on the next turn.

For examples of terrain with random effects, see: Chaos mote (page 12), fire swamp (page 15), and lightning pillars (page 20).

Does the Terrain Move?

Most terrain stays in one place during the battle, but some types of terrain do not. Such terrain encourages the PCs to move around the battlefield, either to avoid hazardous effects, or to follow beneficial ones.

Moving Terrain

This terrain moves about the battlefield during the encounter. It might move along a defined path, move at random, or it might be attracted to or repelled by certain creatures or objects (such as terrain that moves towards the nearest living creature).

For examples of moving terrain, see: Dimensional breech (page 14), and rolling toxic cloud (page 25).

Spreading

This terrain might start relatively small, but it grows bigger as the combat progresses. It might spread a certain number of squares per turn, it might double in size, or it might spread into any adjacent square.

For an example of spreading terrain see: Encroaching gloom (page 14).

Portable Terrain

Portable terrain does not automatically move, but creatures (whether PC or NPC) can move it. This may or may not require a skill check. Creatures might move it directly, either by pushing or pulling on it (Athletics check), or by manipulating it in some other way (Arcana, Thievery, etc check). Moving the terrain this way is either a minor or move action (it should only use a standard action when moving the terrain also makes it attack).

For examples of portable terrain see: Floating stones (page 16), giant's shield (page 17), and mine cart (page 22).

Reactive Terrain

Reactive terrain is similar to portable terrain in that creatures on the battlefield affect how the terrain moves, but not by acting on it directly. Instead, the terrain moves in response to something such as suffering a particular kind of damage, or using a power from a particular power source. Since the terrain always reacts, this kind of terrain can be used either to threaten characters or to give them an extra tactical advantage.

For examples of reactive terrain see: chaos mote (page 12), and magnetic spike block (page 21).

Chapter 2:
Terrain Powers
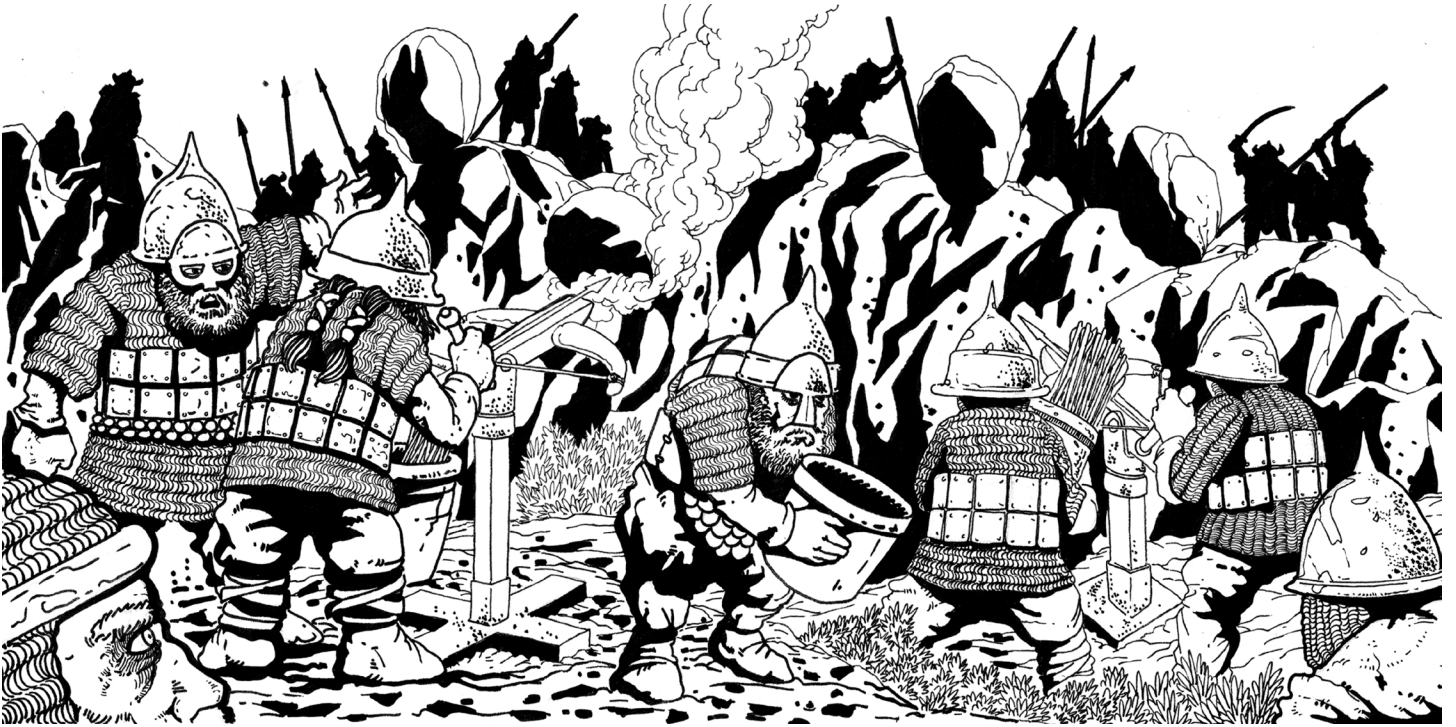
Terrain powers are similar to other powers, such as those provided by magic items or character classes. Terrain powers are tied to specific terrain and frequently require the PCs to be in a specific square to use them.

Terrain powers generally come in three varieties: attacks, movement, and other.

Attack

Attack powers let a character make an attack against one or more targets. They frequently require a standard action to use, though occasionally require a minor action. Attack powers are the most complex to create, so for more details, see Building Attack Powers following.

For examples of terrain with attack powers, see: Ballista (page 11), and mine cart (page 22).

Movement

Movement powers provide alternative forms of movement, such as swinging on a rope, or flying through the air. These forms of movement should be either faster than PCs can normally move, or grant a movement

type they do not possess (such as flight, or teleport). Not surprisingly, these powers typically require a move action.

For examples of terrain with movement powers, see: Flight stone (page 16), and lift vine (page 19).

Other

This category is a catch all for powers that do not grant an attack or movement. These might grant a bonus to future attacks, heal the character, or grant the PC elemental resistance. These powers generally require a minor action.

For examples of terrains with other powers, see: Healing font (page 18), and unholy altar (page 28).

Building Attack Powers

Terrain attack powers are slightly more complex than other terrain powers, but the following guidelines should make building them straightforward.

Level

The level of a terrain power determines the attack and damage of the power. The level of the terrain power should be roughly equal to the PCs' level, through you may raise it by a few levels to create more powerful terrain, or weaken it by a few levels to make the terrain less powerful.

Attack

The attack bonus of terrain powers depends on the level and the defense it targets. For attacks that target AC, the power's attack bonus is five plus the terrain's level (L + 5). For attacks that target Fortitude, Reflex, or Will, the power has a bonus of three plus the terrain's level (L + 3).

Damage

Damage dealt by terrain powers may be low, medium, or high. The damage category depends on factors such as whether the power can be reused, what other condition the power imposes, and whether it targets multiple foes. Single use powers deal more damage than those that creatures can reuse at-will, while those with no additional effects deal more damage than those that inflict powerful conditions. Finally, powers that target multiple foes deal less damage than those that hit a single target.

Terrain powers with low damage attacks deal an average amount of damage equal to the terrain's level plus eight (L + 8). For medium damage, increase this by twenty five percent ($1.25 * [L + 8]$). For high damage, increase the low damage number by fifty percent ($1.5 * [L + 8]$). The chart below gives some sample damages per level. To increase randomness, lower the static bonus and increase the number of dice or the dice type. For less randomness, increase the static number and decrease the number of dice or dice type.

(Note that average damages per die are: d4 = 2.5, d6 = 3.5, d8 = 4.5, d10 = 5.5, d12 = 6.5, d20 = 10.5)

Conditions and Effects

Terrain powers frequently have effects other than damage. They might inflict status conditions like dazing or immobilizing. Terrain powers also frequently reshape the terrain, particularly for single use terrain. For example a terrain power that lets a hero topple a statue may create difficult terrain where the statue fell.

Level	Low Damage	Medium Damage	High Damage
1	1d10 + 4	2d6 + 4	2d8 + 4
2	1d10 + 5	2d6 + 5	2d8 + 6
3	1d10 + 6	2d6 + 7	2d8 + 7
4	2d6 + 5	2d8 + 6	2d10 + 7
5	2d6 + 6	2d8 + 7	2d10 + 8
6	2d6 + 7	2d8 + 8	2d10 + 10
7	2d8 + 6	2d10 + 8	3d8 + 11
8	2d8 + 7	2d10 + 9	3d8 + 12
9	2d8 + 8	2d10 + 10	3d8 + 13
10	2d10 + 7	3d6 + 12	3d10 + 11
11	2d10 + 8	3d6 + 13	3d10 + 12
12	3d6 + 10	3d8 + 12	4d6 + 16
13	3d6 + 11	3d8 + 13	4d6 + 17
14	3d8 + 9	3d10 + 11	4d8 + 15
15	3d8 + 10	3d10 + 12	4d8 + 16
16	3d8 + 11	3d10 + 14	4d8 + 18
17	3d8 + 12	3d10 + 15	4d10 + 16
18	3d10 + 10	4d8 + 14	4d10 + 17
19	3d10 + 11	4d8 + 16	4d10 + 18
20	3d10 + 12	4d8 + 17	6d6 + 21
21	3d10 + 13	4d8 + 18	6d6 + 22
22	4d6 + 16	4d10 + 15	6d8 + 18
23	4d6 + 17	4d10 + 17	6d8 + 19
24	4d6 + 18	4d10 + 18	6d8 + 21
25	4d6 + 19	4d10 +19	6d8 + 22
26	4d8 + 16	6d6 + 21	6d10 + 18
27	4d8 + 17	6d6 + 23	6d10 + 19
28	4d8 + 18	6d8 + 18	6d10 + 21
29	4d8 + 19	6d8 +19	6d10 + 22
30	4d10 +18	6d8 + 20	6d10 +23

Chapter 3:
Sample Terrain

This chapter presents many sample terrains built using ideas presented earlier in this book.

Reading Sample Terrain

Terrains presented in this book use the following formatting. Not all terrains have all these components.

Name and Sample Level: This lists the name of the terrain and the sample level. The sample level determines the sample stats for the terrain, including the difficulty of knowledge checks, and the attack and damage of any terrain powers. The sample level is only a suggestion. You can scale any of these terrains to any level.

In most cases, terrain in your encounters should be within a few levels of your PCs' level.

Flavor Text: This gives a brief description of how the terrain appears.

Set Up: This describes how to set up the terrain in your encounters. It includes how big the terrain is, and whether it is uniform or has several different parts.

Knowledge: This lists what skills checks characters can make to realize the effects of the terrain. Each entry lists a DC that corresponds to the terrain's sample level. For different levels, consult the Difficulty by Level table in your core rules book. Unless otherwise noted, a single success against the target DC lets the PC know all the terrain's effects. Some terrain effects are so obvious that PCs automatically know what they do.

Effect: This describes the effects the terrain has on game play. Any numbers given in parenthesis and italics are specifics for the sample level chosen for the terrain.

Movement: If the terrain moves, this describes how it does so. Unless otherwise noted, terrain moves at the end of the combat round. If the terrain does not have a movement entry, it does not move.

Terrain Powers: Some terrains also include powers in their entry. These powers are formatted the same as class powers. Consult your core rulebook for more information.

Advice

In addition to their game statistics, this book also contains information on how you can use terrain in you

game. All entries contain a section on encounter building, but not all contain Variations: and reskinning.

Encounter Building: This gives advice on how you might include the terrain in your encounters, including how to place it, what kind of foes the PCs might fight on it, and—in some cases—what story implications it could have.

Variation: This describes how you can tweak the mechanics of the terrain to have slightly different encounters.

Reskinning: Unlike Variations: that change the mechanics of the terrain, reskinning gives suggestions on how to keep the mechanics the same, but change the description of the terrain to use it in another context.

Sample Terrain, Listed Alphabetically

Acid Rain (*Sample Level 12*)
The rain has a greenish tint. As it falls, it burns your skin.
Knowledge: Easy (*DC 14*) Arcana or Nature check.
Setup: Acid rain is normally a large effect that deals damage to anybody that is not under some kind of shelter.
Effect: Any creature who starts in or willingly enters a square of acid rain takes 5/tier acid damage.

Encounter Building: Because acid rain affects nearly anybody in the open, combats with acid rain should feature sections of the battle map both sheltered from the rain, and open to it. Perhaps there are multiple buildings, and heroes must brave the rain in order to reach enemy enclaves. As acid rain is a weather condition (albeit a magical one), it may start or end during the midst of battle.
Reskinning: You can easily substitute another element for acid, such as a rain of fire or life draining necrotic mist.

Ballista (*Sample Level 8*)
A siege weapon, like a massive crossbow, remains on the battlefield.
Skill: Automatic
Set Up: Each ballista occupies a two by two square (as a large creature).
Effect: A ballista is difficult terrain. In addition, a character occupying the ballista's square can make a *ballista attack*.

Starts Turn In or Willingly Enters

One challenge of damaging terrain is lowering the threat of PC abuse while still maintaining the terrain as a credible threat. When terrain damages any creature who enters the terrain, some PCs exploit forced movement to push the enemy in and out of the terrain repeatedly and argue that the foe should take damage every time. When terrain only damages creatures if they end their turn there, it allows PCs and monsters alike to run across the terrain with impunity, lessening some of its impact.

Most of the damaging terrain in this book uses the phrase "starts its turn in or willingly enters." The intent is that creatures in the terrain take damage from it exactly once each round. If they are pushed in and out repeatedly, that is not "willingly entering," but running through it to reach your foe is. Forced movement still serves a purpose, as the an enemy forced into dangerous terrain suffers damage as soon as it starts its turn.

The real key, however, is that the DM should use common sense when adjudicating damaging terrain. If you think a different wording would be more appropriate, feel free to change to suit you needs.

Ballista Attack (*Sample Level 8*)
You fire a bolt from the powerful siege weapon.
Rechargeable (Standard action to load a bolt)
Standard Action Ranged 30/60
Attack: Level + 5 vs. AC (*+13 vs. AC*)
Hit: High damage (*3d8 + 12*)

Encounter Building: Ballistae are often placed in defensive positions on the battlefield, either with other blocking or difficult terrain, or on higher ground. One very effective use of ballista terrain is to begin with a ballista under enemy control, but allow the possibility for heroes to capture it.
Reskinning: The ballista statistics can easily be used to represent any kind of large battlefield weapon. These might be another siege weapon, like a catapult or cannon, or a magical device like a lightning hurler.

Blood Mage's Circle (*Sample Level 13*)
This arcane circle appears to be painted in blood.
Knowledge: Moderate (*DC 20*) Arcana.
Setup: A blood mage's circle may occupy a square between two to five squares on a side.
Effect: When a creature standing in the circle uses an arcane or similar power, he can choose to spend a heal-

ing surge. He does not receive any hit points. Instead, he enhances his power in one of the following ways:

- Double the range of the power.
- Increase the area of a burst by 1 or a blast by 2.
- Roll twice for the attack roll and use the better result (applies only to one target).
- Reroll any damage dice that result in a 1 or 2 until the die result is a 3 or higher.

Encounter Building: Blood mage's circles provide additional power for a price. They are best used when the PCs face powerful foes and the heroes might need an extra edge. Enemy spell casters can also use of the circle. Remember that, by default, NPCs have 1 healing surge per tier, though you might wave the surge requirement for NPCs.

Variations: You can easily change the benefits of the blood mage's circle, making them more or less powerful. For truly powerful magic, you might increase the number of surges a target spends. For example, for three surges, the caster might automatically score a critical hit against one target of the spell.

Reskinning: A blood mage's circle might affect divine powers as a circle dedicated to a god of pain and suffering.

Power Sources and Similar Powers

Many types of terrain in this book refer to powers from a powers source, "or similar power." This is because unlike player characters, monster powers do not list a power source. It is left up to the DM's discretions as to whether a monster's power is similar to a particular source. For example, the DM might decide that a goblin hexer's powers are similar to arcane powers, while an angel of valor's powers might be similar to the divine power source.

Chaos Mote (*Sample Level 21*)
A two-foot-wide whirling mass spews fire, lighting, and frost.
Setup: Each chaos mote occupies one square.
Knowledge: Moderate (*DC 26*) Arcana.
Effect: Any creature that willingly enters or starts its turn in a square adjacent to the chaos mote takes 5/tier damage type. Any creature that willingly enters the chaos mote's square or starts its turn there takes 10/tier damage of a random type. To determine the type, roll 1d6.

1 = Acid damage, 2 = Cold damage, 3 = Fire damage, 4 = Lightning damage, 5 = Necrotic damage, 6 = Psychic damage.

Movement: Any time a creature uses an arcane power or similar power (see boxed text on page 12),the chaos mote is pulled 3 squares towards the creature that used the power.

Encounter Building: As the name implies, chaos motes adds an element of chaos to the battlefield. By high levels, most characters have at least some kind of energy resistance, and a chaos mote will keep them guessing if they will be able to shrug off the damage.

Chaos motes are most effective when at least one side of the battle has an arcane caster.

Variations: As written, chaos motes inflict one of six damage types, but you could add or subtract types from this list. You could also have the mote attracted to power sources other than arcane. For example, a chaos mote in the realm of a storm god might be attracted to divine magic and deal necrotic, radiant, thunder, or lightning damage.

Circle of Spirit Binding (*Sample Level 10*)
A magical circle decorated with religious symbols glows on the floor.
Knowledge: Moderate (*DC 18*) Arcana or Religion.
Set Up: Each circle of spirit binding occupies a square from two to eight squares on each side.
Effect: A creature with resist insubstantial loses that property while inside the circle.

Encounter Building: A circle of spirit binding is meant to aid characters when battling insubstantial creatures. To provide the PCs with an interesting tactical choice, you might place the circle of spirit binding in a far away or even dangerous part of the battlefield.

Variations: You may require the PCs to activate the circle of spirit binding before its effect comes into play. This could be a single check (moderate Religion, or difficult Arcana or Nature), a skill challenge, or you may require a check every round to keep the circle active.

Reskinning: The idea of having a certain area strip a foes defense can be transferred to other creatures and powers. For example, a circle of silver might prevent a lycanthrope from regenerating.

Conducting Vein (*Sample Level 6*)
The metallic vein stretches across the cavern floor.
Knowledge: Easy (*DC 11*) Dungeoneering or Nature.
Set Up: Conducting veins are typically a line of contiguous squares that stretches from 4 to 10 squares long.
Effect: When using a melee or ranged attack with the lightning keyword, a creature can choose to target a

square of conducting vein if it could legally target a creature in that square. Treat each creature standing on the conducting vein as though it were a target of the attack. The attacker does not need line of sight to the targets, only to a square of conducting vein. If a power allows the attacker to target multiple targets, targeting a creature on the vein and the vein itself only results in one attack on the creature.

Encounter Building: Conducting veins give creatures that can use lightning powers an extra edge. It not only allows these creatures to turn a single creature attack into a multi-target attack, it also creates the possibility to target creatures who would otherwise be untargetable (if the vein bends around a corner, for example).

Variations: To reduce the power of a conducting vein, you might limit the number of squares along the vein that the electrical attack can travel, or you might say that only the creature nearest to the targeted square is struck.

Reskinning: Magical substances might channel other energy types. Psionic resonate crystals might conduct psychic damage, while elemental ice could channel cold damage.

Conveyor Belt (*Sample Level 7*)
The floor begins to slowly move below your feet.
Knowledge: Automatic
Set Up: Conveyor belts are normally only one to four squares wide, but may be very long. They typically go in a straight line, but occasionally bend. When building your encounter, choose a direction for the conveyor belt.
Effect: At the end of each round, any creature on the conveyor belt is moved 4 squares along the conveyor belt. This movement does not provoke opportunity attacks.
Encounter Building: Conveyor belts are most effective when there is something bad at the end of the conveyor belt, such as a terrible trap, or massive saw blade. You can raise the stakes even more by having an innocent victim trapped on the conveyor belt.
Variations: You can increase the speed of the conveyor belt to make it more dangerous, or decrease the speed to make it less threatening.
Reskinning: The conveyor belt can be any terrain that moves the characters at a fixed rate, such as a powerful wind or a magic floor.

Crumbling Wall (*Sample Level 12*)
The ancient wall seems as though a strong push might topple it.
Knowledge: Easy (*DC 14*) Dungeoneering.
Setup: The topple wall terrain power assumes that each segment of the wall is 5 squares long.
Effect: A crumbling wall is blocking terrain. It is an easy (*DC 14*) Athletics check to climb the wall, but if the creature rolls a natural 1, he accidentally brings down the wall. This triggers the *topple wall* power and the blast includes the triggering creature.

A creature adjacent to the wall may use the *topple wall* power.

Topple Wall (*Sample Level 12*)
The wall crumbles, covering all in its path.

Single Use

Check: The character must make a moderate Athletics check (*DC 19*). Alternatively, the wall topples as a free action if a character deals thunder damage to it equal to the terrain's level (*12*).

Standard Action   Close blast 5 (special)
Special: One entire edge of the blast must be adjacent to the wall.
Target: All creatures in blast.
Attack: Level + 3 vs. Reflex (*+15 vs. Reflex*)

Hit: Medium damage (*3d8 + 12*) and the target is knocked prone and restrained (save ends). The target cannot stand until it saves against being restrained.

Miss: Half damage and the target is not knocked prone or restrained.

Effect: The wall is destroyed. The area of the blast is filled with difficult terrain.

Encounter Building: Crumbling walls are primarily intended to aid the PCs. They are best used against large numbers of enemies, particularly minions. It is possible to include a crumbling wall for a brute monster to demonstrate how strong the foe is.

Variations: The terrain power of this wall assumes a segment of wall 5 squares long. You could easily change this to make the wall longer or shorter; however, past a certain length, it makes more sense to use multiple lengths of crumbling wall.

Reskinning: A crumbling wall can easily be made into anything that a hero might knock onto a foe, such as a bookshelf or statue.

Dimensional Breech (*Sample Level 25*)

There seems to be a bend in space, showing several different parts of the room at once.

Knowledge: Moderate (*DC 29*) Arcana.

Setup: A dimensional breech occupies 1 square.

Effect: A character that enters the dimensional breech's square is teleported 1d6/tier squares in a random direction (see page 14).

Movement: Each round, the dimensional breech moves 1d6 squares in a random direction. If it passes through a creature's space, that creature is teleported as though it entered the dimensional breech's square.

Encounter Building: Dimensional breeches add a bit of randomness to the encounter, especially in relation to position. They are most relevant when many creatures are on the battlefield, as this increases the odds that somebody will fall through it. To increase the danger of the dimensional breech, you can include other dangerous terrain such as cliffs or pools of acid. If the random movement takes the breech off the battlefield, a new one can appear in the center of the battle.

While a dimensional breech might initially seem to be something to avoid, clever (or desperate) creatures might intentionally step through, such as a mage hoping to escape the raging barbarian.

Variations: As written, the dimensional breech moves randomly, but its movement could follow a pattern, either being attracted to or repelled by certain kinds of creatures or power sources.

Move in a Random Direction

Some terrains in this book move in a random direction. You can easily do this by rolling an eight-sided die. Before you roll, determine which direction is going to be 1, and use the following chart to determine which direction corresponds to the number rolled.

8	1	2
7	Start	3
6	5	4

Encroaching Gloom (*Sample Level 12*)

A chill fills your body as you pass through the shadows.

Skills: Moderate (*DC 20*) Religion to identify the effect. Difficult Religion (*DC 28*) to know how to destroy it.

Set Up: Begin with one or more squares of encroaching gloom, which may or may not be adjacent to each other.

Effect: Any creature in a square of encroaching gloom gains vulnerable 5/tier necrotic and psychic. Whenever a creature regains hit points while on encroaching gloom, he regains only half the normal amount.

Anytime a creature uses a blast or burst power with the radiant keyword, any square of encroaching doom in the area becomes normal terrain. Any time a melee or ranged attack with a radiant keyword targets a creature, any square of encroaching doom in the target's space becomes regular terrain.

Movement: At the end of each round, additional squares of encroaching gloom appear adjacent to any square currently containing encroaching gloom. There is one new square of gloom for each initial square. Typically new squares of gloom appear as close to living creatures as possible.

Encounter Building: Remember that the initial number of squares of encroaching gloom also determines how fast it spreads. Naturally, more squares of gloom increase danger. The size of the battlefield also helps determine the number of initial squares. For an average battle, you can use about 1 square of encroaching gloom for every eight squares of the battlefield.

Since encroaching gloom instills vulnerability to necrotic and psychic damage, it is best to combine it with creatures that deal these kinds of damage. Undead and some aberrant creatures are natural matches.

Reskinning: Changing the damage types involved with encroaching gloom may change what it represents. For example, astral mist might bestow fire and radiant vulnerability and is destroyed by necrotic.

Exploding Keg (*Sample Level 2*)

The wooden keg is filled to the brim with black dust.

Knowledge: Moderate (*DC 13*) Arcana or Dungeoneering.

Setup: Each exploding keg occupies one square.

Effect: These kegs are difficult terrain and provide cover. Kegs can be targeted as though they were creatures (including by close and area attacks). Any keg that suffers 5 or more points of fire damage explodes, activating the *keg explosion* power.

Movement: Creatures can pick up a keg as a minor action and carry it to any square. Alternatively, a creature may push a keg with a moderate Athletics (*DC 13*) check. This pushes the keg 1 square, plus an additional square for every five points by which check beats the DC.

Keg Explosion (*Sample Level 2*)

The keg explodes in a burst of fire.

Single Use

Free Reaction	**Close** burst 2

Trigger: The keg suffers 5 points of fire damage from one attack, or any ongoing fire damage.

Targets: All creatures in burst.

Attack: Level +3 vs. Reflex (*+5 vs. Reflex*)

Hit: High fire damage. (*2d8 + 6 fire damage*) and the target is knocked prone.

Miss: Half damage and target is not knocked prone.

Effect: Destroy the keg.

Encounter Building: As exploding kegs require fire to ignite them, one or both sides of the fight should be able to deal fire damage, preferably at a range (since hitting them up close is dangerous). If you are planning to incorporate exploding kegs in the near future and want to make it easy for your PCs to blow them up, you can hand out a flaming weapon slightly in advance.

To add an impending danger, you can combine an exploding kegs with a long trail of highly flammable oil (page 19). A foe lights a square of oil at the far end of the trail, and it creeps a square closer to the keg until there is a loud kaboom.

Finally, be careful when placing the explosive kegs, and note that placing them close together might result in a massive chain reaction.

Variations: To add an extra element of chaos, you can have the keg explosion fill a close burst that you determine randomly (probably 1d3 or 1d4).

Number and Determine Randomly

Several kinds of terrain ask you to number the terrain that you set out and then at some point you will determine randomly which specific terrain activates. In these cases it is simplest to set out a number that corresponds to a die type, and then roll that die to determine which activates. (For example, if you have six squares of fire swamp [page 15], number them 1-6 and each round roll 1d6).

With some creativity however, you can find a way to make nearly any number work. If you really want seven lightning pillars (because seven is a holy number to the god of lightning in your world) you could roll 1d8 and reroll any result of an 8 until it comes up as another number.

Fire Swamp (*Sample Level 15*)

You hear a distinct gurgling noise and then see the swamp erupt in flame.

Knowledge: Moderate (*DC 22*) Nature.

Set Up: Place several squares of fire swamp in swamp terrain. Assign each square a number.

Effect: Fire swamp is generally placed in swamp terrain, and is thus difficult terrain. At the beginning of the encounter, all of the squares of fire swamp are inert.

Each round randomly determines one square of fire swamp. This square begins bubbling and making a strange noise. On the next round, that square erupts in flame. Any creature who willingly enters the square or starts its turn there takes 10 /tier points of fire damage. Any character who willingly enters or starts in an adjacent square takes 5/tier points of fire damage. The flame lasts for one round (and a new one erupts the next).

Encounter Building: Like most damaging terrain, fire swamps work well with enemies that can force movement. They also can work well with creatures that are particularly vulnerable or resistant to fire.

Variations: If you have many squares of fire swamp, you can have more than one erupt each turn. You can also have the eruption square move either randomly, or be drawn to a creature.

Reskinning: You can easily change the fire swamp to be a vent of steam inside a volcano or a jet of flame on another plane. If you change the damage type, it might also become a static discharge in an alchemist's lair or a freezing blast in the ice giant jarl's palace.

Flight Stone (*Sample Level 16*)

Wind seems to blow up from this stone, filling the air with flotsam and jetsam.

Knowledge: Moderate (*DC 22*) Arcana.

Setup: Flight stones may occupy any number of square, from a single square to the whole battlefield.

Effect: A character on a square of flight stone can use the *flight from the stone* power.

Flight from the Stone (*Sample Level 16*)

You leap from the stone and find that its magic carries you into the air.

At-will

Move Action   **Personal**

Effect: A creature standing on the stone may fly a number of squares equal to its speed. If it does not end this movement on a horizontal surface, it falls.

Encounter Building: Flight stones can give a boost to PCs when they battle opponents with natural flight speeds. They are also fun to use with multi-height terrains (such as floating stones on page 16, or solid clouds on page 26), or other terrains that might be otherwise difficult to reach.

Variations: *Flight from the stone* might allow the characters to fly at a different rate. This might still be based on speed, such as speed +2, or it might be a set rate, such as 8 squares. To limit the amount of flight PCs access, the flight stone might only function once for each character in the encounter, or just once ever.

Floating Stones (*Sample Level 22*)

These large chunks of rock hover in midair with no apparent support.

Knowledge: Moderate (*DC 27*) Arcana to recognize the move stone power.

Setup: Floating stones may be any size and shape, and may float any distance above the main surface.

Effect: These large hunks of rock float a set distance above the surface of the earth. Creatures may attempt to use the *move stone* power to move the terrain.

Encounter Building: You can use floating to add additional levels to the battle. Placing the stones fairly close together allows PCs to easily jump from one to the next, while having them further apart means that PCs need to move the stones, rely on missile weapons, or find some other way to fly.

    Floating stones work well when paired with flying monsters or those who use missile weapons.

Variations: You can change the skill associated with the power to Religion or Nature to flavor the floating stones with divine or primal power. You can also have the stones move on their own. Large chunks of floating stone may have additional types of terrain upon them.

Reskinning: Floating stones might not be stone, but could be stable clouds, magical plants, or wooden platforms held aloft by balloons.

Frictionless Stone (*Sample Level 11*)

The stone seems to be polished to an unnatural sheen.

Knowledge: Easy (*DC 13*) Dungeoneering or Nature

Set Up: Frictionless stones may occupy any amount of the battlefield.

Effect: Anytime a character is subjected to forced movement (push, pull, or slide) while on frictionless stone, the amount of forced movement increases by 1 square/tier.

Encounter Building: Obviously, frictionless stone works best when combined with creatures or other effects that utilize forced movement. It can easily be combined with more dangerous terrain, increasing the ability to push a creature off a ledge or into a toxic cloud.

Variations: You can make the frictionless stone even more powerful by increasing the bonus movement. This might be a set number (2 squares/tier), or it could be turned into a multiplier (double the normal amount of forced movement).

Reskinning: Ice can also increase the amount of forced movement, and might be combined with weak flooring (see page 28).

Giant Cog (*Sample Level 6*)

The large gear slowly turns, threatening to crush your head.

Knowledge: Easy (*DC 11*) Dungeoneering or Thievery.

Set Up: A giant cog is a circular area that can be as little as three squares across, up to eight squares across. Mul-

Move Stone (*Sample Level 22*)

The earth below your feet glides through the air.

At-will

Move Action   **Personal**

Requirement: You must be standing on the floating stones.

Check: You must make a medium DC (*22*) Arcana check to move the stone.

Effect: If successful, you move the floating stone 1 square, plus one additional square for every 5 by which the creature beats the DC.

tiple cogs tend to meet at right angles. Typically one cog will be horizontal while one adjacent is vertical. Decide a direction for the cog to turn (clockwise or counter clockwise), and select one or more square where cogs meet.

Effect: At the end of each turn, any creature who is on a cog moves one square in the direction that the cog rotates. If this puts a creature in a square adjacent to where two cogs meet, the creature takes 5/tier damage and is restrained until it escapes (moderate DC [*15*]). If the cog's movement put the character directly into a square where cogs meet, the creature takes 10/tier damage and is restrained until it escapes (difficult DC).

Encounter Building: Giant cogs are typically components of giant machines that PCs must do battle on. They frequently occur in groups, and may include other mechanical terrain, such as conveyor belts (page 13). To encourage PCs onto the cogs, you might station artillery monsters upon them, or have skirmishers or lurkers retreat to a cog after attacking a PC. Creatures that can force movement or immobilize opponents increase the odds that a PC is crushed in the teeth of the massive gears.

Variations: The giant cogs described here primarily describe the horizontal cogs. Vertical cogs are similar but characters may need to make an Athletics check to climb or at least hang out to the teeth of the cog as it pulls the creature upwards.

Giant Scales (*Sample Level 4*)
Each side of these massive scales could hold several creatures.
Knowledge: Automatic.
Set Up: Giant scales have two platforms and a central pillar. The pillar is a single square, while the platforms are between two squares and four squares in each dimension.
Effect: When an equal number of creatures are on the platforms, both are 1 square (5 feet) off the ground. If one has more creatures upon it, the platform with more creatures falls to the ground, and the other platform rises to 2 squares (10 feet) off the ground.

Encounter Building: Giant scales are useful in encounters with various levels. They encourage teamwork among the PCs, as it requires more than one character to properly operate.
Variations: To create an effect where scales launch a creature into the air when somebody jumps onto the

other side, you might grant that character a round of flight or a bonus to Athletics for one jump check.
Reskinning: Giant scales can be used to represent any structure that has a pivot, such as a giant seesaw or a precariously balanced stone slab.

Giant's Shield (*Sample Level 7*)
This massive shield was may have once been worn by a giant. It is now mounted on a wooden frame to hold it upright.
Knowledge: Automatic
Setup: A giant's shield occupies 1 square.
Effect: The giant's shield is blocking terrain.
Movement: A character adjacent to the shield can use a minor action to move the giant's shield 1 square with a successful moderate (*DC 16*) Athletics check. For every 5 by which the result is above the DC, the character can move the shield an additional square. Alternatively, a character with two free hands may lift the shield and carry it, but the creature is slowed while doing so. A creature cannot move a giant's shield into an occupied square.

Encounter Building: A giant's shield is designed to allow the combatants some control over their battlefield. They might use the shield to provide cover, to create a choke point, or to block an enemy's escape.
Variations: To make a giant's shield truly massive, it might occupy more than a single square. You might also create a terrain power to allow creatures to slam the giant shield into foes (similar to mine cart push on page 22).
Reskinning: A giant's shield can be any large object that is difficult but not impossible to move. It might be a giant stone sphere, a pillar, or a statue.

God's Blood (Sample Level 29)
The slick silver liquid radiates divine power.
Knowledge: Automatic to realize impaired movement. Moderate (*DC 31*) Arcana or Religion to understand divine boon.
Setup: Squares of god's blood may be adjacent or scattered throughout the battlefield. There should rarely be more than six squares of god's blood in any encounter.
Effect: A square of god's blood is difficult terrain. A character may attempt to move through the blood at normal speed with a moderate Acrobatics (*DC 31*) check, however if the creature fails this check, it falls prone.

A creature may attempt to draw power from god's blood to use an at-will attack power from a divine power

source or similar powers as a minor action. The creature must be on or adjacent to a square of god's blood. Tapping into the power destroys the square of god's blood.

Encounter Building: God's blood is meant to be a boon to those wielding divine power, but it is meant to be a finite resource. There should only be a few squares of blood, unless there are a large number of divine creatures in the battle. You can place squares of god's blood in difficult to reach locations as a reward for characters who find a way to reach them. If both sides of the battle have a divine caster, there might be a race to the blood, or a battle for control of it.

The default assumption is that the blood springs from a long-dead and possibly forgotten god. However, blood coming from a specific still living god might have interesting story implications for the PCs.

Variations: God's blood might bestow a range of other benefits on the PCs. (See other terrains like blood mage's circle on page 11 and unholy altar on page 28 for suggestions).

Each use of god's blood might require destroying more squares to be effective. While the first use might destroy one square, the second use might destroy two, and the third would destroy four.

Grasping Claws (*Sample Level 8*)

Skeletal claws reach from the ground and clutch your ankles.

Knowledge: Easy (*DC 12*) Religion.

Setup: Areas of grasping claws may occupy any number of squares.

Effect: A living creature who ends its turn on a square of grasping claws without having moved is grabbed by the terrain (moderate [*DC 16*] to escape).

Any creature who ends its turn grabbed is restrained until it breaks the grab. For purposes of forced movement breaking the grab, any square of grasping claws is considered to be within its "reach."

Encounter Building: Grasping claws are designed to strongly encourage creatures to move each turn. You can combine them with skirmisher opponents, who move frequently. Since the claws only target living creatures, most undead and construct are immune to the effects.

Variations: To increase the danger of grasping claws, they might deal damage each turn to a creature they have grabbed or restrained. You might allow the PCs to attack the claws to break free.

Reskinning: In a wilderness setting you can turn grasping claws into grasping vines, while a wizard's tower might have animated chains.

Healing Font (*Sample Level 8*)

The white marble font contains clear water that glows with an inner light.

Knowledge: Moderate (*DC 16*) Religion.

Set Up: Each healing font occupies one square.

Effect: A healing font is difficult terrain. In addition, an adjacent creature can use the *healing drink* power.

Healing Drink (*Sample Level 8*)

As you sip the water, you feel your wounds knit together.

Daily

Special: Each creature may use this font only once per day.

Minor Action   **Personal**

Effect: You regain a number of hit points equal to your healing surge value.

Encounter Building: Healing fonts are most valuable in difficult encounters where the PCs face a high number of foes and are likely to run out of powers that trigger healing surges.

Variations: A healing font in an abandoned temple might have lost its power over the years. It begins the encounter without the ability to grant the *healing drink* power. To activate the power, the characters must either make a moderate Religion check, or a difficult Arcana or Nature check (minor action).

Alternatively, a character may expend one use of a channel divinity power to automatically activate the font (minor action; the character gains no other benefit from using channel divinity in this way).

Reskinning: The healing font could be used for any terrain that heals, such as a tree bearing magical fruit.

Highly Flammable Oil (*Sample Level 2*)

The floor is slick with oil, and sharp smelling fumes rise from the liquid.

Skills: Easy (*DC 9*) Nature or Dungeoneering to recognize the danger of falling. Moderate (*DC 13*) Nature or Dungeoneering to realize its flammable nature.

Set Up: Begin with any number of squares of highly flammable oil. Squares should be clustered in puddles of at least 4 adjacent squares.

Effect: A creature that enters this oil must either move at move at half speed or make a moderate (*DC 13*) Acrobatics check to move at full speed. If he fails this check, the creature falls prone.

If an area or close attack that deals fire damage includes oil squares, or a creature taking ongoing fire damage ends its turn on a square of highly flammable oil, the highly flammable oil becomes flaming oil.

Flaming Oil (*Sample Level 2*)

The floor bursts into flames.

Skills: Automatic for damage. Moderate (*DC 13*) Nature or Dungeoneering to extinguish the fire.

Effect: A creature that begins its turn in or willingly enters a square of flaming oil suffers 5/tier fire damage. At the end of the round any adjacent square of highly flammable oil becomes flaming oil.

A close or area attack that deals cold damage turns flaming oil into highly flammable oil until the oil is ignited again.

Encounter Building: Because highly flammable oil reacts to fire, its true potential only comes out when either the PCs or their opponents can use powers that deal fire damage. If you want the flaming oil to primarily favor the enemies, they should also have fire resistance or immunity. As noted in the exploding keg entry (*page 15*), the two can be paired effectively for an explosive battle.

Variations: Creative players might be able to find other ways to extinguish the flaming oil, or you might allow them to use certain skills. Note that in real life, dumping water on oil fires actually spreads them.

Holy Lantern (*Sample Level 14*)

The beacon glows with a holy light.

Knowledge: Moderate (*DC 21*) Religion.

Set Up: A holy lantern consists of two parts: the lantern itself, and the zone of holy light it creates. The lantern occupies one square, while the holy light creates a zone of between three squares and five squares on each side.

Effect: Living creatures within the zone of holy light gain a +2 damage bonus per tier when using powers that deal radiant damage. They also gain resist 5/tier necrotic damage.

Movement: A character adjacent to the lantern to move the zone of holy light up to 6 squares as a minor action.

Encounter Building: Holy lanterns have the greatest impact when the PCs are facing undead opponents. These opponents should do their best to draw the heroes away from the light, forcing the PCs to frequently move the zone.

Reskinning: A holy lantern is designed to help PCs fight against undead. You can change the effects when battling against other monsters. For example, when fighting fire monsters, it might be a frost lantern that adds to attacks that deal cold damage and protects against fire.

Lift Vines (*Sample Level 4*)

These vines react to weight placed upon them, and recoil upwards.

Knowledge: Moderate (*DC 14*) Nature.

Set Up: These vines are generally attached to something high above the ground, and hang down to a low point at ground level.

Effect: A character in a lift vine's square can grab the vine to use the *vine lift* power.

Vine Lift (*Sample Level 4*)

At your touch the vine springs to life, pulling you upwards.

Rechargeable (When the character lets go of the lift vine)

Move Action   **Personal**

Effect: The character moves from the low point to any square between the lift vine's low point and its high point.

Encounter Building: Lift vines are meant to be used in multi-level battlefields where PCs need a quick way to get from level to level. Because of this, control of a lift vine might become an important goal in the battle. Enemy forces might place a soldier on the ground to guard a lift vine that leads to artillery monsters, or skirmishers might use lift vines to escape their foes.

Reskinning: Lift vines could easily be turned into enchanted ropes.

Lightning Pillars (*Sample Level 17*)

These wide pillars are made of polished copper and hum with power.

Knowledge: Moderate (*DC 23*) Arcana.

Set Up: There should be at least three pillars and as many as eight. Assign each pillar a number. Each pillar occupies one square.

Effect: A lightning pillar is blocking terrain. Each round an arc of lightning erupts between two pillars. Roll randomly to determine which pillars activate (see page 15). If you roll the same number twice, nothing happens for that round.

When pillars have been activated, squares in a line between the pillars are filled with an arc of lightning. Any creature who willingly enters a square with lightning or starts its turn there takes 5/tier points of lightning damage.

Encounter Building: Lighting pillars work well with creatures that have powers that inflict forced movement. These creatures can push an opponent into an arc of lightning. Obviously, creatures who resist or are immune to lightning will benefit from lightning pillars. Creatures who can teleport can also gain an advantage in rooms with lightning pillars as they can teleport to the other side of the lightning, out of reach of their foes. Variations: To increase the risk of getting struck, you can roll for more than two pillars to connect. You might have two pairs of pillars each send an arc of lightning to each other, or you might roll for three pillars that all connect.

Reskinning: You can easily change the type of energy that the pillars radiate, or change them from pillars to another object. The ruins of the temple to an evil god might instead contain statues that arc bolts of necrotic energy.

Load Bearing Pillar (*Sample Level 15*)

The strong stone pillar bears the weight of the ceiling.

Knowledge: Moderate (*DC 22*) Dungeoneering check.

Setup: Load bearing pillars occupy one square, and reach from floor to ceiling.

Effect: The pillar is blocking terrain. It has defenses equal to its level + 12 (*27*) and 4 hit points per level (60 hp). If destroyed, it triggers the *roof collapse* power.

Additionally, it allows characters to use the *dodge out of the way* power.

Roof Collapse (*Sample Level 15*)

As the pillar shatters, the roof collapses on those below.

Single Use

Free Action Close burst 2 (centered on pillar)

Trigger: The pillar is destroyed.

Target: Every creature in burst

Attack: Level + 3 vs. Reflex (*+18 vs. Reflex*).

Hit: High damage (*4d8 + 16*) and the target is knocked prone and restrained (save ends). It cannot stand from prone until it is no longer restrained.

Miss: Half damage and the target is not restrained or knocked prone.

Effect: The area of the burst is filled with rubble (difficult terrain). A hole opens in the ceiling directly above the blast.

Dodge Out of the Way (*Sample Level 15*)

You stand before the pillar, and dodge out of the way just as your foe is about to strike.

At-Will

Move Action   Personal

Special: You must ready an action to use this power when a creature charges you. Alternatively you may spend an action point to use this power as a free interrupt when a creature charges you.

Requirement: You must be adjacent to a load-bearing pillar.

Effect: You move your speed. This movement does not provoke opportunity attacks from the creature that charges you. The creature changing you attacks the load bearing pillar instead of you.

Encounter Building: Load-bearing pillars are intended to give the characters an extra powerful attack option against tough opponents. It works best when the monsters make frequent charge attacks, allowing the PCs to dodge out of the way.

Variations: You can make a load bearing pillar fill more than one square or change the size of the burst caused when the roof collapses. You can also choose to have multiple pillars, all of which need to be destroyed in order to bring down the roof.

Logs Floating Downstream (*Sample Level 4*)
The fallen tree trunks float lazily down the river.
Knowledge: Automatic.
Set Up: Place one or more logs in river terrain. Each log should be 1 square wide, and between 2 and 10 squares long. There should be at least one square of water in between each log. When you set up also determine the direction and speed that the water flows.
Effect: Walking on a log floating downstream requires an easy (*DC 10*) Acrobatics check. If the creature fails by 4 or less, its movement ends, and the move action is wasted. If it fails by 5 or more, it falls off the log into the water. Climbing onto a log from the water requires 2 squares of movement in addition to making the Acrobatics check.

Additionally, a character on a log can use the *log roll* power.

Movement: Each round, every log moves in the direction that the water flows at the chosen speed. Creatures on the logs move with them.

Log Roll (*Sample Level 4*)

With some fancy footwork, you spin the log you are standing on.

At-Will

Check: You must be on or adjacent to a log, and succeed a moderate (*DC 14*) Athletics or Acrobatics check.

Minor Action	Close special

Target: This power targets every creature on the log other than you.
Attack: Level + 3 vs. Reflex (*+7 vs. Reflex*)

Hit: The target immediately makes a saving throw. If successful, it falls prone. If it fails the save, it falls into an adjacent square of water.

Encounter Building: Typically, an encounter with logs floating down stream will also feature river terrain and dry land. By placing enemies with ranged attack powers on the logs or on the other side of the river, characters will be motivated to leap onto the logs to reach foes.

To further complicate things, you could include a third party who attacks anybody who falls into the river (such as a swarm of piranhas).
Reskinning: In a cold climate, the logs could be break away chunks of ice. In a volcano you can use stone floating on molten lava. Other planes might have rivers of acid or magic memory-draining water

Magnetic Spike Blocks (*Sample Level 13*)
Large iron blocks are covered with cruel spikes.
Knowledge: Automatic knowledge of moving through the spikes. Moderate (*DC 20*) Arcana to know the effects of lightning.
Set Up: Each magnetic spike block occupies one square.
Effect: These large blocks are difficult terrain, and any creature that willingly enters a square containing magnetic spike blocks takes 5/tier damage.
Movement: The first time each turn that a creature within 10 squares of the magnetic spikes suffers lightning damage, the magnetic spike block is pulled 2 squares towards the creature who took the damage. If this movement pulls the spikes into the target's square, the target takes damage as though it had entered the magnetic spike's square.

Encounter Building: As they are activated by lightning damage, magnetic spike blocks are best utilized when either PCs or villains are able to deal lightning damage on a regular basis.

Variations: You can increase the danger of the spikes by increasing the distance that they move. For bigger blocks, you can make the spikes blocking terrain.

Magma

Realistically, magma, lava, or other molten rock would kill any creature who enters is (no save). However for a more fantastic version of lave, you might have any creature in the lava suffer 10/tier fire damage, while any creature adjacent to the lava might suffer 5/tier lava damage. To represent the danger of being stuck in the lava, you might look at the sinking effect of solid clouds on page 27.

Mind Fuddling Fog (*Sample Level 25*)

As you step into the golden mist, you feel dizzy.

Knowledge: Automatic for obscuring. Moderate Arcana (*DC 29*) to know the mind fuddling effects.

Setup: Mind fuddling fog may be any size and shape. It should rarely fill more than a quarter of the battlefield.

Effect: Areas of mind fuddling fog are lightly obscured. Any character within a square of mind fuddling fog suffers a -1 penalty to Intelligence, Wisdom, and Charisma checks, as well as skill checks and attack rolls that are based off of those abilities. (For monsters, assume they use their highest ability for their attacks).

Every round that a creature ends its turn in mind fuddling fog, this penalty increases by an additional -1. If the creature ends its turn in normal terrain, these penalties reset.

Encounter Building: Mind fuddling fog can potentially be very debilitating to creatures who use Intelligence, Wisdom, or Charisma. While at first the penalty is rather minor, it quickly adds up. To keep the terrain from frustrating the PCs, you can provide clear ways for them to avoid the fog or provide a reward for moving through it (for a divine caster, you might place a pool of gods blood from page 17 inside a pool of mind fuddling fog).

Variations: Mind fuddling fog might become strength draining fog by changing the ability it affects. To simplify the math involved or reduce the escalating fear factor, you can have the fog impose a static penalty (probably -2) instead if it increasing each turn.

Reskinning: The mind fuddling fog need not be a fog. It might be the pollen of a hallucinogenic plant, a mind draining creature from the realms beyond, or simply a magical effect created by a powerful wizard.

Mine Cart (*Sample Level 3*)

The metal and wood cart sits on iron tracks.

Knowledge: Automatic.

Setup: Each mine cart occupies a single square. Mine carts also require mine tracks, which are a single square wide, but can be any number of squares long.

Effect: The mine cart is difficult terrain and provides cover. A creature who is on the mine cart when it moves (see below) moves along with the cart. A creature can also use the mine cart to trigger the mine cart push power.

Movement: A creature may attempt to push the cart as a minor action. If it succeeds an easy Athletics check (*DC 9*) he pushes the cart up to 10 squares along the track (in either direction). If the cart would enter the square of another creature, it triggers the mine cart push power.

Mine Cart Push (*Sample Level 3*)

With a quick shove, you send the mine cart barreling down the track.

At-Will

No Action   **Melee** 1

Trigger: The mine cart moves adjacent to a creature and has further movement that would cause it to enter the creature's square.

Target: The creature whose square the mine cart would enter.

Attack: Level +5 vs. AC (*+8 vs. AC*)

Hit: Low damage (*1d10+6*) and the target is knocked prone.

Effect: The mine cart's movement ends.

Encounter Building: Mine carts can be a fun way to give PCs both the ability to make additional attacks, and to move faster across the battlefield.

Pane of Glass (*Sample Level 5*)

The window looks easy to shatter.

Knowledge: Automatic.

Setup: Panes of glass are generally drawn in between squares. It may be any size.

Effect: A pane of glass is blocking terrain, but does not block line of sight. Creatures can attempt to shatter the glass by targeting it with a ranged or melee attack. All the defense equal ten plus the terrain's level (*15*). The glass has resist 5/tier all, but if it suffers damage beyond that, the attack destroys the pane.

A creature may attempt to burst through the wall with a Difficult Athletics check (*DC 22*). Failure means the character's movement ends. Success destroys the pane and the creature may continue movement on the other side of the pane.

If forced movement pushes a creature into the pane, the creature may make a saving throw. On a successful saving throw, the creature falls prone and the forced movement ends. If the creature fails, it breaks the pane, and forced movement continues on the other side.

However a pane is destroyed, it triggers the *shatter glass* power.

Shatter Glass (*Sample Level 5*)

The glass shatters into a thousand razor-sharp pieces.

Single Use

No Action   **Close** special

Trigger: The pane of glass is destroyed.

Target: This power targets each square adjacent to the pane of glass.

Attack: Level + 3 vs. Reflex (*+8 vs. Reflex*).

Hit: Low damage (*2d6 + 6*).

Effect: The area of the blast is filled with shattered glass (difficult terrain). Any creature who willingly moves into a square of shattered glass takes 5/tier damage, and is slowed (save ends).

Encounter Building: You can use panes of glass to force a choice between a more direct but dangerous route (crashing through the glass) or a safer but longer route (going around the glass). Creatures might intentionally shatter the glass to damage foes.

Variation: The shattered glass attack power assumes a large pane of glass that shatters into many pieces. For smaller sheets of glass you can maintain the other effects, but remove the terrain power.

Reskinning: The clear glass can be changed into a mirror, in which case it blocks line of sight. It can be made into ice by granting it vulnerable 5/tier fire.

Petrifying Tree (*Sample Level 15*)
The elm seems to be made entirely of stone.
Knowledge: Moderate (*DC 22*) Arcana
Setup: Petrifying trees occupy one square, and have an aura of between 1 and 5 squares.
Effect: Any creature that ends its turn within the aura of the petrifying tree is slowed (save ends). On the first failed save, the creature is slowed and dazed (save ends).

On the second failed save the creature is petrified (save ends). The creature may not save from the final stage of petrifaction while within the zone of the tree.

Encounter Building: Most encounters with petrifying trees will either have one tree with a large aura, or several trees with have an aura of one square.

Petrifying trees are often surrounded by statues that are the remains of their former victims. This might be an opportunity to introduce a motley collection of NPCs who come from a range of time periods.

Variations: To make petrifying trees a little less deadly, you can allow the PCs to save against the final stage of petrification even while in the aura of the tree. To make them more dangerous, decrease the number of failed saves that a creature needs to make before becoming petrified.

Reskinning: A petrifying tree might also represent the severed head of a medusa, or an especially powerful node of elemental earth.

Poisoncloud Mushrooms (*Sample Level 5*)
These large mushrooms have a white stalk and bright read tops.
Knowledge: Moderate (*DC 15*) Nature.
Set Up: Each poisoncloud mushroom occupies one square.
Effect: A poisoncloud mushroom allows the use of the poisoncloud attack power.

Poisoncloud Attack (*Sample Level 5*)

The mushroom explodes, releasing a cloud of toxic spores.

Single Use

Free Reaction   **Close** Burst 1

Trigger: A character enters a square containing a poisoncloud mushroom, or a character hit the mushroom with a melee or ranged attack. All defenses equal level + 12 (*17*).

Target: All creatures in burst.

Attack: Level + 3 vs. Fortitude (*+8 vs. Fortitude*)

Hit: Medium poison damage (*2d8 + 7*).

Encounter Building: When fighting swarms, poisoncloud mushrooms are a great benefit, especially when characters lack burst or blast attacks of their own. Intelligent foes might try to use exploding mushrooms against the PCs.

Variations: As written, the poison of the mushrooms is fast acting, but to create a more lasting effect, a hit could also deal ongoing damage, and possibly add another condition such as slowed or weakened. Either way a saving throw should end the effect.

Reskinning: Poisoncloud mushrooms could easily be turned into any other terrain that explodes on contact. This terrain might be common on the outer planes or magically scarred areas, and could include crystals that burst into freezing shards, or floating orbs that burst into radiant light.

Primal Grass (*Sample Level 9*)

These plants surge with life in response to primal magic.
Knowledge: Moderate (*DC 17*) Nature.
Setup: Primal grass can occupy any number of squares.
Effect: Anytime a creature is hit by a primal power or similar power (see page 12) while standing on a square of primal grass, the creature is also immobilized until the end of its next turn.

Encounter Building: As with all power-source related terrain, primal grass functions best when at least some of the combatants have primal powers. Primal grass might give the PCs a boost when they deal with highly mobile skirmishers. On the other hand, it can benefit enemies who create zones that deal damage over multiple rounds.

Reskinning: Primal grass can easily be tied to a different power source. For example, it might be grasping shadows activated by the shadow power source, or it could be ectoplasm activated by the psionic power source.

Razor Glass (*Sample Level 8*)

The smooth floor is covered with thousands of tiny sharp edges.
Knowledge: Automatic.
Setup: Razor glass can occupy any number of squares.
Effect: Any time a creature falls prone while on a square of razor glass, it takes ongoing 5/tier damage (save ends).

Encounter Building: Razor glass is best combined with monsters who are able to knock their foes prone.
Variations: To make the razor glass more dangerous, it can deal damage each time a creature falls in addition to the ongoing damage.
Reskinning: Razor glass can be turned into anything else that cuts foes when they fall, possibly caltrops or sharp grass.

Revealing Glass (*Sample Level 3*)

Looking though the pane of glass, you see a gnome hunched behind the chair, but when you enter the room, nobody is there.
Knowledge: Moderate (*DC 13*) Arcana.
Setup: Revealing glass may either occupy a square, or be placed between squares. It is rarely more than a square wide, but it may be very long.
Effect: Revealing glass is a wall of blocking terrain. Characters can see through the glass, and have line of sight to objects on the other side, but not line of effect.

Additionally, characters on one side of the revealing glass can see invisible creatures or objects on the other side of the glass.

Encounter Building: Revealing glass does little unless it is combined with invisible creatures. While sometimes foes can use it to spot invisible PCs, it is far more likely to be used to spot invisible enemies. Revealing glass will likely force the party to separate, with some on one side to fight the invisible foes, and some on the other side to spot them.
Variations: As written, revealing glass is quite solid. To make it more fragile, you can combine it with a pane of glass (page 22).

Rolling Toxic Cloud (*Sample Level 14*)

The cloud of greenish yellow smoke billows towards you.

Knowledge: Moderate (*DC 21*) Arcana, Nature, or Dungeoneering.

Setup: A toxic cloud starts covering an area of at least three by three, and up to eight by eight squares. At the beginning of the encounter, decide which direction the cloud will move, and how fast (normally of speed of 2 to 6 squares).

Effect: A character that willingly enters or starts its turn in the toxic cloud suffers 10/tier poison damage.

Movement: Each round the toxic cloud moves the chosen number of squares in the chosen direction.

Encounter Building: A toxic cloud can be used to force the characters to move through the battle field. Monsters who are immune to poison, might use it as a base to either dart in and out of, or to launch ranged attack from.

Variations: If you want the toxic cloud to have lasting effects, it might also inflict ongoing damage, or another condition like weakened or slowed. In either case a saving throw should end the effect. Thick clouds might make the squares lightly or heavily obscured.

Reskinning: The toxic cloud can be modified into nearly any energy type. It might be combined with necrotic damage to add a magical nature, or turned into fire to create a fire storm.

Rug (*Sample Level 1*)

A large finely woven rug covers the floor.

Knowledge: Automatic

Set Up: Rugs range anywhere from a single square to many squares long. Rugs are typically rectangular.

Effect: A creature adjacent to the rug can use the *pull the rug out from under them* power.

Pull the Rug Out from Under Them (*Sample Level 1*)

You tug a corner of the rug, knocking your foes from their feet.

Single Use

Requirement: You must be adjacent to the rug to use this power.

Minor Action　　　　　　**Close** special

Special: This power targets every creature standing on the rug.

Attack: Level + 3 vs. Reflex (*+4 vs. Reflex*).

Hit: The target is knocked prone.

Encounter Building: This terrain is primarily intended to give the PCs an extra tool to use against their foes. Knocking a foe prone can benefit any melee fighter, but some gain extra benefit. For example, since prone grants combat advantage to melee attackers, rogues will particularly enjoy this power. It also works well to trip up fast moving opponents and possibly allow vulnerable heroes to escape.

Variations: To increase the power of the rug, you might also have it push, pull, or slide the target, or even allow it to deal damage. If it deals damage, think about making the power a standard action.

Sample Variation

The river of dreams is based on the sleep poppies terrain. This is an example of how you can easily modify a terrain's mechanics and cosmetic appearance to suit your needs.

River of Dreams (*Sample Level 18*)

These silvery rivers, originating from the Fairy Realm, occasionally flow into the mortal world.

Setup: A river of dreams can be as wide as any other river, and it typically runs the length of the battlefield.

Effect: The river of dreams, in many ways, functions like any other river. The shallow banks are difficult terrain, while the deeper sections require creatures to make Athletics checks to swim.

Additionally, any non-fey creature who enters the river or drinks from it is slowed (save ends). On the first failed save, the target is slowed and dazed (saved ends). On a second failed save, the creature is unconscious, and remains asleep until it takes a short rest. While in this deep sleep, creatures may have especially vivid and possibly prophetic dreams.

Sleep Poppy (*Sample Level 5*)

The red and orange blossoms smell of home.

Knowledge: Moderate (*DC 15*) Nature.

Setup: Sleep poppies frequently occupy a large area.

Effect: Any creature who ends it turn in the sleep poppies is slowed (save end). On the first failed save, the creature is dazed and slowed (save ends). Second failed save, the character is unconscious (save ends). As long as a character remains in the poppy field, he suffers a -2 penalty to these saving throws.

Encounter Building: Sleep poppies can be deceptively dangerous, so take care with their placement. A field of sleep poppies might have several "islands" of normal terrains where the main part of the battle takes place.

Variations: To make sleep poppies less dangerous you can remove the penalty to saving throws. To make it more dangerous, have creature fall unconscious after only the first failed save. If you want to allow the PCs to destroy the poppies, you might allow them to do so with area or burst attacks. You might require the attack to do a certain type of damage, such as fire or necrotic damage.

Reskinning: Sleep poppies can be used to represent any area that might put creatures to sleep, such as a cloud of sleeping gas, or a magical rune of sleep. To see a more complex version of sleep poppies, look at Sample Variation on page 25.

Solid Clouds (*Sample Level 24*)

As impossible as it seems, the clouds support your weight, but for how long?

Knowledge: Moderate (*DC 28*) Arcana or Nature.

Set Up: Solid clouds can be nearly any size and shape, possibly filling the whole battlefield.

Effect: If a creature that ends its turn on solid clouds and did not move during its turn, it begins to sink into the clouds. After a creature has begun to sink, it cannot shift until it is no longer sinking. If a creature begins its turn sinking and ends its turn without moving, it falls through the solid clouds.

Encounter Building: Solid clouds are another terrain that encourages typically sessile creatures to move each turn. Solid clouds also increase the potency of many status effects, such as daze, prone, and immobilize. Clever PCs might intentionally remain still if they want to drop to the level below.

Typically solid clouds are one of the higher levels of a multi-level encounter. Few players will enjoy falling to their death because they failed to save against immobilization.

Variations: For more dangerous clouds, you can have creatures fall through if they spend a single turn in the same place. You can also make certain creatures immune to the clouds' effects (such as immortal creatures, or those with the air descriptor). You could grant some creatures a "cloud walking" power that allows them to walk on the clouds unhindered.

Spiked Wall (*Sample Level 8*)

The walls bristle with cruel spikes.

Knowledge: Automatic

Setup: Spiked walls can be placed like any other walls. They frequently occur in the majority of the battlefield.

Effect: A spiked wall is blocking terrain. If forced movement would cause a creature to enter a square of spiked wall, instead the forced movement ends, and the creature suffers 5/tier points of damage.

Encounter Building: Like other terrain that relies on forced movement, spiked walls work best if the PCs and the monsters both have powers that can push, pull, and slide the targets. You can use spiked walls to encourage PCs to enter the middle of the room, possibly driving them closer to melee fighters.

Reskinning: Spiked walls can turn into other blocking terrain that damage those hit against them. It might be a thorny hedge, or a pillar of eldritch energy.

Stone of Kings (*Sample Level 10*)

A mighty sword impales the granite slab.

Knowledge: Moderate (*DC 18*) Arcana, History, or Religion

Effect: This stone is difficult terrain. It has a weapon lodged in it (a magic item appropriate to the characters' level). A character may attempt to pull the weapon from the stone by using the *from the stone* power.

From the Stone (*Sample Level 10*)
You tug the sword from the stone and feel a kingly glow surround you.
Single Use
Check: The character tries to pull the weapon from the stone by making a moderate (*DC 18*) Athletics check.
Minor Action **Close** burst 10
Effect: The character pulls the weapon from the stone. All allies in the burst gain a +2 bonus to attack rolls until the end of the encounter.

Encounter Building: In a combat encounter, you should place enemies between the PCs and the stone. These foes may include constructs that have been placed as guardians, or undead who were unworthy to wield the weapon in the stone. The description of the king's stone and the weapon within it should be suitably impressive

Variations: You can change the nature of the check used to pull the weapon from the stone. To emphasize the leadership needed to be a king, you might replace the Athletics check with a Diplomacy check. To change it to a stone of archmages holding a powerful staff, you may use an Arcana check. You can allow the character to automatically pull the weapon from the stone if they meet certain story conditions, such as being the lost son of the former king.

You can also easily change the bonus granted by removing the weapon from the stone to better suit the encounter.

Reskinning: The magic item held in the terrain need not be a weapon, and the thing holding it need not be a stone. It could be a magical orb of force holding a powerful ring, or a pool of icy water holding a talisman.

Thought Flooring (*Sample Level 26*)

The arch wizard grins at you, seemingly standing on a wall.

Skills: Easy (*DC 22*) Arcana check.

Setup: Thought flooring normally applies to an entire battlefield.

Effect: Any surface in this room (including walls and ceiling) can be treated as ground. Moving from one surface to a perpendicular one (the floor to a wall) requires 1 square of movement.

Encounter Building: Thought flooring can be used to challenge the way that PCs thinking about their environment. Enemies may shoot spells from the walls or ceilings, and the most direct way from one point to another might involve walking on multiple planes.

Variations: Because thought flooring goes against a creature's natural instincts, you might require a skill or ability check (such as Arcana, Dungeoneering, or Wisdom) when traveling from one plane to another.

Trick Staircase (*Sample Level 4*)

With a click, the stairs shift to form a smooth ramp.

Knowledge: Moderate (*DC 14*) Dungeoneering or Thievery.

Setup: Trick staircases look like any other kind of staircase. They are normally one or two squares wide, and four or more squares long. The control lever may be in any square in the encounter, often some distance from the staircase.

Effect: A trick staircase initially appears to be nothing but a normal staircase. However, if a creature spends a minor action to pull the control lever, the stairs turn into a sliding ramp. Creatures who are on the stairs when they change must make a moderate Acrobatics check (DC 14) or fall to the base of the stairs. Characters may climb the ramp with an easy (*DC 10*) Athletics check.

Encounter Building: When setting up a battle with a trick staircase, you should look for ways to encourage battle on the stairs, such as placing ranged foes at the top of the stairs, or setting it up as a choke point. Either

PCs or enemies might start with control of the switch that activates the stairs, and you can set this point up as a secondary objective.

To add an element of danger. You can place a pit trap at the base of the staircase. For more danger, fill the pit trap with vipers.

Variations: To make a trick staircase more difficult to climb (and increase the DC) you might cover it with oil, or another slippery substance.

Unhallowed Ground (*Sample Level 9*)

Merely approaching the area sends a shiver down your spine and prickles your skin.

Knowledge: Moderate (*DC 17*) Religion.

Setup: Unhallowed ground can be any size and shape, but generally should not be more than a quarter of the battlefield.

Effect: Undead creatures who are reduced to 0 hit points while on a square of unhallowed ground are not destroyed. Instead, at the start of their next turn they reanimate with 1 hit point.

Encounter Building: Unhallowed ground is best reserved for parties that have a fair number of powers that inflict forced movement, and preferably at least one PC with an at-will power. Intelligent undead will be reluc-

tant to leave a zone of unhallowed ground, even if they are primarily melee creatures facing a ranged threat.

Variations: You may wish to include alternate ways to mitigate the effects of unhallowed ground. For example, undead might not reanimate if the killing blow comes from a particular kind of damage (likely radiant), or characters might be able to deactivate the unhallowed ground with a skill check or short skill challenge. You might also allow the PCs to destroy squares of unhallowed ground with certain powers (similar to encroaching gloom on page 14).

Reskinning: You can change unhallowed ground to allow it to affect creatures other than undead. The heart of a creation forge might constantly reanimate constructs, while the divine nexus of life might affect all living creatures.

Unholy Altar (*Sample Level 7*)

This dark alter is dedicated to a god of death and ruin.
Knowledge: Easy (*DC 11*) Religion.
Setup: An unholy altar occupies one square.
Effect: The altar is difficult terrain. Additionally, it allows creatures to use the *unholy blessing* power.

Unholy Blessing (*Sample Level 7*)

You slice open the palm of your hand, sacrificing your blood to the unholy god.

Daily (Special)
Special: Each creature may use this power once per day.

Minor Action   **Personal**

Effect: Spend a healing surge. Until end of the encounter, any time you make a damage roll, you add 1d6 points of cold and necrotic damage. This increases to 2d6 points of cold and necrotic damage at level 21.

Encounter Building: On one level, an *unholy blessing* presents a strategic choice: whether spending a surge is worth the bonus damage it imparts. It can also present an ethical dilemma for certain heroes, as their blood offerings are received by a dark god. NPCs might also benefit from the blessings of this altar. Remember that, by default, NPCs have one healing surge per tier. In this case, the PCs might care more about preventing enemies from reaching the altar than from using it themselves.

Variations: An unholy altar might grant different blessings, such as a small bonus to defenses, or resistance against particular types of damage.

Reskinning: The blessing need not come from a dark god, nor a god at all. It might also come from a primordial or a primal spirit. In these cases, it might be appropriate to alter the bonus damage type. For example, a primal spirit that embodies a ranging storm might grant bonus thunder and lightning damage.

Weak Flooring (*Sample Level 1*)

The floor creaks as you set foot on it.
Knowledge: Moderate (*DC 12*) Dungeoneering.
Effect: Small or smaller creatures may pass over weak flooring without difficulty. Medium creatures must either jump over the weak flooring or make a moderate (*DC 12*) Acrobatics check. If failed, the floor breaks. If there is an adjacent square that is not weak flooring, the creature may make an immediate saving throw to grab hold of the edge (characters must later make a DC 10 Athletics check to pull itself up). A character who fails or has no stable terrain nearby falls to the level below. Large or larger creatures automatically fall.

Encounter Building: Weak flooring might just drop PCs into a pit, but it can be even more effective when the battlefield features multiple levels. Small opponents may take advantage of their ability to run over weak flooring with no concern. A band of kobold archers

might build a nest whose only access point is a bridge of weak flooring.

Variations: To weaken or strengthen the flooring, you can change the size of a creature that it can safely hold. If the PCs fight against large monsters, you could make it a goal of combat to lure their foes into the section of weak flooring.

Reskinning: As mentioned in frictionless stone (page 16), you can use weak flooring to represent thin ice.

Wild Magic Zone (*Sample Level 27*)

The air hums and crackles with latent arcane energy.

Knowledge: Difficult (*DC 39*) Arcana.

Setup: Wild magic zones may take up any number of squares, up to the entire battlefield.

Effect: Whenever a creature in the zone uses a power that does acid, cold, fire, lightning, necrotic, psychic, radiant, or thunder damage, the power instead deals a random type of damage. Roll 1d8 and consult the list below. If the power does more than one of these damage types, roll for each damage type.

      1 = Acid, 2 = Cold, 3 = Fire, 4 = Lightning, 5 = Necrotic, 6 = Psychic, 7 = Radiant, 8 = Thunder.

Encounter Building: A wild magic adds an element of unpredictability to any battle. By the time they reach high levels, many PCs will have secondary abilities that key off of powers that deal a certain type of damage, and a wild magic zone can throw a wrench into these plans. This can be dramatic for certain battles, but should also be handled with care.

Variations: As written, the zone takes up a large but stationary area. However, a wild magic zone could easily move during the battle. Most likely it moves randomly, though it might move in response to certain powers. Reskinning: A similar zone might automatically turn one kind of damage into another, for example the strong hold of the fairy queen of winter might turn all fire power into cold powers.

Zone of Reverse Gravity (*Sample level 17*)

You suddenly realize that you are falling towards the ceiling.

Knowledge: Moderate (*DC 23*) Arcana.

Effect: Gravity in these areas is opposite from regular terrain, causing creatures and objects to fall up instead of down. If there is a solid barrier within the zone, creatures who strike it take falling damage based on the distance as normal, otherwise they hang in the air.

Encounter Building: Zones of reverse gravity in some ways function similar to pit traps, dropping the creatures on the ceiling instead of the floor. When building your battlefield, you might also wish to explore ways that zones of reverse gravity might be used to navigate around other hazards. Ranged creatures might want to use the zone of reverse gravity to keep away from melee characters. Those who are trained in Acrobatics might jump into reverse gravity zones with impunity, relying on their skills to avoid the damage.

Variations: A particularly devious zone of reverse gravity might only affect certain kinds of creatures. Or the direction of gravity might change at a regular interval (such as every two rounds) or randomly (even rolls make creatures fall up, odds they fall down).

Appendix 1:
Terrain by Location

The following are lists of give a suggestions of different sample terrains that might be found several environments, and the page where the terrain can be found

Caverns: Conducting veins (12), frictionless stone (16), load bearing pillar (20), mine cart (22), razor glass (24), spiked wall (26), weak flooring (28).

Wilderness: Fire swamp (15), lift vine (19), logs floating down river (21), petrifying tree (23), poisoncloud mushrooms (23), primal grass (24), sleep poppies (25).

Urban: Ballista (11), blood mage's circle (12), conveyor belt (13), circle of spirit binding (12), exploding keg (15), giant cog (16), giant scales (17), giant's shield (17), healing font (18), highly flammable oil (19), holy lantern (19), lightning pillars (20), load bearing pillar (20), logs floating down river (21), magnetic spike block (21), mine cart (22), pane of glass (22), rug (25), spiked wall (26), trick staircase (27), unholy altar (28).

Ruins: Ballista (11), blood mage's circle (11), circle of spirit binding (12), crumbling wall (13), encroaching gloom (14), giant's shield (17), healing font (18), holy lantern (19), lightning pillars (20), load bearing pillar (20), spiked wall (26), stone of kings (26), unhallowed ground (27), unholy altar (29), weak flooring (28).

Magical: Acid rain (11), blood mage's circle (11), chaos mote (12), dimensional breech (14), flight stone (16), floating stone (16), frictionless stones (16), grasping claws (18), lightning pillars (20), magnetic spike blocks (21), mind fuddling fog (22), petrifying tree (23), razor glass (24), revealing glass (24), rolling toxic cloud (25), solid clouds (26), thought flooring (27), unhallowed ground (27), wild magic zone (30), zone of reverse gravity (29).

Planes (any): Dimensional breech (14), floating stone (16), frictionless stones (16), thought flooring (27), wild magic zone (29), zone of reverse gravity (29).

Outer Planes: Acid rain (11), chaos mote (12), god's blood (17), lightning pillars (20), rolling toxic cloud (25), solid clouds (26), unholy altar (28).

Fairy Realm: Chaos mote (12), lift vine (19), mind fuddling fog (22), petrifying tree (23), poisoncloud mushrooms (23), primal grass (24), sleep poppies (25), solid clouds (26).

Shadow Realm: Circle of spirit binding (12), encroaching gloom (14), grasping claws (18), unhallowed ground (27), unholy altar (28).

Good little children never fight

Good little children sleep at night

Good little children drink from their cup

good little children

never

grow

up

Good Little Children
Never Grow Up
A horror-themed adventure for
D&D 4e. Available at RPGNow
DriveThruRPG and Paizo.com