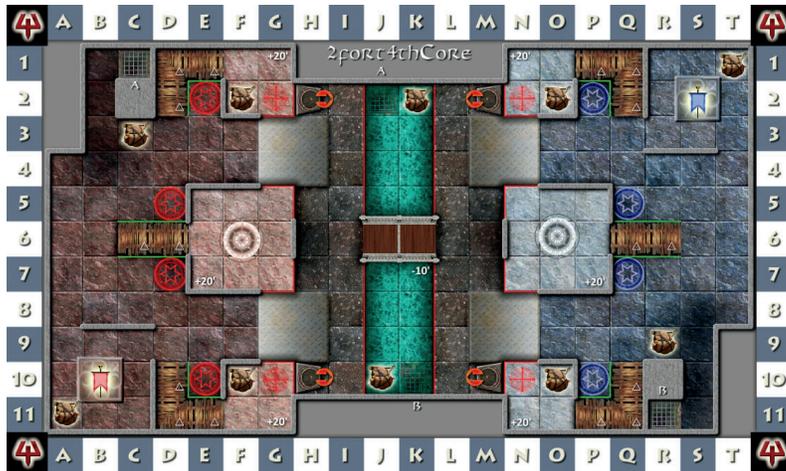


# E5M1: 2FORT4THCORE

Stuck somewhere between the dimension we know and love, and a realm of Lovecraftian disorder and horror, we find teams of gladiators. They fight over mystical flags, through a red and blue haze of constant reincarnation.



## Scoring

The team with the most captures wins. In case of a tie, the team with the least deaths wins. In case of a tie, a sudden death round starts, and the first death or capture determines the winner.

## Humiliation

A creature rolling a natural 1 on an attack roll is knocked prone immediately after the attack. Being knocked prone in this way cannot be negated in any way.

## High Ground

Creatures on the sniper towers and goal room have Combat Advantage and do maximum damage with Ranged attacks against targets in the courtyard. The sniper towers and goal platform are 20' above the courtyard and fort floor.



## Rickety Stairs

The ramps inside the forts are difficult terrain. Creatures with a fly or climb speed treat them as normal terrain.



## Walls, Ceilings, and Sky

All gray walls go from floor to ceiling, blocking line of sight and line of effect. All corners are hard corners. The ceiling inside the forts is 30' high (relative to the fort floor - therefore the ceiling in the goal room is 10' high). The courtyard and sniper towers are open to the sky. Due to the Lovecraftian universe this takes place in, there is no direct sunlight.

## Moldy Canal

The canal is 10' deep and the Athletics DC for climbing the walls is 25.

## Bridge

The sides of the bridge give a +5 to saves against falling.



## Backpack

Once per turn, a dungeoneer entering a square containing a backpack rolls a d4 on the chart below. The dungeoneer immediately gains the benefit rolled. While a benefit is active, a dungeoneer cannot pick up another backpack.

- 1: +5 to next attack
- 2: +10 to next damage roll
- 3: +5 defense against next attack
- 4: +3 move speed for your next move action



## Respawn

*(terrain power)*

### At-Will

**Trigger:** You start your turn dead, dying or begin your first turn of the encounter.

**Effect (no action):** If you are *dying*, you die. You regain all hit points and healing surges, remove all failed death saves, and conditions that don't last through the encounter, refresh all encounter powers and power points, and teleport to a starting square of your choice in your team's base. If the destination starting square is occupied, that creature dies.

## Killing Spree

*(terrain power)*

### At-Will (once per turn)

**Trigger:** You reduce 2 or more non-minion enemies with at least 1 hit point to 0 hitpoints or fewer during the same turn.

**Effect (Free Action):** Gain an action point. You may spend more than one action point per encounter, but only one action point per round.

## Underwater Passage



*(terrain power)*

### Move Action • At-Will • Personal

**Requirement:** You must be standing on a passage square.

**Effect:** You teleport to the corresponding passage square. If the square is occupied, you take 5 damage, and you slide the creature 1 square or destroy the turret before teleporting.

**Endurance:** If you are trained in Endurance, this power is a minor action.

## Jump Pads



*(terrain power)*

### At-Will (once per turn)

**Trigger:** You enter a Jump Pad square.

**Effect:** You fly to the corresponding target square. If the square is occupied, you take 5 damage, and you push the creature 1 square or destroy the turret.

**Special:** Falling on a Jump Pad does no falling damage, and activates this power.

## Flag

*(terrain item)*

If you enter the square of an unattended enemy flag, you acquire it.

If you enter the square of an unattended friendly flag, it returns to your base.

If you enter your goal square while in possession of a flag, your team gains a capture and the flag returns to its base. The goal squares are in F-6 and O-6.

If you are knocked prone while in possession of a flag, it gets dropped in a random adjacent square.

While in possession of a flag, you grant Combat Advantage, and you cannot run.



## Throw

### At-Will • Minor Action • Close Burst 3

**Target:** one ally or unoccupied square inside the burst.

**Effect:** You lose possession of the flag, and either your ally gains possession, or it appears unattended in the target square.