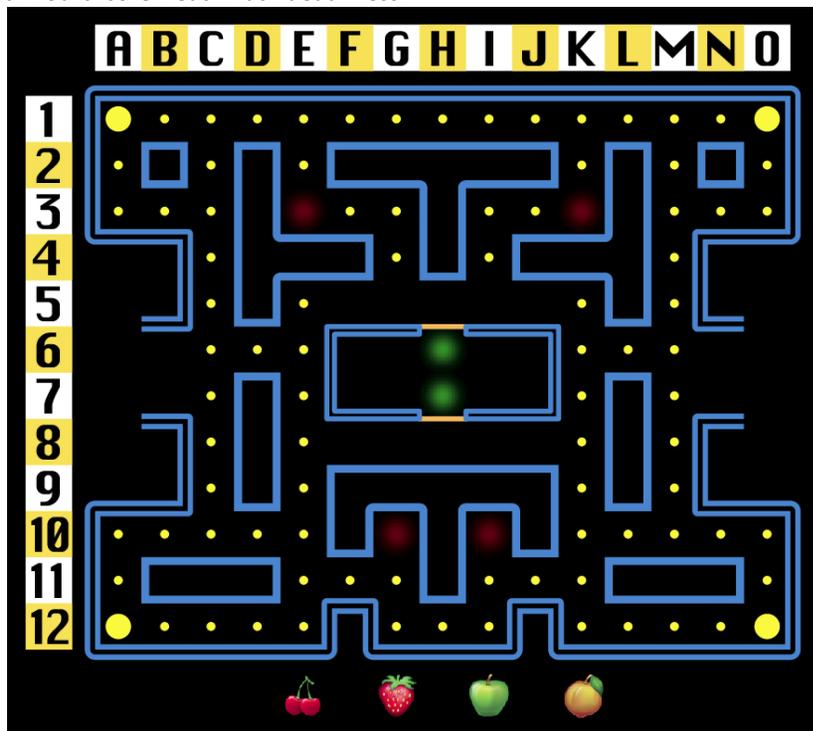


E5M3: PAC-MAN

by James Barlow

Eat the dots! Eat the fruit! Power up! Destroy your enemies! 80s Pac-Man style, with Fourthcore Deathmath deadline.



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.

Passage

Squares B-6 and B-7 are considered adjacent to squares N-6 and N-7. This also means E-6 has line-of-sight and line-of-effect to K-6.

Walls and Ceiling

All blue walls are blocking terrain. Yellow walls are one-way only out of the respawn pen. Yes, you could camp in there, but why would you want to? All corners are hard corners. The ceiling is one square high.

Dots

Once per turn per dot (so no stepping back and forth), a dungeoneer entering a square with a dot gains a cumulative +1 bonus to their next damage roll.

Energizers

A dungeoneer entering a square with an energizer consumes the energizer, and gives all enemy dungeoneers vulnerable 10 to all damage, until the start of the dungeoneer's next turn. The vulnerable does not stack, and ends with all other conditions on respawn.

Special: If the last energizer is consumed, all energizers respawn at the end of the current turn.

Fruit

At the end of every turn, the DM places one random fruit in a random red square. Only one fruit can be in one square. A dungeoneer entering a square with a fruit immediately gains its benefits and consumes the fruit.

- 1: Cherry** - +5 untyped bonus to your next attack roll. This attack can score a critical on a roll of 15-20.
- 2: Strawberry** - Resist 5 all until the end of your next turn
- 3: Apple** - immune to the first attack that targets you before the end of your next turn
- 4: Peach** - +5 Speed until the end of your next turn

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 green starting square of your choice. 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.