

Table

Single-Use Terrain

A stout table sits unattended.

Minor Action

Check: Athletics check (easy DC) to overturn the table.

Success: While adjacent to the overturned table, you gain a +2 bonus to attack rolls against creatures you have cover from until the end of your next turn. The table provides superior cover.

An enemy stands on a stout table.

Move Action

Check: Athletics check (moderate DC) to overturn a table with creatures standing on it.

Success: Targets must make an Acrobatics check (hard DC) or fall prone in the nearest unoccupied space adjacent to the table. The table provides superior cover.

Rug

Single-Use Terrain

A gaudy throw rug ties the room together.

Move Action

Check: Athletics check (easy DC) to pull the rug out of its space.

Success: You pull the rug out of its space.

Target: Creatures standing on the rug.

Attack: Level + 3 vs. Reflex

Hit: The target falls prone.

Fireplace

At-Will Terrain

A large fire blazes in a hearth.

Move Action ♦ Zone

Check: You throw an object into the hearth from up to 5 squares away (no check required).

Success: Close blast 3. The blast creates a zone that lasts until the end of your next turn. Treat the zone as lightly obscured terrain. Any unattended flammable objects in the zone ignite.

Move Action ♦ Fire

Check: You place a nonflammable object into the hearth.

Success: That object does an additional 1d6+3 fire damage if it used before the end of your next turn.

Bar Top

Single-Use Terrain

A long bar is wet with drink and smells of alcohol.

Move Action

Check: Athletics vs. Acrobatics to slide an opponent along the bar.

Success: You slide the target up to 4 squares to any square adjacent to the bar. If the target doesn't succeed on a saving throw, it falls prone. The bar provides partial cover.

No Action ♦ Fire, Zone

Check: An attack with the fire keyword targets a creature adjacent to the bar (no check required).

Effect: The bar top ignites and creates a zone comprised of the bar and all adjacent squares. Until the end of the encounter, any creature that enters the zone or ends its turn there takes 5 fire damage.

Chair

Single-Use Terrain

A simple chair sits all alone.

Minor Action

Requirement: You must have two hands free.

Check: You lift a chair and smash it over an opponent's head (no check required).

Target: An adjacent creature.

Attack: Level + 3 vs. Reflex

Hit: 1d10+3 damage.

Fire

Single-Use Terrain

Large plumes of smoke rise from out of control fires.

No Action ♦ Fire, Zone

Check: Enormous amounts of heat and smoke surrounds the fire (no check required).

Effect: The fire creates a zone comprised of the fire and all adjacent squares. Until the end of the encounter, any creature that enters a square adjacent to the fire takes 5 fire damage. Creatures entering the fire take 3d6+3 fire damage. The fire provides total concealment.

Goods

Single-Use Terrain

Crates, barrels, and sacks are neatly stacked together.

Standard Action

Check: Athletics check (easy DC) to topple the stacked goods.

Success: Close burst 2. The stacked goods come tumbling down.

Target: Creatures in the area of effect.

Attack: Level + 3 vs. Reflex

Hit: 3d8 + 3 and the target is knocked prone.

Miss: Half damage.

Effect: The affected squares are difficult terrain.

Curtain

Single-Use Terrain

A colorful, freestanding curtain stands unattended.

Move Action

Check: Athletics check (easy DC) to knock over the curtain.

Success: You knock the curtain over.

Target: Creatures standing adjacent to the curtain.

Attack: Level + 3 vs. Reflex

Hit: The target is blinded and restrained (save ends both).