



CHAMPIONS OF CEVAROUN

5 Difficulty
6 Complexity

A standalone encounter for five adventurers

By Corwin Riddle

Champions of Cevaroun is a standalone encounter designed for five characters between levels 10 and 12. Returning to the icy tundra of Cevaroun after four years, the Frozen Ring, the tournament of tournaments, has begun. Its call is heard across mountains and oceans, drawing the bravest heroes, villains, and warriors from their corners of the world to compete in the cold and unforgiving arena of legend. Those with enough cunning or skill to emerge victorious may return to their homes as a champion of Cevaroun, a title of infinite renown and jealousy; or, if they fail, they may fall to the sword, fading away to sounds of a cheering crowd. Legends live and die on the icy floors of Cevaroun's arenas, and the time has come once again to name such champions—the horn blows, summoning the worthy, for the Frozen Ring awaits.

BACKGROUND

Known for their brutal winters and savage monsters, the northern settlements of Cevaroun are no strangers to combat; whether engaged in war, hunting, or simply protecting their villages, fighting is a necessity. For centuries of dubious alliances, tumultuous storms, and unforeseeable futures, violence has forever been the only constant of the frozen wastes. Year after year, the tribes hone their skills against fierce beasts and the feral warriors of neighboring cities, strengthening body and mind in their quest for martial perfection. The exploits of the northern tribes are well known—it would be difficult to find any warrior of renown that has not, at least once in their life, made the journey to the frigid north to learn from the masters of Cevaroun.

With combat so pervasive in the northern culture, it was only a matter of time until it was organized in some fashion. Now, each year sees countless tournaments and arena battles, held in massive coliseums and filled with dangerous traps, monsters, and opponents. The most celebrated tournament, however, occurs only once every four years: the Frozen Ring. Here, the most accomplished warriors engage in ruthless battles as they attempt to work their way up the tournament ladder in an attempt to become a champion of

Cevaroun, a coveted title drawing ambitious fighters to the ring from every corner of the world. Historically, those who manage to attain the honorific have gone on to achieve great things—indeed, the title itself is thought to guarantee success in future battles.

Now, as the snow falls and the rivers harden, the Frozen Ring has returned, daring the heroes, and villains, of the world to find their courage and register for the tournament. They come to prove their abilities to others; some, to themselves; or perhaps they simply long for any chance to shed blood and bathe in the glory of battle. Those who find victory will live on forever in the stories and tales of the frigid north, while those who face defeat will disappear from history, forgotten; their blood remaining on the arena floor, frozen in place—the only evidence they were ever there at all.

GETTING THE PLAYERS INVOLVED

Champions of Cevaroun can be used as a standalone encounter, or as the basis of an entire adventure. The characters can stumble upon Cevaroun and the tournament, be invited to participate, or be looking for a specific gladiator. Once there, you can use one of the following hooks to enter them into the tournament:

HOOK 1: IT HAS TO BE EPIC

Over the years, the Frozen Ring has brought in a fair amount of gold. One of the tournament's organizers, an elf named Liuth, does all she can to put people in the seats, ensuring that Cevaroun sees enough gold to keep the Frozen Ring at the level it deserves. However, so far this year, the fights have been quick and lackluster, and there's already been talk of travelers leaving long before the tournament is completed. Combined with the desolate area, the weather inclement, and arduous journey, their stories might be reason enough to keep people away from the tournament.

Liuth wants to recapture the admiration of the crowd with a long and exciting battle—one that will give the audience

stories to tell and bring in more spectators, and she thinks the PCs are the ones to pull it off. She asks the PCs to ensure that their fight is memorable, and gives them hints on how to rile the crowd and excite the spectators (Morale, in **Special Features**). If the PCs manage to win both the battle and the favor of the crowd, they will receive a bonus.

Quest XP: 700 XP and 500 gp if the PCs win the battle with a combined total of at least 30 Morale (or 6 per PC).

HOOK 2: A HORRIFIC ADDITION

Gladiators aren't the only dangerous thing within the Frozen Ring; the arena has been outfitted with several traps and obstacles, specifically designed to cause the kind of pain and torment that crowds love to see. In charge of these devices is a gnomish engineer named Trinks, who designs the most original hazards. This year, Trinks has come up with a new trap, called the Dirty Hoarfrost, a machine of whirring gears and icy spikes. Anyone unlucky enough to step on one of these traps will be sliced, diced, and tossed a great distance—all to the crowd's delight. Trinks uses the Frozen Ring to advertise his traps for off-season business, and wants to make sure people see the Dirty Hoarfrost trap in action.

He noticed that the PCs are in one of the first rounds of the tournament, and offers a tidy sum if they will demonstrate the traps for the audience, making sure that at least 5 Dirty Hoarfrost traps are triggered during their fight.

Quest XP: 500 XP and 500 gp for demonstrating 5 Dirty Hoarfrost traps.

HOOK 3: FOR GOLDEN METTLE

Many Frozen Ring veterans often return to compete again, forever hoping to achieve victory and the status of champion. One of the familiar entrants is a paladin named Tirios, whose name is well-known—in fact, most people are surprised he has not yet achieved the champion rank.

As Tirios tells it, he was in the tournament four years ago and victory was within grasp, when all of a sudden he was cursed; his body was immobilized during the most crucial moment of the fight, and the opponent took full advantage, subduing Tirios and claiming the champion title for himself. Tirios is certain that the gladiator, an unsavory paladin named Rathas, cursed him before the fight, freezing his body at the opportune moment and guaranteeing Tirios's defeat. Sadly, proof is lacking, and Tirios cannot simply accuse another gladiator of foul play without supporting evidence; so Rathas has gone unpunished.

This year, Tirios has just learned, Rathas will be competing in the tournament again, and has been paired up against the PCs' team. Tirios desperately wants to take revenge, but any violence outside of the arena is expressly forbidden; those

guilty are dealt with by the local tribesmen and rarely seen again. However, killing someone in the arena is a completely separate, and acceptable, matter. Tirios asks the PCs to kill Rathas, but only after shaming him in front of everyone by bringing him to his knees as the first defeated gladiator.

Quest XP: 1200 XP for subduing Rathas before any other gladiator, then killing him.

SPECIAL FEATURES

This encounter has a couple unique features:

SUBDUING OPPONENTS

The first attack that would reduce a gladiator to or below 0 hit points instead reduces them to 1 hit point, and they become subdued. A subdued opponent is removed from combat and may not take any actions.

If a subdued opponent takes another point of damage from a direct attack (not ongoing damage), they are then killed.

MORALE

Depending on their actions, the crowd will cheer for or against each PC—giving them Morale. As a PC's Morale increases, they gain passive bonuses during the fight:

Starting Morale (cannot go below 0 or above 10) **0**

Gain Morale if You:

Land an attack	+1
Use a Daily power	+1
Spend a standard action to pose, flex, or rile up the crowd	+2
Score a critical hit	+2
Land the attack that subdues an enemy (they reach 1 or less HP)	+5

Lose Morale if You:

Use a healing surge	-1
Become bloodied	-1
Do not use any power or move during your turn	-2
Suffer a critical hit	-2
Land the attack that kills an enemy (attacking a subdued enemy)	-5

Underdog **Active at 0 Morale**

You take a -2 penalty to all attack rolls while at 0 Morale.

Closing the Gap **Active at 3+ Morale**

You gain a +1 bonus to all attack and damage rolls.

Grind into Bits **Active at 5+ Morale**

Your normal attacks deal an additional 1d6 damage, and your critical hits deal an additional 2d6 damage.

Locked Down **Active at 8+ Morale**

Each time you land an attack, you may push that enemy 1 square.

Flavor of the Minute **Active at 10 Morale**

You score critical hits on attack rolls of 16-20.

GETTING STARTED

Regardless of why the PCs enter the tournament, read this when they enter the Frozen Ring arena:

Its size rivaling the most massive coliseum you've ever laid eyes on, the Frozen Ring stretches high into the sky, the stands filled with cultures and races of every sort, all of whom appear to be booing your entrance. The floor of the arena is covered with fresh blood and broken weapons, which are scattered between patches of ice and rugged terrain. The walls are covered with pointed icicles, creating a dangerous perimeter. Several icy machines protrude from the ground, spinning menacingly. Presiding over a balcony, a herald attempts to quiet the crowd, and motions you to take your positions.

Perception (DC 16): The pillars seem to be made of uneven stone, and should be quite easy to climb.

AREA: THE FROZEN RING

Read this when the PCs are in position:

As the crowd settles down, the herald addresses the stadium, his voice amplified by some sort of magic:

"Our next match pits a group of newcomers, eager to prove themselves, against a team of veterans, returning to compete once again for the coveted title of 'Champion of Cevaroun!' There's no sense wasting time with these novices—if you want to know their names, check the tombstones after the tournament!"

FEATURES OF THE AREA

Height: There is no ceiling.

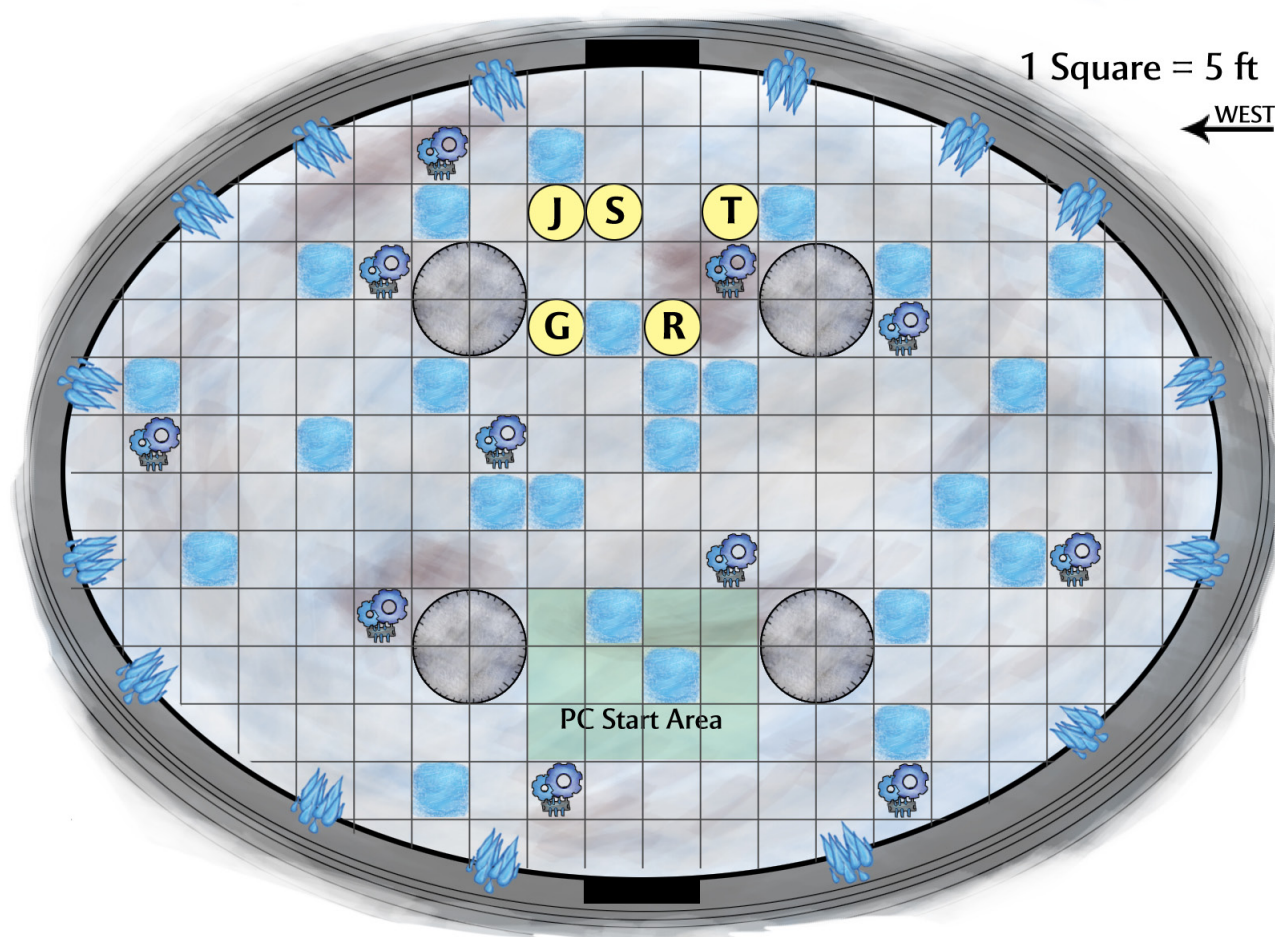
Illumination: The arena is well-lit.

Ice: Marked as blue squares. When a creature ends their movement on an icy square, they slide one additional square in the direction they were moving.

Dirty Hoarfrost Traps: Marked as icy gears. A creature entering a square containing a Dirty Hoarfrost Trap is attacked immediately: **+17 vs Reflex; 2d6 + 4 cold damage**; and the creature is pushed 4 squares in a random direction (roll **1d8**, north = 1, northeast = 2, east = 3, etc.).

Wall Spikes: Marked as icicles protruding from the inner wall, these squares count as difficult terrain and deal **2d4 cold damage** to any creature entering the square.

Pillars: Marked as black-bordered circles, these pillars are 20' tall and can be climbed with a **DC 16 Athletics** check.



SETUP

Before combat begins, both teams will take their positions in the middle of the Frozen Ring.

1 Rathas, the Paladin (R)

1 Garos, the Rogue (G)

1 Jainus, the Wizard (J)

1 Sylvianas, the Ranger (S)

1 Tyrandia, the Cleric (T)

Read this as you place each opposing gladiator:

The herald steps forward, and says: "Now, not that they need an introduction, prepare for our seasoned warriors:"

"He's a patron of pain, a paladin of power... the relentless, ruthless, Rathas!"

"You might remember this contestant from the last tournament, when he carved his name into the loser's chest... he's a rogue of renown, the great Garos!"

"Just as things were getting a little chilly, we've found a masterful mage to heat things up... a blazing beauty, a queen of combustion, Jainus the Justiciar!"

"Let's not forget that dreamy drow, that reckless ranger, the scintillating, and sexy, Sylvianas!"

"And finally, last but not even close to least... the cleric of champions, the lively leader of legend, the terrible, tyrannical Tyrandia!"

Read this as the fight begins:

A sly grin crosses Rathas's face as he looks around the arena. Garos and Syvianas draw their weapons, swinging them menacingly as they look over your team. Tyrandia looks over her shoulder, saying: "They're going to go for me; I can feel it—watch my back."

The herald lowers his voice and leans over the balcony, saying "Ok, you know the drill. Last team standing wins. You don't have to kill each other to win, and, of course, the judges look down on that sort of thing, so behave yourselves. Start when the horn blows."

"Don't worry," Rathas says, gesturing towards you. "It'll all be over soon; very soon."

Suddenly, Rathas and his team attack, a loud horn blowing as they leap through the air—as if they knew when it would sound.

TACTICS

The opposing team will play similar to their class roles, and do their best to stay within range of each other and work together. They will use *Unsportsmanlike Conduct* only to place the PCs into traps and danger. If one PC splits off from the group, Rathas and his companions will do the dishonorable thing and try to take them down. When any of the gladiators are reduced to 1 hit point or less, they are subdued, and

immediately fall to their knees in surrender. A PC can kill a subdued gladiator by dealing another point of damage. The gladiators keep fighting until they are all subdued or dead.

- Rathas is the tank of the group and will use *Greataxe* to mark the most dangerous PC, forcing them to attack him. He'll drop *Sacred Circle* as soon as possible, and use *Hammer of Justice* as soon as he becomes bloodied.
- When Rathas is subdued, he will sit out for one turn, then, if still alive, will heal and regain 50 hit points and start attacking again—forcing the PCs to kill him.
- Garos is a melee striker, and will try to use *Shadowstep* to get behind the PCs' line and damage the more vulnerable PCs. He will use *Dancing Blades* only if there is a second target he will be able to reach.
- Jainus will use *Polymorph* as often as possible, preferably on a leader or tank. She'll use *Burst of Fire* if the PCs are grouped up, but otherwise will use *Flaming Missile*. She will stay at range and behind Rathas.
- Sylvianas will use her *Longbow* attack, making use of *Disengage* to escape melee range. She will use *Double Attack* whenever possible against a target she already hit.
- Tyrandia is the team's healer, and will stay in the back and close to Rathas, healing with *Flash of Light* and *Shielding Words* and only using *Quarterstaff* as a last resort. She will always give priority to healing Rathas.

PLAYER STRATEGY

- The PCs need to work together well and avoid spreading out, since the other gladiators will take advantage and burn that lonely PC down.
- Using the *Morale* correctly will let the PCs deal extra damage and score extra critical hits. Having even one player reach 10 *Morale* will be able to turn the battle in the PCs' favor; for non-striker PCs, they can spend actions to rile up the crowd or use daily powers to achieve enough *Morale* to end the battle with at least 6 *Morale* each.
- The *Dirty Hoarfrost* traps are dangerous and unpredictable, but will help to distance an enemy from the other gladiators if pushed into one.
- Although the PCs should want to subdue Rathas first for the minor quest reward, it will be easiest to focus on Tyrandia and lock her down. She is the only healer, and once she's gone, the others should fall quickly.
- Once a PC becomes bloodied, Rathas and his team can push them around easily in an attempt to reposition them or knock them into traps. A bloodied PC should do their best to keep their distance from hazards.

COMBAT FLAVOR

If you dislike reading full powers, stats, and effects to players, use these instead to give them hints:

When a creature steps on a Dirty Hoarfrost trap:

A panel of the floor slides away, and a strange mechanical contraption of gears and spinning spikes emerges, cutting the victim before launching them from the spot.

When Rathas's team uses Unsportsmanlike Conduct:

The gladiator feigns an injury, pretends to trip, or distracts you, using your hesitation to deliver a cheap shove or trip.

When a PC gains Morale:

The crowd cheers, and you feel your confidence and energy peak.

When a PC loses Morale:

The crowd boos and hisses your last action, distracting you and causing you to lose some focus.

When a PC reaches 10 Morale:

You hear the crowd chanting your name, and even the herald takes note, saying: "What a monster! Unstoppable!"

If the PCs subdue Rathas first, he says:

"Mercy! No doubt that dog Tirios put you up to this; his thirst for the rank—it's insatiable. You have defiled these games, and all that they stand for..."

CONCLUSION

When the last gladiator is subdued, the herald announces the PCs as winners of their tournament, and they are escorted off the arena floor to their quarters. If they won, the PCs will receive a reward of 5,000 gp and can select a level 13 magical weapon as a trophy. If they completed the other quests, they will receive those awards as well.

ALTERNATE CONCLUSION

If the PCs killed Rathas, they are confronted by Tirios, who says: *"My thanks, friends. As you might have realized, Rathas is quite a fighter and strategist—in fact, he's been the only contestant able to defeat me on a consistent basis, denying me my rightful place among the champions. But no longer."*

Tirios reminds the PCs of the penalty for violence outside of the arena, trying to dissuade them from attacking. In the distance, a herald announces this year's group of champions, with Tirios mentioned among them.

"Do not fret," Tirios says. *"It has always been my destiny to become a champion of Cevaroun. Perhaps, some day, you might know the feeling."*

ADJUSTMENTS

If you like this encounter but aren't sure you can fit it into your current campaign, you can adjust and scale it to accommodate your adventure. Here are some suggestions:

We don't have five players:

If you have less than 5 players, choose a number of gladiators equal to the number of players in your party. If you have more than 5 players, use doubles of the gladiators with different names.

We're not the right level:

All of the gladiators are based off generic classes found in the Monster Builder. Just search for whatever class you want to scale and edit their powers if you want to include the ones I used.

It's too hard for my PCs, they keep wiping:

If it's too hard for the PCs, you might be playing the gladiators a little too well. Try spreading out the damage by having the target different PCs, or let your players position them to fall into traps.

It's too easy for my PCs, they're breezing through:

A simple solution to this is to allow YOUR gladiators to gain Morale and the passive abilities on the card. You could also increase their damage or make liberal use of their annoying crowd control abilities.

There's no way I'm keeping track of all this Morale:

Make your players keep track of their own individual Morale scores on a 1d10 (if you trust them, of course). Most players have no problem keeping track of stats and counters when it helps them out.

We don't like the theme/characters/combat hook:

If you don't like parts of the adventure, but enjoy even one of the ideas - steal it and dump the rest.

We'd rather play a full adventure than a one encounter:

This encounter's story already places it on a campaign-worthy adventure track. You can always have the PCs work their way up the tanks of the tournament, and here are some story hooks to create events other than arena fighting:

Hook 1:

A large Goliath from a nearby tribe oversees the tournament and all its workings as one of the undisputed masters of Cevaroun. A jealous member of his tribe is planning an assassination, which the PCs catch wind of and must prevent.

Hook 2:

A star fighter is preparing for his match, but can't find his lucky sword—without it, he says, failure is a certainty. Another participant stole the ornate weapon and is trying to sell it before running off.

Hook 3:

There are all sorts of battles in the Frozen Ring, not just those between humanoids. One of the tournament sponsors wants a grand finale this year, and sends the PCs into the icy mountains to find and bring back a monstrous creature of some type to use in the arena.



GLADIATORS

Rathas the Paladin Level 12 Soldier

Medium natural humanoid (human) XP 700

Initiative +7 **Senses** Perception +8

HP 130; **Bloodied** 65

AC 28; **Fortitude** 24, **Reflex** 21, **Will** 23

Speed 5

⚔ **Greataxe** (standard; at-will) • **Weapon**

+16 vs AC; 1d12 + 6 damage, and the target is marked until the end of Rathas's next turn. If the target moves or make an attack that does not include Rathas as the target, the target takes 10 radiant damage.

↶ **Sacred Circle** (standard; daily) • **Zone**

Close burst 3; the burst creates a zone that, until the end of the encounter, gives Rathas and allies within it a +2 bonus to AC.

⚔ **Hammer of Justice** (standard; recharge ⚡) • **Weapon**

+15 vs Fortitude; usable only after Rathas becomes bloodied; the target that bloodied Rathas becomes immobilized until the end of their next turn (save ends)

⚔ **Unsportsmanlike Conduct** (minor; recharge ⚡) • **Conduct**

Usable only on a bloodied target; Rathas pushes the target 2 squares.

Alignment Evil **Languages** Common

Skills Endurance +15

Str 20

Dex 13

Wis 17

Con 17

Int 14

Cha 17

Equipment Axe, heavy armor

Jainus the Wizard Level 12 Artillery

Medium natural humanoid (half-elf) XP 700

Initiative +8 **Senses** Perception +14

HP 90; **Bloodied** 45

AC 24; **Fortitude** 21, **Reflex** 25, **Will** 26

Speed 6

🔥 **Flaming Missile** (standard; at-will) • **Fire**

Ranged 20; +17 vs Reflex; 4d4 + 3 fire damage.

🔥 **Burst of Fire** (standard; at-will) • **Fire**

Area burst 2 within 10; +14 vs Reflex; 1d6 + 6 damage and the targets gain an ongoing 5 fire damage (save ends).

🔥 **Polymorph** (minor; recharge ⚡) • **Wizardry**

+15 vs Reflex; the target is temporarily turned into a sheep, and can only use move actions until the end of its next turn (save ends). Any damage before then immediately removes polymorph.

⚔ **Unsportsmanlike Conduct** (minor; recharge ⚡) • **Conduct**

Usable only on a bloodied target; Jainus pushes the target 2 squares.

Alignment Evil **Languages** Common

Skills Arcana +10

Str 13

Dex 14

Wis 17

Con 15

Int 22

Cha 19

Equipment Staff, spellbook

Garos the Rogue Level 12 Lurker

Medium natural humanoid (half-orc) XP 700

Initiative +13 **Senses** Perception +10

HP 110; **Bloodied** 55

AC 25; **Fortitude** 23, **Reflex** 23, **Will** 23

Speed 7

⚔ **Double Daggers** (standard; at-will) • **Weapon**

+17 vs AC; crit 19-20; 2d6 +4 damage and 5 ongoing (save ends)

⚔ **Dancing Blades** (standard; at-will) • **Weapon**

+17 vs AC; crit 19-20; 1d6 +6 damage; if the attack lands, Varias can shift 2 squares after the attack and use Double Daggers on a different target.

👤 **Shadowstep** (move; recharge ⚡) • **Wizardry**

Varias shifts 6 squares under total concealment, ignoring difficult terrain; if Varias attacks after moving, add 2d6 to the damage roll.

⚔ **Unsportsmanlike Conduct** (minor; recharge ⚡) • **Conduct**

Usable only on a bloodied target; Mathas pushes the target 2 squares.

Alignment Evil **Languages** Common

Skills Stealth +15

Str 15

Dex 20

Wis 13

Con 14

Int 11

Cha 17

Equipment Daggers, leather armor

Tyrandia the Cleric Level 12 Controller

Medium natural humanoid (elf) XP 700

Initiative +9 **Senses** Perception +11

HP 120; **Bloodied** 60

AC 24; **Fortitude** 24, **Reflex** 26, **Will** 23

Speed 6

⚔ **Quarterstaff** (standard; at-will) • **Weapon**

+13 vs AC; 1d6 damage.

🌟 **Flash of Light** (standard; at-will)

One of Tyrandia's allies within 10 squares gains 10 temporary hit points.

🛡️ **Shielding Words** (minor; recharge ⚡) • **Wizardry**

One of Tyrandia's allies within 6 squares gains 20 temporary hit points.

⚔ **Unsportsmanlike Conduct** (minor; recharge ⚡) • **Conduct**

Usable only on a bloodied target; push the target 2 squares.

Alignment Evil **Languages** Common

Skills Arcana +10, Heal +10

Str 14

Dex 18

Wis 13

Con 12

Int 11

Cha 10

Equipment Staff

Sylvianas the Ranger Level 12 Artillery

Medium fey humanoid (drow) XP 700

Initiative +10 **Senses** Perception +12; darkvision

HP 100; **Bloodied** 50

AC 24; **Fortitude** 24, **Reflex** 26, **Will** 23

Speed 7

🏹 **Longbow** (standard; at-will) • **Weapon**

Ranged 10/20; +19 vs AC; 1d8 +5 damage, plus 2d6 quarry damage if the target is the closest enemy.

🏹 **Double Attack** (standard; recharge ⚡) • **Weapon**

Sylvianas makes two longbow attacks against the same target with a -2 penalty to hit.

👤 **Disengage** (move; recharge ⚡) • **Wizardry**

Use only when adjacent to an enemy; Sylvianas shifts 5 squares away from the enemy, ignoring difficult terrain.

⚔ **Unsportsmanlike Conduct** (minor; recharge ⚡) • **Conduct**

Usable only on a bloodied target; Sylvianas pushes the target 2 squares.

Alignment Evil **Languages** Common

Skills Nature +10

Str 14

Dex 18

Wis 13

Con 12

Int 11

Cha 10

Equipment Leather armor, longsword, longbow

MORALE CARDS

(print and hand out to your players: someone will have to share!)

Starting Morale (cannot go below 0 or above 10) 0	
Gain Morale if You:	
Land an attack	+1
Use a Daily power	+1
Spend a standard action to pose, flex, or rile up the crowd	+2
Score a critical hit	+2
Land the attack that subdues an enemy (they reach 1 or less HP)	+5
Lose Morale if You:	
Use a healing surge	-1
Become bloodied	-1
Do not use any power or move during your turn	-2
Suffer a critical hit	-2
Land the attack that kills a enemy (attacking a subdued enemy)	-5

Underdog	Active at 0 Morale
You take a -2 penalty to all attack rolls while at 0 Morale.	
Closing the Gap	Active at 3+ Morale
You gain a +1 bonus to all attack and damage rolls.	
Grind into Bits	Active at 5+ Morale
Your normal attacks deal an additional 1d6 damage, and your critical hits deal an additional 2d6 damage.	
Locked Down	Active at 8+ Morale
Each time you land an attack, you may push that enemy 1 square.	
Flavor of the Minute	Active at 10 Morale
You score critical hits on attack rolls of 16-20.	

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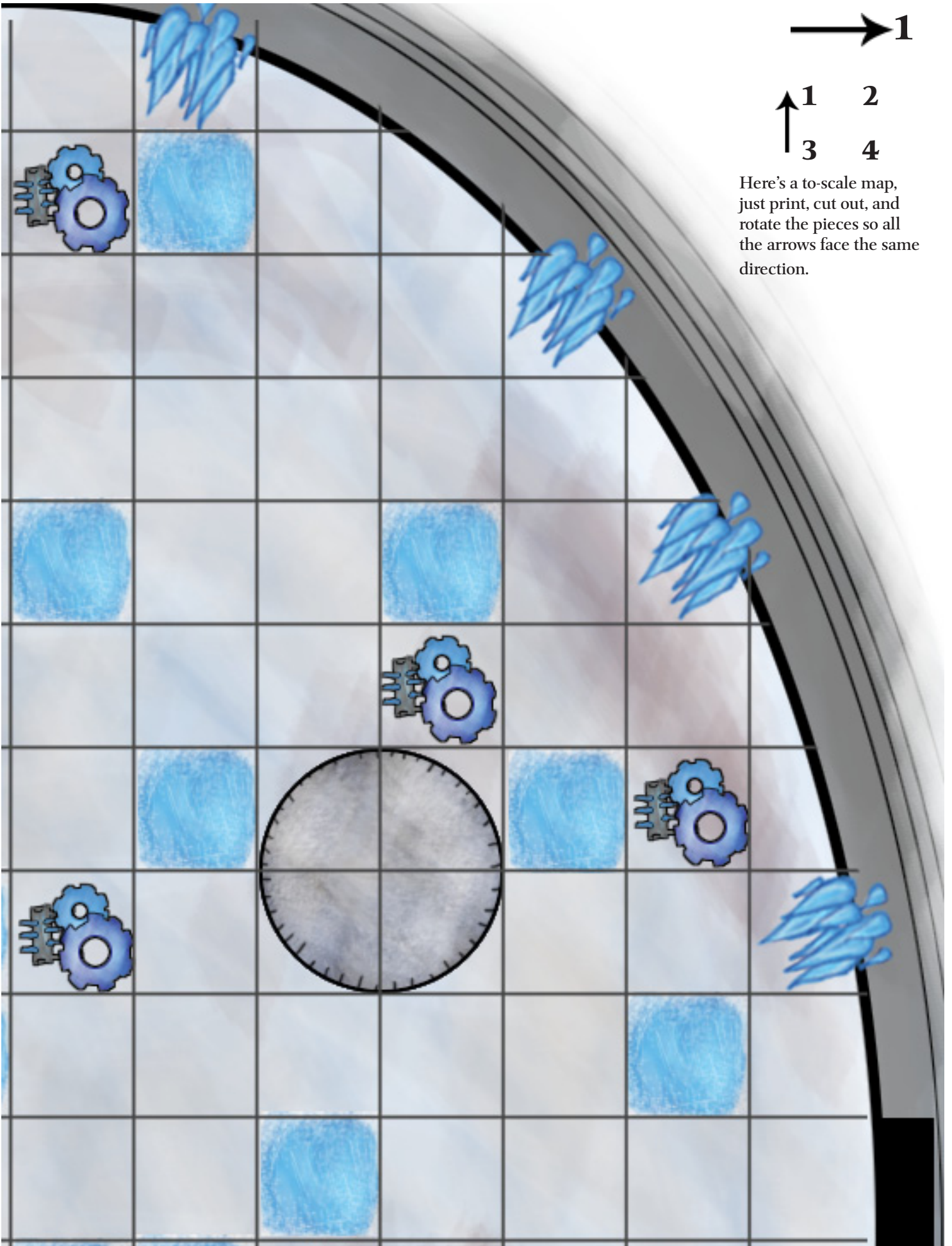
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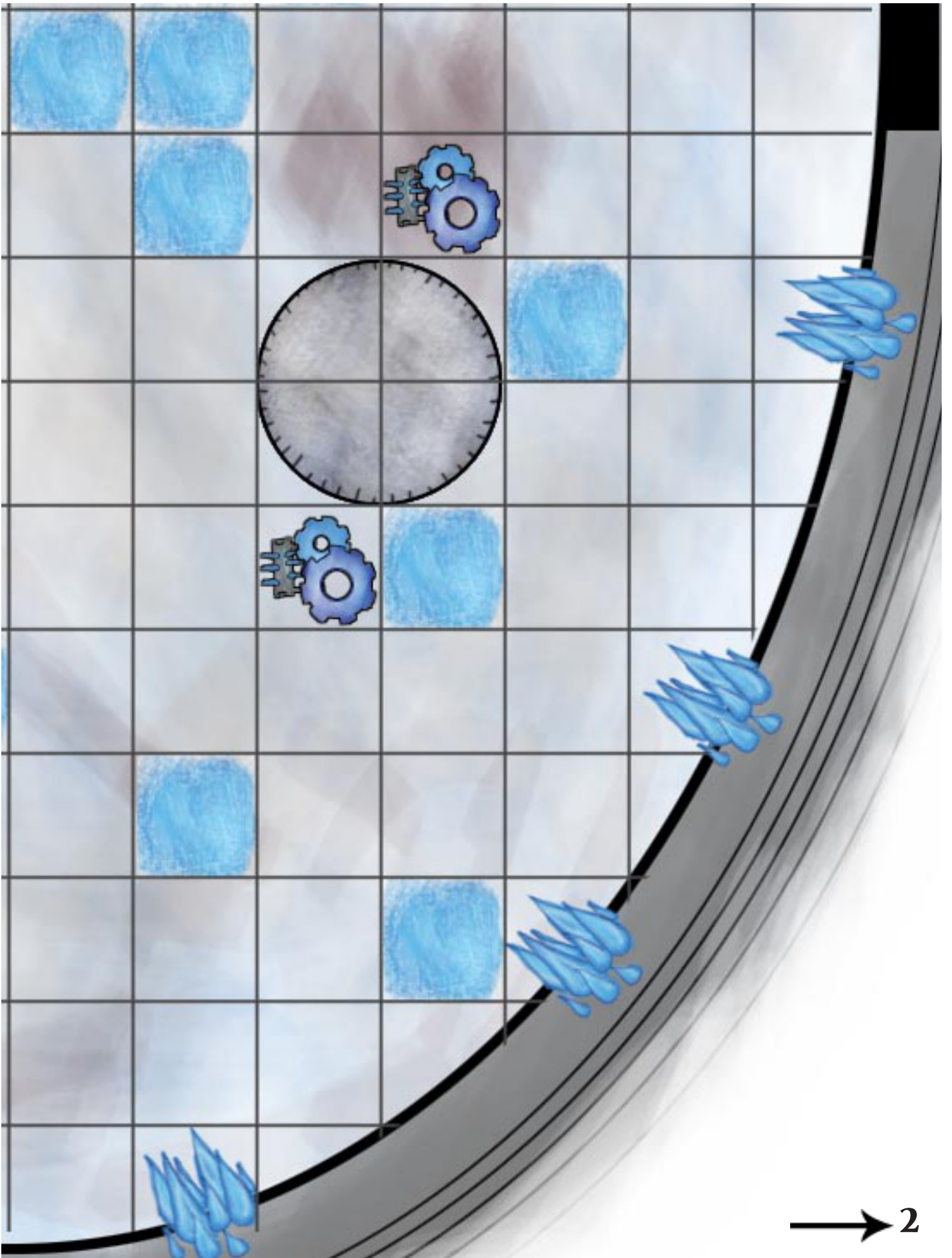
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You gain a +1 bonus to all attack and damage rolls.	
Grind into Bits	Active at 5+ Morale
Your normal attacks deal an additional 1d6 damage, and your critical hits deal an additional 2d6 damage.	
Locked Down	Active at 8+ Morale
Each time you land an attack, you may push that enemy 1 square.	
Flavor of the Minute	Active at 10 Morale
You score critical hits on attack rolls of 16-20.	



→ 1

↑ 1 2
3 4

Here's a to-scale map, just print, cut out, and rotate the pieces so all the arrows face the same direction.



3

