

THE SMILING ONES – THE BLUE HAND

Description

The creature known as The Blue Hand darts around the shadows with an unnatural affinity. He glides through them and strikes at his foes before they are scarcely aware of his presence.

Leaving the words to the White or Black hand, no one alive has ever heard a word from his mouth, save for the maniacal laughter he bellows when he feels victory is near.

The contorted face adorning his mask bleeds from its left eye and grins through a sown shut mouth.

The Blue Hand

Level 7 Skirmisher (XP 300)

Medium natural Humanoid (Jester)

HP 89; Bloodied 45

Initiative +8

Perception +8

AC 22, Fortitude 18, Reflex 21, Will 19

Speed 7

Perception +11, Low-light vision

TRAITS

Slinking and Striking

The Blue Hand gains combat advantage against creatures that it started its turn more than 3 squares away from.

STANDARD ACTIONS

⚔ **Subtle Rapier** (weapon) • At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 1d8 + 8 damage and the target is slowed (save ends).

Critical: Extra 1d8 damage.

Special: This attack deals an additional 2d8 when The Blue Hand has combat advantage.

✂ **Let Me Pick a Card for You**

(Weapon, Fire) • At Will

Attack: Ranged 10 (One creature);

+12 vs. Reflex

Hit: 2d6 + 5 fire damage and ongoing 5 fire (save ends), and the target must save with a +5 bonus or becomes blinded until the end of the encounter.

↩ **99 Card Blow-up**

(Weapon, Fire) • Encounter

Attack: Close blast 3 (creatures in the burst); +15 vs. AC

Hit: 5d6 + 8 Fire damage and ongoing 5 fire (save ends).

Miss: Half damage.

Special: The Blue Hand loses its *Let Me Pick a Card for You* attack.

MINOR ACTIONS

Hideous Cackling • Recharge ☞ ☞

Attack: Close burst 2

(creatures in the burst that can hear); +12 vs. Fortitude

Hit: 2d6 + 5 Psychic damage and the target is dazed and cannot attack The Blue hand (save ends both).

TRIGGERED ACTIONS

Unpredictable Steps • Recharge when 99 Card Blow-up is used

Trigger: The Blue Hand takes damage from an attack.

Effect (Free Action): The Blue hand may choose one of the following; shift up to four spaces, make a basic attack or end any two effects on him (even if they cannot be ended by a save.)

Skills **Endurance** +12 **Stealth** +10 **Acrobatics** +9

Str 13 (+3) **Dex** 20 (+7) **Wis** 10 (+2)

Con 20 (+7) **Int** 13 (+3) **Cha** 9 (-1)

Equipment Rapier, Enchanted Deck of Cards

Alignment Evil

Languages Common

Tactics

The Blue hand is very smart and is able to discern who is the best target for his attacks. In addition, it has been instructed to kill the PC's, so it will not hesitate to preform a Coup *de grâce* on an unconscious opponent.

It prefers to stay on the outskirts of combat, striking ranged characters or those foolish enough to challenge it alone. It is an opportunist, however, and will not hesitate to run if the odds turn against it.

Recommended Encounters

The Smiling Ones are not afraid to take advantage of any distraction to the PC's, so they are suitable to add to just about any encounter. Wait a round or two to add them to combat, to ensure they provide an appropriate challenge.