

## The Smiling Ones – The White Hand

### Description

The creature known as The White Hand is as powerful as he is cocky and maniacal. Wielding his custom juggling orbs enchanted to return to him, with a flick of his wrist the spheres arc towards enemies and small barbs spring out on contact. If he is feeling sporting, he speaks a command word and all four burst into a dark flame.

With a rough and grisly voice, his words strike fear in the hearts of his marks.

The twisted face adorning his mask has two pitch black eyes and bears a toothy grin stretching from ear to ear.

### The White Hand

Level 7 Artillery (XP 300)  
Medium natural Humanoid (Jester)

**HP 74; Bloodied 37**

**Initiative +6**

**Perception +8**

**AC 21, Fortitude 17, Reflex 20 Will 19**

**Speed 6**

**Perception +11, Low-light vision**

### STANDARD ACTIONS

**⚔ Bladed Gauntlet (weapon) • At-Will**

**Attack:** Melee 1 (one creature); +11 vs. AC

**Hit:** 2d4 + 5 damage, and ongoing 5 (save ends).

**🎪 Spiked Juggling Ball (weapon) • At Will**

**Attack:** Ranged 10 (One creature); +12 vs. AC

**Hit:** 1d8 + 5 damage and The White Hand gains a +2 bonus to the next attack it makes against the target.

**3 Ball Fountain • Recharge** 🎲 🎲 🎲

**Effect:** The White Hand makes up to three *Spiked Juggling Ball* attacks, each against a different target.

**4 Ball Cascade • Encounter**

**Effect:** The White Hand makes up to four *Spiked Juggling Ball* attacks against a single target.

### MINOR ACTIONS

**🔥 Ignite • At Will (1/round)**

**Effect:** Until the end of its turn, The White Hand's attacks deal an additional 1d8 fire damage.

### MOVE ACTIONS

**👤 Shadow Step • At Will**

**Effect:** The White Hand shifts his speed. If it moves through any cover during this movement it gains partial concealment.

**Skills** Intimidate +10 Acrobatics +9  
Str 12 (+2) Dex 19 (+6) Wis 17 (+5)  
Con 14 (+4) Int 20(+7) Cha 9 (-1)

**Equipment** Two Bladed Gauntlets, Four Enchanted Juggling Balls

**Alignment** Evil

**Languages** Common

### Suggested Phrases

“You were a fool to invoke our wrath, take comfort in knowing it will be your final mistake.”

“Stop hiding, your death is inevitable!”

“Fear now, the reaper is here for you.”

### Tactics

The White Hand wisely directed those around him to fight optimally and manipulates battles to his advantage. Regardless of the intelligence level of the other combatants, while the White Hand is still alive have them move and attack wisely and cohesively.

As with all of The Smiling Ones, he has been instructed to kill the PC's, so he will not hesitate to preform a Coup *de grâce* on an unconscious opponent.

Preferring to direct those around him into the thick of melee combat, the White Hand will use his *Shadow Step* ability whenever it is presented with a character up close, using his *Four Ball Cascade* on the character most likely to threaten him.