

BLOODKIN AGITANT

Bloodkin Agitant **Level 17 Soldier**
Medium Abberant Humanoid (hordeling)

Initiative: +14 **Perception** +17
HP 160; **Bloodied** 80 **Blindsight** 1
AC 33; **Fortitude** 29; **Reflex** 29; **Will** 29
Speed 6

Traits

Red Mist - Rage Haze ✦ **At-Will**

It costs enemies double movement to leave a square of this aura.

Standard Actions

⬇ **Bleeding Blade** ✦ **At-Will**

Attack: Melee Basic 1 (one creature) +22 vs. AC
Hit: 3d8+8 damage, and the target is marked until the end of the encounter, or until the agitant marks another target.
Miss: The target is marked until the end of the agitant's next turn.

⬅ **Paint the Earth** ✦ **Recharge**

Attack: Close Blast 3 (all enemies in blast) +20 vs. Fortitude
Hit: 2d10+10 damage.
Effect: The burst becomes a zone that lasts until the end of the encounter, or until this power is used again. The zone counts as difficult terrain for the agitant's enemies.
Recharge: When the agitant first becomes bloodied, and when they first bloody an enemy.

Move Actions

Blood Brothers ✦ **Encounter**

Effect: The bloodkin swaps their current red mist aura with the current red mist aura of one adjacent bloodkin, until the end of the encounter.

Triggered Actions

Quicken the Rage ✦ **At-Will**

Trigger: An enemy within 10 who is marked by the agitant makes an attack that does not include the agitant.
Effect: The target can opt to either make a basic attack against one of their allies, or charge one of their allies, as a free action. If they choose not to make the attack or charge, or are unable to do so immediately, they take 3d10 damage and ongoing 10 damage (save ends).

Skills Acrobatics +17, Heal +17, Insight +17, Athletics +20
Str 24(+15); **Dex** 19(+12); **Wis** 19(+12)
Con 20(+13); **Int** 18(+12); **Cha** 21(+13)

Alignment Unaligned **Languages:** Common, Abyssal

The Bloodkin are a warrior cult who have practiced a unique form of death magic for eons. Theirs is an art of blood and battle, and the ties and tempos which bond to two. In some darker cultures, the bloodkin are revered as the purest expression of the warrior ethos- holy killers who attain a spiritual link to the spilling of blood, and the ending of life. Bloodkin are extremely skilled and aggressive warriors who earn their place amongst the group by triumphing in a vicious gladiatorial contest. They wield corroded weapons taken from a sacred crimson pool- the weapons endlessly drip blood, and fill the air surrounding their wielders with a fine, red mist.

The Bloodkin agitant is a mighty warrior who has earned the right to wear armor- a rare honor within the sect, signaling that a warrior has truly proven themselves at the highest level. Their weapon is a pitted falchion with a cracked, chalky white blade, from which seeps an endless, fine crimson precipitation. The agitant wears the traditional hood, mask, sandals, and loincloth of the bloodkin, but adds to it an archaic iron breastplate, greaves, and bracers. They move with a confidence born of decades in battle, their life prolonged by every kill they make- or ever kill made on their behalf.

For, unlike some of their lesser kin, the Agitant is heavily steeped in the power of the abyssal blood magic at the core of the sect. After marking a foe with the blood of their blade, they worm their will into their heart, waiting for their foe to turn from them and visit aggression on another, lesser target. This unworthy act lights a fire of rage in the heart of the agitant's target, forcing them to turn on their friends, or burn from within with the power of their rage. Those enemies who rise to the challenge of the agitant find their struggle no easier- this champion of the bloodkin is more than a match for most warriors.

Lore

Religion DC 20: All the info in the introduction

Religion DC 25: Hints about the structure of the local bloodkin sect, and where it's lair might be located.

For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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THAT WON'T BE COMING OUT IN THE WASH.

TACTICS

The bloodkin agitant is a formidable, but relatively simple soldier. If they make it into combat, they are ignored at great peril- they can automatically mark their target, and their mark punishment doesn't even require them to be adjacent. Their aura and blast power can prevent the retreat of their foes, especially when used in combination, and like all soldiers, they are built to last. However, they are somewhat conventional, and vulnerable to negative effects, especially daze.

Agitants prefer to work with their kin, but regardless of their allies, they prefer to work with melee combatants who can move fast, and do substantial damage- skirmishers are idea for this. Agitants benefit from the addition of a creature with leadership qualities, and a tough form of controller can also help make the most of the Agitant's own controller-ish mechanics.

Encounters

Like other members of the bloodkin, Agitants have been known to act as mercenaries and assassins for powerful warlords, if a client of sufficient prestige observes the proper rituals and sacrifices. They prefer to fight with others of their kin, against mighty foes, but are willing to fight with and against lesser warriors- blood is blood, after all. That said, the bloodkin are rare and can usually set their price- which means that whoever hires them is likely to be very powerful, absolutely desperate- or both.

The bloodkin do not maintain vendettas, grudges, or other ongoing conflicts- at least not on their side. The heroes might fight a member of the kin, even seriously wounding them and slaying their allies, only to find them calm, restrained- even polite during a future encounter on more peaceful terms. However, the inverse is also true. The bloodkin are not berserk reavers or thugs, given to random acts of violence or cruelty, but when they decide to engage in battle- no matter how esoteric their reasoning- they commit themselves completely, often fighting to the death simply to test their opponents, and themselves.

THE CULT OF THE CRIMSON POOL

The bloodkin are an ancient order who can trace their origins back to the great cosmic conflicts that defined the age of chaos before the rise of the mighty empires of antiquity. Since that time, they have evolved, adapting new fighting styles and mystic disciplines, spreading across the world in small groups, bringing their dire and bloody creed to lands far and wide.

A sect of the bloodkin have their heart in the Crimson Pool- a sacred place they create at the site of a great battle, digging deep into the earth and drawing from the soil the remnants of the blood and weapons of the warriors who once battled there. The pool is a deep, murky red pond, within which is piled a mass of ancient spears, swords, axes, and other blades.

When the bloodkin sect seeks to recruit new members, they hold a bloody and brutal tournament on the shores of their crimson pool. Warriors come from far and wide to learn the ways of the bloodkin, and battle one another for the honor. Those who are defeated in these battles are hurled- piece by piece if need be- into the depths of the crimson pool. Occasionally, a warrior will re-emerge from the pool, healed of their wounds- proof that they fought well, and shall be permitted to re-enter the tournament.

Far more often however, those hurled into the pool are impaled upon the thicket of razor-sharp corroded weapons which bloom near it's banks- there they writhe, kept alive by the restorative magic of the pool, while their life force leeches away, feeding the pool with their passing, until there is nothing left of them. The waters of the crimson pool have powerful, if unreliable curative properties for those injured in battle, and the seemingly brittle, corroded weapons dragged from it's depths by each new bloodkin are in fact highly resilient and hold a razor edge which never dulls.

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