

HATCHER HANN

Hatcher Hann **Level 22 Controller (leader)**
Medium Natural Humanoid (Half-Elf)

Initiative: +17 **Perception** +21
HP 200; **Bloodied** 100
AC 36; **Fortitude** 33; **Reflex** 34; **Will** 35
Speed 6 **Vulnerable** thunder (see below)

Traits

Dance of Death ♦ Aura 5

Whenever an enemy in the aura takes damage, they take 10 additional psychic damage. If Hatcher takes thunder damage or becomes prone or deafened, the aura shuts down until the end of his next turn (regardless of whether he is still prone or deafened at that time)..

Standard Actions

⬇ Blood Slick Bow-Strings ♦ At-Will

Attack: Melee Basic 1 (one creature) +27 vs. AC
Hit: 3d8+8 damage and ongoing 5 damage (save ends). Whenever a target takes ongoing damage from blood-slick bow-strings, Hatcher can use two-step as a free action.

↻ Dance Into Darkness ♦ At-Will

Attack: Ranged 10 (one or two targets) +26 vs Reflex
Hit: 1d8+8 damage, and the target is dominated (save ends).
Miss: The target has the option of shifting 1 and making a melee basic attack against any target but Hatcher, but if they miss with this attack, they become dominated (save ends).

✿ Interneccion Serenade ♦ Recharge ☐☐

Attack: Area 1 within 10 (all enemies in blast) +26 vs Will
Hit: 3d8+8 psychic damage, and the target makes a melee basic attack against a target of Hatcher's choosing.
Miss: The target makes a melee basic attack.
Effect: One ally or dominated target in the zone makes a melee basic attack. All enemies in the zone take ongoing 5 psychic damage (save ends). The first enemy to fail a save vs the ongoing damage becomes Dominated (save ends).

Minor Actions

Two-Step ♦ At-Will

Requirement: Hatcher must be adjacent to a dominated target.
Effect (one dominated target): Hatcher shifts 1, and the dominated target slides one into the square he occupied.

Skills Acrobatics +22, Bluff +23, Insight +21, Intimidate +23
Str 21(+16); **Dex** 22(+17); **Wis** 21(+16)
Con 21(+16); **Int** 21(+16); **Cha** 24(+18)

Alignment Evil **Languages** Elven, Cant

The half-elf Hatcher Hann, better known as The Smiling Bard, is by a large margin the most widely feared member of the Seven, and for good reason. He delights in using his unique talents solely to bring ruin and bloodshed to the (largely) unsuspecting masses for seemingly no reason at all. His face, festooned with what are widely believed to be self-inflicted scars intended to make his grinning visage all the more fearsome, is perhaps the most well-recognized in the known world, if for no reason than sheer necessity: wherever Hatcher goes, ruin follows in his wake.

Much of his reputation comes from the delight and frequency of what he calls his "game". The rules are simple: using magic, Hatcher disguises himself as a traveling bard (or, occasionally, conjures illusory duplicates and poses as a travelling minstrel troupe). He then requests lodging at an inn. Occasionally he claims to be too poor and offers to play songs for the patrons in lieu of traditional payment, other times he pays generously and plays for free. Regardless, eventually Hatcher finds himself the center of attention. It is at this time that he drops his illusion and begins to play.

The source of Hatcher's reputation is his music. Rather than inspiring courage or merriment or even fear, Hatcher's music inspires violence. Upon hearing only a few notes, old rivalries instantly flare up, petty grievances transforming into blood feuds in seconds. Hatcher's music can transform a quiet tavern full of exhausted travellers into a violent mob with a scant few bars. Soon, the brawl spreads from the tavern, transforming into a riot as Hatcher continues to play. Shop windows get smashed, houses are broken into, and the crowd, thirsty for blood, overwhelms the local militia. When the dust settles, dozens are dead, and Hatcher is nowhere to be found.

His face and name are synonymous with death, and the Seven use it to their full advantage. Hatcher's presence at official functions is a sign that they plan to make an example rather than negotiate. Subtlety is simply not in his repertoire; if the Seven encounter a problem that they wish to deal with publicly and violently, they send Hatcher to deal with it, with the full knowledge that the nature of his abilities leaves dozens of witnesses. Moreover, Hatcher is apparently an aggravating force on the Seven themselves, and they seem to know it. If he is accompanied by his peers, his they too are affected by his magic, their eyes burning with rage as he begins to play.

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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HAVE FUN KILLING YOUR PCS!

LORE

Arcana or Insight DC 24: The info in the intro. Note, Hatcher's powers should also be clear to the players

Arcana or Insight DC 29: Optional story goal

TACTICS

Hatcher sticks close to the carnage, if not within it. He picks up a dance partner through domination, and plays them back and fourth, head bowed to his music as he moves in step with them. Together, they keep ahead of the fight, and lash out at the target's allies, hatcher wetting the bow of his fiddle to hasten the dance.

When fighting with unwitting pawns, he hurls them at the heroes with abandon- the other foes in the combat might represent powerful npcs under his control, or less powerful npcs quickened to a suicidal frenzy. Either way, he's happy to do away with them for the entertainment of his guests, the heroes.

When fighting with his allies, it's less about showing more restraint, and more about being a better team. Melee fighters can benefit from his attack granting, and everyone benefits from his aura- as long as he stays near the battle. But Hatcher's music can turn on it's master swiftly, if the heroes manage to master the steps of the dance.

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