

DISASTERMANCER

Disastermancer **Level 10 Controller**
Medium Natural Humanoid, human

Initiative: +7 **Perception** +6
HP 104; **Bloodied** 52
AC 24; **Fortitude** 22; **Reflex** 21; **Will** 21
Speed 6

Traits

Cataclysm Connoisseur

The disastermancer has multiple effect options he can use with each of his powers, although he can only use one of the effect options each time he uses a power. Whenever the disastermancer uses an effect option on one of their powers for the first time, they can then roll to recharge one of their powers as a free action.

Focus Fury

The disastermancer can reduce the radius of their blast and burst, gaining a +1 bonus to their attack roll for each square they reduce it by. If they reduce the area of an attack to 1 square, the power is not expended.

Standard Actions

↩ Disaster Blast ✦ Recharge ☐☐

Attack: Close Blast 5 (all creatures in blast) +12 vs Fortitude

Hit: 2d6+6 damage. Effect Options:

Plague of Silence: Thunder damage, enemies hit are deafened and cannot flank with their allies (save ends both).

Plague of Frogs: Poison damage, enemies hit grant ca and take ongoing 5 poison damage if they take untyped damage (save ends all).

Great Flood: cold damage, enemies hit slide 2, and the zone becomes difficult terrain until the end of the disastermancer's next turn.

✦ Conjure Apocalypse ✦ Recharge ☐☐☐

Attack: Area Burst 1 within 10 (all creatures in burst) +12 vs Reflex

Hit: 3d6+6 damage. Effect Options:

Falling Star: Radiant Damage, one enemy hit is blinded (save ends).

Volcanic Upheaval: Fire Damage, enemies hit are knocked prone and take ongoing 5 fire damage (save ends).

Plaguebringer: Poison damage, each enemy hit is slowed (save ends).

Triggered Actions

Apocododge ✦ Recharge ☐☐☐

Trigger: The disastermancer is targeted with a melee attack.

Effect (Immediate Interrupt): The disastermancer recharges and uses their conjure apocalypse power, with the burst centered on their own square. They gain a +5 bonus to their defence against the attack and any opportunity attacks caused by making it, and after the attack is resolved, they teleport to any square in or adjacent to the attack's burst radius.

Skills Arcana +13, History +13, Intimidate +13, Religion +13

Str 14 (+7); **Dex** 14 (+7); **Wis** 13 (+6)

Con 14 (+7); **Int** 16 (+8); **Cha** 16 (+8)

Alignment Evil **Languages** Common, Abyssal

The Disastermancer is a spellcaster who has learned to channel the raw power of apocalyptic destruction. His powers are dangerous to friend and foe alike, but his enemies have the most to fear from him by far, as he conjures up floods, plagues, and worse to assail heroes with the cataclysmic events which threaten their world. His arsenal is large, and he can unleash it in massive eruptions of carnage, or smaller, more focused disasters. He can strike from close by, or from a more distant vantage point- he is at his most dangerous when given the luxury of taking his time to weave his ruinous arts.

The disastermancer seeks to create miniature homages to the great disasters of the age, whether past, or future. His power is drawn from these disasters, from the primordial forces of destruction which are often unleashed on the world by powerful supernatural entities. Working his strange magics, he can tap into the residual energies of these events, unleashing them to suit his own, twisted agenda. In doing so, he amplifies tragedy and ruin- striking at those who fearfully prepare for the coming storm, or cruelly punishing a community that had begun to rebuild after a disaster now passed.

His powers are versatile but unpredictable. He inflicts his wrath and friend and foe alike, assuming his allies are foolish enough to stand in his way. If accosted, he can call down the power of the apocalypse, sweeping himself away from his foes- such techniques are not without risk, but risk is the stock and trade of the disastermancer. He thrives on the danger and destruction, and may believe- perhaps correctly- that by channeling this apocalyptic power, he can influence the disasters he emulates, turning them towards target he prefers.

LORE

Arcana DC 16: All the information in the introduction.

Arcana DC 21: Hints on the actual disaster or apocalypse the disastermancer might be drawing their power from.

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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*IT'S THE END OF THE WORLD AS WE
KNOW IT, AND THIS GUY FEELS FINE.
BECAUSE HE'S A JERK.*

TACTICS

The Disastermancer is an extremely versatile controller who can lay down large swathes of destruction with a versatile set of enhancers. Their area attacks target friend and foe alike, but they can shrink the areas, and in doing so, gain a bonus to attack rolls. This means that their single target attacks are extremely accurate, and have the added bonus of not expending the power used- but this comes at a cost of putting far less potential damage and other effects on one's foes.

With their versatility of attack size and effect, they can tackle almost any foe or tactical situation- as long as they can act. That said, the recharge bonus they gain from using a variety of effects means it is best not to fixate on a single attack- forgoing the bonus rerolls they gain could leave them trapped in a round without any active powers at all. They are also best off using both their blast and area burst power in tandem, in order to increase the number of rerolls they receive- note that the reroll can effect any power, including their defensive reaction, which also recharges and uses their ranged burst.

The Disastermancer has a means to defend themselves against melee attacks, but they're otherwise quite vulnerable- especially to lockdown effects. For this reason it's important for them to time their attacks and movements well, and capitalize on the effects of their powers, and the powers of their allies, to keep themselves safe and particularly, free of effects like daze and weaken. Cover can be helpful here, and interesting terrain (such as buildings collapsing due to the Disastermancer's power) can make the fight more challenging- as long as the DM allows the pcs to take advantage of terrain features, as well.

Allies are the key to any controller's power, but the Disastermancer risks inflicting friendly fire on allies who are too enmeshed in the combat. As a result, when building an encounter to make best use of them, it is best for melee monsters to form a unified front, which the Disastermancer can fire past. Of course, when standing behind allies, their blast is of limited use, so a riskier, but more effective approach would be to have melee allies on the enemy's flank, while the Disastermancer tackles them head-on, with the assistance of a single soldier.s.

ENCOUNTERS

Disastermancers and their ilk arise when apocalyptic forces shake the earth. When doom stalks the land, when mountains of fire are born, when comets bloom in the sky and grow larger with every passing night, at times like this, the Disastermancer comes on the scene, and enthusiastically makes things even worse. As a city braces itself for a mighty typhoon, he's the one flooding back alleys with conjured waves designed to 'sweep the filth out to meet the storm'. When seers and prophets speak of a city perishing in flames, he's the one trying to get things started early, setting sparks to kindling in the most run-down buildings in town. He may even claim that his work is laudable- better people die in a prelude to the apocalypse, than suffer through the real thing.

He is rarely alone in this work- thugs paid to aid him in his mad schemes, or true believers who seek to hasten the looming apocalypse, join the Disastermancer as he gleefully blows apart buildings, and sets mobs of already terrified innocents fleeing in a panic. The type of desperate maniacs that join him in his work are a mix of looter, zealot, the suicidal, the homicidal, the settler of old scores, and the bearers of old pains they year for an end to. The Disastermancers accepts all such aid with glee, knowing that the more warm bodies there are running amok in one of his assaults, the more likely he can complete his mad work, and leave unmolested, so that he can move on to the next target.

There may be some rhyme to his unreason however- Disastermancers study, and seek to channel the nature of the apocalypse, tapping into the mighty magics that inflict such dire fates on the world. In this way they have an almost refined, academic view of the apocalypse, although it can be hard to detect it when the mad student of destruction is hurling handfuls of ruination with enthusiasm and glee. Still, as such end times maniac go, the Disastermancer is one of the more rational and observant, and so amongst their misbegotten ilk, they are rare in that they possess both some self preservation instinct, and some understanding of the nature and meaning of the disastrous events which are befalling the region. That is, assuming you can get him to talk, and can bear to hear what he has to say.

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