

# The Catastrophe

## Spell List

### 3<sup>rd</sup> Level Spells

**Burst of Speed** (transmutation, swift, V, personal) – Until end of turn, you get a +20ft bonus to speed, movement doesn't provoke AoO, and you can move through larger creatures spaces (but cannot end there).

**Keen Edge** (transmutation, VS, close, one weapon or 50 projectiles, 80min, SRyes) – Double the threat range of the weapon (doesn't stack with other crit threat range increasers)

**Litany of Entanglement** (conjuration (calling)[language-dependent], swift, VSDF, close, one creature, 1 round, SR yes) – Target WILL DC 16 or entangled. Target must be standing on solid ground and cannot be currently affected by another spell with "litany" in the title.

### 2<sup>nd</sup> Level Spells

**Invisibility** (illusion[glamer], VSM, creature touched, 8min, SRyes) – Become invisible until you attack

**See Invisibility** (divination, VSM, personal, 80min) – See invisible/ethereal creatures

**Spiritual Weapon** (evocation[force], VSDF, medium, 8rd, SRyes) Force heavy pick +9 (1d8+2 force/x4) Move to redirect the weapon. Touch AC is 12.

**Unholy Ice Weapon** (transmutation [cold, evil, water], VSM(unholy water or 25gp of silver), 8min) – Creates a masterwork pick of ice. The pick deals 8 cold damage each hit, and if the target is susceptible to unholy water, they take +1d4 damage. If thrown, the weapon has the *returning* quality.

### 1<sup>st</sup> Level Spells

**Comprehend Languages** (divination, personal, 80min) – Understand other languages

**Divine Favor** (evocation, VSDF, personal, 1 minute) +2 luck bonus on attack and weapon damage.

**Doom** (necromancy [emotion, fear, mind-affecting], VSDF, medium, 8min, SRyes) – WILL DC 14 or shaken.

**Ear-Piercing Scream** (evocation [sonic], VS, close, one creature, SRyes) – FORT DC 14 or dazed for 1 rd. 4d6 sonic (FORT halves).

**Shield of Faith** (abjuration, VSM, creature touched, 8min) - +3 deflection to AC

## Consumable List

**Mandate of Misfortune** – call up Hsakorkinath. (see character sheet)

**Screaming Arrow** – when this arrow is shot, all enemies within 20 feet of the path of the arrow must make a DC 14 Will save or be shaken for 1 round.

**Scroll of Heroism** (enchantment (compulsion)[mind-affecting], CL5, creature touched, 50min, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

**Scroll of Lesser Restoration** (conjuration(healing), CL3, 3rds, creature touched, SRyes) – Eliminate 1d4 ability damage and fatigue. Exhaustion becomes fatigue.

**Searing Arrow** – this is a +1 flaming arrow. It will deal 1d6 fire to the target for 3 more rounds or until it is removed. Removing is a DC 10 Heal check. If the target is the one doing the removing, the DC becomes 15..

**Wand of Cure Moderate Wounds** – Touched creature heals 2d8+3 hit points. DC 13 for half if used against undead.



## Actions in Combat

### Roll Initiative

**Lookout** – if you are adjacent to another person when initiative is rolled and there is a surprise round, you may act in the surprise round if your ally also can. If you could act in the surprise round in the first place, then you get a full turn in the surprise round. Your initiative for the round is either your roll or your ally's roll – 1, whichever is lower.

### Full-Round Action

**Charge** – move up to double your speed (40 ft) in a straight line. You may not go through difficult terrain or other people and you must end up at one of the closest spaces you could attack the target from. Make a melee attack at the end with a +2 bonus.

**Full Attack** – attack with both of your attacks. If you have *haste* up, then you may attack an additional time at your highest bonus. You do not need to draw your special arrows separately to use them – drawing them is part of your attack. You may also attack with your gore attack in addition to any manufactured weapon attacks you make, but your gore attack is at a -5 to hit and applies only half of your strength bonus to damage rolls.

### Standard Action

**Attack** – you may attack once with your highest attack bonus. You do not need to draw your special arrows separately to use them – drawing them is part of your attack.

**Cast a Spell** – you may cast one of your spells (with the exception of the two swift action spells)

**Deadly Weather** – you can call down deadly weather as described on your character sheet. Maintaining it or deciding to stop it is a free action on later rounds.

**Scroll** – you may use the *scroll of heroism* if you have it drawn. This has verbal and somatic components.

### Move Action

**Move** – you may move up to 30 feet.

**Draw** – you may draw any stored item. You do not need to draw your special arrows separately to use them – drawing them is part of your attack

### Swift Action

**Bane** – choose a type of creature (as specified by the *bane* weapon quality). The weapon you're holding gains *bane* keyed to that kind of creature (+2 to hit, +2d6+2 to damage).

**Cast a Spell** – you may cast *burst of speed* or *litany of entanglement*

**Judgment** – choose two benefits from the list on your character sheet, you get those bonuses until you're no longer in combat. It is another swift action to change them

## Hsakorkinath

### CEUSTODAEMON

CR 6

(*Pathfinder RPG Bestiary 2*)

NE Large outsider (daemon, evil, extraplanar)

**Init** +1; **Senses** darkvision 60 ft., *detect good, detect magic, see invisibility*; Perception +15

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#### DEFENSE

**AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +3, **Will** +8

**DR** 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

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#### OFFENSE

**Speed** 30 ft.

**Melee** bite +11 (2d6+4), 2 claws +11 (1d6+4)

**w/PA** bite +8 (2d6+10), 2 claws +8 (1d6+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (30-ft. cone; 6d6 fire damage; Reflex DC 17 for half; usable once every 1d4 rounds)

**Spell-Like Abilities** (CL 8th; concentration +10)

Constant—*detect good, detect magic, see invisibility*

At will—*dimension door*

3/day—*dispel magic, fly*

1/day—*hold monster* (DC 17), *slow* (DC 15)

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#### STATISTICS

**Str** 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15

**Base Atk** +8; **CMB** +13; **CMD** 24

**Feats** Alertness, Blind-Fight, Power Attack, Step Up

**Skills** Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +8, Survival +9

**Languages** Abyssal, Infernal; telepathy 100 ft.

**SQ** drawn to service

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#### SPECIAL ABILITIES

**Drawn to Service (Su)** When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a –5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a –5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.