

CHARAU-KA DRAGON PRIEST

CREATURE 6

UNCOMMON CE SMALL CHARAU-KA DRAGON FIRE HUMANOID

Perception +15; darkvision, scent (impercise) 30 feet

Languages Abyssal, Draconic, Mwangi


Skills Acrobatics +12, Athletics +13, Intimidation +15, Religion +15, Survival +13

Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +5, **Cha** +3


Items leather armor, +1 striking longsword


AC 23; **Fort** +14, **Ref** +12, **Will** +15


HP 90; **Immunities** fire, paralyzed, sleep


Twisting Tail  **Trigger** A creature within reach of the priest's tail uses a move action or leaves a square during a move action it's using. **Effect** The priest makes a tail Strike at the creature with a -2 penalty. If it hits, it disrupts the creature's action.


Speed 25 feet, climb 25 feet

Melee  *longsword* (magical, versatile P) +17, **Damage** 2d8+6 slashing


Melee  bite +16, **Damage** 1d10+6 piercing plus 1d6 fire


Melee  claw +16 (agile), **Damage** 1d10+6 slashing

Melee  tail +16 (reach 10 feet), **Damage** 1d8+6 slashing


Ranged  thrown rock +15 (deadly d6, thrown 20 feet), **Damage** 2d6+6 bludgeoning

Divine Prepared Spells DC 25, attack +17; **3rd** *fireball*, *vampiric touch*; **2nd** *flaming sphere*, *heal*; **1st** *burning hands* (x2), *ray of enfeeblement*; **Cantrips** (3rd) *daze*, *divine lance*, *produce flame*, *shield*

Breath Weapon  (divine, evocation, fire) The priest breathes fire that deals 7d6 fire damage in a 30-foot cone (DC 23 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Shrieking Frenzy  (primal, transmutation); **Trigger** The charau-ka's turn begins. **Frequency** once per hour; **Effect** The charau-ka is quickened until the end of its turn, and can use the extra action to Stride or Strike. While in the frenzy, the charau-ka can't speak and automatically critically fails Stealth checks, due to its loud wailing.

Thrown Weapon Mastery Any weapon a charau-ka throws gains the deadly d6 weapon trait. Furthermore, when a charau-ka throws an improvised weapon, it does not take the -2 penalty for doing so, nor does it take a penalty for using a thrown improvised weapon with the nonlethal trait to make a lethal attack.

Volcanic Eruption  (divine, evocation, fire) **Requirement** The priest is standing on the ground. **Effect** The priest slams his fists into the ground, causing fire to erupt from the earth. Each non-worshipper of Dahak standing on the ground in a 15-foot emanation must succeed at a DC 25 Reflex save or fall prone and take 1d6 bludgeoning damage and 2d6 fire damage.