
DAGORNACH SPURLING**CR 9**

Male human dragon shaman (copper) 9

CG Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +5**Aura** Draconic auras +2**Languages** Common, Draconic

AC 27, touch 12, flat-footed 26 (+1 Dex, +1 natural, +1 deflection, +10 armor, +4 shield)**hp** 90 (9 HD)**Immune** acid, paralysis, sleep, frightful presence of dragons**Fort** +10, **Ref** +4, **Will** +6

Speed 20 ft in full plate (4 squares), base speed 30 feet, *spider climb* 20 feet**Melee** +1 *vicious morningstar* +10/+5 (1d8+2d6+4)**Ranged** sling +7 (1d4+3)**Base Atk** +6; **Grp** +9**Atk Options** Intimidating Strike, Vexing Flanker**Special Actions** breath weapon, touch of vitality**Combat Gear** alchemists fire (x5), antitoxin vial (x3), *oil of bless weapon* (x2), *potion of bear's endurance*, *potion of cure moderate wounds* (x3), *potion cure serious wounds*, *potion of darkvision* (x2), *potion of delay poison*, *potion of eagle's splendor*, *potion of enlarge person* (x2), *potion of hide from undead* (x3), *potion of invisibility*, *potion of jump* (x3), *potion of lesser restoration*, *potion of levitate*, *potion of protection from evil* (x3), *potion of resist energy* (fire 20), *silversheen* (x2)**Spell-Like Abilities** *spider climb* (self only, at will)

Abilities **Str** 16, **Dex** 12, **Con** 18, **Int** 12, **Wis** 11, **Cha** 18**SQ** draconic auras, natural armor +1**Feats** Combat Reflexes, Heavy Armor Proficiency, Intimidating Strike, Maximize Breath, Skill Focus (Bluff), Skill Focus (Jump), Vexing Flanker**Skills** Bluff +19, Intimidate +18, Jump +7, Listen +0, Search +13, Spot +5**Possesions** combat gear plus *amulet of retributive healing*, +2 *full plate*, *caduceus bracers*, *eyes of the eagle*, *dragon spirit cincture*, *Heward's handy haversack*, +2 *heavy darkwood shield*, +1 *vicious morningstar*, sling + 50 bullets

Breath Weapon acid in a 30 foot line, 5d6, DC 18 Reflex for half, every 1d4 rounds**Touch of Vitality** heal up to 72 hp per day by touch**Draconic Aura +2** You and all allies within a 30' radius Emanation gain benefits from one of the following Auras. Activated, suppressed, or swapped as a Swift Action. Only one Aura may be active at a time. No duration, though you must be conscious. The number of Auras you have access to is based on your level (up to all seven auras at 9th level):

Energy Shield – if any subject is struck with a Natural Attack or a non-reach weapon, the attacker takes 4 damage of the same type as your Breath Weapon.

Power – subject's melee attacks do +2 damage.

Presence – subjects gain +2 on Bluff, Diplomacy, & Intimidate checks.

Resistance – all subjects gain Resistance (10) to acid.

Senses – subjects gain +2 on Listen, Spot, & Initiative checks.

Toughness – subjects gain Damage Reduction (2) / magic.

Vigor – subjects gain Fast Healing (2) when below ½ normal hit-points.