

# SHAMAN LEVEL 1



*Shardra travels the world, guarded but curious, uncovering lost treasure and listening to the tales it has to tell. Permanent bonds chafe her, but her heart softens toward any who wander.*

## SHARDRA

Female dwarf shaman 1

N Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision; Perception +4

### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

**hp** 11 (1d8+3)

**Fort** +2, **Ref** -1, **Will** +5; +3 vs. poison, +5 vs. spells and spell-like abilities

### OFFENSE

**Speed** 20 ft.

**Melee** morningstar -1 (1d8-1)

**Ranged** light crossbow -1 (1d8/19-20)

**Special Attacks** spirit ability (monstrous insight 5/day)

**Shaman Spells Prepared** (CL 1st; concentration +4)

1st —*heightened awareness*<sup>ACG</sup>, *obscuring mist*, *identify*<sup>S</sup>,

0 (at will)—*daze* (DC 13), *guidance*, *light*

**S** spirit spell; Spirit (lore)

### STATISTICS

**Str** 8, **Dex** 8, **Con** 14, **Int** 14, **Wis** 17, **Cha** 14

**Base Atk** +0; **CMB** -1; **CMD** 8

**Feats** Steel Soul<sup>APG</sup>

**Skills** Diplomacy +6, Heal +7, Knowledge (history) +2 (+4 on dwarves and their enemies, and can roll those untrained), Knowledge (nature) +6, Knowledge (religion) +6, Perception +4 (+6 stone), Spellcraft +6; **Armor Check Penalty** -5

**Traits** glory of old<sup>DOG</sup>, reactionary<sup>APG</sup>

**Languages** Common, Dwarven, Terran, Undercommon

**SQ** defensive training, hatred, lore keeper, hardy, spirit animal (deep crag tuatara named Kolo), spirit magic, stability, stonecunning

**Combat Gear** alchemist's fire, *scroll of cure light wounds*; **Other Gear** four-mirror armor<sup>UC</sup>, morningstar, light crossbow with 10 bolts, spell component pouch, backpack, waterskin, 13 gp

### SPECIAL ABILITIES

**Defensive Training** Shardra gains a +4 dodge bonus to AC against giants, which also applies to CMD.

**Monstrous Insight** As a standard action 5 times per day, Shardra can attempt to identify a creature with a +1 bonus to her Knowledge check. Whether or not she succeeds, she gains a +2 insight bonus to attack rolls and AC against that creature for 1 minute.

**Spirit Animal** Kolo looks particularly unassuming and gains a +2 on

initiative checks and a +4 on Stealth checks. As a deep crag tuatara, he gains a +4 racial bonus on Stealth checks to blend with rocky terrain, as well as the other abilities of a normal tuatara.

**Stability** Shardra gains a +4 bonus to CMD to resist bull rush and trip attempts when standing on the ground.

**Stonecunning** Shardra gains a +2 to Perception to notice unusual stonework (already included) and receives an automatic check to notice such features when she passes within 10 feet, even if she isn't actively looking.

**Cure Light Wounds** Shardra's scroll heals a touched target for 1d8+1 damage.

**Daze** Shardra dazes one humanoid creature within 25, causing it to lose its next turn (Will DC 13 negates). Once a creature is dazed by this spell, it is immune to it for 1 minute.

**Guidance** Shardra can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

**Heightened Awareness** Shardra gains a +2 competence bonus on Perception and Knowledge checks for 10 minutes. She can end the spell early to gain +4 on an initiative check.

**Identify** Shardra can spend three rounds focusing on a magic item in her possession in order to roll Spellcraft at a +16 to identify it.

**Light** An object Shardra touches sheds light for 10 minutes. She can't have more than one copy of this spell active at once.

**Obscuring Mist** Shardra calls forth a mist in a 20-foot-radius spread centered on her for 1 minute or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance and can't be targeted by sight).

Raised in the dwarven city of Xolgrit, Shardra reached the surface a guarded but curious woman, more interested in stories of the long dead and the stones and artifacts that whispered secrets to her than the bickering of the living. With Kolo the crag tuatara at her shoulder, Shardra now wanders the world, uncovering lost treasure and listening to the tales it has to tell. Permanent ties still chafe, even ones as shallow as a favor owed or an unpaid tavern bill, but her heart softens toward any who wander. Despite her love of the world's vast mysteries, a small part of the shaman yearns for the joy and companionship she once felt with her sisters, and Shardra corresponds with her family often, ever watchful for any discovery that might provide an excuse to write or visit her distant, glittering home.



“The spirits of the stones and my ancestors whisper secrets to me, and their power flows through me.”

# SHAMAN LEVEL 4



Shardra travels the world, guarded but curious, uncovering lost treasure and listening to the tales it has to tell. Permanent bonds chafe her, but her heart softens toward any who wander.

## SHARDRA

Female dwarf shaman 4

N Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision; Perception +8

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 armor, +1 deflection, -1 Dex)

**hp** 35 (4d8+12)

**Fort** +4, **Ref** +2, **Will** +9; +3 vs. poison, +5 vs. spells and spell-like abilities

### OFFENSE

**Speed** 20 ft.

**Melee** morningstar +2 (1d8-1)

**Ranged** light crossbow +2 (1d8/19-20)

**Special Attacks** channel positive energy 2d6 3/day (DC 14), hexes (chant, evil eye, misfortune), spirit ability (monstrous insight 5/day)

**Shaman Spells Prepared** (CL 4th; concentration +8)

2nd—*barkskin*, *false life*; *tongues*<sup>S</sup> or *lesser restoration*<sup>S</sup>

1st—*entangle* (DC 15), *heightened awareness*<sup>ACG</sup>, *obscuring mist*, *remove fear*; *identify*<sup>S</sup> or *detect undead*<sup>S</sup>

0 (at will)—*create water*, *detect magic*, *guidance*, *light*

**S** spirit magic spell; **Spirit** lore; **Wandering Spirit** life

### STATISTICS

**Str** 8, **Dex** 8, **Con** 14, **Int** 14, **Wis** 18, **Cha** 14

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Extra Hex<sup>APG</sup>, Steel Soul<sup>APG</sup>

**Skills** Diplomacy +9, Handle Animal +6, Heal +8, Knowledge (history) +2 (+4 on dwarves and their enemies, and can roll those untrained), Knowledge (nature) +8, Knowledge (planes) +6, Knowledge (religion) +8, Perception +8 (+10 stone), Ride +1, Spellcraft +7, Survival +11; **Armor Check Penalty** -3

**Traits** glory of old<sup>DOG</sup>, reactionary<sup>APG</sup>

**Languages** Common, Dwarven, Terran, Undercommon

**SQ** defensive training, hatred, lore keeper, hardy, spirit animal (deep crag tuatara named Kolo), spirit magic, stability, stonecunning

**Combat Gear** alchemist's fire, *scroll of cure serious wounds* (2), *scroll of fly*; **Other Gear** +1 *breastplate*, morningstar, light crossbow with 10 bolts, *cloak of resistance +1*, *ring of protection +1*, *wand of cure light wounds* (15 charges), spell component pouch, backpack, waterskin, 233 gp

### SPECIAL ABILITIES

**Channel Positive Energy** As a standard action, Shardra can choose to

either heal allies or damage undead for 2d6 damage (Will DC 14 for half damage for undead) in a 30-foot-burst.

**Chant** As a move action, Shardra can chant aloud and extend her evil eye and misfortune hexes by 1 round for all targets within 30 feet.

**Defensive Training** Shardra gains a +4 dodge bonus to AC against giants, which also applies to CMD.

**Evil Eye** As a standard action, Shardra can give an enemy with a mind within 30 feet a -2 penalty on attack rolls, AC, saving throws, or skill checks for 7 rounds (Will DC 16 reduces the duration to 1 round).

**Misfortune** As a standard action, Shardra can force an enemy within 30 feet to roll twice on all ability checks, attack rolls, saving throws, and skill checks and take the lower roll for 1 round (Will DC 16 negates). She can't use misfortune on the same target again for 24 hours.

**Monstrous Insight** As a standard action 5 times per day, Shardra can attempt to identify a creature with a +4 bonus to her Knowledge check. Whether or not she succeeds, she gains a +2 insight bonus to attack rolls and AC against that creature for 1 minute.

**Spirit Animal** Kolo looks particularly unassuming and gains a +2 on initiative checks and a +4 on Stealth checks. As a deep crag tuatara, he gains a +4 racial bonus on Stealth checks to blend with rocky terrain, as well as the other abilities of a normal tuatara.

**Stability** Shardra gains a +4 bonus to CMD to resist bull rush and trip attempts when standing on the ground.

**Stonecunning** Shardra gains a +2 to Perception to notice unusual stonework (already included) and receives an automatic check to notice such features when she passes within 10 feet, even if she isn't actively looking.

**Wandering Spirit** Shardra can switch out her second spirit each day. If she does so, she loses Channel Energy and the ability to cast *detect undead* and *lesser restoration* as choices for her extra bonus spell (marked with an S) from her life wandering spirit, and she gains the new powers and spells of the other spirit.

**Barkskin** Shardra can touch a target and grant a +2 enhancement bonus to natural armor for 40 minutes (if she targets herself, this increases Shardra's natural armor to 2, which also raises her flat-footed AC).

**Create Water** Shardra creates 8 gallons of water within 35 feet. It lasts a day if no one drinks it.

**Cure Light Wounds** Shardra's wand heals a touched target for 1d8+1 damage.

**Detect Magic** Shardra can notice magic in a 60-foot-cone. If she



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# SHAMAN LEVEL 4



concentrates, she can find how many magic auras there are on the next round and then attempt to find out more on the round after that. *Detect Undead* Shardra can notice undead just like with *detect magic* above, but she can only concentrate up to at most 4 minutes before the spell ends.

*Entangle* Shardra can cause plants in a 40-foot radius within 560 feet of her to grab at every creature in that area for 4 minutes. Those creatures must succeed at a DC 15 Reflex save or they take a -2 to attack rolls and a -4 Dexterity, need to make a concentration check to cast their spells, and are stuck to that spot. They can spend a standard action to attempt a DC 15 Strength or Escape Artist check to break free. Even if they are free, the entire area is difficult terrain, and if they remain in the area, they must save again each round at the end of your turn. Any creature entering the area must save immediately. If the plants are particularly thorny, entangled creatures take 1 damage per round, and other effects up to your GM might occur in areas with other sorts of exotic plants.

*False Life* Shardra gains 1d10+4 temporary hit points for 4 hours, which can put her above her maximum. She always loses temporary hit points first before losing her regular hit points.

*Fly* Shardra has to roll 1d20+4 against DC 6 to use this scroll. If she fails, she rolls another d20, and on a 1, the scroll is destroyed. Shardra's scroll grants a touched target a 60 foot fly speed and a +6 bonus to Fly checks (+3 total for Shardra herself) for 5 minutes.

*Guidance* Shardra can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

*Heightened Awareness* Shardra gains a +2 competence bonus on Perception and Knowledge checks for 40 minutes. She can end the spell early to gain +4 on an initiative check.

*Identify* Shardra can spend two rounds focusing and then attempt to identify one item in her possession each round for up to 10 rounds. She rolls Spellcraft at a +17 to identify each item.

*Lesser Restoration* After 3 full rounds of casting, a touched target recovers 1d4 damage to any ability score or loses most magical effects reducing ability scores. The target is no longer fatigued, and reduces exhausted to fatigued.

*Light* An object Shardra touches sheds light for 40 minutes. She can't have more than one copy of this spell active at once.

*Obscuring Mist* Shardra calls forth a mist in a 20-foot-radius spread centered on her for 4 minutes or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist

blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance and can't be targeted by sight).

*Remove Fear* Shardra selects two creatures within 35 feet of Shardra and within 30 feet of each other. Shardra suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against further fear effects.

*Tongues* Shardra grants a touched target the ability to understand and speak the languages of all intelligent creatures (but not animals) for 40 minutes. The target can understand all languages simultaneously but can only speak in one language at a time.

It's a sorry lot for a proud dwarven daughter to be raised a miserable dwarven son, but everyone receives one lot in life, and Shardra Geltl never knew to expect better. But the mines and refinery of Xolgrit fed the war machine of Rolgrimmdur far above, and militant efficiency demanded all citizen-soldiers accept and excel in their roles, no matter how miserable.

One day, during her explorations, a stone crumbled beneath Shardra's feet and she dropped into the darkness, breaking her arm. A single tuatara waddled forward as she cradled her limb. It borrowed a tongue from the whispers and spoke.

From that day on, the whispers poured themselves through Shardra's reptilian friend, speaking louder and more clearly with a mouth to form the words. She soon named the creature Kolo, and he taught her how to speak to spirits and borrow their favor to mend her broken bones, and of dwarven faith from long before they mingled their worship with the deities of the surface world. Most precious of all, Kolo taught her of the rivethun—dwarves who drew great power by embracing the disjunction between their bodies and souls—and she learned to brew the alchemical tinctures her past sisters had used to quiet the rages of adolescence and bring their minds and bodies into harmony.

She left Xolgrit—and her tutors, childhood friends, and family—by paths only the stones remembered. Shardra reached the surface a guarded but curious woman, more interested in stories of the long-dead than the bickering of the living. With Kolo the crag tuatara at her shoulder, Shardra now wanders the world, uncovering lost treasure and listening to the tales it has to tell. Permanent ties still chafe, even ones as shallow as a favor owed or an unpaid tavern bill, but her heart softens toward any who wander.



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# SHAMAN LEVEL 7



Shardra travels the world, guarded but curious, uncovering lost treasure and listening to the tales it has to tell. Permanent bonds chafe her, but her heart softens toward any who wander.

## SHARDRA

Female dwarf shaman 7

N Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision; Perception +12

### DEFENSE

**AC** 20, touch 10, flat-footed 20 (+10 armor, +1 deflection, -1 Dex)

**hp** 73 (7d8+35)

**Fort** +6, **Ref** +3, **Will** +11; +3 vs. poison, +5 vs. spells and spell-like abilities

### OFFENSE

**Speed** 20 ft.

**Melee** morningstar +4 (1d8-1)

**Ranged** light crossbow +4 (1d8/19-20)

**Special Attacks** channel positive energy 4d6 4/day (DC 16), hexes (chant, evil eye, misfortune), spirit ability (monstrous insight 6/day)

**Shaman Spells Prepared** (CL 7th; concentration +12)

4th—*dimension door*, *enervation*; *legend lore*<sup>S</sup> or *restoration*<sup>S</sup>

3rd—*daylight*, *haste*, *fly*; *locate object*<sup>S</sup> or *neutralize poison*<sup>S</sup>

2nd—*barkskin*, *false life*, *resist energy*, *sickening entanglement*<sup>ACG</sup> (DC 17); *tongues*<sup>S</sup> or *lesser restoration*<sup>S</sup>

1st —*entangle* (DC 16), *heightened awareness*<sup>ACG</sup>, *obscuring mist*, *protection from evil*, *remove fear*, *wave shield*<sup>ACG</sup>; *identify*<sup>S</sup> or *detect undead*<sup>S</sup>

0 (at will)—*create water*, *detect magic*, *guidance*, *light*

**S** spirit magic spell; **Spirit** lore **Wandering Spirit** life

### STATISTICS

**Str** 7, **Dex** 10, **Con** 16, **Int** 14, **Wis** 20, **Cha** 16

**Base Atk** +5; **CMB** +3; **CMD** 15

**Feats** Extra Hex<sup>ACG</sup>, Heavy Armor Proficiency, Steel Soul<sup>APG</sup>, Toughness

**Skills** Acrobatics -6 (-4 balance), Diplomacy +13, Handle Animal +7, Heal +9, Knowledge (history) +2 (+4 on dwarves and their enemies, and can roll those untrained), Knowledge (nature) +10, Knowledge (planes) +6, Knowledge (religion) +10, Perception +12 (+14 stone), Ride -2, Spellcraft +12, Survival +15; **Armor Check Penalty** -6

**Traits** glory of old<sup>DoG</sup>, reactionary<sup>APG</sup>

**Languages** Common, Dwarven, Terran, Undercommon

**SQ** defensive training, hatred, lore keeper, hardy, spirit animal (deep crag tuatara named Kolo), spirit magic, stability, stonecunning, wandering hex (currently arcane enlightenment [*dimension door*, *enervation*, *haste*])

**Combat Gear** alchemist's fire, *scroll of break enchantment*, *scroll of*

*breath of life*, *scroll of fly*; **Other Gear** +1 full plate, morningstar, light crossbow with 10 bolts, *cloak of resistance* +1, *ring of protection* +1, *headband of mental prowess* +2 (*Cha*, *Wis*), *belt of mighty constitution* +2, *pearl of power* (1st), *wand of cure light wounds* (10 charges), spell component pouch, backpack, waterskin, 8 gp

### SPECIAL ABILITIES

**Channel Positive Energy** As a standard action, Shardra can choose to either heal allies or damage undead for 4d6 damage (Will DC 16 for half damage for undead) in a 30-foot burst.

**Chant** As a move action, Shardra can chant aloud and extend her evil eye and misfortune hexes by 1 round for all targets within 30 feet.

**Defensive Training** Shardra gains a +4 dodge bonus to AC against giants, which also applies to CMD.

**Evil Eye** As a standard action, Shardra can give an enemy with a mind within 30 feet a -2 penalty on attack rolls, AC, saving throws, or skill checks for 8 rounds (Will DC 18 reduces the duration to 1 round).

**Misfortune** As a standard action, Shardra can force an enemy within 30 feet to roll twice on all ability checks, attack rolls, saving throws, and skill checks and take the lower roll for 1 round (Will DC 18 negates). She can't use misfortune on the same target again for 24 hours.

**Monstrous Insight** As a standard action 6 times per day, Shardra can attempt to identify a creature with a +7 bonus to her Knowledge check. Whether or not she succeeds, she gains a +2 insight bonus to attack rolls and AC against that creature for 1 minute.

**Pearl of Power** Shardra can use her pearl as a standard action to recover one of her expended 1st-level spells.

**Spirit Animal** Kolo looks particularly unassuming and gains a +2 on initiative checks and a +4 on Stealth checks. As a deep crag tuatara, he gains a +4 racial bonus on Stealth checks to blend with rocky terrain, as well as the other abilities of a normal tuatara.

**Stability** Shardra gains a +4 bonus to CMD to resist bull rush and trip attempts when standing on the ground.

**Stonecunning** Shardra gains a +2 to Perception to notice unusual stonework (already included) and receives an automatic check to notice such features when she passes within 10 feet, even if she isn't actively looking.

**Wandering Hex** Shardra can switch out this hex each day for any Lore or Life hex (or the hex of another spirit if she replaces Life).

**Wandering Spirit** Shardra can switch out her second spirit each day. If she does so, she loses Channel Energy and the ability to cast *detect undead*, *lesser restoration*, *neutralize poison*, and *restoration* as choices for her extra bonus spell (marked with an S) from her life spirit, and she gains the new powers and spells of the other spirit. *Barkskin* Shardra can touch a target and grant a +3 enhancement



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# SHAMAN LEVEL 7



bonus to natural armor for 70 minutes (if she targets herself, this increases Shardra's natural armor to 3, which also raises her flat-footed AC).

**Break Enchantment** Shardra has to roll 1d20+7 against DC 10 to use this scroll. If she fails, she rolls another d20, and on a 1, the scroll is destroyed. After one full minute of casting, Shardra can remove many negative effects from to up to 9 targets within 45 feet of Shardra and all within 30 feet of each other. For each enchantment, transmutation, and curse on the victim that can be removed by *dispel magic* or *stone to flesh* or that is spell level 5 or lower, Shardra rolls 1d20+9 against a DC of 11 + the effect's caster level. For each success, that effect is removed.

**Breath of Life** Shardra's scroll heals a touched creature 5d8+9 hit points. It even works on creatures that died in the last round, bringing them back to life if their total hit points become greater than their negative Constitution score. It doesn't work if they died from a death effect or became undead. If it brings someone back to life, they suffer 1 negative level for 24 hours.

**Cure Light Wounds** Shardra's wand heals a touched target for 1d8+1 damage.

**Daylight** A touched object creates bright light for 60 feet and raises the light by one level for the next 60 feet for 70 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

**Dimension Door** Shardra and up to 2 touched allies (or one Large ally) suddenly teleport up to 680 feet in whatever direction she specifies. Shardra cannot take any more actions this turn.

**Enervation** Shardra fires a ray makes a ranged touch attack at +5 against a target within 40 feet. If it hits, the target takes 1d4 negative levels, debuffing most d20 rolls and potentially preventing them from casting their best spells.

**Fly** Shardra grants a touched target a 60 foot fly speed and a +7 bonus to Fly checks (+2 total for Shardra herself) for 7 minutes. Her scroll lasts 7 minutes and grants a +6 bonus to Fly.

**Haste** Shardra can grant to up to 7 targets within 40 feet of Shardra and all within 30 feet of each other a +30 foot enhancement bonus to movement speed, +1 to attack rolls, +1 to Reflex saves, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. These benefits lasts for 7 rounds.

**Heightened Awareness** Shardra gains a +2 competence bonus on Perception and Knowledge checks for 70 minutes. She can end the spell early to gain +4 on an initiative check.

**Legend Lore** Shardra finds out more about an important person, place, or thing. Since it takes 2d6 weeks to cast this spell from rumors or

1d10 days to cast it with detailed information, Shardra probably needs to have the subject present, in which case it takes 1d4 × 10 minutes to cast. Afterwards, Shardra learns legends about the subject, possibly facts that were forgotten or never generally known. If she casts without the subject present, this information is less complete.

**Locate Object** Shardra envisions a unique object she has seen in person or a type of object and knows the direction towards that object for 7 minutes if it is within 680 feet and not blocked by lead. If she picks a type of object, she learns the direction to the closest of them if there are more than 1 in range.

**Neutralize Poison** Shardra can touch one creature and roll 1d20+7 against the DC of each poison in the creature's system, negating all poisons whose DC she beats. She can also touch a poisonous creature (which gets a DC 18 Will save to negate) or a poisonous object of 7 cubic feet or less and remove its poison for 70 minutes.

**Protection from Evil** A touched target gets a +2 resistance bonus to saves and a +2 deflection bonus to AC against evil creatures for 7 minutes (in Shardra's case, she already has a +1 to both of those, so this would only increase her saves and AC by 1 vs. evil). The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession from evil creatures. Casting the spell after direct mental control or possession allows the target a new saving throw at a +2 bonus.

**Resist Energy** For 70 minutes, a target Shardra touches gains 20 resistance to her choice of acid, cold, electricity, fire, or sonic.

**Restoration** After casting for 3 rounds, Shardra cures all ability damage from a touch target, as well as all ability drain to a single ability score of her choice, fatigue and exhaustion, and all temporary negative levels. This costs 100 gp of diamonds, which Shardra doesn't have. Instead of removing all temporary negative levels, by spending 1000 gp of diamonds, she could remove a permanent negative level.

**Sickening Entanglement** This works the same as Shardra's *entanglement* spell except that all the DCs are 17 and the poisonous sap forces every creature that enters the area or ends its turn there to attempt a DC 17 Fortitude save or become sickened for as long as they remain in the area and for 1d4 rounds afterwards.

**Wave Shield** As an immediate action, Shardra can create a wave shield to reduce physical or fire damage from a single attack by 3.

Shardra is a guarded but curious woman, more interested in stories of the long-dead and the stones and artifacts that whispered secrets to her than the bickering of the living.



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