

# 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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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 *entangle* 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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