

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*^s or *lesser restoration*^s

1st—*entangle* (DC 15), *heightened awareness*^{ACG}, *obscuring mist*, *remove fear*; *identify*^s or *detect undead*^s

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^{APG}, Steel Soul^{APG}

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^{DoG}, reactionary^{APG}

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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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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