

Recently the devout followers of Aura, Goddess of Light, have discovered powers akin to magic, but not nearly as destructive or dangerous.

Shandrill was the first to embrace these powers in a way to defeat the evils facing the world, rather than only using it to heal the sick. She seeks to use the powers of Light to purge the world of the perverse necromancy that allows the dead to rise, particularly in the Abandoned Wastelands, and further East where Kzmatic, the crazed Lich, resides in a magical keep.

Her ability to bring faith into combat has helped her defeat many foes, but when she does so she feels obliged to give anything earned in such a way to those in need.