

## NARMANALETH

Elderly Kalashtar  
Lawful Good  
Level 20 Shaman

**Pronouns:** he/him  
**Occupations:** Hermit  
**Armor Class** 13  
**Hit Points**  
173 (TODO Hitdice)  
**Speed** 20.

STR	DEX	CON	INT	WIS
8	11	14	18	20
(-1)	(+1)	(+2)	(+4)	(+5)

**CHA**  
20  
(+5)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Herbalism and Potion  
Making  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
**Languages** Common Quori  
Celestial  
**Adjectives**

### Special Abilities

-

### Special Equipment

-

### Combat Tactics

Due to his frailty, he will mostly use magic and psionics if he's forced to fight, but he mostly only fights on the astral plane

### Actions

-

### Factions

**Monks of Adaran** -

2500 x 3235

Image Dummy

## ROLEPLAYING

### Introduction

In small clearing, a leathery old man tends a small pot over a fire. "The Spirits said you would come. Please sit"

### Appearance

Heavily tanned and wrinkled with long gray hair. Loose-fitting animal hide armor and linen clothes and cloudy white eyes

### Expressions

"The Spirits have spoken",  
"Your path is clear to me", "Il-Yannah surrounds you with its light"

### Mannerisms

Needs staff to walk, very hunched and has tremors

### Motivations

Helping the spirits carry out their wishes. Spreading the light of Il-Yannah. Fighting the Inspired

### Passions

### Secrets

He speaks to the spirits through his spirit and knows what they want. He's been fleeing the Dreaming Dark his whole lif

## NARMANALETH

Elderly Kalashtar  
Lawful Good  
Level 20 Shaman

**Pronouns:** he/him  
**Occupations:** Hermit  
**Armor Class** 13  
**Hit Points**  
173 (TODO Hitdice)  
**Speed** 20.

STR	DEX	CON	INT	WIS
8	11	14	18	20
(-1)	(+1)	(+2)	(+4)	(+5)

**CHA**  
20  
(+5)

**Saving Throws**  
TODO Saving Throws  
**Skills** **Skills** Herbalism  
and Potion Making

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities

**Senses** TODO Senses  
**Languages** Common Quori  
Celestial  
**Adjectives**

### Special Abilities

-

### Special Equipment

-

-

### Combat Tactics

Due to his frailty, he will mostly use magic and psionics if he's forced to fight, but he mostly only fights on the astral plane

### Actions

-

### Factions

**Monks of Adaran**

## ROLEPLAYING

### Introduction

In small clearing, a leathery old man tends a small pot over a fire. "The Spirits said you would come. Please sit"

### Appearance

Heavily tanned and wrinkled with long gray hair. Loose-fitting animal hide armor and linen clothes and cloudy white eyes

### Expressions

"The Spirits have spoken",  
"Your path is clear to me",  
"Il-Yannah surrounds you with its light"

### Mannerisms

Needs staff to walk, very hunched and has tremors

### Motivations

Helping the spirits carry out their wishes. Spreading the light of Il-Yannah. Fighting the Inspired

### Passions

### Secrets

He speaks to the spirits through his spirit and knows what they want. He's been fleeing the Dreaming Dark his whole lif

## BACK STORY

After c  
and seeing  
by the Drea  
Riedra, Nar  
into the wo  
back and fo  
shaman. Us  
to help him  
spirits of ot  
became ve  
years of pra  
powerful in  
speaks with  
In addition  
to combat t  
Dreaming D  
plane, he w  
heroes and  
them find t  
spirit's beh  
and very tir  
almost don  
for those w  
his footstep  
knowledge.  
kind, he ha  
caused by l  
they are mi  
further bet  
older.

3235



ummy

Cell3