



# NARMANALETH

Elderly Kalashtar  
Lawful Good  
Level 20 Shaman

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

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>
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

Kalashtar Traits: Dual Mind  
Mental Discipline Mind Link  
Psychic Glamour Severed from Dreams | Totem Spirit: Raven Ironwood Skin Natural Explorer Spiritual Magic Spirit Sight Primal Protector Spiritual Connection Bounty of Life Spiritual Whisper Eternal Favor Spiritual Warrior | Sixth Sense Spiritual Possession Bridge Between Worlds Vengeful Spirits Grand Shaman Totem of Spirits | Path of the Spirit Spiritual Guide Ghost Touch Spiritual Focus Spirit Journey | Wild Talent Tower of Iron Will Metabolic Control Telepathic Telekinetic

## Special Equipment

Staff of the Woodlands. {"Statue of Wondrous Power"=>"Silver Crow, Holy Symbol of Ravenkind."}

## 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

Shaman Spellcasting or Psionics | Staff

## Factions

**Monks of Adaran**

# NARMANALETH

Elderly Kalashtar  
Lawful Good  
Level 20 Shaman

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

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

**CHA**  
20  
(+5)

**Saving Throws**  
TODO Saving Throws  
**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**  
Kalashtar Traits: Dual Mind  
Mental Discipline Mind Link  
Psychic Glamour Severed from Dreams | Totem Spirit: Raven Ironwood Skin Natural Explorer Spiritual Magic Spirit Sight Primal Protector Spiritual Connection Bounty of Life Spiritual Whisper Eternal Favor Spiritual Warrior | Sixth Sense Spiritual Possession Bridge Between Worlds Vengeful Spirits Grand Shaman Totem of Spirits | Path of the Spirit Spiritual Guide Ghost Touch Spiritual Focus Spirit Journey | Wild Talent Tower of Iron Will Metabolic Control Telepathic Telekinetic  
**Special Equipment** Staff of the Woodlands. {"Statue of Wondrous Power"=>"Silver Crow, Holy Symbol of Ravenkind."}

## 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

Shaman Spellcasting or Psionics | Staff

## 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

## 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 will and 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 life

# 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 life

# BACKGROUND STORY

After coming of age in Adar and seeing the threats posed by the Dreaming Dark and the Riedra, Narmanaleth fled out into the world to hide, fight back and follow the path of a shaman. Using his Quori spirit to help him connect with other spirits of other realms, he became very adept and after years of practicing, very powerful in his chosen path. He speaks with and for the spirits. In addition to using his power to combat the forces of the Dreaming Dark on the astral plane, he will also seek out heroes and adventurers to help them find their path at the spirit's behest. He is very old and very tired now, his battle is almost done and he's looking for those who would follow in his footsteps to impart his knowledge. Like most of his kind, he has bouts of madness caused by his twin spirit, but they are much fewer and further between as he's gotten older.