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 M
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni

Senses TODO Senses Languages Common Quori Celestial Adjectives ,

Special Abilities

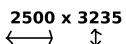


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ROLEPLAYING

Introduction

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

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Special Abilities

• Kalashtar Traits: Dual Mind Mer Discipline Mind Link Psychic Glamour Severed from Dreams Totem Spirit: Raven Ironwood 5 Natural Explorer Spiritual Magic Spirit Sight Primal Protector Spiritual Connection Bounty of Spiritual Whisper Eternal Favor Spiritual Warrior | Sixth Sense Spiritual Possession Bridge Between Worlds Vengeful Spiri **Grand Shaman Totem of Spirits** Path of the Spirit Spiritual Guid **Ghost Touch Spiritual Focus Sp** Journey | Wild Talent Tower of Will Metabolic Control Telepath 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 t astral plane

Actions

Shaman Spellcasting or Psionics | St

Factions

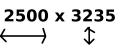


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• Kalashtar Traits: Du Mental Discipline M Psychic Glamour Se from Dreams | Tote Raven Ironwood Sk Explorer Spiritual M Sight Primal Protect Spiritual Connection of Life Spiritual Whi **Eternal Favor Spirit** Warrior | Sixth Sens **Spiritual Possessior** Between Worlds Ve Spirits Grand Sham of Spirits | Path of t Spiritual Guide Gho Spiritual Focus Spir | Wild Talent Tower Will Metabolic Cont Telepathic Telekine

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", "II-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

Combat Tactics

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BACKGROUND STORY

After coming of age in Adar and see the threats posed by the Dreaming Dark and the Riedra, Narmanaleth f out into the world to hide, fight back and follow the path of a shaman. Us his Quori spirit to help him connect with other spirits of other realms, he became very adept and after years practicing, very powerful in his chos path. He speaks with and for the spirits. In addition to using his powe 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 spir behest. He is very old and very tired now, his battle is almost done and h looking for those who would follow i his footsteps to impart his knowledg Like most of his kind, he has bouts madness caused by his twin spirit, t they are much fewer and further between as he's gotten older.

Personality

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