NARMANALETH

elderly Kalashtar lawful good Level 20 shaman

Pronouns: he/him Occupations: Hermit **Armor Class** 13 Lit Dainte 172 (TODO Litdica) NARMANALETH

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Hit Points 173 (TODO Hitdice) Speed 20.

STR DEX CON INT WIS 8 14

18

20

CHA

20

Saving Throws TODO Saving Throws 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 fro Dreams | Totem Spirit: Rave** Ironwood Skin Natural Explo **Spiritual Magic Spirit Sight Primal Protector Spiritual** Connection Bounty of Life Spiritual Whisper Eternal Fa Spiritual Warrior | Sixth Sens **Spiritual Possession Bridge** Between Worlds Vengeful **Spirits Grand Shaman Totem** Spirits | Path of the Spirit **Spiritual Guide Ghost Touch Spiritual Focus Spirit Journe** Wild Talent Tower of Iron Wi **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 u magic and psionics if he's forced fight, but he mostly only fights or the astral plane

Actions

Shaman Spellcasting or Psionics | Staff

Factions

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2500 x 3235

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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

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BACKGROUND STORY

After coming of age in Adar ar seeing the threats posed by t **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 connect with other spirits of c realms, he became very adept after years of practicing, very powerful in his chosen path. I speaks with and for the spirit addition to using his power to combat the forces of the **Dreaming Dark on the astral** plane, he will also seek out he and adventurers to help them their path at the spirit's behe He is very old and very tired r his battle is almost done and looking for those who would follow in his footsteps to impa his knowledge. Like most of h kind, he has bouts of madnes caused by his twin spirit, but are much fewer and further between as he's gotten older.

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