

## 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 11 14 18 20 (-1) (+1) (+2) (+4) (+5)

CHA 20 (+5)

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**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

#### **Special Abilities**

**Adjectives** 

### **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** 

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ROLEPLAYING

In small clearing, a leathery old mar

tends a small pot over a fire. "The

Spirits said you would come. Please

Heavily tanned and wrinkled with lor

gray hair. Loose-fitting animal hide

armor and linen clothes and cloudy

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clear to me", "II-Yannah surrounds y with its light"

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Helping the spirits carry out their wis

Spreading the light of II-Yannah. Figl

He speaks to the spirits through his and knows what they want. He's bee

fleeing the Dreaming Dark his whole

Introduction

**Appearance** 

white eyes

**Expressions** 

**Mannerisms** 

has tremors

Motivations

the Inspired

**Passions** 

Secrets

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

### **Special Abilities**

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**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. Loosefitting 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**

Cell3

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 STOR

After co

Adar and se posed by the and the Ried fled out into hide, fight b the path of his Quori sp connect witl other realm very adept a practicing, v his chosen r with and for addition to u to combat tl Dreaming D plane, he wi heroes and help them fi the spirit's b old and very battle is alm he's looking would follow to impart his most of his bouts of ma his twin spir much fewer between as older.