



# 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

## 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

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**Damage Immunities**  
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**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**

# ROLEPLAYING

## Introduction

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

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# 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.