



# 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

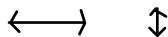


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# ROLEPLAYING

## 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

He speaks to the spirits through his spirit and knows what they want. He's been fleeing the Dreaming Dark his whole lif

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# BACKSTORY

After c  
and seeing  
the Dream  
Riedra, Na  
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and follow  
Using his C  
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for the spi  
using his p  
forces of t  
the astral p  
out heroes  
help them  
spirit's bel  
very tired  
almost dor  
those who  
footsteps t  
knowledge  
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by his twin  
much fewe  
as he's got

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