

# NARMANALETH

*elderly Kalashtar*  
*lawful good*  
*Level 20 shaman*

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**Pronouns:** he/him  
**Occupations:** Hermit  
**Armor Class** 13  
**Hit Points** 173 (TODO Hitdice)  
**Speed** 20.

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STR	DEX	CON	INT	WIS
8	11	14	18	20
(-1)	(+1)	(+2)	(+4)	(+5)

CHA

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CHA

20  
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**Saving Throws**  
TODO Saving Throws  
**Skills**  
Herbalism and Potion Making  
**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Quori Celestial ,  
**Adjectives** ,

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**Special Abilities**

- Kalashtar Traits: Dual Mind  
Mental Discipline Mind Link  
Psychic Glamour Severed fr  
Dreams | Totem Spirit: Rave  
Ironwood Skin Natural Expl  
Spiritual Magic Spirit Sight  
Primal Protector Spiritual  
Connection Bounty of Life  
Spiritual Whisper Eternal Fa  
Spiritual Warrior | Sixth Ser  
Spiritual Possession Bridge  
Between Worlds Vengeful  
Spirits Grand Shaman Toter  
Spirits | Path of the Spirit  
Spiritual Guide Ghost Touch  
Spiritual Focus Spirit Journe  
Wild Talent Tower of Iron W  
Metabolic Control Telepathi  
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 o  
fights on the astral plane

**Actions**

2500 x 3235

↔ ↓

2500 x 3235  
Image Dummy

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

- 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 of Spirits | Path of the Spirits Spiritual Guide Ghost Touch Spiritual Focus Spirit of Iron | 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

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### Actions

Shaman Spellcasting or Psionics | Staff

### Factions

# 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 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 Dreaming Dark

### 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

Shaman Spellcasting or Psionics  
Staff

### Factions

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## BACKGROUND STORY

After coming of age in Adar and seeing the threats posed by the Dreaming Dark and the Riedra, Narmanaeth 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 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 the 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

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.

## PERSONALITY

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