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### 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	CHA
8 (-1)	11 (+1)	14 (+2)	18 (+4)	20 (+5)	20 (+5)

**Saving Throws** -  
**Skills** - Herbalism and Potion Making  
**Proficiencies** -  
**Proficiency Mod** -

**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**  
Role:

### 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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