

## 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

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Skills
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Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
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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."}

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#### **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**

# ROLEPLAYING

#### Introduction

In small clearing, a leathery old man tends a \_\_small pot over a fire. "The Spirits said you wou 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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# 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

# **Personality**