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 TODO

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 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

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Actions

Shaman Spellcasting or P 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 clothe 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 Shaman Spellcasting or Psionics
Staff

Factions

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BACKGROUND STORY

After coming of age in Adar and seeing the threats posed by th 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 h connect with other spirits of ot realms, he became very adept after years of practicing, very powerful in his chosen path. H speaks with and for the spirits addition to using his power to combat the forces of the **Dreaming Dark on the astral** plane, he will also seek out he and adventurers to help them their path at the spirit's behes He is very old and very tired n his battle is almost done and h looking for those who would follow in his footsteps to impa his knowledge. Like most of hi kind, he has bouts of madness caused by his twin spirit, but t are much fewer and further between as he's gotten older.

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