

GLOHRIMOORE FLINTBACK

older adult mountain dwarf  
lawful good  
Level 10 cleric

**Pronouns:** he/him  
**Occupations:** Forge, Lanternmaker  
**Armor Class** 16  
**Hit Points** 75 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	CHA
12	9	17	9	19	13

**Saving Throws** TODO Saving Throws  
**Skills** Survival; Smithing  
**Proficiencies** TODO  
**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Dwarven ,  
**Adjectives** ,

**Special Abilities** Resistant to Magic, Fire, & Poison; Nightvision. | Blessing of the Forge; Soul of the Forge; Divine Strike; Artisan's blessing; | Divine Intervention | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

COMBAT TACTICS

Glohrimoore is essentially fearless. Particularly if faced with what he perceives as an evil combatant. Of course, this has its pros - that he is a brave fighter - and its cons - that he is foolhardy in battle and takes short-sighted risks.

ACTIONS

Warhammer

FACTIONS

2500 x 3235  
↔ ↕

ROLEPLAYING

Introduction

You can feel intense heat emanating from within a nearby tent. The clank of a forge resonates. "Arr. Not quite right."

### **Appearance**

Stout, weathered skin. Oily, singed, earth-colored garb. Tangled, braided dark brown hair.

### **Expressions**

"Hail Herses! These metals aren't Dwarven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"

### **Mannerisms**

Total workaholic. Fiddles with lantern joints, frames, and wicks while conversing. Sneers, one eye squinting.

### **Motivations**

To produce the best quality lanterns for travel and city use. To enlighten other races of discrimination Dwarves face.

### **Passions**

Fire. Smithing. Equality. Bringing more light into a world he feels is beleaguered by darkness.

### **Secrets**

## **BACKGROUND**

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Glohrimoore is a smith, born and bred, but not what one might imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Moradin [Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forging processes, but his attention was more focused on how fire and light were the central mechanism for the greatest creations. He turned his attention away from weapon and armor crafting and instead towards the construction of the finest lanterns for travellers, city streets, and beyond.