

GOLOMIR CRAAG

middle aged adult orc  
chaotic good  
Level 7 ranger

**Pronouns:** he/him  
**Occupations:**  
Pissprophet; Cunning Man; Hedge Wizard  
**Armor Class** 16  
**Hit Points** 61 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	CHA
14 ( )	17	14	10	16	9

**Saving Throws** TODO Saving Throws  
**Skills**  
Medicine; Animal Handling; Nature; Persuasion; Survival  
**Proficiencies**  
**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Goblin Orcish Sylvan ,  
**Adjectives** ,

Special Abilities

- Extra Attack | Otherworldly glamour | Dreadful Strikes; Primeval Awareness | Fey Wanderer Spells - Charm Person, Misty Step | Spells: 0 - 4; 1 - 4; 2 - 2

Special Equipment

- Aetheric Chain Sickle - A +1 chain sickle; as a magic effect
- chain can be used to pull an entangled target towards Golomir or Golomir towards the target
- after which
- Golomir receives an additional +2 to strike and damage.

Combat Tactics

Golomir is fierce in combat. He will begin by entangling foes with the chain attached to the hilt of his sickle and follow up with a vicious swipe.

Actions

Chain sickle (1d6, entanglement, finesse, 15 feet) | Hand Crossbow

Factions

2500 x 3235  
Image Dummy

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Cell3

## ROLEPLAYING

### Introduction

A lithe Orc with wild ram horns and strangely patterned skin bumps into you, proclaiming, "Ay, yer piss smells off".

### Appearance

Wiry. Wild curly blue-tinted hair. Veins surge beneath grey skin. Various bobbles hang from clothes. His shadow dances.

### Expressions

"Religion is for the weak. The faeries provide more hope and healing"; "Can call me cunning but I divine more than luck"

### Mannerisms

Joyfully hums or mumbles romantic tunes. Plays with multiple Hoodoo faery dolls. Obsessively twists hair with a finger.

### Motivations

Driven to unearth folklore of various rural regions. Seeks to downplay any influence of witches. Spreads literacy.

### Passions

Golomir must wander. Loves creating trinkets and bobbles, like amulets and omens.

### Secrets

Golomir gained access to the Fey wild through a pact with an Old Forgotten God considered evil.

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