



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

14 17 14 10 16
(+2) (+4) (+2) (+0) (+3)

CHA

9 (0)

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

**Seelie Fey [Good-aligned
Fey]**

Order of the Satyr

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Order of the Satyr

2500 x 3235

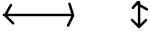


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ROLEPLAYING

Introduction

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

Appearance

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

Expressions

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

Mannerisms

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

Motivations

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

Passions

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

Secrets

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

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BACKGROUND STORY

Golomir was raised in a
traditional Orcish war tribe.
Bored of and
disenfranchised by his
tribe's incessant pressure to
train and their
unquenchable thirst for the
blood of their foes, Golomir
sought deeper meaning for
his life. The Shaman of his
tribe, an Orog, held sacred
texts that detailed rituals
for contacting the
population of the Feywild.
Golomir gained her favor
and studied these texts
until he was finally able to
contact the practitioners of
the archfey. Golomir gained
access to the fey realms
and wandered there,
befriending many of its
denizens and adopting their
medicines, attitudes,
magicks, and lore. He grew
his talents as a forager of
medicinal herbs and a
practitioner of critical care.
What's more, he adopted
the archfey practice of
creating bobbles and dolls
to represent that which he
believes to be good in the
world. Over time, while the
Seelie taught him the ways
of the wild in both the
mortal and fey realms,
Golomir gradually grew the
curled ram horns that
distinguish him from the
Orcish race. He now splits
his time between the two
realms wandering with the
aim of bringing joy to those
he meets. Well known for
his abilities as a 'cunning
man' or 'hedge wizard', a
sort of shamanic voodoo
medicine practitioner, he
believes that joy and the
greater good is only
achievable through
spreading health and
literacy.