



# 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

-

## Special Equipment

- - - - -

## 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

-

## Factions

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

**Order of the Satyr**

2500 x 3235



Image Dummy

# 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. Veil 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 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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Animal Handling; Nature;  
Persuasion; Survival

**Proficiencies** TODO

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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

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# BACKGROUND STORY

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