

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

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Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
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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

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 to strike and damage.

Combat Tactics


Golomir is fierce in combat. He will begin by entangling foes with the chain sickle 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



<p>Proficiencies</p> <p>Damage Immunities</p> <p>TODO Damage Immunities</p> <p>Condition Immunities</p> <p>TODO Condition Immunities</p> <p>Senses TODO Senses</p> <p>Languages</p> <p>Common Goblin Orcish</p> <p>Adjectives ,</p>	<p>Introduction</p> <p>A lithe Orc with wild ram horns and strangely patterned skin bumps into you, proclaiming, "Ay, yer piss smells off".</p> <p>Appearance</p> <p>Wiry. Wild curly blue-tinted hair. Veins surge beneath grey skin. Various bobbles hang from clothes. His shadow dances.</p> <p>Expressions</p> <p>"Religion is for the weak. The faeries provide more hope and healing"; "Can call me cunning but I divine more than luck"</p> <p>Mannerisms</p> <p>Joyfully hums or mumbles romantic tunes. Plays with multiple Hoodoo faery dolls. Obsessively twists hair with a finger.</p> <p>Motivations</p> <p>Driven to unearth folklore of various rural regions. Seeks to downplay any influence of witches. Spreads literacy.</p> <p>Passions</p> <p>Golomir must wander. Loves creating trinkets and bobbles, like amulets and omens.</p> <p>Secrets</p> <p>Golomir gained access to the Fey wild through a pact with an Old Forgotten God considered evil.</p>	
<p>Special Abilities</p> <ul style="list-style-type: none"> • Extra Attack Otherworldly Glamour Dreadful Primeval Awareness Wanderer Spells - C Person, Misty Step - 4; 1 - 4; 2 - 2 		
<p>Special Equipment</p> <ul style="list-style-type: none"> • Aetheric Chain Sickles: chain sickle; as a magical effect • chain can be used to entangle target to Golomir or Golomir the target • after which • Golomir receives an additional +2 to str damage. 		
<p>Combat Tactics</p> <p>Golomir is fierce in combat begin by entangling foes with chain attached to the hilt of his sickle and follow up with a vicious swipe.</p>		
<p>Actions</p> <p>Chain sickle (1d6, entanglement, finesse, 15 feet) Hand Crossbow</p> <p>Factions</p>		

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

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 talent as a forager of medicinal herbs and 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 Seelie taught him the ways of the wights in both the mortal and fey realms, Golomir gradually grew the curled r horns that distinguish him from the rest of the members of the Orcish race. He now splits his time between

the two realms wandering with the of bringing joy to those he meets. V known for his abilities as a 'cunning man' or 'hedge wizard', a sort of shamanic voodoo medicine practitioner, he believes that joy an the greater good is only achievable through spreading health and litera

PERSONALITY
