

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 TODO

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



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.

Background

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 rest of the members of 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.