

## 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

-  
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### 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** -

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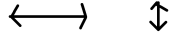


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## ROLEPLAYING

### 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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TODO Condition  
Immunities  
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## BACK STORY

Golomir

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