



## 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**  
14

**DEX**  
17

**CON**  
14

**INT**  
10

**WIS**  
16

**CHA**  
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.

