# GOLOMIR CRAAG

middle aged adult orc chaotic good Level 7 ranger

Pronouns: he/him Occupations:

Pissprophet; Cunning Man; He Wizard

**Armor Class 16** 

Hit Points 61 (TODO Hitdice) Speed 30.

STR DEX CON INT WIS 14 17 14 16

10

CHA

9

**Saving Throws TODO Saving Throws Skills** Medicine; Animal Handling; Na **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: (4; 1 - 4; 2 - 2

# **Special Equipment**

- Aetheric Chain Sickle A +1 chain sickle; as a magic effe
- chain can be used to pull an entangled target towards **Golomir or Golomir towards** the target
- after which
- Golomir receives an addition +2 to strike and damage.

#### **Combat Tactics**

Golomir is fierce in combat. He wi 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

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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".

2500 x 3235

Image Dummy

# **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

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# Cell3 Mannerisms

Joyfully hums or mumbles romantic tunes. Plays with multiple Hoodoo faery doll Obsessively twists hair wit finger.

#### **Motivations**

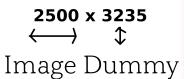
Driven to unearth folklore a various rural regions. Seek downplay any influence of witches. Spreads literacy.

#### **Passions**

Golomir must wander. Love creating trinkets and bobb 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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#### Actions

Chain sickle (1d6, entanglement, finesse, 15 feet) | Hand Crossbow

#### Factions

# BACKGROUND STORY

Golomir was raised in a traditi Orcish war tribe. Bored of and disenfranchised by his tribe's incessant pressure to train ar their unquenchable thirst for blood of their foes, Golomir sought deeper meaning for hi life. The Shaman of his tribe, Orog, held sacred texts that detailed rituals for contacting population of the Feywild. Go gained her favor and studied these texts until he was finall able to contact the practition of the archfey.Golomir gained access to the fey realms and wandered there, befriending many of its denizens and ado their medicines, attitudes, magicks, and lore. He grew hi talents as a forager of medici herbs and a practitioner of cri care. What's more, he adopte the archfey practice of creating bobbles and dolls to represen that which he believes to be g in the world. Over time, while Seelie taught him the ways of wild in both the mortal and fe realms, Golomir gradually gre the curled ram horns that distinguish him from the rest 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 meet Well known for his abilities as 'cunning man' or 'hedge wizar sort of shamanic voodoo med practitioner, he believes that and the greater good is only achievable through spreading health and literacy.

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