

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)

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CHA

9 (0)

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 foot)

2500 x 3235

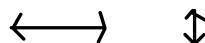


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Actions

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

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ROLEPLAYING

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.

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Expressions

"Religion is for the weak.
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hope and healing"; "Can call
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Mannerisms

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

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Motivations

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

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BACKGROUND STORY

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Secrets

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PERSONALITY
