

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

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Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
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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

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 to strike and damage.

Combat Tactics

Golomir is fierce in combat. He will begin by entangling foes with the chain sickle 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

2500 x 3235
Image Dummy

the two realms wandering with the of bringing joy to those he meets. V known for his abilities as a 'cunning man' or 'hedge wizard', a sort of shamanic voodoo medicine practitioner, he believes that joy an the greater good is only achievable through spreading health and litera

PERSONALITY
