GOLOMIR CRAAG

middle aged adult orc chaotic good Level 7 ranger

Pronouns: he/him **Occupations:**

Pissprophet; Cunning Ma Wizard

Armor Class 16
Hit Points 61 (TODO H
Speed 30.

STR DEX CON INT WIS 14 () 17 14 10 16

CHA 9

Saving Throws

TODO Saving Throws

Skills

Medicine; Animal Handli Nature; Persuasion; Sur

Proficiencies

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni

Senses TODO Senses Languages

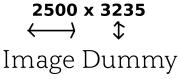
Common Goblin Orcish !
Adjectives ,

Special Abilities

 Extra Attack | Other glamour | Dreadful Primeval Awarenes Wanderer Spells - (Person, Misty Step - 4; 1 - 4; 2 - 2

Special Equipment

- Aetheric Chain Sickle chain sickle; as a meffect
- chain can be used t entangled target to Golomir or Golomir the target



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

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Proficiencies TODO

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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

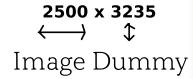
Chain sickle (1d6, entanglement, finesse, 15 feet) | Hand Crossbow

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Factions

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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