

# GLOHRIMOORE FLINTBACK

*older adult mountain dwarf*  
*lawful good*  
*Level 10 cleric*

**Pronouns:** he/him  
**Occupations:**  
Forge, Lanternmaker  
**Armor Class** 16  
**Hit Points** 75 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
12 (+1)	9 (0)	17 (+4)	9 (0)	19 (+5)

**CHA**  
  
13  
(+2)

**Saving Throws**  
TODO Saving Throws  
**Skills** Survival; Smithing  
**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Dwarven ,  
**Adjectives** ,

## Special Abilities

- Resistant to Magic, Fire, & Poison; Nightvision. | Blessing of the Forge; Soul of the Forge; Divine Strike; Artisan's blessing; | Divine Intervention | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2; | Searing Smite, Elemental Weapon, Wall of Fire, Magic Weapon

## Special Equipment

## Combat Tactics

Glohrimoore is essentially fearless. Particularly if faced with what he perceives as an evil combatant. Of course, this has its pros - that he is a brave fighter - <i>and</i> its cons - that he is foolhardy in battle and takes short-sighted risks.

## Actions

Warhammer

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2500 x 3235

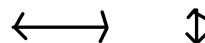


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<p>Glohrimoore is a smith, born and bred, but not what one might imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Moradin [Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forging processes, but his attention was more focused on how fire and light were the central mechanism for the greatest creations. He turned his attention away from weapon and armor crafting and instead

towards the construction of the  
finest lanterns for travellers, city  
streets, and beyond.</p>

## PERSONALITY

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