



## 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  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common  
Goblin Orcish Sylvan  
**Adjectives**

### Special Abilities

-

### Special Equipment

-  
-  
-  
-

### 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

-

### Factions

**Seelie Fey [Good-aligned Fey]** -

**Order of the Satyr** -

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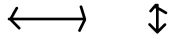


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## ROLEPLAYING

### Introduction

A lithe Orc with wild ram horns and strangely patterned skin bumps into you, proclaiming, "Ay, yer piss smells off".

### 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

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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Animal Handling; Nature;  
Persuasion; Survival

**Proficiencies** TODO

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## BACK STORY

Golomir is a traditional Orc, Bored of an life by his tribe, he feels the pressure to unquench the blood of the sought deer life. The Sh Orog, held a detailed ritual the population. Golomir gained access to the Fey wild through a pact with an Old Forgotten God considered evil. He finally able to practice his archfey. Golomir to the Fey realm there, befriended the denizens and their medicines, and lore. He is a forager and a practitioner of care. What the archfey bobbles and that which good in the while the Satyr ways of the mortal and gradually gain horns that the rest of the Orcish race time between wandering bringing joy Well known 'cunning man wizard', a satyr voodoo medicine he believes greater good through spirituality.

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