

## 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**

2500 x 3235

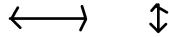


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## ROLEPLAYING

### 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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Persuasion; Survival

**Proficiencies** TODO

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## BACKSTORY

Golomir is a traditionalist, following the old ways of his tribe. Bored of the mundane life, he seeks adventure by his travels. He has a pressure to succeed, but he is unquenchable. He has a blood of a warrior, but he sought a peaceful life. The story of Golomir is a tale of a man who studied the ways of the world, finally able to practice his craft as an archfey. He is to the Fey world, where he has a denizens of the Fey world, medicine and lore. He is a forager and a practitioner of the Fey world. He is the archfey, the one who bobbles and dances. He is that which is good in the Fey world, while the rest of the Fey world is mortal and gradually fades. He is the horns that the rest of the Fey world is not. He is the Orcish ranger, the one who time between the Fey world and the mortal world, bringing the Fey world to the mortal world. Well known for his 'cunning' and 'wizard', he is a voodoo man. He believes in the greater good, and he is through his literacy.

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