

## 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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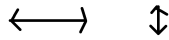


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## ROLEPLAYING

### 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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**Proficiencies** TODO

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## BACKSTORY

Golomir is a traditionalist, bored of disenfranchising his tribe's income and unquenchable blood of his sought death in his life. To his tribe, and the texts that he for contact with the population of Golomir and his studies until he was contact with the archfey access to the wand and wand befriending denizens of medicine, magicks, his talent in medicine, practitioner of What's more the archfey creating a to represent believes in the world. Over Seelie tales of the wild mortal and Golomir's curled ram distinguishing the rest of the Orcish realm his time in the realms was aim of bringing he meets his abilities as a man' or 'a sort of shadow medicine believes in greater goals achievable spreading literacy.

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