# 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** 14 () 17 14 10

CHA 9

**Saving Throws** 

**TODO Saving Throws** 

Skills

Medicine; Animal Handli Nature; Persuasion; Sur

Proficiencies

**Damage Immunities** 

TODO Damage Immunit
Condition Immunities
TODO Condition Immun

Senses TODO Senses Languages

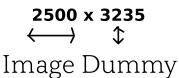
Common Goblin Orcish ! Adjectives ,

# **Special Abilities**

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

# **Special Equipment**

- Aetheric Chain Sick chain sickle; as a m effect
- 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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Saving Throws
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#### **Proficiencies TODO**

Damage Immunities
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Condition Immunities
TODO Condition Immunities
Senses TODO Senses
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 additior
   +2 to strike and damage.

#### **Combat Tactics**

Golomir is fierce in combat. He w begin by entangling foes with the chain attached to the hilt of his sickle and follow up with a vicious swipe.

## **Actions**

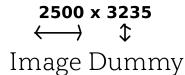
Chain sickle (1d6, entanglement, finesse, 15 feet) | Hand Crossbow

## **Factions**

## ROLEPLAYING

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

## **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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