

Mogni Grisdol Halfing Barbarian

Barbarian backstory

- As the oldest of 10 I helped my father raise the kiddos since mother disappeared due to unknown fate that father does not speak of... The second oldest, Movi, was taken to work on a ship since he was the oldest son... Totally not fair since I am stronger than he is! I am 19 now and it is my right of passage to live away from my family to prove my strength to my family and village; especially to beat Movi! During my travels I met Akord, a Tabaxi archaeologist that quickly became my best bud since he seemed super cool even if he is way too serious and is looking at old stuff all the time. We met some people also going on an adventure and I learned some magic along the way that will help me be better than Movi..even if I can't control it well..And as things to happen on adventures not all prevail. Akord perished when my wild magic accidentally turned all those around me invisible, including our enemies that were mind flayers... I am still a bit traumatized by this loss but I keep moving forward since that is how one survives. I need a change of pace so I think I will hop on a boat as security to showcase how strong I am.
- I am tiny but mighty.

Flaws

- Too friendly and too excited.
- Overly protective of the group that she connects with.

Hooks

- I am 19 now and it is my right of passage to live away from my family to prove my strength to my family and village; especially to beat Movi!

Description: Young overly confident bumbling lass.



-Tattoo of wolf eyes on my back to help me see and ward off evil spirits.

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Subclass Options

- Path of the Ancestral Guardian XGtE

- **Ancestral Protectors:** This is an amazing “taunt” mechanic. Sure, the target can attack other people, but they do so with Disadvantage and do half damage. At that point, attacking anyone except you seems pointless. You do need to hit something for this to trigger, so you should absolutely use Reckless Attack to improve the likelihood that you hit as much as possible.
- **Spirit Shield:** There is no limitation on how often you can use this except that it uses your Reaction. This is a *massive* increase to your party’s survivability, and even if this never scaled it would still be fantastic. The only problem is that you can’t use it on yourself, but fortunately you get damage resistance from Rage.
- **Vengeful Ancestors:** As a Reaction, reflect up to 4d6 damage directed at an ally back to the attacker. Amazing. You might encourage your allies to draw fire just so you can use this, especially when facing enemies with multiple low-damage attacks so that you can reliably reflect all or most of the damage from a single attack.
- **(Bestial soul) Climb Speed:** Climb speeds are the next best thing to fly speeds, and this is basically Spider Climb, which is the gold standard of climb speeds. Climb on the ceiling and hit people with your tail or throw javelins at them

- **Wild Surge:** Path of Wild Magic’s Wild Magic table is universally beneficial. What you roll on the table may require you to reconsider your tactics, but with some quick thinking you can turn any of the effects into a major advantage. Keep in mind that many of the activated effects use your Bonus Action, so avoid character options that use your Bonus Action such as two-weapon fighting.

- **Controlled Surge:** While none of the effects on Path of Wild Magic’s Wild Magic table are negative, the ability to choose between two effects (or any of them if you’re lucky) means that you can pick whichever options suits your current needs best. This also works with Unstable Backlash, so you can repeatedly choose to reroll your result until you finally get one that you’re happy with.