



**Background:** Following a goblin raid on his family home, Mogrinn set out to avenge his fallen kin. Tracking the goblins back to their encampment, he quickly set about settling the grudge as only a Dwarf could, with axe, bolt and an ancestral fury. In the aftermath of this bloody battle, however, Mogrinn came across a diminutive Goblin child lying helpless amongst the wreckage of their encampment, crying out for a family that would never answer.

In that moment of realisation the rage that drove Mogrinn abated. He had committed the same crime upon this child as the goblins had committed upon him, and until he could atone for this misdeed, he would be forever unworthy of the name of his forebears. Taking the name Ironside, and the child Guublu as a son to him, Mogrinn now wanders from town to town seeking redemption in the eyes of both his ancestors and his heir. They are a clan of two, and they shall not be parted so long as Mogrinn draws breath.

**Ideals:** Mogrinn knows first-hand that mercy can save the life of the one who grants it, just as it saves the life of the one it is granted to. This is a lesson he aims to teach, hoping it will spare another the grief he has suffered and caused.

**Bonds:** Mogrinn and Guublu are inseparable, and the Dwarf will give his life for his Goblin ward, but only if he believes others will care for Guublu after his death. If this is not the case, he will fight all the harder to stay alive.

**Flaws:** Mogrinn will always put the wellbeing of Guublu above that of himself or his other allies. If the goblin is threatened, Mogrinn is both single-minded and relentless in securing his safety, to the detriment of any plan or arrangement he might be a part of.

**Personality:** Mogrinn can come across as somewhat distant at first glance, exemplifying the dour quality of the Dwarves without any of their legendary boisterousness. However, those who travel with him a while will learn that while he often keeps to himself, when he does speak his words are loaded with both knowledge and kindness. He is slow to anger, but when an innocent is unjustly threatened, will readily take up arms.

**Using Mogrinn:** Mogrinn makes an excellent NPC to act as a guide to players venturing into a new or dangerous area, given his Nature, Medicine and Survival skill proficiencies. For a party lacking in front-line fighters or tougher characters, his good HP and AC allow him to fulfil that role without outshining the party in combat. Having him travel with the party adds the complication of protecting Guublu, which might bring out a selfless side of kind or compassionate player characters, while proving a potential hindrance to the more self-serving or dispassionate ones. This can also serve as a complication on the journey if enemies temporarily threaten or capture the child, prompting a rapid defence or rescue if Mogrinn's help is to be maintained. The need to protect Guublu gives a good excuse for Mogrinn to move along once his part in the narrative is done. A custom statblock for Mogrinn is provided in this document.

