

4TH LEVEL



THE DM TOOL CHEST

TEMPLE OF THE FROZEN AXE



FIFTH EDITION ADVENTURE

A hidden temple in the frozen mountains must be liberated

TABLE OF CONTENTS

Credits 2
 Adventure Primer 3
 Adventure Hooks 3
 Keyed Locations 6
 Maelifell Isle 5
 Lair of the Ice Wraith 7
 Aftermath 10
 Open Gaming License 11
 Appendix: Monsters & Magic Items 12

ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure set in the Northreach area of the Freelands campaign setting. It can be adapted to any campaign setting that includes an abandoned or captured temple in need of liberation. It is designed to be as plug and play as possible so feel free to use it as is or adapt it to your setting of choice!



THE DM TOOL CHEST

If you like FREE content check us out at www.theDMToolChest.com

If you'd like to support our work and get even MORE content, check out our patreon at www.patreon.com/theDMToolChest

CREDITS

This adventure module was created with the help of all of these talented people:

Production & Design: The DM Tool Chest

Cover Illustration: Dreamstime

Cartography: TJ Phoenix, [Forgotten Adventures](#)

Interior Illustrations: Dreamstime

Thank You! To all of the awesome patrons who supported this work!

RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	



ADVENTURE PRIMER

Temple of the Frozen Axe is a Fifth Edition adventure intended for **three to five characters of 3th to 5th level** and is **optimized for a party of four characters with an average party level (APL) of 4**. Characters who complete this adventure should earn enough experience to reach one third of the way to level 5. An ancient order seeks to liberate its lost holy temple but was ambushed along the way. A rescue mission is underway but something strange is happening on the temple grounds. This adventure is set in the Freeland campaign setting but can be adapted to fit any campaign that has an old temple that needs to be liberated. The adventurers should be prepared for tough battles.

BACKGROUND

The Order of the Frozen Axe, a group of clerics dedicated to Ydin One-Eye, is attempting to liberate their temple from a group of mercenaries who invaded it over twenty years ago. They have sent a group of their strongest warriors and clerics to reclaim the temple but they were ambushed and taken prisoner once they reached the mountain passes. Paladin Gyda Svendottir managed to get away during the battle and is attempting to recruit reinforcements to save her companions and take back the temple.

ABOUT THE TEMPLE OF THE FROZEN AXE

Devout followers of the god of battle, Ydin One-Eye, the Order of the Frozen Axe built a temple stronghold in the mountains just south of the town of Beruvik on the island of Northreach generations ago. There, they trained their strongest clerics and paladins, the *gothar* or “those who speak the godly tongue”.

For generations, the gothar upheld their holy oaths to Ydin by battling the shape changing frost giant jotun tribes that dominate the mountain passes, earning their seats at the tables in the halls of Valhalla through righteous combat.

The jotun disguised themselves as humans and worked with a group of *jomsvikingr* (vikingr mercenaries) to betray the Temple and capture it. The Order was almost completely wiped out and the temple was taken over as the mercenary base of operations. Over twenty years later, the Order has rebuilt their numbers into a capable force with vengeance in their hearts.

ADVENTURE HOOKS

Battle Remains. The adventurers stumble across the remains of a battle as they travel through the snowy foothills. Tracks lead them to a survivor, a paladin named Gyda Svendottir, who is gathering her strength to follow the ambushers and rescue her companions. She begs the adventurers to help her free the captives and complete their mission to liberate their holy temple.

Holy Visions. A vision of a frozen axe appears in the dreams of one of the parties' religious members. Their god is telling them to seek out the meaning behind the vision and it leads them to the foothills of the nearby mountains. There they find a paladin in the fight of her life as she barely fends off three attackers before collapsing from her injuries. This paladin is Gyda Svendottir and she begs for help in rescuing her companions and saving their temple.

Jomsvikingr. A battered and bloody paladin of Ydin, Gyda Svendottir, has stumbled her way into town. She has just survived an attack in which her compatriots have been captured and is offering a reward to any who would help her in her attempt to rescue her friends and liberate their temple.

TEMPLE OF THE FROZEN AXE

The temple is built on the side of an icy mountain pass and carved into the mountain itself. Hidden within the recesses of a small crevasse, the temple stands as a testament to ancient dwarven architecture. It's currently occupied by a group of Jomsvikings and a pair of Jotun who are attempting to tame a remorhaz. Paladin **Gyda Svendottir** (see Appendix) will lead the adventurers right to it and will accompany them inside.

GENERAL FEATURES

The temple is made of stone and mortar construction and has the following general features unless otherwise noted:

Ceilings. Ceilings throughout are 10 feet high and flat.

Floors and Walls. The floors and walls throughout are built of smooth stonework and are flat.

Doors. Doors in the temple are made of solid iron set on iron pins in stone door frames. A locked door can be opened with a successful DC 20 Dexterity check using thieves' tools and can be forced open as an action with a successful DC 20 Strength (Athletics) check.

Climate. There is light snow falling outside and the temperature is 20 degrees Fahrenheit.

Light. There are torches and braziers lit throughout the temple making it well lit.

Sounds of Battle. The pair of jotun are attempting to beat a remorhaz into submission in Area 12 and their battle can be both heard and felt throughout the temple. Every few moments the temple will shake and a massive muffled roar can be heard from outside.

KEYED LOCATIONS

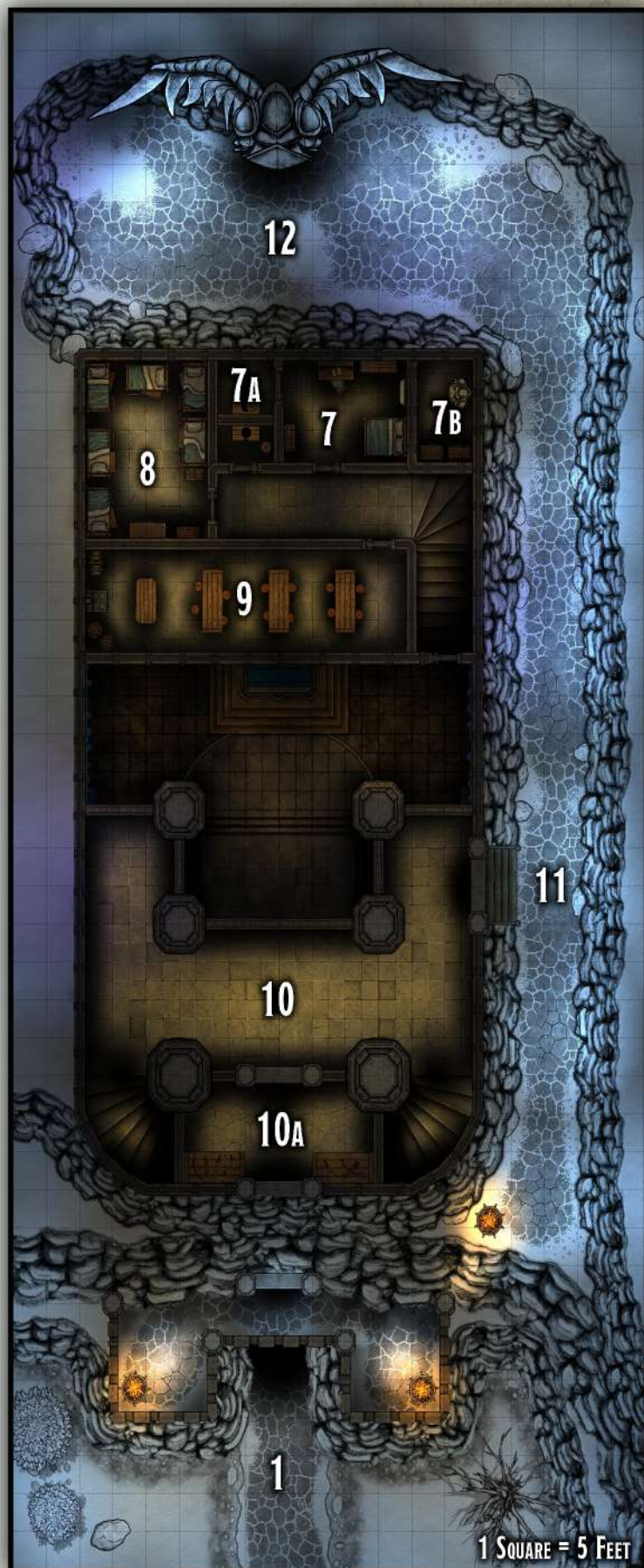
The following descriptions relate to the keyed locations on the provided maps:

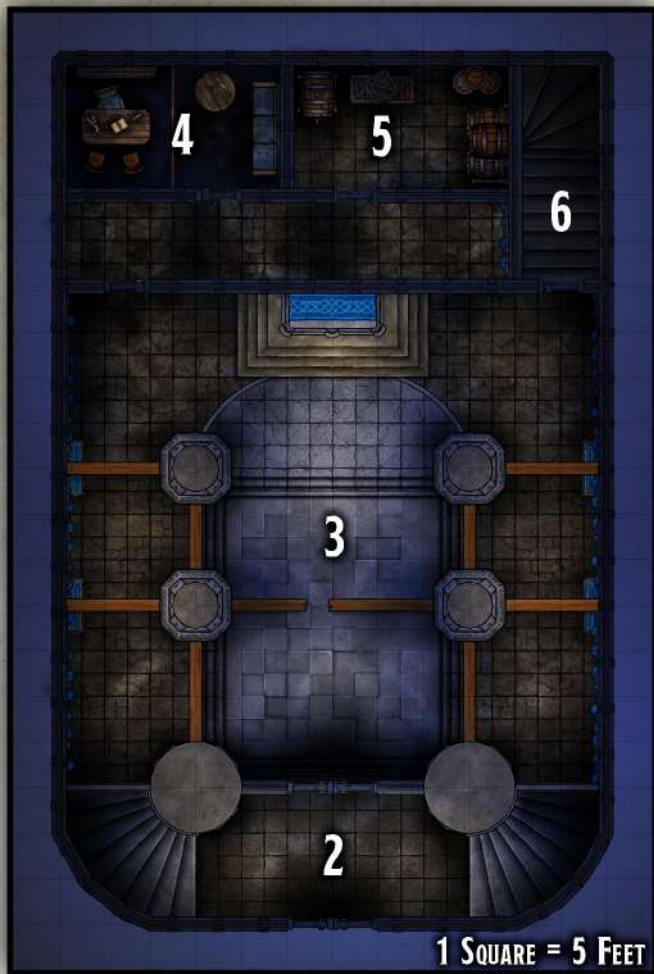
1 - TEMPLE EXTERIOR

Once the adventurers reach the temple, read the following aloud:

The light of the setting sun casts shadows across the narrow mountain pass. After passing around a sharp corner, the twin towers guarding the temple's entrance come into sight. The ramparts are empty except for lit braziers flickering in the slight breeze. Suddenly the ground shakes and a bestial roar can be heard in the distance, echoing down the rocky cliff faces.

The sounds of the struggle between the Jotun and Remorhaz in Area 12 can be heard echoing through Area 11 and down to the temple exterior. The iron doors to Area 2 are cracked open and unguarded. The 30-foot high icy cliff face leading up to Area 11 can be climbed with a successful DC 20 Strength (Athletics) check with a failure resulting in falling and taking 10 (3d6) bludgeoning damage. The use of climbing tools will lower the DC to 10.





2 - FOYER

The foyer is a small room flanked by staircases leading up to the second floor of the temple. Some snow has drifted in from the open front gates, mixing with some broken bits of wooden furniture scattered in the corners of the room. Old scorch marks from the battle that took place here twenty years ago still mar the stonework around the large iron double doors leading into the temple hall.

3 - TEMPLE HALL

The great hall opens up into a massive open space that once held the devout for prayers. Now the room is filled with the shredded remains of tapestries and the crumbled bits of stone statues. The altar dedicated to Ydin is the only thing undamaged and sits at the far end of the hall with multiple weapons stained with dry blood stacked on top of it. Two iron doors are set in the corners of the far wall.

Encounter: A Song of Blades. There is a **skald** (see Appendix), four jomsvikingr **guards**, and two jomsvikingr **scouts** in this area. They are spread around the hall and are on edge about the ongoing battle outside. They have advantage on ability checks that rely on sight or hearing because of their heightened state of alarm.

Ydin's Altar. Paladin Gyda Svendottir will react with anger at the desecrated altar. The weapons stacked on top of it are stained with the blood of the Order's old gothar. A successful DC 15 Intelligence (Religion) check will give a character

insight on how to sanctify the altar by replacing the old weapons with a weapon that has the fresh blood of a slain enemy upon it. A cleric or paladin of the war domain will gain advantage on this check. If the altar is cleansed, each of the party members will receive *Ydin's Blessing* and gain advantage on their next attack roll, saving throw, or ability check. This blessing can only be gained once.

4 - OFFICE

Stacks of old books and scrolls are packed into a bookshelf that sits behind a worn wooden desk. An old couch with tattered and worn cushions sits along one wall. The office was once used by the Order's head priest and is now used by the jomsvikingr captain.

Encounter: Jomsvikingr Leaders. The jomsvikingr captain (**dreng** - See Appendix) and his lieutenant (**skald**) are in this room. The captain holds the key to the door to Area 5.

Treasure: Holy Texts. A secret compartment can be found in the desk with a successful DC 20 Intelligence (Investigation) check. It contains a *spell scroll of mass healing word*. The holy texts that are in the bookshelf can be collected and are worth 500 gp to a collector but if Paladin Gyda Svendottir is still in the party she will argue that they belong to the Order and should not be touched. If the party insists on taking the scripts, she will turn hostile. She doesn't mind taking the spell scroll in order to use it in the upcoming battles.

5 - STORAGE ROOM

The door to this room is locked (see General Features) and the key is held by the jomsvikingr captain in Area 4.

Barrels of mead and crates of supplies are stacked inside this room. Four of the captured gothar (NG, human **veterans**) of the Order of the Frozen Axe are locked inside and are all badly injured. The leader, Gunthar (LG, human **priest**), has helped stabilize the worst of the wounds for the moment but most of them still need healing. Paladin Gyda Svendottir will want to help them escape but can be convinced to stay with the party and help clear out the rest of the temple with a successful DC 12 Charisma (Persuasion) check.



6 - STAIRWELL

Above the stairwell is an etched stone scroll with runes that can be deciphered with a successful DC 15 Intelligence (Religion) check to read "On the 7th day the penitent shall rest." If Paladin Gyda Svendottir is still with the party, she will explain its a quote from the Book of Snorri, an ancient gothar of Ydin, and is a reference to skipping work on the 7th day of the week in order to spend time with family and this most likely leads to the living quarters of the priests.

Trap: Pit Trap. The smoothness and dust on the 7th step on the stairwell leading up from the door can be noticed with a successful DC 15 Wisdom (Perception) check. Anyone who steps onto the step will trigger a trap door built into the stairs, taking 7 (2d6) bludgeoning damage from falling 20 feet down. There is a skeleton of a jomsvikingr with 25 gp in a pouch at the bottom of the pit.

7 - HEAD PRIEST SOLAR

This room was once the living quarters of the head priest for the Order of the Frozen axe and is now the bedroom of the jomsvikingr captain who is in Area 4. The furniture in this room is very old and well worn; it appears to be mostly the original furniture from when the jomsvikingr first captured the temple twenty years ago. A large bed covered in fur blankets sits in one corner and a desk with documents sits next to a bookshelf along one wall. A large full size mirror is inset into one wall.

Treasure: Holy Texts. The books and scrolls in the bookcase are worth 1,000 gp to a collector but if Paladin Gyda Svendottir is still in the party she will argue that they belong to the Order and should not be touched. If the party insists on taking the texts, she will turn hostile.

Secret Door. Searching the mirror frame with a successful DC 20 Intelligence (Investigation) check will reveal a very cleverly hidden button. Once pressed, the wall holding the mirror will swing inwards and reveal Are 7b.

7A - PRIVY

Treasure: Captain's Log. The leather bound journal of the jomsvikingr captain can be found hidden in a strap inside of the privy with a successful DC 15 Intelligence (Investigation) check. The journal details the ongoing raids of the Jomsvikingr, including the location of where the captain has hidden his buried chest of loot valued at 500 gp. (**GM Note:** This can be as simple as being buried somewhere here on the temple grounds or as complex as in another location to be determined by the GM).

7B - SACRISTY

This room is full of dusty chests and a large stone statue of a warrior. There are no lights and it appears no one has touched this room since the temple was taken by the Jomsvikingr.

Encounter: Holy Guardian. The statue is actually a golem (**flesh golem** without the aversion to fire trait) who will stay dormant if anyone is wearing the high priest's *Ydin's Medallion* from Area 12. Otherwise, the statue's eyes will spark with bright blue magic and it will attack.

Treasure: Holy Relics. The chests are full of scriptures, shards of bone wrapped in oiled leather, and other smaller relics that are priceless to the Order of the Frozen Axe.

The *frozen axe* (This greataxe has the same attributes as a *frost brand*) for which the order is named is hanging on a hook attached to the wall. Paladin Gyda Svendottir will warn the party to leave the relics alone and to not touch them. She will instantly become hostile if any of the party does so. She can be convinced to use the *frozen axe* with a successful DC 15 Charisma (Persuasion) check.

8 - RECTORY

Filthy bunk beds line the walls of this room with simple wooden chests sitting under them. A wardrobe sits against one wall that looks to be ready to fall apart at any second.

Encounter: Jomsvikingr. Three jomsvikingr **scouts** and a jomsvikingr **veteran** are trying to relax in this room. The noise of the ongoing battle outside has them on edge and they gain advantage on ability checks that rely on hearing due to their heightened state of alarm.

Treasure: Ill-gotten Gains. Throughout the chests in this room is a collection of silver cups, plates, and jewelry worth 350 gp and a total of 200 gp, 300 sp, and 500 cp in coin pouches.

9 - REFECTORY

The walls are covered in dust covered tapestries and the smell of freshly cooked meat permeates the air. Rows of simple wooden tables fill the room with plates of half-eaten food sitting upon them. The remorhaz attack pulled the jomsvikingr away from their meal and they promptly forgot about eating.

There is nothing of value in this room.

10 - TRAINING AREA

Wooden weapons of every type are covered in dust and hang on hooks throughout this room. A training circle can be seen faintly drawn in the center, the stones scarred from years of weapons practice. Training rooms for climbing hang from the ceiling. The balcony overlooks the altar and main hall below.

Encounter: Training Session. The wooden weapons on the wall are actually **flying swords** which will activate once someone steps into the training circle. There will be a single flying sword per character.

10A - ARMORY

The door to the armory is both locked (see General Features) and trapped with a poison needle trap. The trap can be discovered with a DC 20 Intelligence (Investigation) check and disarmed by a successful DC 15 Dexterity check using thieves' tools, removing the needle from the lock. A failed check will trigger the trap which results in the victim taking 1 piercing damage, 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Stacked in racks and laid upon dusty tables are a collection of rusting weapons that once belonged to the Order of the Frozen Axe. They are too dulled and worn from time to be of any current use. The iron door leading to the ramparts outside is locked with three iron sliding bars.

Treasure: Hammer of Ydin's Grace. Buried amongst the worn and rusting weaponry is a *hammer of ydin's grace* (see Appendix) that can be uncovered with a successful DC 15 Intelligence (Investigation) check.

11 - WALKWAY

The stone covered stone walkway runs the length of the cliff face that the temple is built next to and towards the front and rear. A wide cliff face overlooks the front ramparts of the temple. The sounds of the battle between the remorhaz and the jotun echo down the walkway, shaking loose stone and snow from the cliff faces.

12 - YDIN'S WATCH

Once the party reaches this area, read the following aloud:

The stone walkway opens into a wide plaza with swirling snow drifting down from the high cliffs above. An enormous statue of a winged and armored warrior stands guard over the space while a skeleton wearing the tattered rags of priestly robes hangs from chains below it.

The plaza is currently filled by a battle between a pair of blue skinned giant warriors and a monstrosity with leathery wings and dozens of insectoid legs. Its chitin is an ice blue but it glows with an inner fire that burns with a bright red and yellow. The roar of the beast shakes the very stones of the plaza as a wave of heat sizzles the air around it. The jotun roar back and renew their attacks with vigor.

The ground shakes and rumbles just before a smaller twin to the beast in the plaza bursts from the stones in the walkway. It's roar fills the air as it prepares its attack.

Encounter: Jotun & Remorhaz. There are two **jotun** (see Appendix) who are battling a **remorhaz** in the plaza. They will not interact with the party unless the characters attack them. A **young remorhaz** has attacked the adventurers and should take up all of their attention.

Running the Encounter. The battle between the jotun and the remorhaz provides a backdrop of danger to the adventurer's main fight with the young remorhaz. After the third and sixth rounds of combat, the following events occur respectively:

- The larger remorhaz dives into the stone causing the ground to rumble. All characters must succeed a DC 12 Dexterity saving throw or fall prone.
- A random blast of magic from the jotun has shaken loose stones that fall towards the characters. All characters must succeed a DC 12 Dexterity saving throw or take 1d6 bludgeoning damage.

Once the young remorhaz is defeated, the battle between the jotun and the larger remorhaz comes to a conclusion as well. The remorhaz is killed by the final remaining jotun which is then in turn killed by the corpse crushing it to death beneath its weight.

Treasure: Holy Medallion & Jotun Gold The skeleton hanging from the statue is of the former high priest and it is wearing *Ydin's Medallion*; a gold medallion hung on thick chain bearing the crossed spar symbol of Ydin. This medallion allows entry into the Area 7b without causing the golem inside to activate. There is a total of 200 gp and ten tiny pearls worth 10 gp each in a pouch of one of the Jotun warriors.

AFTERMATH

If the temple is cleared of the jomsvikingr, jotun, and remorhaz, the Order of the Frozen Axe will return with their warriors and gothar. They will sing the praises of the great heroes who liberated their most venerable temple. The adventurers will be welcome to stay at the temple to rest and gain support whenever they are in need of it. The Order will pay any reward that was promised to the adventurers.

If the adventurers fail to clear the temple, the Order of the Frozen Axe will never again seek to take hold of their temple again. The people see their faith as weak and they lose the favor of Ydin, who raises new champions in his name. The adventurers' names are forgotten as time passes as does the name of the Order.



APPENDIX: MONSTERS & MAGIC ITEMS

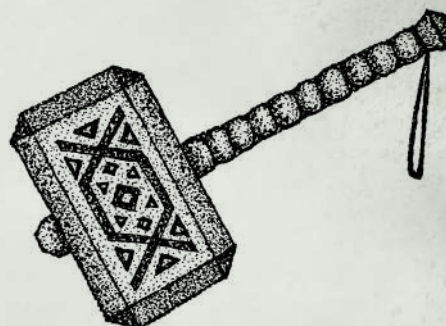
GYDA SVENDOTTIR

A paladin of Ydin One-Eye, god of battle and all-father to the Ysgardian Pantheon of gods, Gyda is a devout and faithful worshipper. Her crystal blue eyes and long blond hair proclaim her Northreach heritage. As loyal and faithful of a friend as she is terrifying an enemy, she is steadfast and determined in everything she pursues.

Characteristics. If unable to recall a word, I stop conversation and will not give up until I can finally remember it

Ideal Generosity. My talents were given to me so that I could use them to benefit the world.

Flaw I eat like a pig and have bad table manners.



GYDA SVENDOTTIR

LEVEL 4 PALADIN

Medium female (human), lawful neutral

- **Armor Class** 20 (plate, shield)
- **Hit Points** 34 (4d10 + 12)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	13 (+1)	11 (+0)	15 (+2)

Skills. Insight +4, Intimidation +6

Senses. passive Perception 10

Languages. Common

Divine Smite. When Gyda hits a creature with a melee weapon attack, she may expend one spell slot to deal 2d8 radiant damage to the target in addition to the weapon's damage. The damage increases by 1d8 if the target is undead or a fiend.

Divine Health. Gyda is immune to all disease.

Spellcasting Gyda is a 4th-level spellcaster. (spell save DC 13, +5 to hit with spell attacks). She has the following paladin spells prepared:

- 1st level (3 slots): *cure wounds*, *heroism*, *thunderous smite*

Actions

Turn the Unholy, Lay on Hands

Longsword *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

HAMMER OF YDIN'S GRACE

Weapon (Warhammer), uncommon (requires attunement)

This worn weapon inscribed with ancient runes can be used as a Spellcasting Focus.

You gain +1 to charisma saving throws while wielding this weapon.





SKALD

The dance of battle is known to all of the warriors who come from the frozen northern islands but it is the Skalds who sing the songs. Shoulder to shoulder with even the most fearsome Drengir and Vikingr, the Skald's battle chants encourage and strengthen the warriors around them. No stranger to the sword or axe themselves, they are fearsome warriors in their own rights.

Keepers of the oral history of their people, the Skalds are respected members of their clans. Every battle they immortalize in some form of poetry or song.

Inspiring. With their chants and songs, just the power of a Skald's voice can turn the tide of a battle. Inspiring the warriors around them, they are often found in their fiercest parts of every battle.

Children of the North. The people of the north are no stranger to the cold embrace of deep winters. Like all people of the north, Skalds have trained and lived in the heart of these climates to the point they barely feel the cold.

Flying. A time honored tradition among the northern people, Flying is a battle of wits between combatants who use words and rhyming instead of their blades. The Skalds are such masters that they can even use the power of their flying in combat.

Created By: www.theDMToolChest.com

Art Credits: Dreamstime

SKALD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills History +2, Performance +4

Damage Resistances cold

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The Skald is a 4th-level spellcaster that uses its voice as its spellcasting focus. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *animal friendship*, *comprehend languages*, *faerie fire*, *heroism*

2nd level (3 slots): *hold person*, *suggestion*, *silence*

Bardic Inspiration. The Skald can target one creature other than itself within 60 feet who can hear it. That creature gains a Bardic Inspiration die. Once within the next 10 minutes, the creature can roll 1d6 and add the number rolled to one ability check, attack roll, or saving throw it makes. A creature can only have one Bardic Inspiration die at a time. The Skald can use this ability twice per long rest.

Icey Veins. The Skald has naturally adapted to cold climates and gains advantage on saving throws against taking cold damage.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Flying. When a creature that the Skald can see makes an attack roll, an ability check, or a damage roll, it can use a reaction to expend one use of its Bardic Inspiration uses to take 1d6 off the number rolled from the creature's roll. The creature is immune to this if it cannot hear the Skald or if it's immune to being charmed.



DRENGR

The horn blew low and carried over the water as the drakkar slid into the port. The warcries of the bearded raiders were deafening but it was the grim smiles of their heroes that chilled the spine even more. These were not mortals, but beasts in the shape of men. ~ Excerpt from The Saga of the Red Sails

Of all the raiders from the frozen north, the Drengr are the most feared. These men are the heroes of their clans, forged in battle to become the toughest and most fearless among them. They are the inspiration that all Vikingr uphold and strive to become.

Children of the North. The people of the north are no stranger to the cold embrace of deep winters. The Drengr have trained and lived in the heart of these climates to the point they feel more at home in the ice than in the sun. Waters that would freeze a normal man to death is but a refreshing bath to these warriors.

Battlebred Heroes are born in the heat of battle and Drengrs have survived that crucible more times than can be counted. They live for the tush of combat and the thrill of victory over an opponent. They can throw caution to the wind at times but heroes are not known for playing it safe.

DRENGR

Medium humanoid (any race), any alignment

Armor Class 15 (scale mail)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Survival +2

Damage Resistances cold

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Icy Veins. The Drengr has naturally adapted to cold climates and gains advantage on saving throws against taking cold damage.

Aggressive. As a bonus action, the Drengr can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the Drengr can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The Drengr makes two battleaxe or longsword attacks. If it has a handaxe drawn, it can also make a handaxe attack.

Battleaxe or Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Created By: www.theDMToolChest.com

Art Credits: Dreamstime

JOTUN

Denizens of the frozen wastes far beyond the edges of civilization, the Jotun are a ferocious and sturdy race that has survived since the beginning of creation. The first children of the Titan gods, the Jotun were among the first mortal beings to populate the realms. The most common of the first giants, their numbers eventually dwindled over time due to their warring nature.

Winter Warriors. A Jotun is the living embodiment of winter and ice. Their hair and beards are snow-white or pale blue, thick with frost and icicles. Their skin is a dark blue and the scars of regular battle are etched into every inch.

The Jotun make their homes in the frozen glacier peaks, building small encampments in the high mountain caves for their clans. They are carnivorous and keep little livestock, preferring the fresh meat of a recent hunt or from a raid on more civilized settlements for sustenance.

Small But Mighty. Unlike their barbarian descendants, at an average height of 8 ft. to 10 ft. tall, the Jotun are much smaller in stature. They make up for it by being in tune with the primordial powers from which they were born. This power enables them to enlarge themselves to their namesake proportions, as well as change into other beasts and use winter magic in battle.

Children of War. The Jotun desire more than anything to reclaim their place as the rightful rulers of the world. They wish to bring about Ragnarok, the End of Times, and bring an eternal winter back to the realms. They respect strength in battle above all else and are constantly at war with not just mankind but other giant clans as well as they revel in the joy of battle.



JOTUN

Large giant, chaotic neutral

Armor Class 14 (hide armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Athletics +8, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Common, Giant
Challenge 8 (3,900 XP)

Innate Spellcasting. The Jotun's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *shapechange*, *disguise self*, *detect magic*
3/day each: *ray of frost*, *gust of wind*, *fog cloud*
1/day: *ice storm*

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the Jotun magically increases in size, along with anything it is wearing or carrying. While enlarged, the Jotun is Huge, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the Jotun lacks the room to become Huge, it attains the maximum size possible in the space available.

Multiattack. The Jotun makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Greataxe. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage while enlarged.

Created By: www.theDMToolChest.com
Art Credits: [Fat Goblin Games](#), [Dreamstime](#)