

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.