



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.

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