

WARLOCK PATRON: JOTUN

Your patron is a man-eating giant from the frozen North, who seeks to spread its icy grasp into the world. Most jotun are human-shaped, though many possess multiple heads or three or more arms. There is also the rare animal or monster-shaped jotun. Powerful jotun likely to forge a pact with a mortal include Ymir, Thrivaldi, Jörmungandr, Fenrir, or the giantesses Fenja and Menja, but there are countless others that could enlist a mortal agent.

EXPANDED SPELL LIST

The Jotun lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

JOTUN EXPANDED SPELLS

Spell Level Spells

1st	<i>fog cloud, ice knife (EEPC 19)</i>
2nd	<i>enhance ability, snowball swarm (EEPC 22)</i>
3rd	<i>protection from energy, sleet storm</i>
4th	<i>ice storm, stone skin</i>
5th	<i>cone of cold, wall of stone</i>

JOTUN'S TOUCH

Starting at first level, you know the *ray of frost* cantrip. This does not count against your total known cantrips.

FROZEN BODY

At 1st level, your body selectively radiates cold. Whenever you take damage from a melee attack from a creature within 5 feet of you, the attacking creature takes 1d6 cold damage.

WINTRY MIGHT

Starting at sixth level, you can add your Charisma modifier to warlock spells that deal bludgeoning or cold damage. You can also change the damage type of any warlock spell you cast to bludgeoning or cold.

FRIGID STEP

Starting at 10th level, ice and snow are never difficult terrain for you.

In addition, as an action you can freeze the ground around you. All non-creature surfaces in a 20 foot radius of you are coated in ice, and all creatures in the area when you use this ability must succeed on a Constitution saving throw against your spell save DC, taking 4d8 cold damage on a failed save, or half as much on a successful save. The surface of water in the area freezes and can support up to 500 lbs without breaking. All creatures treat that area as difficult terrain.

You cannot use this feature again until you complete a short or long rest.

LESSER JOTUN FORM

Starting at 14th level, you can take the form of a lesser jotun. As an action you transform into a frost giant (MM 155). While in this form, because the frost giant has a mouth and humanoid shape, you can both speak and cast spells. This transformation lasts for 1 hour or until you are reduced to 0 hit points or choose to revert to your normal form. Other than these differences, the transformation follows the same rules as a druid's wild shape (PHB 66).

Once you use this feature, you can't use it again until you finish a long rest.

ELDRITCH INVOCATIONS

Here are new options for warlocks when they choose a new eldritch invocation.

FROSTNIP

Prerequisite: frostbite cantrip

Creatures you target with the *frostbite* cantrip (EEPC 18) have disadvantage on their Constitution saving throw made to resist the spell.

JOTUN'S SERVANTS

Prerequisite: Jotun patron, 15th level

You can cast *conjure minor elementals* at will, summoning four ice mephits (MM 215), without expending a spell slot. Casting this spell multiple times this way dismisses any mephits from the last time you cast the spell.

NECROTIC CHILL

Prerequisite: Jotun patron, chill touch cantrip

Creatures affected by your *chill touch* are also vulnerable to cold damage while the effect lasts. A creature immune to cold damage is not affected.

POTENT ICE

Prerequisite: Jotun patron

The damage of *ray of frost* is increased to 1d10 cold damage (2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level).

SLOWING ICE

Prerequisite: Jotun patron

A creature hit by *ray of frost* has its speed reduced by 20 feet until the start of your next turn, or has its speed reduced to 10 feet, whichever is the lower speed.