



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 Dreng 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.

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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.