



FROZEN KNIGHT

A frozen knight is an undead warrior that met its demise traveling across frigid glaciers, drowning beneath icy waters, or climbing snow-covered peaks. Its bones have crystalized into solid ice that freezes the air around itself, and its frigid heart burns with the same frozen flame that flickers in its eyes. When a knight freezes to death while pursuing a quest, their anger at failure can trap their soul within the icy prison that was once their body, forming it into a cold-hearted frozen knight.

Chilled Body. A frozen knight's bones radiate a fierce cold that freezes anyone touching them. Plants wither and shatter from the frost forming after a knight's passing.

Brutal. Anger fills a frozen knight's heart, and its ice-covered axes express that rage as it attacks without abandon to destroy the living.

Frigid Gaze. Flickering blue flames for eyes are the windows to a knight's frozen soul. Its gaze pierces through to grip its target with icy magic, rendering it helpless against the undead knight's fury.

FROZEN KNIGHT

Medium undead, lawful evil

Armor Class 16 (chain mail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +3

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Chilled Body. A creature that touches the knight or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Frozen Weapons. The knight's weapon attacks are magical. When the knight hits with any weapon, the weapon deals an extra 3 (1d6) cold damage (included in the attack).

Sunlight Sensitivity. While in sunlight, the knight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The knight makes two attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage, plus 3 (1d6) cold damage.

Frigid Gaze. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (1d8 + 3) cold damage, and the target can't regain hit points until the start of the knight's next turn. If the target isn't undead, it also has disadvantage on attack rolls made against the knight until the end of the knight's next turn.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.