

# JACK FROSTKNUCKLE

A frosty tyrant and cunning manipulator of winter's wrath, Jack Frostknuckle commands the battlefield with icy precision and biting wit.

- **Type** Medium Humanoid (Fey)
- **Armor Class** 16 (natural armor)
- **Hit Points** 165 (22d8 + 66)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

- **Saving Throws** Dex +8, Con +7, Cha +8
- **Skills** Deception +8, Insight +6, Perception +6
- **Damage Vulnerabilities** fire
- **Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, frightened
- **Senses** darkvision 60 ft., passive Perception 16
- **Languages** Common, Sylvan
- **Challenge** 10 (5,900 XP)

## TRAITS

- **Blizzard Aura (Phase 1).** Creatures within 20 feet of Jack must make a DC 15 Constitution saving throw at the start of their turn or take 9 (2d8) cold damage and have their movement speed halved until the end of their next turn.
- **Frozen Dome (Phase 2).** Jack creates a barrier around himself that absorbs up to 30 damage. If Jack takes fire damage, the dome cracks and loses its protective properties.
- **Glacial Cataclysm (Phase 3).** Jack causes icy spikes to erupt from the ground. Each creature in the area must make a DC 16 Dexterity saving throw, taking 22 (4d10) cold damage on a failed save and becoming restrained. Restrained creatures can make a DC 14 Strength saving throw at the end of their turn to free themselves.
- **Phase Triggers.**
  - **Phase 2 (Below 75% HP):** Jack summons 2 large ice elementals or 4 small ones. He leaps to his throne and activates **Frozen Dome**.
  - **Phase 3 (Below 25% HP):** Jack unleashes **Glacial Cataclysm**.

## ACTIONS

- **Multiattack.** Jack makes two melee or ranged attacks.
- **Frostbite Barrage** *Ranged Weapon Attack*: +8 to hit, range 30/60 ft., up to three targets. *Hit*: 7 (2d6) cold damage per target (Dexterity save DC 15 for half).
- **Ice Staff** *Meelee Attack* +5 to hit, *Hit*: 9 (3d6) cold damage.

- **Blizzard Staff (Recharge 5-6).** Jack releases freezing winds in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much on a success.

## BONUS ACTIONS

- **Icy Wit.** Jack mocks a creature he can see within 60 feet. The target must succeed on a DC 14 Wisdom saving throw or have disadvantage on its next attack roll.

## REACTIONS

- **Froststep Teleport (Recharge 3-6).** When targeted by an attack, Jack teleports up to 30 feet away, leaving behind an icy patch that counts as difficult terrain.

## TACTICS

- **Phase 1: Taunting Blizzard.** Jack begins with **Blizzard Aura**, targeting up to three creatures with **Frostbite Barrage** to weaken them while staying at range.
- **Phase 2: Shards of Wrath.** Summoning Ice Elementals for support, Jack uses **Frozen Dome** to defend against incoming damage, particularly from ranged attacks.
- **Phase 3: The Storm's Wrath.** Jack focuses on mobility with **Snowstep Dash** and devastating area control using **Glacial Cataclysm** to overwhelm his foes.