



Nimble
A fast, tactical TTRPG

DEATH KNIGHTS

Once noble champions, Death Knights are fallen paladins or warlords who betrayed their oaths and now serve death itself. Cursed by dark necromantic forces, they rise clad in blackened armor, their souls forever bound to undeath. Death Knights command legions of the lost and often guard profane relics or cursed ruins. Their presence blights the land, and their very name inspires dread—each one a tale of tragic fall and terrible wrath.

ENCOUNTERS & TACTICS:

Deathknights have fewer HP than equally leveled monsters, and thus rely on their armor and Squires Interposing to keep them going in battle.

- **Hollowfile.** (VS levels 4–5 heroes) Composed of 2–3 Hollow Knights, Squires, and Crows. Hollow Knights use their speed to pick off creatures with the lowest armor first if possible. Crows stick together, attacking whatever is closest or most damaged. Squires stick close to their knights, and are quick to sacrifice themselves at their first opportunity.
- **The Pale March.** (VS levels 5–12 heroes). A pair of Death Knights/Marshals/Barons/Regents with 2 Squires each and enough Crows to make up the difference in level.
- **The Vowless Crusade.** (VS levels 12+ heroes). 1 Regent and 2 or more Barons/Marshals, each with 2 Squires. Death Knights can block line of sight against Ranged attacks for their minions. They can move adjacent Squires with them when they Gravewalk.

INCREASING THE DIFFICULTY

- **Squires.** Have the Squires spread out somewhat to avoid AoE damage, ready to Interpose only against any attack that would bypass their Armor or other above average attack/effect.
- **Gravewalk.** Save it for when an when a hero is being healed outside of your Aura's radius to stifle the healing and deal damage instead. That'll make the heroes respect you!
- **Crows.** Have them spread out and attack Dying heroes to inflict wounds more quickly.

DECREASING THE DIFFICULTY

- **Squires.** Have them clump up, and Interpose even against small attacks, or push their Knights into disadvantageous positions when Interposing.

- **Gravewalk.** Use it for mobility, or get closer to bank rank Ranged or undamaged heroes. Move out of Interpose Range of your Squires.
- **Crows.** Have crows clump up and attack heavily armored or high-health heroes that can easily shrug off their meager damage.

WHAT TO SAY IN COMBAT!

- **When dealt Radiant damage.** "Even in undeath... I fear the light."
- **When the Heroes fail at an ability.** "Steel breaks. I do not."
- **Reveal tactics.** "Crush the healer. The rest will kneel."
- **Egg them on.** "I will snuff out your hope."
- **When the Heroes fail at an ability.** "Steel breaks. I do not."
- **When a Squire dies:** "They serve with dark devotion." Squire: "Tell... the others... I stood."

KNIGHTLY NAMES:

Sir Alric Blackthorn, Dame Vexmoor, Sir Thaddeus, Dame Morwyn, Sir Hollowvale, Lord Breckenridge

SQUIRE NAMES:

Tallow, Edrin, Halwain, Toman, Pytt, Bones, Jorik

PARLEY

When clearly losing, Death Knights may reveal to the most honorable of heroes some flickers the last ember of their former selves deep within:

- "Please, end it quickly, before I recall who I was."
- "I still hear the rusting echo of honor I once had. I cannot face my broken oath."

Do they parley as a ruse or sincerely? It's up to you! Heroes may seek to redeem them (a fun quest!).

GRAVE CROW MINION, LVL 1/2

- **Doom Peck.** 2 damage

GRAVE SQUIRE MINION, LVL 1

Dark Devotion. Can Interpose for knights.



Dread of Death. WIL save instead of rolling for Initiative against Death Knights.



Touched by Death. Damage from Death Knights also causes 1 Wound.



Hatred of light. Vulnerable to Radiant. Immediately strikes back for half as much damage.

HOLLOW KNIGHT LVL 5

Hollow One. Cannot crit or be crit (ignore any additional dice/effects that happen when crit).

- **Doomblade.** 1d10+10 (Req: DC 12 WIL save to Interpose).

DEATH KNIGHT LVL 9

Merciless Aura. Enemies within Reach 1 cannot regain HP, when healed they instead suffer 1d10 damage.

- **Doomblade.** 1d10+20 (Req: DC 14 WIL save to Interpose). Then (optional):
- **Call Servant.** (Single use) Summon 2 Grave Crows or 1 Grave Squire within Reach 6.



REACTION (single use) **Gravewalk.** Instantly descend into the earth and erupt from the ground up to 6 spaces away. Creatures within Reach 2 are knocked Prone on a failed DC 14 DEX save.

DEATH KNIGHT MARSHAL LVL 12

Merciless Aura. Enemies within Reach 2 cannot regain HP, when healed they instead suffer 2d10 damage.

- **Doomblade.** 1d10+25 (Req: DC 16 WIL save to Interpose). Then:
- **Call Servant.** Summon 2 Grave Crows or 1 Grave Squire within Reach 8.



REACTION (single use) **Gravewalk.** Instantly descend into the earth and erupt from the ground up to 8 spaces away. Creatures within Reach 2 are knocked Prone on a failed DC 16 DEX save.

DEATH KNIGHT BARON LVL 16, LARGE

Merciless Aura. Enemies within Reach 3 cannot regain HP, when healed they instead suffer 3d10 damage.

- **Doomblade.** 1d10+30 (Req: DC 18 WIL save to Interpose). Then:
- **Call Servant.** Summon 2 Grave Crows and 1 Grave Squire within Reach 10.



REACTION (2 uses) **Gravewalk.** Instantly descend into the earth and erupt from the ground up to 10 spaces away. Creatures within Reach 3 are knocked Prone on a failed DC 18 DEX save.

DEATH KNIGHT REGENT LVL 20, LARGE H 160

Merciless Aura. Enemies within Reach 4 cannot regain HP, when healed they instead suffer 4d10 damage.

- **Doomblade.** 1d10+40 (Req: DC 20 WIL save to Interpose). Then:
- **Call Servant.** Summon 2 Grave Crows and 2 Grave Squires within Reach 12.



REACTION (2 uses) **Gravewalk.** Instantly descend into the earth and erupt from the ground up to 12 spaces away. Creatures within Reach 4 are knocked Prone on a failed DC 20 DEX save.

Level 10 Solo Large Fallen Knight

CAELIAS, BARON OF ASH

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STR+, WIL+

Mounted Combatant. Heroes have disadvantage on Initiative. While mounted, Caelias does not trigger Opportunity Attacks and can move through smaller creatures as if they were not there.

ACTIONS: After each hero's turn, Move 6 then choose one:

- **Doom Charge.** Charge forward up to 10 spaces in a straight line. Each creature you pass through takes 20 damage – DEX save. They are knocked Prone if they take 10 or more damage this way.
- **Doomblade.** 1d10+20, on crit: 1 Wound (Req: DC 16 WIL save to Interpose).

BLOODIED: When Caelias is reduced to 100 HP, he dismounts and summons his Doomsteed (100 HP Large, unarmored creature, it can Interpose 1/round from up to 10 spaces away). He uses Doomblade AND the Doomsteed can Doom Charge each turn.

LAST STAND: Caelias is dying! **100** more damage and he dies. Summon 2 Gravecrows within Reach 10 at the end of each of your turns (they act at the end of each round). Gain advantage on Doomblade attacks.

Level 14 Solo Large Death Commander

TYR, LORD OF LEGIONS

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STR+, WIL+

Commander of Dark Devotion. Tyr's Squires can attack for 1d10 damage.

ACTIONS: After each hero's turn choose one:

- **Squires, Attend Me.** Summon 1 Grave Squire adjacent to you and each hero.
- **Strike!** Each Grave Squire can move 6 and attack (Req: DC 16 WIL save to Interpose).

BLOODIED: "Squires, hold fast!" When Tyr is reduced to 180 HP, he summons 1 Grave Squire per hero. Grave Squires now die only when they suffer 10 or more damage at a time.

LAST STAND: Tyr is dying! **140** more damage and he dies. He summons 2 Grave Squires adjacent to himself and each hero, they act immediately.

