

## Iron Knight

*Heavy iron sabatons thunder on the cracked paving stones. What stands before you is a suit of armor, too tall, too massive to hold a normal person within. You can see nothing behind the knight's lowered visor, and the only noise it makes is the clank and creak of shifting metal. It raises its tower shield and its heavy blade.*

**Lore:** The iron knights of Anacrethe are a variation on the oldest of wizardly enchantments: empty suits of armor, ensorcelled to patrol and guard particular areas against all intruders. While they vary widely in the detailing of their construction, most iron knights stand a full two heads taller than the average person, and carry frightful weapons that mere mortals would struggle to effectively wield.

The iron knights particular to Anacrethe can only be commanded by those who know their proper command incantations, and those worthies are all long dead or dispersed into the night. In absence of their masters, they continue to carry out their final orders, whatever those might be. Some patrol empty, lightless boulevards. Some stand immobile before the doors of important buildings, even if those buildings have collapsed into rubble. Others guard the halls of high-ranking manors, or walk the grounds of the Academy of Necromancy. Some iron knights allow travelers to pass unmolested so long as they perceive no unruly conduct; others attack all who trespass into their domain. There were once more iron knights in the city, but many have been critically damaged or destroyed in battles with wandering monsters.

Some iron knights date back to antiquity, forged by wizard's fire and given animation by spells crafted in the world of old. These are perhaps the most dangerous of their kind, for many spells of the old world have begun to unravel or turn sour and mad. Others are of more recent vintage, having been constructed by the necromancers who took over the city after the fall of the world. These are cast from living iron harvested from demon carapaces, reanimated and given impetus by the dark arts. In practice, there's little difference between the two for those forced to do battle with these mindless, heartless guardians of a dead and ruined metropolis.

**Biomes:** The Ruins of Anacrethe

**Vitality:** 25

**Base movement:** 1

**Iron knight moves:** The iron knight possesses the following moves:

- *Run Down:* The iron knight charges towards an opponent, knocking them over along with anyone else in its path. Select one *close* or *medium* target, they and all other characters in the knight's path must roll to defend. On a miss, they suffer 2 harm and *knocked down*; target loses their next turn. On a 7-9, they suffer *knocked down*; target loses their next turn. On a 10+, they avoid the attack.
- *Strike:* The knight strikes out at an enemy with its enormous weapon—generally a sword, mace, or halberd. Select one *close* target, who must roll to defend. On a miss, they suffer 4 harm. On a 7-9, they suffer 2 harm. On a 10+, they avoid the attack.
- *Shield Bash:* The iron knight smashes its heavy tower shield into a nearby enemy, stunning and staggering them. Select one *close* target, who must roll to defend. On a miss, they suffer 2 harm

and *staggered*; target suffers -2 to all actions on their next turn. On a 7-9, they suffer 1 harm. On a 10+, they avoid the attack.

- **Disarm:** The iron knight smashes at a nearby opponent's weapon, stunning their arm and potentially sending the weapon flying. Select one *close* target, who must roll to defend. On a miss, they suffer 1 harm and *disarmed*; target cannot attack with the weapon they last had equipped on their next turn, and must spend one movement to retrieve and re-arm the weapon. On a 7+, they avoid the attack.

- **Sweeping Attack:** The iron knight rears back, then lays out a devastating, sweeping attack with its weapon. Up to 3 opponents at *close* range must roll to defend with a +1 bonus. On a miss, they suffer 3 harm. On a 7+, they avoid the attack.

**Death deck:** When the iron knight is attacked, draw a number of cards from the death deck equal to the number of attacks, then resolve them in the order drawn unless a trap card is drawn.

**TRAP CARD • Impale:** The iron knight advances on its opponent, deflecting their attack with its shield and then running them through with its massive weapon. *Cancel all damage and other effects regardless of the results of the attack. Ignore any other death cards drawn.* The iron knight moves up to *close* range with its attacker if they are within *medium* range, then inflicts 5 harm and *bleeding*; the next time the target suffers harm, they suffer 2 additional harm. Reshuffle the discard pile back into the death deck after this card resolves.

**Sabaton:** On a miss, nothing happens. On a 7-9, inflict harm -1 to the iron knight. On a 10+, inflict harm to the iron knight and it cannot use *Run Down* until after its next turn.

**Greave (x2):** On a miss, the iron knight **reacts** with *Run Down*. On a 7-9, inflict harm -2 to the iron knight. On a 10+, inflict harm -1 to the iron knight.

**Tasset (x2):** On a miss, the iron knight **reacts** with *Shield Bash*. On a 7-9, inflict harm -1 to the iron knight. On a 10+, inflict harm to the iron knight, and it is *staggered* and cannot move on its next turn.

**Faulds (x2):** On a miss, the iron knight **reacts** with *Shield Bash*. On a 7+, inflict harm -1 to the iron knight.

**Frontal Cuirass (x4):** On a miss, the iron knight **reacts** with *Strike*. On a 7+, inflict harm -2 to the iron knight.

**Flank (x2):** On a miss, the iron knight **reacts** with *Sweeping Attack*. On a 7-9, inflict harm -1 to the iron knight. On a 10+, inflict harm to the iron knight.

**Rear Cuirass:** On a miss, nothing happens. On a 7-9, inflict harm -1 to the iron knight. On a 10+, inflict harm to the iron knight.

**Pauldron (x2):** On a miss, the iron knight **reacts** with *Disarm*. On a 7-9, inflict harm -3 to the iron knight. On a 10+, inflict harm -2 to the iron knight.

**Gauntlet (x2):** On a miss, the iron knight **reacts** with *Strike*. On a 7-9, inflict harm -1 to the iron knight and it **reacts** with *Strike*. On a 10+, inflict harm to the iron knight.

**Armor Joint (x2):** On a miss, nothing happens. On a 7-9, inflict harm to the iron knight. On a 10+, inflict harm +1 to the iron knight.

**Shield (x2):** On a miss, the iron knight **reacts** with *Shield Bash*. On a 7-9, inflict no harm to the iron knight and it **reacts** with *Shield Bash*, but the attacker defends at +1. On a 10+, inflict no harm to the iron knight.

**Weapon:** On a miss, the iron knight **reacts** with *Sweeping Attack* followed by *Strike*. On a 7-9, inflict no harm to the iron knight and it **reacts** with *Strike*. On a 10+, inflict no harm to the iron knight.

**Gorget:** On a miss, the iron knight **reacts** with *Disarm*. On a 7-9, inflict harm -1 to the iron knight. On a 10+, inflict harm to the iron knight.

**Great Helm (x2):** On a miss, the iron knight **reacts** with *Sweeping Attack*. On a 7-9, inflict harm -1 to the iron knight and it **reacts** with *Shield Bash*. On a 10+, inflict harm to the iron knight.

**Extra rules:** The iron knight has a number of additional rules, detailed below:

- The iron knight is an animate opponent, but not a living one. It has no blood or life-force, and cannot be poisoned or otherwise sickened. When harmed by fire, it suffers 2 less harm than normal.
- A character with *craftsman* can harvest the remains of an iron knight to create *crude patchwork armor*: a very roughly-assembled arrangement of plates and fragments that reduces the harm suffered from all attacks by 1, but crumbles into jagged useless fragments after being worn into two fights. The knight's shield, sword, and individual armor pieces are too large and heavy for direct use by human beings.