



Lords of the Barrows

Monstrous Pages for Shadow of the Demon Lord

Though the First People have vanished from the face of Rûl, their monuments remain. From the Northern Reach to the tangled woodlands of Balgrendia, one can find weathered monoliths scrawled with runes, standing stones arranged in circles, and other ancient markers that hint at the societies that once thrived in these lands. But the darkest and most sinister of these edifices are undoubtedly the barrows, for under these grassy hills sleep the dead. Although these tombs promise riches and relics, they also threaten death, for the dead lie in restless slumber and any intrusion can call their souls back from the Underworld to vex the living in bodies rotted and wrecked. And once roused, these barrow wights remain, eager to punish the living for the crimes of their ancestors.

Lords of the Barrows joins other installments of the *Monstrous Pages* series and examines the undead most often associated with the First People: the barrow wights and their many horrid minions. In the following pages, you'll find details on these creatures, their legions, and their lairs. Armed with this resource, Game Masters have everything they need to bring ancient evils to the fore in their games.

~CREDITS~

WRITING, DESIGN, AND ART DIRECTION:

ROBERT J. SCHWALB

EDITING AND PROOFREADING: JAY SPIGHT

GRAPHIC DESIGN: KARA HAMILTON AND HAL MANGOLD

LAYOUT: KARA HAMILTON

ILLUSTRATIONS: JACK KAISER, JULIO ROCHA,
AND KEVIN ADKINS

CARTOGRAPHY: JACK KAISER

Lords of the Barrows is ©2018 Schwalb Entertainment, LLC.

All rights reserved.

Shadow of the Demon Lord, *Monstrous Pages*, *Lords of the Barrows*,
Schwalb Entertainment, and their associated logos
are trademarks of Schwalb Entertainment, LLC.

SCHWALB ENTERTAINMENT, LLC



PO Box #12548, Murfreesboro, TN 37129

info@schwalbentertainment.com

www.schwalbentertainment.com

BARROW WIGHTS

In lands where the First People once dwelled, one need not look long before finding one of the grassy hills marking the burial places of their chieftains, champions, and other notables. The peoples interred their dead in shallow pits and piled dirt and stones overtop the bodies to create a mound to honor those buried there. While many barrows are small, large ones have the qualities of mausoleums, with several interior chambers to hold the dead in stone tombs and the grave goods entombed with the dead.

The promise of riches has lured many robbers to plunder the graves and, as a result, many barrows have collapsed, been torn open, or otherwise ruined, the contents carried off to enrich the unworthy thieves. Sometimes, in places steeped with old magic, the barrows resist these intrusions. Any disturbance might awaken the slumbering dead, causing them to rise up from the tombs to protect these sacred sites. The dead who rise to become undead are known as barrow wights, “wight” being an old word for person. Thus, these walking corpses are the peoples of the barrows. Once awakened, anger and hate keep them in the world, the vengeful dead eager to spill the blood of the living.

Bound Spirits: Having witnessed and suffered the Erathan and Edene migrations, the First People knew that the invaders would never respect their lands or customs. To safeguard their dead, they laid upon certain barrows potent magic that would tether these sites to the Underworld. If disturbed, the magic would call forth the spirits of the dead and return them to their moldering bodies. Even though the intent was to protect these sites, the act of calling forth the dead was tainted, which caused the awakened corpses to bear the stains of corruption. They become awful, hideous things, abominations driven by hate and vengeance. The brief taste of life, even if false in every way, ensures they will never give up their bodies unless destroyed.

Rot and Ruin: Emaciated, draped in the rotting remnants of their funerary garb, barrow wights evoke terror in any who lay eyes upon them. Their flesh has drawn taut over the bones, causing them to appear as living skeletons, lips drawn back to show brown teeth, eyes sunken into pools of darkness in which float pinpricks of blue or green flame. Despite their emaciation, the necromantic magic makes them as strong or even stronger than they were in life.

Life Leeches: Magic sustains barrow wights up to a point. It keeps their bodies intact and grants them mobility, but, in time, the magic fades and the wights eventually crumble to dust, loosing their spirits to

return to whatever afterlife they earned as mortals. Barrow wights can, however, extend their existence by feeding on the vitality of living creatures. Merely touching a living creature lets a barrow wight siphon off a bit of that creature’s essential essence, which the wight uses to prolong its unnatural state. Their touch also imparts something of the curse, such that if the victim dies while so afflicted by the wight’s touch, the animating magic causes the corpse to rise up as mindless undead. Thus, one can usually find several animated corpses shuffling around haunted barrows.

Hateful Light: Like many undead, barrow wights find the light from the sun painful and so avoid it whenever possible. Sunlight strains the magic animating the wights, weakening and diminishing them. For this reason, barrow wights pass their days in their barrows and emerge at dusk to roam the lands that once belonged to them.

Windows to the Past: Death robs spirits of their memories in preparation for their new lives. As barrow wights recall their spirits from the Underworld or Hell upon awakening as undead, they have gaps in their recollections and might forget months or even years of their former lives. Enough remains, though, for them to recall their names, identity, purpose, and at least some of their living exploits to make each barrow wight a unique individual. Magic binds them to the lands in which they were interred, but they can range across those lands and pursue whatever agendas they might have. Barrow wights often remember enough to be able to offer insight into events that happened hundreds if not thousands of years ago, provided, of course, they deign to speak to the living.

Grave Goods: The First People often entombed their dead with the materials they would need in the Underworld and thus one might find weapons, armor, chariots, boats, coin, jewelry, and more. The promise of these treasures lures many robbers to plunder the vaults for the riches they are rumored to hold. Of course, such violations bring forth the barrow wights who are only too happy to welcome the would-be thieves as their newest undead thralls. However, if the undead can be overcome, barrows offer great riches and might hold enchanted objects or, even, relics.

Old Tongues: Barrow wights communicate in the languages they knew in life. Since they lived a long time ago, they use tongues considered dead or forgotten. Typical languages used by the barrow wights include High Archaic as well as Amrin, Erath, and Woad, the last three being described in *Only Human*. Despite the poor conditions of their physical bodies, barrows wights can draw in enough air to speak in cracked and raspy voices.



GRAVE REGENT

The greatest barrow wights come from the ranks of dead kings and queens. Upon awakening to their undead natures, grave regents bring with them all the authority and power they wielded in life. Their crypts often contain numerous dead, such as favored champions, advisors, and foot soldiers by the score, all of which shake off death to serve their masters with the same loyalty they showed when they were alive.

Hatred consumes grave regents. They despise life and the living, declaring war on anyone who trespasses on their lands. From their thrones, they dispatch patrols to march the borders of the territories they control with the intent of taking prisoners so they can be turned into undead slaves, thus growing their armies. Grave regents pose terrible danger to the lands they haunt, for they are implacable enemies of life, committed to the destruction of all living things.

Dark power flows through the regents, giving them command over the dead and radiating from their bodies to lay waste to everything around them. Regents rarely venture far from their tombs, instead relying on their minions to carry out their orders. But when faced with a dangerous foe, the regent emerges, often astride a blight steed, to lead the charge against their foes.

GRAVE REGENT

DIFFICULTY 500

Size 1 *horrifying undead*

Perception 16 (+6); darksight

Defense 17 (plate and mail); **Health** 200; **Insanity** —;

Corruption 1d6 + 3

Strength 15 (+5), **Agility** 11 (+1), **Intellect** 13 (+3), **Will** 15 (+5)
Speed 10

Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned

Paralyzing Horror A creature that gains Insanity from seeing a grave regent becomes immobilized for as long as it remains frightened from gaining this Insanity.

Sunlight Vulnerability A grave regent is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Blighted Bastard Sword (melee) +5 with 3 boons (4d6 plus Life Drain)

Claws (melee) +5 with 3 boons (2d6 + 2 plus Life Drain)

Life Drain A living target must make a Strength challenge roll with 1 bane. On a failure, the target becomes impaired for 1 minute. When a creature impaired this way becomes incapacitated, it dies instantly and rises as a compelled **animated corpse** 1d6 rounds later.

SPECIAL ATTACKS

Snag the Soul The grave regent makes a Will attack roll with 1 boon against the Will of one living and mortal creature it can see within medium range. On a success, the target gains 1d6 Insanity, moves up to 5 yards toward the grave regent, and becomes fatigued until the end of the round. Once the grave regent uses Snag the Soul, it cannot do so again until the end of the round.

SPECIAL ACTIONS

Awaken the Dead Up to five dead humanoid creatures of Size 1/2 or 1 within short range of the grave regent each becomes a compelled animated corpse and stands up. The animated corpse remains until destroyed or until the grave regent completes a rest, at which point the animated corpse takes damage equal to its Health. Once the grave regent uses Awaken the Dead, it must wait until after it completes a rest before it can use it again.

END OF THE ROUND

Epic Recovery The grave regent removes one affliction from itself.

Lethal Presence All ordinary plants within short range of the grave regent take damage equal to their Health. Each living creature within short range must get a success on a Strength challenge roll with 1 bane or take 1d6 damage and become fatigued for 1 round.

Legendary Foe Roll 1d3 + 1 to determine how many actions the grave regent can use during the next round. The regent can use these actions during any turn and can do so before its enemies act. The regent can use one of its actions to move up to its Speed and can use another action at any point during its movement.

WIGHT CHAMPION

The greatest warriors to fight in the name of their kings and queens were given tombs worthy of their station, places filled with grave goods and the bodies of their boon companions. When they rise up, they retain their martial prowess and fight with the same enthusiasm and skill as they did when they were alive. Many wight champions might be found in the company of grave regents or leading entourages to strike back against the living in revenge for disturbing their rest.

WIGHT CHAMPION

DIFFICULTY 250

Size 1 horrifying undead

Perception 14 (+4); **darksight**
Defense 17 (mail and large shield); **Health** 40; **Insanity** —;
Corruption 1d6 + 1
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 14 (+4)
Speed 10
Immune damage from cold, disease, and poison; gaining
Insanity; asleep, diseased, fatigued, poisoned
Sunlight Vulnerability A wight champion is impaired while
in areas lit by sunlight.

ATTACK OPTIONS

Blighted Sword (melee) +4 with 3 boons (3d6 + 2 plus
Life Drain)
Large Shield (melee) +4 with 3 boons (1d3 plus 2d6)
Life Drain A living target must make a Strength challenge
roll with 1 bane. On a failure, the target becomes impaired
for 1 minute. When a creature impaired this way becomes
incapacitated, it dies instantly and rises as a compelled
animated corpse 1d6 rounds later.

SPECIAL ATTACKS

Sword and Shield Strike The wight champion makes two
attacks: one with its blighted sword and one with its
large shield.

SPECIAL ACTIONS

Unholy Resurgence The wight champion uses an action,
or a triggered action on its turn, to heal 10 damage. Until
the end of the next round, the wight champion's attacks
deal 1d6 extra damage.

PROPHET OF DECAY

The Old Faith originated with the First People and the old gods' priests served as interlocutors who would communicate the wishes of the divine to the faithful. In life, these devotees shared much in common with contemporary priests of the Old Faith in that they championed nature, enriched the land, and protected the creatures living on it. Many priests were interred in barrows alongside chieftains and champions, having earned their places for their piety, wisdom, and mortal accomplishments. However, undeath changes these holy figures into paragons of nature's darker side.

As undead, the druids embody death and decay. Beetles and other vermin riddle their bodies and cover the tattered, stinking robes that hang from their emaciated forms. Clouds of flies gather around them, the hum of their wings creating a sickening drone.

Prophets of decay spread darkness and death wherever they go. Some might challenge living druids, calling

forth dark energies to blight the lands and slaughter animals. Their hate runs so hot, it warps their minds, twisting their sense of responsibility until they can only work to remake the world into one massive grave.

PROPHET OF DECAY

DIFFICULTY 50

Size 1 horrifying undead

Perception 15 (+5); **darksight**
Defense 11; **Health** 40; **Insanity** —; **Corruption** 1d6 + 1
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 15 (+5)
Speed 10
Immune damage from cold, disease, and poison; gaining
Insanity; asleep, diseased, fatigued, poisoned
Infested Horror A creature that gains Insanity from seeing
the prophet of decay believes vermin crawl all over its
body. For as long as it is frightened from gaining this
Insanity, the creature is also impaired and slowed.
Swarming Flies A swarm of flies fills the air within 2 yards
of the prophet of decay, causing the area to become
lightly obscured. If the prophet takes damage from fire, it
loses this trait until the end of the next round.
Sunlight Vulnerability A prophet of decay is impaired while
in areas lit by sunlight.

ATTACK OPTIONS

Touch (melee) +1 with 3 boons (1d6 plus Life Drain)
Life Drain A living target must make a Strength challenge
roll with 1 bane. On a failure, the target becomes
impaired for 1 minute. When a creature impaired this way
becomes incapacitated, it dies instantly and rises as a
compelled **animated corpse** 1d6 rounds later.

MAGIC

Power 3

Death* *killing touch* (4), *injure* (2), *life drain* (2), *decay* (1),
leprous touch (1)

*If you don't have *Demon Lord's Companion*, trade out this
tradition and its spells for different ones.

END OF THE ROUND

Hasten Death Each living creature within short range of
the prophet of decay must get a success on a Strength
challenge roll with 1 bane or take 1d6 damage.

WIGHT WITCH

Witchcraft, like the Old Faith, finds its roots in antiquity, and was one of the many religions practiced by the First People. Those well-versed in the art sometimes found places in the courts of the regents, offering council and magical aid. The best of them were interred in barrows to honor them, but also to protect their lands.

As with all who rise as wights, these witches find themselves horrifically changed when they rise from their tombs. Once mighty users of magic, keepers of ancient lore and wisdom on whom the people depended for guidance, as wights these witches are hateful things, their frail bodies knotted with spite and malice.



WIGHT WITCH

DIFFICULTY 50

Size 1 horrifying undead

Perception 18 (+8); darksight
Defense 12; **Health** 30; **Insanity** —; **Corruption** 1d6 + 3
Strength 9 (–1), **Agility** 12 (+2), **Intellect** 15 (+5), **Will** 12 (+2)
Speed 10; flier
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Anathema A creature that gains Insanity from seeing the wight witch cannot willingly move toward the wight witch for as long as it is frightened from gaining this Insanity.
Sunlight Vulnerability A wight witch is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Claws (melee) +2 with 3 boons (2d6 plus Life Drain)
Life Drain A living target must make a Strength challenge roll with 1 bane. On a failure, the target becomes impaired for 1 minute. When a creature impaired this way becomes incapacitated, it dies instantly and rises as a compelled **animated corpse** 1d6 rounds later.

SPECIAL ATTACKS

Claw and Spell The wight witch casts a spell and can then attack with its claws at any point before the end of its turn.

SPECIAL ACTIONS

Shift When a creature gets a failure on an attack roll against the wight witch, the witch can use a triggered action to move 1d3 yards. This movement does not trigger free attacks.

MAGIC

Power 3
Curse *hex* (4), *frighten* (2), *pain* (2), *vulnerability* (1), *dread* (1)

END OF THE ROUND

Hateful Keening Each creature within long range that can hear the wight witch must make a Will challenge roll with 1 bane. A creature gains 1d3 Insanity on a failure, or becomes immune to this wight witch's Hateful Keening until it completes a rest.

BARROW WARRIOR

The rank-and-file soldiers of the First People, barrow warriors might be single occupants of smaller barrows or be interred with several of their fellows. Larger groups might protect grave regents, wight witches, and other powerful wights. These soldiers prove as able and as loyal to their masters as they were in life.

BARROW WARRIOR

DIFFICULTY 25

Size 1 horrifying undead

Perception 13 (+3); darksight
Defense 15 (mail); **Health** 30; **Insanity** —; **Corruption** 1d3
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 13 (+3)
Speed 10
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Sunlight Vulnerability A barrow warrior is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Sword (melee) +3 with 3 boons (2d6 + 2)
Claws (melee) +3 with 3 boons (2d6 plus Life Drain)
Life Drain A living target must make a Strength challenge roll with 1 bane. On a failure, the target becomes impaired for 1 minute. When a creature impaired this way becomes incapacitated, it dies instantly and rises as a compelled **animated corpse** 1d6 rounds later.

OTHER WIGHTS

Although barrow wights most often arise in human tombs, similar abominations have been uncovered in the crypts and graves of other peoples. Dwarfen wights roam the ruined halls of their lost strongholds, while the deathless pass ages in the pale spires rising from the lands of the Northern Reach.

DEATHLESS

The death of the Betrayer and the loss of the faerie lords and ladies left the elves who remained to fend for themselves. Having bargained with the Devil and come out short on the deal, these fallen elves became embittered, wicked, and filled with hatred for mortals, especially those invaders who had upended the old order. The dark elves withdrew from the world, retreating to the white spires, turning their backs on light and life to nurse their hatred for all time. In time, the darkness in their hearts corrupted them beyond redemption and transformed them into undead horrors.

Gaunt, with skin tight to their bones and long dull hair framing faces contorted into sneering hate, deathless have lost all the beauty and majesty of their living forms. They pace the halls of their towers, the tattered scraps of rotting finery trailing behind them



as they storm the halls and stairs of their silent homes. They rarely emerge from their spires and, since these structures offer no means of egress, few have ever seen them, let alone suffered at their hands. But those who find ways to breach the wards to explore the interiors soon learn the horror of these ancient and terrible powers.

Deathless speak in whispery voices and know Elvish and High Archaic.

DEATHLESS

DIFFICULTY 500

Size 1 horrifying undead

Perception 17 (+7); darksight

Defense 15; **Health** 40; **Insanity** —; **Corruption** 1d6 + 4

Strength 10 (+0), **Agility** 15 (+5), **Intellect** 14 (+4), **Will** 12 (+2)
Speed 12

Immune damage from cold, disease, and poison; gaining Insanity; asleep, charmed, diseased, fatigued, poisoned

Spell Defense The deathless takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the deathless with a spell makes the attack roll with 1 bane.

Bewitching Horror A creature that gains Insanity from seeing the Deathless becomes charmed for as long as it remains frightened from gaining this Insanity.

Immortal Hatred The deathless makes attack rolls with 1 boon against mortal creatures.

Iron Vulnerability The deathless is impaired while in contact with iron. If the deathless touches or is touched by an object made from iron, it loses spell defense for 1 minute.

Sunlight Vulnerability The deathless is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Bone Scimitar (melee) +5 with 3 boons (2d6 + 1 or 4d6 + 1 damage against a frightened target)

SPECIAL ATTACKS

Awaken Horror The deathless uses an action to make an Intellect attack roll with 1 boon against the Will of one creature it can see within medium range. On a success, the target gains 1d6 Insanity and the deathless gains a +5 bonus to Health that lasts for 1 minute. On a failure, the target becomes immune to this deathless's Awaken Horror until it completes a rest.

Maddening Assault The deathless moves up to half its Speed, attacks with its bone scimitar, and either uses Awaken Horror or casts a spell.

MAGIC

Power 4

Forbidden harm (5), obedience (2), ravenous maggots (2), desire's end (1), part bone from flesh (1)

Teleportation fetch (5), swap (2), remove (2), boundless step (1), fuse (1)



OATHBOUND

Across the many miles of the Shield Mountains stand the ruins of dwarfen strongholds, fortresses overrun by horrors loosed from the world's bowels, shattered by the orcs by imperial decree, or torn apart by giants, dragons, or some other awful thing. Although many survivors fled for the safety of other holdfasts or begged haven from human settlements, some dwarfs remained, having sworn sacred oaths to their ancestors to protect the stones of their forbearers at any cost, even if it meant death. And of those fallen, sometimes the oaths they made bound their spirits to their dead flesh, allowing them to continue their struggle against their people's enemies for all time.

Oathbound show all the signs of death's embrace, from the ghastly wounds that ended their lives to the waxy pallor of their skin. Despite their shocking appearance, they keep their weapons sharp and armor in good repair, so they can continue the fight they promised to wage. Unlike other wights, oathbound have no argument with the living. Rather, they seek out the ones responsible of the destruction of their homes to send them screaming to Hell.

Oathbound communicate in Dwarfish and the Common Tongue, their voices grating and rasping.

OATHBOUND

DIFFICULTY 100

Size 1/2 horrifying undead

Perception 10 (+0); darksight

Defense 15 (mail); **Health** 50; **Insanity** —; **Corruption** 0

Strength 13 (+3), **Agility** 9 (-1), **Intellect** 9 (-1), **Will** 12 (+2)
Speed 8

Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned

Eternal Hatred Choose one type of creature responsible for the oathbound's death. The oathbound makes attack rolls against such creatures with 2 boons.

Sunlight Vulnerability An oathbound is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Battleaxe (melee) +3 with 2 boons (2d6 + 2)

Hammer (melee or short range) +3 with 2 boons (1d3 plus 1d6)

SPECIAL ATTACKS

Thunderous Hammer The oathbound attacks with its hammer by throwing it at a target within range. If the attack roll results in a success, in addition to dealing normal damage, thunder booms from the target. Each creature within 3 yards of the target must get a success on a Strength challenge roll with 1 bane or take 2d6 damage, fall prone, and become deafened for 1 round.

END OF THE ROUND

Life Eater The oathbound chooses one living creature within short range. The target must get a success on a Strength challenge roll with 1 bane or take 1d6 damage. If the target takes this damage, the oathbound heals 1d6 damage.



BARROWS

Commonly found in places where the First People once lived, barrows can be simple graves buried under rock and earth, or they can be elaborate structures, with subterranean chambers built from stone slabs. Smaller barrows might house one wight or a few, while larger ones might serve a champion or regent plus their entourages. The following map shows a typical barrow that can serve as a lair for a few wights and their attendants.

1. Name Stone: An enormous boulder stands in front of the barrow. Weathered runes carved upon its surface name those people interred within and give warning to leave the dead in peace.

2. Stone Door: A large slab of stone, about 8 feet tall by 4 feet wide, seals the entrance to the burial chamber. To gain access to the interior, the door must be moved aside. To shift its weight and bulk, characters must have a total of 30 points of Strength and the strongest character must get a success on a Strength challenge roll made with 1 bane.

Opening the door triggers the barrow's magic. The barrow wights in **area 4** waken. Any character capable of seeing auras can see a wave of Curse and Necromancy magic washing out from the depths.

3. Passage: A long passage burrows into the heart of the barrow. Great stone slabs, much like the stone door, form the walls, ceiling, and floor. Gaps between them reveal the dirt and rock heaped overtop the tomb.

There's a 1 in 6 chance that characters moving down the passage trigger a collapse (see collapsing ceiling in *Shadow*, page 203). If a character uses an attack spell that deals damage to creatures in an area, the ceiling above the center of the area automatically collapses.

4. Burial Chamber: The passage ends at a somewhat round chamber constructed in the same manner as the passage. At the center stands an oblong boulder on which the ceiling rests. More runes chiseled into its surface hold the magic that draws

the spirits of the dead back to the mortal world and binds them to the corpses moldering in their tombs. Anyone capable of seeing auras sees the stone emanating Curse and Necromancy magic.

Three plain stone tombs stand around the central monolith. The lids lie on the ground, likely broken after being pushed away. The **barrow wights**, each having escaped their tombs, attack when the intruders enter this area. In addition to the wights, there's a 1 in 6 chance for there to be **1d6 animated corpses** in the burial chamber.

Searching the tombs should turn up valuables appropriate to the characters' group level along with 1d3 – 1 enchanted objects.

MINIONS OF THE GRAVE

The magic that creates barrow wights sometimes also creates other undead from the lesser warriors, attendants, and animals interred with the wights. In addition to the **animated corpses** created by the wights, one can also find **grave thralls** and **boneguards** guarding the tombs. As well, hounds, steeds, and hunting birds might also be found among the undead.

BARROW GRIM

Warriors of the First People often hunted alongside their great wolfhounds, beasts that have since gone extinct. Strong, intelligent, and vicious, these beasts would chase prey and hold them down until their masters could finish them off. The most prized of these beasts would sometimes be interred with their masters, so that when they reached the Underworld, they would do so with their companion.

When animated, the beasts become barrow grims, great black dogs with sleek bodies, withered skin clinging to the bones. Death has only sharpened their ferocity, making them tenacious predators. When on the hunt, their howling inspires fear in anyone who hears it.

BARROW GRIM

DIFFICULTY 10

Size 1 horrifying undead

Perception 12 (+2); darksight
Defense 12; **Health** 18; **Insanity** —; **Corruption** 3
Strength 13 (+3), **Agility** 12 (+2), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 12
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Flammable A barrow grim takes double damage from fire.
Pack Tactics When a barrow grim attacks a creature that has already been attacked in the same round, the grim makes the attack roll with 1 boon.
Sunlight Vulnerability A barrow grim is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Fangs (melee) +3 with 1 boon (1d6 + 2 plus Take Down)
Take Down A creature must get a success on a Strength challenge roll or fall prone.

SPECIAL ATTACKS

Go for the Throat The barrow grim uses its fangs to attack one prone creature it can reach. The grim makes the attack roll with 1 boon and the attack deals 2d6 extra damage.
Mournful Howl The barrow grim howls, the sound of which carries up to 5 miles away. Any creature within 1 mile of the barrow grim that hears the howl must make a Will challenge roll. For every 2 barrow grims that howl, the creature makes the roll with 1 bane. A creature becomes frightened for 1 hour on a failure, or, on a success, the creature becomes immune to all barrow grims' uses of Mournful Howl until it completes a rest.

BLIGHT STEED

When on the hunt, barrow wights might ride on the backs of undead steeds, once powerful warhorses turned into fearsome steeds imbued with dark magic. Like most undead, blight steeds show the signs of their state in their bodies. Flesh clings to the bones or hangs in tatters. Their eyes blaze with red light and they share their masters' hatred for the living.

BLIGHT STEED

DIFFICULTY 25

Size 2 frightening undead

Perception 12 (+2); darksight
Defense 15 (mail); **Health** 30; **Insanity** —; **Corruption** 1d3
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 12
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Sunlight Vulnerability A blight steed is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Hooves and Teeth (melee) +5 (1d6 + 2)

SPECIAL ACTIONS

Gallop The blight steed moves up to three times its Speed.

END OF THE ROUND

Hideous Shriek The blight steed screams. Each living creature within medium range must make a Will challenge roll with 1 bane. A creature gains 1 Insanity on a failure, or becomes immune to all blight steeds' uses of Hideous Shriek until it completes a rest.

BUTCHERBIRD

The animated remains of hunting birds such as eagles and hawks, butcherbirds accompany wights when they patrol their lands. Butcherbirds look much as they did in life, except their feathers have grayed and their eye sockets have become pools of darkness. When on the move, they wheel in the sky above their masters, diving when their masters engage the enemy.

BUTCHERBIRD

DIFFICULTY 5

Size 1/4 frightening undead

Perception 11 (+1); darksight
Defense 14; **Health** 10; **Insanity** —; **Corruption** 1
Strength 10 (+0), **Agility** 14 (+4), **Intellect** 7 (–3), **Will** 12 (+2)
Speed 16; flier (swoop)
Immune damage from cold, disease, and poison; gaining Insanity; asleep, diseased, fatigued, poisoned
Keen Senses The butcherbird makes all Perception rolls with 1 boon.
Sunlight Vulnerability A butcherbird is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Beak and Talons (melee) +4 with 1 boon (1d6 plus Eye Gouge on attack roll 20+)
Eye Gouge A creature must get a success on an Agility challenge roll with 1 bane or become blinded for 1 minute.