



TRAPPED IN BONE AND FLESH

Monstrous Pages

They emerge from the black pyramids rising up from the sands of the Desolation. They shuffle out of the dusty tombs of the First People scattered across the continent. They stand guard over the ancient vaults that house dread necromancers of unfathomable evil and inestimable power.

These places, and many others throughout Rûl, bear the stain of dark magic, the very stones of their foundations pregnant with the filth of necromancy, giving birth to unspeakable horrors that hate light and life, driven by an unholy need to destroy.

Trapped in Bone and Flesh reveals the ghastly details about the accursed undead who remember the lives they once lived. Found in the service of necromancers, death lords, and other foul practitioners of the dark arts, these vile minions direct all their hatred against the living. This supplement scrutinizes boneguards and grave thralls, offering variants to expand their presence in the game. Supporting these entries is a twisted menagerie of dreadful creatures of similar origins and objectives, undead one might find in ruins, tombs, or anywhere else evil gathers. Armed with these pages, you will have everything you need to vex your players and drive their characters to the brink of madness.

~CREDITS~

WRITING, DESIGN, AND ART DIRECTION:

ROBERT J. SCHWALB

EDITING: TOM CADORETTE

PROOFREADING: JAY SPIGHT

GRAPHIC DESIGN: KARA HAMILTON AND HAL MANGOLD

LAYOUT: KARA HAMILTON

ILLUSTRATIONS: JACK KAISER, MIRCO PAGANESSI,
JULIO ROCHA, MATTEO SPIRITO, AND BRITT MARTIN

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PO Box #12548, Murfreesboro, TN 37129

info@schwalbentertainment.com www.schwalbentertainment.com

THE SENTIENT DEAD

Most of the undead created by spells from the Necromancy tradition come into being without the memories of the lives they once lived, being little more than rotting husks animated and powered by dark magic. Lacking individual will, they exist only to serve their makers, carrying out whatever orders they receive. These servants have their uses in that they fear nothing, obey every command, and serve until destroyed—or until the magic that made them fails. Where they present challenges for their masters is their lack of independence and flexibility to adapt to changing circumstances. Creating something more than a mindless thrall requires significantly more effort and knowledge, along with a dread willingness to unleash sentient, murderous abominations into the world. Tragically, there is no shortage of individuals with such capabilities and penchants.

Since the soul normally flees the dead flesh or, in the case of faeries, rots with and within the meat, animating corpses merely confers mobility to the dead and not much more. Nothing remains of the person who once inhabited the body's flesh and bone. Powerful Necromancy spells can overcome these limitations either by repairing the damage done to the cadaver's mind, or by stealing the memories from the soul wherever it resides and imprinting them back into the dead flesh. In either case, once roused, the undead remembers, to some degree, who it was before its death. Such magic can never fully restore the individual's memories or personality since the souls have lost much of themselves languishing in the Underworld or Hell, especially if the body has been dead for some time.

Existence between life and death exacts a terrible price from these undead. What virtue the individual may have had in life disintegrates as the undead mind fights to come to grips with its new nature. In time, most come to resent the living and are filled with loathing for those who possess the life force the undead can never have again. As a result, most undead embrace the vile darkness fueling their unnatural state and surrender to the hatred in their cold, still hearts. They become willing accomplices to whatever evil their makers intend, slaughtering the living with the detachment of a butcher working on a carcass.

The various forms sentient dead take depend on both the reason for their creation and their creators' nature. Some sentient dead resemble animated corpses, but move with fluidity and swiftness unlike the mindless undead. Others might pass for living creatures, their bodies having been soaked in chemicals or imbued with magic to preserve their flesh from decay. Sentient dead can be guardians, companions, servants, and even lovers. It all comes down to what their makers need and want.

CREATING SENTIENT DEAD

You can create any of the following undead creatures by casting the *animate corpse* spell from the Necromancy tradition and expending a casting from a higher-ranked Necromancy spell. The rank of the spell required depends on the creature's Difficulty, as shown on the following table. As well, any undead created in this way count as one or more creatures for determining the limits of your control, which is also noted on the table below.

SENTIENT DEAD CREATION

Difficulty	Casting Expended by Rank	Counts as
1	0 or higher	1
5	1 or higher	1
10	2 or higher	1
25	3 or higher	1.5
50	4 or higher	1.5
100	5 or higher	2

BONEGUARD

Unburdened by the weight of flesh and powered by dark magic, the boneguard prove able guardians, swift and deadly in battle. Straps of leather, wire, and linen cords hold their animated skeletons together since the connective tissue has long since rotted away. Despite their lack of muscle and sinew, their strikes and shots remain as strong and true as they were when they lived.

Boneguard never speak, leading some to believe them mindless. But their naked malice shows itself in the green flames burning deep inside their eye sockets. Further, the skill with which they fight shows they retain much of the tactical acumen they once had in life. Boneguard understand the languages they knew in life, with High Archaic understood by older boneguard, and more recent creations knowing the Common Tongue.

Boneguard lack souls, so they cannot gain Corruption.

BONEGUARD

DIFFICULTY 25

Size 1 frightening undead

Perception 11 (+1); darksight
Defense 15 (mail); **Health** 25; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 15 (+5), **Intellect** 8 (–2), **Will** 14 (+4)
Speed 12
Immune damage from cold, disease, and poison; gaining insanity; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Scimitar (melee) +5 with 1 boon (2d6 + 1)
Bow (long range) +5 with 1 boon (2d6)

SPECIAL ATTACKS

Twin Strike The boneguard attacks twice with its scimitar and makes each attack roll with 1 bane.
Swift Strike When a creature enters the boneguard's reach, the boneguard can use a triggered action to attack that creature.

BONEGUARD VARIANTS

Death lords and necromancers often modify the boneguard they create to fulfill specific roles or purposes.

BONEGUARD EXECUTIONER

Dragging their greataxes behind them, throwing showers of sparks as their weapons scrape across stone, boneguard executioners act as the heavy infantry in the ranks of undead armies.

BONEGUARD EXECUTIONER DIFFICULTY 50

Size 1 frightening undead

Perception 11 (+1); **darksight**
Defense 15 (mail); **Health** 35; **Insanity** —; **Corruption** —
Strength 14 (+4), **Agility** 12 (+2), **Intellect** 7 (–3), **Will** 14 (+4)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Greataxe (melee) +4 with 2 boons (3d6 plus Knock Down on attack roll 20+)
Knock Down A creature must get a success on a Strength challenge roll or fall prone.

SPECIAL ATTACKS

Sweeping Strike The boneguard executioner sweeps its greataxe around itself. Each creature within 1 yard of the boneguard must get a success on an Agility challenge roll with 1 bane or take 3d6 damage.



BONEGUARD COMMANDER

Older, experienced boneguard lead lesser undead troops. Boneguard commanders demonstrate tactical cunning in how they direct their soldiers in a fight and deadly prowess when they lead the charge. Boneguard commanders tend to wear heavier armor and wield heavy melee weapons.

BONEGUARD COMMANDER DIFFICULTY 100

Size 1 frightening undead

Perception 14 (+4); **darksight**
Defense 17 (plate and mail); **Health** 35; **Insanity** —; **Corruption** —
Strength 15 (+5), **Agility** 15 (+5), **Intellect** 11 (+1), **Will** 14 (+4)
Speed 12
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Commanding Presence Each creature that is within short range of the boneguard commander and friendly to it makes attack rolls and challenge rolls with 1 boon.

ATTACK OPTIONS

Greataxe (melee) +5 with 1 boon (3d6)

SPECIAL ATTACKS

Direct the Assault The boneguard commander uses an action, or a triggered action on its turn, to choose one creature friendly to it that is within short range. The target creature can make an attack with a weapon, making the attack roll with 1 boon and dealing 1d6 extra damage.

CONFLAGRATION BONEGUARD

Necromancers sometimes pack flammables inside a boneguard's ribcage so they can light them up and send them into their enemies' ranks to wreak havoc.

CONFLAGRATION BONEGUARD DIFFICULTY 50

Size 1 frightening undead

Perception 10 (+0); **darksight**
Defense 15; **Health** 25; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 15 (+5), **Intellect** 8 (–2), **Will** 14 (+4)
Speed 12
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Inner Flames The boneguard is on fire until it becomes incapacitated or until a creature uses an action to extinguish the flames, at which point the boneguard loses this trait. While it has this trait, the boneguard's attack options each deal 1d6 extra damage from the flames (included). As well, the boneguard emits light in a 5-yard radius, but smoke from its body partially obscures its space and the area within 1 yard of it.

ATTACK OPTIONS

Claws (melee) +5 with 1 boon (2d6 plus 1d6 from the flames)

END OF THE ROUND

Burning Inside If the boneguard has the inner flames trait, it takes 1d6 damage from the flames and each creature within 1 yard of it must get a success on a Strength challenge roll or take 1d6 damage from the heat.

GHASTLY BONEGUARD

Some boneguards find the transition from life to undeath so agonizing that they develop bizarre affectations. While they remain obedient servants, carrying out whatever orders their makers give them, they cling to the scant possessions they had when they lived. Some go so far as to try to restore their bodies by harvesting skin from other corpses. They drape their bones with scraps of flesh torn from dead bodies, and sometimes even fasten faces to their skulls. Most carry long knives perfect for flaying skin from the meat, carrying out this bizarre behavior on both the living and the dead.

GHASTLY BONEGUARD

DIFFICULTY 50

Size 1 horrifying undead

Perception 11 (+1); **darksight**
Defense 14; **Health** 25; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 14 (+4), **Intellect** 8 (–2), **Will** 14 (+4)
Speed 12
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Long Knife (2) (melee) +4 with 1 boon (2d6 plus Flense on attack roll 20+)

Flense A living creature with a body of flesh and bone must get a success on an Agility challenge roll with 1 bane or take 1d6 extra damage and become impaired for 1 minute. At the end of each round, a target impaired in this way can make a Strength challenge roll and removes the affliction on a success.

SPECIAL ATTACKS

Twin Strike The ghastly boneguard attacks twice with its long knives and makes each attack roll with 1 bane.

SYMBIOTIC BONEGUARD

Necromancers often modify their undead servants to make them more powerful. In the case of the symbiotic boneguard, they install an awful, fleshy monster inside the boneguard's ribcage, binding it to the bone with copper wire to ensure it can't escape. The monster resents its binding, lashing out with its tentacles at anything it can reach, dragging its prey close so it can feed. If the boneguard host becomes too damaged, however, the monster can break free and wreak havoc on the battlefield. These monsters will attack anything they can reach, living or dead.



SYMBIOTIC BONEGUARD

DIFFICULTY 100

Size 1 horrifying undead

Perception 11 (+1); **darksight**
Defense 12; **Health** 60; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 12 (+2), **Intellect** 8 (–2), **Will** 14 (+4)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Two in One If the symbiotic boneguard is not injured, it cannot be dazed or stunned. It can take a fast turn and a slow turn each round, and can use two triggered actions each round. However, the boneguard can use each attack option just once each round. The symbiotic boneguard loses this trait while injured.
Spawn Monster When the symbiotic boneguard becomes injured, a **small monster** moves out from its space into the nearest open space to the boneguard. The monster is hostile to all creatures and takes the next available turn.

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (2d6 + 2)

Tendrils (melee) +3 with 1 boon (1d6 plus Grab)

Grab If the target is a creature, it must get a success on a Strength or Agility challenge roll with 1 bane or become grabbed for 1 round. If the target is already grabbed by the symbiotic boneguard, it is moved 1d3 yards closer to the boneguard, takes 1d6 damage, and the grabbed affliction lasts 1 round.

END OF THE ROUND

Unspeakable Recovery The symbiotic boneguard removes one affliction affecting it.

SPIDER BONEGUARD

Among the many modifications death lords make to their undead servants, the addition of extra limbs tends to be the most common. Spider boneguard come equipped with two extra pairs of arms, each gripping a scimitar, so that when drawn into a fight, they slash and cut through their foes, sending limbs, heads, and gore in all directions.

SPIDER BONEGUARD

DIFFICULTY 100

Size 1 frightening undead

Perception 11 (+1); **darksight**
Defense 15; **Health** 40; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 15 (+5), **Intellect** 8 (–2), **Will** 14 (+4)
Speed 12
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Uncanny Reflexes A spider boneguard can use three triggered actions per round.

ATTACK OPTIONS

Scimitar (melee) +5 with 1 boon (1d6 + 1)

SPECIAL ATTACKS

Storm of Strikes The spider boneguard makes three attacks with its scimitars, making each attack roll with 1 bane. If the boneguard's Speed is at least 6, it can move up to 2 yards between each attack. This movement does not trigger free attacks.

Swift Strike When a creature enters the boneguard's reach, the boneguard can use a triggered action to attack that creature.

GRAVE THRALL

The dead do not always rest on the battlefields where they fall. Some rise up to continue the struggle to which they were committed in life. Refusing to move on until their task has been completed, their souls cling to the rotting flesh that remains, refusing to relinquish their hold until they have done what they had sworn to do.

Grave thralls appear as walking corpses, their pallor waxen, gray, and their flesh split in many places. Most bear signs of how they died, some still smoking from the flames that consumed them, while others sport grisly wounds, carrying severed limbs, or some even dragging their entrails behind them as they stumble forward. Points of blue light shine in their eyes, hinting at the magic that animates them.

Sunlight strains and diminishes this magic, greatly weakening them as a result. Grave thralls flee from the sun, seeking refuge wherever they find it, whether a barrow or the sheltering shadows of a forest. They stand and fight in sunlight only if they have no other recourse.

Unlike boneguard and other forms of sentient dead, grave thralls still possess their souls and might bear the stain of Corruption.

Many grave thralls fight for barrow wights, having been roused from death by these powerful undead threats. For more information on barrow wights, see *Lords of the Barrows*.

Grave thralls do not speak, but they can still understand the languages they knew in life, as well as those spoken by their makers.

GRAVE THRALL

DIFFICULTY 10

Size 1 frightening undead

Perception 12 (+2); darksight
Defense 14 (brigandine, small shield); **Health** 20; **Insanity** —;
Corruption 1d3 - 1
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 13 (+3)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Sunlight Weakness A grave thrall is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (1d6 + 2)

GRAVE THRALL VARIANTS

Grave thralls are most often differentiated from one another by the weapons and armor they bear. Some are lightly armored and carry longbows, while others wield heavy melee weapons and wear mail or heavier armor. Grave thralls sometimes ride blight steeds (*Lords of the Barrows*, page 8) or animated steeds (*Slaves in Death*, page 2). A rare few have special traits, attacks, and actions that make them stand apart from the rest, as described below.



INFESTED GRAVE THRALL

Many grave thralls crawl with vermin, infested with maggots, dogged by biting flies.

INFESTED GRAVE THRALL

DIFFICULTY 25

Size 1 horrifying undead

Perception 12 (+2); darksight
Defense 14 (brigandine, small shield); **Health** 20; **Insanity** —;
Corruption 1d3 - 1
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 13 (+3)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Cloud of Flies A swirling cloud of flies surrounds the grave thrall, partially obscuring its space. If the thrall takes damage from fire, it loses this trait for 1 round.
Sunlight Weakness A grave thrall is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (1d6 + 2)

END OF THE ROUND

Biting Flies If the grave thrall has the Cloud of Flies trait, each living or undead creature within 1 yard of the thrall must get a success on a Strength challenge roll or take 1d3 damage from the flies.

GRAVE THRALL CHAMPION

Powerful warriors in life, grave thrall champions retain their fighting skill in death, able combatants who are easily the equal of most living fighters. Decked out in ornate plate and hefting battered shields displaying the heraldic colors of their houses, their presence draws the eye and fills the living with dread, for these champions prove terrible foes, possessed by an unwavering hatred for the living.

Most champions lead forces of lesser grave thralls and other undead. The champions lead the charge, carving paths through their foes, allowing the lesser soldiers to flood into the gaps of the battle line. Champions never surrender and always fight until destroyed. Many take trophies from their victims, decorating their bodies with bits of skin, scalps, fingers, or worse.

GRAVE THRALL CHAMPION

DIFFICULTY 100

Size 1 frightening undead

Perception 14 (+4); **darksight**
Defense 19 (full plate, large shield); **Health** 60; **Insanity** —;
Corruption 1d3 - 1
Strength 14 (+4), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 13 (+3)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Sunlight Weakness A grave thrall is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Sword (melee) +4 with 1 boon (2d6 + 2)
Large Shield (melee) +4 with 1 boon (1d3 plus 1d6)

SPECIAL ATTACKS

Bash and Slash The grave thrall champion makes an attack with its large shield. On a success, the grave thrall makes an attack with its sword as part of the same action and makes the attack roll with 1 boon.
Kick Away When the grave thrall champion's attack causes a target creature to become injured, the champion can use a triggered action to force that target to make a Strength challenge roll with 1 bane. On a failure, the champion moves the target 1d3 yards away from it and the target falls prone.

RELENTLESS GRAVE THRALL

Some purpose, vow, or obligation anchors the souls of grave thralls to their bodies, and until they fulfill whatever it is that binds and haunts them, they can never rest. For some grave thralls, this responsibility affects them so greatly that they refuse to die, even after they have suffered a mortal wound. Refusing to stay dead, they rise up and continue to fight with the same fury and hatred they had before they were struck down.

Relentless grave thralls resemble other grave thralls, bearing similar arms and armor. Only the brightness of the flames burning in their eye sockets gives a clue



to their unrelenting nature. Nothing but their utter destruction—usually by burning, prolonged exposure to sunlight, or total dismemberment of head and limbs—will stop them.

RELENTLESS GRAVE THRALL

DIFFICULTY 10

Size 1 frightening undead

Perception 12 (+2); **darksight**
Defense 14 (brigandine, small shield); **Health** 20; **Insanity** —;
Corruption 1d3 - 1
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 13 (+3)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Swift Recovery If the grave thrall is not in an area lit by sunlight the first time it becomes injured, it immediately heals 1d6 damage. Once it uses this trait, it must wait 24 hours before it can use it again.
Rise Again If the grave thrall is not in an area lit by sunlight and becomes incapacitated, roll a d3 to determine how many rounds it remains incapacitated. If the grave thrall did not take any damage while incapacitated, which destroys it, the grave thrall, at the end of this time, heals 2d6 damage, stands up, and takes the next available turn. Each creature within short range of this grave thrall that sees it stand up must get a success on a Will challenge roll or gain 1 Insanity.
Sunlight Weakness A grave thrall is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (1d6 + 2)

NEW SENTIENT DEAD

The forms sentient dead take largely depend on their makers. As noted above, they range from the strange to the grotesque, dread abominations seemingly conjured from the worst possible nightmares. Of course, some look much as they did in life, offering few clues about their true nature from their appearance alone. What follows is an overview of some of the other kinds of sentient dead found in the lands of Rûl and beyond.

Unless otherwise mentioned, the dead described here cannot speak but do understand the languages they knew in life, as well as those spoken by their creators.

BLIND BUTCHER

Usually made from the corpses of dead ogres, blind butchers lumber about on thick legs, their huge and pendulous bellies swinging with each stride. Here and there, large tears in their gray flesh show their rotting inner organs, usually infested with maggots and crawling with flies. If these wounds trouble the blind butchers they show no signs of it, for great iron helmets cap their heads, blocking their vision and expressions. They typically carry huge cleavers, from which they derive their name.

The rotten innards strain against their weakened hide, threatening to burst forth at any time. If they are sufficiently damaged, the splits in their guts rip open to loose a flood of stinking viscera. Few coated in that filth emerge from such an experience with their minds intact.

BLIND BUTCHER

DIFFICULTY 100

Size 2 horrifying undead

Perception 6 (-4); sightless
Defense 15; **Health** 45; **Insanity** —; **Corruption** —
Strength 15 (+5), **Agility** 9 (-1), **Intellect** 6 (-4), **Will** 9 (-1)
Speed 12

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

Spill the Guts When the blind butcher becomes injured, its prodigious gut spills open to release a flood of rotting organs and foul-smelling fluids to cover everything inside a 3-yard cone originating from a point in its space. A creature in the area must get a success on an Agility challenge roll or become blinded for 1 round. A creature blinded in this way must also get a success on a Will challenge roll or gain 1 Insanity. Once the blind butcher uses Spill the Guts, it loses this trait and it takes a -6 penalty to Speed.

Sunlight Weakness A blind butcher is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Cleaver (melee) +5 with 2 boons (3d6 plus 3d6 on attack roll 20+)

BLOATED

Appearing as shuddering mounds of glistening flesh, the bloated struggle under the weight of their bulk. These undead survive death with their appetites intact. Even though they can no longer digest

anything they consume, they greedily stuff their maws nonetheless, forcing gobbets of half-eaten food past their blackened and splintered teeth down into their gullets. The bloated tend to crave unusual sustenance and soon abandon even their favorite dishes in favor of strong spices, exotic flesh, and, eventually, the bodies of their victims. The things they consume rot inside them, adding to the already noisome aroma that wafts from their pallid gray flesh.

Bloated arise from those mortal gluttons whose greed forever stained their souls. Diabolists believe that existence as a bloated is a gift from Hell, a way to torture the soul trapped inside the flesh for the gluttony and excess that characterized its life.

BLOATED

DIFFICULTY 25

Size 1 horrifying undead

Perception 11 (+1); darksight
Defense 8; **Health** 50; **Insanity** —; **Corruption** 1d6 + 2
Strength 13 (+3), **Agility** 8 (-2), **Intellect** 11 (+1), **Will** 9 (-1)
Speed 8

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

Horrid Expulsion When the bloated takes 5 or more damage from a single source, it expels the contents of its gullet from its mouth and anus. Each living creature within 5 yards of the bloated must make an Agility challenge roll and a Will challenge roll. If the creature gets a failure on the Agility challenge roll, it falls prone. If the creature gets a failure on the Will challenge roll, it gains 1 Insanity. Once the bloated uses this trait, it cannot do so again until it uses Gorge.

Unholy Hunger If the bloated takes its turn and can reach a defenseless, incapacitated, or dead creature, it must use its action to Gorge.

ATTACK OPTIONS

Fist (melee) +3 with 1 boon (2d6 + 2)

SPECIAL ATTACKS

Gorge The bloated grabs a defenseless, incapacitated, or dead creature and begins to eat. If the target is Size 1/4, the bloated devours it. It takes 1 round for the bloated to finish eating a Size 1/2 creature, 1 minute to eat a Size 1 creature, and 1 hour to eat a Size 2 or larger creature. When the bloated finishes eating, it regains its Horrid Expulsion trait.

END OF THE ROUND

Vile Stench Each living and breathing creature within short range of the bloated must make a Strength challenge roll with 1 bane. A creature becomes fatigued for 1 round on a failure, or becomes immune to this bloated's Vile Stench until the creature completes a rest.

COLD LOVER

Created by degenerates with unspeakably vile lusts and appetites, cold lovers escape death to provide companionship to the living. Cold lovers appear much as they did in life—or, at least, at their start—but over time, the truth of their natures is revealed as their bodies begin to fail them and decay. Various alchemical agents and magic can preserve them, while cosmetics can cover up their waxy pallor and corpse-like visages. Despite these efforts, however,

the wrongness of their existence always hangs about them, and any who see them can't shake an inexplicable, unsettling feeling that they are not what they seem.

COLD LOVER

DIFFICULTY 10

Size 1 undead

Perception 12 (+2); darksight
Defense 11; **Health** 16; **Insanity** —; **Corruption** 1d3 – 1
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 8 (–2)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Deadened Flesh A cold lover takes half damage from weapons.
Pass for Human A cold lover appears human (or as a member of its ancestry if it is other than human) to all creatures more than 1 yard away from it.
Sunlight Weakness A cold lover is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Long Knife (melee) +1 with 1 boon (1d6)

SPECIAL ATTACKS

Promise of Pleasure The cold lover makes an Intellect attack roll with 1 boon against the Will of one creature within short range. If the target is not normally attracted to members of the cold lover's gender, the attack roll results in a failure. On a success, the target becomes charmed by the cold lover for 1 minute or until the cold lover uses Promise of Pleasure again. When the creature removes the charmed affliction, it must get a success on a Will challenge roll or gain 1 Insanity.

CORPSE MOTHER

Sentient dead come in many shapes and varieties, but few are as horrifically baffling as the corpse mother, for few can conceive of a mind capable of creating such an abomination. Always female in form, its facial features twisted into a grimace of pleasure, they wear long, ratty, stained dresses that almost conceal the loop of umbilical cord that dangles out from their bodies. The cord connects the corpse mother to a calcified baby held within her until it comes time to fight, at which point the stone baby drops from her body, for the corpse mother to use both cord and baby as a grisly flail.

Folklore explains corpse mothers to be the restless dead of jealous women who stole other women's babies. The stone baby at the end of the cord is the weight of their guilt, with the worst offenders having enormous stone babies they must carry or drag on the ground behind them. As a result, corpse mothers are often found on civilization's edges, in lonely cottages, slowly reclaimed by the wilderness. A few surround themselves with the "children" they stole, their corpses animated into ragamuffins (see following).

CORPSE MOTHER

DIFFICULTY 50

Size 1 horrifying undead

Perception 12 (+2); darksight
Defense 10; **Health** 40; **Insanity** —; **Corruption** 1d6
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 12 (+2)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Stone Baby Flail (melee, reach +1) +3 with 2 boons (3d6 plus Choking Grab on attack roll 20+)
Teeth (melee) +3 with 2 boons (1d6)
Choking Grab The umbilical cord wraps around the target's neck, which causes it to become grabbed. While the corpse mother has the target grabbed in this way, it cannot make attacks with its stone baby flail. The corpse mother can use a triggered action on its turn to maintain the grabbed affliction, which causes the creature to take 1d6 damage. In addition to using an action to escape, a creature can use an action to cut the cord with a bladed weapon. Upon doing so, another cord quickly snakes out from the corpse mother's womb to bind itself to the stone baby. If the stone baby is destroyed, a new one forms inside the corpse mother after 1d3 days.

END OF THE ROUND

Cry of Lost Children If the corpse mother is injured, a dreadful wailing emanates from its body, spreading out in a 5-yard radius centered on a point in the corpse mother's space. Each living creature in the area that can hear the noise must get a success on a Will challenge roll with 1 bane or gain 1d3 Insanity. A creature that gets a success on the challenge roll becomes immune to this corpse mother's Cry of Lost Children until the creature completes a rest.



DEATH ANGEL

On large and wide leathery wings, death angels fly high in the night skies, silent and unseen. Hideous undead abominations, they serve death lords as guards, messengers, and spies. Death angels are most commonly found in the Desolation, where they perch atop the massive black pyramids at night, scouring the landscape for signs of the living. Once spotted, they lift up in flocks, speeding toward their prey. Death angels delight in snatching up their victims, carrying them high into the sky, and then dropping them to shatter on the rocks below.

The bones that make up a death angel's body have been hollowed out and stripped of all but a few scraps of skin. Long wispy hair trails from their fleshy skulls, and their wide, toothy grins hint at the malevolence they have for living creatures. Great leathery wings spread out from their shoulders.

DEATH ANGEL

DIFFICULTY 100

Size 1 horrifying undead

Perception 11 (+1); darksight
Defense 14; **Health** 48; **Insanity** —; **Corruption** —
Strength 12 (+2), **Agility** 14 (+4), **Intellect** 9 (–1), **Will** 12 (+2)
Speed 16; flier (swoop)
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Sunlight Weakness A death angel is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Talons (melee) +4 with 1 boon (2d6 plus Snatch)
Snatch If the target is a Size 1 or smaller creature, it must get a success on a Strength challenge roll or become grabbed by the death angel. The death angel can fly while it has a target grabbed and can maintain the affliction for 1 round by using a triggered action on its turn. The death angel cannot have more than one creature grabbed at a time.

SPECIAL ACTIONS

Darting Evasion If the death angel is flying when targeted by an attack from a creature it can see, the death angel can use a triggered action to impose 1 bane on the triggering attack roll. If the roll results in a failure, the death angel can fly up to half its Speed.



DYING BRIDE

When someone beloved perishes and the one who adored them simply cannot bear to let them go, sometimes the temptation to bring them back is too powerful to ignore, leading to the study of dark magic to take back what Father Death has stolen. The results of these efforts usually lead to the living lover's damnation, but sometimes they create a dying bride before the devils come calling.

Dying brides—or dying grooms—demonstrate the lengths some will go to reclaim a beloved who has been taken from them or who has otherwise left them. Once the cadaver has been recovered, the necromancer prepares the body by removing the internal organs and stuffing it with cloves and herbs to keep the stench of the grave at bay. Their wounds are stitched closed with the finest thread, while heavy cosmetics cover bruises and deathly marks. Once the corpse has been suitably prepared, the necromancer summons forth the soul of the beloved from the Underworld and traps it in the dead flesh, thus providing it with animation and awareness.

Few dying brides appreciate the lengths their lovers went to revive them, finding their new bodies and new “lives” horrifying to the point that they lose whatever sanity they had left. Sometimes, this results in their creators' deaths, but it is just as likely for the undead beloved to flee and destroy themselves. In some rare cases, the returned essence finds the new form to its liking and becomes a willing accomplice in their maker's work.

DYING BRIDE

DIFFICULTY 1

Size 1 undead

Perception 11 (+1); darksight
Defense 10; **Health** 12; **Insanity** —; **Corruption** 1d3 – 1
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 9 (–1)
Speed 10
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Palpable Sorrow The dying bride imposes 1 bane on attack rolls and challenge rolls made by creatures within 1 yard of it. Creatures that cannot be frightened are immune to this trait.

ATTACK OPTIONS

Claws (melee) +2 (1d6 + 1)

END OF THE ROUND

Torment Roll a d6. On a 1, the dying bride becomes overwhelmed by its torment and becomes dazed for 1 round. On a 6, the dying bride becomes enraged for 1 round. While enraged, the bride makes attack rolls and challenge rolls with 1 boon and its attacks deal 1d6 extra damage.

EATER OF THE DEAD

The undead do not usually need to eat or drink, despite the hunger they often experience. This appetite springs from some natural impulse left over from when they were alive, compelling them to feed. In the case of eaters of the dead, the hunger becomes all-consuming, driving them to feed on the rotten flesh of corpses. They prefer the spoilage of the flesh, in fact—the meat of the freshly dead is not sufficiently “aged” for their gruesome palates.

Eaters of the dead look human, but are usually covered in dirt, old blood, and viscera. They run about naked, eyes stretched wide, mouths curled up into mad grins that show off the jagged, blackened teeth filling their mouths. When they sense the living nearby, they boil out from their graves and speed toward the intruders, tearing them apart and dragging their remains away for safekeeping until the flesh is “ripe enough” to be eaten.

EATER OF THE DEAD

DIFFICULTY 25

Size 1 frightening undead

Perception 12 (+2); darksight
Defense 12; **Health** 39; **Insanity** —; **Corruption** 1d6 + 1
Strength 13 (+3), **Agility** 12 (+2), **Intellect** 8 (–2), **Will** 15 (+5)
Speed 12
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Sense Living An eater of the dead senses the presence of each living creature within medium range. Such creatures cannot be hidden from the eater of the dead.
Sunlight Weakness An eater of the dead is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Claws and Teeth (melee) +3 with 2 boons (2d6 + 2 plus Disease)

Disease If the target is a creature, it must get a success on a Strength challenge roll with 3 banes or become diseased. While the target is diseased in this way, it cannot heal damage. When it completes a rest, the target must make a Strength challenge roll with 1 bane. On a failure, the target takes 1d6 damage. After three successes, the target removes the diseased affliction.

If a creature diseased by this effect becomes incapacitated, it dies. When the sun next sets on its body, the corpse becomes an eater of the dead, retaining none of its statistics except for its Corruption score.

ENCAGED

Only the truly mad would create an encaged, for they are the uncontrollable sentient remains of the truly mad, homicidal, and insane. Plundering their bodies from asylum graveyards, desperate necromancers only risk creating these unpredictable abominations for their unnatural strength and toughness. To help keep them under control, their makers enclose their heads in metal cages that prevent them from biting, while encumbering their bodies with heavy chains from which hang large weights.





RAGAMUFFIN

A wise necromancer wastes nothing, finding use for every scrap of skin and bit of bone. Necromancers turn these bundles of hair, teeth, bone, and skin into ragamuffins. Ragamuffins typically dwell in their makers' lairs, serving as henchmen and helpers when not being the targets of their creators' wrath.

RAGAMUFFIN

DIFFICULTY 1

Size 1/4 undead

Perception 11 (+1); darksight
Defense 13; **Health** 8; **Insanity** —; **Corruption** —
Strength 6 (–4), **Agility** 13 (+3), **Intellect** 8 (–2), **Will** 6 (–4)
Speed 8
Immune damage from cold, disease, and poison; asleep, diseased, fatigued, poisoned
Mob Fighting If a ragamuffin attacks a target that has already been attacked during the round, the ragamuffin makes the attack roll with 1 boon.
Sneaky A ragamuffin makes challenge rolls to hide or sneak with 1 boon.
Sunlight Weakness A ragamuffin is impaired while in areas lit by sunlight.

ATTACK OPTIONS

Knife (melee) +3 with 1 boon (1d3)

SPECIAL ACTIONS

Skitter When a creature gets a failure on an attack roll made against the ragamuffin, the ragamuffin can use a triggered action to move up to half its Speed. This movement does not trigger free attacks.

ENCAGED

DIFFICULTY 25

Size 1 horrifying undead

Perception 9 (–1); darksight
Defense 10; **Health** 34; **Insanity** —; **Corruption** —
Strength 14 (+4), **Agility** 8 (–2), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 6

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

Weighted The encaged wears a metal cage on its head and weighted chains on its body. The cage and chains fall off when the encaged becomes injured. Free of the weights its Agility becomes 10, its Speed becomes 12, its attacks deal 1d6 extra damage, and it cannot use the chain attack option.

ATTACK OPTIONS

Fist (melee) +4 with 1 boon (1d6)

Chain (melee; reach +2) +4 with 1 boon (1d3 plus Yank)

Yank If the target is a creature, it must get a success on a Strength challenge roll or be moved 1d3 yards toward the encaged. If the encaged can reach the target with its fist, it attacks with its fist as part of the same action.

END OF THE ROUND

Lash Out The encaged can use a triggered action to use its fist to attack a random target it can reach. It makes the attack roll with 1 boon and the attack deals 1d6 extra damage.



ROTTEN

Although the dark magic responsible for their creation provides them with some protection against the elements, few undead can withstand the rigors of exposure for long. The rotten are what remains after a sentient undead creature becomes trapped in a place where it is subjected to moisture, heat, and the elements. Gone are those defining traits that separate them from others of their kind and what remains is a horrifically stinking skeletal figure draped in drooping, glistening flesh that sloughs off from their bodies as they move.

ROTTEN

DIFFICULTY 1

Size 1 horrifying undead

Perception 8 (-2); darksight

Defense 9; **Health** 12; **Insanity** —; **Corruption** —

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

Speed 8

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

Explosive Death When a rotten becomes incapacitated, its body explodes from a point in its space out in a 1-yard radius, showering everything in its area with slimy flesh and stinking gore. A creature in the area must get a success on a Will challenge roll or gain 1 Insanity.

Sunlight Weakness A rotten is impaired while in areas lit by sunlight.

Vulnerable to Damage A rotten takes double damage from all sources to which it is not immune.

ATTACK OPTIONS

Fists (melee) +2 with 1 bane (1d6)



IF YOU ENJOYED *TRAPPED IN BONE AND FLESH*,
BE SURE TO CHECK OUT THESE OTHER TITLES
FROM SCHWALB ENTERTAINMENT!



TOMBS OF THE DESOLATION

Explore the haunted wastelands
of the Desolation and learn its
terrible secrets!



LORDS OF THE BARROWS

Uncover the restless horrors
lurking in ancient tombs scattered
across the Northern Reach!



DEAD BY DAWN

Kick off a new campaign by
fighting the dead to stay alive!