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There can be no
points of light without
Lands of Darkness.

Lands of Darkness

Explore the
mysteries and
monsters within the
vast burial grounds!

The Barrow grounds

An adventure setting for
5 players levels 1–3

Expeditious Retreat Press



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LANDS OF DARKNESS



The Barrow grounds

An adventure setting for 5 players levels 1–3

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introduction

Lands of Darkness #1: The Barrow Grounds is designed for a party of 5, levels 1-3. While this work details 12 encounters, this vast mounded cemetery is quite large. GM's are encouraged to drag and drop this location in their campaign and create more encounters for party exploration or future story arcs. However, a general history and adventure hooks are provided for GM's on the go.

How to Use Lands of Darkness

Lands of Darkness have encounters within a larger area. They are easily dropped into a pre-existing campaigns with plenty of room for GMs to expand more detail specific to their world and story arcs.

Encounters are tailored for each level within range. For example, *The Barrow Grounds* is designed for parties levels 1-3, so each encounter will have monsters, treasures, quests, and starting position maps for a party level 1, party level 2, and party level 3. If a party completes each encounter, they should have acquired enough experience to gain 1 level.

GMs should take note of which monsters are in the area, as the monster lists and starting locations are dependent on party level. For example in area 1, the steel snake is not present for Party Level 1, and the iron hound is not present for Party Level 2. Also note the addition of more monsters of the same type. For example in area 3, a Party Level 3 encounters 3 barrow rat swarms denoted on the map as S, S₂, and S₃.

History

Once affiliated with an affluent settlement, the Barrow Grounds are in a state of disrepair. Crumbling walls, overgrown vegetation, and dry fountains decorate this once noble place of the dead. A tall ornately wrought iron gate covered in flaking rust and thick vines stands witness to the life and wealth that once thrived in the desolate and ruined settlement that built this burial ground. The landscape is dotted with rounded mounds, some still bearing their stone markers, and an aura of quiet death lingers.

Hooks

If the party needs some incentive to explore the Barrow Grounds, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Party Level 1 - 100 Experience, 50 gp; Party Level 2 - 125 Experience, 60 gp; Party Level 3 - 150 Experience, 75gp).

- Renowned genealogist Eric Hafler hires the party to find the Guron family tomb and retrieve information concerning the family, including names, birth dates, and dates of death.
- Honoria Melnor is a historian collecting information for an upcoming work and she has caught wind of a statute depicting members of the Relcoff family somewhere in the

barrow grounds. Should the party bring a sketch or make a description of the statute, they will be handsomely rewarded.

- A surviving member of the Fusille family hires the party to find the family's tomb and map its location.

Features of the Barrow Grounds

Rubble Wall with Iron Gate: After years of disrepair and scavenging, parts of the cemetery wall are now in rubble with few areas over waist high. However, the wall along the southeast corner still stands with the ornate iron gate ajar, laced with climbing vines and dusted with rust.

Vantage: The cemetery is row after row and column after column of mounded earth lined with large stones. The average burrow rises 8 feet high, making it difficult to see far across the landscape from the ground. However, if one is looking down from high ground (see contour lines on the map), visibility is generally not an issue.

Plazas: Tucked away periodically are plazas with stone benches and a central focal point, such as a fountain, statute, or plaque. Some encounters are detailed in such plazas, and GMs are encouraged to expand and fleshout the overview map to include more as they see fit.

Overview Map: The encounters detailed in this supplement are labeled with numbers and white while other structures are filled in grey. GM's are encouraged to adapt the map to suit their needs and create more encounters germane to their particular campaigns and story arcs.

Random Encounters

The party may encounter monsters while wandering the Barrow Grounds. Roll randomly on Daylight Encounters every 8 hours during the day and on Night Encounters every 4 hours during the night.

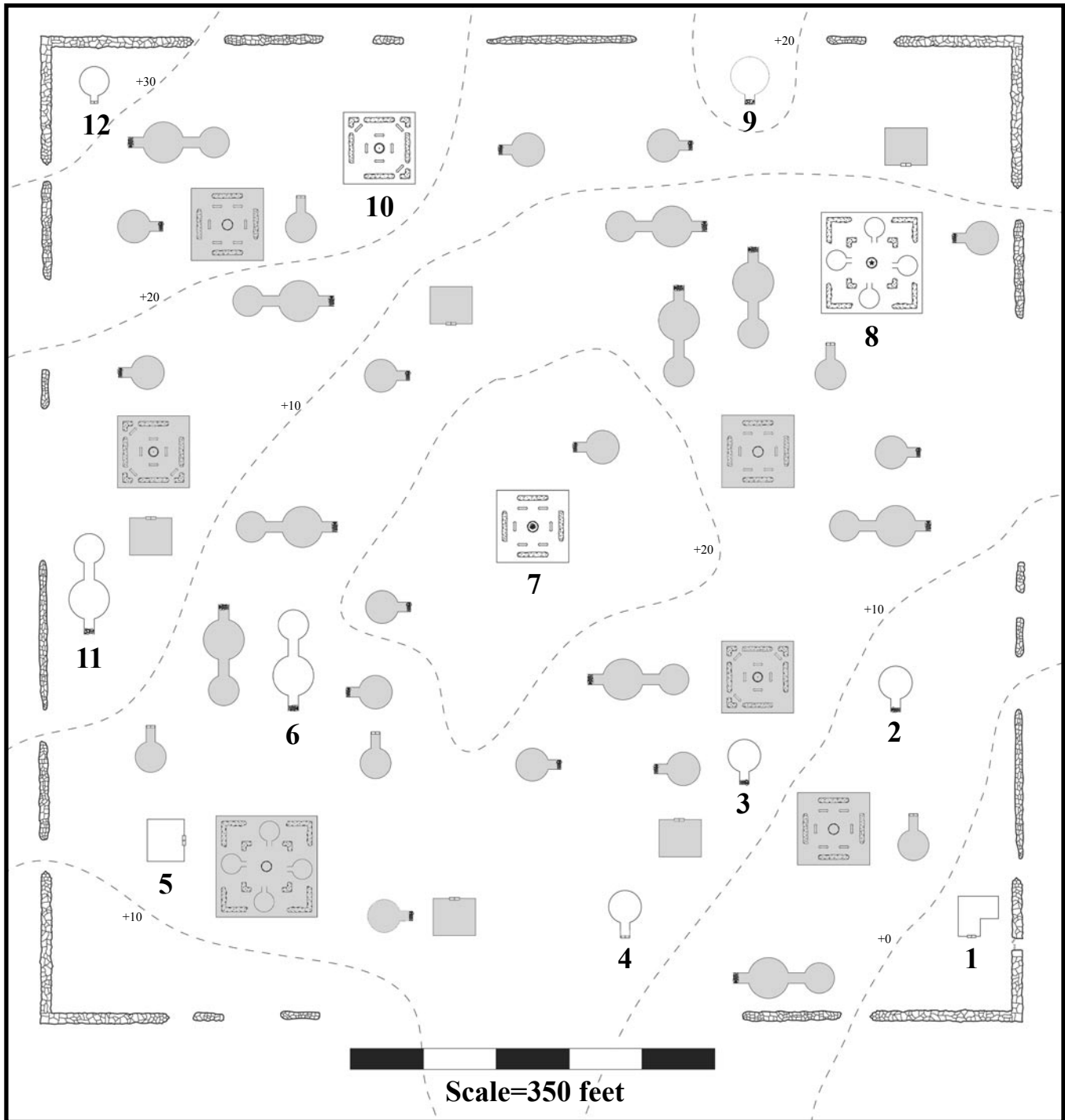
Daylight Encounters (1d6)

- 1 4 Dire Rats
- 2 3 Skeletons
- 3 3 Bloodbats
- 4 5 Zombies
- 5 No Encounters
- 6 No Encounters

Night Encounters (1d10)

- 1 1 Rat Swarm, 3 Dire Rats
- 2 3 Bloodbats, 1 Elite Bloodbat
- 3 4 Skeletons
- 4 6 Zombies
- 5 3 Gray Wolves
- 6 3 Chillspirit Blackshadow
- 7 2 Wights
- 8 3 Chillspirit Bats
- 9 No Encounters
- 10 No Encounters

Overview map of the Barrow grounds



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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.

1. The guardian's Chamber

Creeping vines lattice the outer walls of the stone building just beyond the iron gate. Despite the persistent vegetation, a faint glow emanates from the walls. Further investigation reveals that there are runes carved into the stone, giving off a pale blue light. The building has only one storey with no windows or chimney. A set of closed double doors (10 feet wide) is the only entrance.

The air inside the building is musty from years of disuse. The glowing runes are more visible inside the building, giving the area a soft blue light. There are 2 10-foot long tables against the walls and halfway down the room is a red line on the floor from wall to wall. Standing near the back of the room is a statuesque form who bids the party to halt.

Monsters

Party Level 1 (550 XP)

Barrow Guardian (400 XP) (G)

Iron Hound (150 XP) (I)

Party Level 2 (650 XP)

Barrow Guardian (400 XP) (G)

Steel Snake (250 XP) (S)

Party Level 3 (800 XP)

Barrow Guardian (400 XP) (G)

Iron Hound (150 XP) (I)

Steel Snake (250 XP) (S)

Features

Protective Runes: The glowing ruins on the building are protective in nature. No undead can enter the building, nor can their effects reach into the building. If the party agrees to help the barrow guardian, he will allow the party to rest here up to 3 times in their exploration. If the party kills the barrow guardian, the protective runes regard the party as hostile and whenever the party is within 15 feet of the building (or inside the building), the runes cast a bolt of electricity each round at up to 5 targets. The bolt always hits and does 2d6 points of electrical damage.

Red Line: If any member of the party crosses the red line, the barrow guardian and any other monsters in the area treat the party as hostile.

Altar: The altar is nestled in the other room. Made of stone, the altar has a carved niche on top and on the side. Only the barrow guardian is allowed to touch the altar.

Tactics

When the party opens the door, the barrow guardian will attempt to parley with the party (see Quest below) and does not begin hostile to the party. However, if the party attacks or crosses the red line, the barrow guardian and his allies will become hostile and attack but they will not leave the confines of the building. If the barrow guardian is killed, the protective runes will turn on the party (see *Protective Runes* under Features).

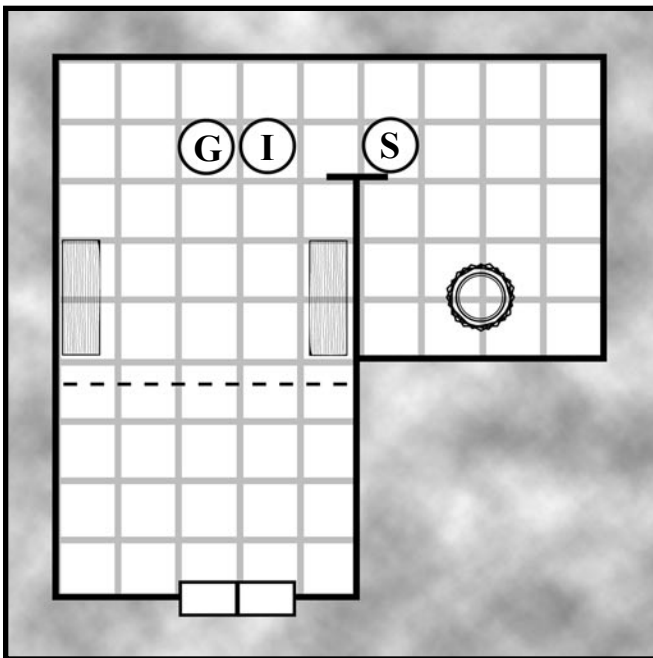
Treasure

None

Quest

A Special Task: The barrow guardian is a construct charged with a special task. At creation, a large crystal filled with positive light was placed in the center of the Barrow Grounds, warding off the horrors that revel in death. Should this crystal ever succumb to darkness, the crystal would expel a part of itself before turning to dark. Once this crystal shard is brought to the barrow guardian, it would grant him (and only him) the ability to temporarily turn into a colossus and smash the dark crystal, cleansing the area of dark power. However something must have gone terribly awry when the crystal turned dark as the village shard bearer did not arrive with the crystal shard and long has the dark crystal shone over the Barrow Grounds.

When the party opens the door, the barrow guardian will attempt to parley with the party, at first mistaking them as the shard bearer, then explaining his task and hoping to enlist the aid of the party in recovering the shard. The barrow guardian does not know the shard's present location, only that it must be found to cleanse the area of the darkness that has taken root.



If the party accepts the quest, the barrow guardian will allow the party to rest in the building up to 3 times and will explain that they cannot cross the red line (although the barrow guardian and his construct allies may move about the room at their leisure).

Once the crystal shard is returned to the barrow guardian, he will insert the shard into the altar and transform into a colossus, making a direct path to the dark crystal to destroy it. Once the crystal is destroyed, the barrow guardian and his other construct allies will crumble, their purpose fulfilled.

Party Level 1: 100 XP

Party Level 2: 125 XP

Party Level 3: 150 XP

Barrow Guardian		Level 2 Elite Lurker	
Small natural animate (construct)		XP 400	
Initiative +6	Senses Perception +5; darkvision		
HP 62; Bloodied 31			
AC 18; Fortitude 13, Reflex 16, Will 17			
Immune disease, poison			
Saving Throws +2			
Speed 6, fly 3 (clumsy)			
Action Points 1			
⚡ Bite (standard; at-will) • Poison			
+4 vs. AC; 1d6 + 1 damage, and the barrow guardian makes a secondary attack against the same target. Secondary Attack: +3 vs. Fortitude; the target is slowed (save ends).			
🔮 Mind Attack (standard; at-will) • Psychic			
Ranged 10; +6 vs. Reflex; 1d6 + 4 psychic damage, and the target is dazed (save ends).			
🔮 Double Mind Attack			
A barrow guardian makes two Mind Attacks.			
Special Task			
The barrow guardian gains a +5 bonus to attack rolls against targets adjacent to the altar.			
Dazed Invisibility • Illusion			
The barrow guardian is invisible to dazed creatures.			
Misdirect (immediate interrupt, when targeted by a melee or a ranged attack; at will)			
The barrow guardian makes an attack against the attacker: +2 vs. Will; the triggering attack targets a creature adjacent to the barrow guardian instead (as chosen by the barrow guardian).			
Alignment Unaligned	Languages Common		
Skills Stealth +8			
Str 11 (+1)	Dex 14 (+3)	Wis 11 (+1)	
Con 12 (+2)	Int 11 (+1)	Cha 17 (+4)	

Iron Hound		Level 3 Soldier	
Medium natural animate (construct)		XP 150	
Initiative +6	Senses Perception +5; darkvision		
HP 47; Bloodied 23			
AC 18; Fortitude 16, Reflex 15, Will 13			
Immune disease, poison			
Speed 6			
⚡ Bite (standard; at-will)			
+9 vs. AC; 1d8 + 4 damage.			
⚡ Protect Guardian (immediate reaction, when an adjacent enemy attacks the barrow guardian; at-will)			
The iron hound makes a bite attack against the enemy.			
Persistent Attack			
When the iron hound makes an opportunity attack, it shifts 1 square before or after the attack			
Alignment Unaligned		Languages –	
Str 17 (+4)	Dex 14 (+3)	Wis 10 (+1)	
Con 14 (+3)	Int 4 (-2)	Cha 9 (+0)	

Steel Serpent		Level 6 Skirmisher	
Medium natural animate (construct)		XP 250	
Initiative +6	Senses Perception +10; darkvision		
HP 75; Bloodied 37			
AC 20; Fortitude 20, Reflex 18, Will 17			
Immune disease, poison			
Speed 8; see also <i>serpent shift</i>			
⚡ Bite (standard; at-will) • Poison			
+12 vs. AC; 1d8 + 2 damage, and ongoing 5 poison damage (save ends).			
🔮 Mind Poison (standard; recharge ☞ ☞ ☞ ☞) • Psychic			
Ranged 10, affects only creatures taking ongoing poison damage; +8 vs. Will; the target is dazed and slowed (save ends both); see also <i>protect guardian's chamber</i> .			
Protect Guardian's Chamber			
A steel serpent can use its mind poison against any creature in the guardian's chamber, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.			
Serpent Shift (move; at-will)			
The steel serpent shifts 4 squares as a move action.			
Alignment Unaligned		Languages –	
Skills Stealth +10			
Str 16 (+6)	Dex 14 (+5)	Wis 12 (+4)	
Con 18 (+7)	Int 4 (+0)	Cha 13 (+4)	

2. Wings and a Prayer

Above ground this barrow seems little more than a knoll and one might easily pass it unawares were it not for the stone markers laid in front of the entrance. The entrance is partially blocked with rubble and debris, but peering in nooks and cracks, one can see a 10-foot long passage heading into the ground.

Monsters

Party Levels 1-3 (500 XP)

1 Elite Bloodbat (200 XP) (E)

3 Bloodbats (100 XP each) (B)

Features

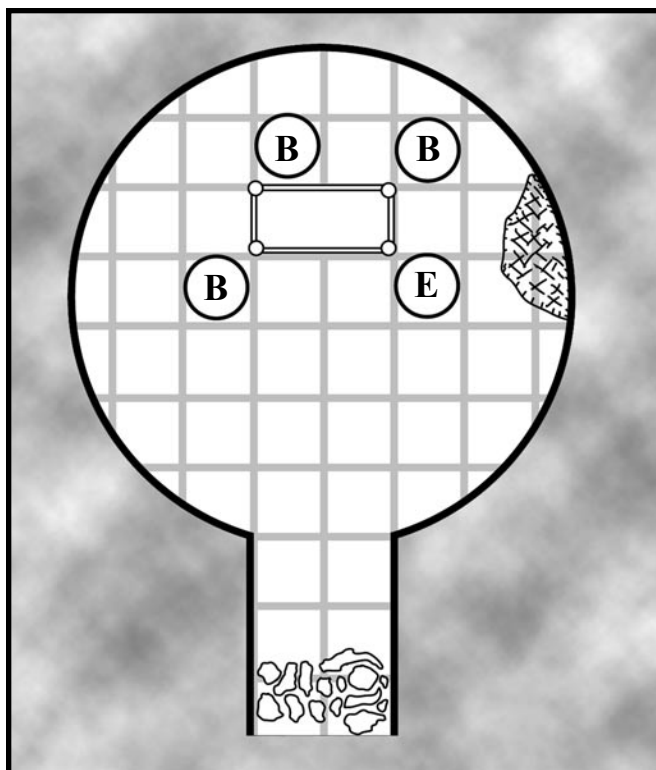
Entrance: The entrance to the barrow is blocked with large rocks and debris. The rock and debris must be cleared (Strength check DC 15) before the party can enter the barrow.

Lighting: If the party is searching the barrow during the day, ambient light from the surface illuminates the first 3 squares from the entrance.

Ceiling: The ceiling is packed earth with stone and wood supports. It is 10 feet high. Hanging from the ceiling is a family of bloodbats (see Tactics).

Manure Mound: On the eastern side of the barrow is a mound of fresh droppings. If the party fully investigates the mound (Perception check DC 10), they find listed treasure.

Stone Slab: The stone slab sits toward the back of the barrow. A skeleton remains on the stone with his hands closed in prayer.



Tactics

The bloodbats hang from the ceiling and attack the party once they enter the circular room. They are unintelligent creatures, but hungry and fierce nonetheless.

Treasure

Party Level 1-3

Potion of Healing

Bloodbat	Level 1 Lurker
Small natural beast	XP 100

Initiative +8 **Senses** Perception +0; low-light vision

HP 22; **Bloodied** 11

AC 15; **Fortitude** 12, **Reflex** 13, **Will** 10; see also *bite*

Speed 1, fly 7 (hover)

⚡ **Bite** (standard; at-will)

+7 vs. AC; 1d4 + 1 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. At attached bloodbat doesn't make attack rolls while grabbing a target and gains a +6 bonus to its AC and Reflex defenses.

Alignment Unaligned

Languages –

Skills Stealth +8

Str 9 (-1)

Dex 17 (+3)

Wis 11 (+0)

Con 11 (+0)

Int 1 (-5)

Cha 5 (-3)

Elite Bloodbat

Level 1 Elite Lurker

Small natural beast

XP 200

Initiative +8 **Senses** Perception +0; low-light vision

HP 44; **Bloodied** 22

AC 17; **Fortitude** 14, **Reflex** 15, **Will** 10; see also *bite*

Saving Throws +2

Speed 1, fly 7 (hover)

Action Points 1

⚡ **Bite** (standard; at-will)

+7 vs. AC; 1d4 + 1 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached elite bloodbat doesn't make attack rolls while grabbing a target and gains a +6 bonus to its AC and Reflex defenses.

⚡ **Double Attack** (standard; at-will)

An elite bloodbat makes an additional attack if the first attack misses.

Alignment Unaligned

Languages –

Skills Stealth +8

Str 9 (-1)

Dex 17 (+3)

Wis 11 (+0)

Con 11 (+0)

Int 1 (-5)

Cha 5 (-3)

3. Love conquers all

This barrow is the resting place of a couple entombed together, but time has taken its toll. The entrance is blocked with rubble and a nest of barrow rats have taken up residence.

Monsters

Party Level 1 (500 XP)

- 1 Barrow Rat Swarm (125 XP) (S)
- 3 Dire Barrow Rats (100 XP each) (D)
- 3 Barrow Rats (25 XP each) (B)

Party Level 2 (625 XP)

- 2 Barrow Rat Swarms (125 XP each) (S) (S₂)
- 3 Dire Barrow Rats (100 XP each) (D)
- 3 Barrow Rats (25 XP each) (B)

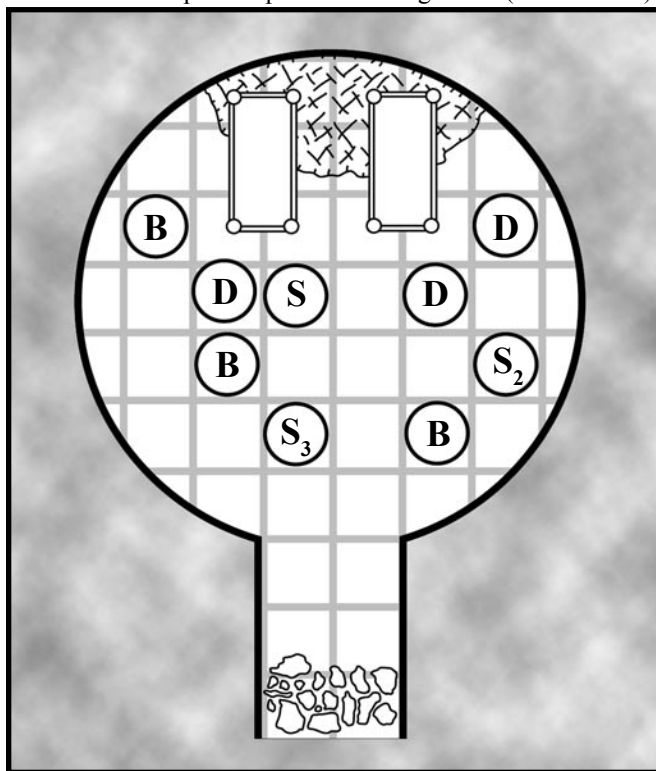
Party Level 3 (750 XP)

- 3 Barrow Rat Swarm (125 XP) (S) (S₂) (S₃)
- 3 Dire Barrow Rats (100 XP each) (D)
- 3 Barrow Rats (25 XP each) (B)

Features

Entrance: The entrance to the barrow is blocked with large rocks and debris. A Perception check DC 12 reveals small holes through the rubble that a medium-sized creature could crawl through. Elsewise, the rock and debris must be cleared (Strength check DC 10) before the party can enter.

Stone slabs: Towards the back of the barrow are 2 stone slabs bearing the remains of a married couple. Both stones bear the same message: Love conquers all. There is nothing of value on the slabs except for a pair of wedding bands (see Treasure).



Nest: Against the back wall is a nest made from scraps of cloth, sticks, and debris. If the party investigates (Perception DC 12), they find a *potion of healing* (listed under Treasure).

Barrow Rat Swarm Level 2 Skirmisher

Medium natural beast (swarm) XP 125

Initiative +5 **Senses** Perception +5; low-light vision

HP 36; **Bloodied** 18

AC 15; **Fortitude** 12, **Reflex** 14, **Will** 11

Resist half damage from melee and ranged attacks;
Vulnerable 4 against close and area attacks

Speed 5, climb 2

⊕ **Chittering Devour** (standard; at-will)

+7 vs. AC; 1d6 + 2 damage, and ongoing 2 damage (save ends).

Alignment Unaligned

Languages –

Skills Stealth +8

Str 13 (+2)

Dex 176(+4)

Wis 11 (+1)

Con 13 (+2)

Int 2 (-3)

Cha 8 (+0)

Dire Barrow Rat Level 1 Brute

Medium natural beast XP 100

Initiative +1 **Senses** Perception +4; low-light vision

HP 38; **Bloodied** 19

AC 15; **Fortitude** 15, **Reflex** 13, **Will** 11

Speed 5, climb 2

⊕ **Bite** (standard; at-will)

+7 vs. AC; 1d6 + 4 damage.

Alignment Unaligned

Languages –

Skills Stealth +8

Str 15 (+2)

Dex 14 (+2)

Wis 11 (+0)

Con 19 (+4)

Int 3 (-4)

Cha 7 (-2)

Barrow Rat Level 1 Minion

Small natural beast XP 25

Initiative +2 **Senses** Perception +4; low-light vision

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 15, **Will** 12

Speed 5, climb 2

⊕ **Bite** (standard; at-will)

+7 vs. AC; 4 damage.

Alignment Unaligned

Languages –

Str 13 (+1)

Dex 16 (+3)

Wis 11 (+0)

Con 13 (+1)

Int 2 (-4)

Cha 7 (-2)

Tactics

The rats of the barrow are not brave warriors by nature, but very protective of their nest. They will attack anyone that enters into “their” barrow.

4. Flame of Honor

A crude stone door covers the entrance into the barrow. Carved on the door is a spear over a shield with the effigy in an old tongue: We will never forget. This barrow holds the cremated remains of countless unnamed soldiers that were cut down on the battlefield of some forgotten war.

Monsters

Party Level 1 (525 XP)

3 Shadowy Soldiers (175 XP each) (S)

Party Level 2 (625 XP)

3 Shadowy Soldiers (175 XP each) (S)

4 Ruined Skeletons (25 XP each) (R) (R₂)

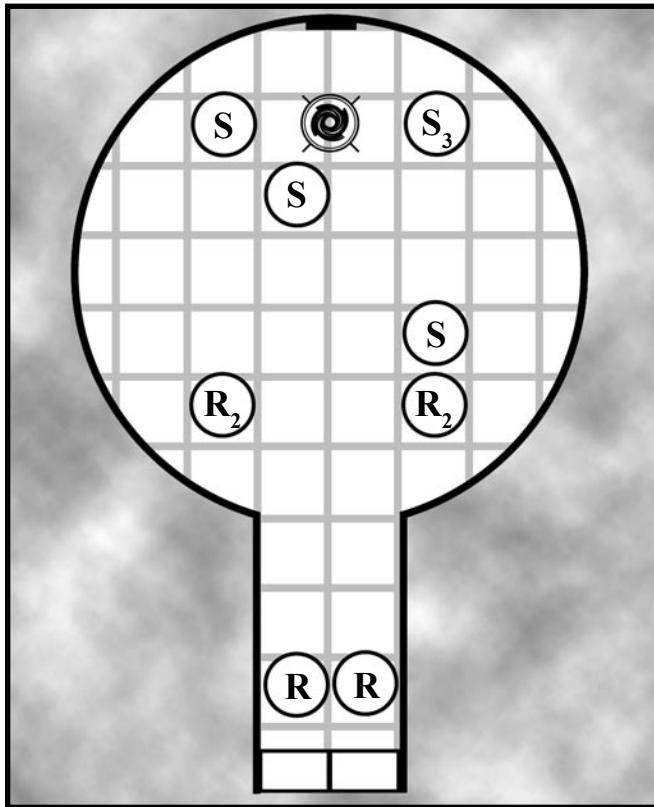
Party Level 3 (750 XP)

4 Shadowy Soldiers (175 XP each) (S) (S₃)

2 Ruined Skeletons (25 XP each) (R)

Features

Stone door: It takes some strength (Strength check DC 10) to open the barrow door.



Treasure

Party Level 1/2/3

Potion of Healing, 2 gold wedding bands (5gp/10gp/15gp)

Brazier: In the back of the barrow sits a large brazier, flames rising and illuminating the barrow. Investigation reveals that the flames are a heatless illusion.

Floor: The floor is covered with dust and ash.

Spear and Shield: Behind the brazier, a battered shield rests against the wall with a spear planted into the ground in front of it. The spear is magical (see Treasure), however

Shadowy Soldier	Level 4 Soldier
Medium shadow humanoid (undead)	XP 175

Initiative +9 **Senses** Perception +14; darkvision

HP 40; **Bloodied** 20

AC 18; **Fortitude** 16, **Reflex** 15, **Will** 16

Immune disease, poison; **Resist** insubstantial

Speed 5, fly 5 (hover); phasing

⚔ **Shadow Sword** (standard; at-will) • **Necrotic**

+10 vs. Reflex; 1d10 + 4 necrotic damage.

Shadow Tactics

A shadowy soldier has combat advantage against any target that has another shadowy soldier adjacent to it.

Alignment Any	Languages Common	
Str 15 (+4)	Dex 13 (+3)	Wis 10 (+2)
Con 13 (+3)	Int 11 (+2)	Cha 15 (+4)

Ruined Skeleton	Level 1 Minion
Medium natural animate (undead)	XP 25

Initiative +4 **Senses** Perception +3; darkvision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 13, **Reflex** 14, **Will** 13

Immune disease, poison

Speed 7

⚔ **Longsword** (standard; at-will) • **Weapon**

+5 vs. AC; 5 damage.

🏹 **Shortbow** (standard; at-will) • **Weapon**

Ranged 15/30; +5 vs. AC; 2 damage.

Alignment Unaligned	Languages –	
Str 14 (+2)	Dex 16 (+3)	Wis 15 (+2)
Con 12 (+1)	Int 3 (-4)	Cha 3 (-4)

Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

if anyone pulls the spear from the ground, the spirits of the fallen soldiers rise up from the ashes on the floor. Enraged, they engage the grave robbers in combat.

Tactics

The shadowy soldiers and (if any) ruined skeletons rise from the ashes spread across the floor. While they cannot leave the barrow, they will fight the living in their barrow.

5. UNFORGIVEN FAITHFUL

This abandoned stone chapel is still occupied by the unforgiven dead, those faithful that failed to protect the sacred vessels when the central crystal turned dark. Much of the furniture and accoutrements of worship are little more than rubble, but the unforgiven faithful continue their duties, miming the familiar into undeath.

Monsters

Party Level 1 (625 XP)

5 Unforgiven Dead (125 XP each) (U)

Party Level 2 (750 XP)

6 Unforgiven Dead (125 XP each) (U) (U₂)

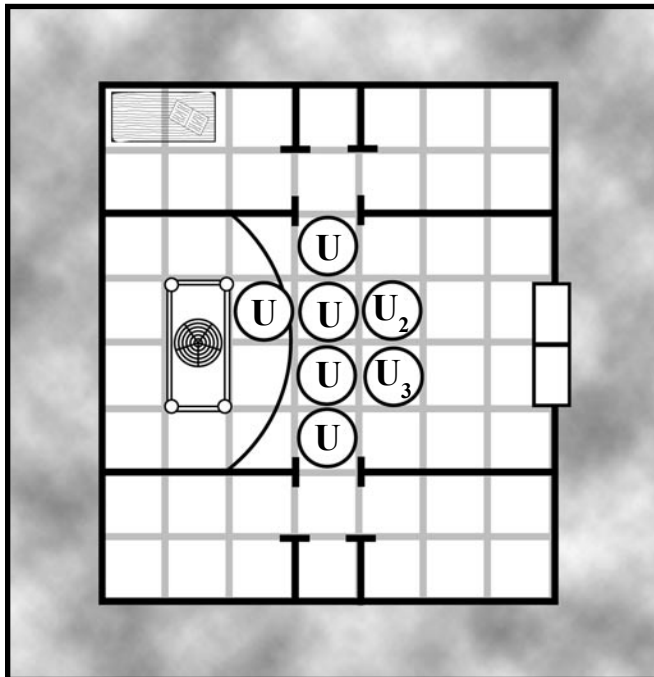
Party Level 3 (875 XP)

7 Unforgiven Dead (125 XP each) (U) (U₂) (U₃)

Features

Entrances: The double doors are the only entrance.

Light: There is no light source in the area.



Treasure

Party Level 1

Vicious Spear +1

Party Level 2

Frost Spear +1

Party Level 3

Thundering Spear +1

Altar/Raised Platform: The altar stands on a raised platform 2 feet from the ground. Upon the altar are offerings of coin (see Treasure).

Backroom Table: One table in the back room remains intact, bearing a devotional book (see Treasure).

Tactics

Standing on the platform in front of the altar, one unforgiven dead leads the service, gesturing and moaning to his undead congregation. If listed as treasure for the party, the prayer beads are found on him. The unforgiven undead are trapped in a perversion of life in death and harbor a deep-seated hate for the living, attacking them on sight.

Treasure

Party Level 1

50sp, devotional book (20gp)

Party Level 2

25gp, devotional book (20gp)

Party Level 3

25gp, devotional book (20gp), prayer beads (10gp)

Unforgiven Dead	Level 2 Brute
Medium natural animate (undead)	XP 125
Initiative +1	Senses Perception +2; darkvision
HP 40; Bloodied 20	
AC 13; Fortitude 13, Reflex 9, Will 10	
Immune disease, poison; Resist 10 necrotic	
Speed 4	
⊕ Slam (standard; at-will)	
+7 vs. AC; 2d8 damage.	
⊕ Unforgiven Hold (standard; at-will)	
+3 vs. Reflex; target is grabbed (until escape). Checks made to escape the unforgiven dead's grab take a -5 penalty.	
Alignment: Unaligned	Languages –
Str 15 (+3)	Dex 7 (-1) Wis 9 (+0)
Con 11 (+1)	Int 1 (-4) Cha 3 (-3)

6. GURON FAMILY BARROW

This extended barrow contains 2 rooms, a front room with the remains of the Guron family adults while the back room houses the remains of the Guron children.

Monsters

Party Level 1 (500 XP)

3 Skeletal Soldiers (150 XP each) (S)
2 Ruined Skeletons (25 XP each) (R)

Skeletal Soldier	Level 3 Soldier
Medium natural animate (undead)	XP 150

Initiative +7 **Senses** Perception +2; darkvision
HP 45; **Bloodied** 22
AC 18; **Fortitude** 15, **Reflex** 16, **Will** 15
Immune disease, poison; **Resist** 10 necrotic
Speed 6

⚔ Longsword (standard; at-will) • Weapon

+9 vs. AC; 1d8 + 3 damage, see also *skeletal dominance*.

Skeletal Dominance

When making an opportunity attack, the skeletal soldier gains a +4 bonus to the attack roll and deals an extra 3 damage.

Alignment Unaligned	Languages –	
Str 14 (+3)	Dex 16 (+4)	Wis 15 (+3)
Con 12 (+2)	Int 3 (-3)	Cha 3 (-3)

Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

Ruined Skeleton	Level 1 Minion
Medium natural animate (undead)	XP 25

Initiative +4 **Senses** Perception +3; darkvision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13, **Reflex** 14, **Will** 13
Immune disease, poison
Speed 7

⚔ Longsword (standard; at-will) • Weapon

+5 vs. AC; 5 damage.

🏹 Shortbow (standard; at-will) • Weapon

Ranged 15/30; +5 vs. AC; 2 damage.

Alignment Unaligned	Languages –	
Str 14 (+2)	Dex 16 (+3)	Wis 15 (+2)
Con 12 (+1)	Int 3 (-4)	Cha 3 (-4)

Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

Party Level 2 (500 XP)

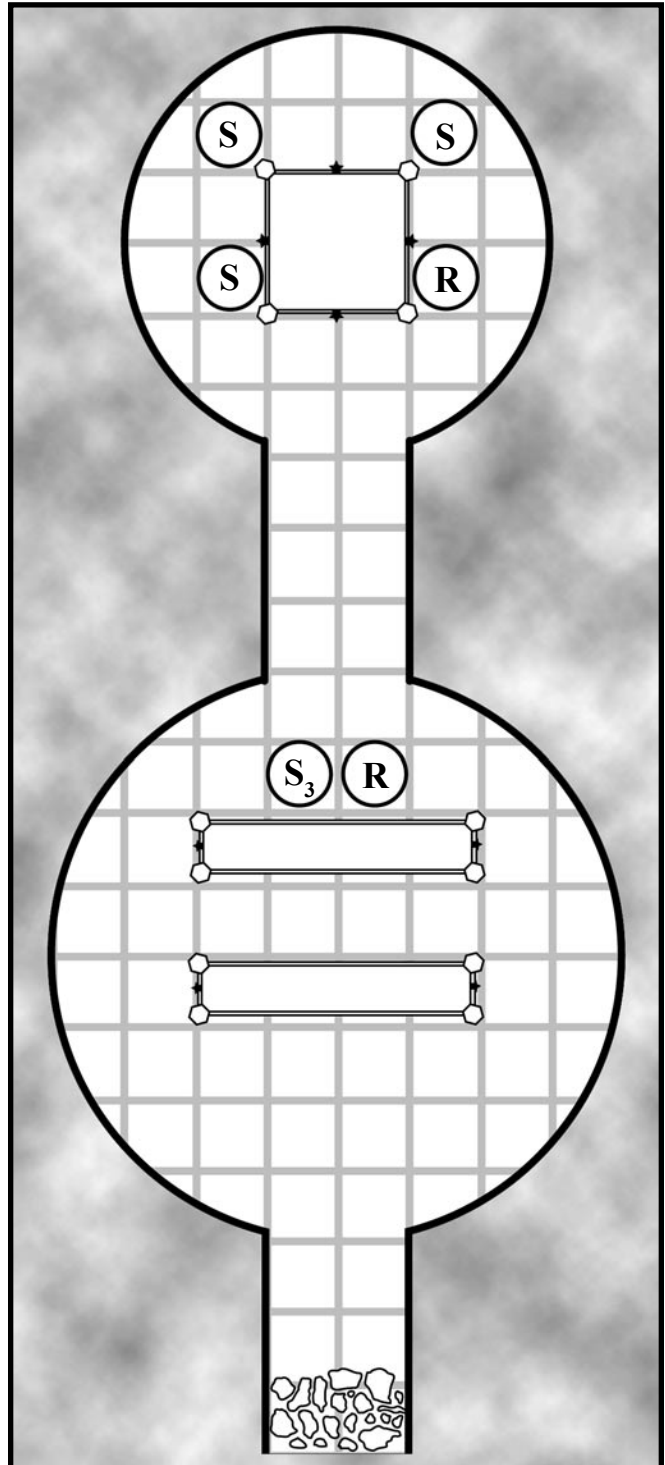
3 Skeletal Soldiers (150 XP each) (S)
2 Ruined Skeletons (25 XP each) (R)

Party Level 3 (650 XP)

4 Skeletal Soldiers (150 XP each) (S) (S₃)
2 Ruined Skeletons (25 XP each) (R)

Features

Entrance: The entrance to the barrow was sealed with stone and rubble (Strength check DC 10 to clear).



Front Stone slabs: There are 2 long slabs in the front room with bodies lined across each, however there are gaps in the line of skeletal remains. Fastened on each slab is a brass plaque with names, birth dates, and dates of death.

Back Slab: The smaller back barrow holds the remains of the Gurons who died as infants and children. While the rest of the barrow is unlit, a small enchanted candle burns continually so the children can rest unafraid of the dark. If the candle is removed from the barrow, it crumbles into dust.

Tactics

The skeletal soldiers and ruined skeletons are members of the Guron family, wrested from death to guard the family barrow. They attack anyone entering the barrow that does not bear the family crest or wear a family ring [Knowledge (history) check DC 18 to recall and reproduce the Guron family crest]. The

treasure listed is scattered throughout the remains on the slabs. If any of it is taken, the skeletal soldiers and ruined skeletons will attack, however they will not leave the barrow.

Treasure

Party Level 1

Silver necklace (5gp), gold bracelet (5gp), silver cufflinks (5gp), infant's anklet (5gp)

Party Level 2

Gold necklace (10gp), inlaid cufflinks (15gp), tiara with stones (50gp)

Party Level 3

Gold necklace (10gp), pearl earrings (100gp), embossed sheath (50gp)

7. Dark Crystal

This plaza features a large crystal that emits a dark glow. Ringed with stone benches and overgrown hedges, this place of once quiet contemplation has a sinister quality.

Monsters

Party Level 1 (800 XP)

2 Reanimators (175 XP each) (R)
3 Skeletal Soldiers (150 XP each) (S)

Party Level 2 (875 XP)

2 Reanimators (175 XP each) (R)
3 Skeletal Soldiers (150 XP each) (S)
3 Ruined Skeletons (25 XP each) (K)

Party Level 3 (1,000 XP)

2 Reanimators (175 XP each) (R)
4 Skeletal Soldiers (150 XP each) (S) (S₃)
3 Ruined Skeletons (25 XP each) (K)

Features

Dark Crystal: This crystal has an aura 1. Any undead creature in its aura heals 2 points of damage per round. The party find no trace of the crystal shard (see Quest under Area 1).

Tactics

The undead here do not wish to relinquish the dark crystal's healing power and will fight to the death to maintain control of the area. The reanimators stay close to the crystal, reanimating skeletal soldiers and ruined soldiers as they fall. Reanimators will always reanimate the other reanimator before a skeletal soldier. The boots (see Treasure) are worn by one of the reanimators.

Treasure

Party Level 1

Catstep Boots, gold ring (10gp), 30gp

Party Level 2

Wavestriders Boots, jeweled ring (50gp), 50gp

Party Level 3

Boots of spider climbing, platinum ring (100gp), 100gp

Reanimator	Level 4 Controller
Medium natural humanoid (undead)	XP 175
Initiative +3	Senses Perception +2; darkvision
HP 54; Bloodied 27	
AC 18; Fortitude 15, Reflex 16, Will 17	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
⚔ Claw (standard; at-will) • Necrotic +8 vs. AC; 1d6 necrotic damage.	
☞ Necrotic Bolt (standard; at-will) • Necrotic Ranged 25; +6 vs. Reflex; 1d6 + 2 necrotic damage, and the target is immobilized (save ends).	
☞ Reanimate (standard; recharge ☞ ☞) • Healing, Necrotic Ranged 15; affects a destroyed undead creature of a level no higher than the reanimator's +3; the target stands as a free action with a number of hit points equal to its bloodied value. This power does not affect minions.	
☞ Wave of Fear (standard; recharge ☞ ☞ ☞) • Fear Close blast 5; +7 vs. Will; 1d3 damage, and the target is pushed 4 squares.	
Alignment Evil	Languages Common
Skills Arcana +12, Religion +12	
Str 11 (+2)	Dex 15 (+4) Wis 8 (+1)
Con 15 (+4)	Int 17 (+5) Cha 17 (+6)

Skeletal Soldier **Level 3 Soldier**
 Medium natural animate (undead) XP 150

Initiative +7 **Senses** Perception +2; darkvision
HP 45; **Bloodied** 22
AC 18; **Fortitude** 15, **Reflex** 16, **Will** 15
Immune disease, poison; **Resist** 10 necrotic
Speed 6

⊕ **Longsword** (standard; at-will) • **Weapon**

+9 vs. AC; 1d8 + 3 damage, see also *skeletal dominance*.

Skeletal Dominance

When making an opportunity attack, the skeletal soldier gains a +4 bonus to the attack roll and deals an extra 3 damage.

Alignment Unaligned	Languages –	
Str 14 (+3)	Dex 16 (+4)	Wis 15 (+3)
Con 12 (+2)	Int 3 (-3)	Cha 3 (-3)

Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

Ruined Skeleton **Level 1 Minion**
 Medium natural animate (undead) XP 25

Initiative +4 **Senses** Perception +3; darkvision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13, **Reflex** 14, **Will** 13
Immune disease, poison
Speed 7

⊕ **Longsword** (standard; at-will) • **Weapon**

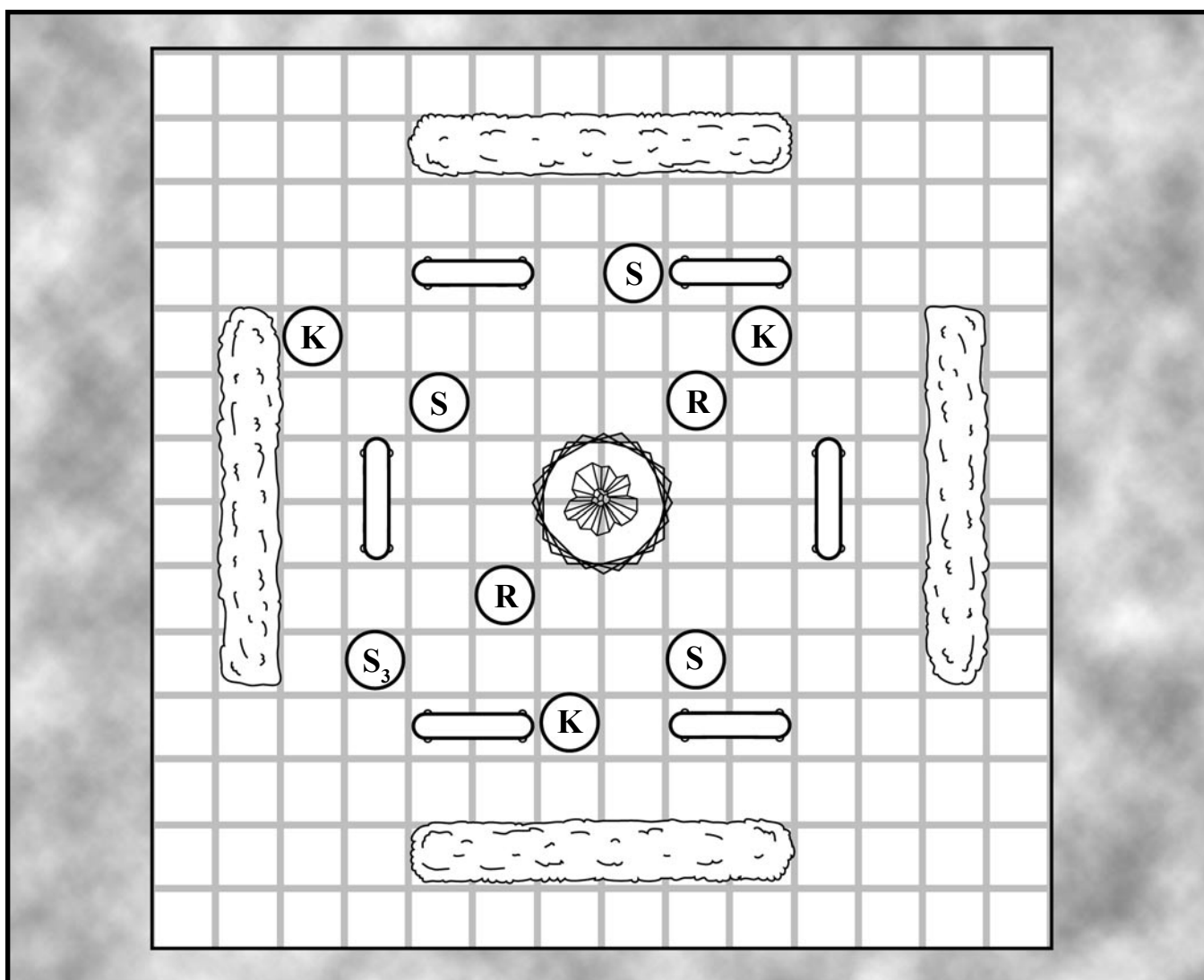
+5 vs. AC; 5 damage.

☞ **Shortbow** (standard; at-will) • **Weapon**

Ranged 15/30; +5 vs. AC; 2 damage.

Alignment Unaligned	Languages –	
Str 14 (+2)	Dex 16 (+3)	Wis 15 (+2)
Con 12 (+1)	Int 3 (-4)	Cha 3 (-4)

Equipment heavy shield, longsword, shortbow, quiver of 10 arrows



8. Relcoff Family Plaza

This plaza contains the barrows of the Relcoffs. The central statue is the likeness of Darin Relcoff in a heroic pose. The individual barrows are open and ransacked, now home to spiders.

Monsters

Party Level 1 (525 XP)

3 Jumping Giant Spider (175 XP each) (J) (J₁)

Party Level 2 (650 XP)

1 Arachnid Swarm (300 XP) (A)

2 Jumping Giant Spider (175 XP each) (J)

Party Level 3 (700 XP)

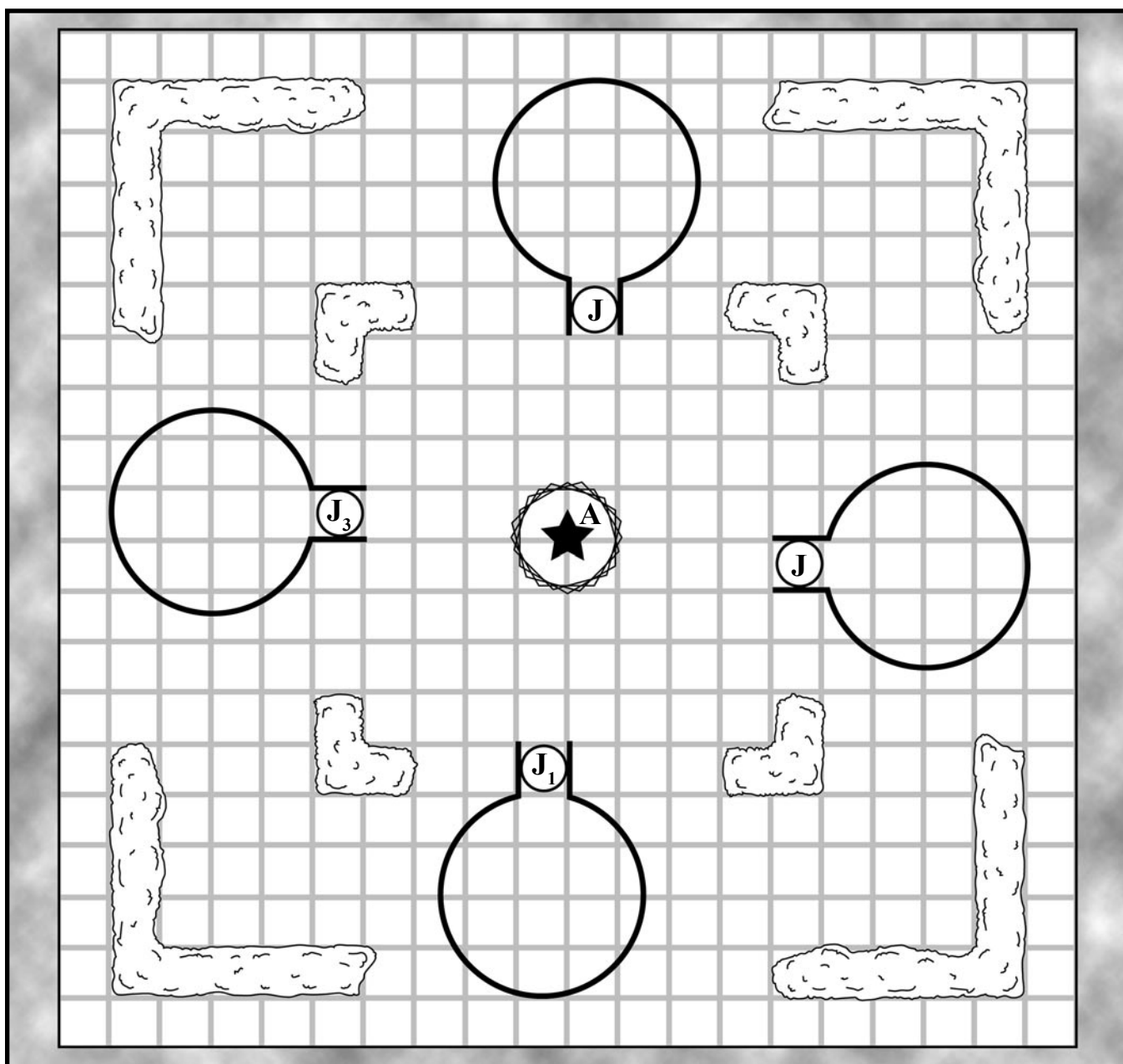
4 Jumping Giant Spider (175 XP each) (J) (J₁) (J₃)

Features

Statue: Hidden under the statue is the listed treasure and an old key whose handle is in the shape of two swans whose heads form a heart (Perception check DC 15). Unbeknownst to the players, the key opens a secret compartment in area 11 (Fusille Family Barrow). However, if the players make a Knowledge (history) check DC 20, they will recall that Penelope Fusille was once betrothed to Darin Relcoff but a premature death occurred before the two could be wed.

Tactics

The jumping giant spiders hide in the shadowy recesses of the barrow entrances, waiting for potential prey to wander into the plaza. The arachnid swarm hides under the statue, spilling forth when it attacks.



Treasure

Party Level 1-3

Potion of Healing

Arachnid Swarm Level 7 Soldier

Large natural beast (spider, swarm) XP 300

Initiative +10 **Senses** Perception +5; tremorsense 10

Swarm Attack aura 2; the arachnid swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 80; **Bloodied** 40

AC 21; **Fortitude** 16, **Reflex** 20, **Will** 16

Resist half damage from melee and ranged attacks;

Vulnerable 10 against close and area attacks

Speed 3, climb 3 (spider climb)

⚡ **Manybite** (standard; at-will) • **Poison**

+9 vs. Reflex; 2d6 damage, and ongoing 5 poison damage (save ends).

Alignment Unaligned **Languages** –

Skills Stealth +13

Str 15 (+5) **Dex** 25 (+10) **Wis** 17 (+6)

Con 17 (+6) **Int** 1 (-2) **Cha** 9 (+2)

Jumping Giant Spider Level 4 Skirmisher

Medium natural beast (spider) XP 175

Initiative +10 **Senses** Perception +10, tremorsense 10

HP 55; **Bloodied** 27

AC 20; **Fortitude** 17, **Reflex** 18, **Will** 16

Speed 5, climb 5 (spider climb); see also *giant spider jump*

⚡ **Bite** (standard; at-will) • **Poison**

+7 vs. AC; 2d6 + 1 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

⚡ **Jump Attack** (standard; at-will) • **Poison**

The jumping giant spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals damage and also knocks the target prone.

Giant Spider Jump (move; encounter)

The jumping giant spider shifts 10 squares.

Gentle Landing

The jumping giant spider ignores the first 50 feet when determining damage from a fall.

Alignment Unaligned **Languages** –

Skills Athletics +12 (+24 when jumping), Stealth +15

Str 16 (+5) **Dex** 19 (+6) **Wis** 15 (+4)

Con 14 (+4) **Int** 1 (-3) **Cha** 9 (+1)

9. BARROW OF BETRAYAL

This barrow holds the remains of brothers. The eldest brother changed allegiance in the midst of fierce civil war, an act which resulted in his younger brothers' deaths. Consumed with guilt over their deaths, he took his own life. The spirits of the slain brothers rose as shadow slain, shadowy forms filled with anguish and consumed with the betrayal of blood that took their lives. The eldest bears the weight of betrayal into undeath as a turncoat shadow.

Monsters

Party Level 1 (600 XP)

3 Shadow Slain (200 XP each) (S)

Party Level 2 (800 XP)

4 Shadow Slain (200 XP each) (S) (S₂)

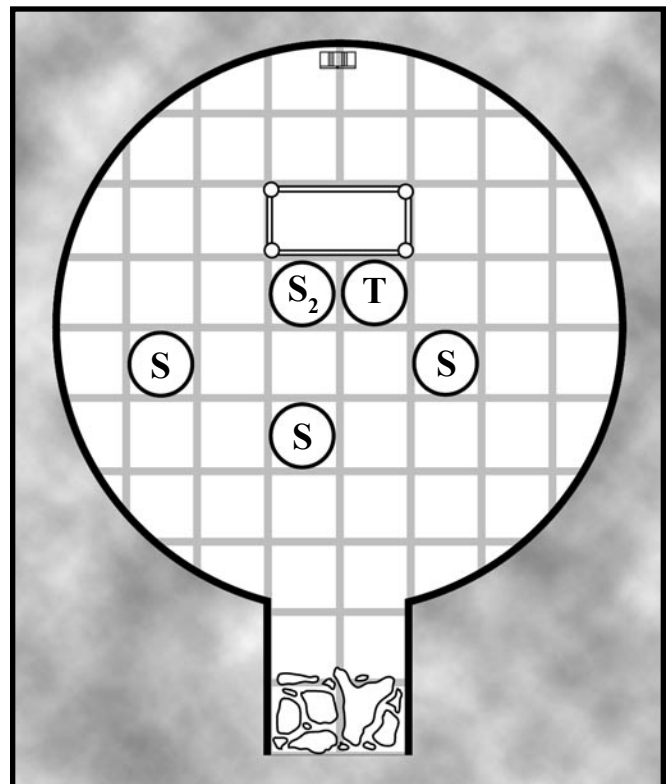
Party Level 3 (850 XP)

3 Shadow Slain (200 XP) (S)

1 Turncoat Shadow (250 XP) (T)

Features

Entrance: The entrance to the barrow is blocked with rubble (Strength check DC 15).



Shadow Slain	Level 5 Lurker	
Medium shadow humanoid (undead)	XP 200	
Initiative +8	Senses Perception +3; darkvision	
HP 37; Bloodied 18		
Regeneration 5 (if the shadow slain takes radiant damage, regeneration is negated until the end of the shadow slain's next turn)		
AC 16; Fortitude 13, Reflex 16, Will 14		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>regeneration</i> above)		
Speed fly 8 (hover); phasing; see also <i>shadow shift</i>		
⚡ Shadow Slam (standard; at-will) • Necrotic		
+9 vs. Reflex; 1d6 + 5 necrotic damage, and the target is weakened (save ends).		
⚔ Combat Advantage • Necrotic		
The shadow slain deals an extra 1d6 necrotic damage against any target it has combat advantage against.		
👤 Shadow Shift (move; encounter)		
The shadow slain shifts 6 squares.		
Alignment Chaotic evil	Languages Common	
Skills Stealth +11		
Str 5 (-1)	Dex 19 (+6)	Wis 11 (+2)
Con 12 (+3)	Int 7 (+0)	Cha 14 (+4)

Chest: Sitting behind the stone slab against the back wall of the barrow is a chest bearing the treasure in the area. The chest is unlocked but trapped with a False-Floor Pit (see the D&D 4E DUNGEON MASTER'S GUIDE). The 2 by 2 square area behind the stone slab is the effected area and the chest actually sits on a platform keeping it at ground level even after the trap is triggered.

Tactics

Despite their differences in life, the brothers band together in the presence of the living, channeling their torment against

Turncoat Shadow	Level 6 Controller	
Medium shadow humanoid (undead)	XP 250	
Initiative +10	Senses Perception +8; darkvision	
Words of Betrayal (Psychic) aura 2; any enemy in the aura at the start of its turn takes 5 psychic damage.		
HP 54; Bloodied 27		
AC 18; Fortitude 15, Reflex 18, Will 17		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>words of betrayal</i> above)		
Speed fly 6 (hover); phasing		
⚡ Touch of Shame (standard; at-will) • Psychic		
+7 vs. Will; 1d6 + 4 psychic damage, and the target takes a -2 penalty to Will defense (save ends).		
⚡ Touch of Betrayal (standard; recharge ⚡) • Psychic		
+10 vs. Will; 2d6 + 2 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.		
Alignment Chaotic evil	Languages Common	
Skills Stealth +13		
Str 7 (+1)	Dex 21 (+8)	Wis 7 (+1)
Con 13 (+4)	Int 10 (+3)	Cha 18 (+7)

the those bearing the spark of life. They are intelligent and will maneuver to take the most advantage of their powers. The shadow slain and turncoat shadow do not leave the barrow.

Treasure

Party Level 1

Darkleaf Armor +1, 2 10gp gems

Party Level 2

Bloodthread Armor +1, 2 25gp gems

Party Level 3

Magic Leather Armor +2, 50 gp gems

Party Level 2 (775 XP)

2 Chillspirit Blackshadow (175 XP each) (C)
1 Reanimator (175 XP) (R)
2 Unforgiven Dead (125 XP) (U) (U₂)

Party Level 3 (900 XP)

2 Chillspirit Blackshadow (175 XP each) (C)
1 Reanimator (175 XP) (R)
3 Unforgiven Dead (125 XP) (U) (U₂) (U₃)

Features

Dried Fountain: Once a source of softly falling water, visitors would use this fountain as a wishing well (see Treasure).

10. Wishing Well

This plaza is centered on a stone fountain long since dried out and filled with mucky rain water. The overgrown shrubbery and the cool breeze off the frozen water gives this once peaceful place an eerie feeling.

Monsters

Party Level 1 (650 XP)

2 Chillspirit Blackshadow (175 XP each) (C)
1 Reanimator (175 XP) (R)
1 Unforgiven Dead (125 XP) (U)

Tactics

The chillspirit blackshadows hide in the fountain freezing the murky water below, and the other creatures in the area stay outside of their Chill Spirit aura. While they have no love for each other, the undead will work together to destroy the living and the reanimator will generally choose to reanimate a chillspirit blackshadow before an unforgiven undead unless it is tactically unwise to do so.

Treasure

Party Level 1

100cp, 50sp, 10gp

Party Level 2

100sp, 50gp

Party Level 3

200sp, 100gp

Unforgiven Dead

Level 2 Brute

Medium natural animate (undead)

XP 125

Initiative +1

Senses Perception +2; darkvision

HP 40; **Bloodied** 20

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10

Immune disease, poison; **Resist** 10 necrotic

Speed 4

⊕ **Slam** (standard; at-will)

+7 vs. AC; 2d8 damage.

‡ **Unforgiven Hold** (standard; at-will)

+3 vs. Reflex; target is grabbed (until escape). Checks made to escape the unforgiven dead's grab take a -5 penalty.

Alignment: Unaligned

Languages –

Str 15 (+3)

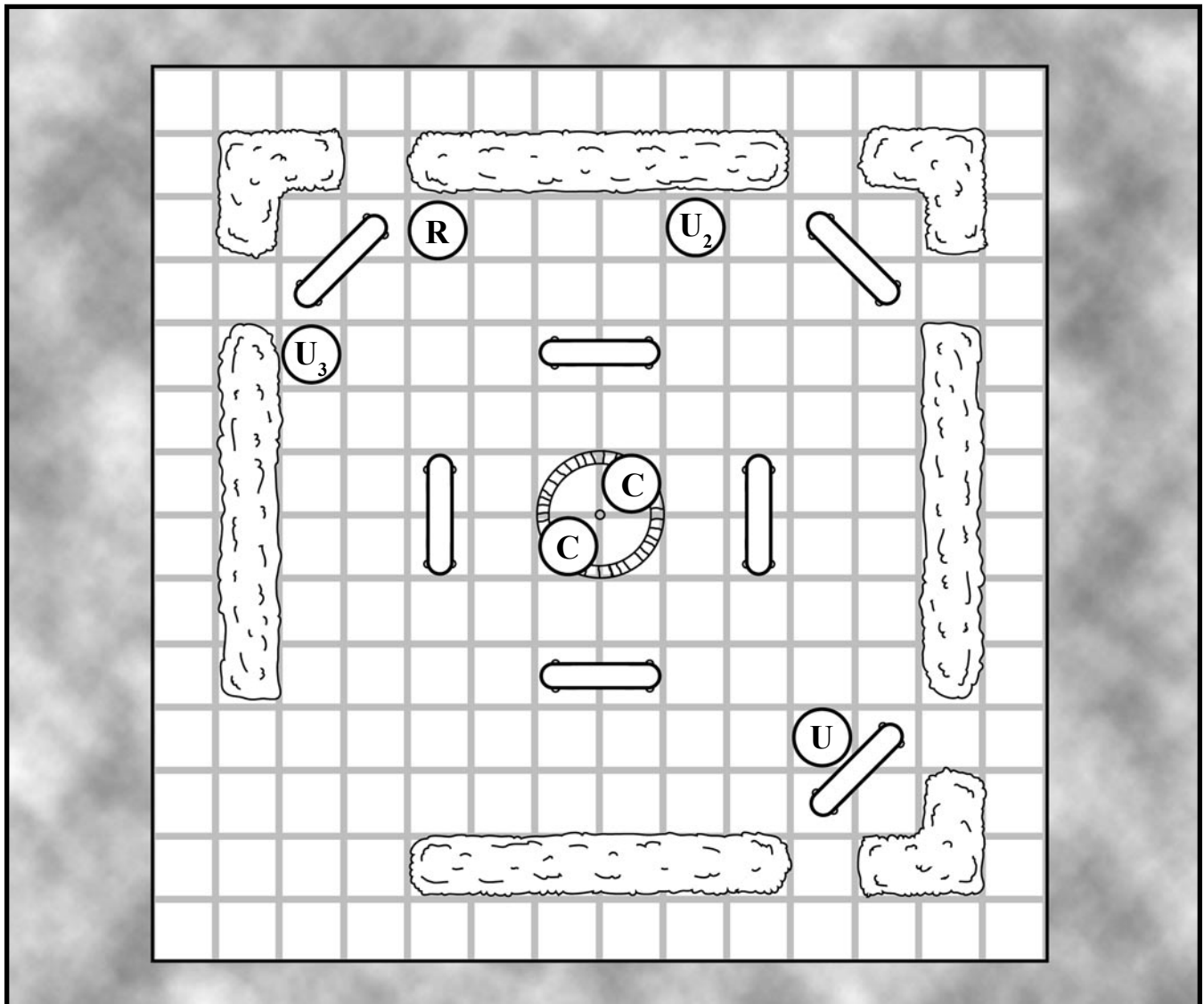
Dex 7 (-1)

Wis 9 (+0)

Con 11 (+1)

Int 1 (-4)

Cha 3 (-3)



Reanimator	Level 4 Controller	
Medium natural humanoid (undead)	XP 175	
Initiative +3	Senses Perception +2; darkvision	
HP 54; Bloodied 27		
AC 18; Fortitude 15, Reflex 16, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⚔ Claw (standard; at-will) • Necrotic		
+8 vs. AC; 1d6 necrotic damage.		
⚡ Necrotic Bolt (standard; at-will) • Necrotic		
Ranged 25; +6 vs. Reflex; 1d6 + 2 necrotic damage, and the target is immobilized (save ends).		
⚡ Reanimate (standard; recharge ☉ ☿) • Healing, Necrotic		
Ranged 15; affects a destroyed undead creature of a level no higher than the reanimator's +3; the target stands as a free action with a number of hit points equal to its bloodied value. This power does not affect minions.		
⚡ Wave of Fear (standard; recharge ☉ ☿ ☿) • Fear		
Close blast 5; +7 vs. Will; 1d3 damage, and the target is pushed 4 squares.		
Alignment Evil	Languages Common	
Skills Arcana + 12, Religion +12		
Str 11 (+2)	Dex 15 (+4)	Wis 8 (+1)
Con 15 (+4)	Int 17 (+5)	Cha 17 (+6)

Chillspirit Blackshadow	Level 4 Lurker	
Medium shadow humanoid (undead)	XP 175	
Initiative +10	Senses Perception +8; darkvision	
Chill Spirit (Cold) aura 3; an enemy that starts its turn in the aura takes 2 cold damage and takes a -2 penalty to all defenses.		
HP 30; Bloodied 15		
AC 16; Fortitude 16, Reflex 16, Will 17		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant		
Speed fly 5 (hover); phasing		
⚔ Blacken Spirit Touch (standard; at-will) • Necrotic		
+6 vs. Reflex; 1d6 + 2 necrotic damage.		
⚡ Shadow Ram (standard; recharge ☉ ☿) • Illusion, Psychic		
Close burst 2; targets enemies; +8 vs. Will; 2d6 psychic damage, and the target is knocked prone.		
Invisibility (standard; at-will) • Illusion		
The chillspirit blackshadow becomes invisible until it attacks or until it is hit by an attack.		
Alignment Chaotic evil	Languages Common	
Skills Stealth +9		
Str 11 (+2)	Dex 14 (+4)	Wis 9 (+1)
Con 12 (+3)	Int 7 (+0)	Cha 14 (+4)

11. FUSILLE FAMILY BARROW

This is the family barrow of the Fusille family. The front room bears most of the Fusille family remains while the back room is a shrine to Penelope Fusille. The barrow is now occupied by unfriendly creatures: chillspirit bats and chillspirit beetles. They use a small crawlway through the rubble to find food outside, but enjoy the relative safety that the barrow offers from the roaming creatures both alive and undead.

Monsters

Party Level 1 (500 XP)

- 1 Chillspirit Bat (200 XP) (A)
- 3 Chillspirit Beetle (100 XP each) (E)

Party Level 2 (500 XP)

- 1 Chillspirit Bat (200 XP) (A)
- 3 Chillspirit Beetle (100 XP each) (E)

Party Level 3 (600 XP)

- 1 Chillspirit Bat (200 XP) (A)
- 4 Chillspirit Beetle (100 XP each) (E) (E₃)

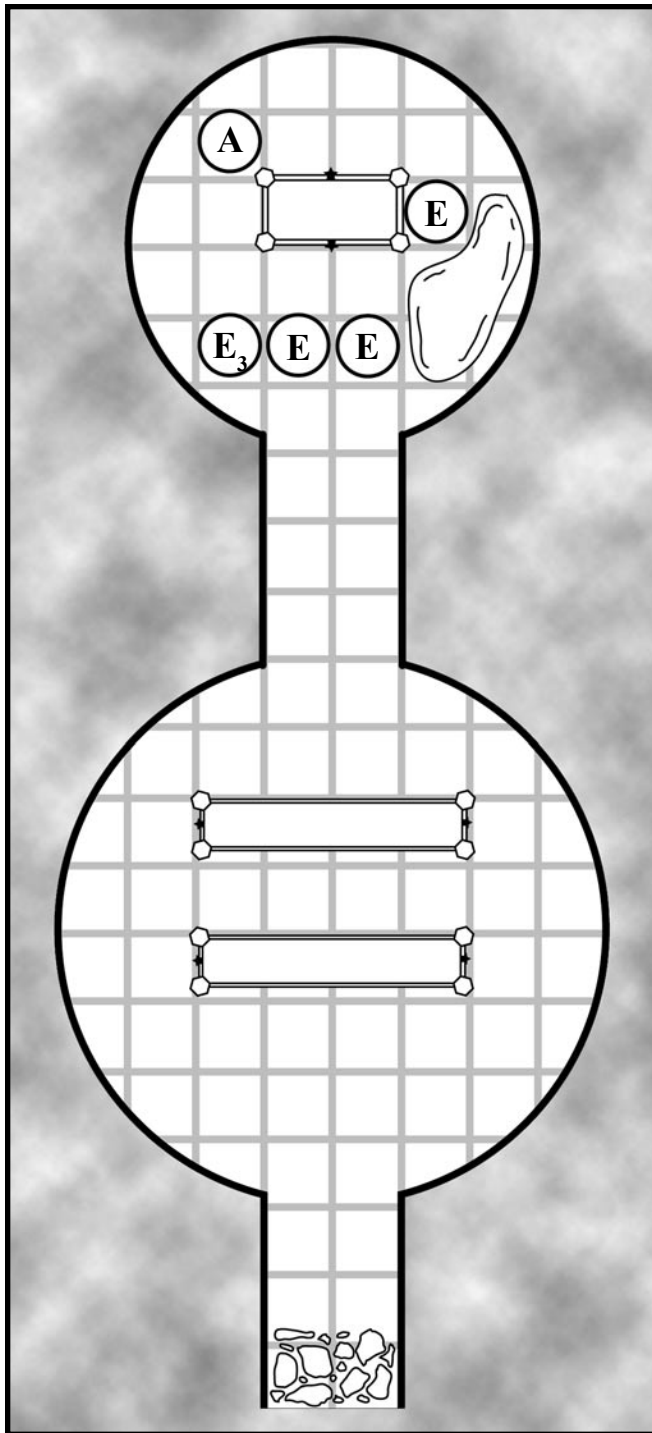
Features

Entrance: The entrance to the barrow is blocked with rubble, however a Perception Check DC 15 reveals a small crawlway through the rubble: a medium sized creature can squeeze through. Otherwise a Strength check DC 10 is required to remove the rubble from the barrow entrance.

Front Long Slab: There are 2 long slabs in the front with bodies lined across each. Fastened on each slab is a brass plaque with names, birth dates, and dates of death.

Chillspirit Beetle Nest: In the back room is a nest made of scrap and debris. A Perception check DC 10 reveals a *potion of healing* hidden within (see Treasure).

Penelope's Shrine: The back barrow is the resting place of Penelope Fusille, the jewel of the Fusille Family. An ornate casket rests on the back stone slab, the top carved in the likeness of Penelope. A Perception check DC 20 reveals a hidden keyhole in the locket that lies on her stone likeness' breast. Using the key found in area 7, a secret compartment opens to reveal an engagement ring and locket (see Treasure). Alternately, a Thievery Check DC 25 will open the secret compartment.



Tactics

The chillspirit bat hangs from the ceiling and swoops in to attack while the chillspirit beetles use their chillspirit spray on their opponents before attacking with their bite.

Chillspirit Bat Level 5 Skirmisher

Medium elemental beast (cold) XP 200

Initiative +6 **Senses** Perception +6

HP 60; **Bloodied** 30

AC 20; **Fortitude** 15, **Reflex** 20, **Will** 13

Resist 10 cold

Speed 1 (clumsy), fly 7; see also *blustery gale*

⊕ Chillspirit Touch (standard; at-will) • Cold

+7 vs. Reflex; 1d6 + 3 cold damage, and ongoing 5 cold damage (save ends).

⊕ Blustery Gale (standard; at-will) • Cold

The chillspirit bat shifts up to 5 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The chillspirit bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.

Alignment Unaligned

Languages –

Str 7 (+0)

Dex 18 (+6)

Wis 13 (+3)

Con 13 (+3)

Int 3 (-2)

Cha 6 (+0)

Chillspirit Beetle Level 1 Brute

Small natural beast

XP 100

Initiative +2

Senses Perception +1

HP 32; **Bloodied** 16

AC 13; **Fortitude** 13, **Reflex** 12, **Will** 11

Resist 10 cold

Speed 10

⊕ Bite (standard; at-will)

+5 vs. AC; 2d4 damage.

↵ Chillspirit Spray (standard; recharge ☐☐☐☐) • Cold

Close blast 3; +5 vs. Reflex; 2d6 + 2 cold damage.

Alignment Unaligned

Languages –

Str 15 (+2)

Dex 13 (+1)

Wis 11 (+0)

Con 13 (+1)

Int 1 (-5)

Cha 9 (-1)

Treasure

Party Level 1

Potion of Healing, engagement ring (100gp), locket (50gp)

Party Level 2

Potion of Healing, engagement ring (150gp), locket (50gp)

Party Level 3

Potion of Healing, engagement ring (200gp), locket (75gp)

12. Treasure Hunters

This barrow is the hideout/home base of the shadowland slinkers, a race of small creatures with a bent for mischief and evil, and their pet barrow rats.

Monsters

Party Level 1 (525 XP)

3 Shadowland Slinkers (175 XP each) (S)

Party Level 2 (625 XP)

3 Shadowland Slinkers (175 XP each) (S)

1 Dire Barrow Rat (100 XP) (D)

Party Level 3 (750 XP)

3 Shadowland Slinkers (175 XP each) (S)

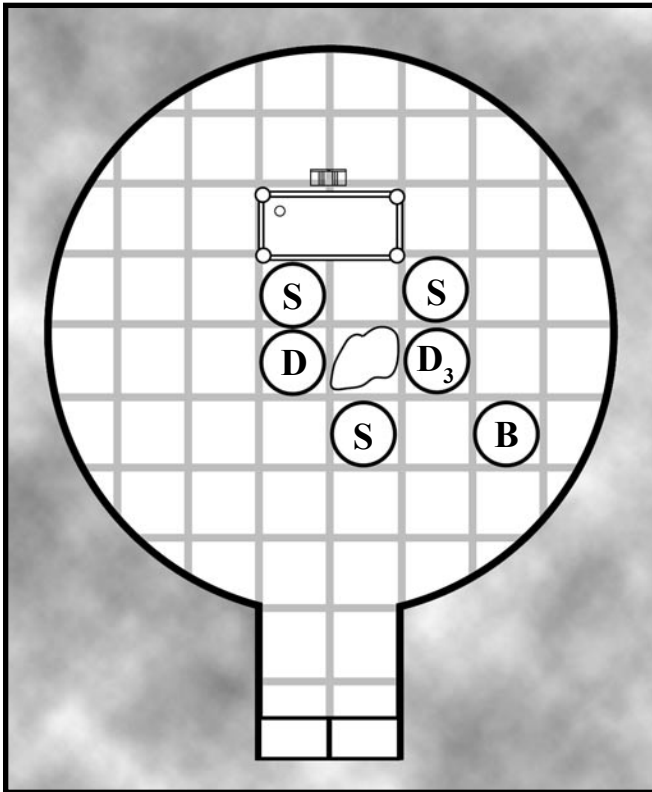
2 Dire Barrow Rat (100 XP each) (D) (D₃)

1 Barrow Rat (25 XP) (B)

Features

Entrance: The barrow still has its doors, however the shadowland slinkers set up a tripwire with bells hanging from the wire to alert them if anyone opens the door. A Perception check DC 25 reveals the presence of the tripwire before triggering it.

Stone Slab: On the stone slab lies the crystal shard. Recently found by the shadowland slinkers, they are still debating on what to do with the crystal, unaware of its value to the barrow guardian. The slinkers do not like handling the crystal as the crystal does 2 points of damage to its bearer each round if its bearer is evil.



Treasure Chest: The treasure chest is right behind the stone slab and holds all the coins, gems, and jewelry. A Perception check DC 18 reveals a false bottom where the magic rod is stashed.

Tactics

The shadowland slinkers are raiding the Barrow Grounds for its wealth, but are none too brave, avoiding areas with monsters or undead. In combat they strive for combat advantage and if present, they send their pet barrow rat and dire barrow rats to attack in melee and distract the enemy from their vicious daggers.

Treasure

Party Level 1

Rod of Reaving +1, 5 25gp gems, 1 gold necklace (40gp), 500cp, 200sp, and 50gp

Party Level 2

Magic Rod +2, 3 50gp gems, 400sp, and 100gp

Shadowland Slinker

Level 4 Skirmisher

Small shadow humanoid

XP 175

Initiative +10

Senses Perception +5; darkvision

HP 54; **Bloodied** 27; see also *blinding retribution*

AC 18 (see also *shadow slink*); **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 6

⚔ **Dagger** (standard; at-will) • **Weapon**

+10 vs. AC; 1d4 + 3 damage.

↘ **Dagger** (standard; at-will) • **Weapon**

Ranged 5/10; +10 vs. AC; 1d4 + 3 damage.

⚡ **Blinding Retribution** (when reduced to 0 hit points)

Close burst 2; targets enemies; each target is blinded (save ends). When slain, a shadowland slinker explodes in a burst of shadowland essence.

Combat Advantage

The shadowland slinker deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Shadow Slink

(move; at-will)

The shadowland slinker moves up to 5 squares, gains a +5 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Alignment Evil

Languages Common

Skills Stealth +10, Thievery +10

Str 10 (+2)

Dex 19 (+6)

Wis 15 (+4)

Con 15 (+4)

Int 12 (+3)

Cha 12 (+3)

Party Level 3

Rod of Dark Reward +2, 1 100gp gem, silver bob earrings (18gp), 500sp, and 100gp

Dire Barrow Rat		Level 1 Brute	
Medium natural beast		XP 100	
Initiative +1	Senses Perception +4; low-light vision		
HP 38; Bloodied 19			
AC 15; Fortitude 15, Reflex 13, Will 11			
Speed 5, climb 2			
⊕ Bite (standard; at-will)			
+7 vs. AC; 1d6 + 4 damage.			
Alignment Unaligned	Languages –		
Skills Stealth +8			
Str 15 (+2)	Dex 14 (+2)	Wis 11 (+0)	
Con 19 (+4)	Int 3 (-4)	Cha 7 (-2)	

Quest

Return the crystal shard to the barrow guardian so that it may destroy the dark crystal in the center of the barrow grounds. See area 1 for more details.

Barrow Rat		Level 1 Minion	
Small natural beast		XP 25	
Initiative +2	Senses Perception +4; low-light vision		
HP 1; a missed attack never damages a minion.			
AC 15; Fortitude 13, Reflex 15, Will 12			
Speed 5, climb 2			
⊕ Bite (standard; at-will)			
+7 vs. AC; 4 damage.			
Alignment Unaligned	Languages –		
Skills –			
Str 13 (+1)	Dex 16 (+3)	Wis 11 (+0)	
Con 13 (+1)	Int 2 (-4)	Cha 7 (-2)	

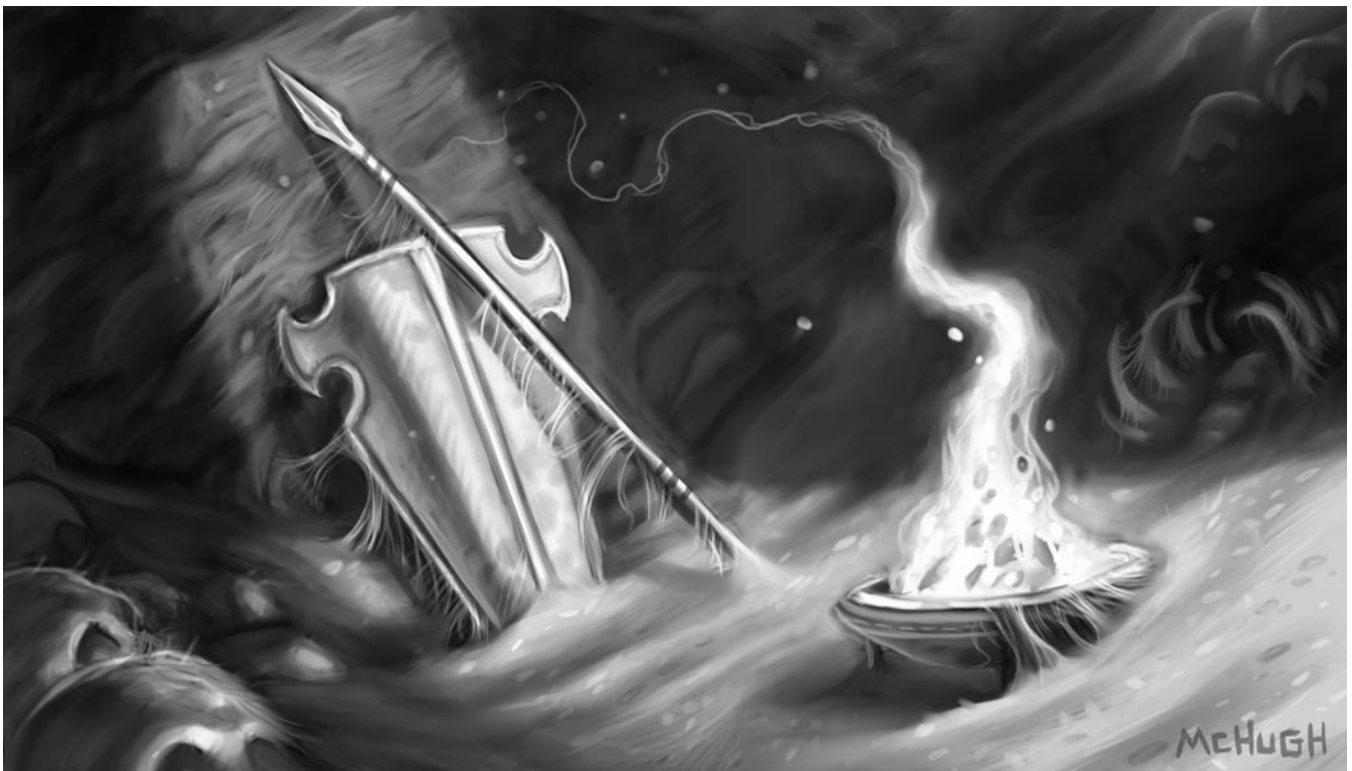
PLAYER HANDOUTS



Front Entrance of the Barrow Grounds



Area 1: The Guardian's Chamber



Area 4: Flame of Honor



Area 7: The Dark Crystal



Area 8: Relcoff Family Plaza