

LANDS OF DARKNESS



The Barrow grounds

An adventure setting for 5 players levels 1–3

Credits

Authors: Suzi Yee and Joseph Browning
Cartographer: Joseph Browning
Cover Artist: David Esbri
Internal Artists: Scott Purdy and Jeremy McHugh
Editor: Joseph Browning
Layout: Suzi Yee

Table of Contents

Introduction.....	2
1. The Guardian's Chamber	4
2. Wings and a Prayer	6
3. Love Conquers All	7
4. Flame of Honor	8
5. Unforgiven Faithful	9
6. Guron Family Barrow	10
7. Dark Crystal	11
8. Relcoff Family Plaza.....	13
9. Barrow of Betrayal.....	14
10. Wishing Well.....	15
11. Fusille Family Barrow	17
12. Treasure Hunters	19

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 S₁, 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