

Here is the third of five *Deep Forest Road* adventures for my *Ashford Valley Labyrinth Lord* Chat game.

WORKIN' IN A GOLD MINE, WORKIN' DOWN, DOWN

A local prospector comes to town looking for some help, both manual labor and protection. He's willing to pay, and pay well, for the assistance.

The PCs could have encountered him in town before, he could be an old friend of the family. Or, again, the PCs could be wandering down the *Deep Forest Road* and just get involved.

MY DWARVES ARE NOT SCOTTISH!

For the past couple of decades, a dwarf named Linder has been prospecting in the *Deep Forest*. For the most part, he's been pretty successful. A few years ago, he stumbled upon a ruined manor house that had it's own well (still clean), chapel (with graveyard—yes, that becomes important later on) and a nearby hillside with a mine worth thousands of gold bars!

Of course, the dwarf was very happy with this find. He repaired the manor house a bit, ignored the chapel and graveyard, and started digging. Lately, though, he's concerned about some trouble. A stranger came to the manor and looked around. The dwarf confronted him and told him this was private property and the stranger left. Linder isn't sure whether he's a thief (he's not) or he's out to steal the mine (again, he's not) but he got a bad feeling about it. The dwarf would rather hire some folk to make sure the stranger isn't up to no good. So, he hid the mine as best he could (or at least the valuable gold vein in it) and traveled to *Ashford* to find some help.

Dwarf; No. Encountered: 1; Alignment: Lawful; Armor Class: 4; Hit Dice: 1d8, Hit Points: 6; Attacks: hammer (1d6) and heavy crossbow (1d8); Save: D1; morale: 8, Special abilities: mining.

WHAT'S REALLY HAPPENING

Remember that necromancer from issue #9? Well, he's back and it isn't gold he's after. He wants the bodies in the graveyard to fuel his growing legion of undead. That meddling dwarf and his pesky friends must be eliminated!

ON THE ROAD AGAIN

The journey to the manor house with Linder will take several days. On the first day out of *Ashford*, they have an encounter in the woods!

Wild Boar; No. Encountered: 1; Alignment: Neutral; Armor Class: 7; Hit Dice: 3d8, Hit Points: 16; Attacks: tusk (2d4); Save: F2; morale: 9.

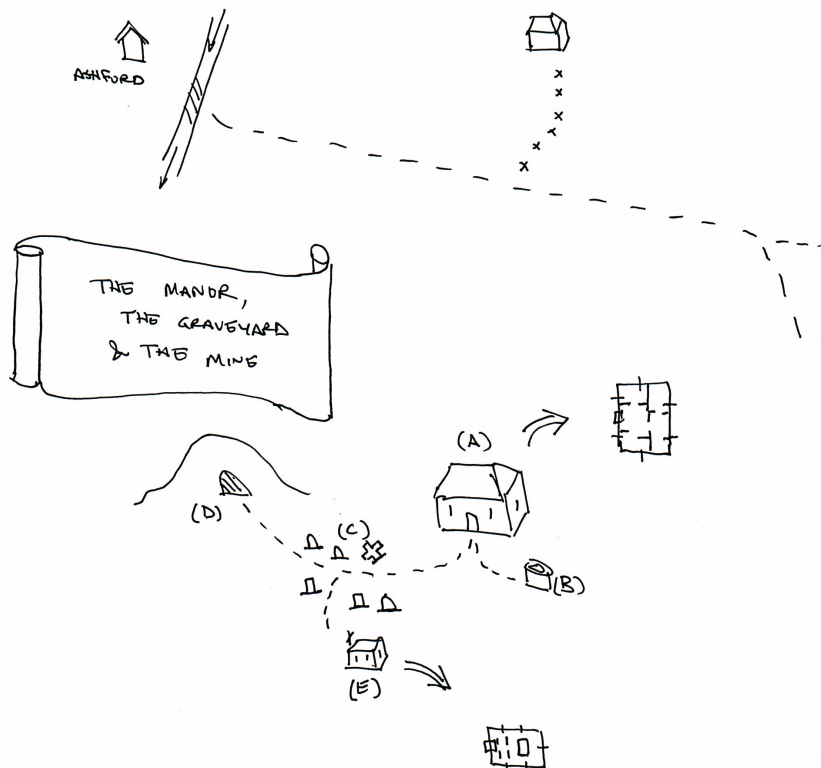
TO THE MANOR BORN

Before long, the trees thin out a bit, revealing a small manor house and environs. The house is in good repair and a well is nearby. The forest, however, is silent, as if waiting

Location A: The manor house. This is a well-built stone block one-story building ("Made by dwarves, you can tell," says Linder). The roof is slate and the house is fairly fire-proof. Inside is a main hall, two bedrooms, a study and a kitchen. The front door is stout and can be barred from the inside.

Location B: The well. This well is the main water source for the manor. Linder does store several large kegs of it in the main house.

Location C: The graveyard. An old graveyard lies directly between the manor house and the mine. There is a nice path through the graves. There are less than a dozen graves. And, no, the graves do not look disturbed.



Unfortunately for the PCs, the necromancer has already been here (while Linder was in *Ashford*) and animated the dead. They are instructed to attack several days into the PCs stay. There are 4 skeletons and 4 zombies.

Skeletons; No. Encountered: 4; Alignment: Chaotic; Armor Class: 7; Hit Dice: 1d8, Hit Points: 6, 5, 4, 3; Attacks: claw (1d6); Save: F1; Morale: 12.

Zombies; No. Encountered: 4; Alignment: Chaotic; Armor Class: 8; Hit Dice: 2d8, Hit Points: 9, 8, 7, 5; Attacks: fists (1d8); Save: F1, Morale: 12; Slow: attacks last each round.

Location D: The mine. It is worth a lot of money. But Linder is fair with the PCs reward.

Location E: The chapel. The door can be barred but the walls are crumbly. This is a possible retreat for the PCs during the undead attack as some of them could be forced to take shelter here while others are trapped in the mine or the main house.