

Digging for the Dead

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Coppersprings is a small mining town that was founded a little over a year ago. Every two weeks without fail, they have sent ore back to the Capital until a month ago. Since then, there has been no word from the town. A group is being sent out to investigate what has happened and to ensure that the copper delivery gets back on schedule.

When the group comes up on the village, they find 12 of the 15 houses burned to the ground. The remaining houses appear to be one room dwellings.

House 1: Door is locked. Inside are 2 zombies (both wearing mining gear) and the beginning of a message is on the wall in blood – Stay Out	Mine Room 2: 4 Skeletons are waiting right at the end of the left tunnel. If the tunnel on the right is taken, the skeletons are not aware of the group.
House 2: Door is not locked and 2 more zombies	Mine Room 3: A scrap of paper with a map of the mine and note saying “The stone door was a mistake.”
House 3: Door is not locked and there are 4 zombies. A mace is found on a table along with 2 healing potions. On the wall in blood is one word – MINE	Mine Room 4: 2 skeletons and 2 zombies
Mine entrance: There is a trail of blood leading into the mine.	Ancient stone door: Door is partially open. Inscription on door – Death never ending awaits.
Mine room 1: There are two dead bodies and three zombies eating away at them.	Main Chamber: Two withered bodies sit upon stone thrones at the end of the chamber. At the far wall is a woman who appears to be cowering. The withered bodies are zombies and the woman is faking fear. She is actually a necromancer who was imprisoned long ago but was recently awakened by the miners. She will beg the group to save her from the zombies and then try to kill them.

