

H

Requires the use of the Dungeons & Dragons®
Player's Handbook, Published by Wizards of the Coast®.
This Product Utilizes Updated Material from the v.3.5

SWORD & SORCERY™



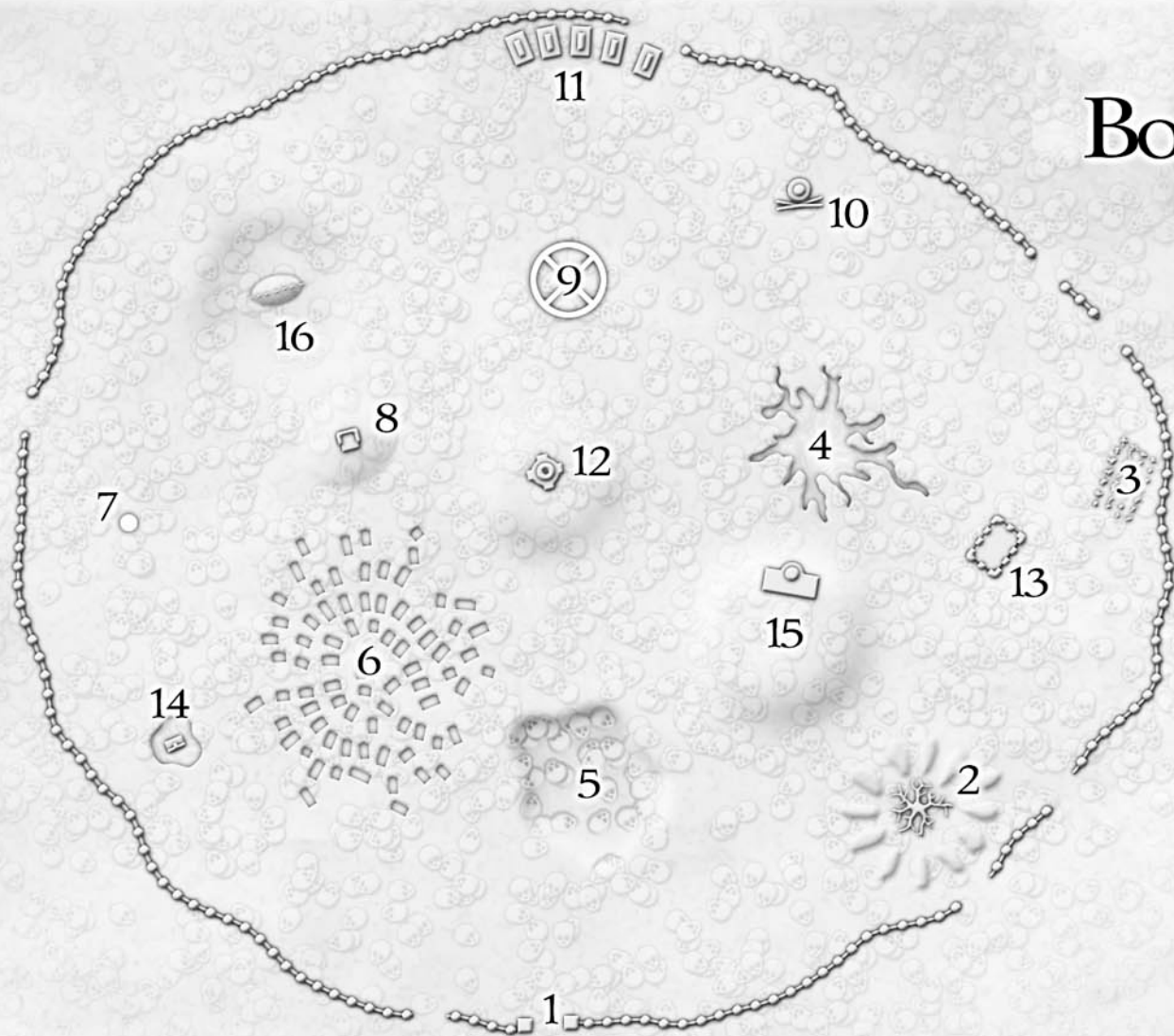
by Lance Hawvermale and Rob Mason

NECROMANCER GAMES
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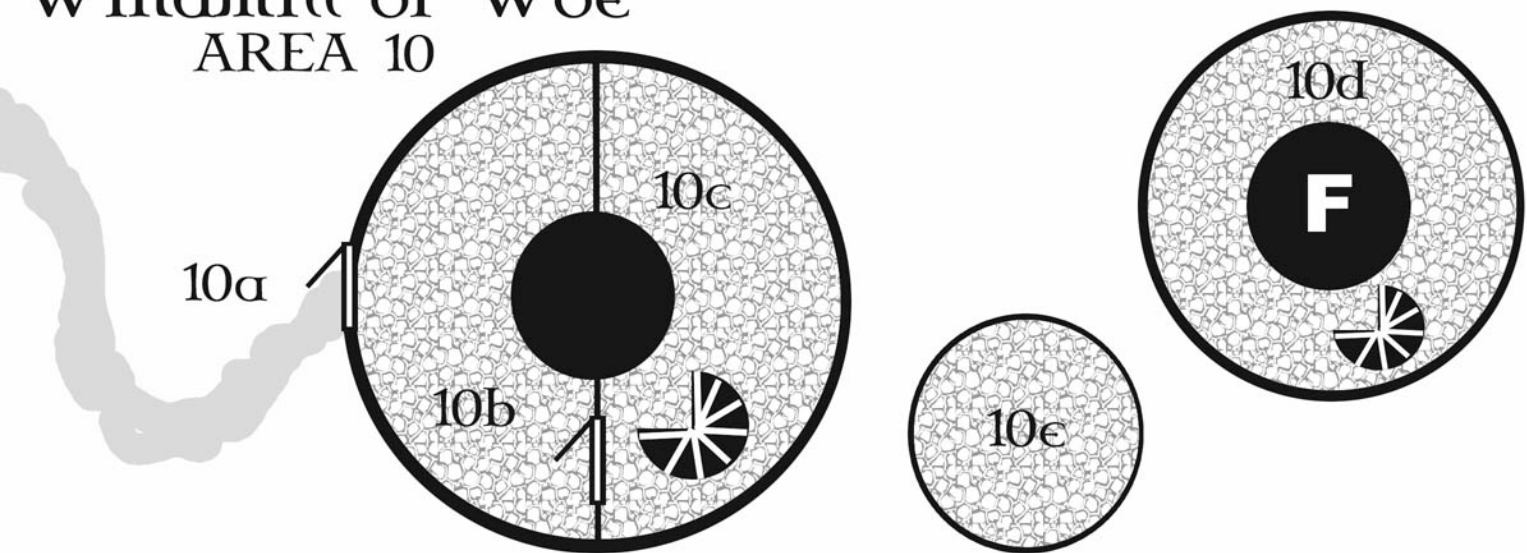
the Bonegarden



quarter mile

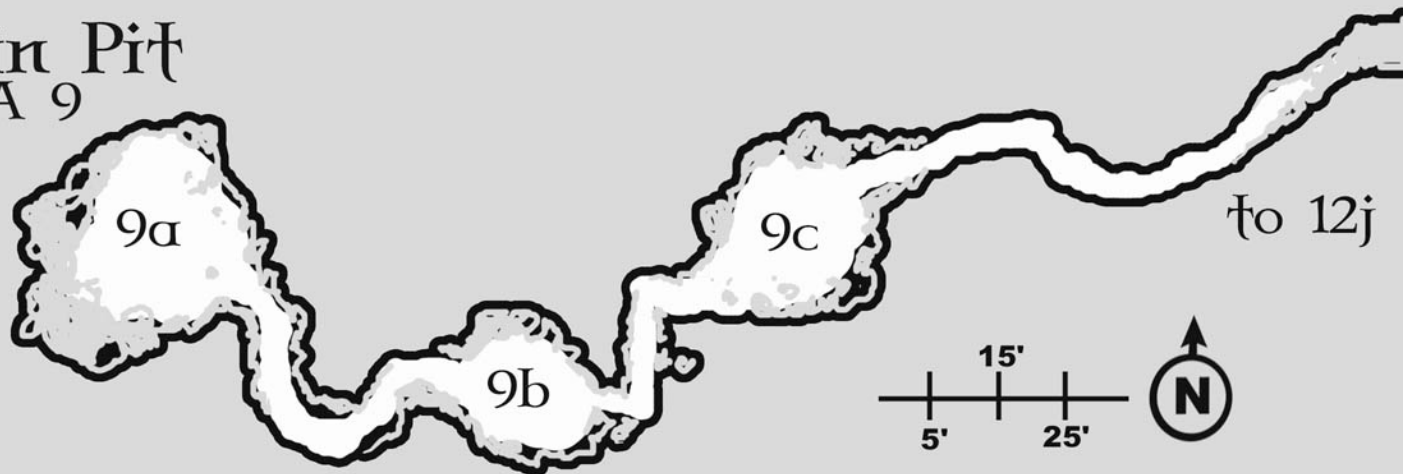
Windmill of Woε

AREA 10



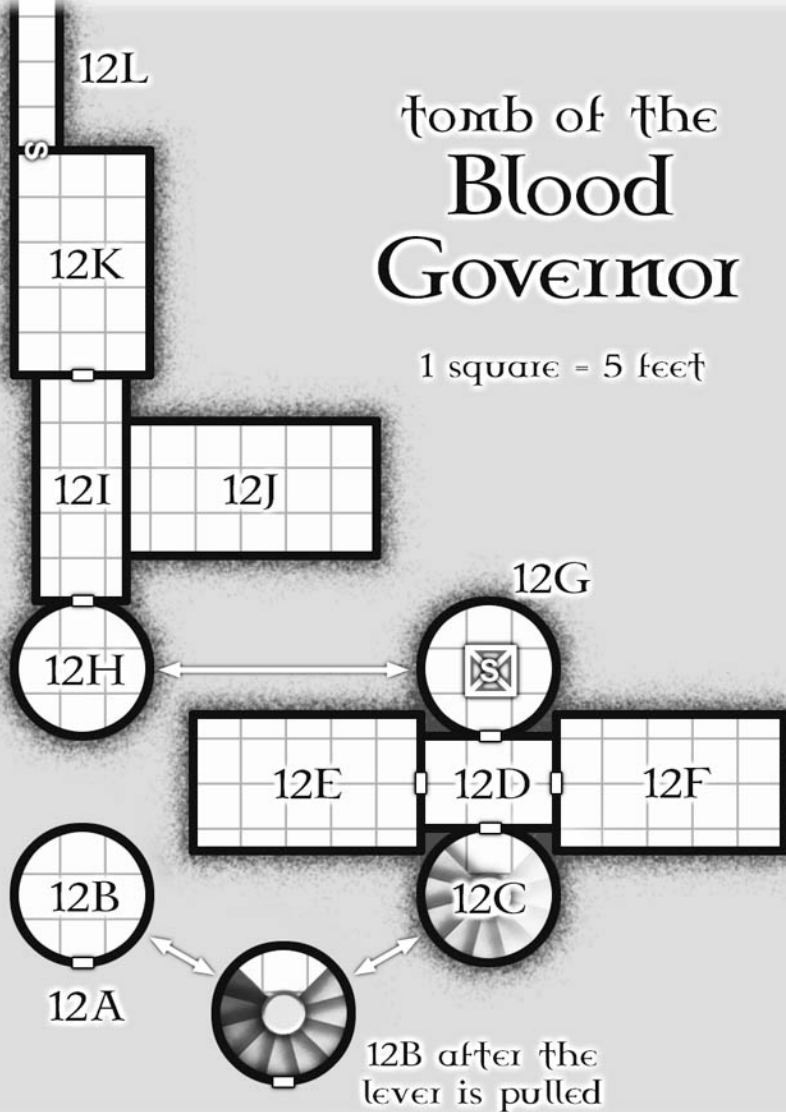
Vermin Pit

AREA 9

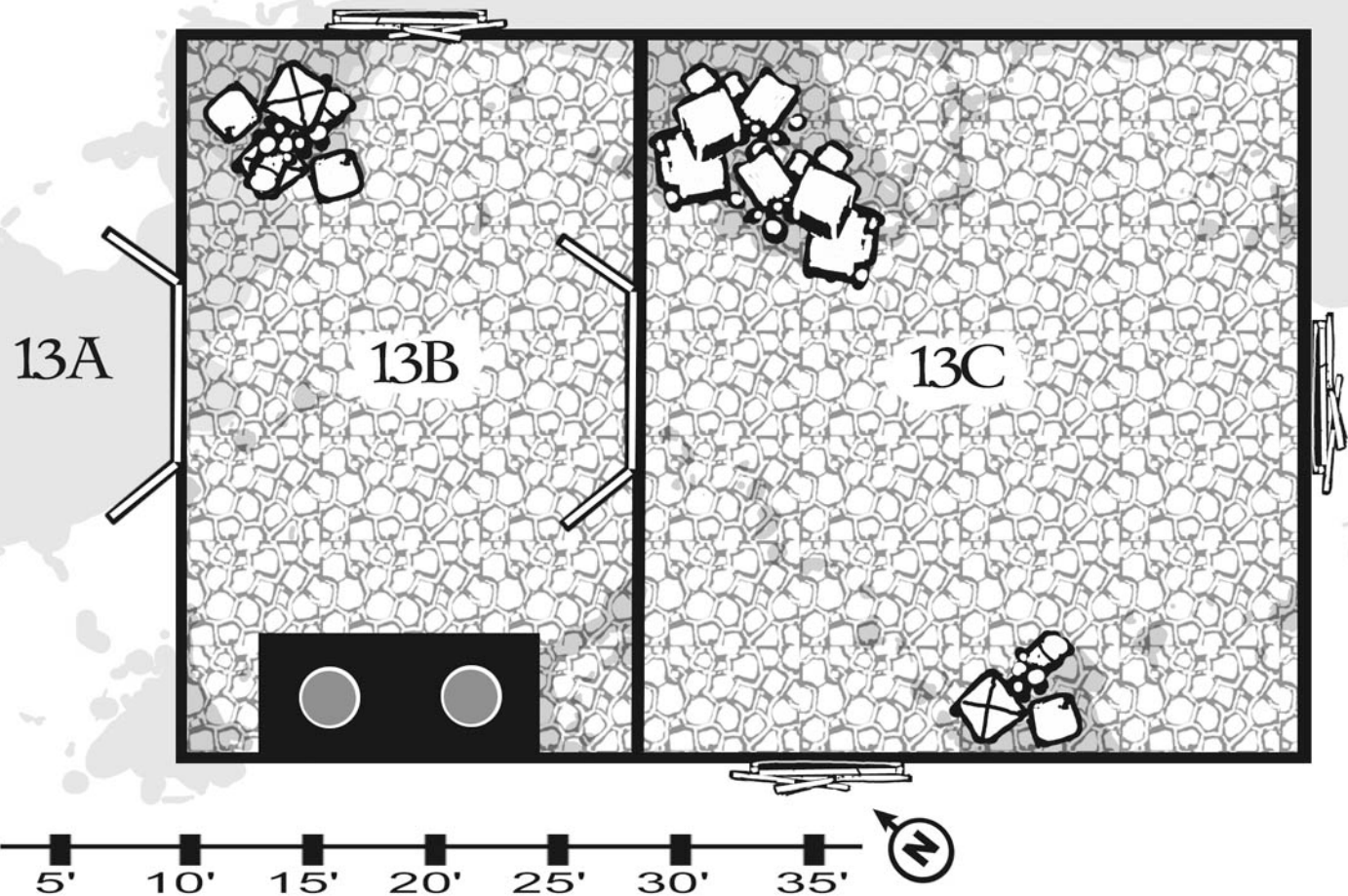


tomb of the Blood Governor

1 square = 5 feet

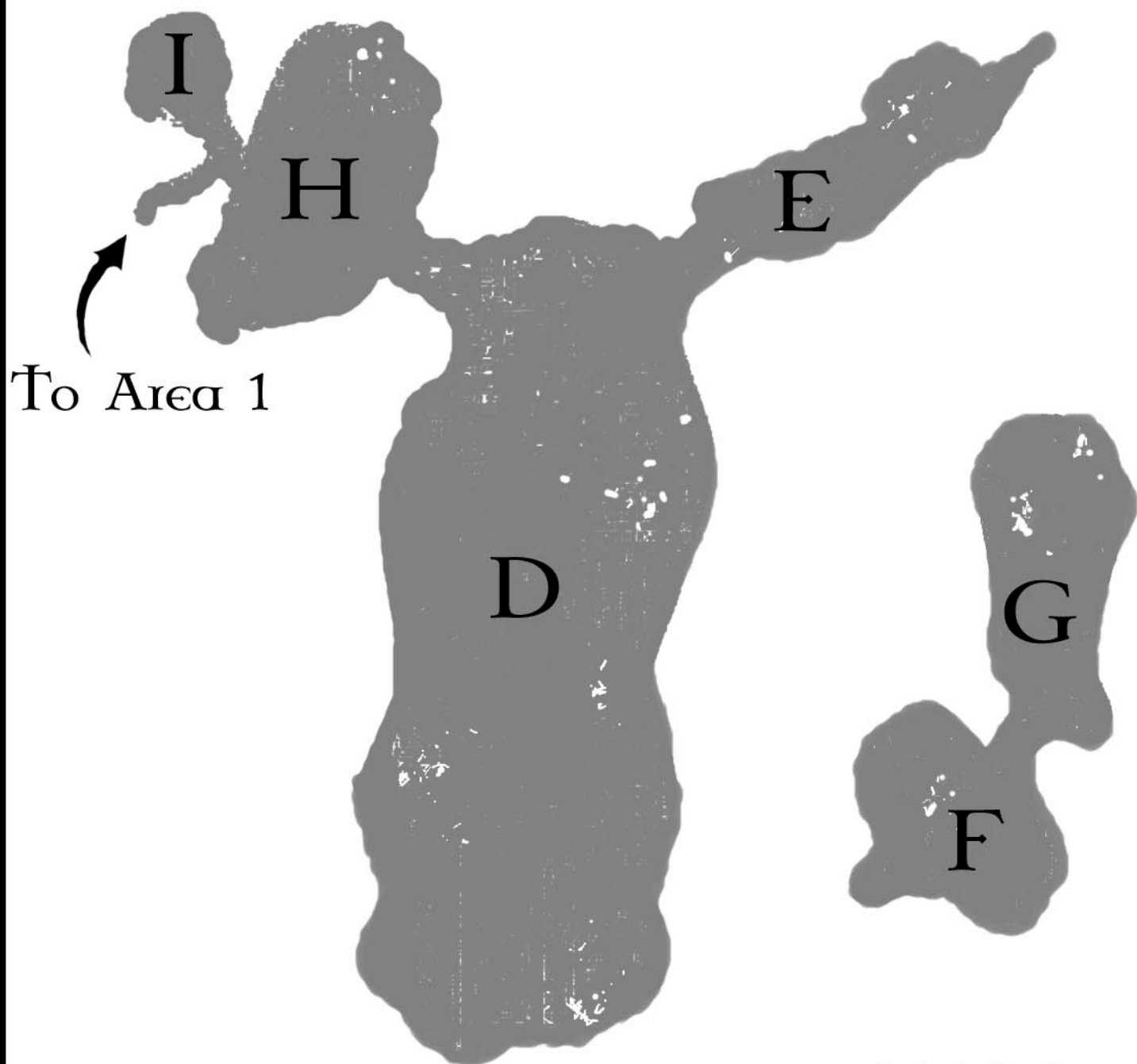


AREA 13 CREMATORIUM



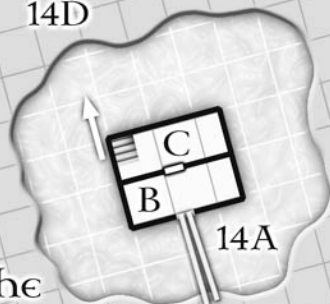
Area 14

Karthe's Mausoleum



Scale in Feet
5 10 15 20 25 30

down to
14D



the
Mausoleum

1 square = 10 feet

14I

14H

to area 1

14D

Below the
Mausoleum

14E

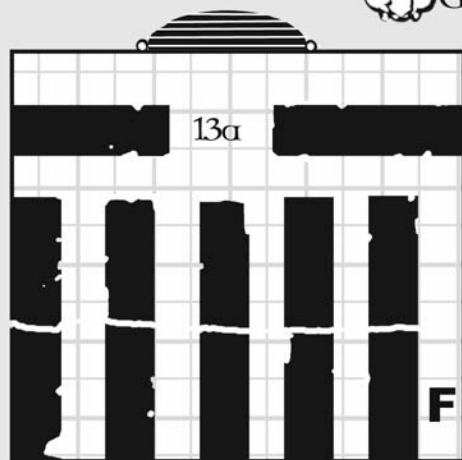
14G

14F

up to
14C



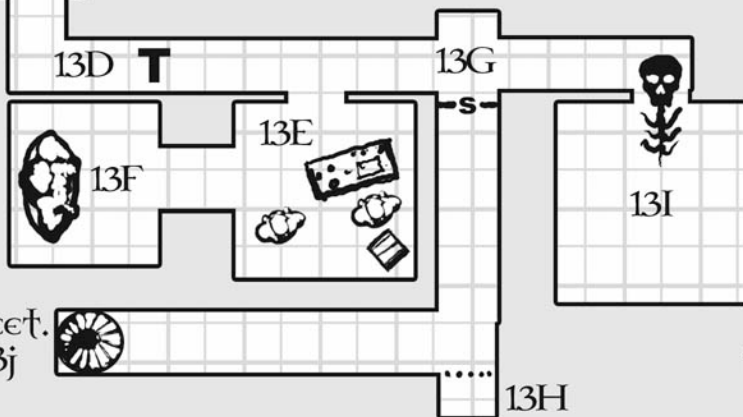
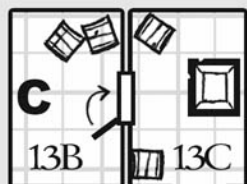
 Golem and Winch



AREA 15 VARGHA OSSUARY

Ladder 20 ft.
Down to 13b

F



Down 20 feet.
to area 13j



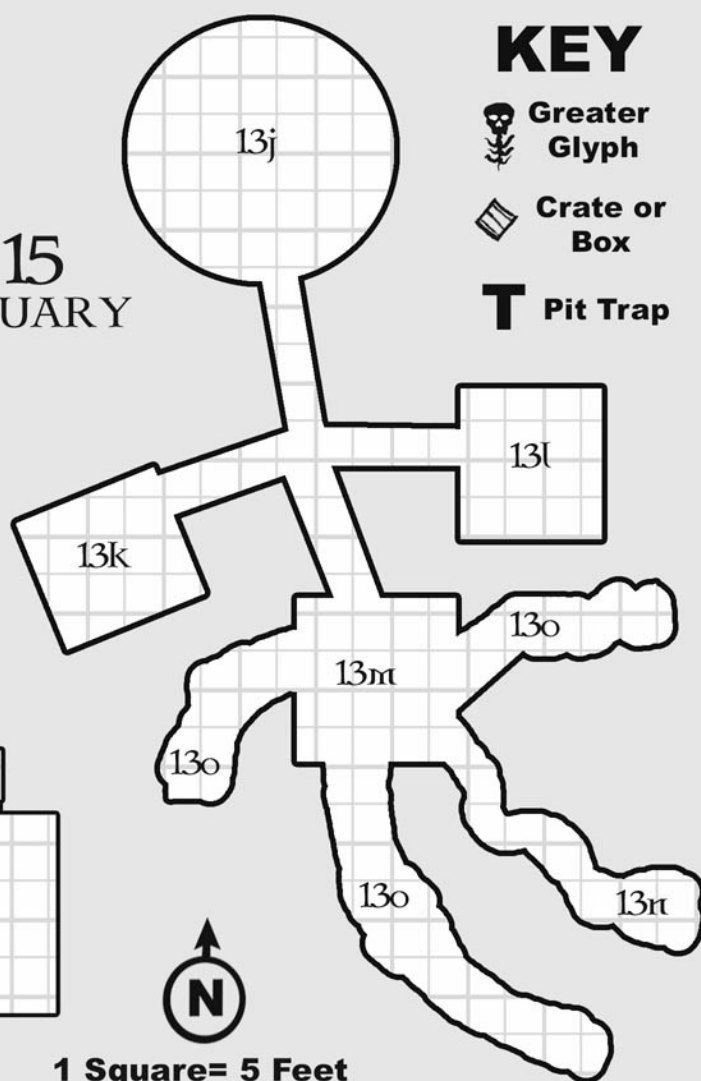
13H

KEY

 **Greater Glyph**

 **Crate or Box**

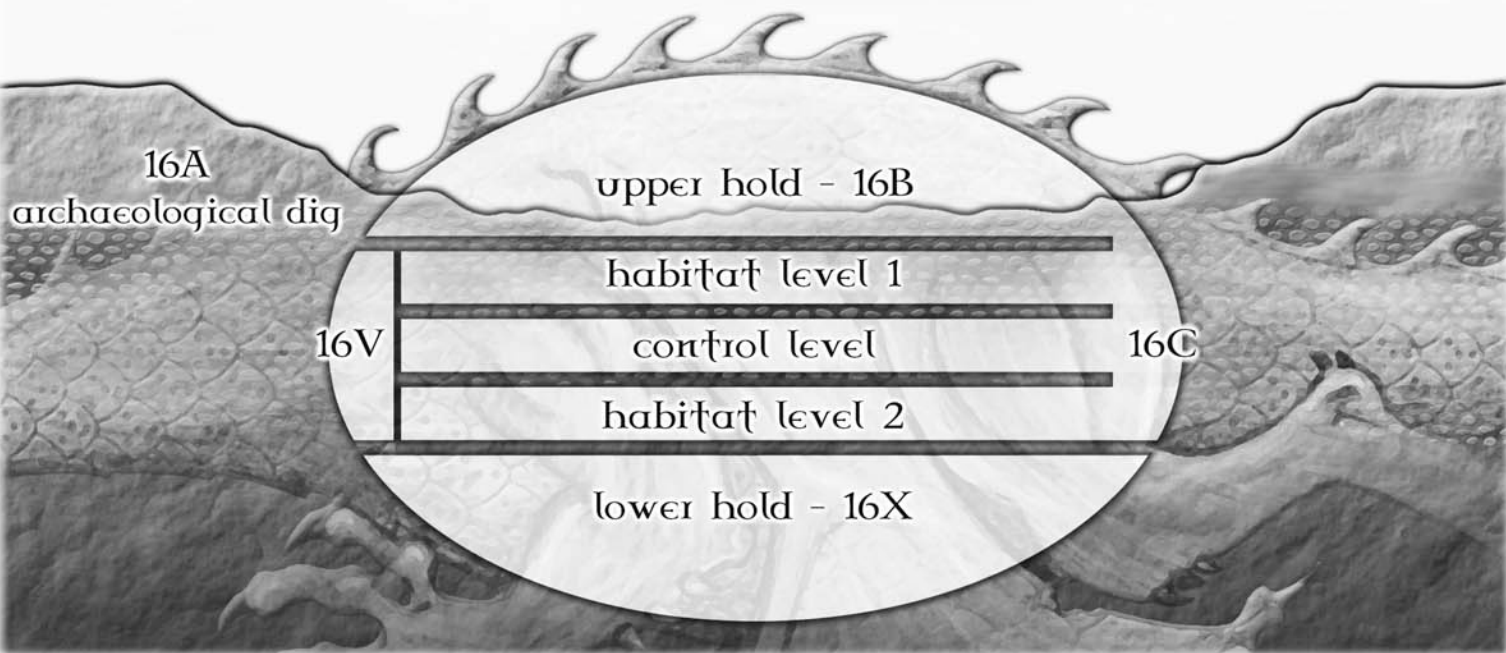
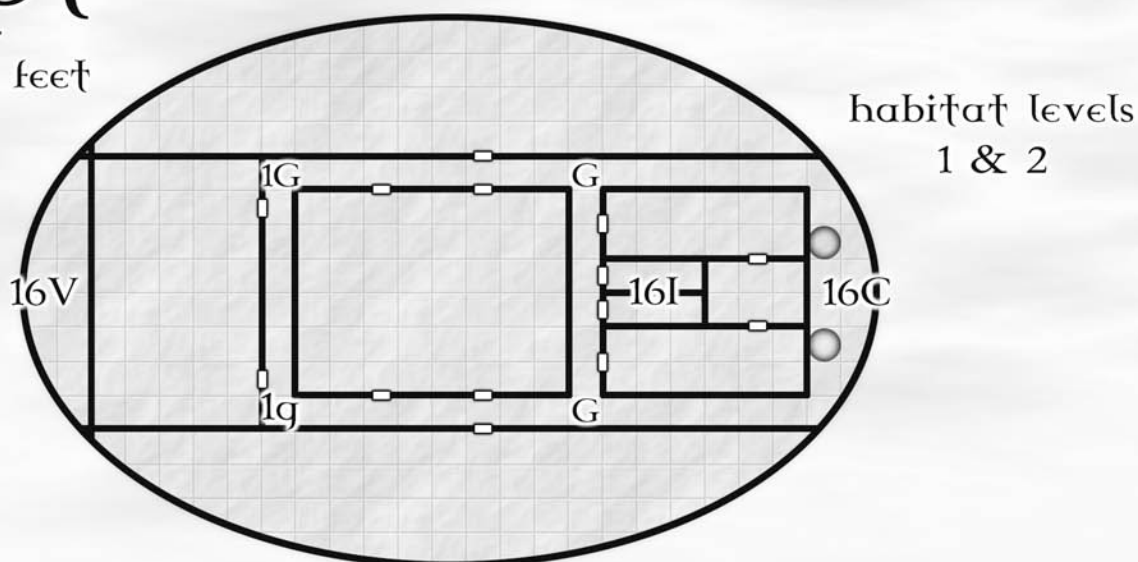
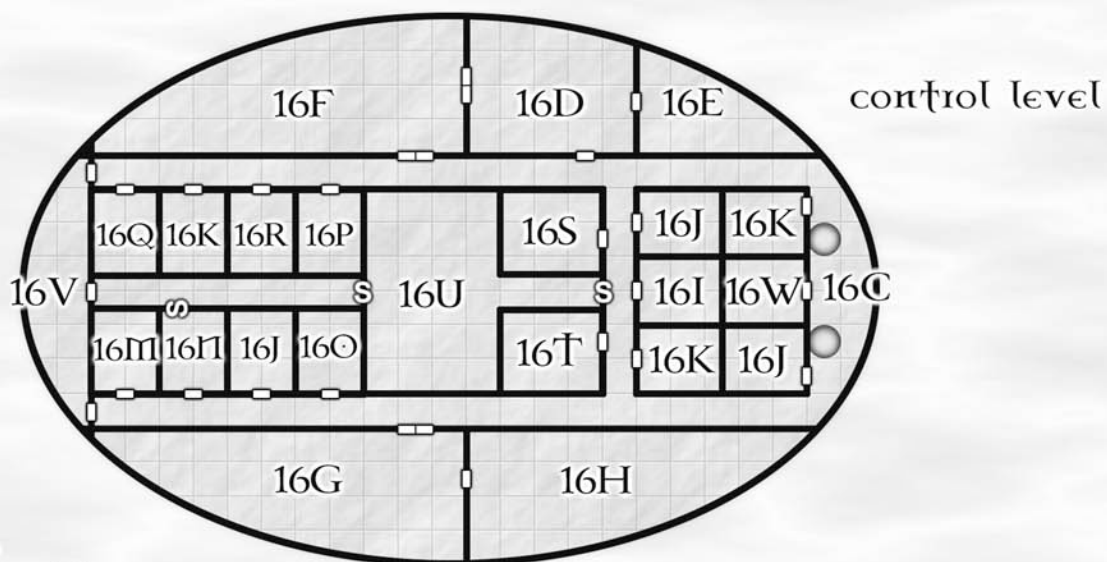
T **Pit Trap**



1 Square = 5 Feet

the Crypt

1 square = 5 feet



AREA 32-33 PROCESSOR AND REFINERY

