A Fantasy map for use with any system.
CREDITS

Based on a model by Predatron

Line Developer: Simon Powell
Writing: Steven J. Black
Editing: James Sutton, Dawn Sutton
Layout: Dawn Sutton
Interior and Cover Artwork: Simon Powell
Product Director: Simon Powell

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Internet: http://www.dramascape.net
Contact: info@dramascape.net
Dundjinni: http://www.dundjinni.com

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Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need. This map product is a full-color, 42 x 30 inch, multi-level ossuary.

DramaScape map products are designed to be compatible with both square and hex-based games and this map product includes both types of overlays.

Ossuary Definition: An ossuary is a chest, building, well, or site made to serve as the final resting place of human skeletal remains. They are frequently used where burial space is scarce. A body is first buried in a temporary grave, then after some years the skeletal remains are removed and placed in an ossuary. The greatly reduced space taken up by an ossuary means that it is possible to store the remains of many more people in a single tomb than if the original coffins were left as is.

The long climb up the mountain has led you to this place. A chill wind blows here at the summit, but you have made it to the secluded monk ossuary. The sound of waves crashing on the rocks echo from far below. Massive center stairs lead even further up. To the left and right of the stairs as you climb up are two large graveyards. A pair of stone statues at the top gaze down at you as if judging your worth to be here. The center area has stairs leading up to the west to a large tomb and a large tree, stairs leading downward to the north lead to a room with two stone doors leading to a privy and a massive burial pit below the ossuary.

The northern central area has stairs leading up to the west that lead a door to the far western tower, a door to the east leads to the ossuary, and stairs leading downward to the north lead to a cleaning room with a mop bucket, mop, and a broom for cleaning the area. A stone door to the north leads to the first burial chamber where lines of catacombs hold corpses freshly dug up. A stone door to the west opens to a second line of catacombs holds older that leads to the church tower.

The church tower contains the head priest’s room. The room includes a store of ash, ointments, and other unguents used in rituals in ceremonies in the top left corner of the room. Some are covered with spider webs. The head priest is not known to be the most tidy, and refuses to let others clean his room. A comfortable bed, and a chest containing the priest’s belongings is in the left center of the room. The bottom corner has the priest’s study desk where he illuminates manuscripts and writes religious texts. The desk is covered with papers, scrolls, inks, and quills. The priest’s bath is in the bottom right corner. The priest’s sloppy nature is revealed here too, as oftentimes the bathwater is left dripping on the floor.

The tower door opens to a burial preparation chamber. A dirty table with blood caked on and around it is in the center of the room. The various tools of autopsy and surgery are here on two tables. One of the tables has tools on it that have been used recently. Stairs leading up go to a storage room above in the tower filled with monk clothes, barrels, crates, urns, and casks. A ladder leads to the tower roof above.

Both the doors in the north central area and the stairs leading down to the church lead to the first ossuary room, which is a smaller church area with a small line of pews, a pedestal with an illuminated manuscript, and a small altar covered with an embroidered cloth cover. A stone door behind this leads to a transitional room with a mop bucket, mop, and a broom for cleaning the area. A stone door to the north leads to the first burial chamber where lines of catacombs hold corpses freshly dug up. A stone door to the west opens to a second line of catacombs holds older
corpses, and rows of skulls to the far west. Another stone door to the north in the first burial chamber leads to a massive crypt. Old tombs in various dilapidated states litter the room. Newer coffins are empty, draped with embroidered shrouds, ready for the next to die.

Do the monks still live here? Or has something far more sinister taken up residence here, animating statues, gargoyles, and even the monk’s own dead as they profane a once holy place?

Room 01 is located on level -1 and is placed under the church (Room 03), it is entered either by the stairway in the church or through a door located on level -1. Room 02 is located on level -2 and is located just in front of the church entrance; it is entered via the steps located at the top center of the map. Room 03 is the church and is at level 01, the placement of this room should be straightforward. Room 04 is the top tower room of the church; placement for this room should be easy. Room 05 is the top level of the tower located in the top left corner of the map, and Room 06 is the lower level of the same tower.
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