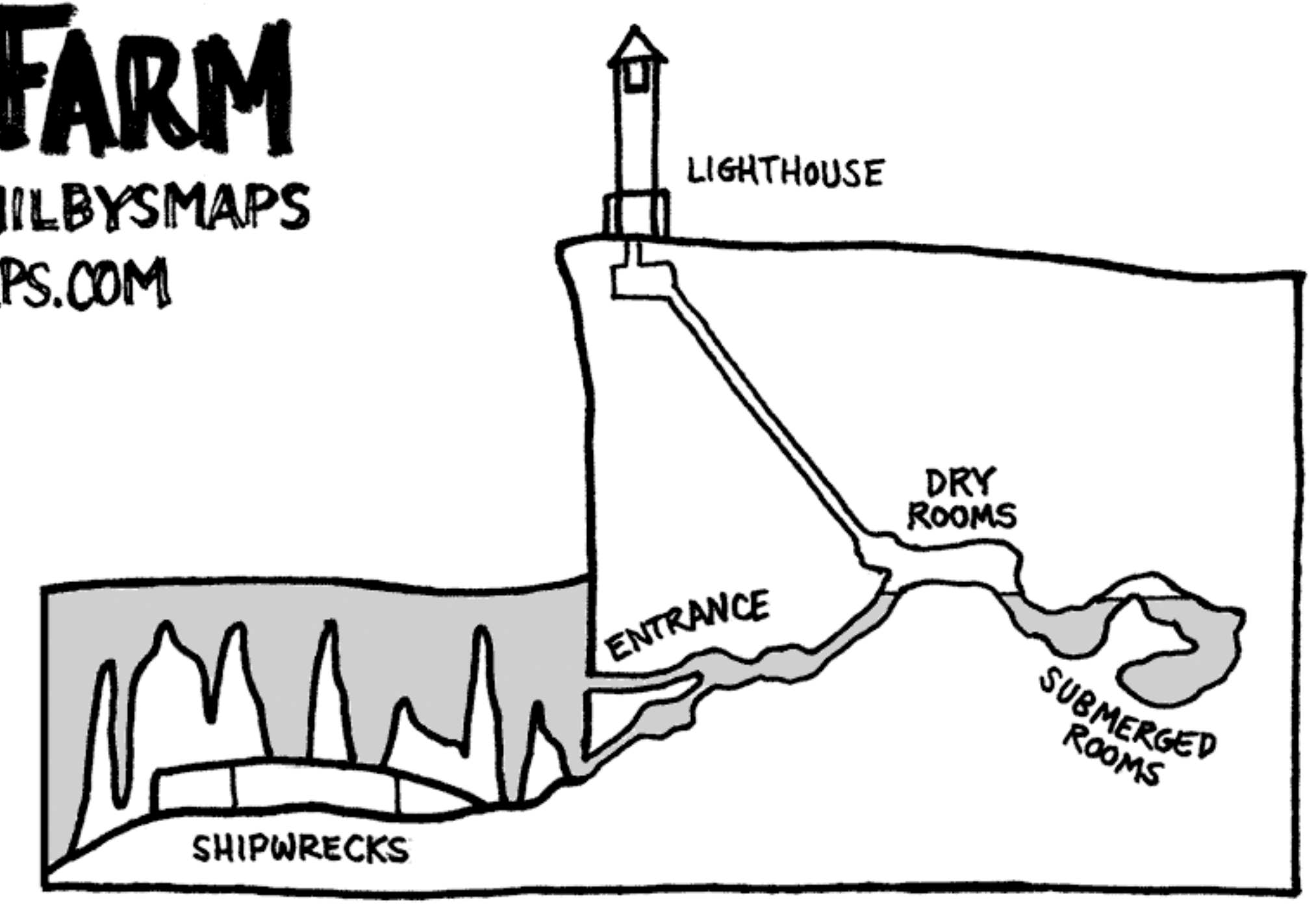
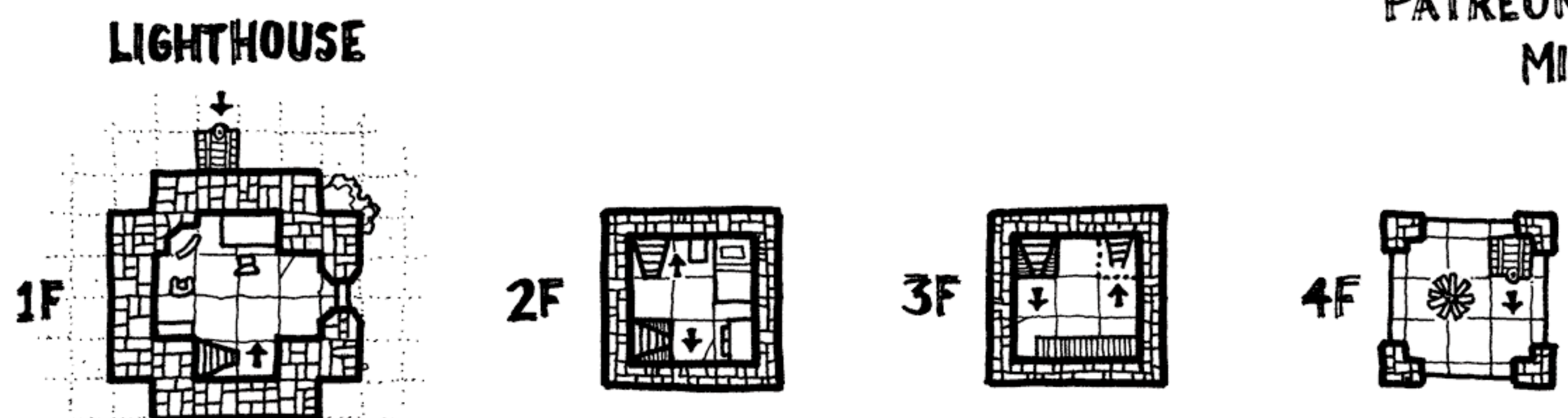
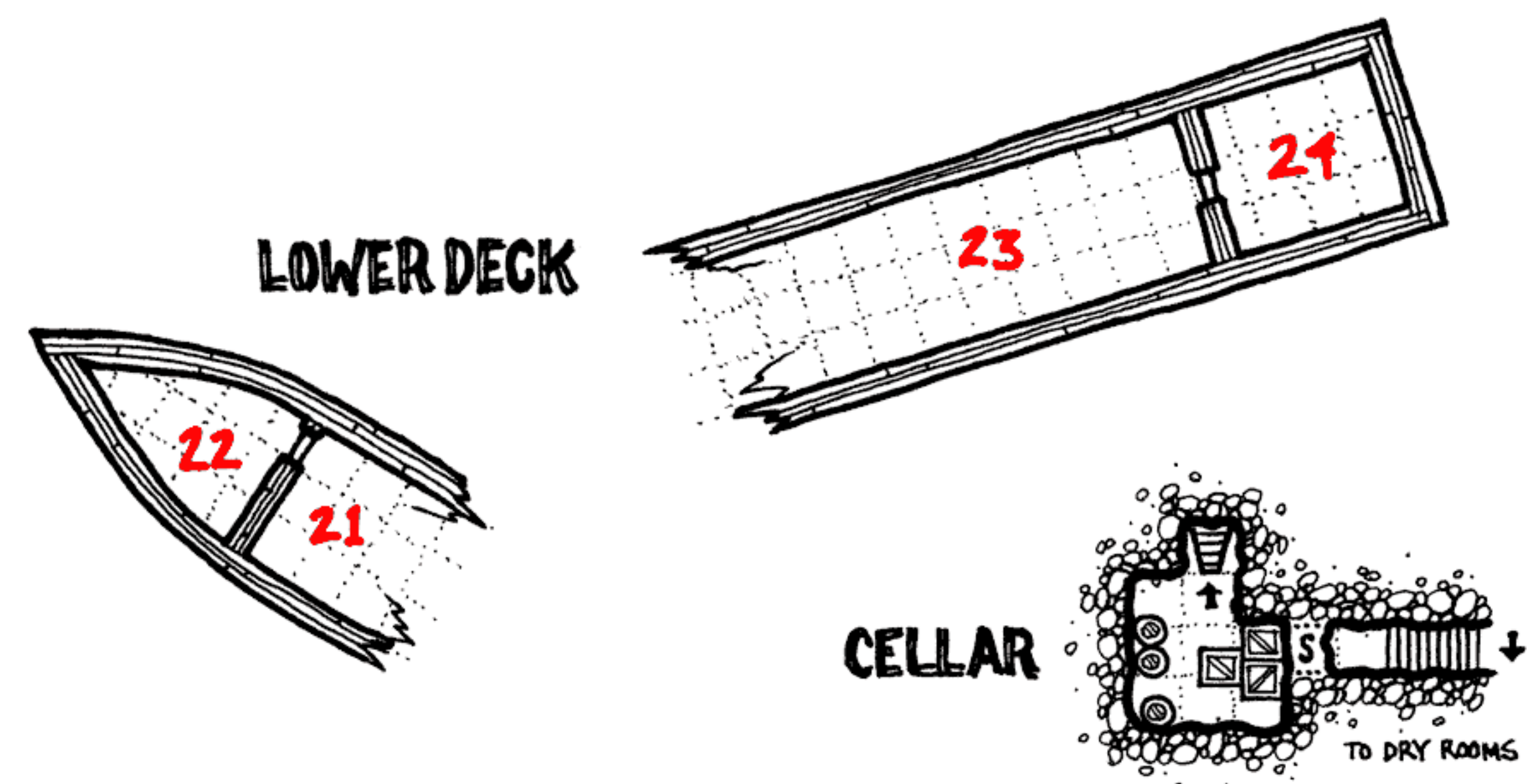


# THE NECROMANCER'S CORPSE FARM

PATREON.COM/MILBYSMAPS  
MILBYSMAPS.COM



## Lighthouse

- 1F - Kitchen and Living Room
- 2F - Bedroom
- 3F - Wood Stockpile
- 4F - The Pyre.
- Cellar - Storage. Some food, some junk. Secret staircase leads to 7.

- 1 - This tunnel is close to the sea floor. Undead don't swim well.
- 2 - This tunnel is higher up.
- 3 - An encounter that can be avoided by finding the other tunnel?
- 4 - A mass of undead chained to the walls (to prevent wandering) as guardians.
- 5 - Gate into the inner lair (6)
- 6 - Foyer. Another guardian?
- 7 - Locked gate with staircase to the lighthouse cellar.
- 8 - Laboratory
- 9 - Storage. Surgical equipment? Chemicals? Body parts?
- 10 - Cell. Could hold a victim? Or, hell, a successful one.
- 11 - Study. Water hurts books.
- 12 - Some kind of sea creature trapped here as a guardian.
- 13-16 - The Necromancer's living space. There's no reason this couldn't be dry if you prefer.
- 17 - Shipwreck Bow. Hatch leads to lower deck. Or you can just walk through the gaping hole.
- 18 - Shipwreck Stern.
- 19 - Navigation Room
- 20 - Captain's Quarters
- 21 - Hold
- 22 - Storage
- 23 - Hold
- 24 - Crew Quarters
- 25 - Wrecked Galleon. This ship is lying on its side, half buried in the sand.
- 26 - Officer's Quarters
- 27 - Captain's Quarters
- 28 - Navigation Room
- 29 - Storage. Tools, rope, etc.
- 30 - Crew Quarters (hammocks)
- 31 - Mess
- 32 - Galley (Kitchen)
- 33 - Infirmary? Storage? Brig? Armory?
- 34 - Hold
- 35 - Secure Hold (for valuable cargo).

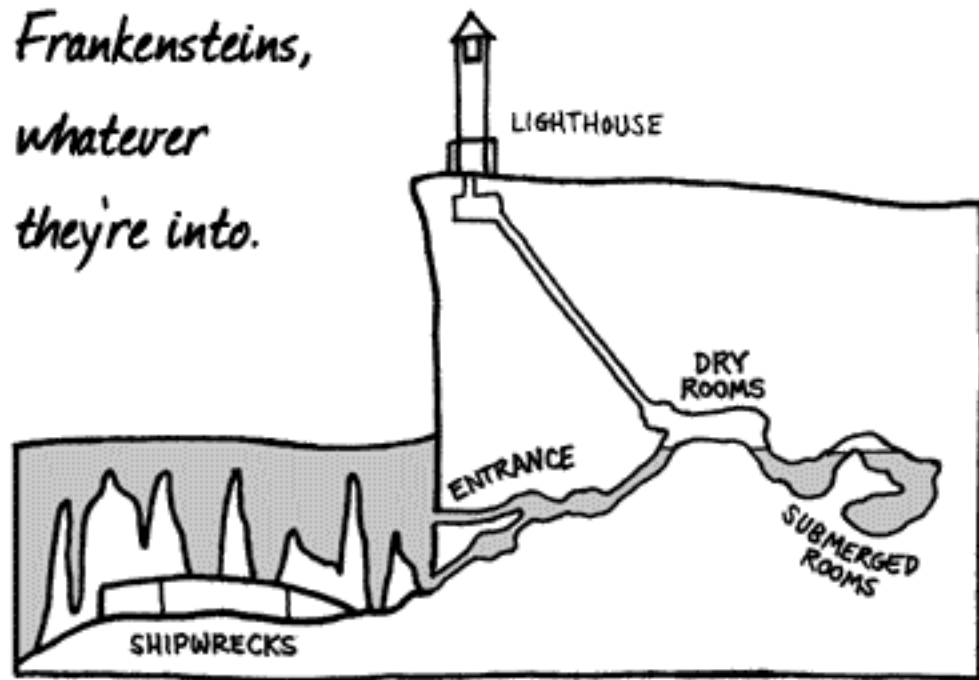


# THE NECROMANCER'S CORPSE FARM

PATREON.COM/MILBYSMAPS  
MILBYSMAPS.COM

## DM Notes

The main idea of this map is that a necromancer, living in some aquatic caves beneath a lighthouse, has managed to gain control of the lighthouse keeper (or become the lighthouse keeper) and is doing a really terrible job of keeping the fire lit. As a result, the necromancer has a ready supply of corpses to... you know, necromance. Raise an army, make Frankensteins, whatever they're into.



## A Few Thoughts

-To hook the PCs in, you could have someone hire them to investigate the cause of the recent shipwrecks or they could simply notice the lighthouse unlit while passing by.

-This map was created with an aquatic necromancer in mind (specifically a turtle), but it could easily be a sea elf, sahuagin, kuo-toa, hag, or even just a human with a ring of water breathing. If your necromancer would be more at home in an air-filled environment, you can always have the submerged rooms be dry.

-In the shipwrecks, the PCs could encounter any number of things: undead, regular dead, or nothing. If the PCs are investigating the shipwrecks, finding no bodies would serve as a clue that something is wrong.

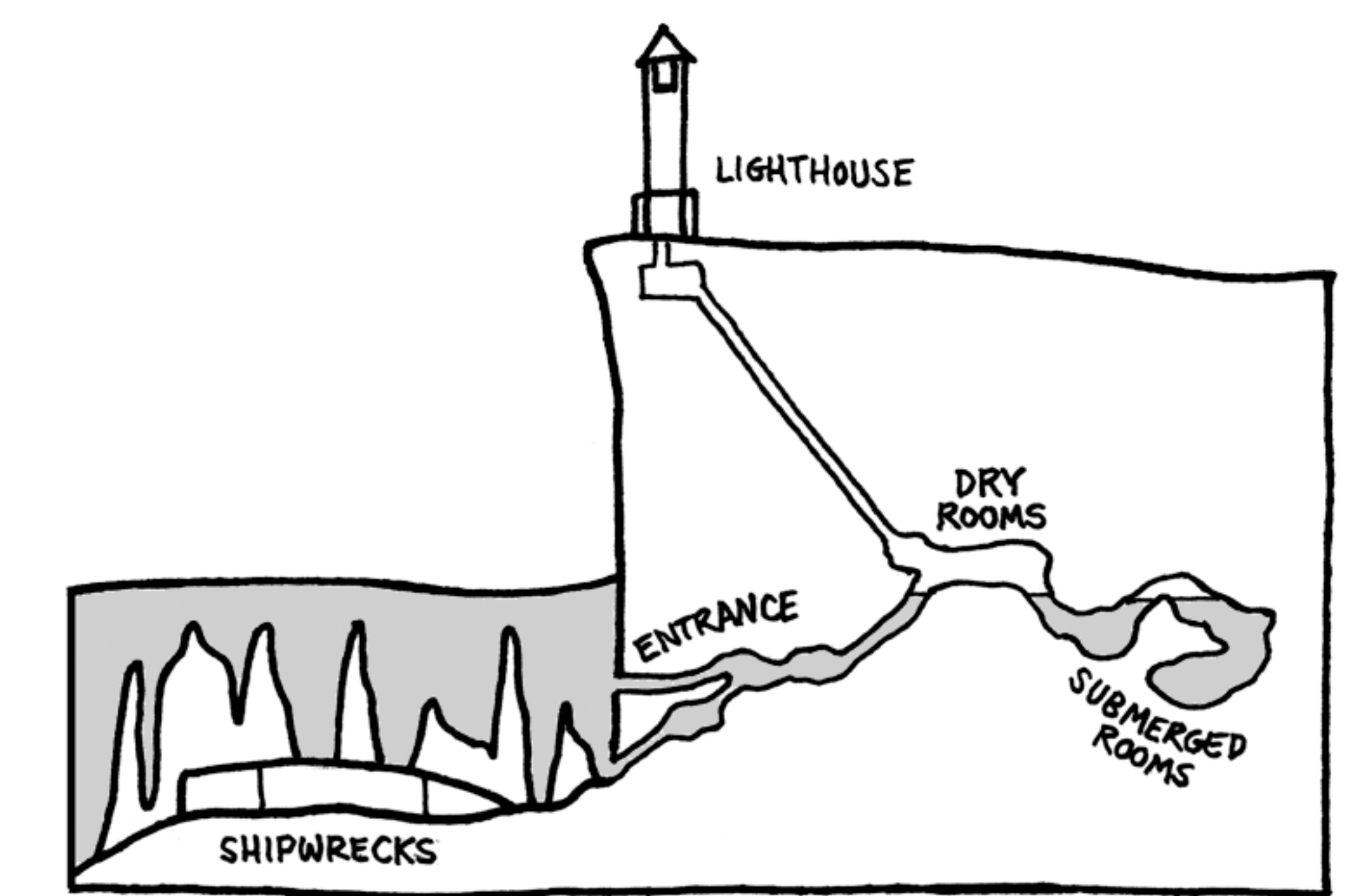
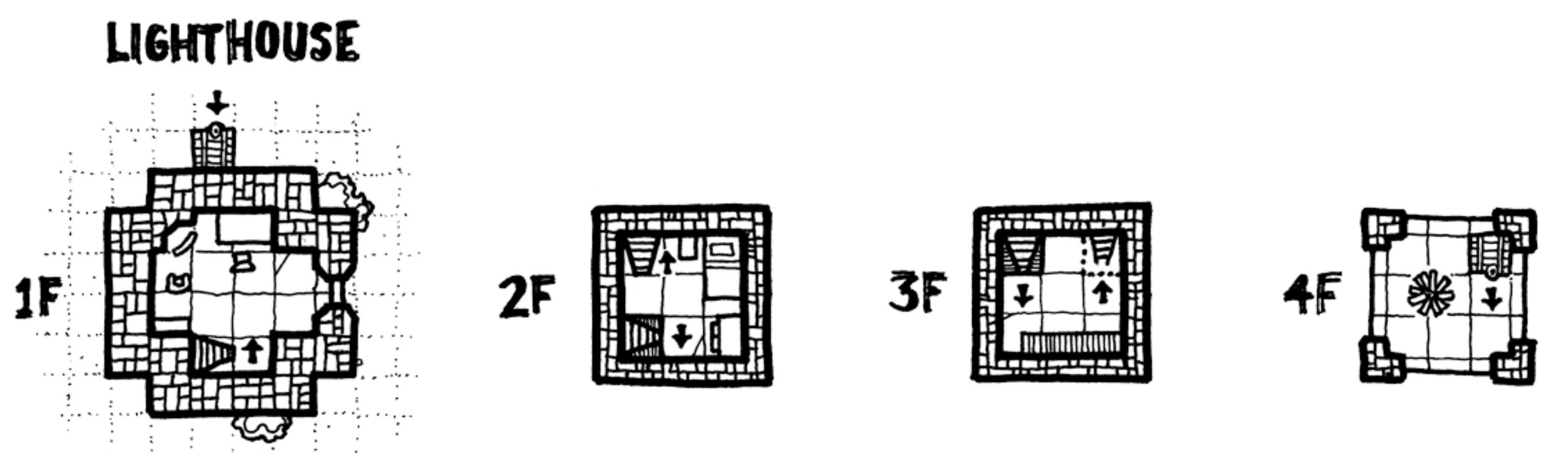
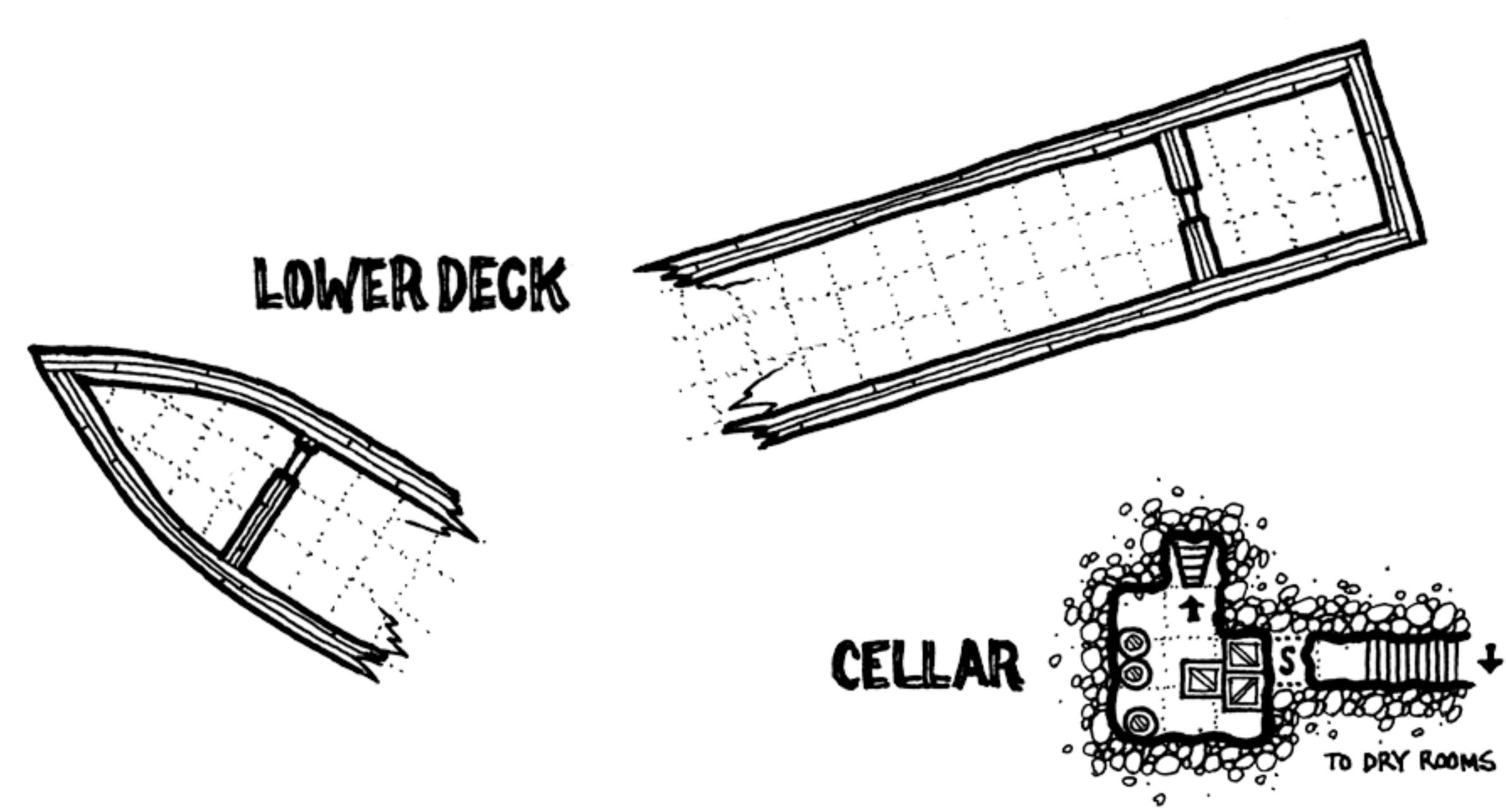
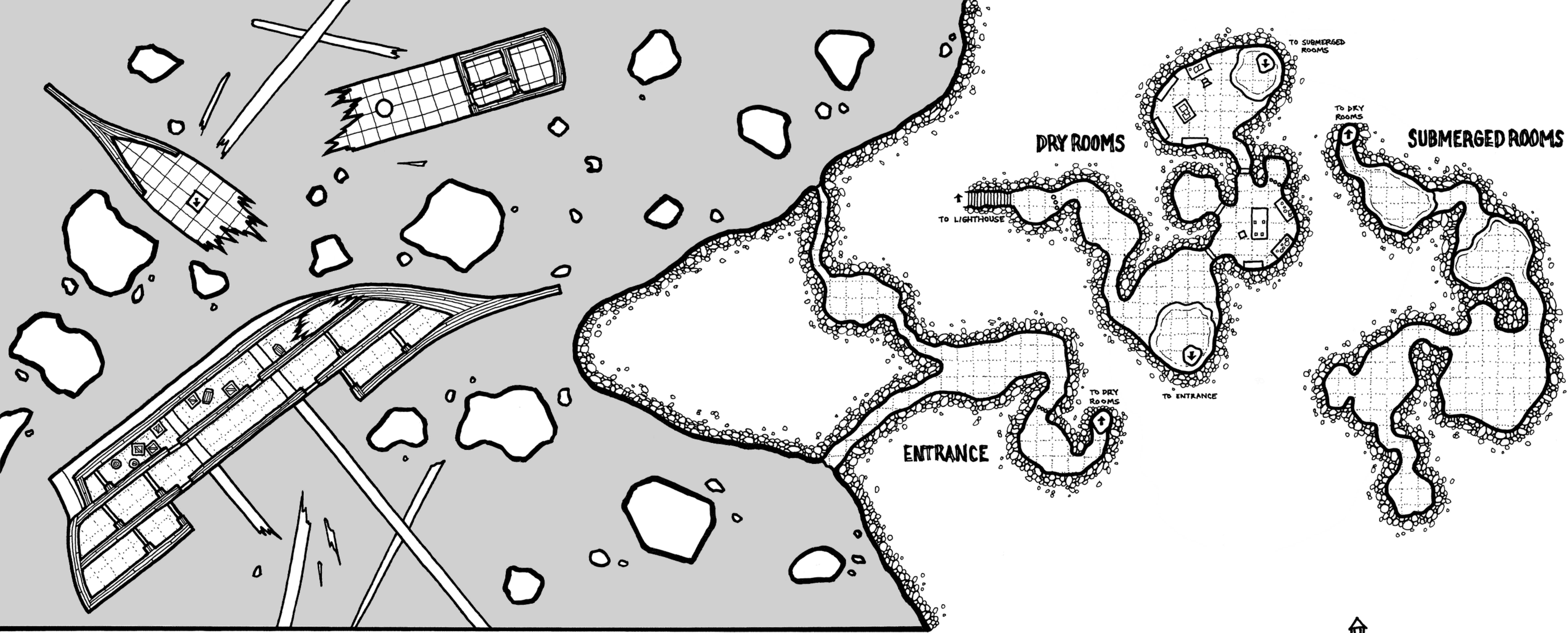
-Alternatively, you could have the PCs find a ship full of corpses which they later encounter coming in from behind them when they fight the necromancer.

-The necromancer could be first encountered in the lab or the study, then retreat into the submerged rooms after a while to fight back underwater.

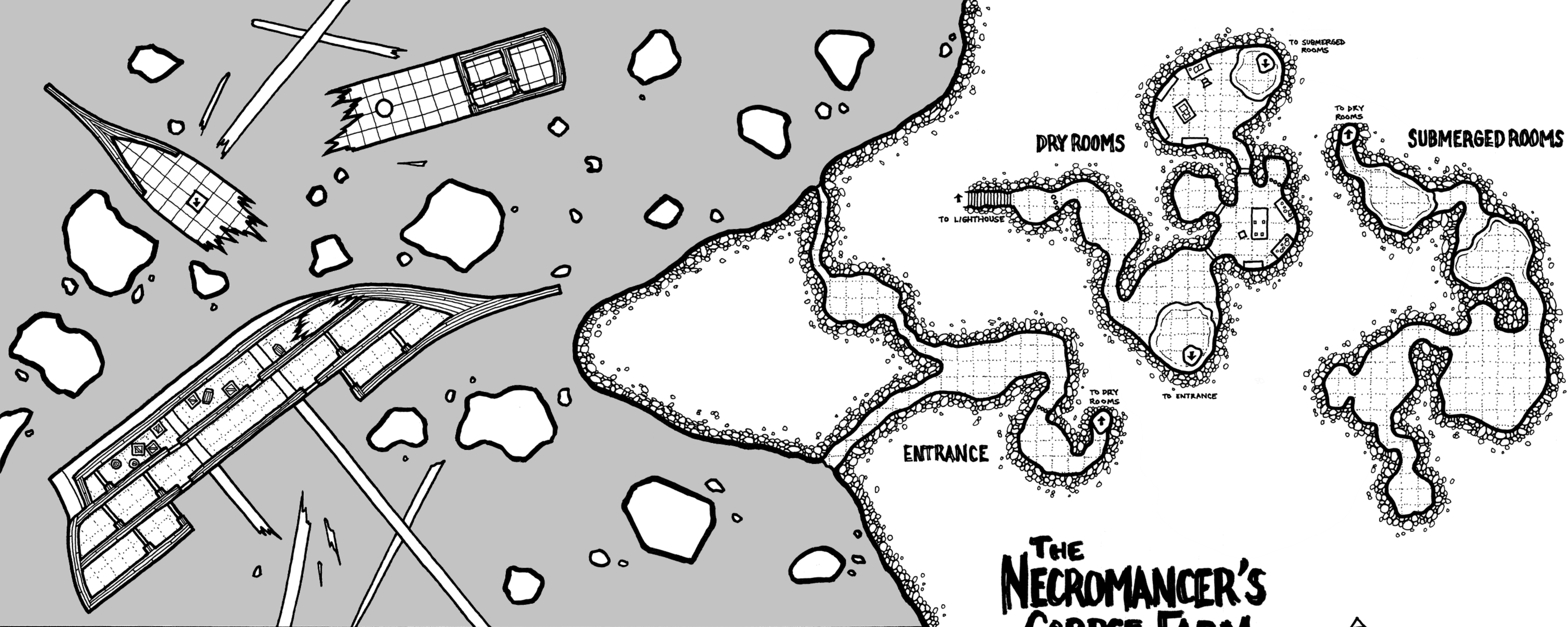
-Consider whether you want the secret staircase to exist or not. Depending on how you plan things, it may let the PCs skip a lot.











# THE NECROMANCER'S CORPSE FARM

PATREON.COM/MILBYSMAPS  
MILBYSMAPS.COM

