



## Graveyard Map

Scale: 1 square = 30 yards

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
1	T	T	T	T	T	T	S	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T
2	T	T		G	O	G		G	G	G	G	G	G											T
3	T	O		O	G	O		O	G	G	G	G	O		T	T	T	T		T	T	T		T
4	T														O	T	T	T		T	T	T		T
5	T	O		O	T		G	G	G	G		O			P	T	T	O		O	T	T		T
6	T	G		T	S		T	T	T	T		O			P	T	T	T	O	T	T	T		T
7	T	G		G	T	T	T		P		T	T	O		T	T	T	T	T	T	T	T		T
8	T	O		O	G	G	G		P		T	T	O		O	T		M		T		M		S
9	T		F										F						F					V
10	T	O		O	T	G	G		P		T	T	O		O	T		M		T		M		T
11	T	O		T	G	G	T		P		T	T	O		T	T	T	T	T		T	T	T	T
12	T	G		G	T	T	G	G	G	G	T	O		T	O		O	T		T	T	T		T
13	T	G		G	G	G	G	G	G	G	T	O		T	O		O	T		T	T	T		S
14	T	G		O	G	G	G	G	G	G	T	T		T	O		O	T		T	T	O		T
15	T	G																						T
16	T	O		O	G	G	G	G	G	G	O	T		T	O		O	T		T	T	O	T	T
17	T			G	T	T	G	G	G	G	T	T		T	O		O	T		T	T	T	T	T
18	T	S	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T	T

### Map Legend

Stone path

F=Fountain (special map)

G=Graves in rows

M=Mausoleums (special map)

O=Obelisks in formations

P=Pools and ponds of water

S=Shed of tools

T=Trees & Grass

V=Exit to Vicarage



= Skeleton encounter