

The Lost City of BARAKUSTM



Map Booklet



By W.D.B. Kenower and Bill Webb
An epic adventure for characters of 1st to 5th level.

NECROMANCER GAMES
THIRD EDITION RULES, FIRST EDITION FEEL

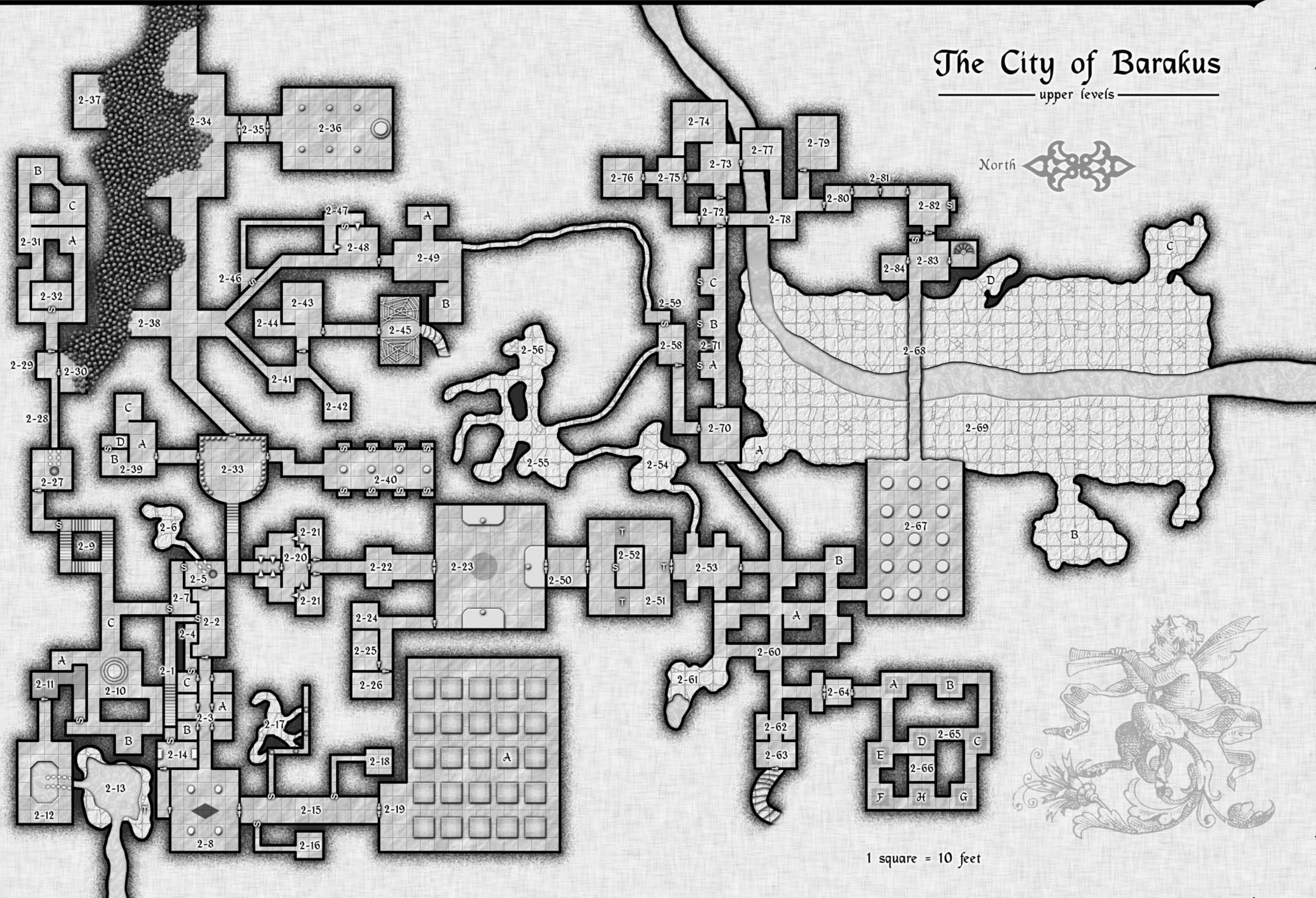
www.necromancergames.com



The City of Barakus

upper levels

North



1 square = 10 feet

The Caves Above Barakus



Fool's
Pass

Duskmoon Hills

Penprie
Forest

The Wilderness

map 1

Oldrock
River

north



1 hex = 5 miles

Sinnar
Ocean

Trader's
Way

farmland

King's Road

Gaelon River

Endhome

The
Soldier's
Road

The Wilderness

map 1

north



1 hex = 5 miles

O

King's Road

Oldrock
River

farmland

Gaelon River

Merchant's
Way

Sinnar
Ocean

Endhome

The
Soldier's
Road

Fool's
Pass

Duskmoon Hills

Penprie
Forest

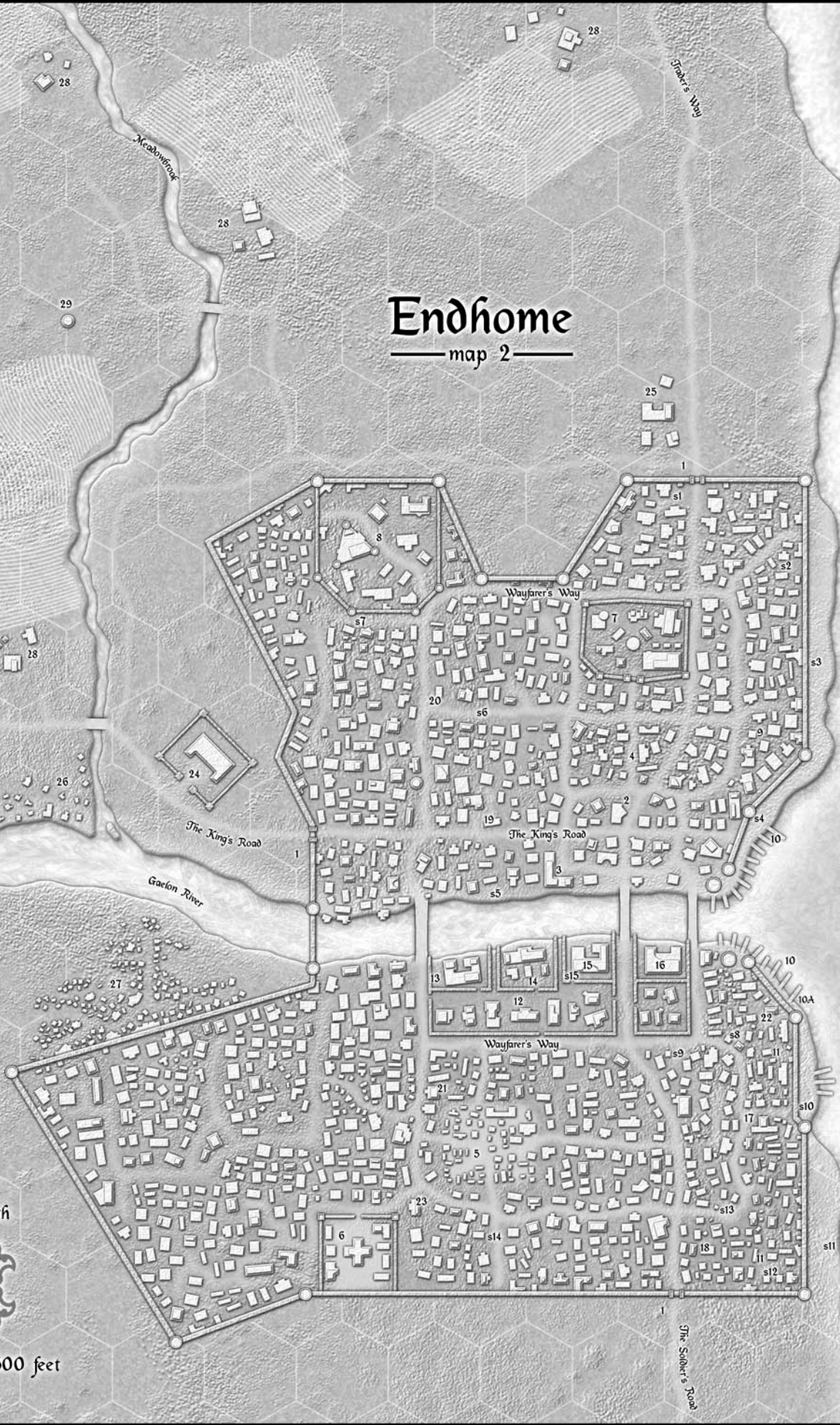
Endhome

map 2

north



1 hex = 500 feet



The Greentree Bandits

area B

G

B3

B3

B3

B3

B2

B4

B3

B1

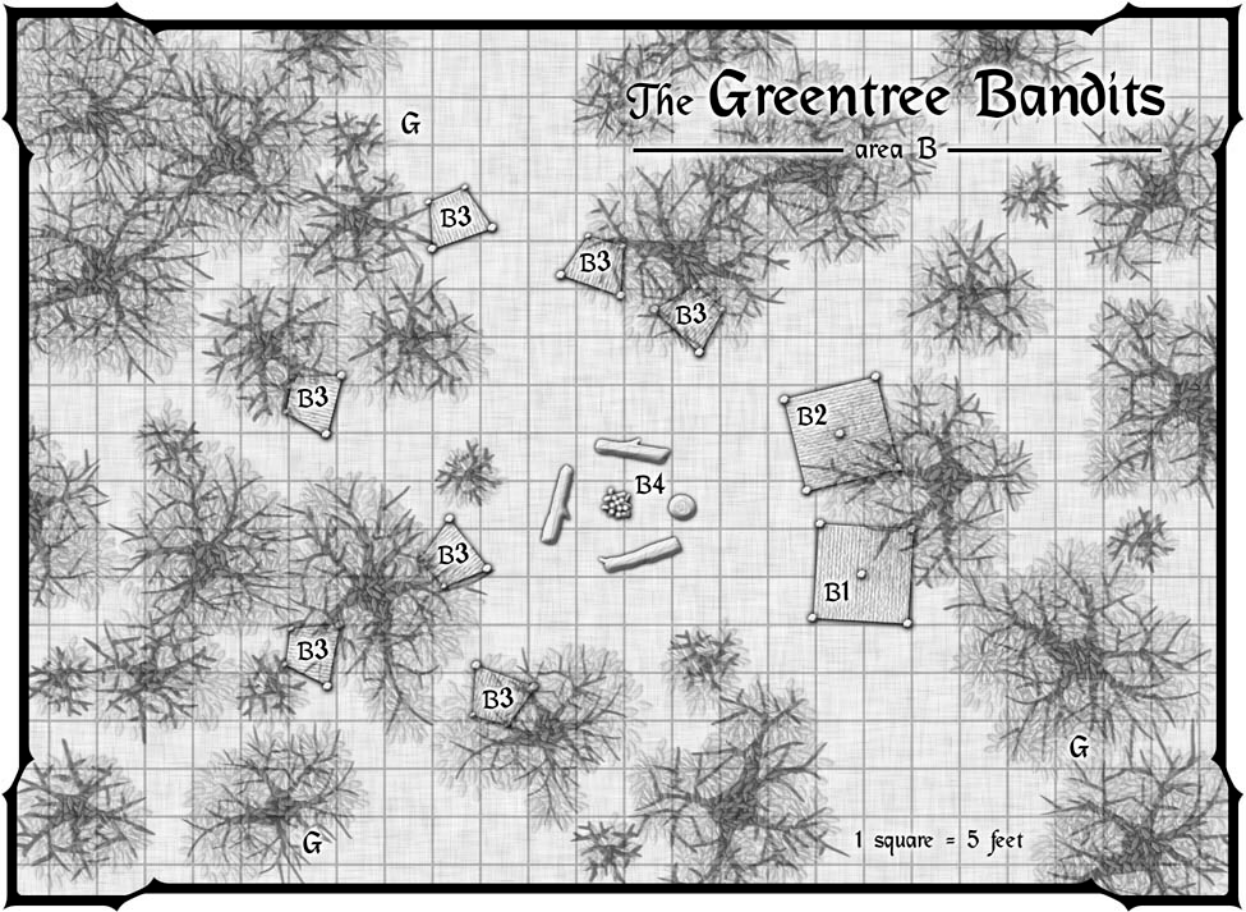
B3

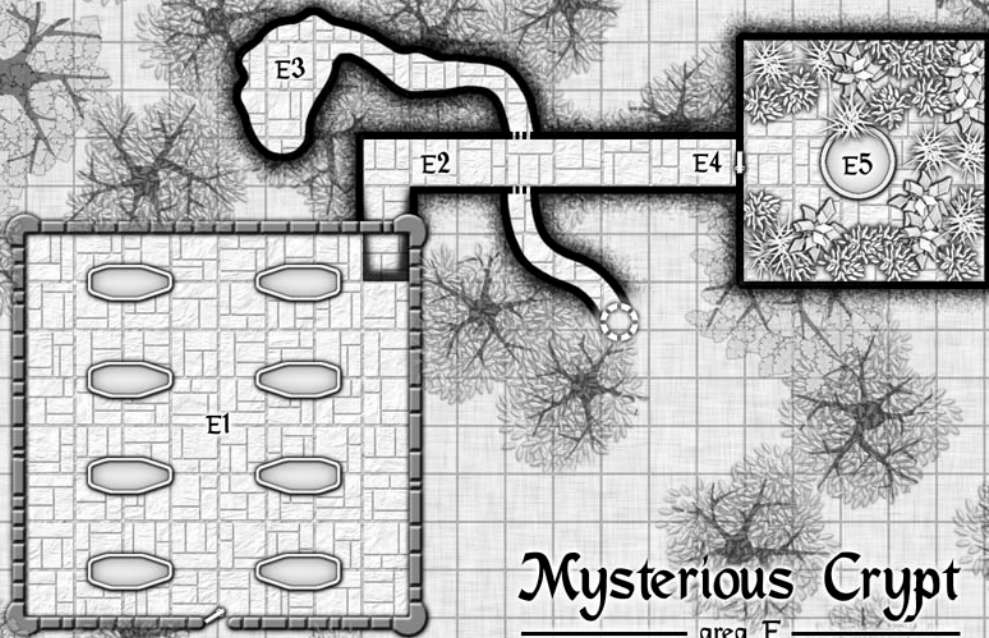
B3

G

G

1 square = 5 feet

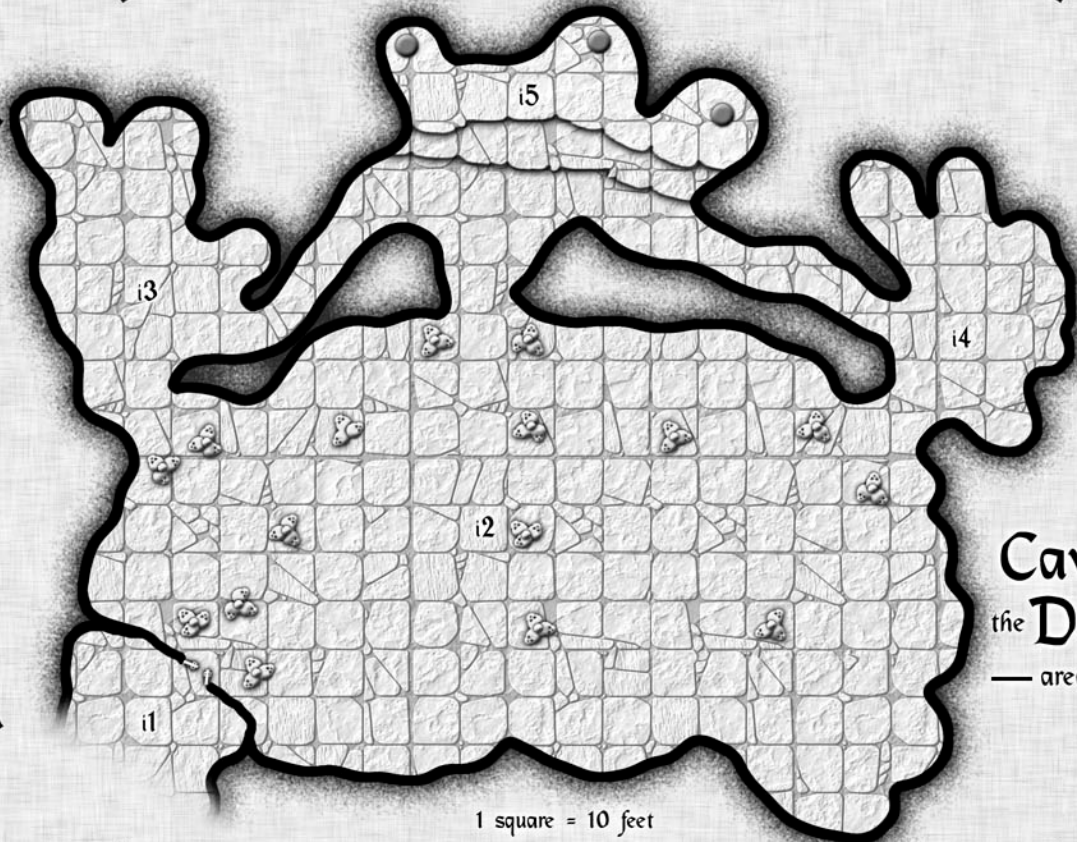




Mysterious Crypt

area E

1 square = 5 feet



Cave of
the Dead
— area i —

1 square = 10 feet



The Grimlock Caves

area K

1 square = 5 feet

£1

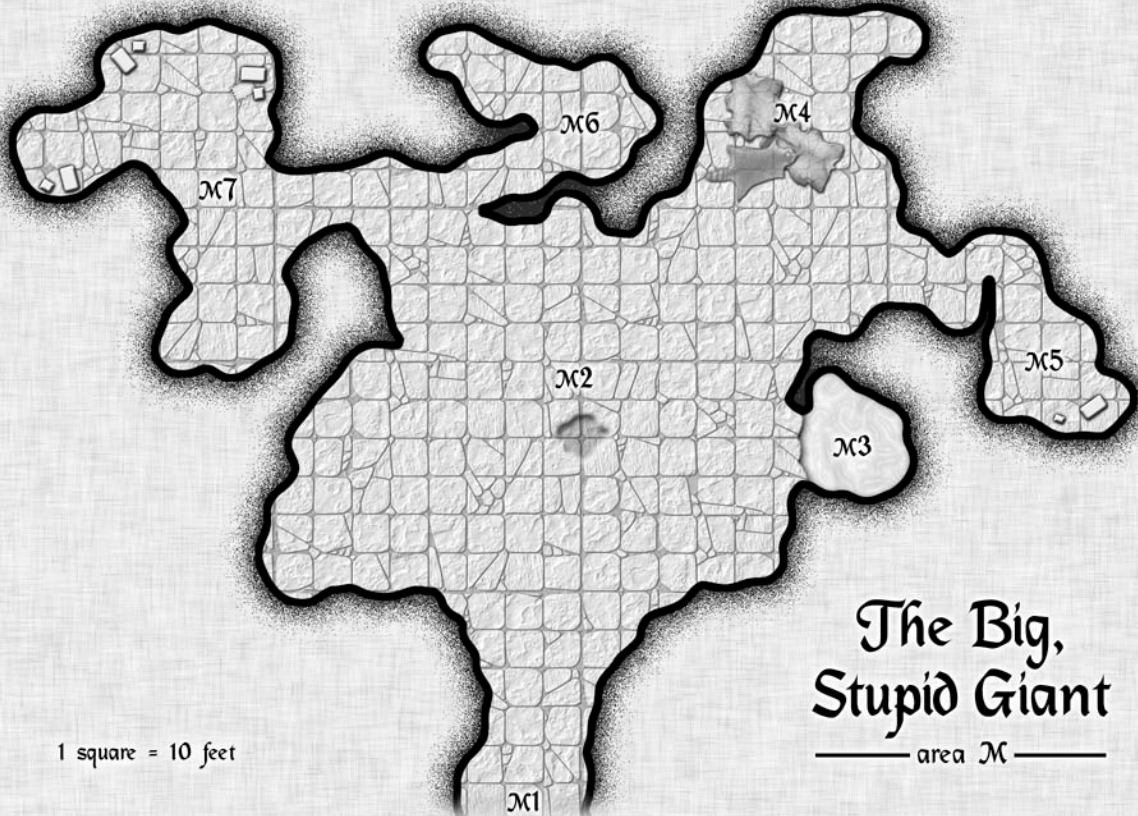
The Crumbling Cave

— area 2 —

£2

£3

1 square = 5 feet



1 square = 10 feet

The Big,
Stupid Giant
— area X —

The Sinkhole

— area Q —

Sinkhole Profile

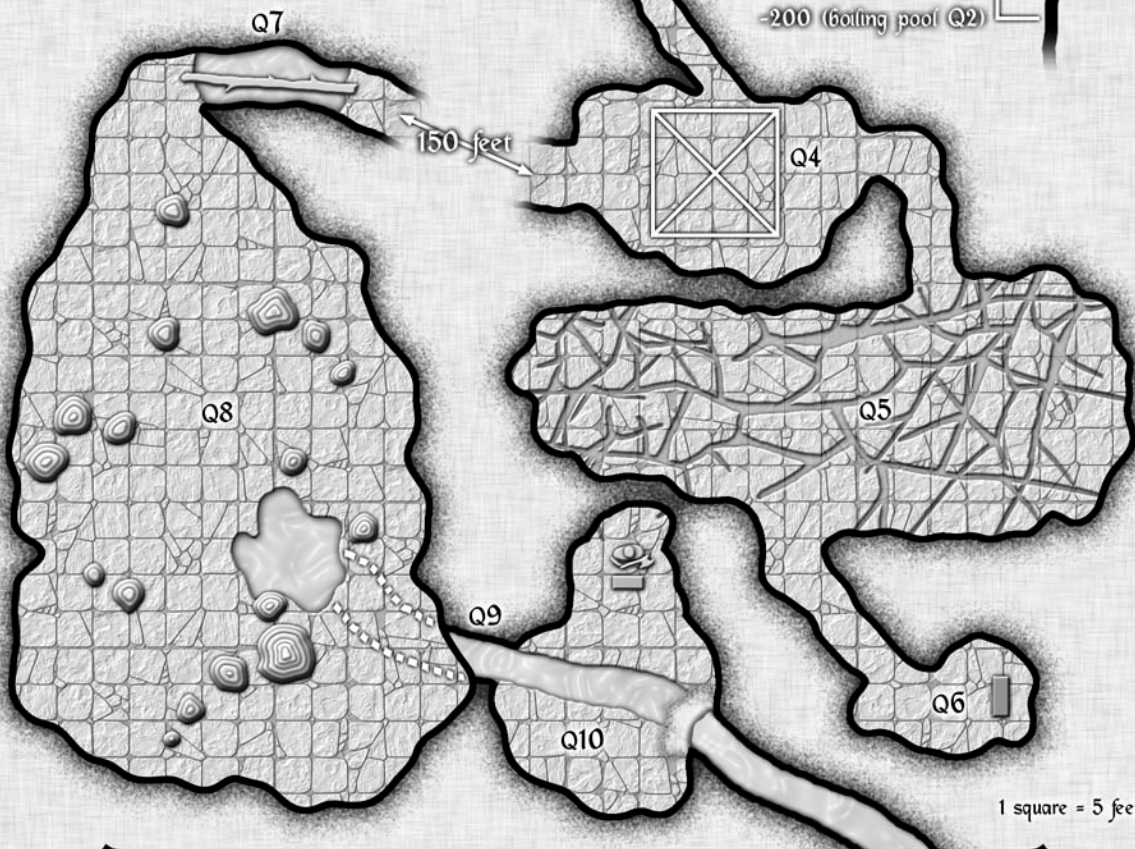
0 (entry cave)

-50 (red mold)

-160 (passage Q3)

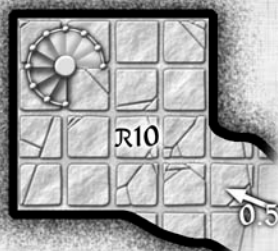
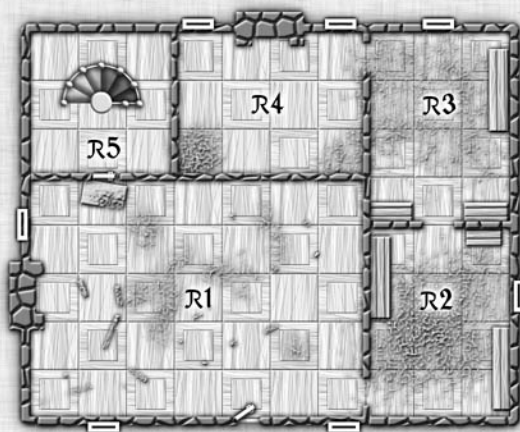
-200 (boiling pool Q2)

scale in feet



The House of Bricks

area R



0.5 miles

S

R9

2 miles

R8

R7

1 mile

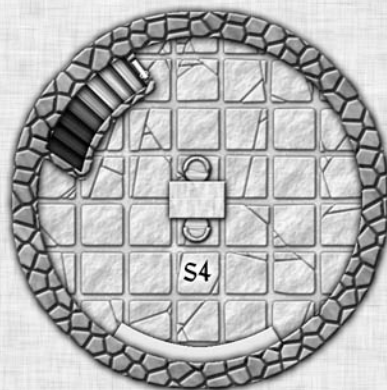
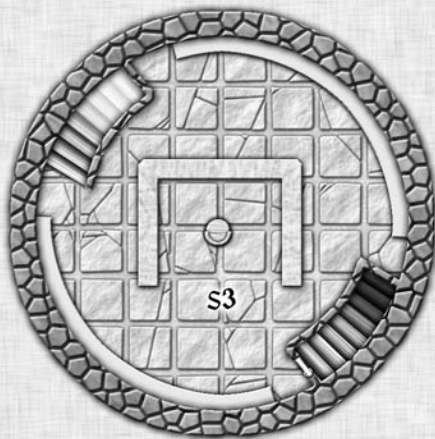
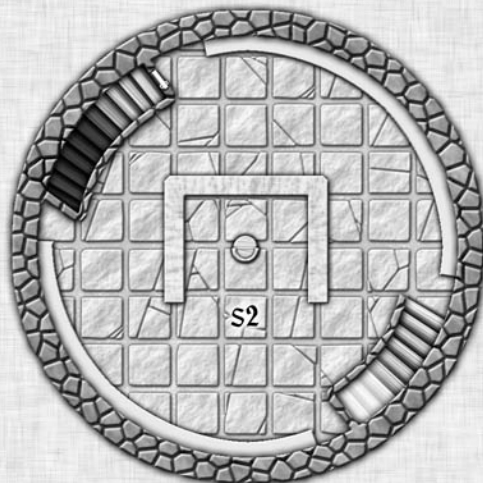
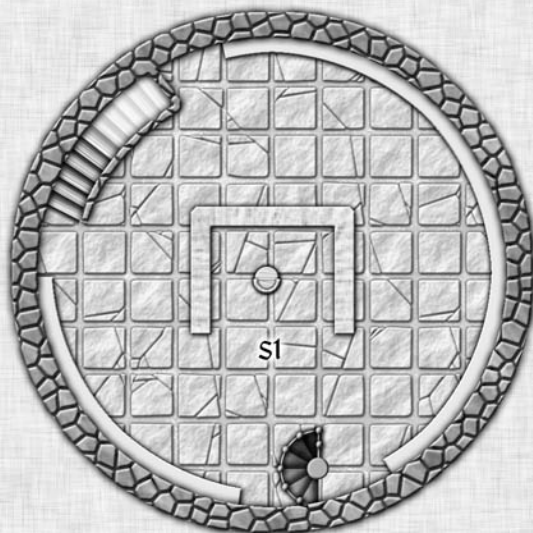
R6

T

1 square = 5 feet

The Wizard's Library

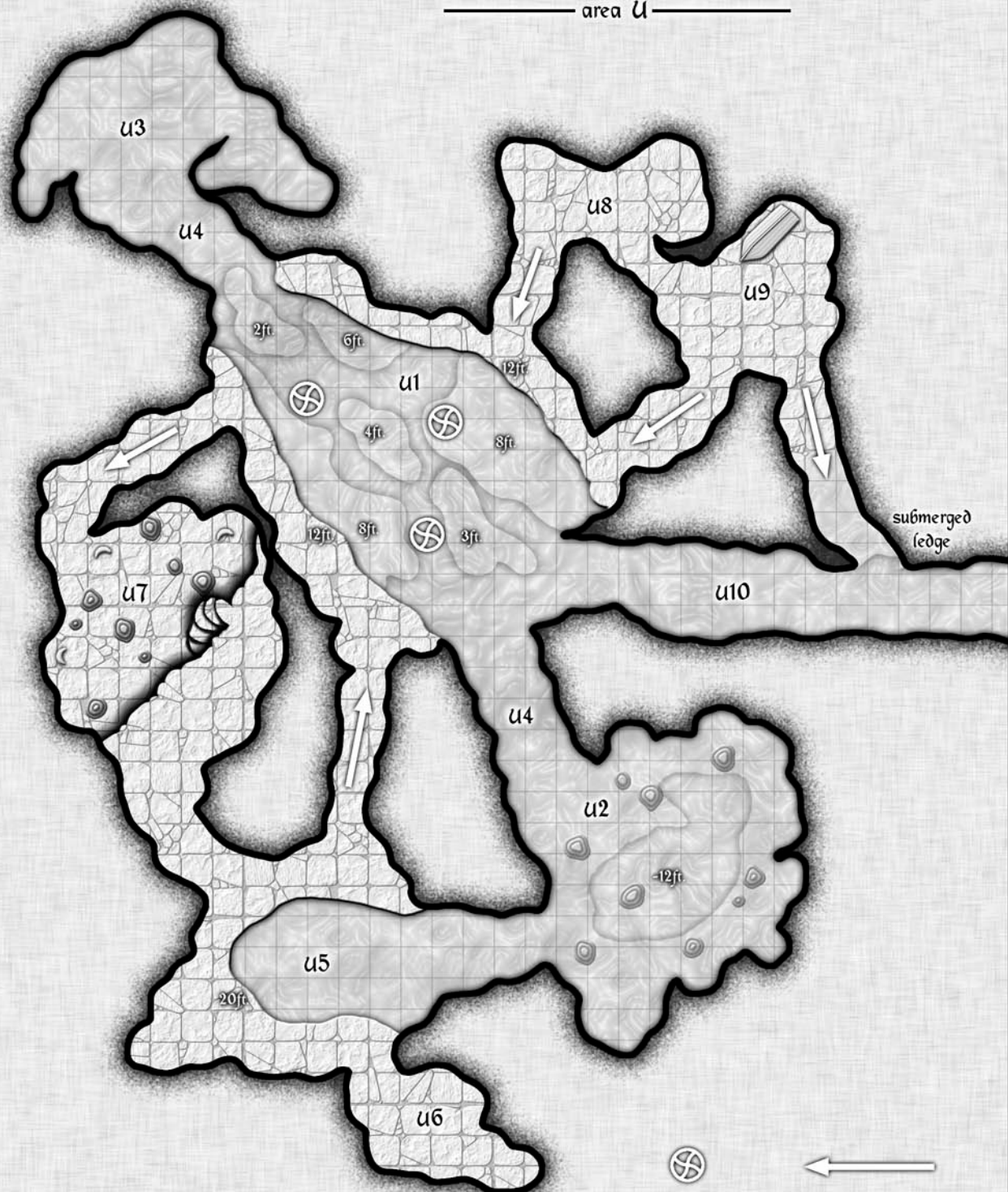
area S



1 square = 5 feet

The Water Caves

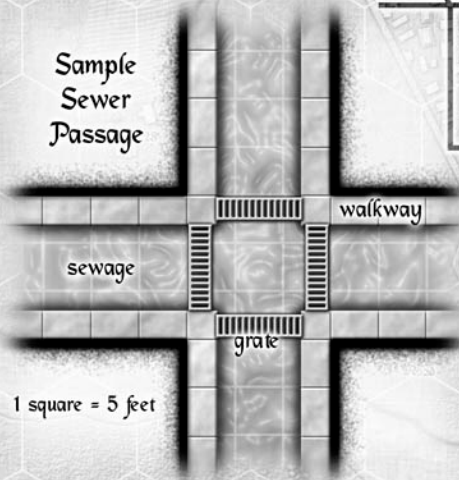
area U



Sewers Under Endhome

map 3

Sample
Sewer
Passage



sewage

walkway

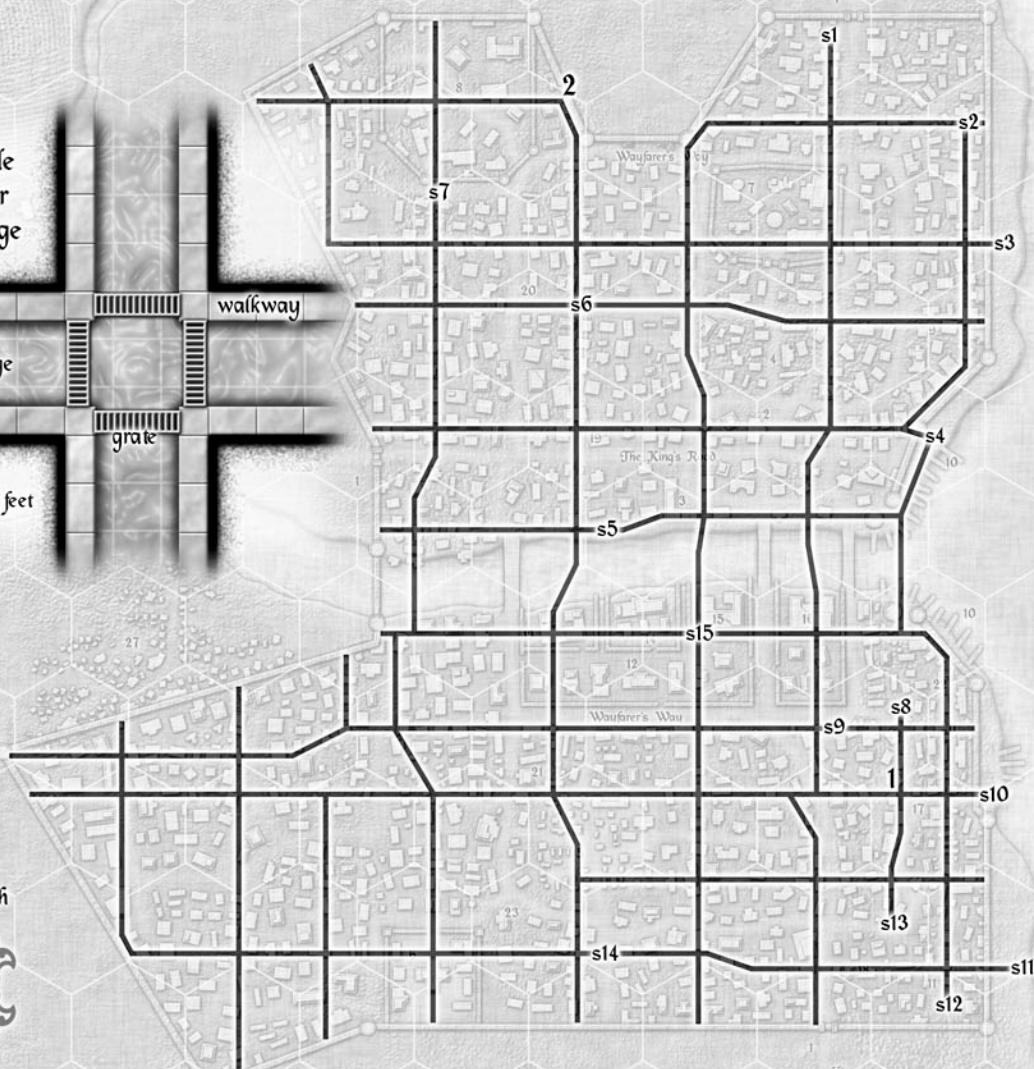
grate

1 square = 5 feet

north

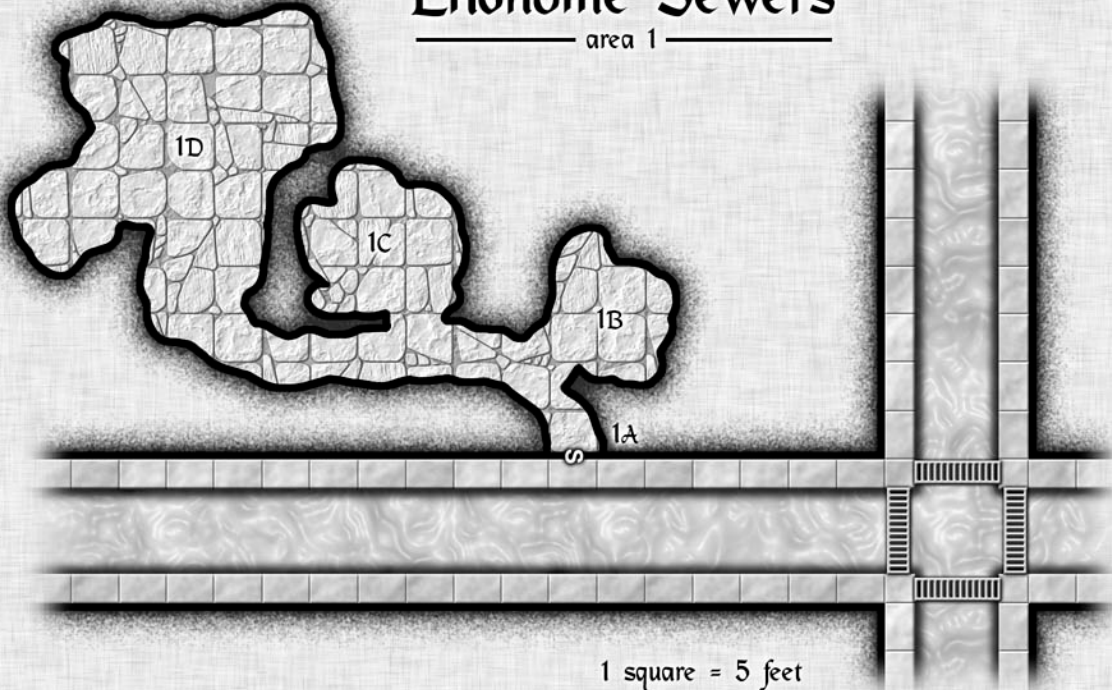


1 hex = 500 feet



Endhome Sewers

area 1



Endhome Sewers

— area 2 —

2H

2E

2G

2C

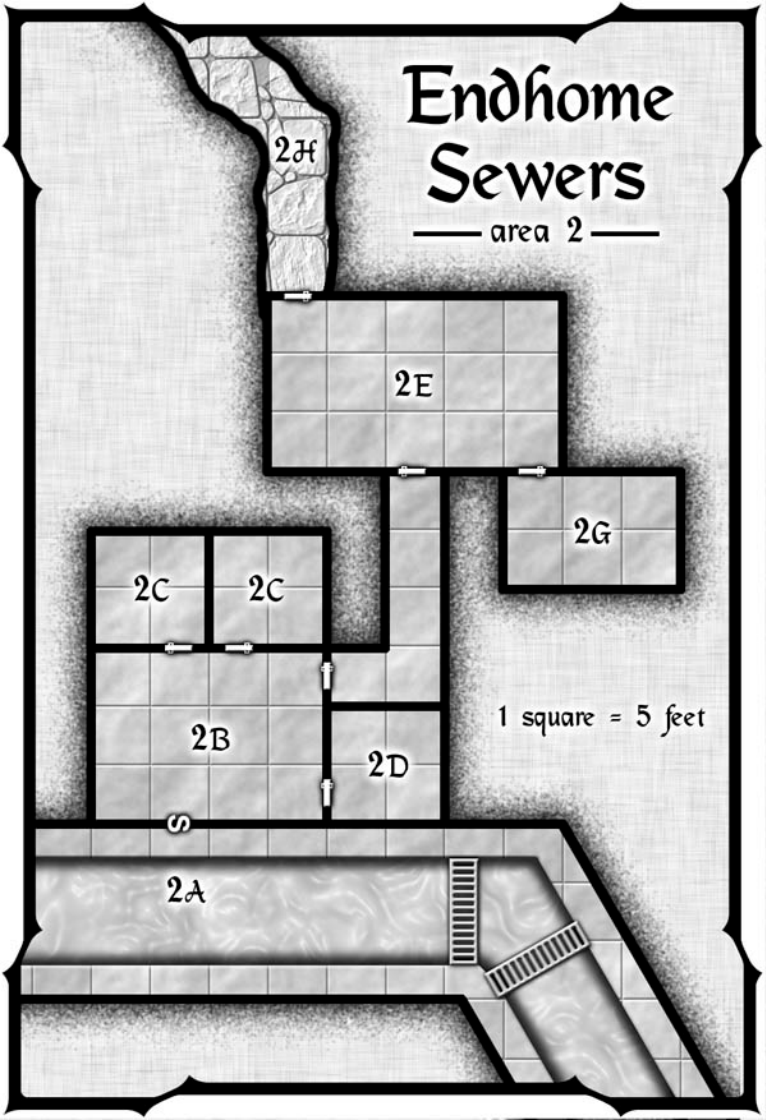
2C

2B

2D

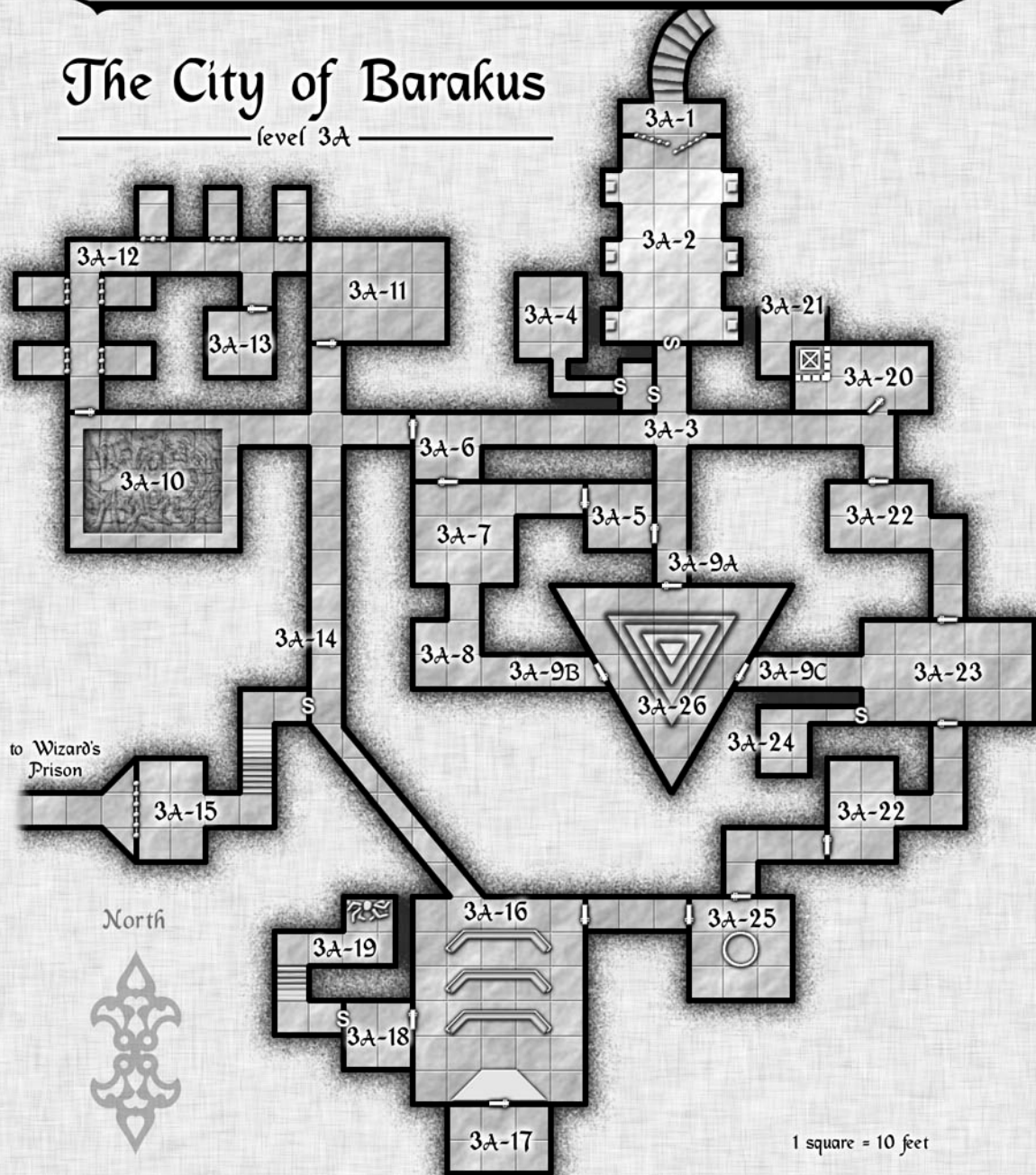
1 square = 5 feet

2A



The City of Barakus

level 3A

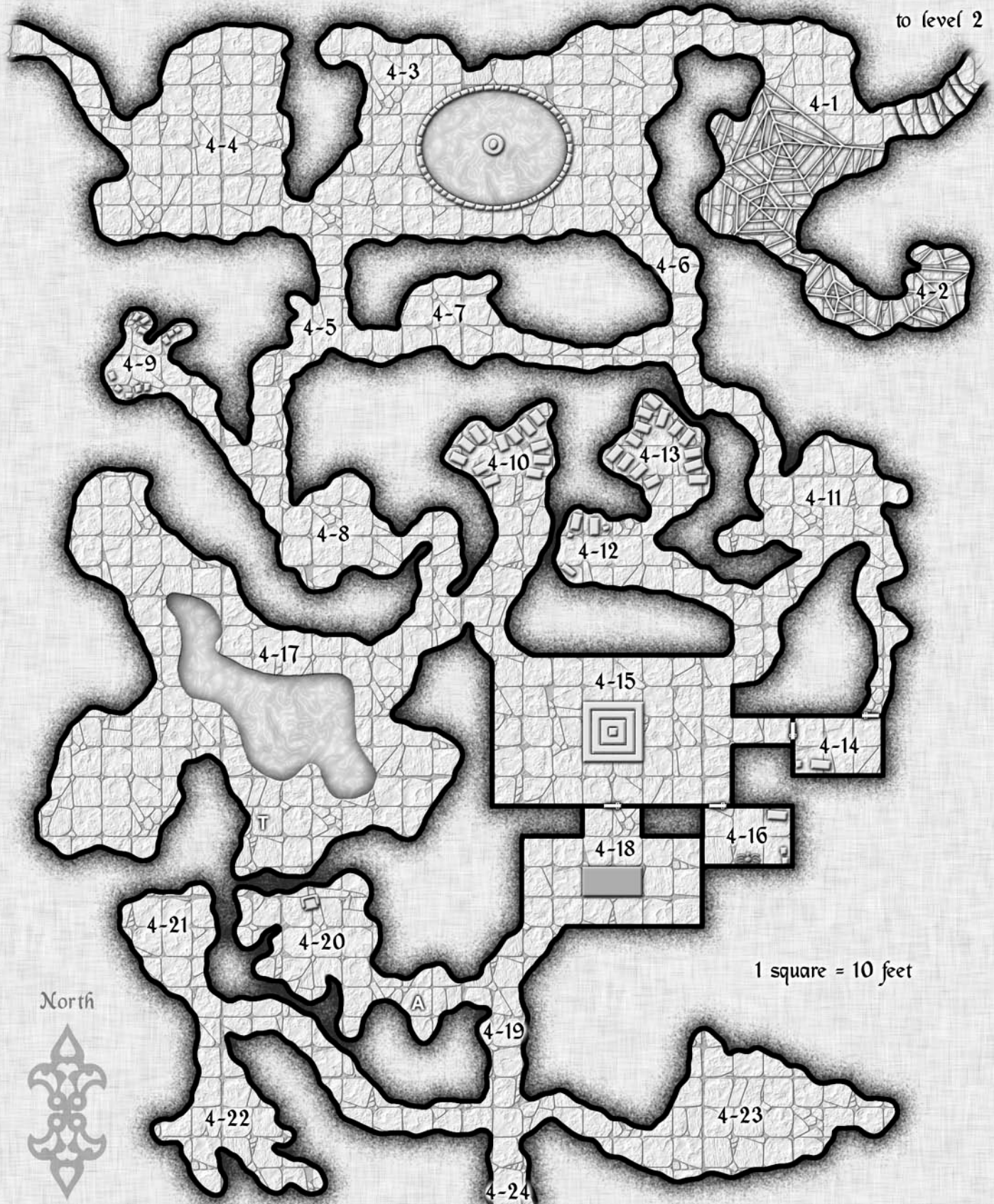


The City of Barakus

to the
Underdark

level 4

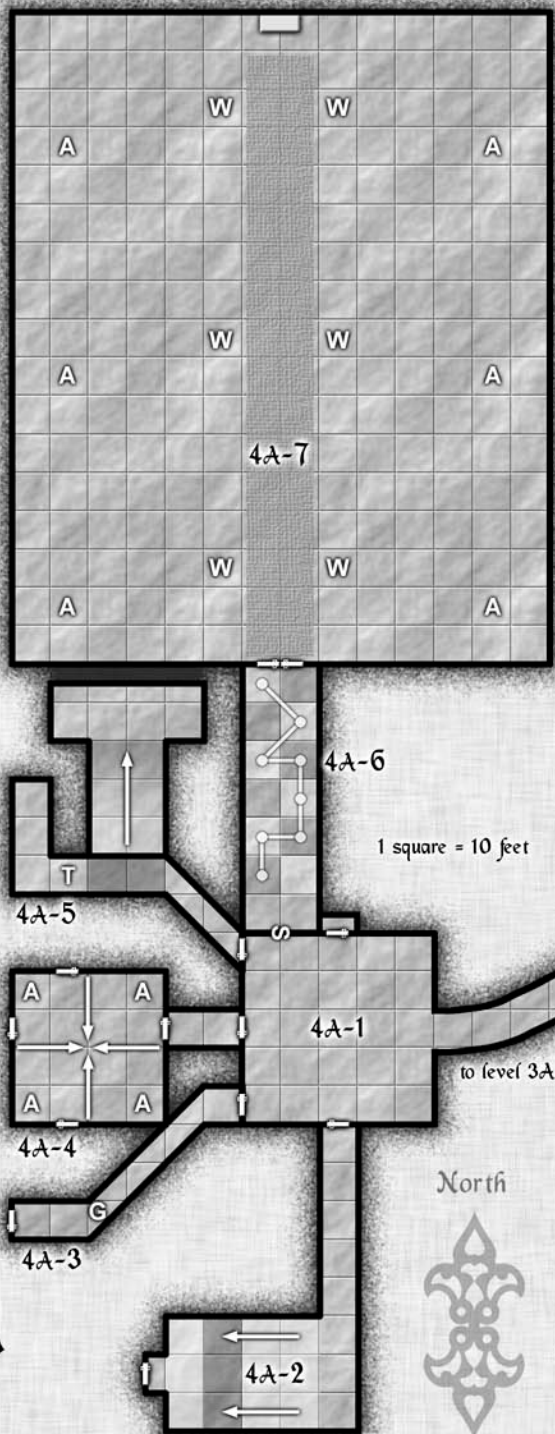
to level 2



to level 3B

The Hall of the Sword

level 4A



5-1

5-2

5-3

5-6

5-7

5-5

5-4

Devron's Prison

— level 5 —

1 square = 10 feet

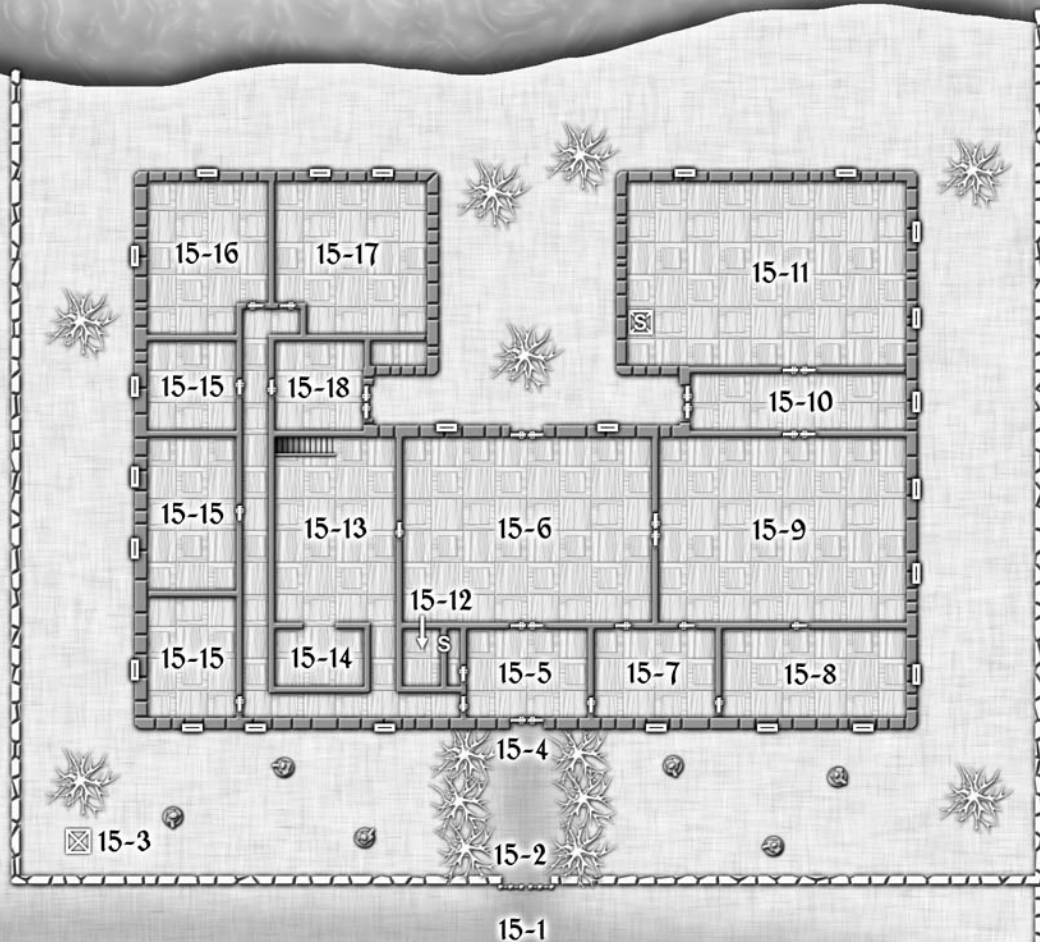
North



The Pulanti Estate

area 15 - ground level

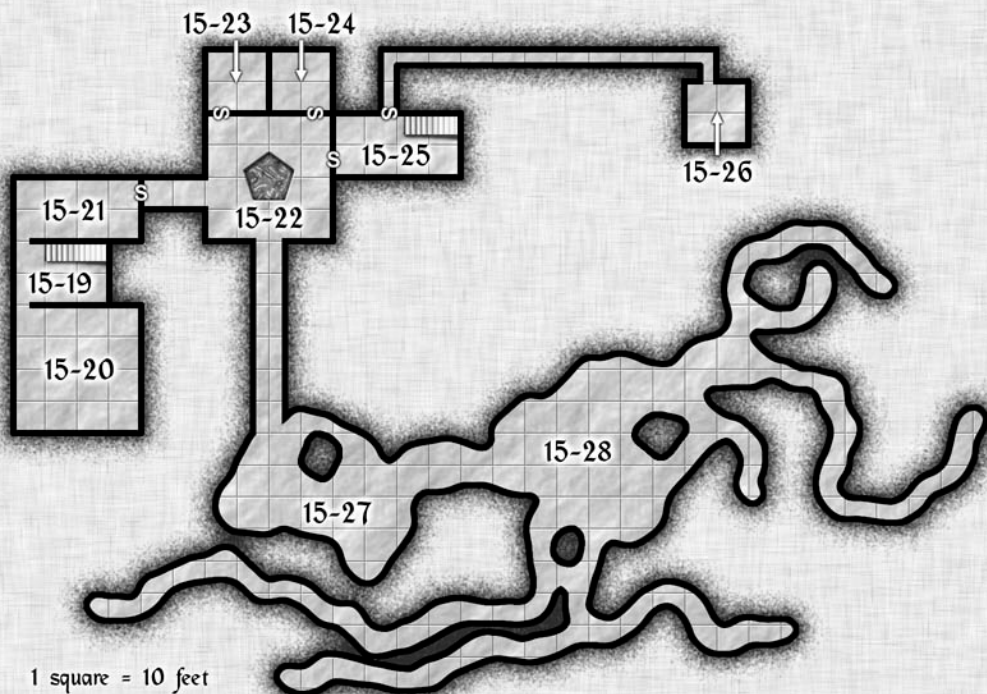
Gaelon River



1 square = 10 feet

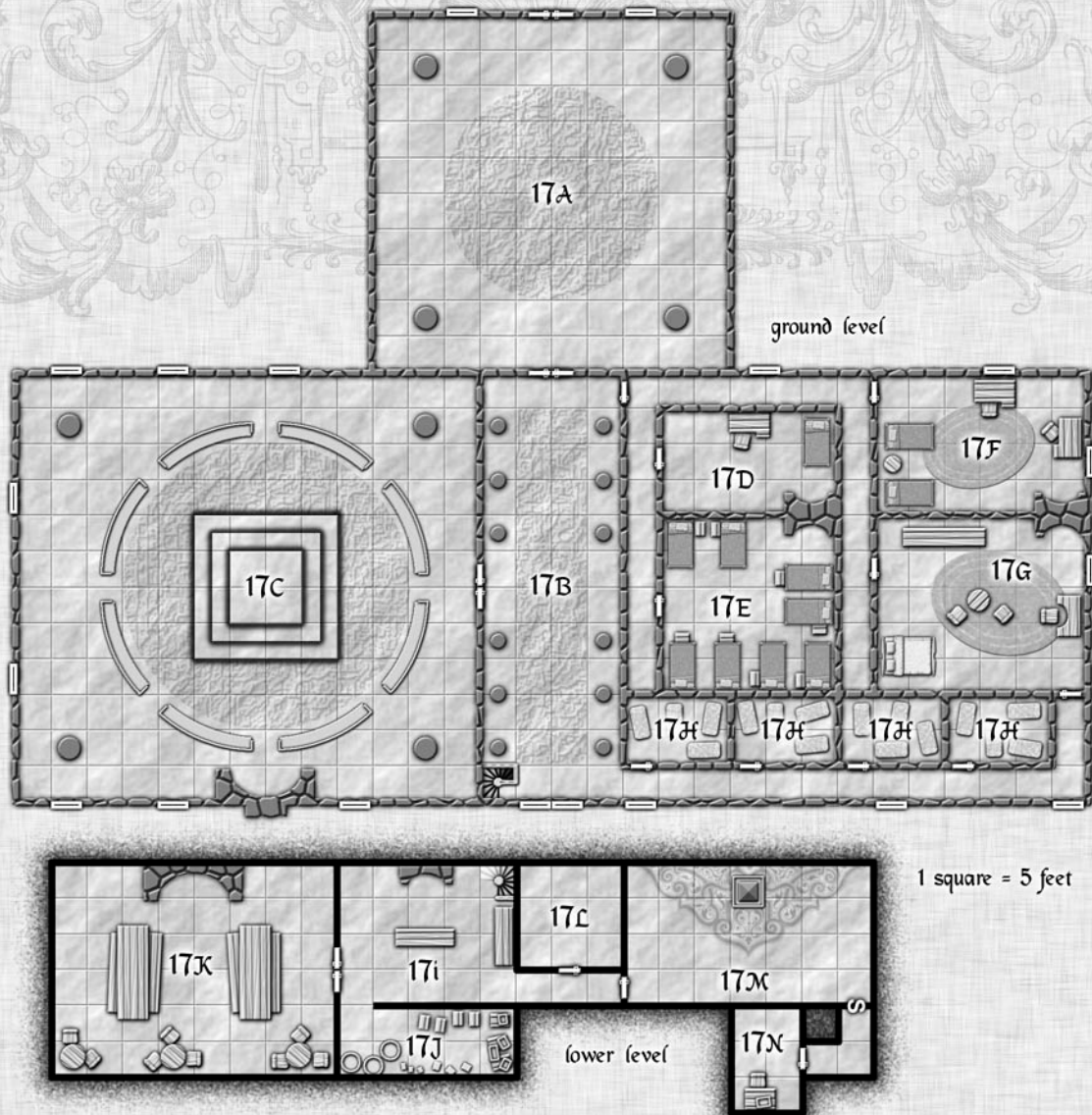
The Pulanti Estate

area 15 - sublevel



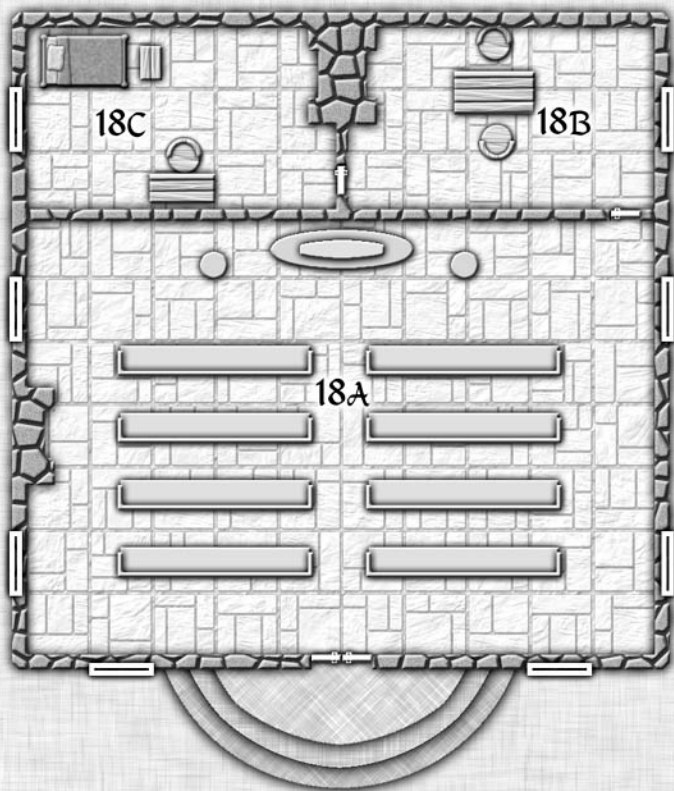
Temple of Jamboor

area 17



Temple of Solanus

area 18



1 square = 5 feet

Must return for Chezmer's body or at least his equipment! He was a valuable mage, but so was his staff. Also, must find water heating spell. Too dangerous without.

