

The Lost City of BACAKUS™



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

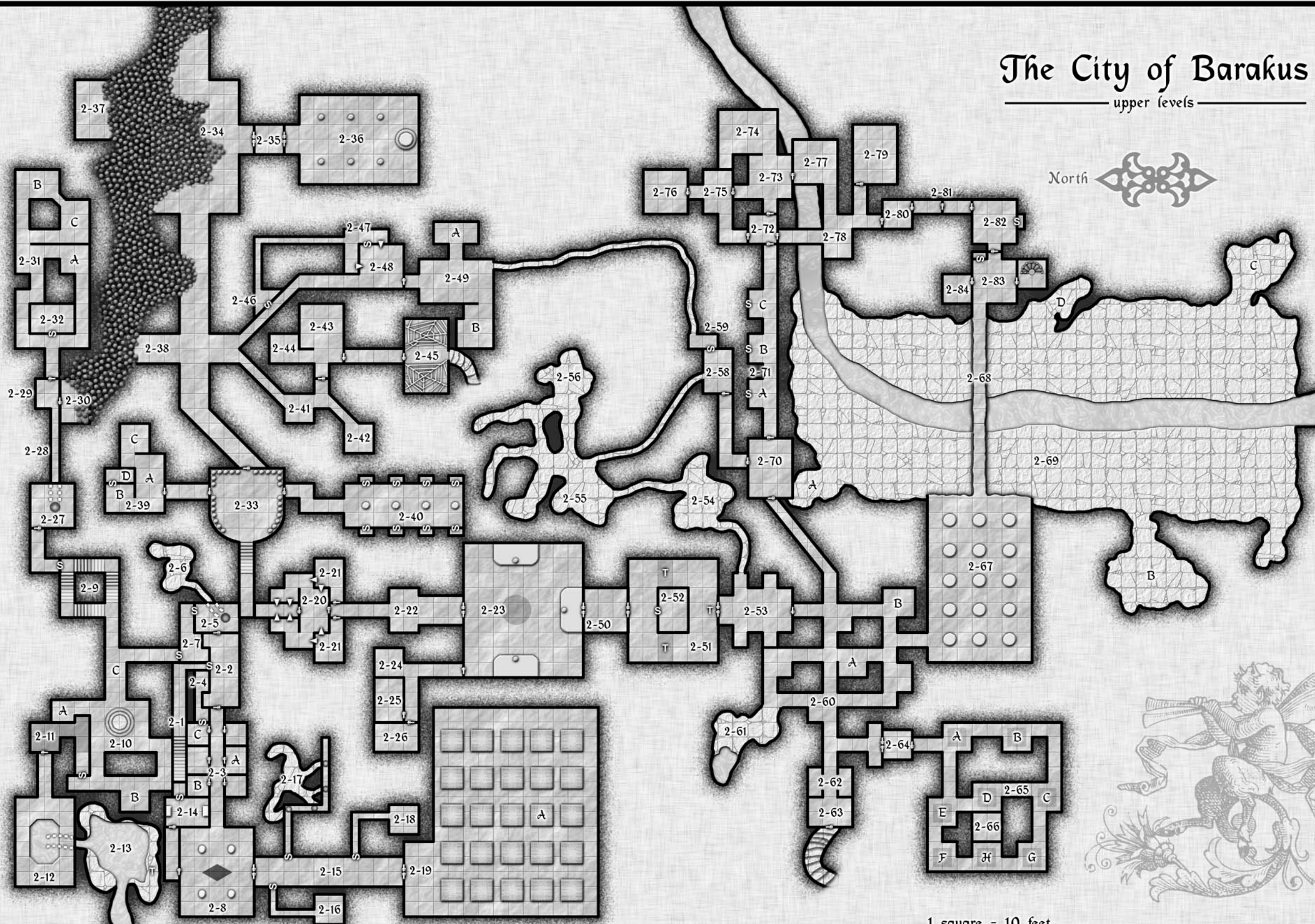
www.necromancergames.com



The City of Barakus

upper levels

North



1 square = 10 feet



The Caves Above Barakus

North



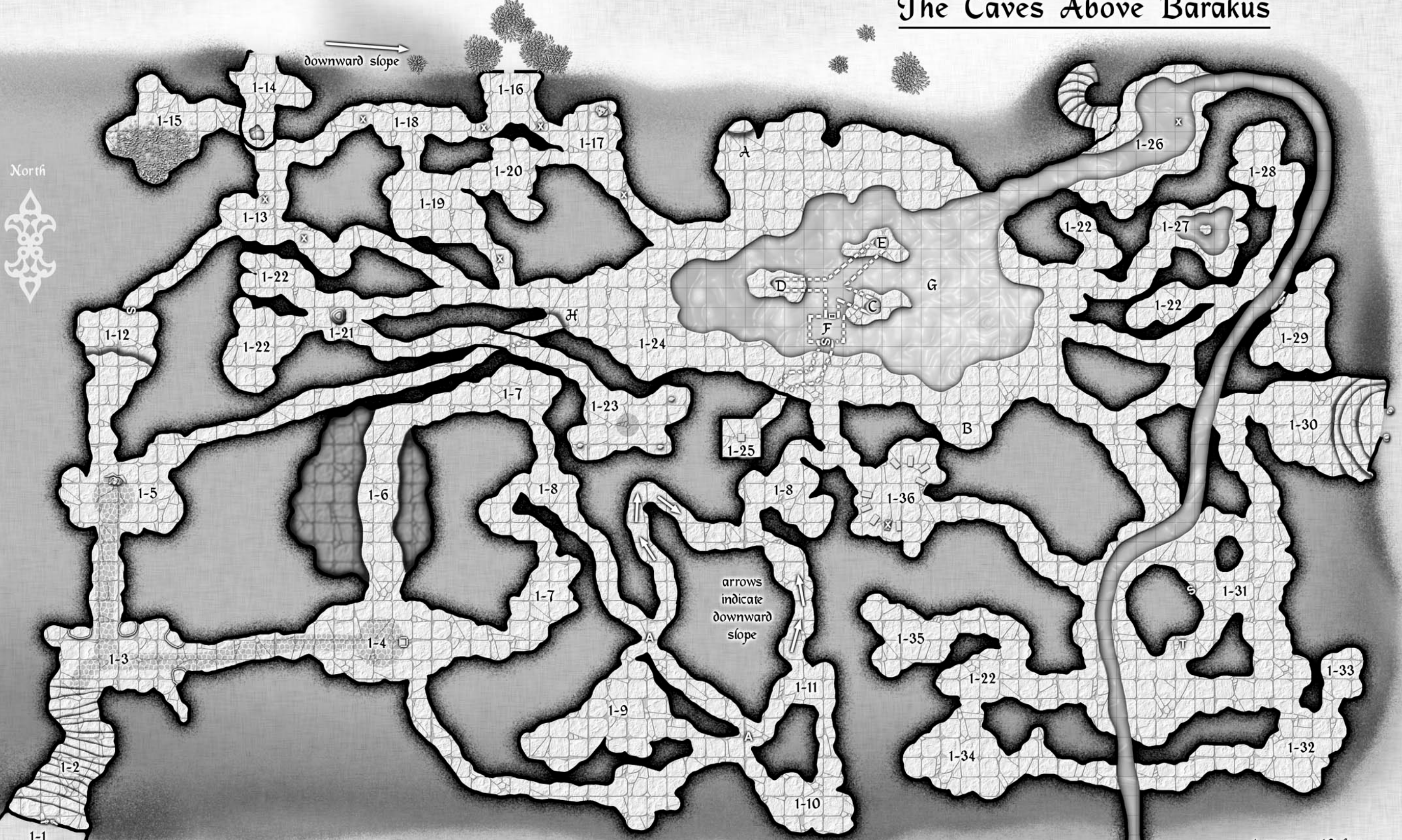
downward slope



arrows indicate downward slope



1 square = 10 feet



Fool's
Pass

Duskmoon Hills

Penprie
Forest

The Wilderness

map 1

Oldrock
River

north



1 hex = 5 miles

Sinnar
Ocean

Trader's
Way

farmland

Kings Road

Gaelon River

Endhome

The
Soldier's
Road

The Wilderness

map 1

north



1 hex = 5 miles

Kings Road

Fool's
Pass

Duskmoon Hills

Penprie
Forest

Oldrock
River

Sinnar
Ocean

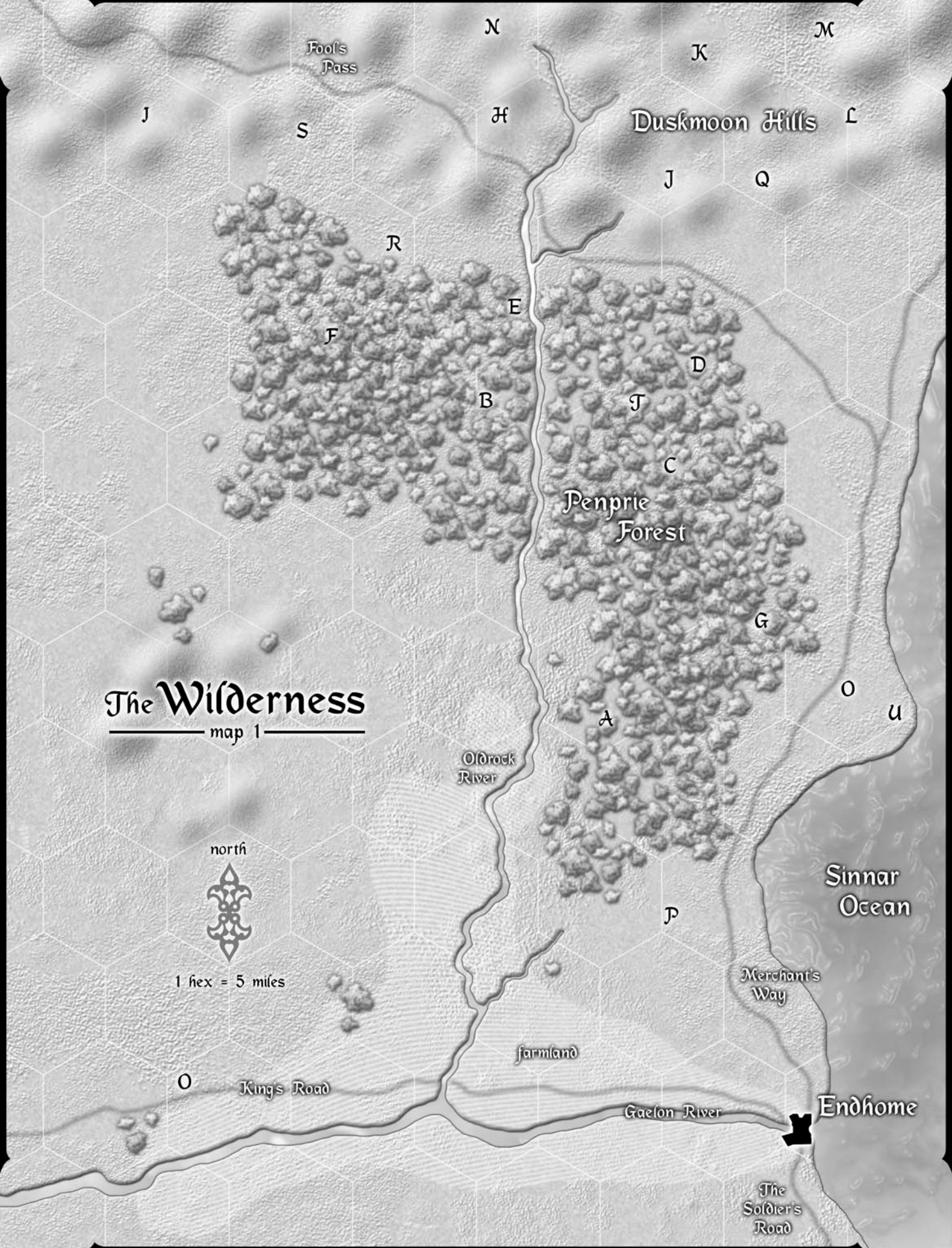
Merchant's
Way

farmland

Gaelon River

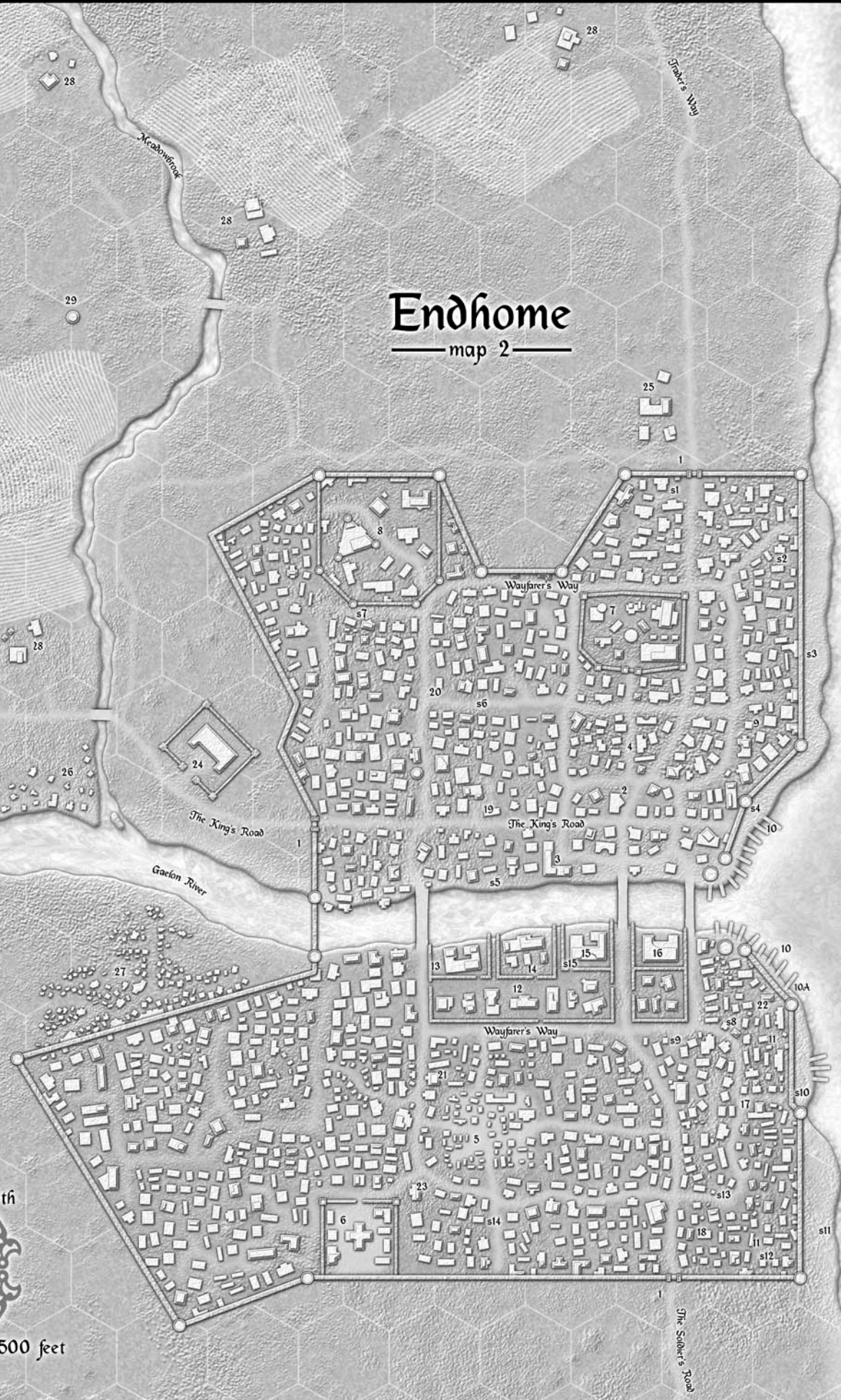
Endhome

The
Soldier's
Road



Endhome

map 2



1 hex = 500 feet

The Greentree Bandits

area B

G

B3

B3

B3

B3

B2

B4

B3

B1

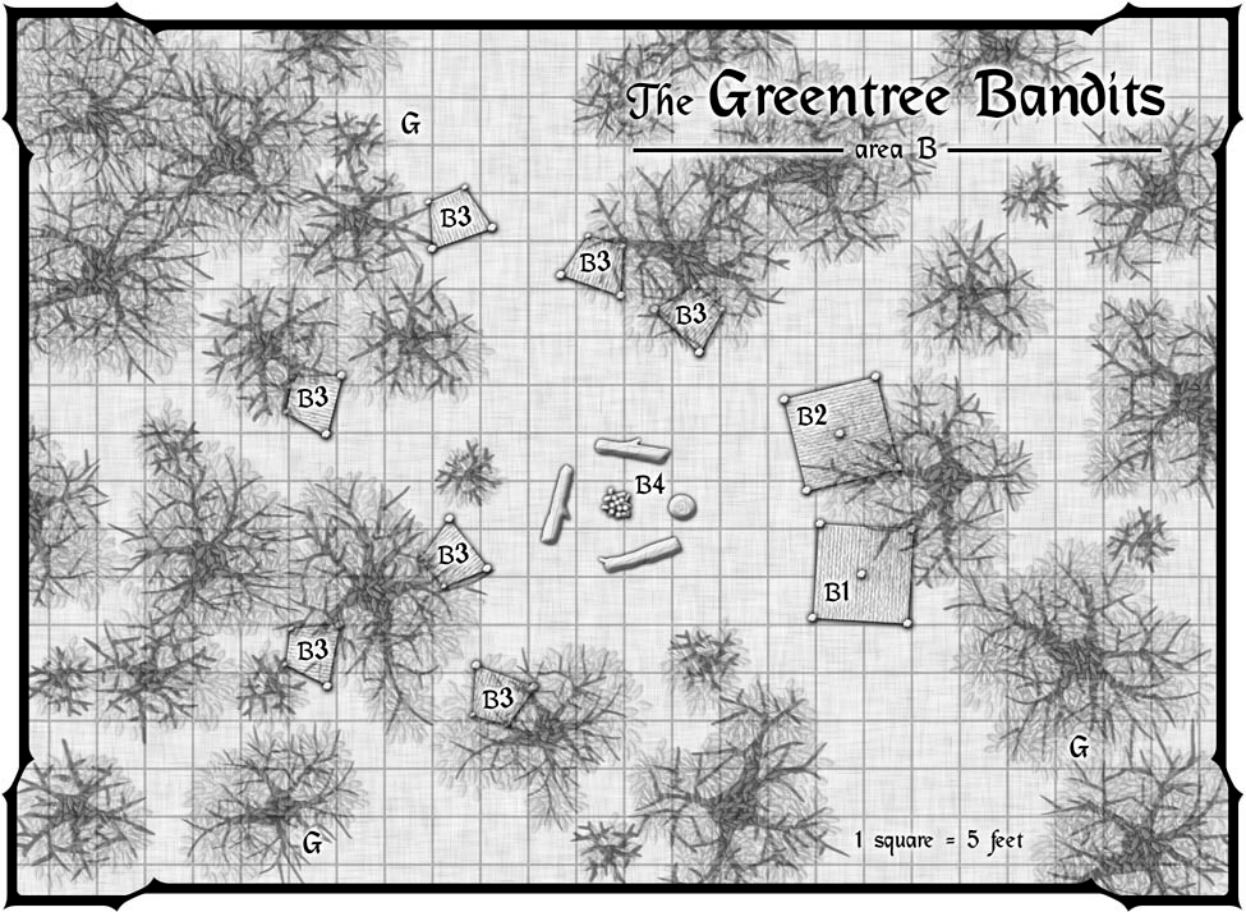
B3

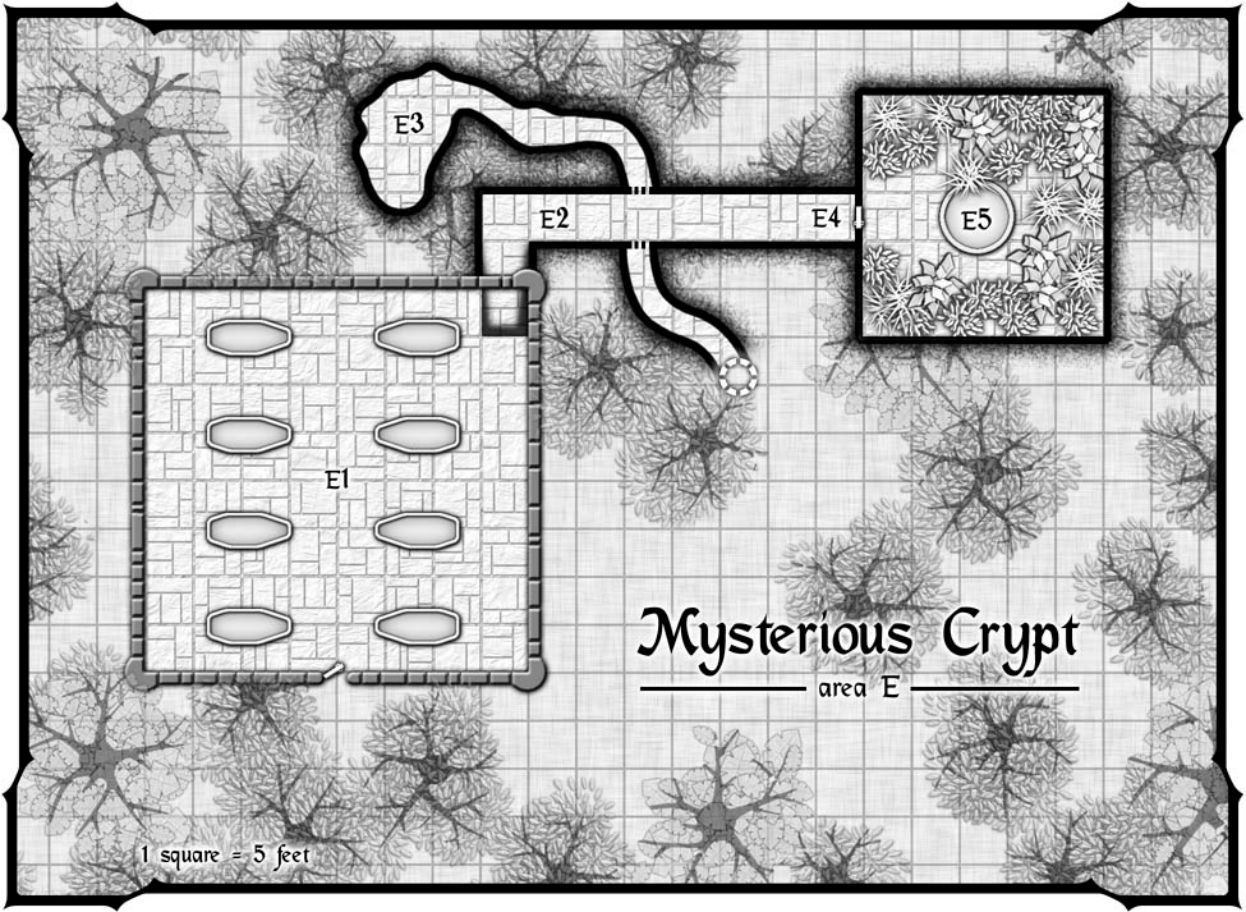
B3

G

G

1 square = 5 feet





E3

E2

E4

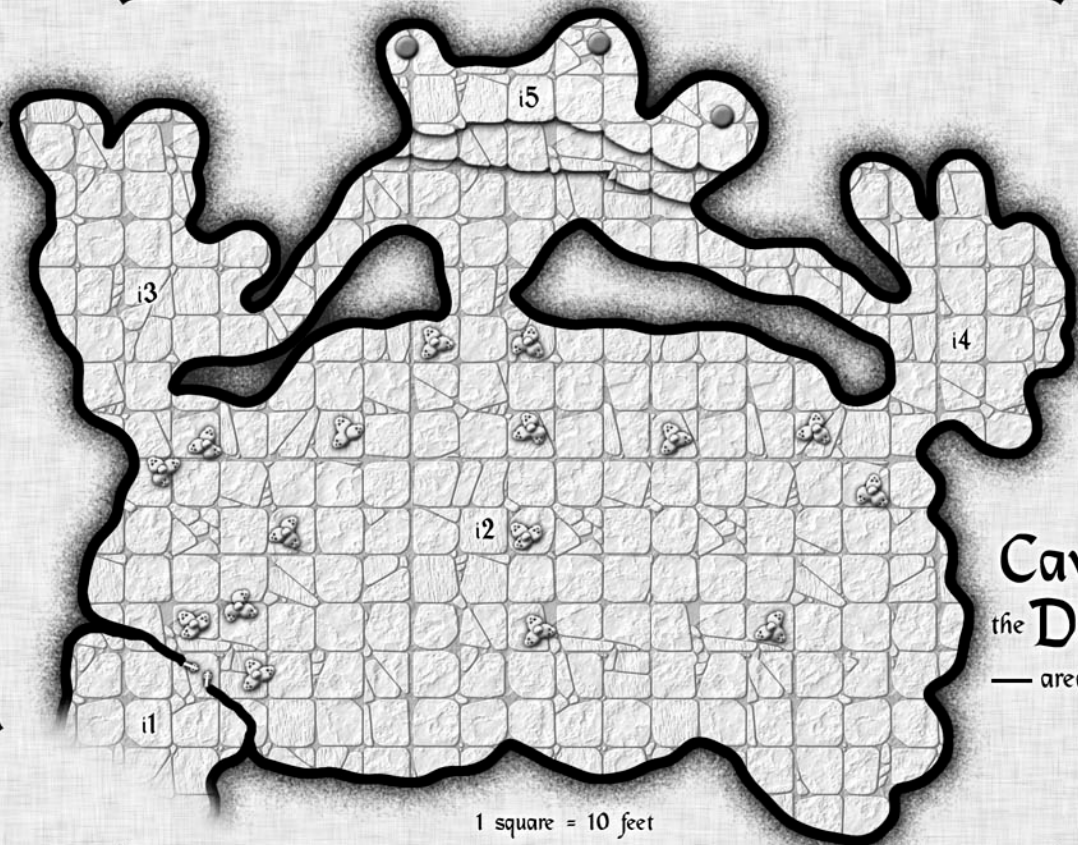
E5

E1

Mysterious Crypt

area E

1 square = 5 feet



Cave of
the Dead
— area i —

1 square = 10 feet



K5

K7

K4

K6

K8

K3

K2

K1

The Grimlock Caves

area K

1 square = 5 feet

£1

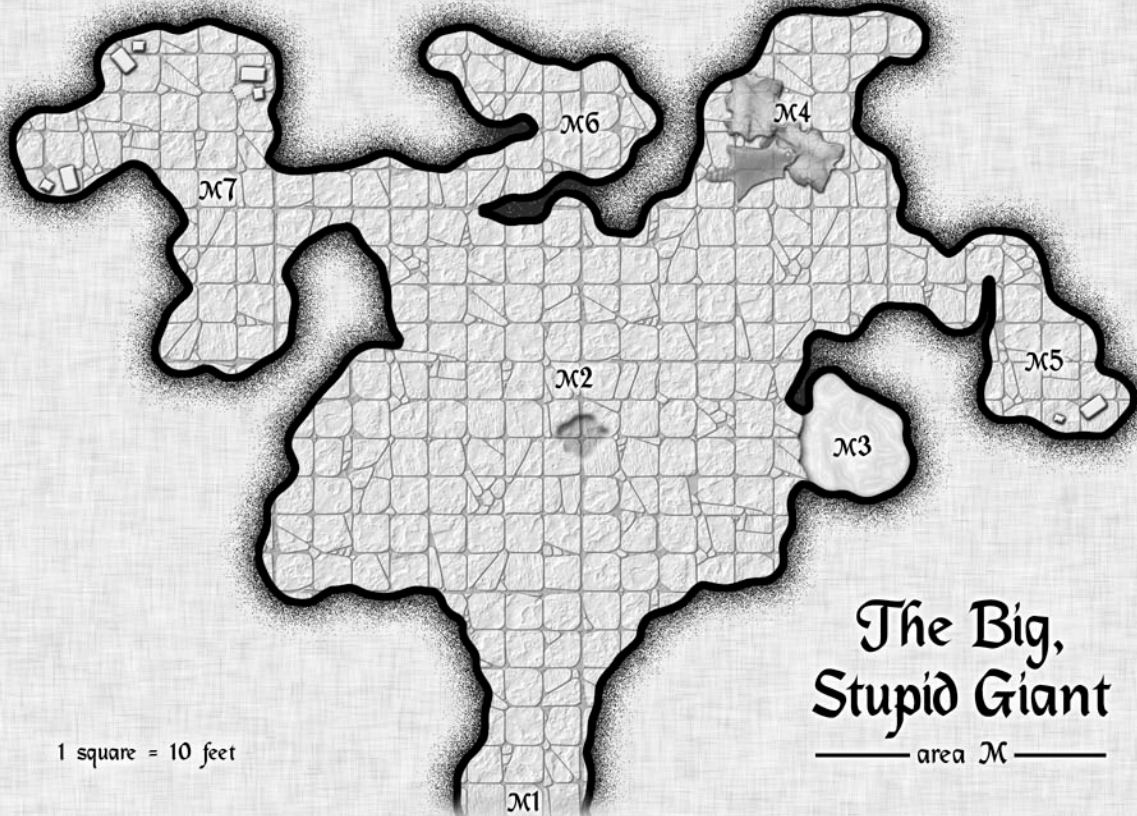
The Crumbling Cave

— area 2 —

£2

£3

1 square = 5 feet



1 square = 10 feet

The Big,
Stupid Giant
— area X —

The Sinkhole

— area Q —

Sinkhole Profile

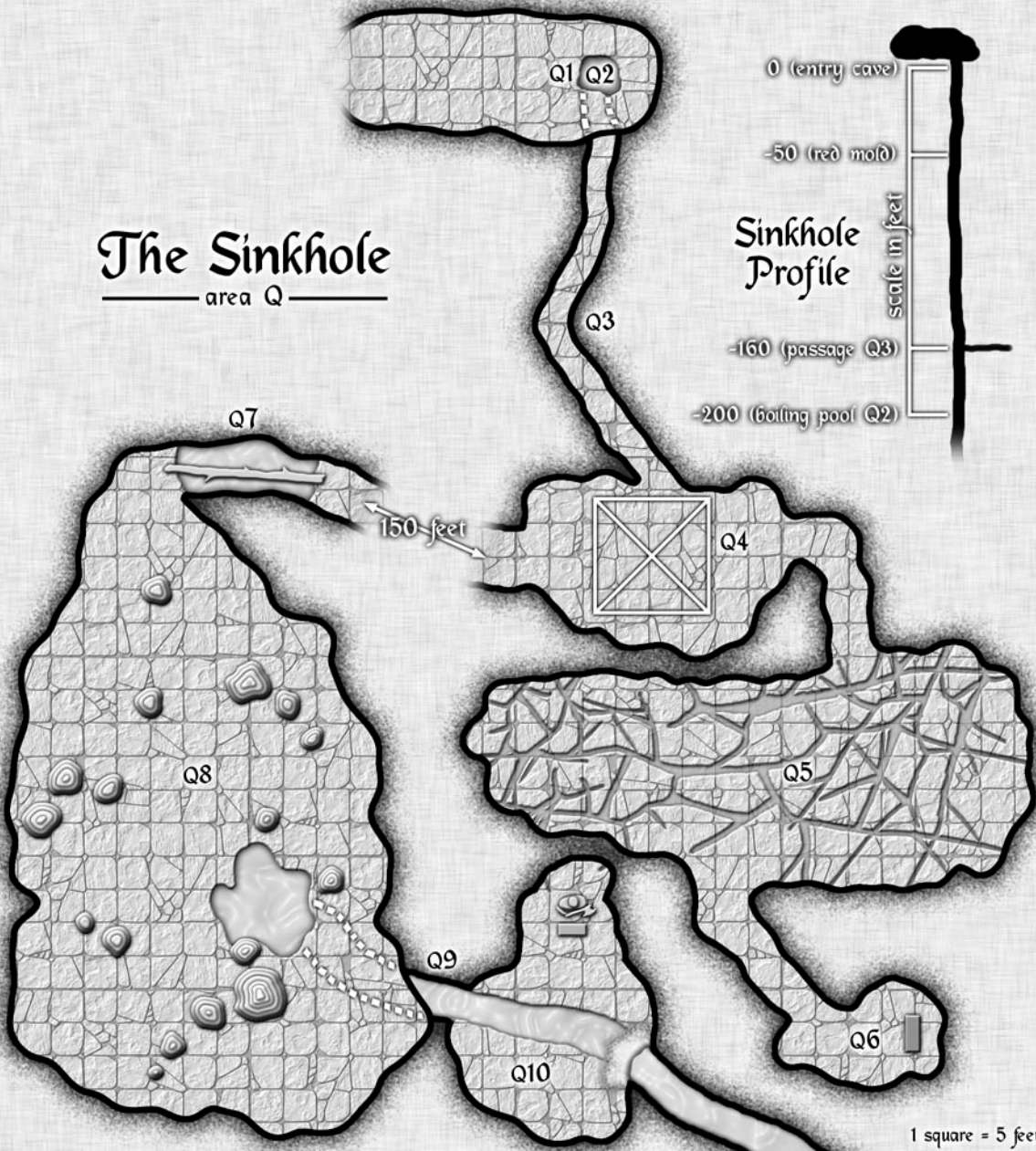
0 (entry cave)

-50 (red mold)

-160 (passage Q3)

-200 (boiling pool Q2)

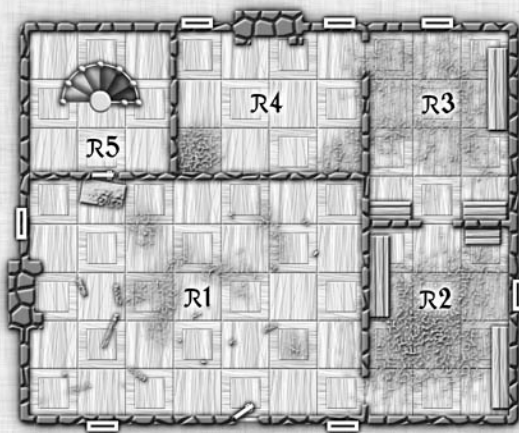
scale in feet



1 square = 5 feet

The House of Bricks

area R



0.5 miles

S

R9

2 miles

R8

R7

1 mile

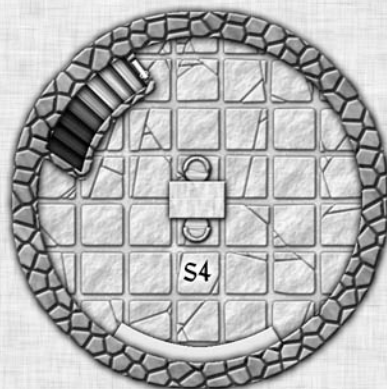
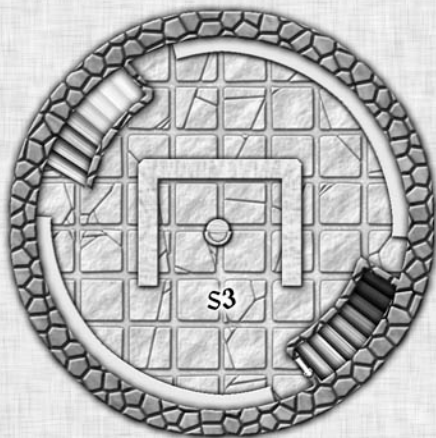
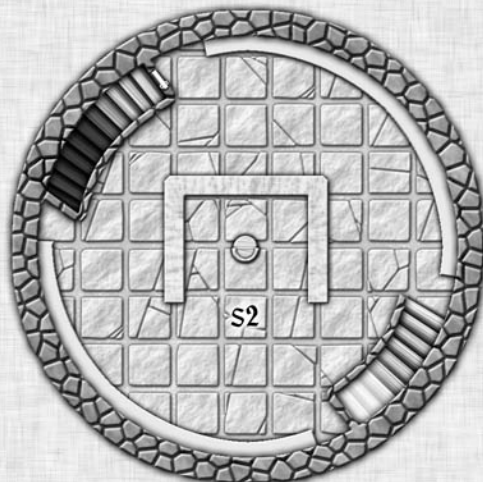
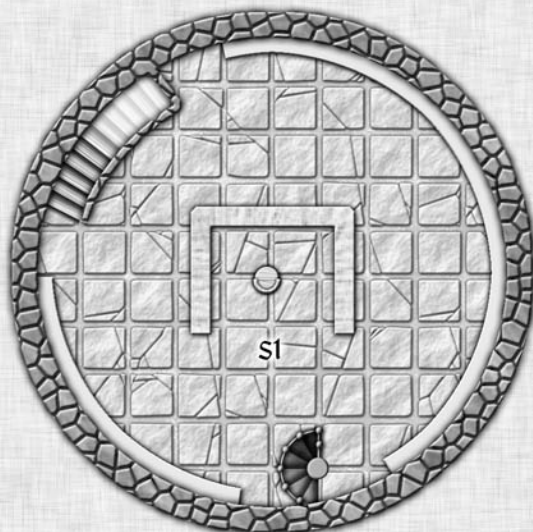
R6

T

1 square = 5 feet

The Wizard's Library

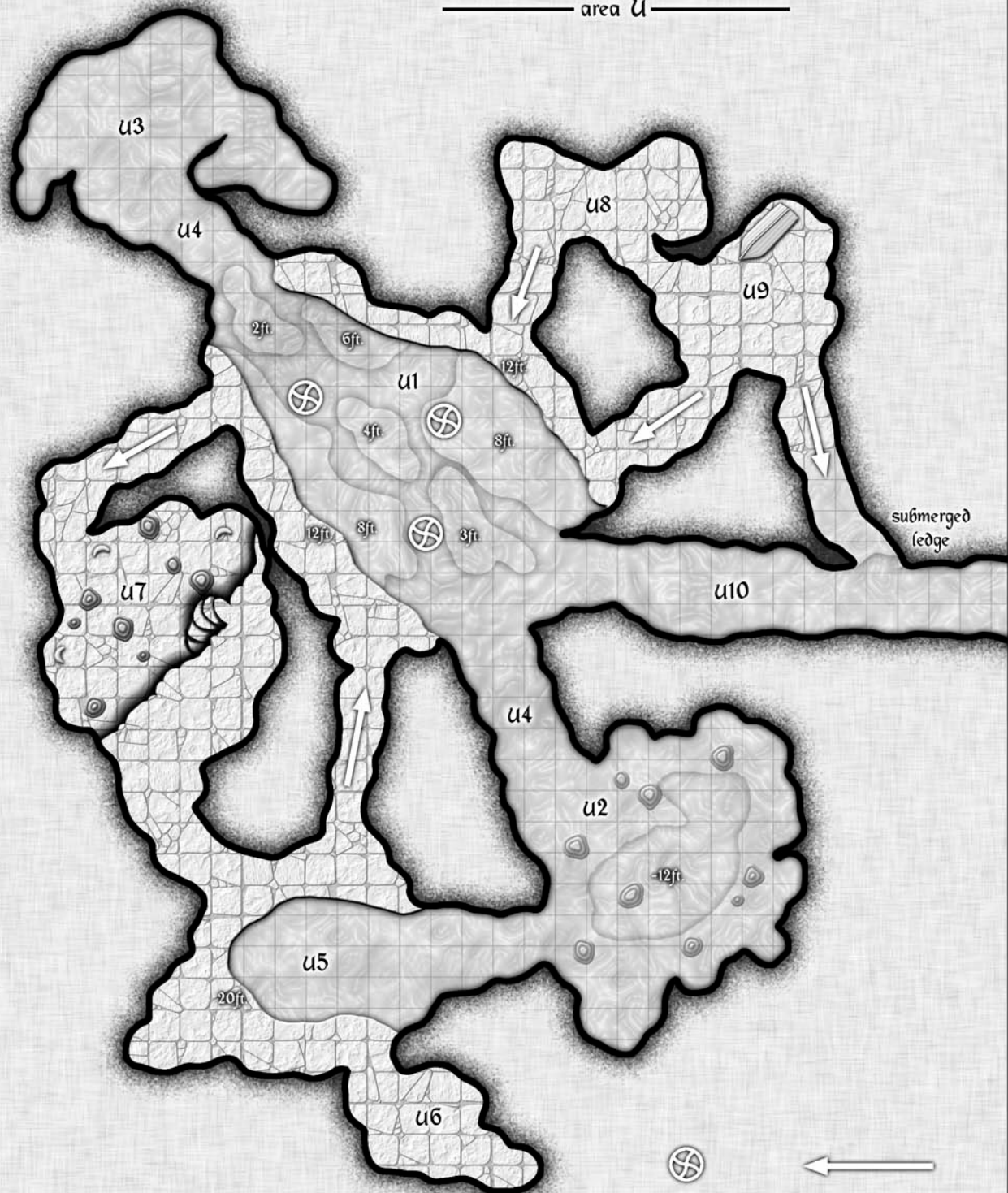
area S



1 square = 5 feet

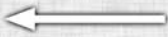
The Water Caves

area U



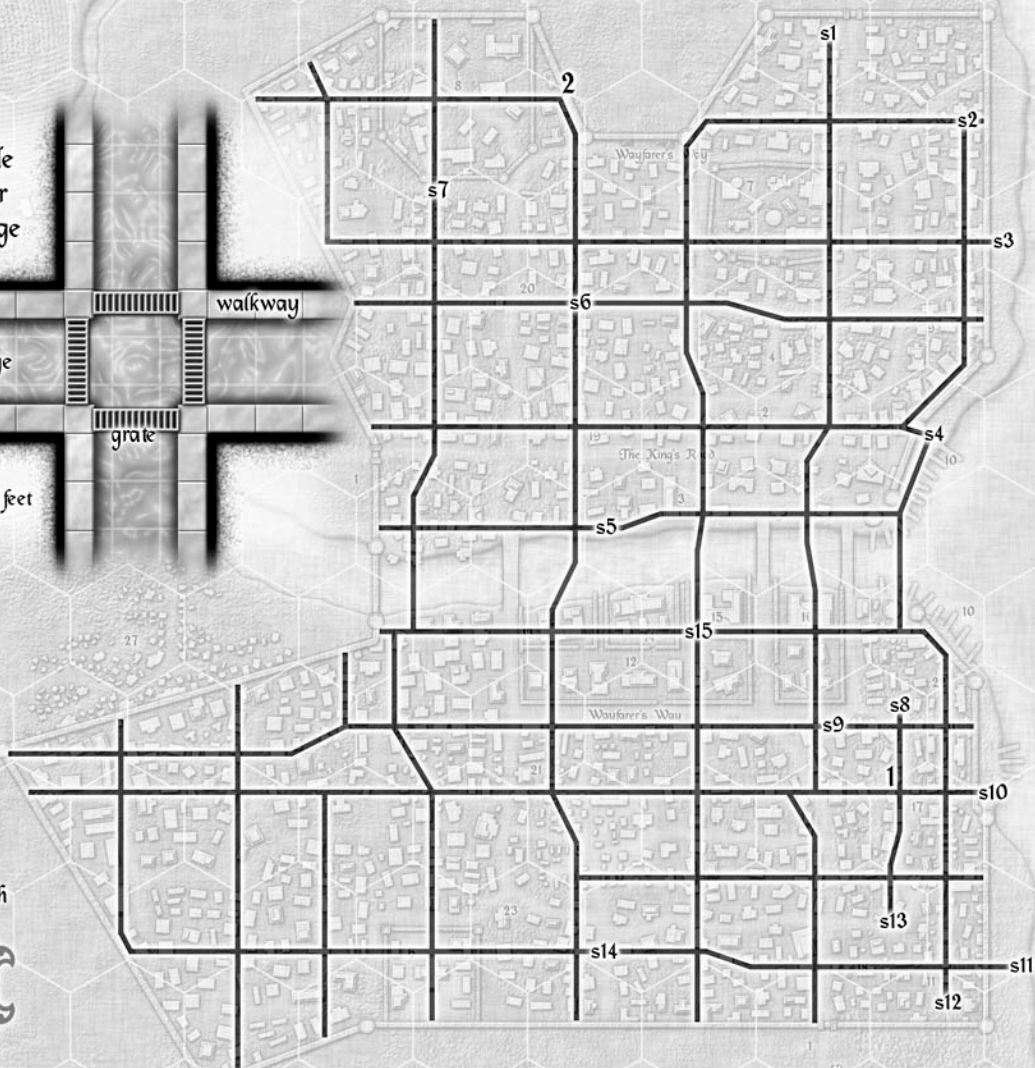
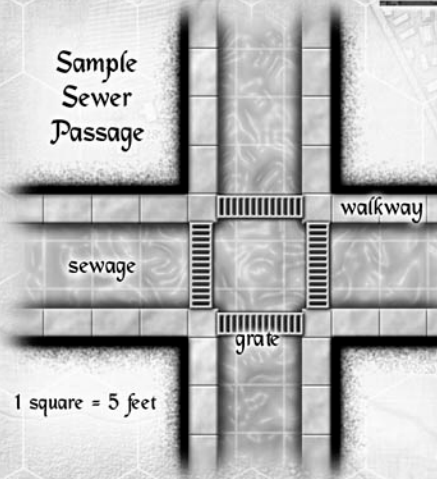
1 square = 5 feet


sinkhole
from above


arrows indicate
downward slope

Sewers Under Endhome

map 3

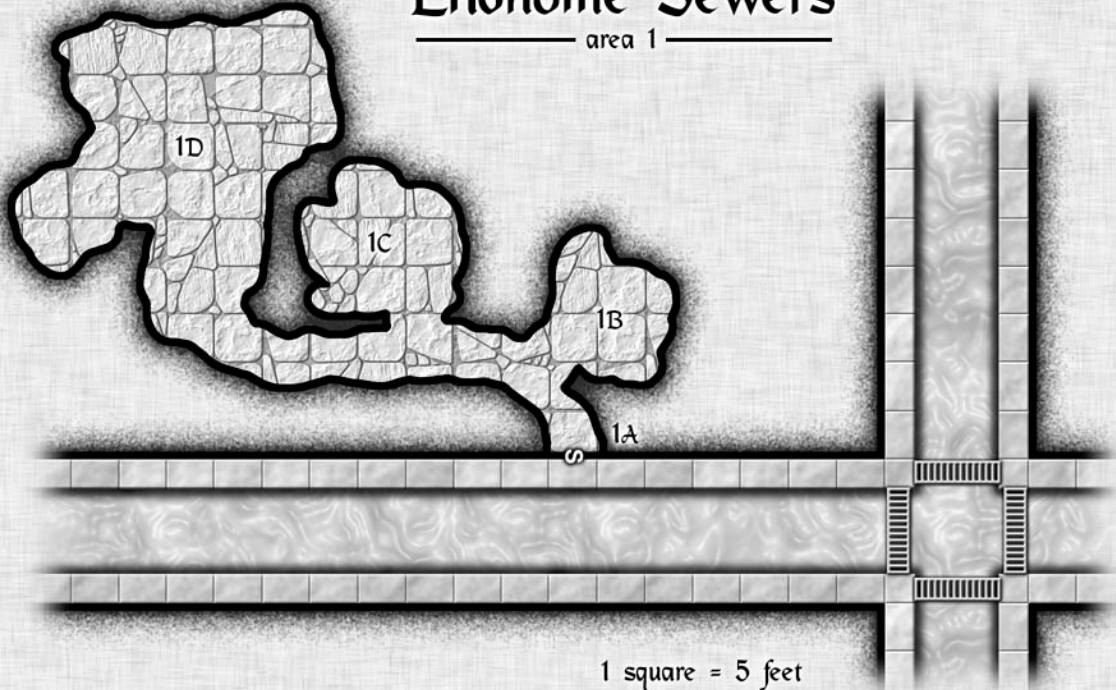


1 hex = 500 feet

The Scribes' P...

Endhome Sewers

area 1



Endhome Sewers

— area 2 —

2H

2E

2G

2C

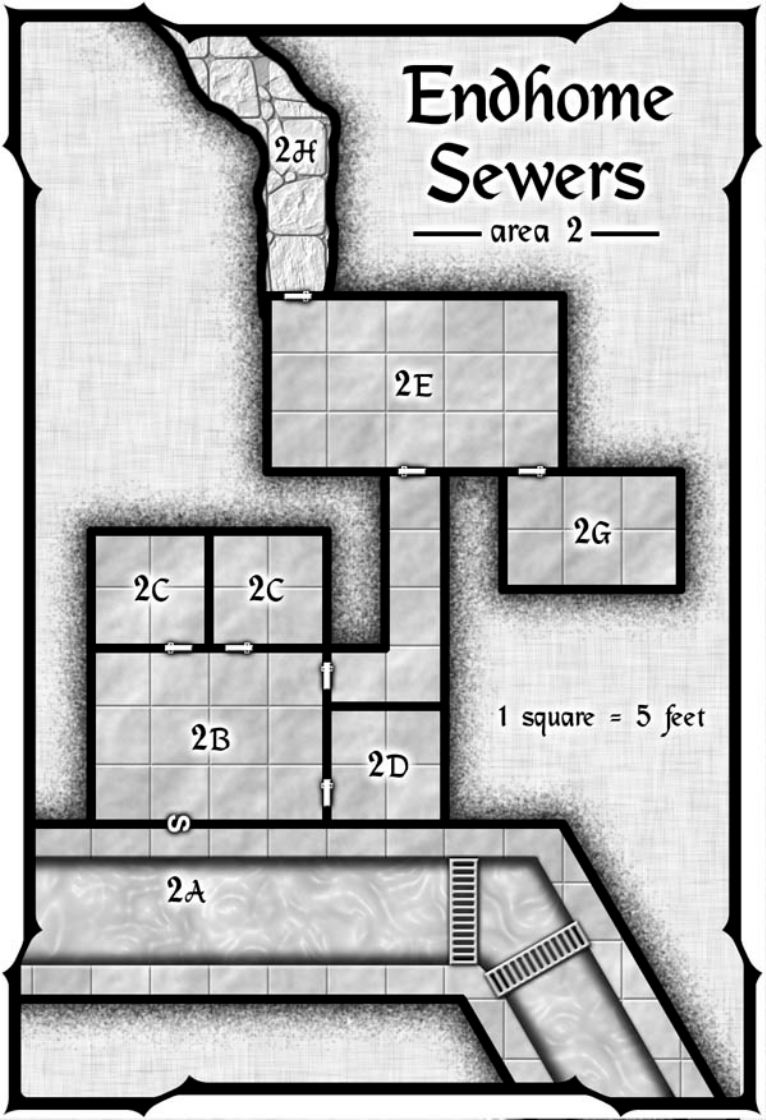
2C

2B

2D

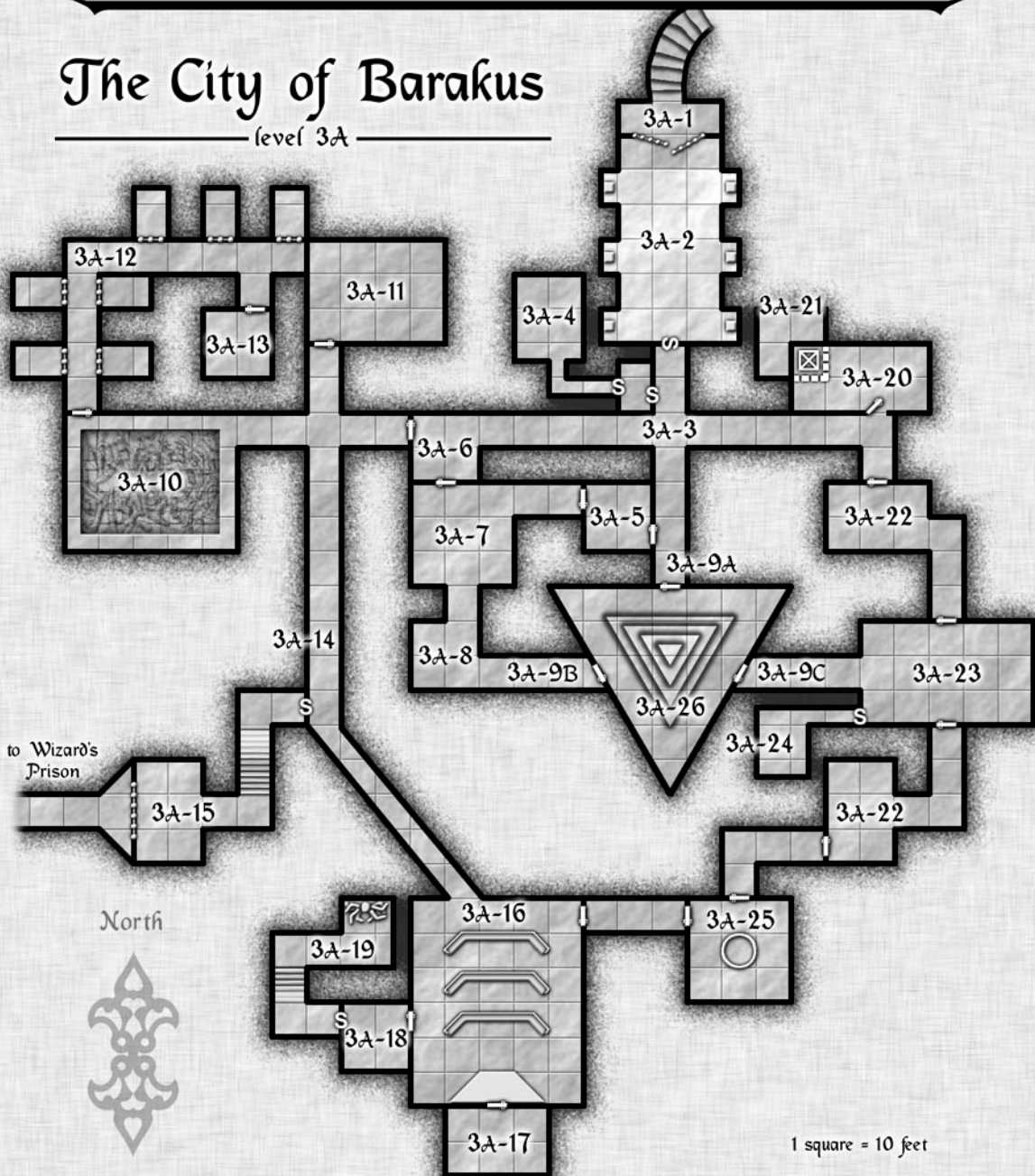
1 square = 5 feet

2A



The City of Barakus

level 3A



to Wizard's
Prison

North

1 square = 10 feet

The City of Barakus

level 3B

to level 4

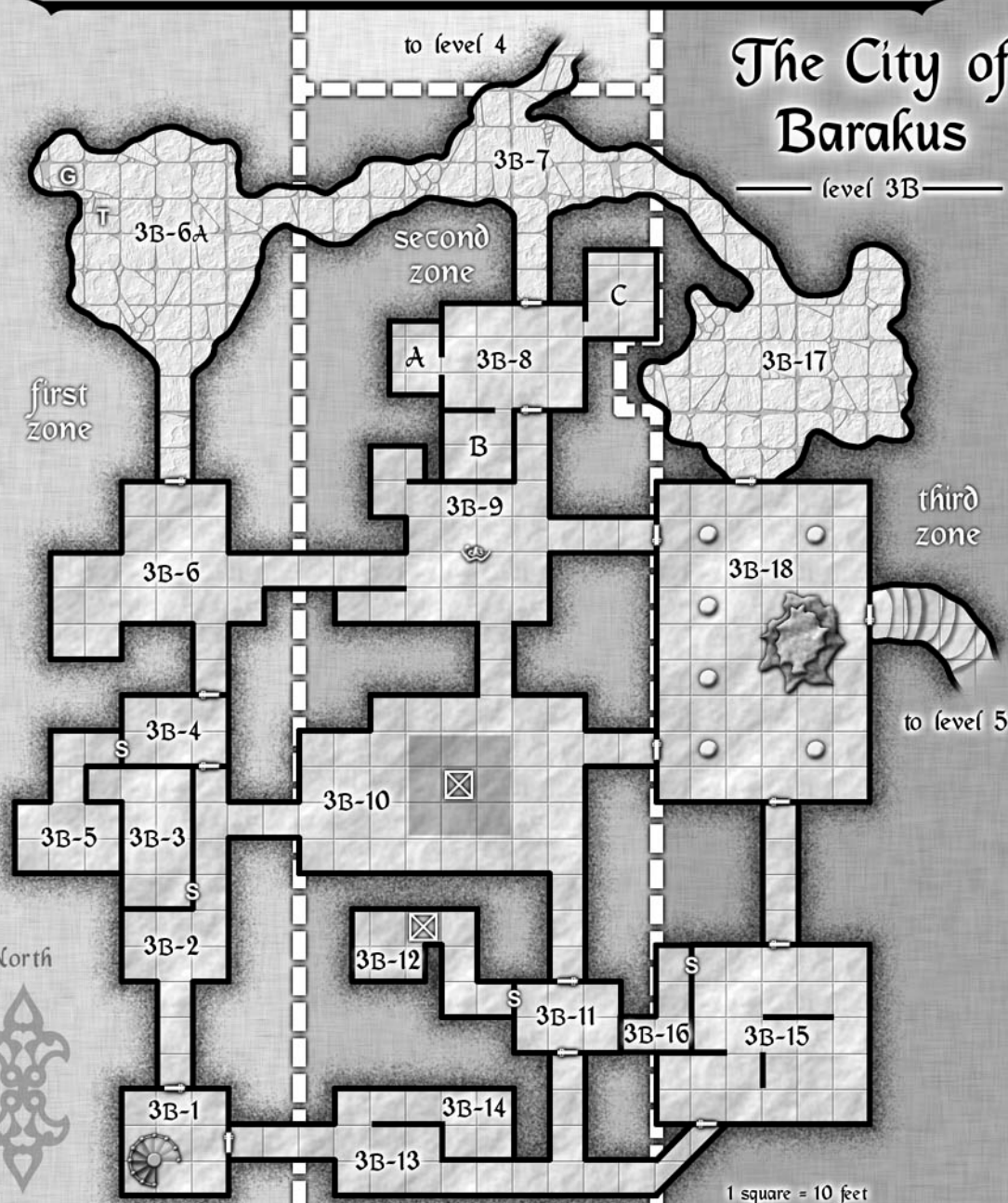
third zone

to level 5

second zone

first zone

North



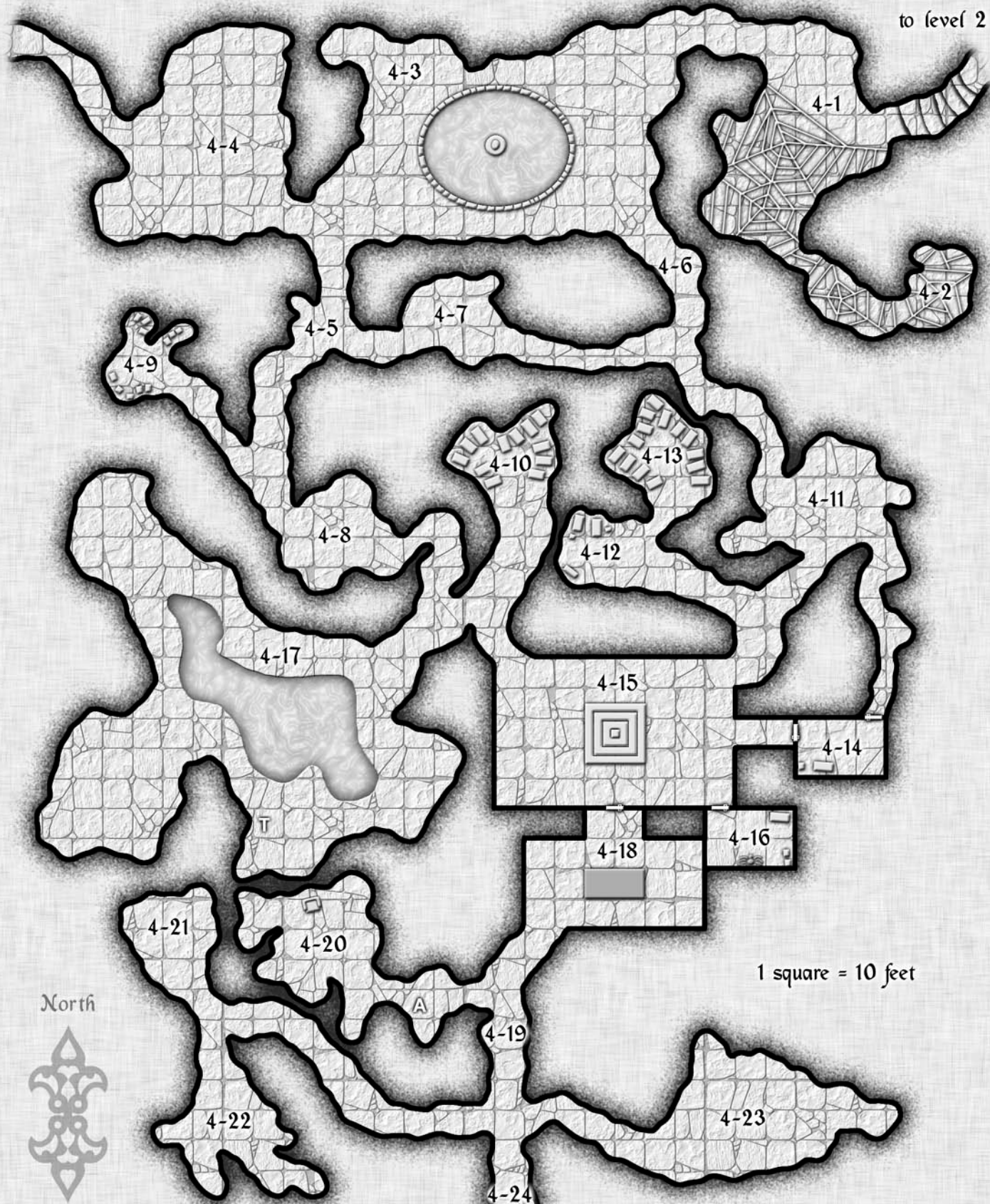
1 square = 10 feet

The City of Barakus

level 4

to the
Underdark

to level 2



1 square = 10 feet

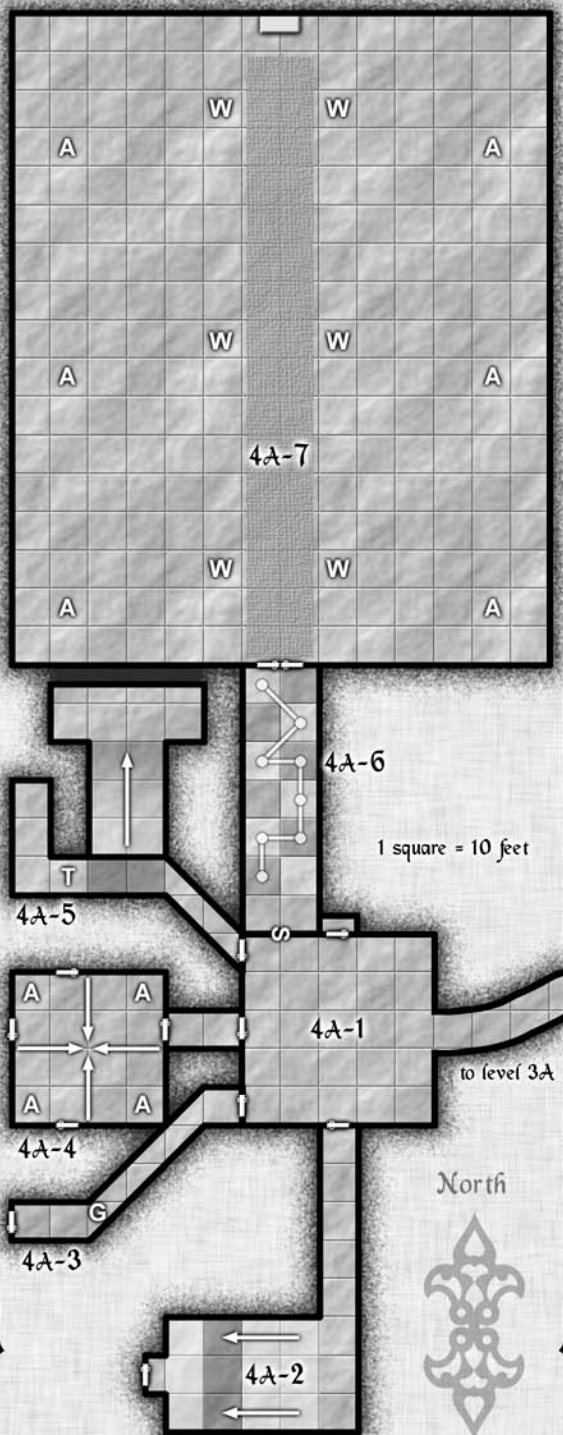
North



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

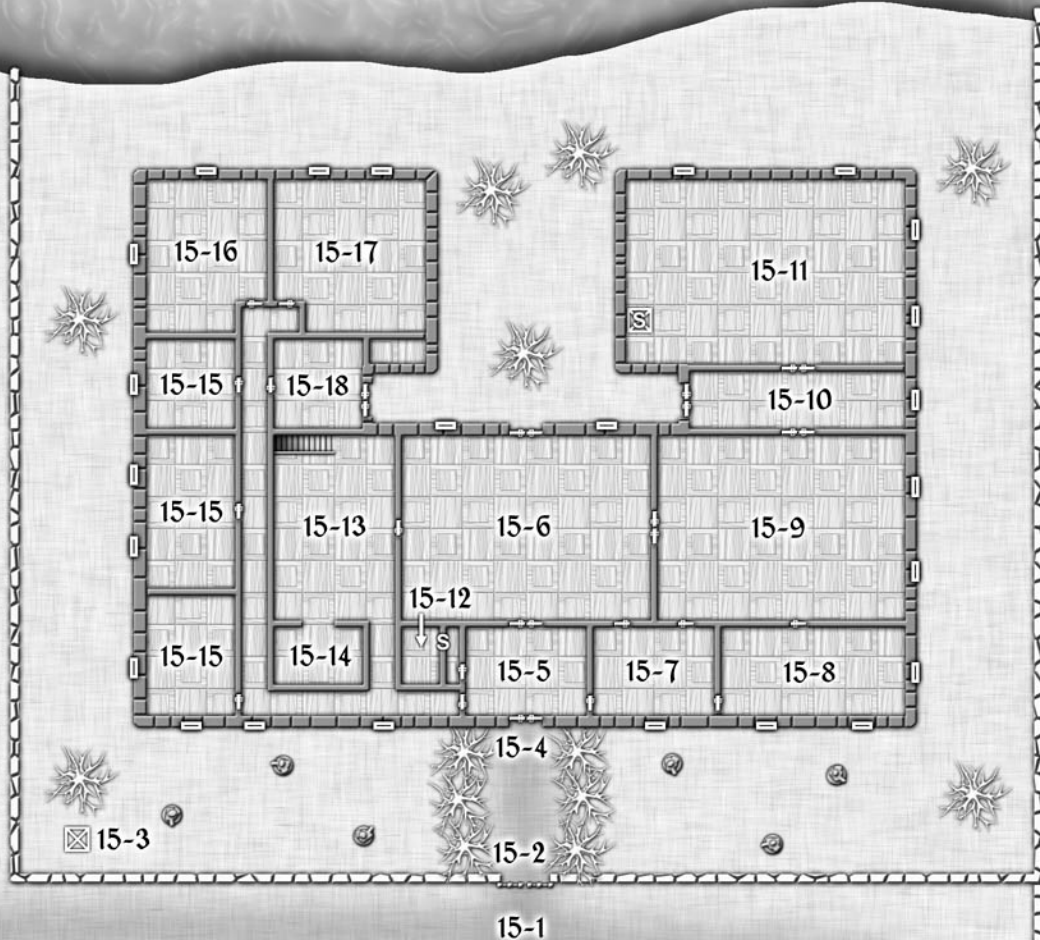
North



The Pulanti Estate

area 15 - ground level

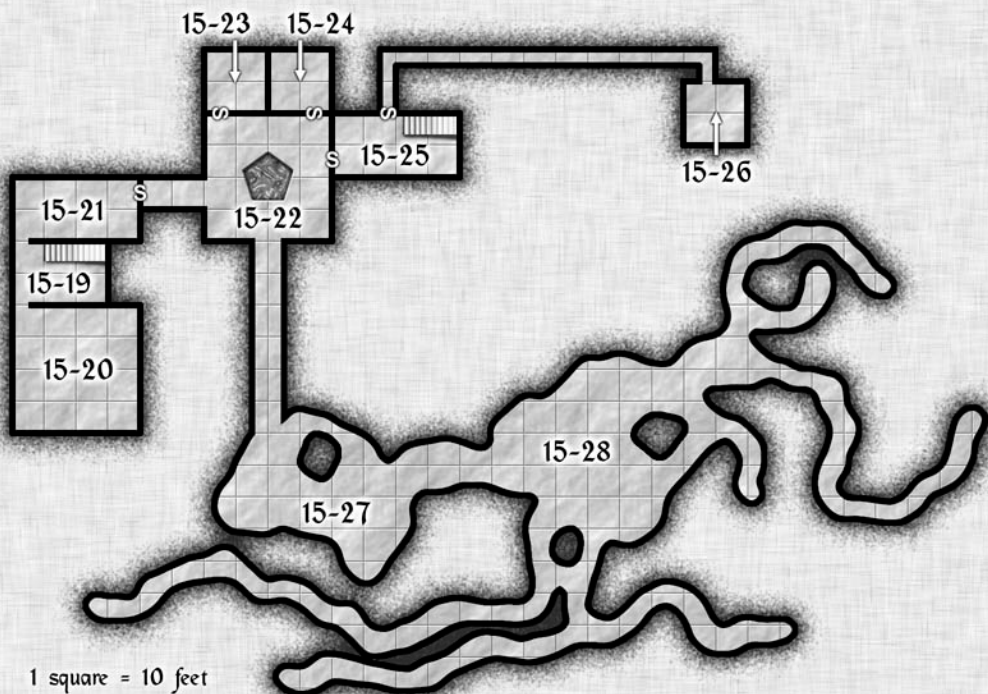
Gaelon River



1 square = 10 feet

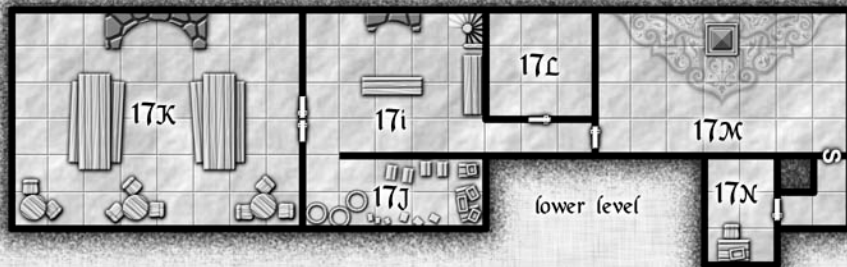
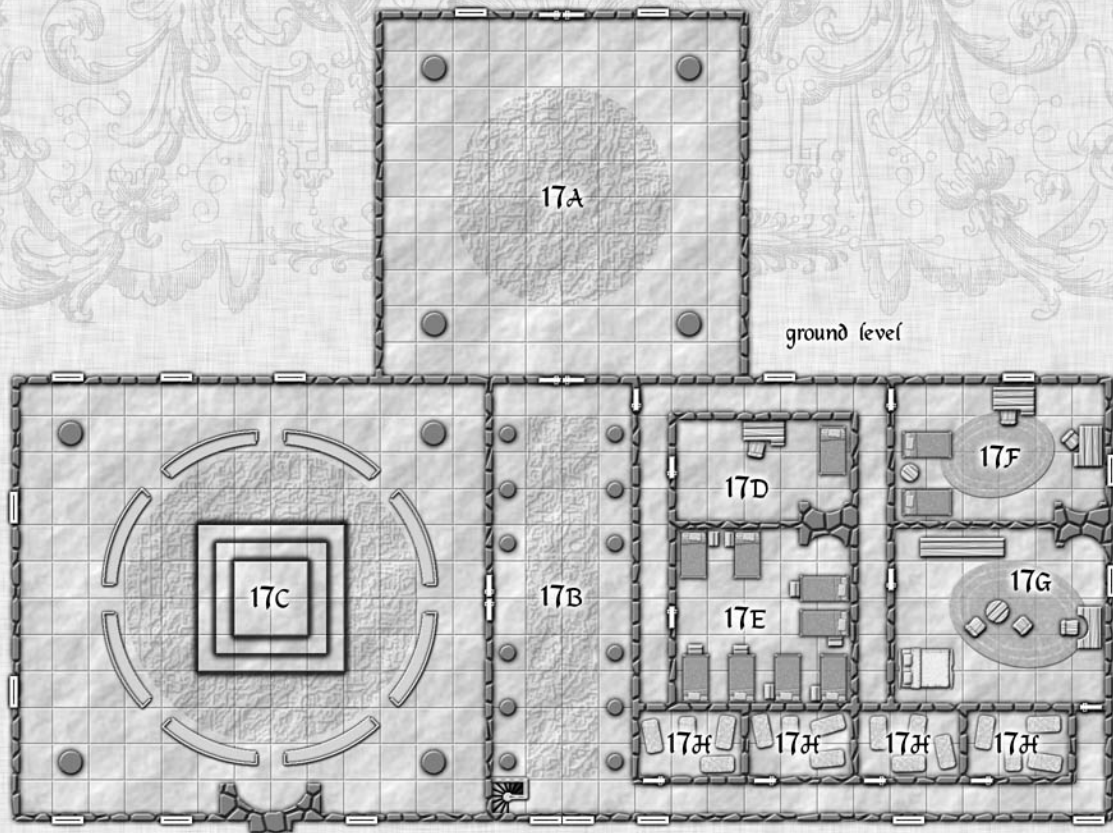
The Pulanti Estate

area 15 - sublevel



Temple of Jamboor

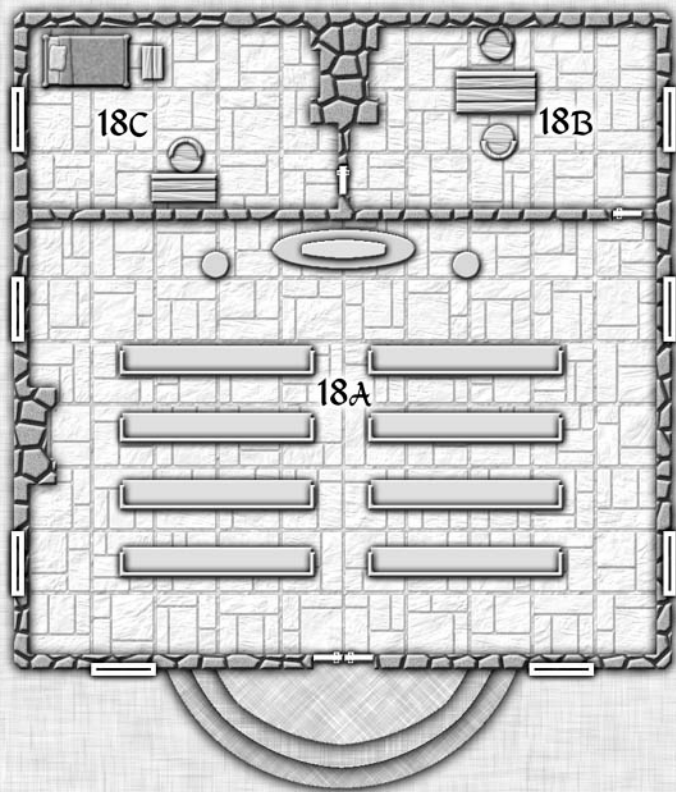
area 17



1 square = 5 feet

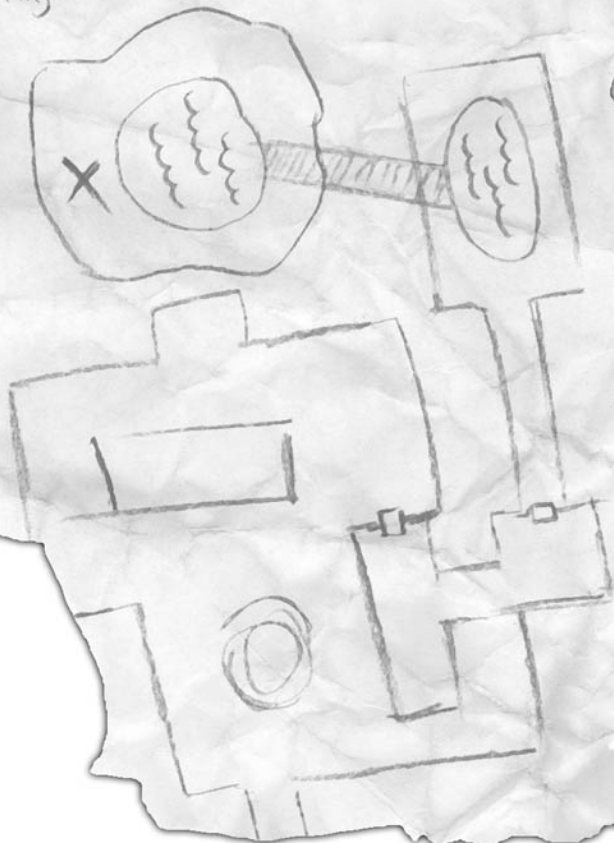
Temple of Solanus

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.



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