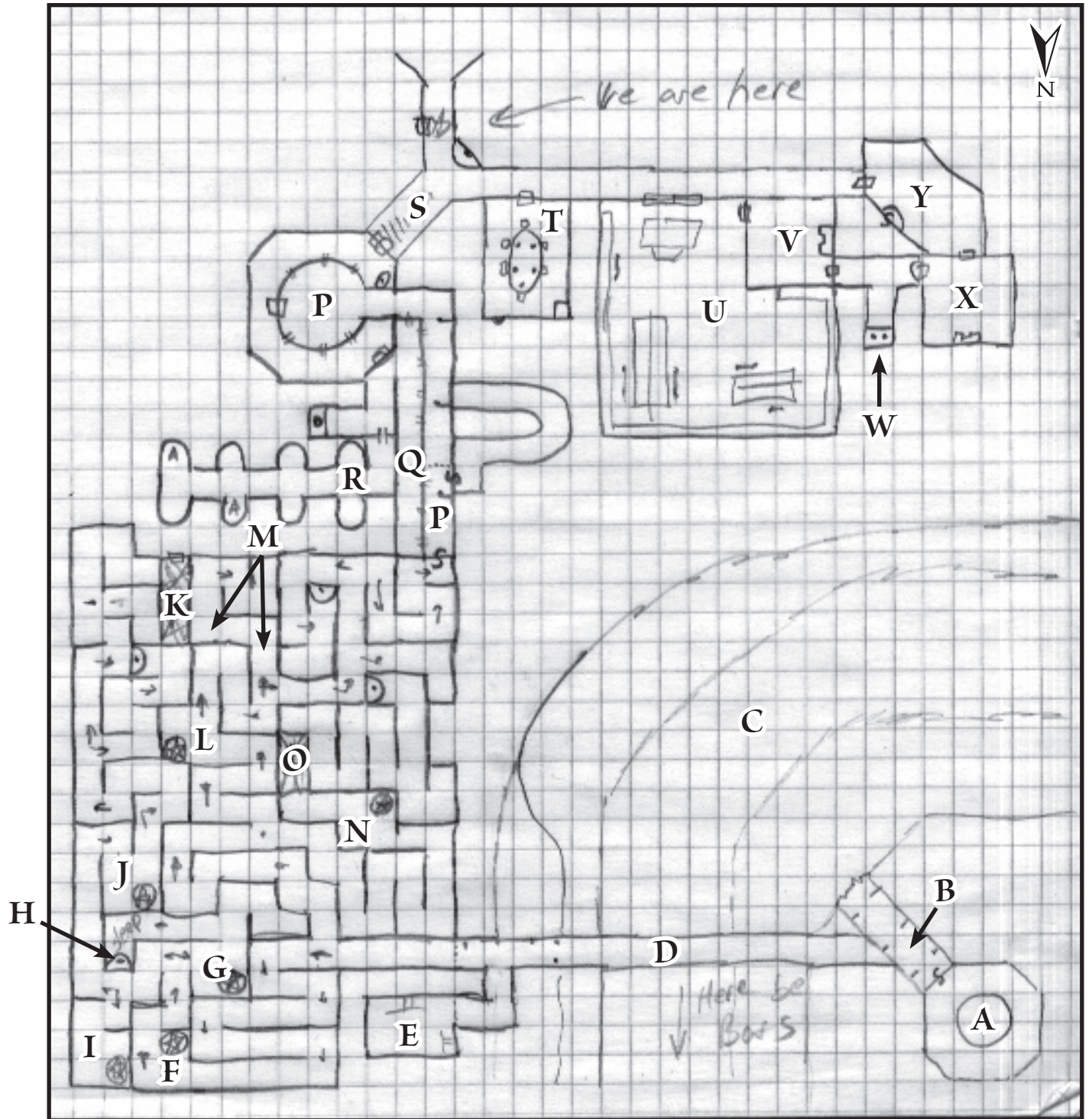


# Lupus Dunne's Map (Caidian 8-9, C.Y. 756)



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|---|--|--|
| A. Access to shaft from Conservatory.                       | J. Statue of Silvia w/dancing lights                       | S. Sanctum Entry Foyer (acid fountain) |
| B. Entry corridor with illusionary wall                     | K. False door trap   | T. Dining Hall                         |
| C. Underground river cavern                                 | L. Impaled statue  | U. Library (fire elementals)           |
| D. Silver Bridge (bat swarm)                                | M. Combat with earth elementals                            | V. Favored Servant's Quarters          |
| E. Guard post (portcullis controls)                         | N. Statue of Patricus (smashed)                            | W. Privy                               |
| F. Statue of Beltran (smashed)                              | O. Pit trap  | X. Favored Servant's Quarters (female) |
| G. Statue of Caecilius (smashed)                            | P. Gauntlet corridor and concentration room (dread guards) | Y. Laboratory (damaged by explosion)   |
| H. Fountain of Sleep  | Q. Guard post  |  |
| I. Statue of Eusebius w/continual flame (partially damaged) | R. Dread guard alcoves                                     |  |