

MAP 1

Peter Hart

LOST CITY OF THE SEA-FOLK: CAMPAIGN X/A: ADVENTURE B | AD 8 D

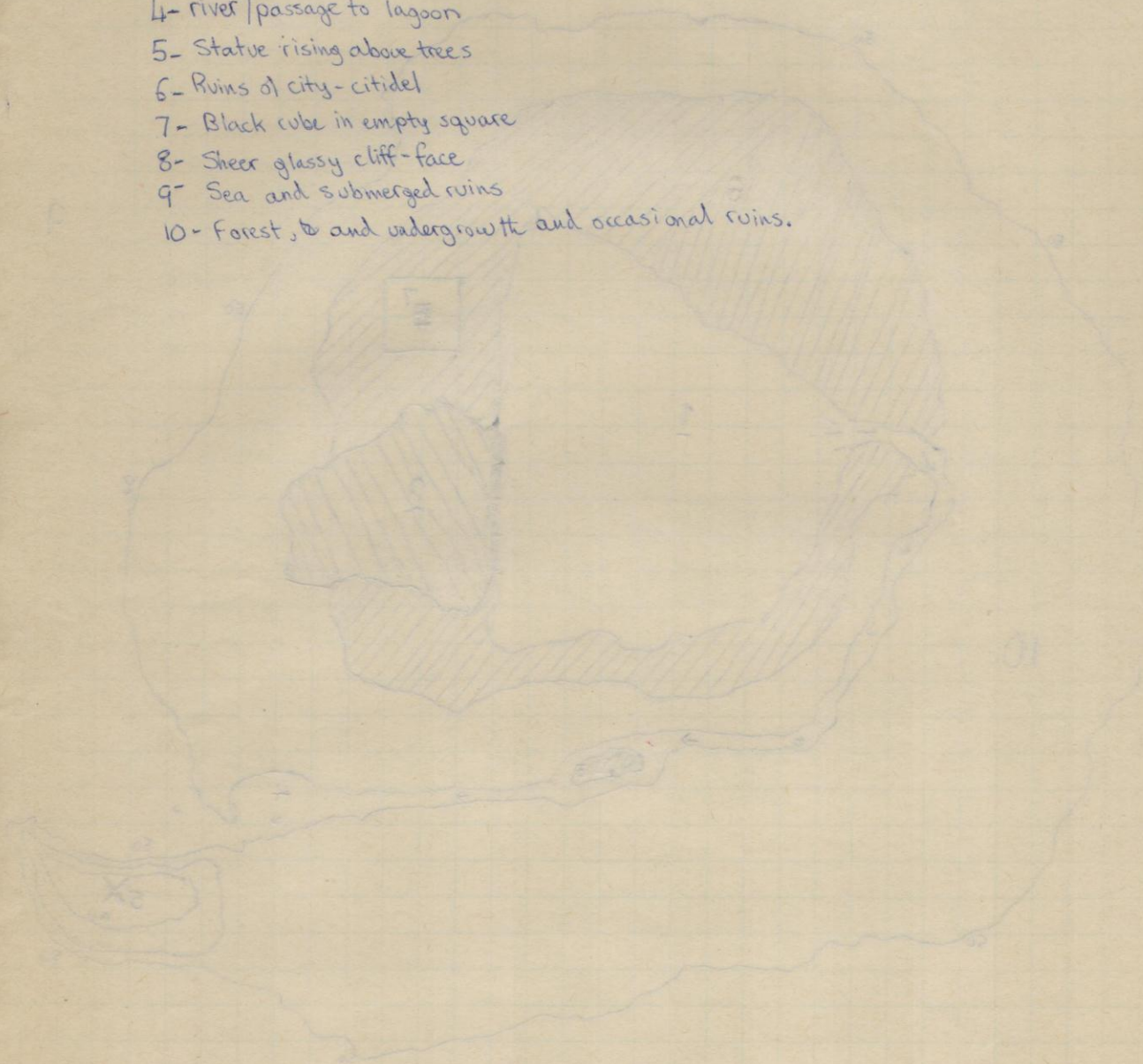
↑
N
E →



100 yd.
100

Key

- 1- Lagoon
- 2- Temple of The Sea-Folk
- 3- Island / guardpost
- 4- river / passage to lagoon
- 5- Statue rising above trees
- 6- Ruins of city - citidel
- 7- Black cube in empty square
- 8- Sheer glassy cliff-face
- 9- Sea and submerged ruins
- 10- Forest, ~~to~~ and undergrowth and occasional ruins.

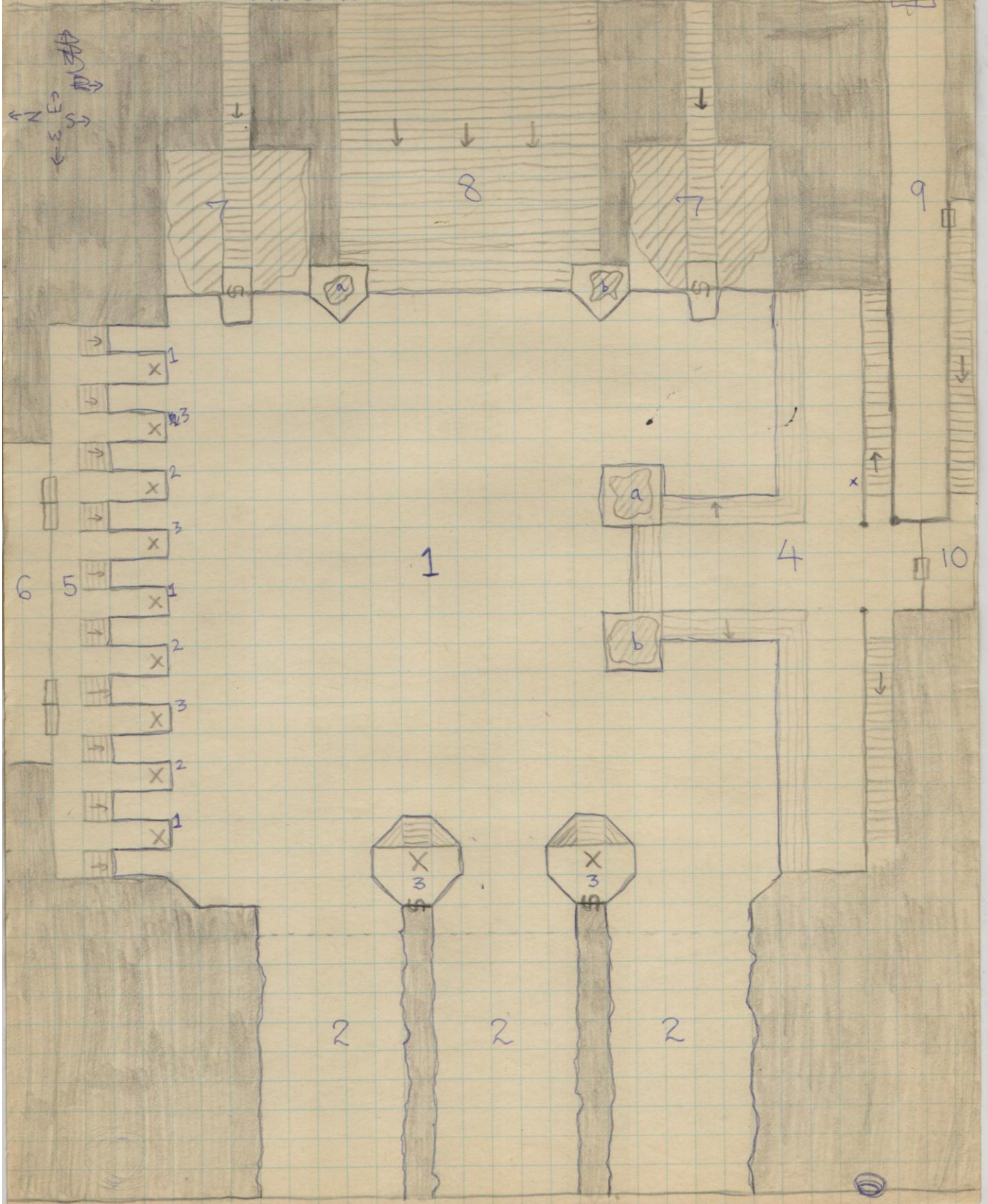


MAP 2 LOST CITY OF THE SEA-FOLK

CAMPAIGN X/A: ADVENTURE B/AD 8 D

PETER HART

UNDER THE TEMPLE: LEVEL 1: THE SEAWAY

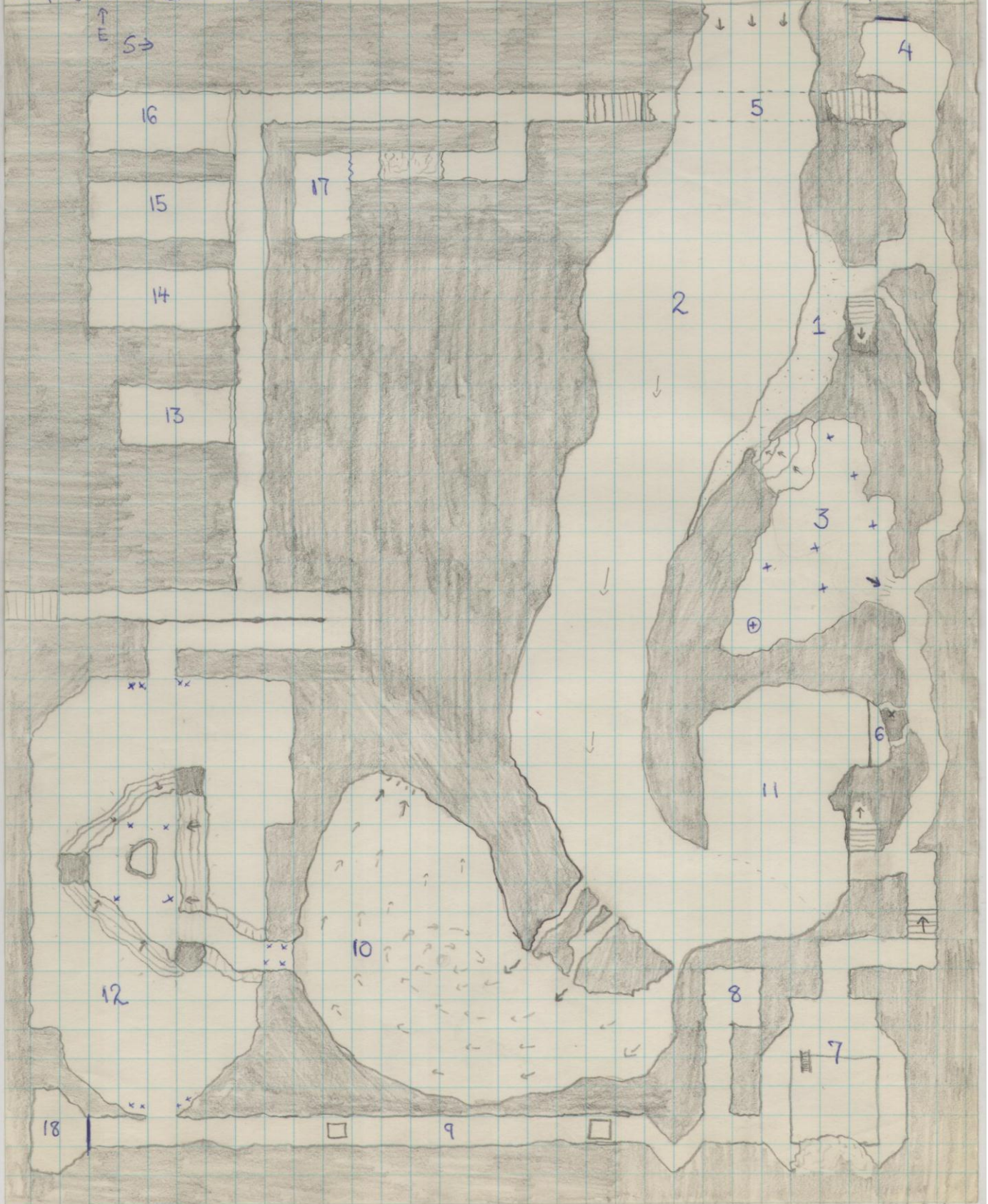


MAP 3 LOST CITY OF THE SEA-FOLK

Campaign X/A: ADVENTURE B / AD 80

Peter Hart

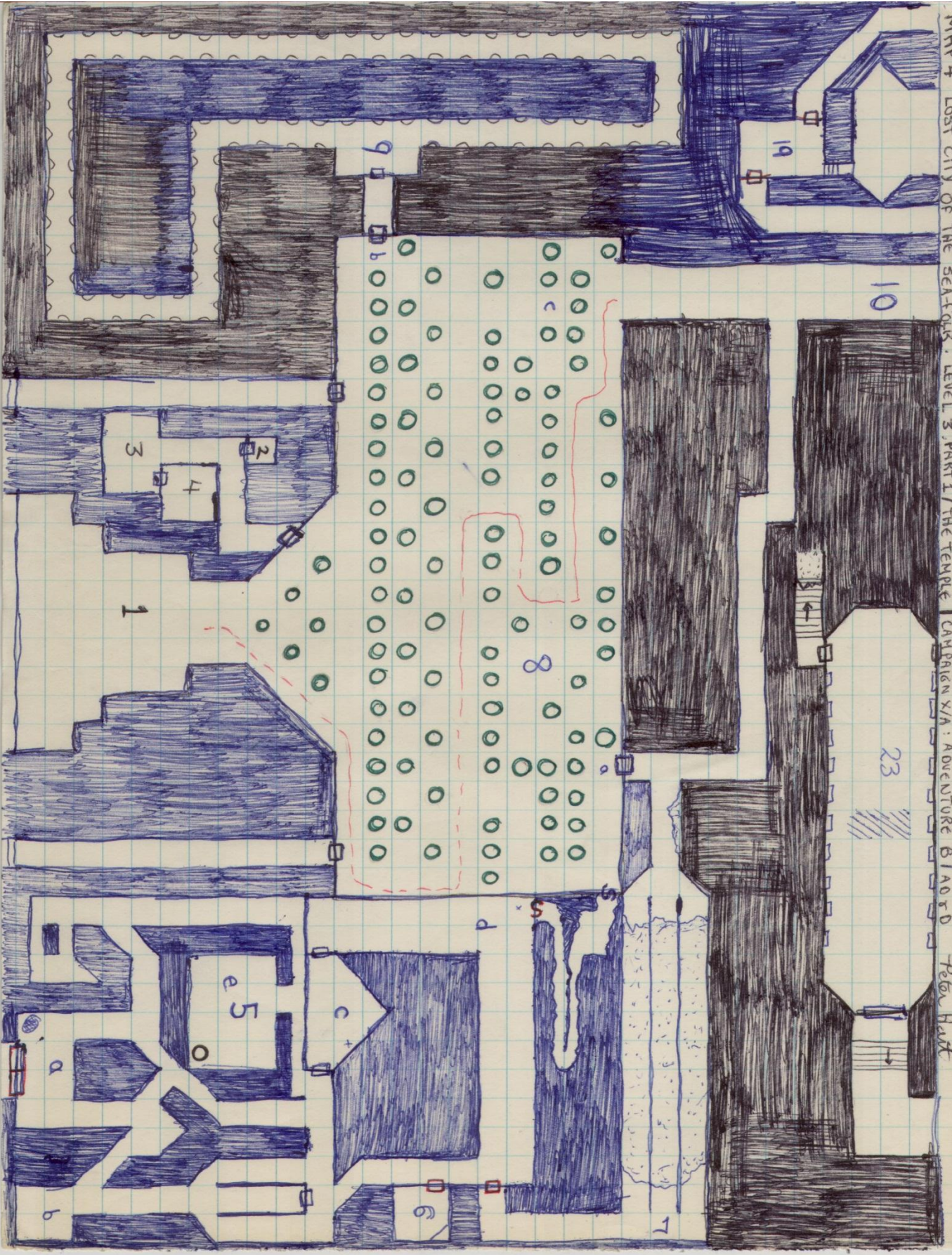
UNDER THE TEMPLE: LEVEL 2: The Under-temple



MAP 4 LOST CITY OF THE SEA-FOLK: LEVEL 3, PART 1 / THE TEMPLE

CAMPBELL VIA: ADVENTURE 8 / AD RD

Peter Hunt



MAP 5 LOST CITY OF THE SEA-FOLK: LEVEL 3, PART 2 / THE TEMPLE CAMPAIGN X/4: ADVENTURE 8/AD 00

Peter Hart

