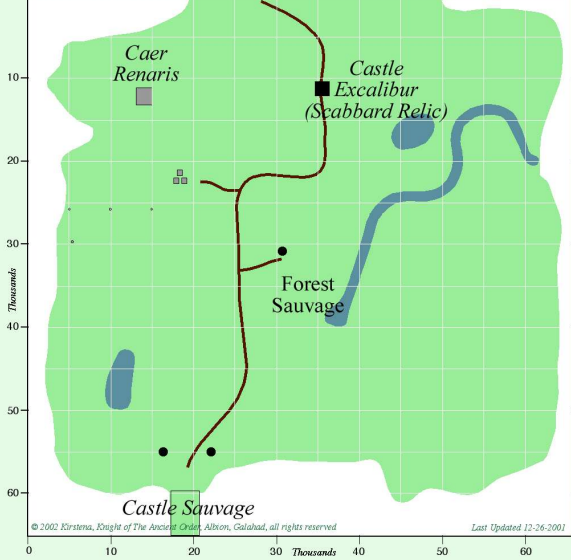
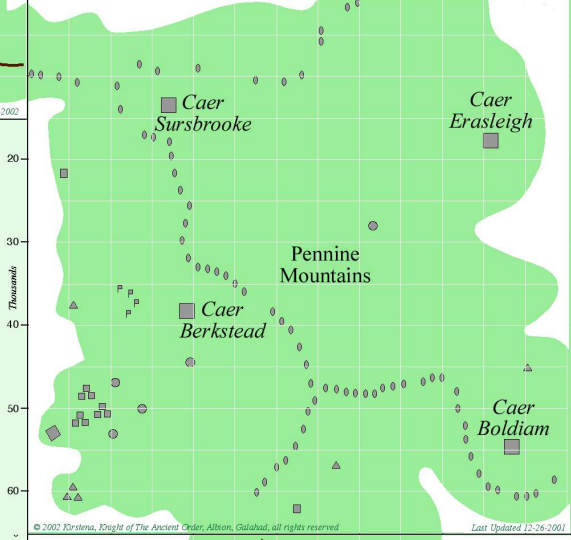
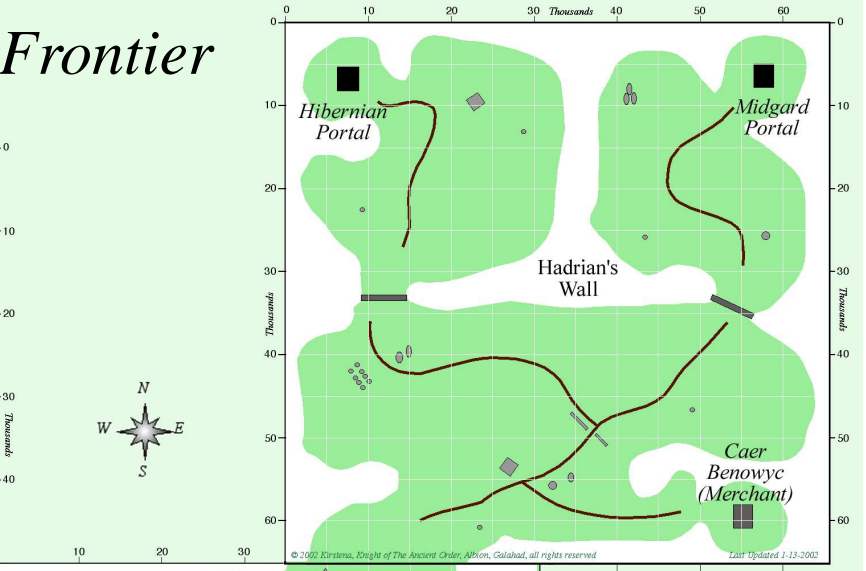
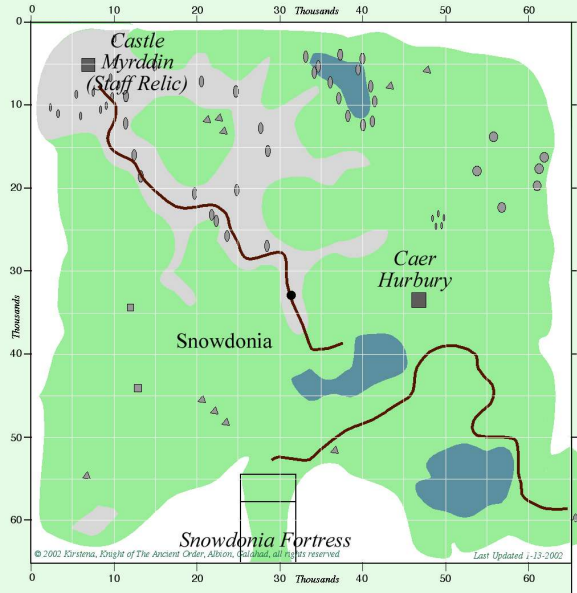
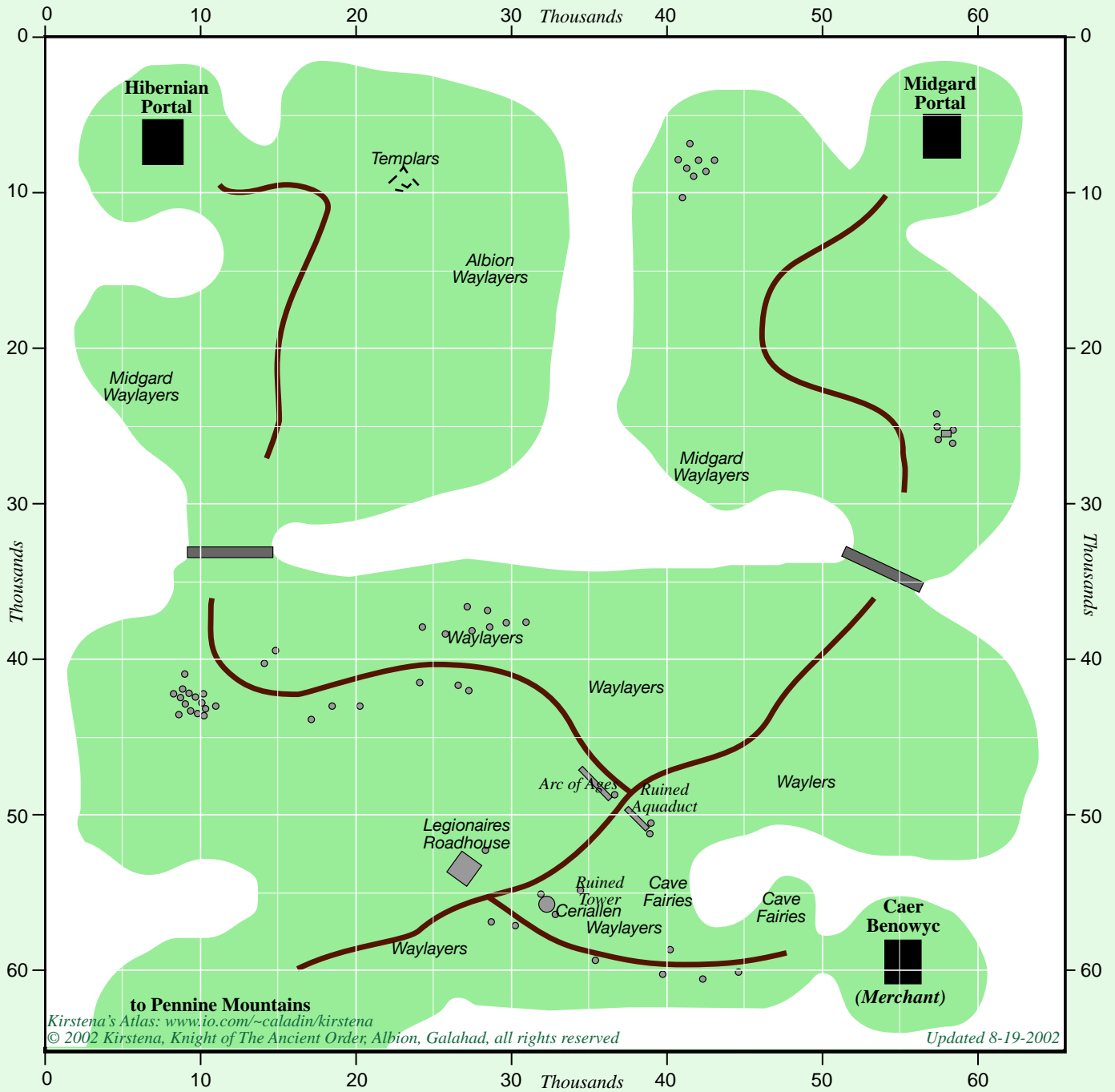


Albion Frontier

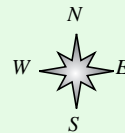


Hadrian's Wall



Monsters according to Illia's Bestiary:

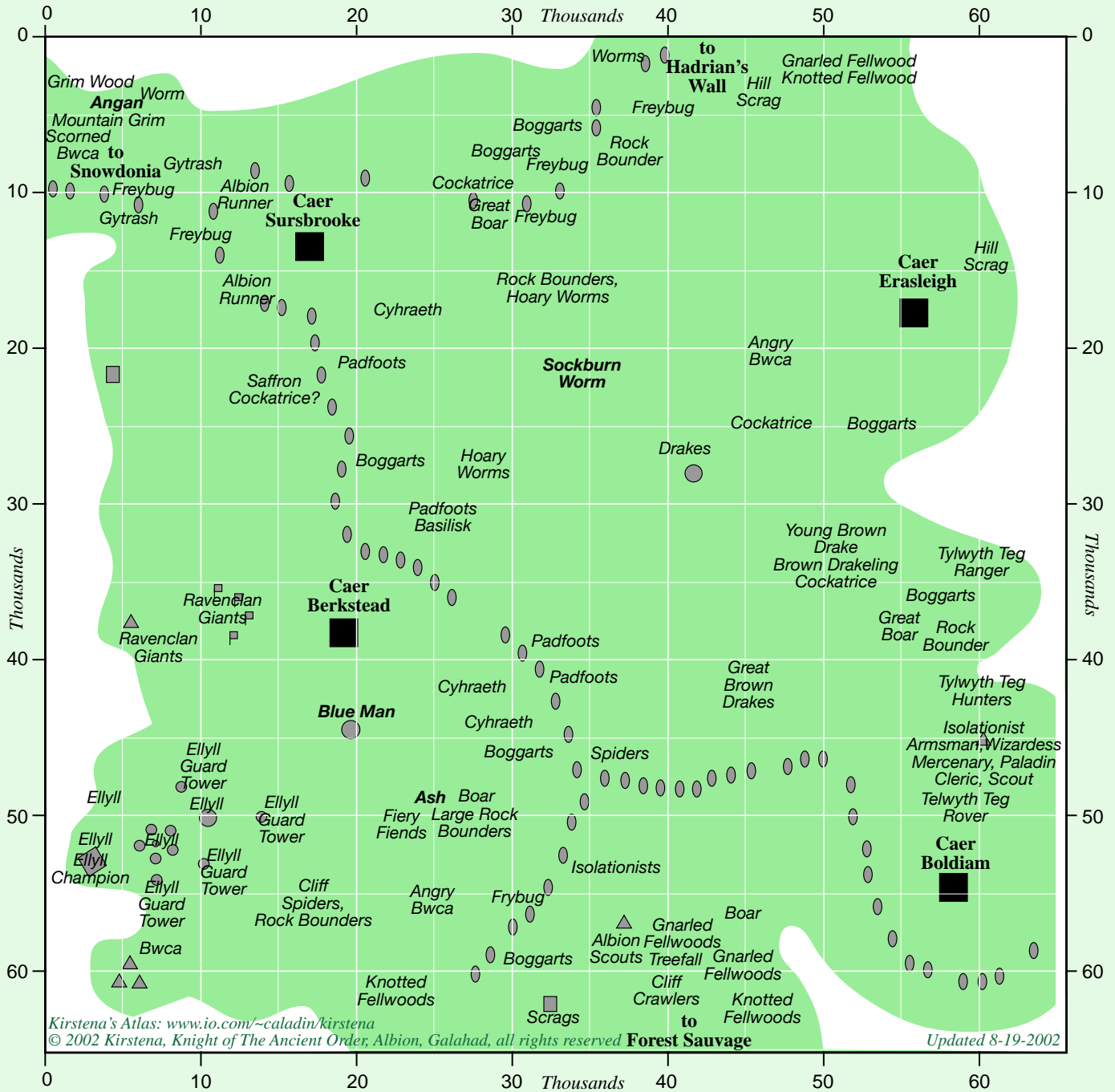
Name	Level Range	Type
Albion Waylayer	35 - 35	Humanoid
Cave Fairy	40 - 46	Magical
Celtic Lich	50 - 50	Undead
Hibernian Waylayer	35 - 35	Humanoid
Hill Troll	39 - 41	Humanoid
Legionnaire	30 - 36	Undead
Man at Arms	45 - 50	Realm Guard
Midgard Waylayer	35 - 35	Humanoid
Piper Fairy	52 - 56	Magical
Stone Sentinel	48 - 50	Magical
Templar	50 - 54	Humanoid
Tunneler	37 - 37	Reptile



Game coordinates are given E-W, N-S.

Thanks to all who contributed information and went exploring with me

Pennine Mountains



Monsters according to Illia's Bestiary:

Name	Level Range	Type
Angry Bwca	46 - 47	
Barguest	57 - 58	Undead
Boggart	45 - 54	Humanoid
Brown Drakeling	34 - 36	Monster
Cliff Crawler	42 - 45	Insect
Cockatrice	42 - 44	Reptile
Cyhraeth	50 - 51	Undead
Ellyll Guard	49 - 51	Humanoid
Ellyll Sage	50 - 53	Humanoid
Ellyll Villager	45 - 45	Humanoid
Ellyll Windchaser	47 - 50	Humanoid
Ellyllon Champion	53 - 57	Humanoid
Freybug	35 - 41	Humanoid
Gnarled Fellwood	45 - 52	Plant
Great Boar	42 - 46	Animal
Great Brown Drake	55 - 59	Monster
Grimwood Keeper	43 - 47	Undead
Gytrash	35 - 38	Undead
Hoary Worm	53 - 55	Reptile
Knotted Fellwood	43 - 46	Plant
Man at Arms	45 - 50	Realm Guard
Mountain Grim	35 - 39	Undead
Padfoot	51 - 54	Undead
Pendrake	48 - 48	Undead
Ravenclan Giant	50 - 51	Giant
Scorned Bwca	32	
Tylwyth Teg Hunteress	43 - 45	Humanoid
Tylwyth Teg Ranger	46 - 47	Humanoid
Tylwyth Teg Rover	41 - 42	Humanoid
Western Basilisk	49 - 50	Reptile
Worm	39 - 43	Reptile
Young Brown Drake	47 - 47	Monster

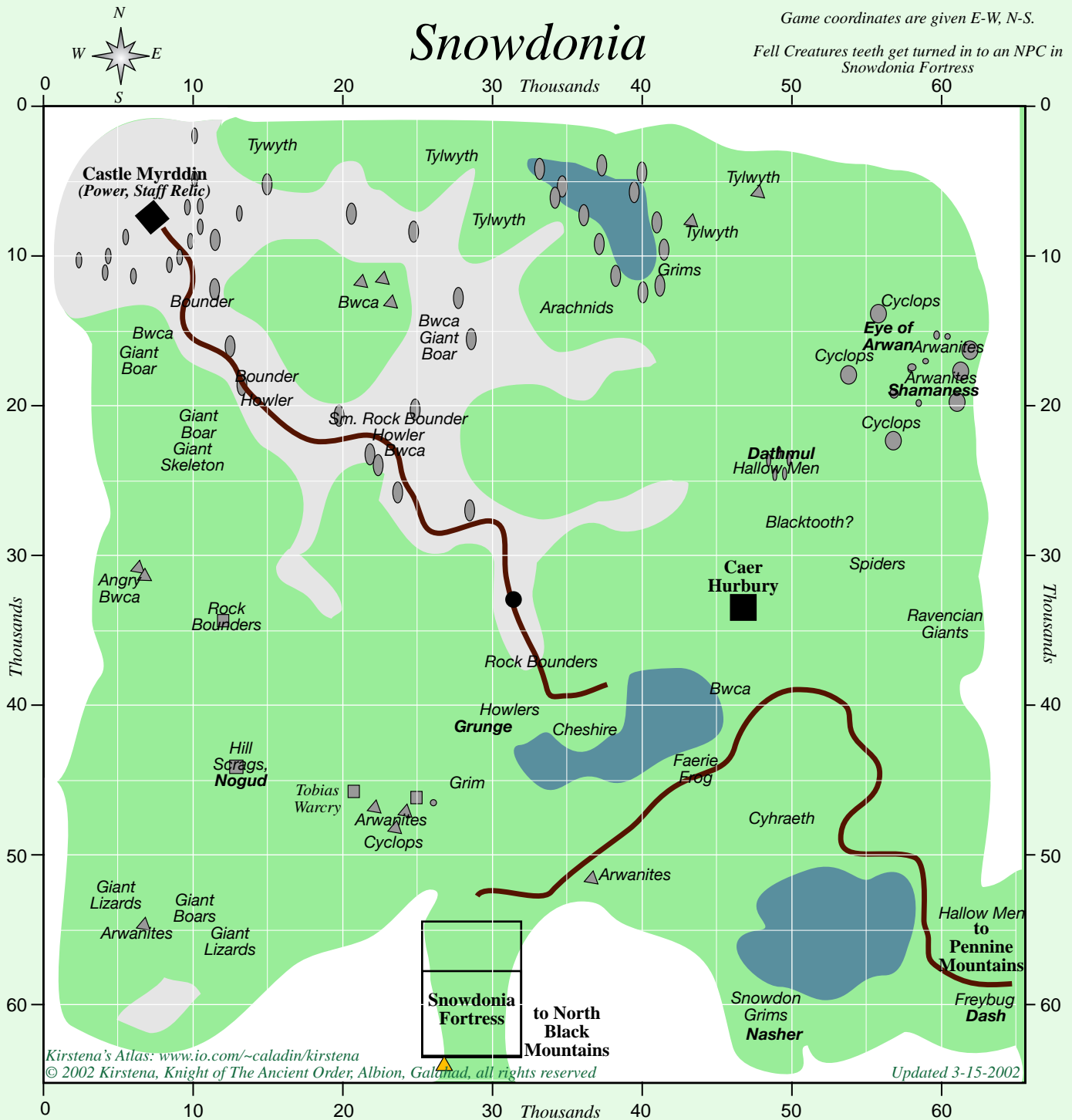
Game coordinates are given E-W, N-S.

Thanks to all who contributed information and went exploring with me

Snowdonia

Game coordinates are given E-W, N-S.

Fell Creatures teeth get turned in to an NPC in Snowdonia Fortress



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Updated 3-15-2002

Monsters according to Illia's Bestiary:

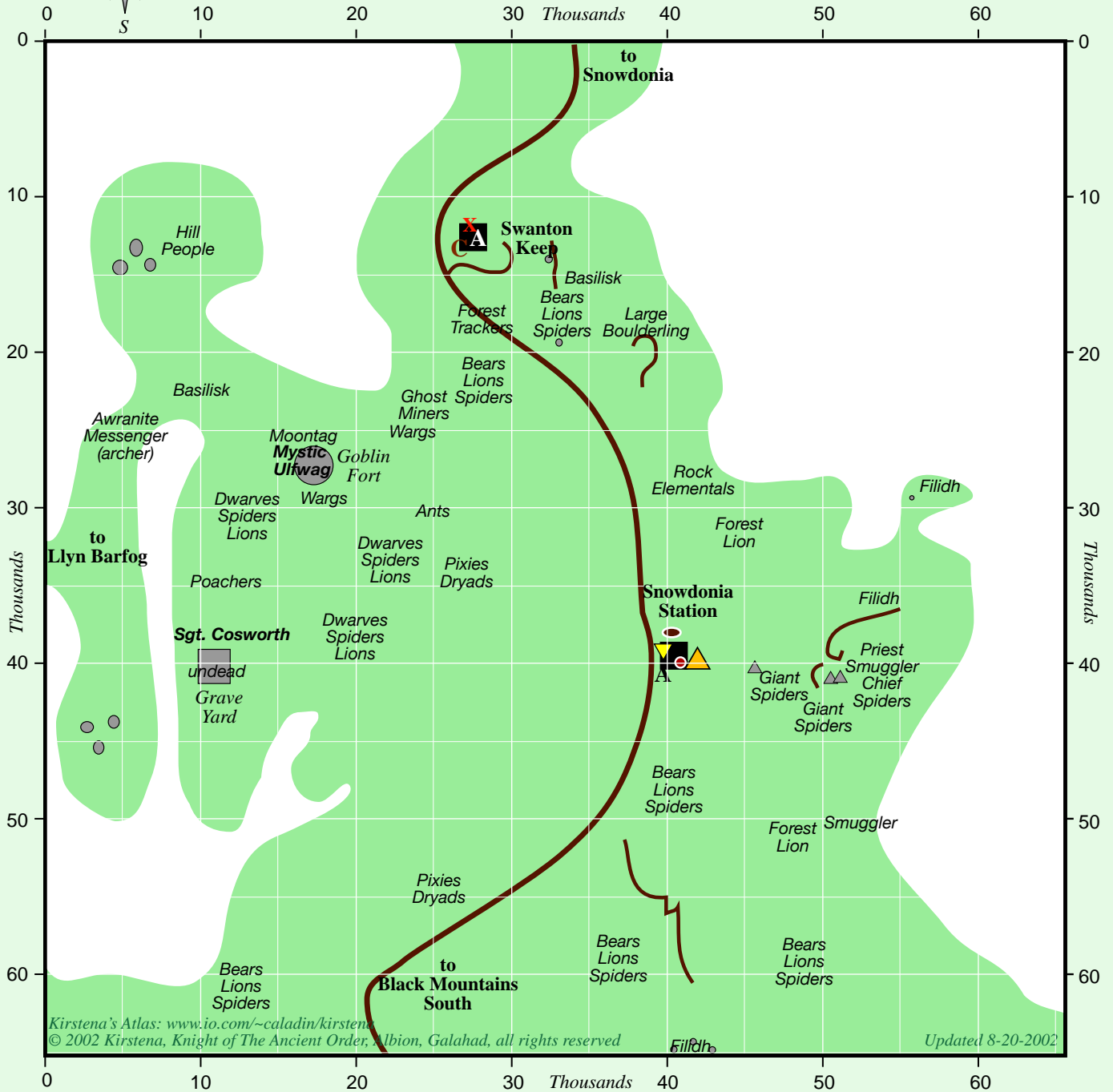
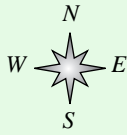
Name	Level Range	Type
Angry Bwca	45 - 47	Humanoid
Arawnite Headhunter	36 - 38	Humanoid
Arawnite Shamaness	34 - 35	Humanoid
Arawnite Warrior	34 - 35	Humanoid
Bwca	24 - 26	Humanoid
Cath Paluc	47 - 47	Monster
Cheshire	25 - 25	Animal
Cyclops	41 - 42	Giant
Cyhraeth	50 - 51	Undead
Ellyll Froglord	51 - 54	Humanoid
Ellyll Windchaser	47 - 50	Humanoid
Eye of Arawn	43 - 43	Monster
Faerie Frog	28 - 30	Animal
Faint Grim	20 - 21	Undead
Fitful Bwca	35 - 36	Humanoid
Giant Boar	34 - 35	Animal
Giant Lizard	36 - 38	Reptile

Great Boar	42 - 46	Animal
Grunge	45 - 45	Animal
Hollow Man	39 - 41	Humanoid
Howling Knifeman	26 - 27	Humanoid
Howling Maiden	24 - 26	Humanoid
Keep Sentinel	60 - 60	Realm Guard
Knight Commander	60 - 60	Realm Guard
Large Rock Bounder	45 - 46	Animal
Man at Arms	45 - 50	Realm Guard
Ravencan Giant	50 - 51	Giant
Scorned Bwca	32 - 34	Humanoid
Shadowhunter	39 - 41	Animal
Shadowhunter She-Wolf	42 - 43	Animal
Small Rock Bounder	22 - 23	Animal
Snowdon Grim	36 - 38	Undead
Sprawling Arachnid	34 - 35	Insect
Tylwyth Teg Hunteress	43 - 45	Humanoid
Tylwyth Teg Ranger	46 - 47	Humanoid
Tylwyth Teg Rover	41 - 42	Humanoid
Worry Wort	32 - 32	Animal

Animal	Animal
Humanoid	Humanoid
Humanoid	Humanoid
Humanoid	Humanoid
Realm Guard	Realm Guard
Realm Guard	Realm Guard
Animal	Animal
Realm Guard	Realm Guard
Giant	Giant
Humanoid	Humanoid
Animal	Animal
Animal	Animal
Animal	Animal
Undead	Undead
Insect	Insect
Humanoid	Humanoid
Humanoid	Humanoid
Humanoid	Humanoid
Animal	Animal

Thanks to all who contributed information and went exploring with me

North Black Mountains



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 Updated 8-20-2002

Monsters according to Illia's Bestiary:

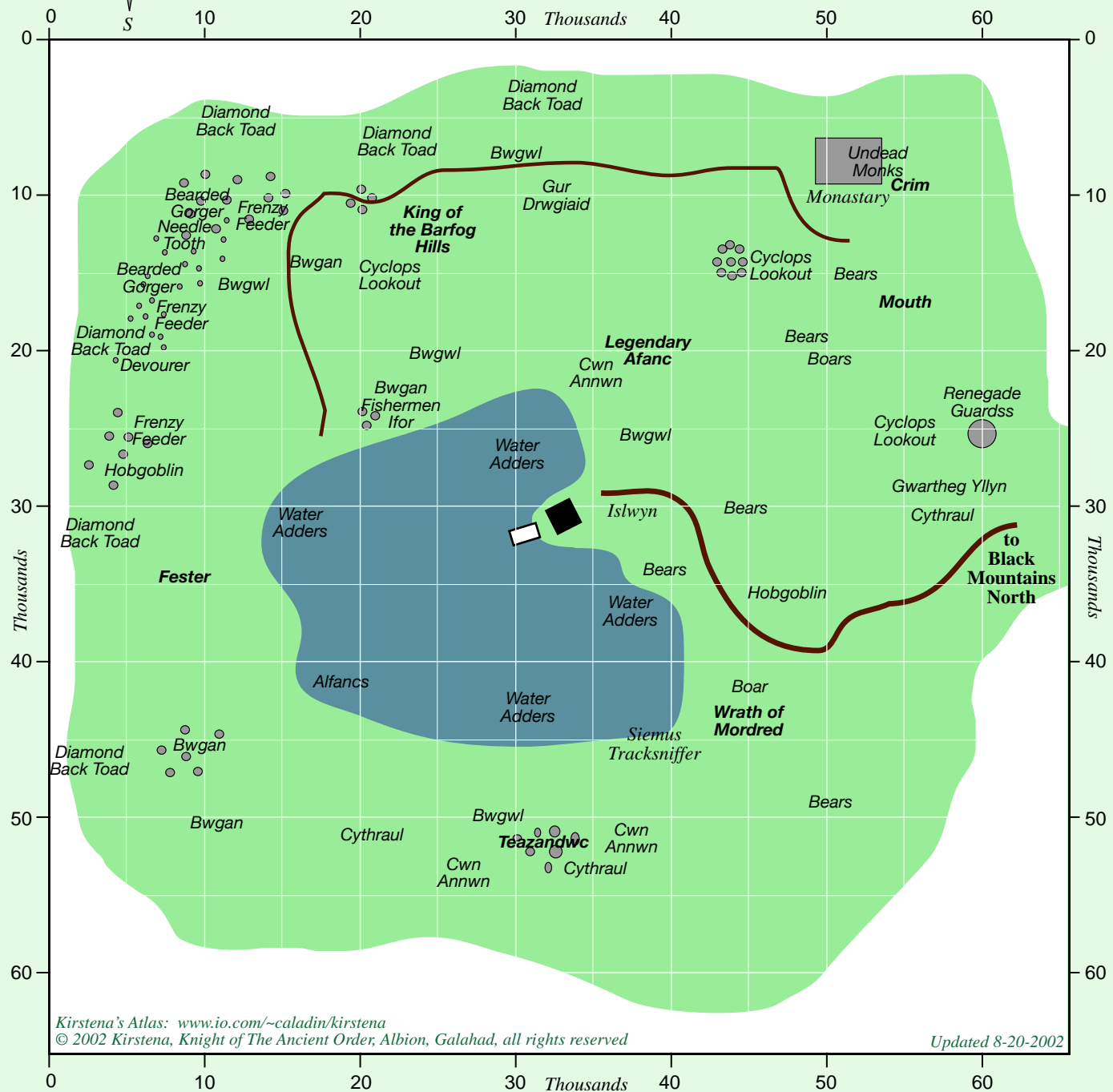
Name	Level Range	Type
Bear	8 - 8	Animal
Brother Daniel	1 - 50	Monster
Captain Presan	1 - 50	Monster
Cutpurse	4 - 4	Humanoid
Devout Filidh	8 - 9	Humanoid
Dragon Ant Drone	8 - 8	Insect
Dragon Ant Queen	10 - 10	Insect
Dragon Ant Soldier	7 - 7	Insect
Dragon Ant Worker	5 - 5	Insect
Dryad	7 - 9	Monster
Elrigh	1 - 50	NPC
Father Turnis	1 - 50	Monster
Filidh	7 - 8	Humanoid
Filidh Sacrificer	9 - 11	Humanoid
Forest Chief	19 - 19	Humanoid
Forest Lion	6 - 6	Animal
Forest Smuggler	17 - 17	Humanoid
Forest Tracker	15 - 15	Humanoid
Giant Spider	6 - 8	Insect
Goblin	8 - 10	Humanoid
Goblin Scout	7 - 7	Humanoid
Goblin Warrior	8 - 8	Humanoid
Gray Warg	9 - 11	Animal
Hill Avenger	12 - 12	Humanoid
Hill Chief	14 - 14	Humanoid
Hill Guard	11 - 11	Humanoid
Hill Shaman	12 - 12	Humanoid
Hill Warrior	10 - 10	Humanoid
Large Boulderling	11 - 12	Monster
Lieutenant Fisra	1 - 50	Monster
Magus Jeril	1 - 50	Monster
Magus Sarun	1 - 50	Monster
Master Brignun	1 - 50	Trainer
Master Hanis	1 - 50	Monster
Master Kel	1 - 50	Monster
Mathien	1 - 50	NPC
Mistress Alarisa	1 - 50	Monster
Mistress Cessa	1 - 50	Monster
Odaro Hengist	1 - 50	NPC
Omis	1 - 50	NPC
Pixie	6 - 7	Elemental
Pixie Scout	8 - 8	Elemental
Red Dwarf Chief	10 - 10	Humanoid
Rock Elemental	11 - 12	Elemental
Sir Verin	1 - 50	Quest NPC
Thol Dumin	1 - 50	NPC
Undead Druid	8 - 10	Undead

- Horse stable
- Bind stone
- Merchant areas
- Guard towers
- Healer
- Smith
- Vault Keeper
- Enchanter
- Poisons
- Bows / arrows
- Crafter supplies
- Dye merchants

Game coordinates are given E-W, N-S.

Llyn Barfog

Game coordinates are given E-W, N-S.



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Updated 8-20-2002

Monsters according to Illia's Bestiary:

Name	Level Range	Type	Location	Level	Category
Alfanc	26 - 27		Gwr-Drwgiaid	15 - 17	Undead
Bearded Gorgor	53 +		Ifor		
Black Bear	16 - 21		King of the Barfog Hills	60	
Bwgan	22 - 25	Humanoid	Legendary Afanc	50 - 65	Giant
Bwgan Elder	24 - 24	Humanoid	Mouth	63	
Bwgan Fisherman	23 - 27	Humanoid	Needle Tooth	55	
Bwgan Hunter	22 - 23	Humanoid	Siemus Tracksniffer		NPC
Bwglw	29 - 33	Undead	Teazandwc	63	
Cwn Annwn	20 - 22		Undead Monk	30 - 34	Undead
Cythraul	20 - 33		Welsh Hobgoblin	17 - 19	Humanoid
Diamondback Toad	50 - 55		Welsh Hobgoblin Chief	20 - 20	Humanoid
Fester	60		Wicked Cythraul	20 - 33	Undead
Frenzy Feeder	51 - 53+		Wrath of Mordred	63	

Merchant areas

The merchants here don't like it if you hunt their brothers, but they do appreciate dead hobgoblins.

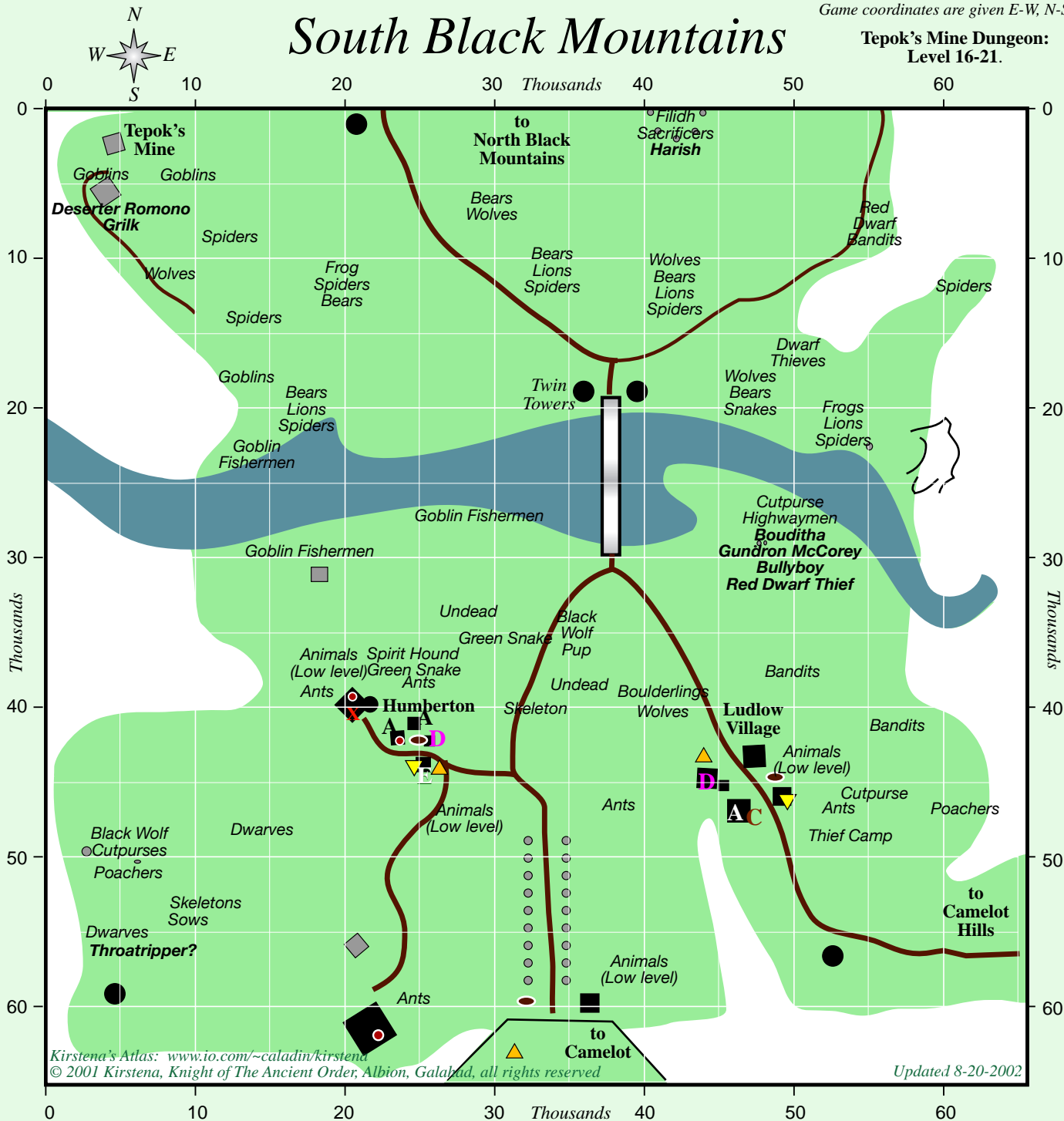
Epic Monsters (in bold on map) take 1-3 balanced groups of ~lev 50's to kill, most con neutral- at least for the first few kills.

Thanks to all who contributed information and went exploring with me

South Black Mountains

Game coordinates are given E-W, N-S.

**Tepok's Mine Dungeon:
Level 16-21.**



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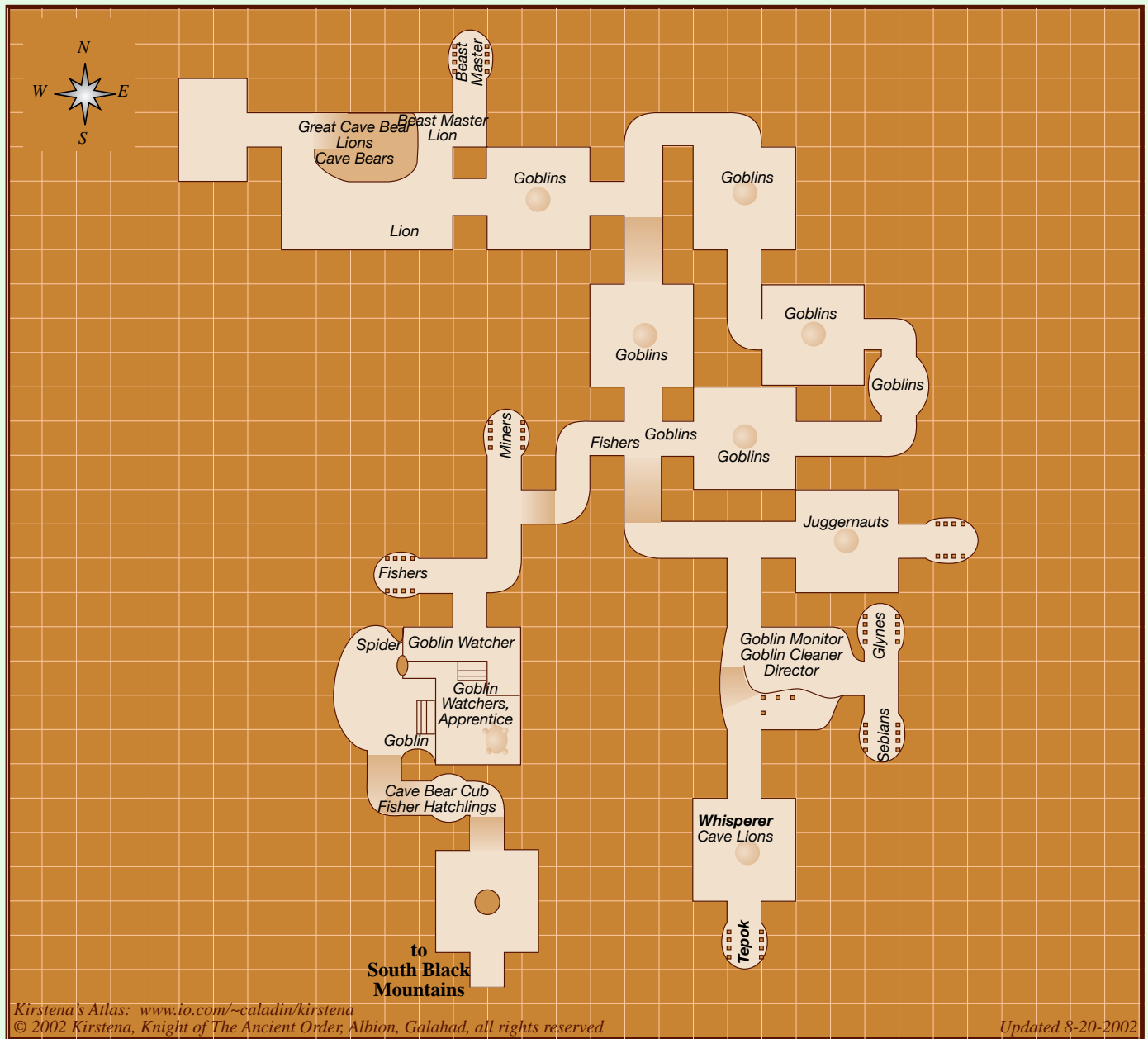
Updated 8-20-2002

Monsters according to Illia's Bestiary:

Name	Level Range	Type
Ant Drone	2-2	Insect
Bandit	5-7	Humanoid
Bear Cub	2-2	Animal
Black Wolf	3-3	Animal
Black Wolf Pup	1-1	Animal
Boar Piglet	1-1	Animal
Boulder Imp	7-7	Monster
Boulderling	9-9	Monster
Bullyboy	5-6	Humanoid
Cutpurse	4-4	Humanoid
Devout Filidh	8-9	Humanoid
Dwarf Brawler	3-4	Humanoid
Dwarf Pillager	4-5	Humanoid
Dwarf Raider	5-6	Humanoid
Eel	2-2	Animal
Filidh	7-8	Humanoid
Filidh Sacrificer	9-11	Humanoid
Forest Lion	6-6	Animal
Giant Ant	1-1	Insect
Giant Frog	3-4	Animal
Giant Spider	6-8	Insect
Goblin	8-10	Humanoid
Goblin Fisherman	4-6	Humanoid
Goblin Lookout	8-8	Humanoid
Goblin Lord	11-11	Humanoid
Goblin Scout	7-7	Humanoid
Goblin Shaman	9-10	Humanoid
Goblin Warrior	8-8	Humanoid
Green Snake	0-0	Reptile
Highwayman	7-7	Humanoid
J Large Ant	2-3	Insect
Moldy Skeleton	2-2	Undead
Nain Dwarf	9-9	Humanoid
Puny Skeleton	1-1	Undead
Red Dwarf Bandit	6-8	Humanoid
Red Dwarf Matron	6-8	Humanoid
Red Dwarf Thief	5-7	Humanoid
Red Dwarf Youth	5-5	Humanoid
Red Lion	3-3	Animal
Robber	1-3	Humanoid
Rock Imp	3-5	Monster
Skeleton	2-2	Undead
Sliith	4-4	Animal
Sliith broodling	2-3	Animal
Small Bear	4-4	Animal
Small Gray Wolf	3-3	Animal
Snake	3-3	Reptile
Spirit Hound	0-0	Undead
Spriggan	2-2	Elemental
Thurin the Dyemaster	1-50	Humanoid
Undead Goblin Chief	6-6	Undead
Undead Goblin Fisherman	4-4	Undead
Undead Goblin Warrior	5-5	Undead
Weak Skeleton	1-1	Undead
Wild Sow	2-2	Animal
Worker Ant	0-0	Insect
Young Cutpurse	3-3	Humanoid

- Horse stable
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- Crafter supplies
- Dye merchants

Tepok's Mine



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Monsters

Level range is 16-40ish
Cave Bear Cubs and Fisher Hatchlings are the lowest.

Cons at level 40:

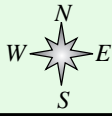
Whisperer is very tough and cons yellow and is accompanied by several lions blue to orange.

Juggernauts con blue, can be single pulls.

Goblins were mostly grey with occasional green.

A full group of early to mid twenties and small groups of 30's can probably find enough to stay busy. Unitemized, cash and carry.

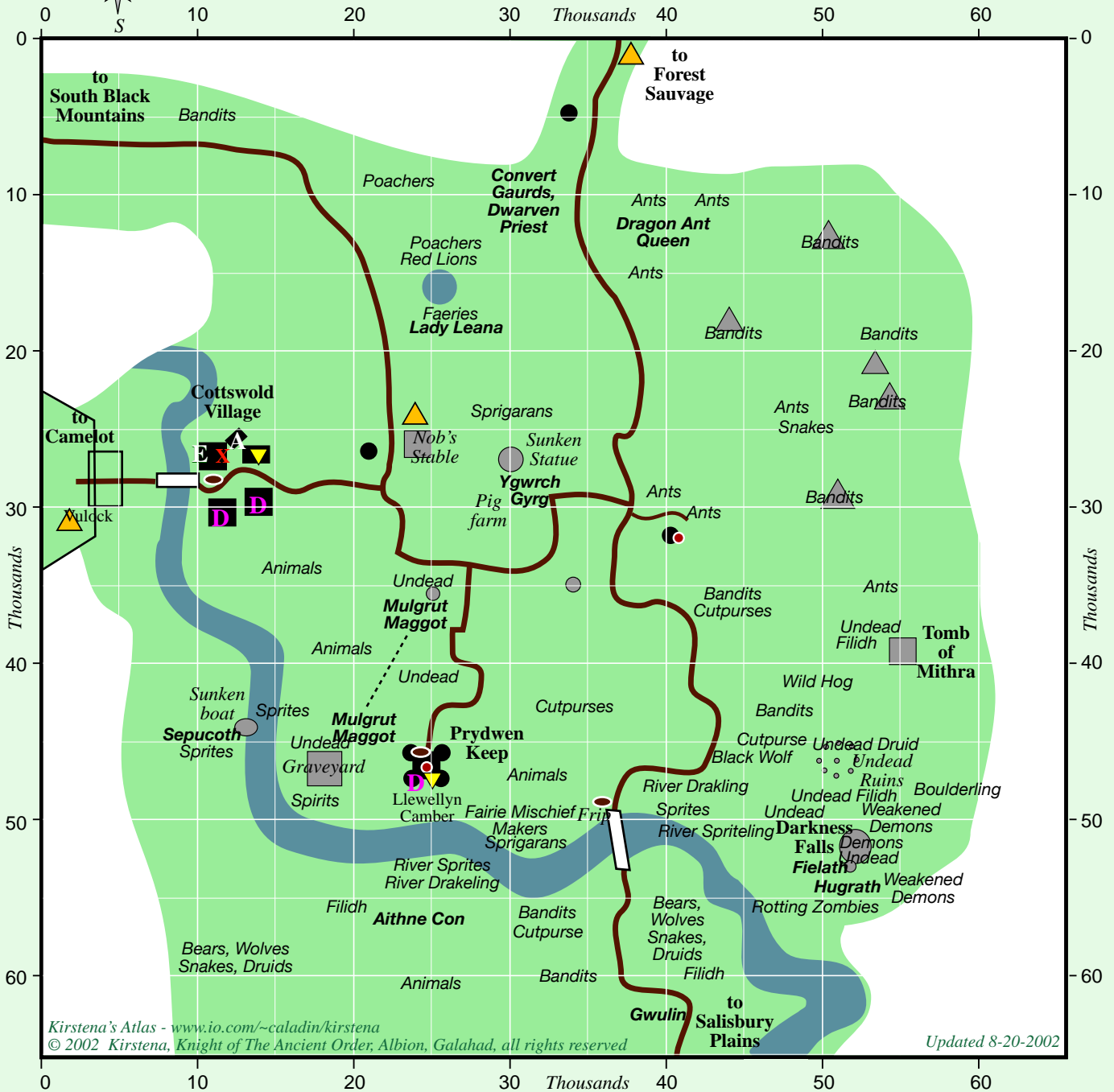
Thanks to all who contributed information and went exploring with me... Thanks Imrahl, we almost had the whisperer...



Game coordinates are given E-W, N-S.

Camelot Hills

Darkness Falls Dungeon: Level 20-50
Mithra is a Dungeon - Level 7-17



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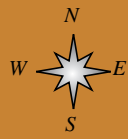
Monsters according to Illia's Bestiary:

Name	Level Range	Type
Adder	7-7	Reptile
Aithne Con	11-11	Humanoid
Ant Drone	2-2	Insect
Bandit	5-7	Humanoid
Bandit Leader	11-11	Humanoid
Bandit Lieutenant	9-10	Humanoid
Bandit Messenger	9-9	Humanoid
Bandit Thaumaturge	8-10	Humanoid
Black Wolf	3-3	Animal
Black Wolf Pup	1-1	Animal
Borwyrr the Cursed	12-12	Undead
Boulderling	9-9	Monster
Brownie	0-0	Monster
Brownie Grassrunner	7-7	Humanoid
Brownie Nomad	8-11	Humanoid
Cilydd Difwych	12-12	Humanoid
Convert Guard	10-12	Humanoid
Cutpurse	4-4	Humanoid
Decayed Zombie	3-3	Undead
Devout Filidh	8-9	Humanoid
Dragon Ant Drone	8-8	Insect
Dragon Ant Queen	10-10	Insect
Dragon Ant Soldier	7-7	Insect
Dragon Ant Worker	5-5	Insect
Dwarven Priest	12-14	Humanoid
Emerald Snake	5-5	Reptile
Faerie Bell-Wether	5-5	Monster
Faerie Mischief-Maker	3-3	Monster
Faerie Wolf-Crier	4-4	Monster
Fielath	12-12	Demon
Filidh	7-8	Humanoid
Filidh Sacrificer	9-11	Humanoid
Frip	5-5	Quest NPC
Giant Ant	1-1	Insect
Giant Frog	3-4	Animal
Gray Wolf	4-4	Animal
Gray Wolf Pup	1-1	Animal
Green Snake	0-0	Reptile
Grumoz Demon	10-11	Monster
Gwulin	10-12	Monster
Highwayman	7-7	Humanoid
Hugrath Wormly	8-8	Undead
Lady Leana	7-7	Humanoid
Large Skeleton	5-5	Undead
Manes Demon	7-8	Monster
Master Stearn	1-50	Monster
Mulgrut Maggot	5-5	Undead
Plague Spider	0-0	Insect
Poacher	4-4	Humanoid
Poacher Leader	5-5	Humanoid
Putrid Zombie	4-4	Undead
River Drake Hatchling	3-3	Monster
River Drakeling	5-5	Monster
River Sprite	6-6	Elemental
Rotting Zombie	5-6	Undead
Shale	10-11	Elemental
Skeleton	2-2	Undead
Small Bear	4-4	Animal
Snake	3-3	Reptile
Spirit Hound	0-0	Undead
Spriggam	2-2	Elemental
Spriggam Elder	3-3	Elemental
Undead Filidh	5-7	Undead
Warrior Ant	3-3	Insect
Weak Skeleton	1-1	Undead
Wild Bow	6-6	Animal
Wild Sow	2-2	Animal
Ygwrch Gyrg	6-7	Humanoid
Young Cutpurse	3-3	Humanoid
Young Poacher	3-3	Humanoid
Zombie Boar	5-5	Undead
Zombie Farmer	7-7	Undead
Zombie Sow	4-4	Undead
Humanoid		Humanoid
Undead		Undead
Monster		Monster
Elemental		Elemental

- Horse stable
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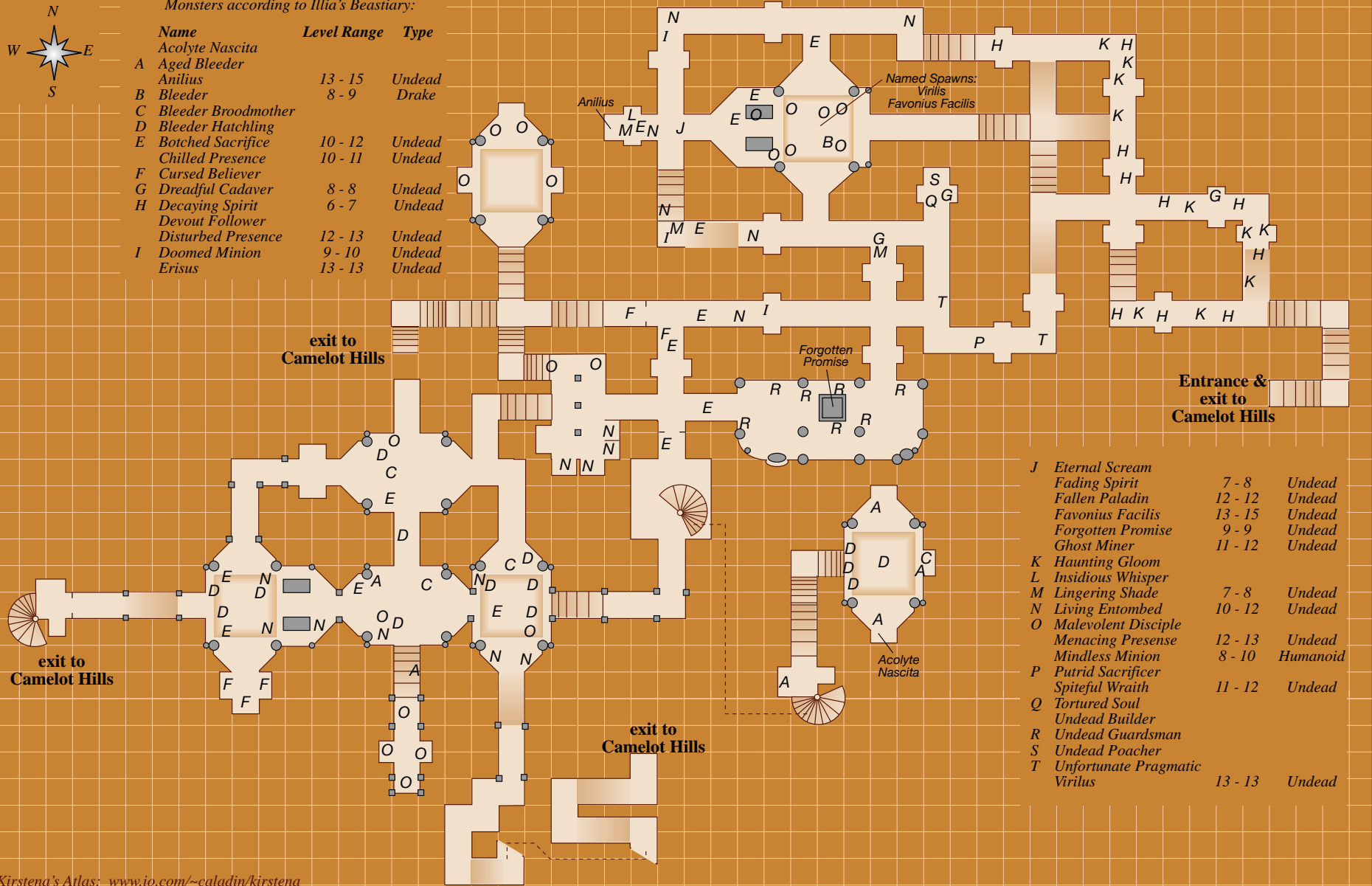
Beware of the Bandits on the road north of the bridge.

Tomb of Mithra



Monsters according to Illia's Bestiary:

Name	Level Range	Type
Acolyte Nascita		
A Aged Bleeder		
B Bleeder	8 - 9	Drake
C Bleeder Broodmother		
D Bleeder Hatchling		
E Botched Sacrifice	10 - 12	Undead
F Chilled Presence	10 - 11	Undead
G Cursed Believer	8 - 8	Undead
H Dreadful Cadaver	6 - 7	Undead
I Devout Follower		
J Disturbed Presence	12 - 13	Undead
K Doomed Minion	9 - 10	Undead
L Erisus	13 - 13	Undead

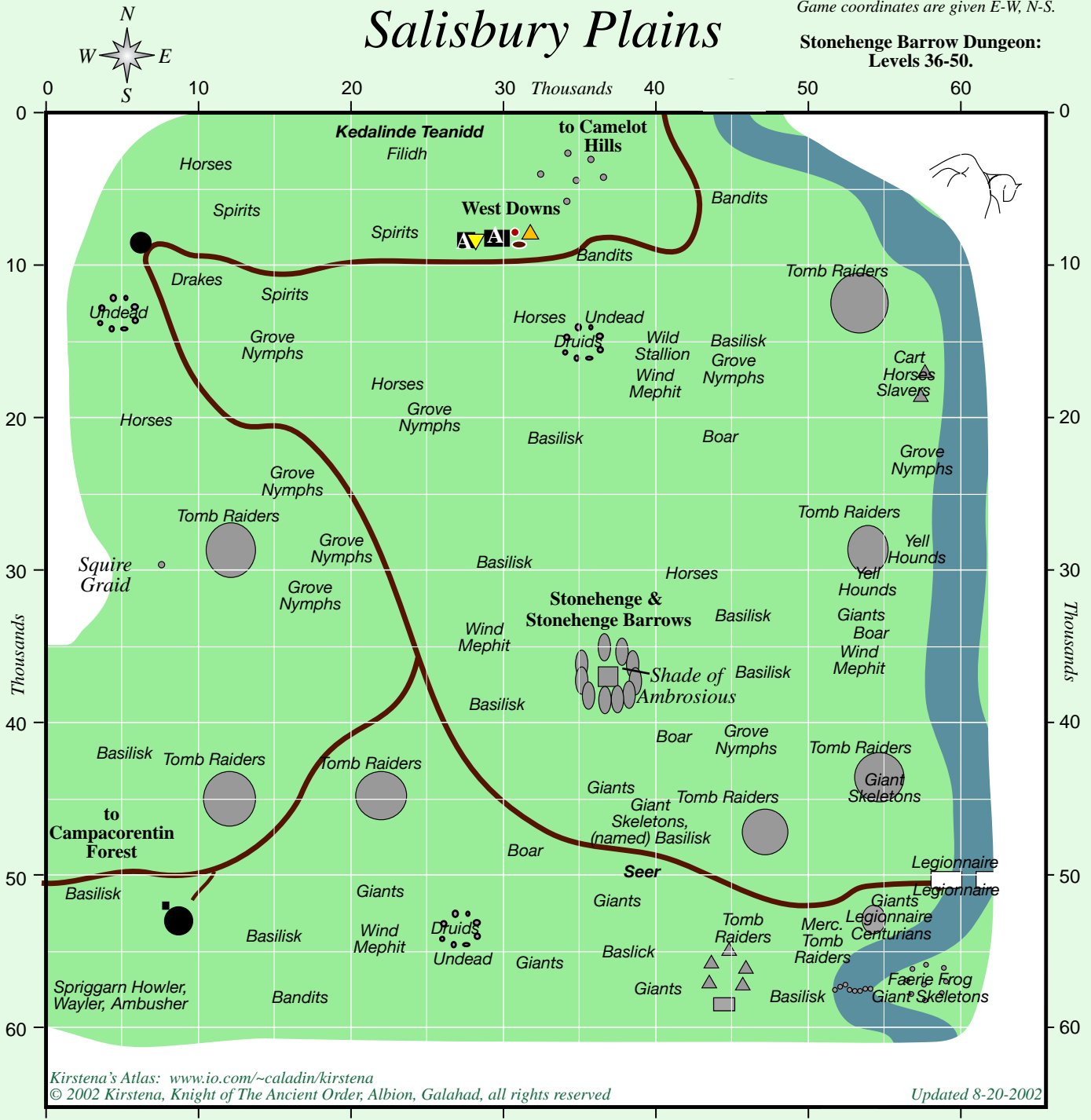


J	Eternal Scream		
	Fading Spirit	7 - 8	Undead
	Fallen Paladin	12 - 12	Undead
	Favonius Facilis	13 - 15	Undead
	Forgotten Promise	9 - 9	Undead
	Ghost Miner	11 - 12	Undead
K	Haunting Gloom		
L	Insidious Whisper		
M	Lingering Shade	7 - 8	Undead
N	Living Entombed	10 - 12	Undead
O	Malevolent Disciple		
	Menacing Presense	12 - 13	Undead
	Mindless Minion	8 - 10	Humanoid
P	Putrid Sacrificer		
	Spiteful Wraith	11 - 12	Undead
Q	Tortured Soul		
	Undead Builder		
R	Undead Guardsman		
S	Undead Poacher		
T	Unfortunate Pragmatic		
	Virilus	13 - 13	Undead

Salisbury Plains

Game coordinates are given E-W, N-S.

Stonehenge Barrow Dungeon:
Levels 36-50.



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Monsters according to Illia's Bestiary:

Name	Level Range	Type
Abagu	14 - 15	Giant
Aged Basilisk	19 - 19	Reptile
Bandit	5 - 7	Humanoid
Bandit Lieutenant	9 - 10	Humanoid
Bandit Thaumaturge	8 - 10	Humanoid
Basilisk	15 - 15	Reptile
Black Dog	9 - 10	Animal
Brownie Grassrunner	7 - 7	Humanoid
Brownie Nomad	8 - 11	Humanoid
Brownie Rover	12 - 12	Humanoid
Carriion Drake	8 - 9	Monster
Cynewulf the Ghostwalker	20 - 21	Quest NPC
Devout Filidh	8 - 9	Humanoid
Druid	11 - 19	Humanoid
Druid Sacrificer	20 - 21	Humanoid
Druid Seer	19 - 20	Humanoid
Faerie Frog	28 - 30	Animal
Filidh	7 - 8	Humanoid

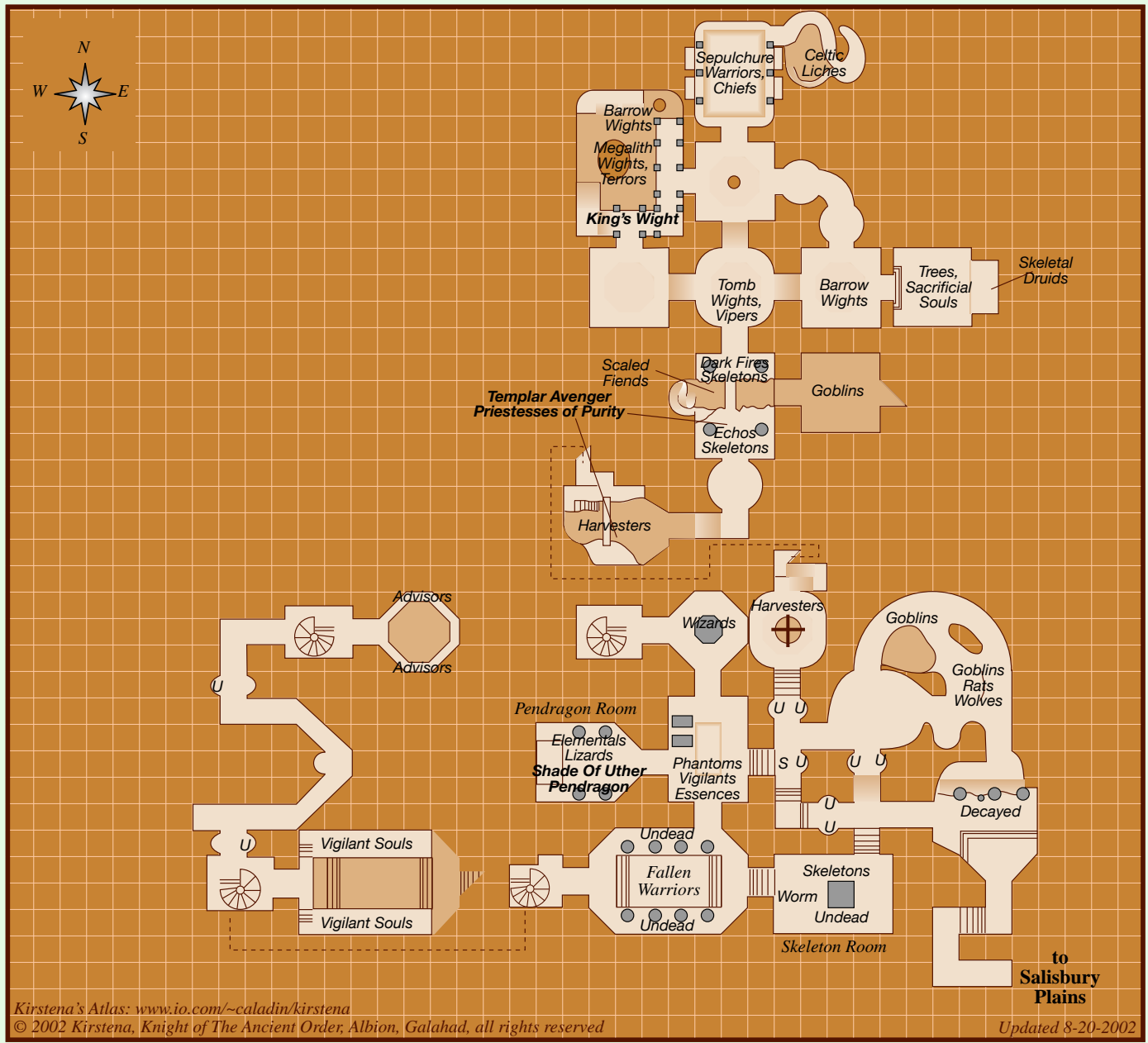
Filidh Sacrificer	9 - 11	Humanoid
Ghostwalker's Apprentice	11 - 11	Humanoid
Grass Snake	5 - 5	Reptile
Green Ghost	12 - 14	Undead
Grove Nymph	10 - 18	Humanoid
Grunk	24 - 24	Giant
Gwulin	10 - 12	Monster
Huge Boar	18 - 19	Animal
Kedalinde Teanidd	14 - 14	Quest NPC
Pseudo Basilisk	12 - 12	Reptile
Red Adder	10 - 10	Reptile
River Racer	7 - 7	Reptile
Salisbury Giant	18 - 22	Giant
Shade of Ambrosius	40 - 40	Undead
Aurelianus		
Skeletal Centurion	21 - 21	Undead
Skeletal Legionnaire	18 - 20	Undead
Slave	11 - 11	Humanoid
Slave Master	13 - 17	Humanoid
Slave Master Bodyguard	15 - 15	Humanoid
Slaver	12 - 15	Humanoid

Slythcur	11 - 12	Drake
Small Skeletal Legionnaire	14 - 16	Undead
Spriggarn Ambusher	15 - 15	Elemental
Spriggarn Howler	16 - 16	Elemental
Spriggarn Waylayer	14 - 14	Elemental
Squire Graid	14 - 15	Guard
Tomb Raider	16 - 17	Humanoid
Tomb Raider Commander	18 - 20	Humanoid
Tomb Raider Digger	10 - 13	Humanoid
Tomb Raider Scout	13 - 15	Humanoid
Undead Druid	8 - 10	Undead
Undead Filidh	5 - 7	Undead
Veviel	11 - 11	Humanoid
Wandering Spirit	9 - 11	Undead
White Horse	17 - 21	Animal
Wild Mare	9 - 9	Animal
Wild Stallion	10 - 10	Animal
Wind Mephit	14 - 14	Monster
Yell Hound	15 - 16	Animal
Young Bear	10 - 10	Animal

▲ Horse stable
— Bind area
■ Merchant areas
● Guard towers
• Healer
▼ Smith
▼ Vault Keeper
Ⓜ Enchanter
✗ Poisons
▲ Bows / arrows
○ Crafter supplies
◇ Dye merchants

A Guard at the SW Guard Tower is also a Merchant.

Stonehenge Barrows



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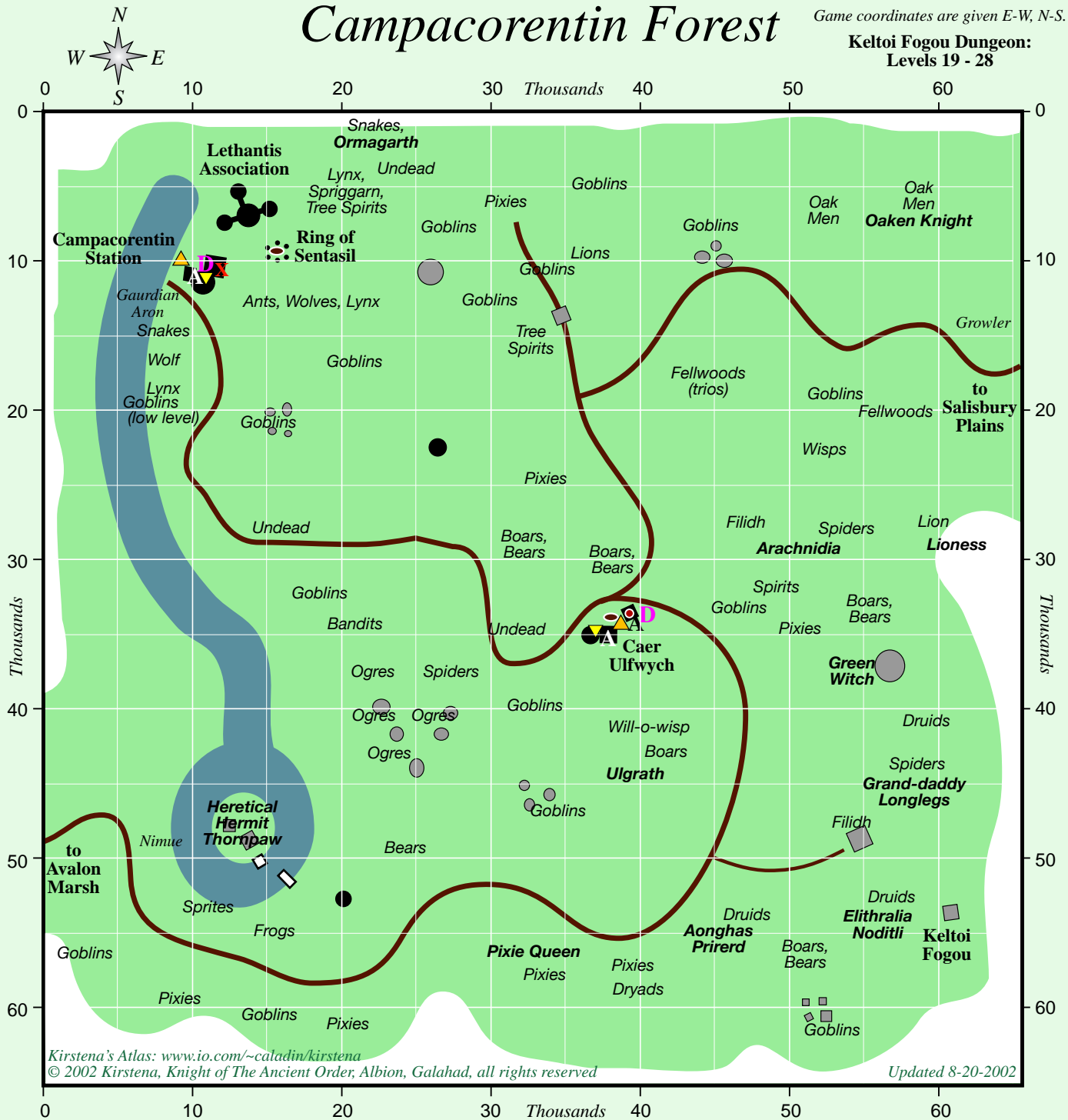
Monsters according to Illia's Bestiary:

Name	Level Range	Type
Barrow Wight	43 - 44	Undead
Cait Sidhe	48 - 56	Undead
Creeping Ooze	42 - 42	Undead
Dark Fire	42 - 42	Undead
Decayed Barbarian	40 - 40	Undead
Decayed Barbarian Chieftain	42 - 42	Undead
Decaying Tomb Raider	36 - 36	Undead
Deep Goblin	42 - 42	Humanoid
Deep Goblin Blighter	43 - 43	Humanoid
Echo of Life	41 - 41	Undead
Ectoplasm	41 - 41	Undead
Fallen Warrior	41 - 41	Undead
Fiery Fiend	41 - 43	Undead
Ghoulc Viper	42 - 42	Undead
Glowing Goo	36 - 36	Undead
Grave Goblin	40 - 40	Humanoid
Grave Goblin Crueler	43 - 43	Humanoid
Grave Goblin Shaman	38 - 38	Humanoid
King's Wight	50 - 50	Undead
Megalith Wight	46 - 46	Undead
Megalithic Terror	49 - 49	Undead
Pendragon Ardent	48 - 48	Undead
Phantom	47 - 47	Undead
Pictish Druid	40 - 42	Humanoid
Pictish Warrior	40 - 44	Humanoid
Priestess of Purity	40 - 45	
Reanimated Foe	37 - 38	Undead
Redbone Skeleton	37 - 37	Undead
Repentant Follower	37 - 37	Undead
Sacrificial Soul	43 - 43	Undead
Saxonbone Skeleton	40 - 40	Undead
Skeletal Druid	44 - 44	Undead
Skeletal Druidess	44 - 44	Undead
Skeletal High Priestess	46 - 46	Undead
Soul Harvester	41 - 41	Undead
Spectral Essence	46 - 47	Undead
Spectral Wizard	47 - 47	Undead
Spiritual Advisor	48 - 48	Undead
Templar Avenger	51	
Tomb Keeper	41 - 41	Undead
Tomb Wight	42 - 42	Undead
Undead Retainer	36 - 37	Undead
Vigilant Soul	46 - 46	Undead

Campacorentin Forest

Game coordinates are given E-W, N-S.

**Keltoi Fogou Dungeon:
Levels 19 - 28**



Kirstena's Atlas: www.io.com/~caladin/kirstena

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Updated 8-20-2002

Monsters according to Illia's Bestiary:

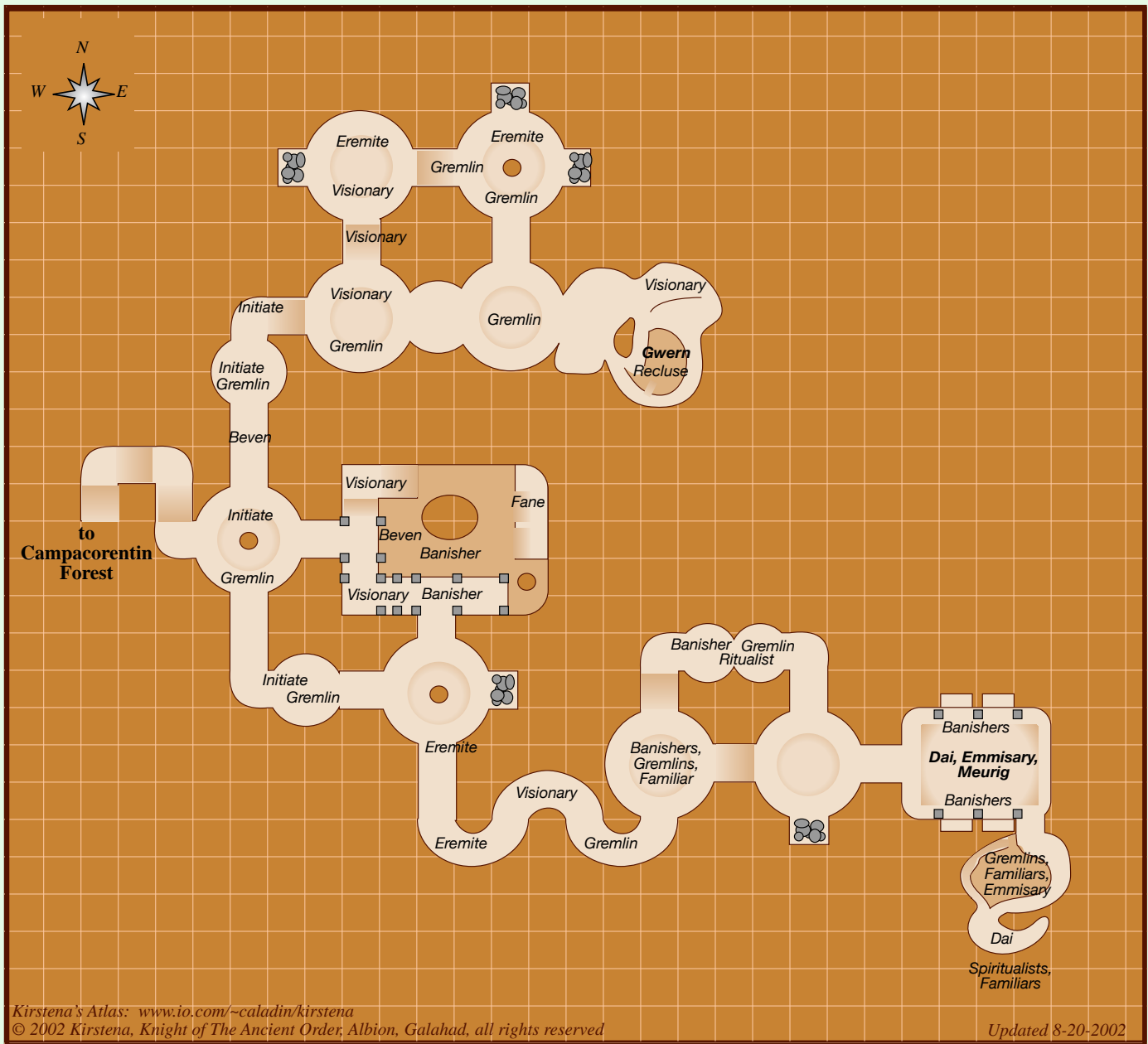
Name	Level Range	Type
Ant Drone	2 - 2	Insect
Arachneida	11 - 11	Insect
Ashen Fellwood	16 - 23	Plant
Black Lion	30 - 30	Animal
Black Lioness	30 - 30	Animal
Bloated Spider	10 - 11	Insect
Brownie	0 - 0	Monster
Creeping Crud	2 - 2	Plant
Dappled Lynx	2 - 3	Animal
Dappled Lynx Cub	0 - 0	Animal
Devout Filidh	8 - 9	Humanoid
Disturbed Presence	12 - 13	Undead
Druid	11 - 19	Humanoid
Druid Sacrificer	20 - 21	Humanoid
Dryad	7 - 9	Monster
Dryad Invert	9 - 9	Monster
Dryad Twig	1 - 1	Monster
Ebony Fellwood	13 - 14	Plant
Filidh	7 - 8	Humanoid

Filidh Sacrificer	9 - 11	Humanoid
Forest Bear	7 - 9	Animal
Forest Bear Cub	3 - 3	Animal
Forest Cat	16 - 16	Animal
Forest Lion	6 - 6	Animal
Forest Snake	3 - 3	Reptile
Granddaddy Longlegs	11 - 11	Insect
Green Witch	15 - 15	Humanoid
Grizzletooth	21 - 21	Animal
Lake Adder	10 - 10	Reptile
Mistress Frina	1 - 50	Monster
Oakman	7 - 9	Plant
Ormgarth	6 - 7	Humanoid
Outcast Rogue	1 - 1	Humanoid
Pixie	6 - 7	Elemental
Pixie Imp	0 - 0	Elemental
Pixie Queen	15 - 15	Elemental
Pixie Scout	8 - 8	Elemental
Putrid Zombie	4 - 4	Undead
Rotting Skeleton	1 - 1	Undead
Scrawny Red Lion	3 - 3	Animal
Skeleton	2 - 2	Undead

Spirit	6 - 6	Undead
Spriggam Ambusher	15 - 15	Elemental
Spriggam Howler	16 - 16	Elemental
Spriggam Waylayer	14 - 14	Elemental
Swamp Rat	4 - 4	Animal
Sylvan Goblin	5 - 5	Humanoid
Sylvan Goblin Chief	16 - 17	Humanoid
Sylvan Goblin Hunter	6 - 9	Humanoid
Sylvan Goblin Magician	10 - 10	Humanoid
Sylvan Goblin Warrior	9 - 12	Humanoid
Sylvan Goblin Whelp	3 - 3	Humanoid
Tree Snake	0 - 0	Reptile
Tree Spider	2 - 2	Insect
Tree Spirit	6 - 6	Undead
Weak Skeleton	1 - 1	Undead
Will o' Wisp	9 - 11	Magical
Wood Ogre Berzerker	14 - 15	Giant
Wood Ogre Lord	16 - 16	Giant
Wood Ogre Mystic	11 - 11	Giant
Wood Ogre Scourge	12 - 13	Giant
Wood Ogre Seer	14 - 14	Giant

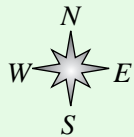
- Horse stable
- Bind stone
- Merchant areas
- Guard towers
- Healer
- Smith
- Vault Keeper
- Enchanter
- Poisons
- Bows / arrows
- Crafter supplies
- Dye merchants

Keltoi Fogou



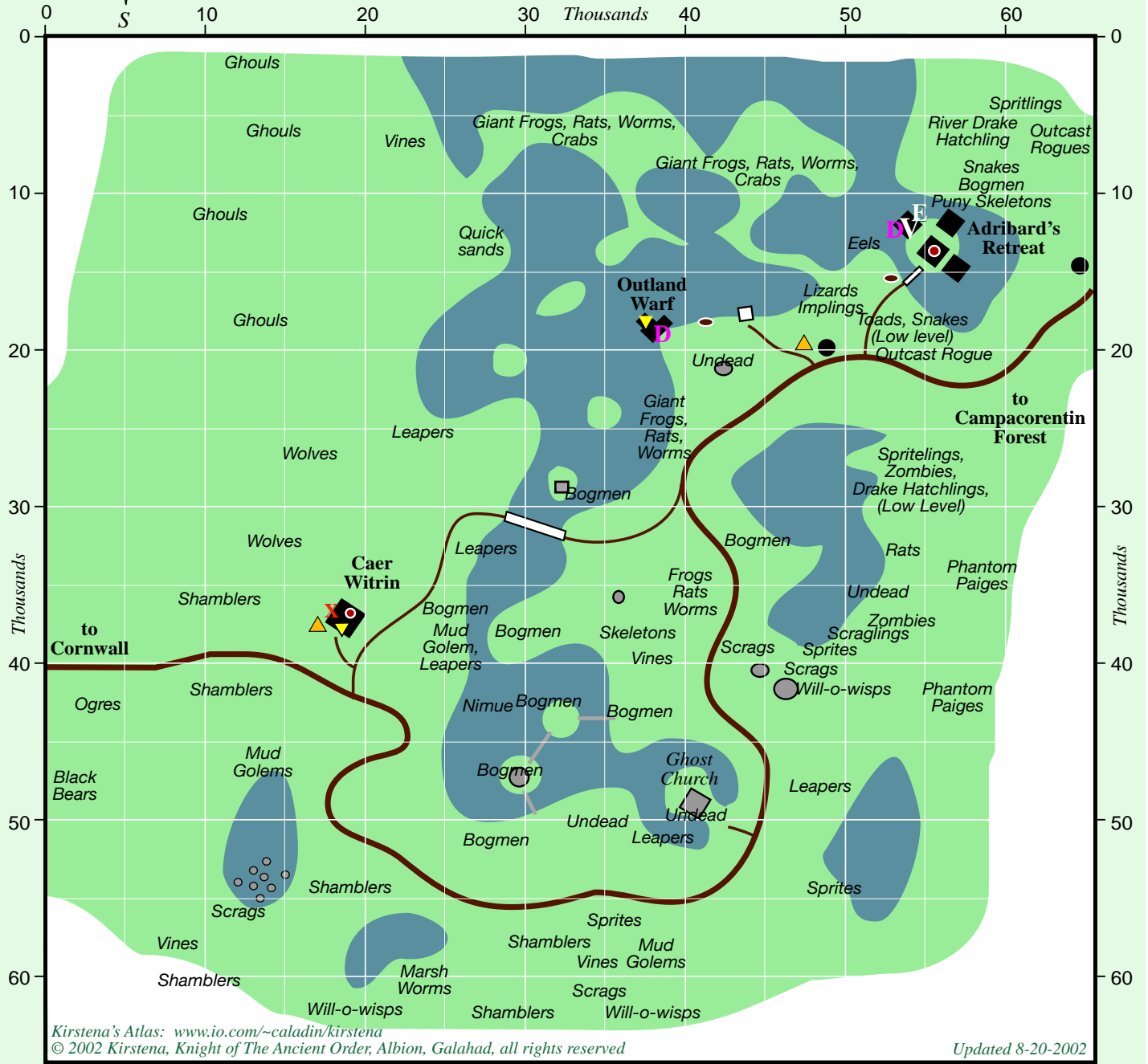
Monsters according to Illia's Bestiary:

Name	Level Range	Type
Beven	23 - 23	Humanoid
Dai	25 - 25	Humanoid
Gremlin	20 - 21	Humanoid
Gwern	24 - 25	Monster
Keltoi Banisher	24 - 27	Humanoid
Keltoi Eremita	22 - 24	Humanoid
Keltoi Familiar	24 - 26	Animal
Keltoi Initiate	19 - 21	Humanoid
Keltoi Novitiate	20 - 20	Humanoid
Keltoi Recluse	25 - 28	Humanoid
Keltoi Ritualist	23 - 23	Humanoid
Keltoi Spiritualist	27 - 28	Humanoid
Keltoi Visionary	23 - 24	Humanoid
Meurig	23 - 23	Humanoid
Muryan Emmisary	25 - 25	Animal



Avalon Marsh

Game coordinates are given
E-W, N-S.



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Updated 8-20-2002

Monsters according to Illia's Bestiary:			Thousands		
Name	Level Range	Type			
Bloodfish	3 - 3	Animal	Ghoul Lord	19 - 22	Undead
Bloody-Bones	7 - 8	Undead	Giant Water Leaper	15 - 15	Animal
Blue Gill	0 - 0	Animal	Giant Wolf	15 - 17	Animal
Bogman	3 - 4	Humanoid	Marsh Scrag	11 - 13	Giant
Bogman Fisher	9 - 9	Humanoid	Marsh Worn	9 - 11	Animal
Bogman Gatherer	8 - 8	Humanoid	Mist Monster	16 - 16	Monster
Bogman Grappler	5 - 5	Humanoid	Mist Sprite	6 - 6	Monster
Bogman Hunter	11 - 11	Humanoid	Mouldering Corpse	3 - 3	Undead
Bogman Trapper	10 - 10	Humanoid	Muck Snake	1 - 1	Reptile
Carrion Crab	2 - 2	Animal	Mud Golem	14 - 15	Elemental
Dark Bishop Burhoff	17 - 17	Undead	Mud Worm	0 - 0	Animal
Death Grip Vines	7 - 8	Plant	Outcast Rogue	1 - 1	Humanoid
Dread Lord Aryon	15 - 15	Undead	Phantom Page	4 - 5	Undead
Ghostly Knight	8 - 10	Undead	Phantom Squire	6 - 7	Undead
Ghoul Footman	17 - 17	Undead	Quicksand	16 - 16	Elemental
Ghoul Knight	18 - 19	Undead	Rot Worm	5 - 5	Animal
			Rotting Skeleton	1 - 1	Undead
			Scraek	12 - 13	Demon
					Scrag
					Scragling
					Scrawny Bogman
					Scum Toad
					Shambler
					Skeleton
					Slime Lizard
					Small Bear
					Small Fish
					Small Snake
					Spirit
					Swamp Rat
					Swamp Slime
					Wandering Spirit
					Water Leaper
					Will o' Wisp
					Wisp Ghoul
					Giant
					Giant
					Humanoid
					Animal
					Undead
					Reptile
					Animal
					Animal
					Reptile
					Undead
					Animal
					Plant
					Undead
					Magical
					Undead

- Horse stable
- Bind stone
- Merchant areas
- Guard towers
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- Vault Keeper
- Enchanter
- Poisons
- Bows / arrows
- Crafter supplies
- Dye merchants

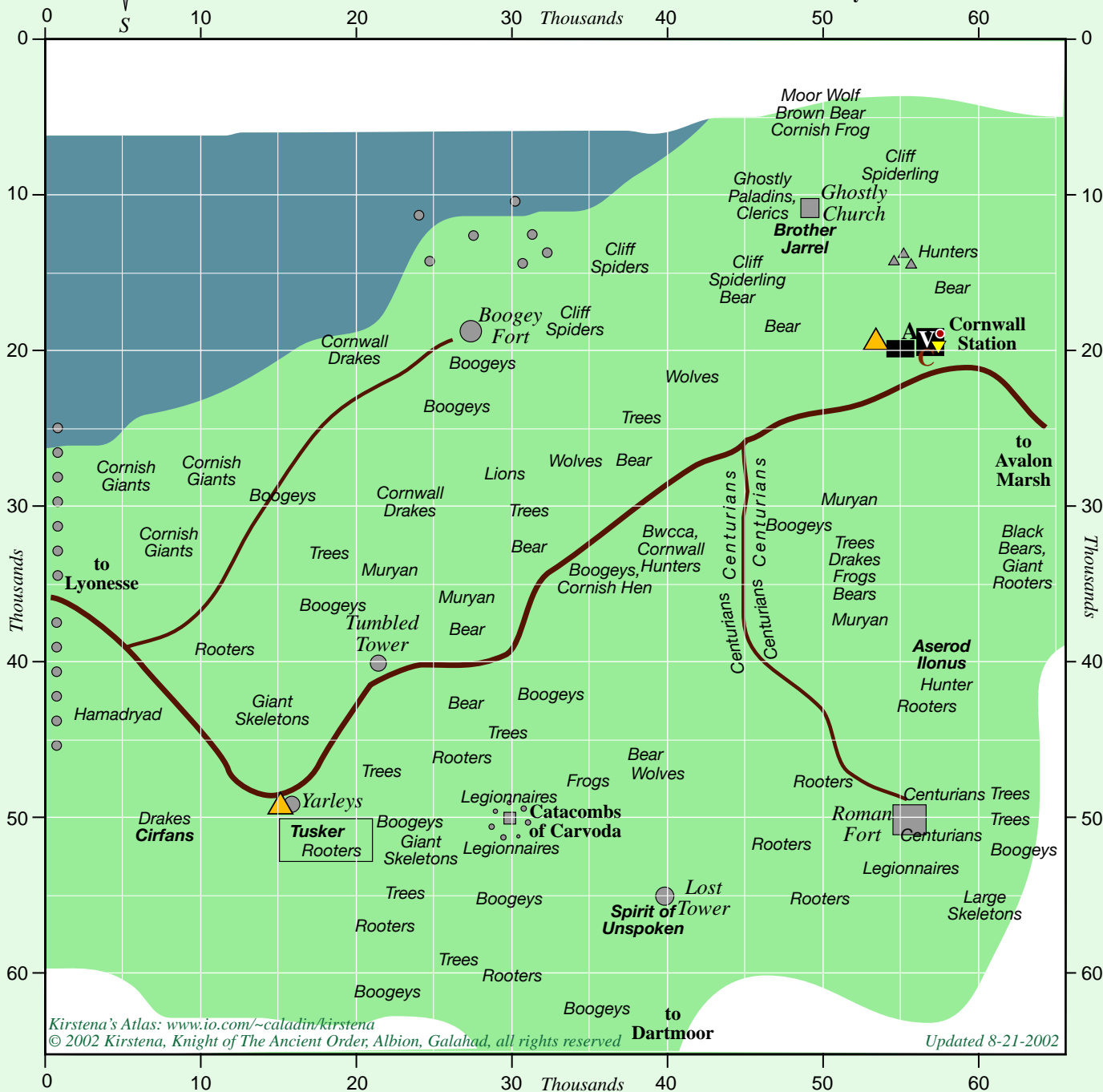


Game coordinates are given E-W, N-S.

Cornwall

The Catacombs Dungeon: Lev. 24-42

The new Epic Zone, Dartmoor is directly South of the Catacombs



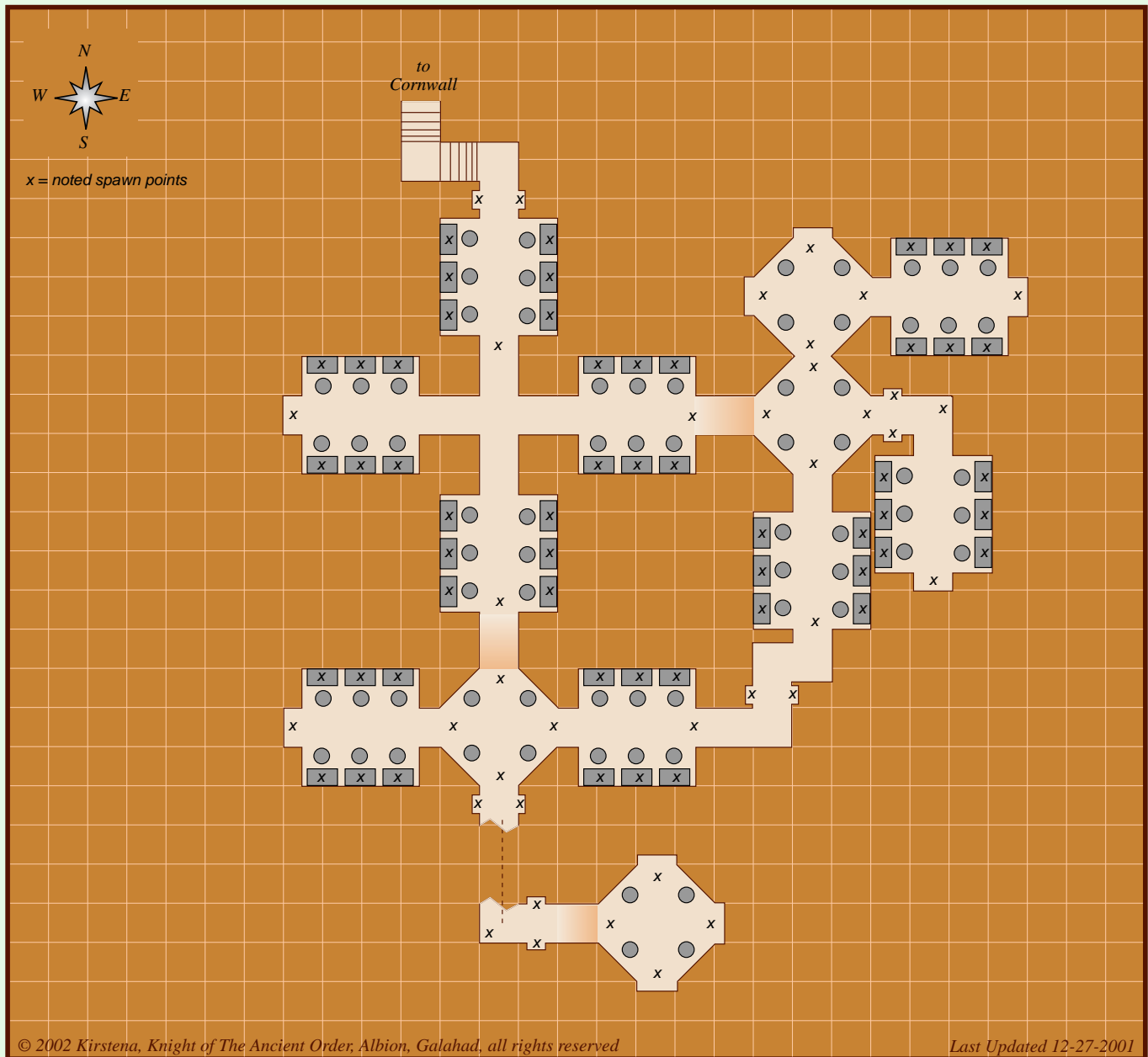
Monsters according to Illia's Bestiary:

Name	Level Range	Type
Arisus Princes	30 - 30	Undead
Brice Yarley	40 - 40	Humanoid
Brother Jarrel	19 - 19	Undead
Brown Bear	15 - 15	Animal
Bucca	23 - 24	Monster
Byron Yarley	40 - 40	Humanoid
Cliff Spider	18 - 21	Insect
Cliff Spiderling	14 - 14	Insect
Cornish Frog	13 - 13	Animal
Cornwall Drake	40 - 44	Monster
Cornwall Hunter	23 - 27	Humanoid
Elder Beech	23 - 28	Plant
Eva Aldar	1 - 50	NPC
Ghostly Cleric	12 - 12	Undead
Ghostly Paladin	12 - 13	Undead
Giant Rooter	30 - 34	Animal
Giant Skeleton	27 - 28	Undead
Greater Boogey	35 - 41	Humanoid
John Yarley	40 - 40	Humanoid
Lesser Telamon	44 - 44	Magical
Lone Wolf	20 - 20	Animal
Moor Boogey	27 - 31	Humanoid
Moor Den Mother	17 - 17	Animal
Moor Pack Leader	15 - 15	Animal
Moor Wolf	14 - 14	Animal
Patrick Yarley	40 - 40	Humanoid
Roman Ghost	15 - 15	Undead
Roman Spirit	12 - 12	Undead
Seysild Aldar	1 - 50	NPC
Skeletal Centurion	21 - 21	Undead
Skeletal Legionnaire	18 - 20	Undead
Small Skeletal Centurion	17 - 17	Undead
Small Skeletal Legionnaire	14 - 16	Undead
Veteran Guardsman Esmond	45 - 45	Guard

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- Dye merchants

The Yarleys don't always like everyone...

Catacombs of Carvoda



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Last Updated 12-27-2001

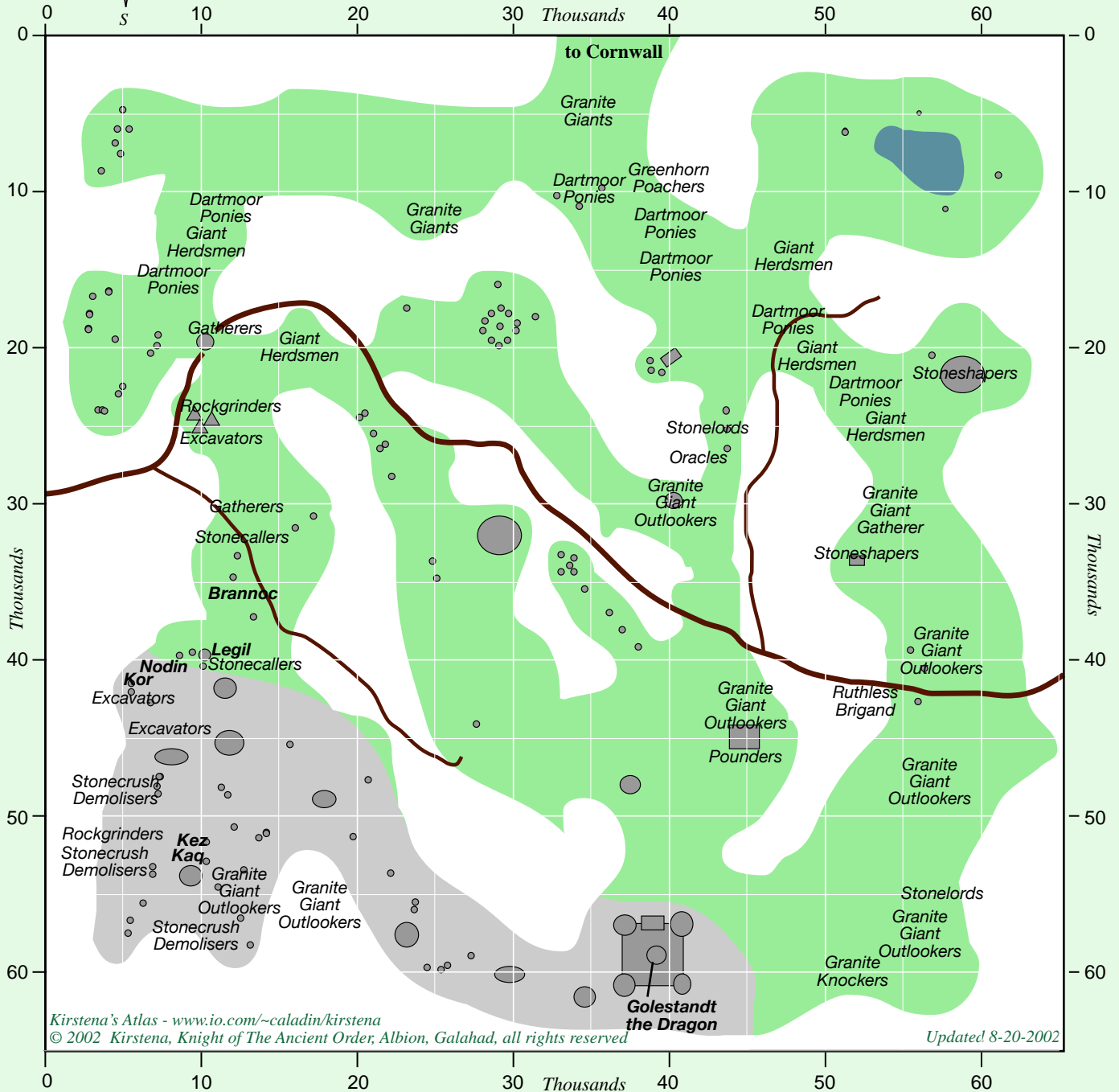
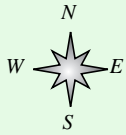
Monsters according to Illia's Beastiary:

Name	Level Range	Type	Legionarius	29 - 29	Undead
Actarius	31 - 31	Undead	Magister	32 - 32	Undead
Aquilifer	31 - 31	Undead	Manipularis	30 - 30	Undead
Centurio Manipularis	31 - 31	Undead	Optio	31 - 31	Undead
Centurio Pilus Posterior	31 - 31	Undead	Praefectus	32 - 32	Undead
Centurio Primus Ordines	31 - 31	Undead	Praetor	31 - 31	Undead
Centurio Primus Pilus	32 - 32	Undead	Praetorian Guard	33 - 33	Undead
Cohorstalis	30 - 30	Undead	Princeps	32 - 32	Undead
Decurion	31 - 31	Undead	Signifier	31 - 31	Undead
Draconarius	31 - 31	Undead	Singular	33 - 33	Undead
Dux	32 - 32	Undead	Tribune	32 - 32	Undead
Imaginifer	31 - 31	Undead	Tribunus Laticlavicus	33 - 33	Undead
Immunis	29 - 29	Undead	Vigilis	29 - 29	Undead
Legatio	33 - 33	Undead			

At Level 40 there were some spawns that connded yellow to me, more that connded blue, and all the rest were still green. Some spawns wander a bit and pulls of 3-4 are common. Aggro is random and they seem especially to like wizards for lunch.

Dartmoor

Game coordinates are given E-W, N-S.



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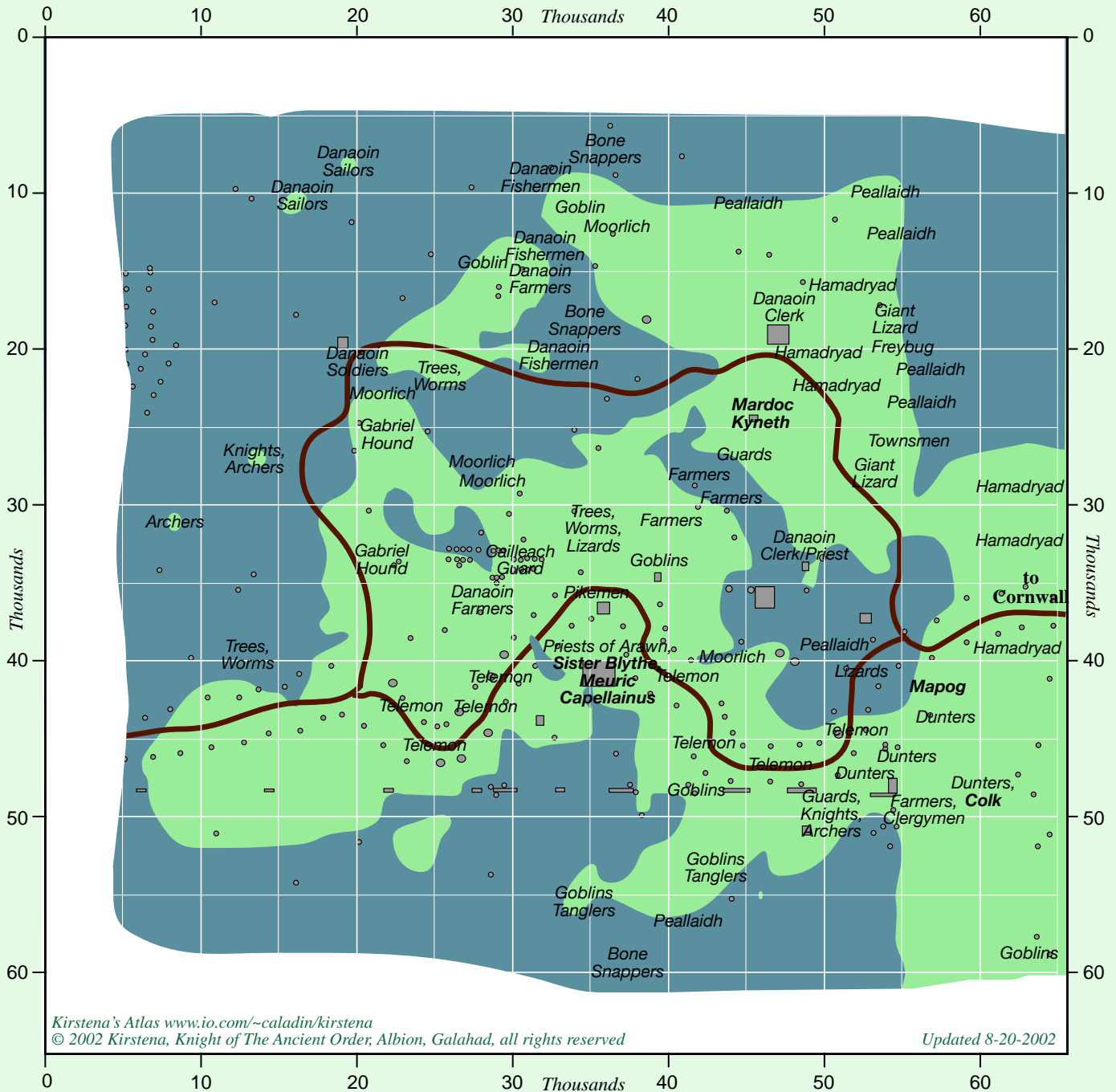
Updated 8-20-2002

Name	Level Range	Type			
Dartmoor Pony	34 - 36	Animal	Granite Giant Stonecaller	45 - 49	Giant
Golestandt		Reptile	Granite Giant Stonelord	57 - 61	Giant
Granite Giant	36 - 40	Giant	Granite Giant Stonemender	65 - 65	Giant
Granite Giant Earthmagi	65 - 65	Giant	Granite Giant Stoneshaper	48 - 52	Giant
Granite Giant Elder	62 - 64	Giant	Greenhorn Poacher	25 - 31	Humanoid
Granite Giant Gatherer	42 - 46	Giant	Kez	51	
Granite Giant Herdsman	39 - 43	Giant	Moran the Mighty	0 - 0	Monster
Granite Giant Oracle	62 - 64	Giant	Ruthless Brigand	39 - 43	Humanoid
Granite Giant Outlooker	51 - 55	Giant	Stonecrush Demolisher	51 - 55	Giant
Granite Giant Pounder	54 - 58	Giant	Stonecrush Excavator	45 - 49	Giant
Granite Giant Reinforcer	65 - 65	Giant	Stonecrush Rockgrinder	48 - 52	Giant

A land of treacherous valleys.

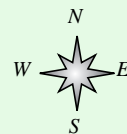
Spawns repop fast, Herdsmen are social and call to their herds of ponies for help, as well as each other, ponies are neutral otherwise.

Lyonesse



Monsters according to Illia's Bestiary:

Name	Level Range	Type	Ossuary Guardian	48 - 48	Undead
Archer	44 - 50		Peallaidh	35 - 46	Humanoid
Bean-Nighe	50 - 54	Undead	Petrified Grovewood	43 - 43	Undead
Cailleach Guard	60 - 66	Magical	Priestess	40 - 44	Humanoid
Cailleach Priest	64 - 68	Magical			
Danaoin Clerk	35 - 37	Undead			
Danaoin Commander	60 - 60	Undead			
Danaoin Lieutenant	58 - 58	Undead			
Danaoin Priest	42 - 44	Undead			
Danaoin Sailor	44 - 50				
Danaoin Soldier	52 - 54	Undead			
Dunter	24 - 28	Undead			
Gabriel Hound	40 - 48	Monster			
Hamadryad	30 - 38	Plant			
Knight	46 - 50				
Moorliche	50 - 52				



Game coordinates are given E-W, N-S.

Thanks to all who contributed information and went exploring with me