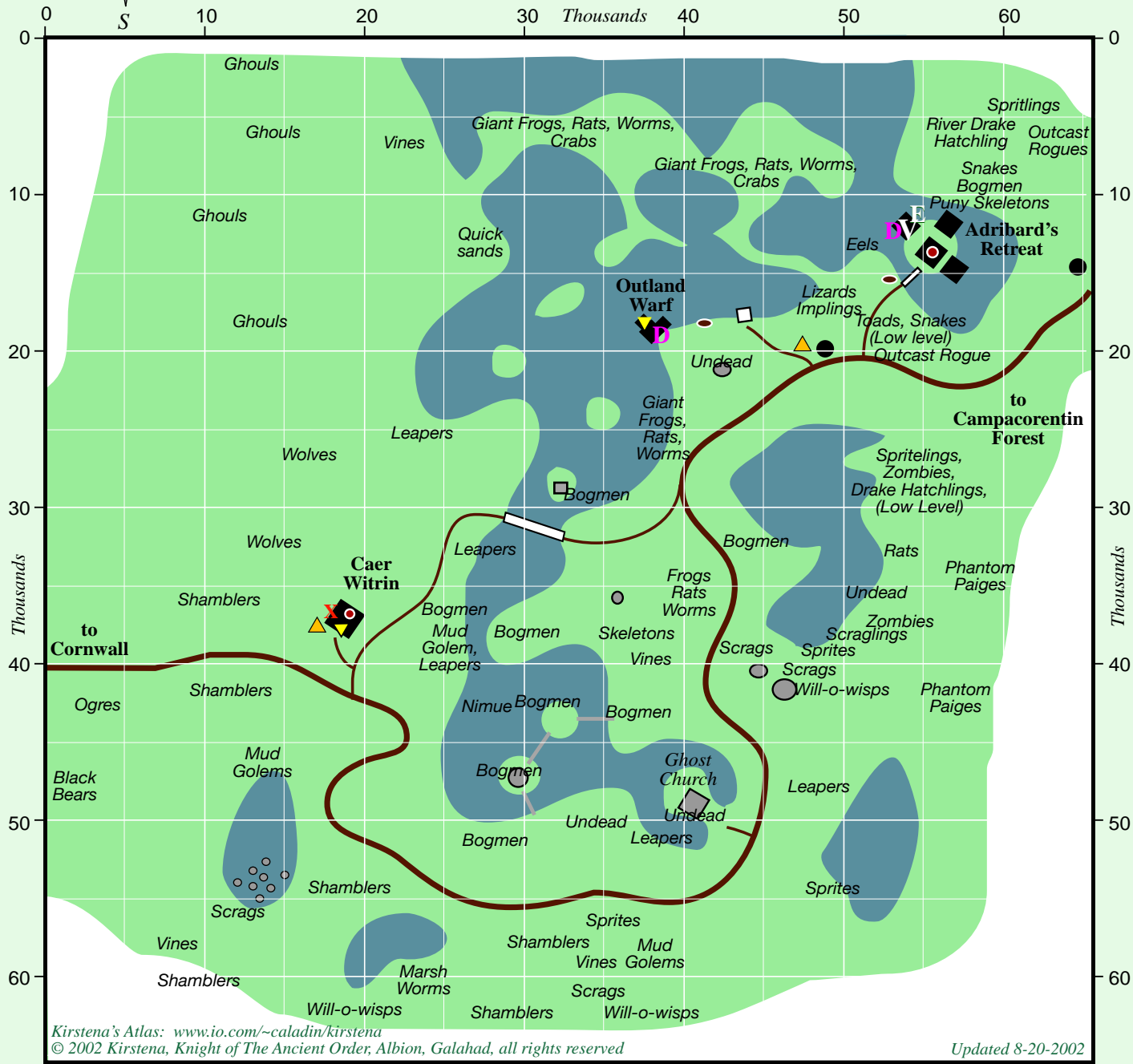


Avalon Marsh

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



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

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Updated 8-20-2002

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

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