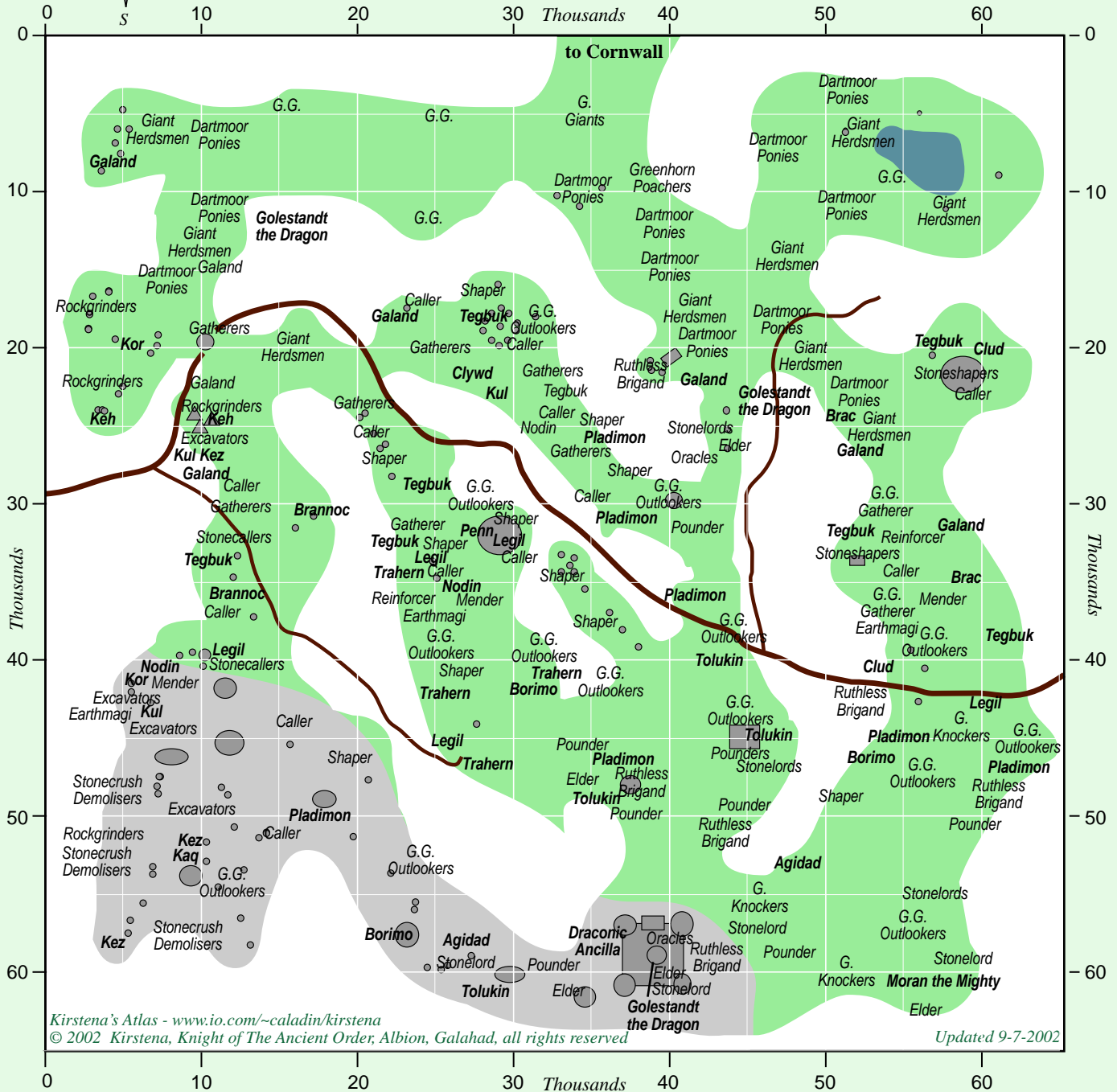


Game coordinates are given E-W, N-S.

Dartmoor



Some monster information from *The Atlas of Dark Age of Camelot*; Prima; © 2002



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

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Monsters according to Illia's Bestiary and the Atlas:

Name	Level Range	Type	Name	Level Range	Type	Name	Level Range	Type
Agidad	55		Granite Giant Pounder	52 - 58	Giant	Stonecrush Demolisher	51 - 55	Giant
Borimo	53		Granite Giant Reinforcer	65	Giant	Stonecrush Excavator	45 - 49	Giant
Brac	45		Granite Giant Stonecaller	45 - 49	Giant	Stonecrush Rockgrinder	48 - 52	Giant
Braen	45		Granite Giant Stonelord	57 - 61	Giant	Tegbuk	47	
Brannoc	47		Granite Giant Stonemender	65	Giant	Tolukin	55	
Clud	47		Granite Giant Stoneshaper	48 - 52	Giant	Trahern	51	
Clywd	49		Granite Knocker	47				
Dartmoor Pony	34 - 36	Animal	Greenhorn Poacher	25 - 31	Humanoid			
Draconic Ancilla	50		Grimbuld	51				
Golestandt	80	Reptile	Kaq	55				
Granite Giant	36 - 40	Giant	Keh	49				
Granite Giant Earthmagi	65	Giant	Kez	51				
Granite Giant Elder	62 - 64	Giant	Kor	47				
Granite Giant Gatherer	42 - 46	Giant	Kul	45				
Granite Giant Herdsman	39 - 43	Giant	Legil	45				
Granite Giant Oracle	62 - 64	Giant	Moran the Mighty	73	Monster			
Granite Giant Outlooker	51 - 55	Giant	Nodin	49				
			Penn	49				
			Pladimon	51				
			Ruthless Brigand	39 - 43	Humanoid			

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.