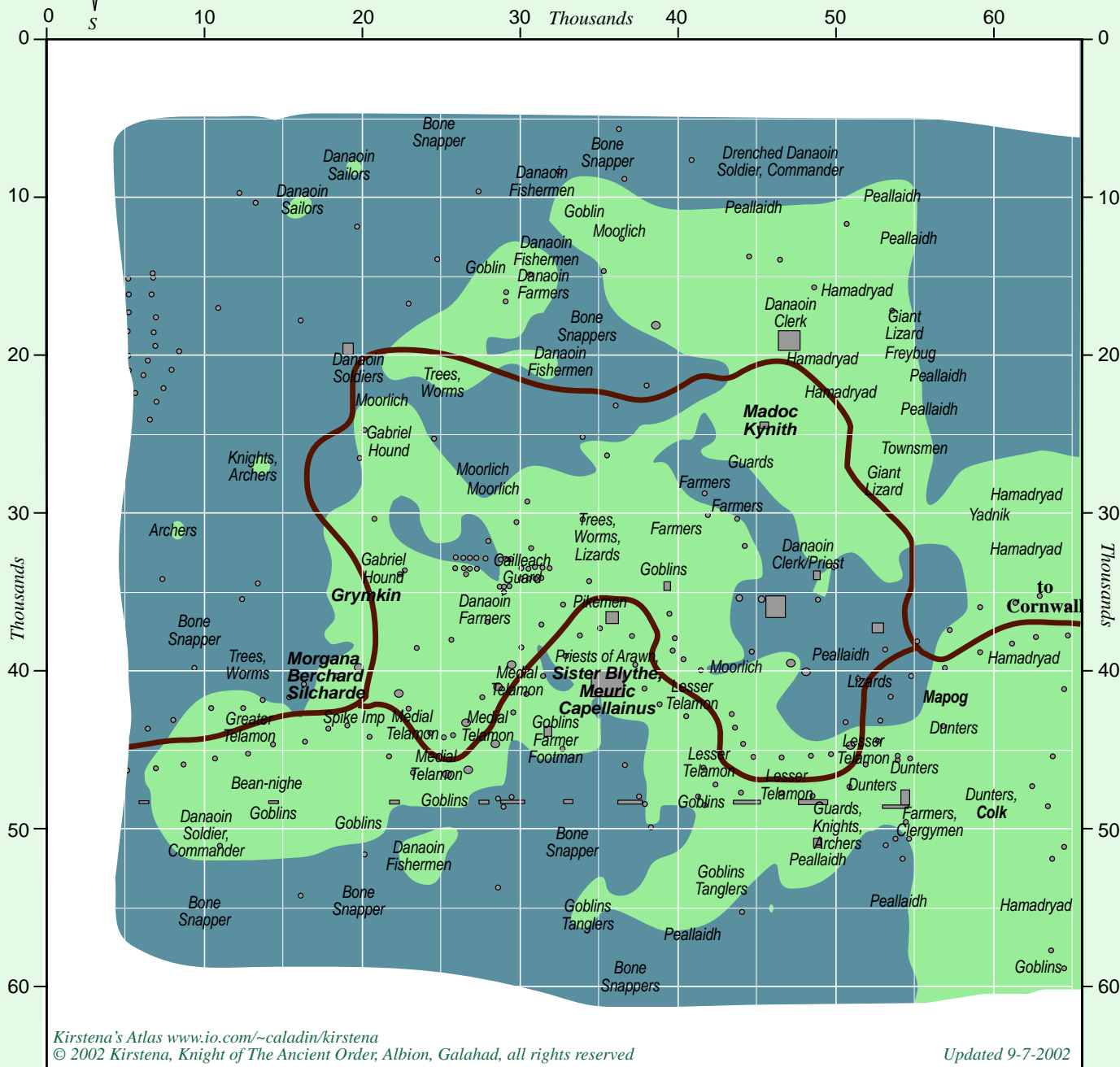


Game coordinates are given E-W, N-S.

Lyonesse



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
Archer	45	Undead
Bean-Nighe	50 - 54	Undead
Bone Snapper	63	Insect
Breadlebane	45	
Cailleach Guard	60 - 66	Magical
Cailleach Priest	64 - 67	Magical
Cailleach Uragaig	70	Magical
Clergyman	36	Undead
Colk	40	
Danaoin Clerk	35 - 39	Undead
Danaoin Commander	60	Undead
Danaoin Farmer	44 - 46	Undead
Danaoin Fisherman	40 - 42	Undead
Danaoin Lieutenant	58 - 58	Undead
Danaoin Priest	42 - 44	Undead
Danaoin Sailor	44 - 46	Undead
Danaoin Soldier	50 - 54	Undead
Dunter	30 - 34	Undead
Farmer	32	
Footman	45	Undead
Gabriel Hound	40 - 48	Monster
Giant Lizard	36 - 38	Reptile
Greater Telamon	54	Magical
Grymkin	52	
Guardzman	45	Undead
Hamadryad	30 - 38	Plant
Knight	46 - 50	Undead
Lesser Telamon	44	Magical
Madoc Kynith	46	
Mapog	62	
Medial Telamon	49	Magical
Meuric Capellanus	60	
Moorlich	48 - 52	Undead
Ossuary Guardian	48 - 48	
Peallaidh	35 - 46	Humanoid
Pikeman	45	Undead
Pog Mapog	52	
Pogson	42	
Priestess	40 - 44	Humanoid
Priest of Arwan	50	
Pygmy Goblin	43	Humanoid
Pygmy Goblin Tangler	45	Humanoid
Shepherd	34	Undead
Sister Blythe	69	
Townsmen	30	Undead
Witherwoode	57	Plant
Woodeworm	55	Animal
Yadnik	44	