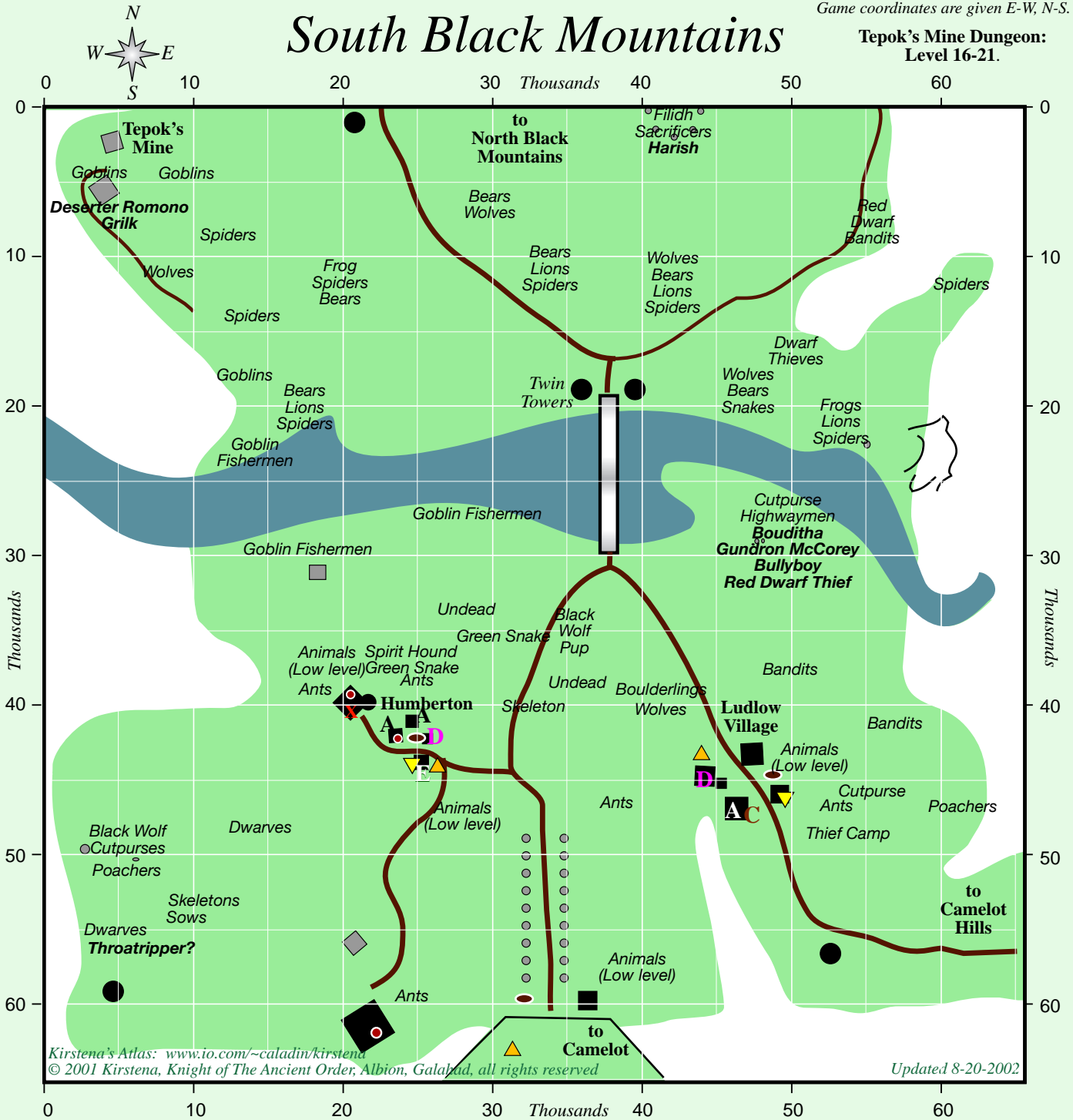


South Black Mountains

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

Tepok's Mine Dungeon:
Level 16-21.



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

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