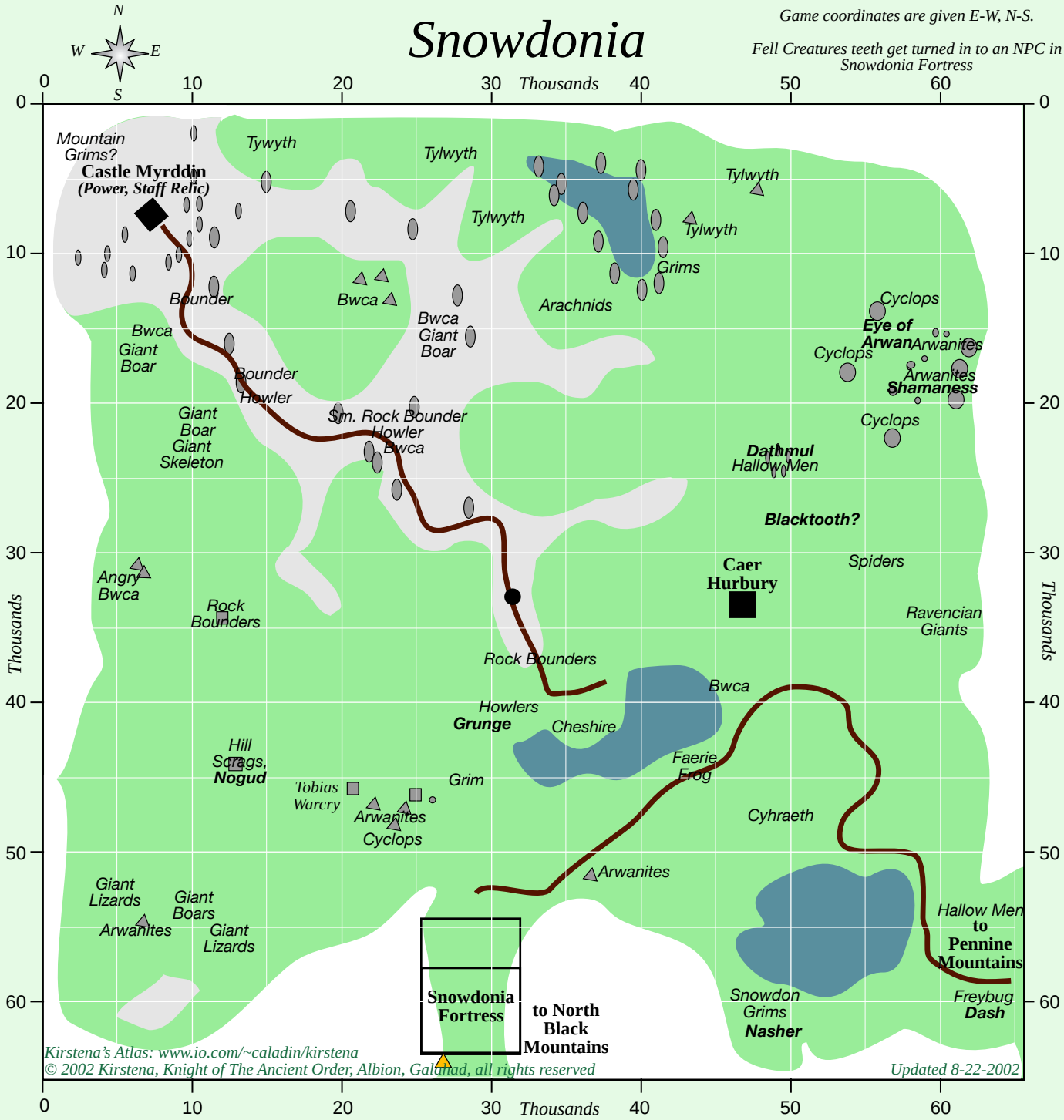
Snowdonia

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

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



Kirstena's Atlas: www.io.com/~caladin/kirstena
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Updated 8-22-2002

Monsters according to Illia's Beastiary:

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
Ravenclan 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

- Horse stable
- Bind stone
- Guard towers
- Healer
- Smith
- V Vault Keeper
- E Enchanter
- X Poisons
- A Bows / arrows
- C Crafter supplies
- D Dye merchants

Thanks to all who contributed information and went exploring with me