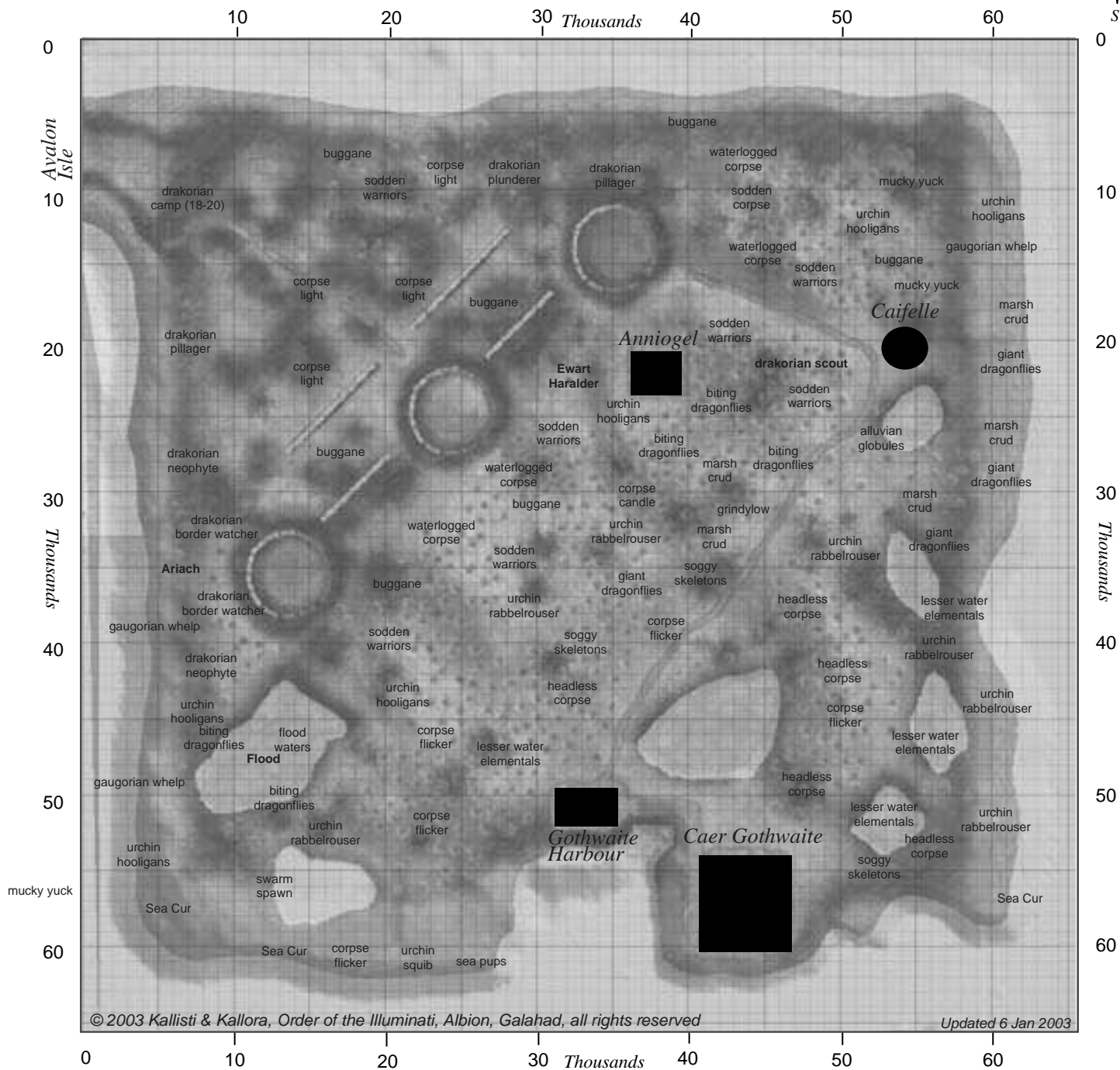
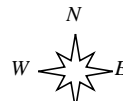


Isle of Glass

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



Monsters and approx levels:

Name	Level Range	Name	Level Range	Name	Level Range
alluvian globules	10-11	Flood	19	swarm spawn	10
Ariach	13	flood waters	17	urchin hooligans	11-13
biting dragonflies	12-13	gaugorian whelp	10-12	urchin rabbelrouser	4-7
buggane	14-17	giant dragonflies	12-13	urchin squib	1-2
corpse candle	10-11	headless corpse	2-3	waterlogged corpse	14-16
corpse flicker	3-4	lesser water elementals	2-4	Anniogel:	Caifelle:
corpse light	16-18	marsh crud	9-12	Vault	Smith
drakorian border watcher	12-14	sea cur	6-8	Bind Stone	
drakorian neophyte	11-12	sea pups	0-2	Healer	Healer
drakorian pillager	15-16	sodden corpse	13	Smith	Smith
drakorian plunderer	16-18	sodden warriors	11-15	All Craft Masters	All Craft Masters
drakorian scout	12	soggy skeletons	2-4	All Craft Tools	All Craft Tools
				Material Tiers 1-8	Material Tiers 1-8

Caer Gothwaite:

- Vault
- Bind Stone
- Healer
- All Trainers

Gothwaite Harbour:

- Portal to Avalon Marsh
- Teleporter to Castel Sauvage
- Bind Stone
- Healer
- Smith
- All Craft Masters
- All Craft Tools
- Material Tiers 1-8