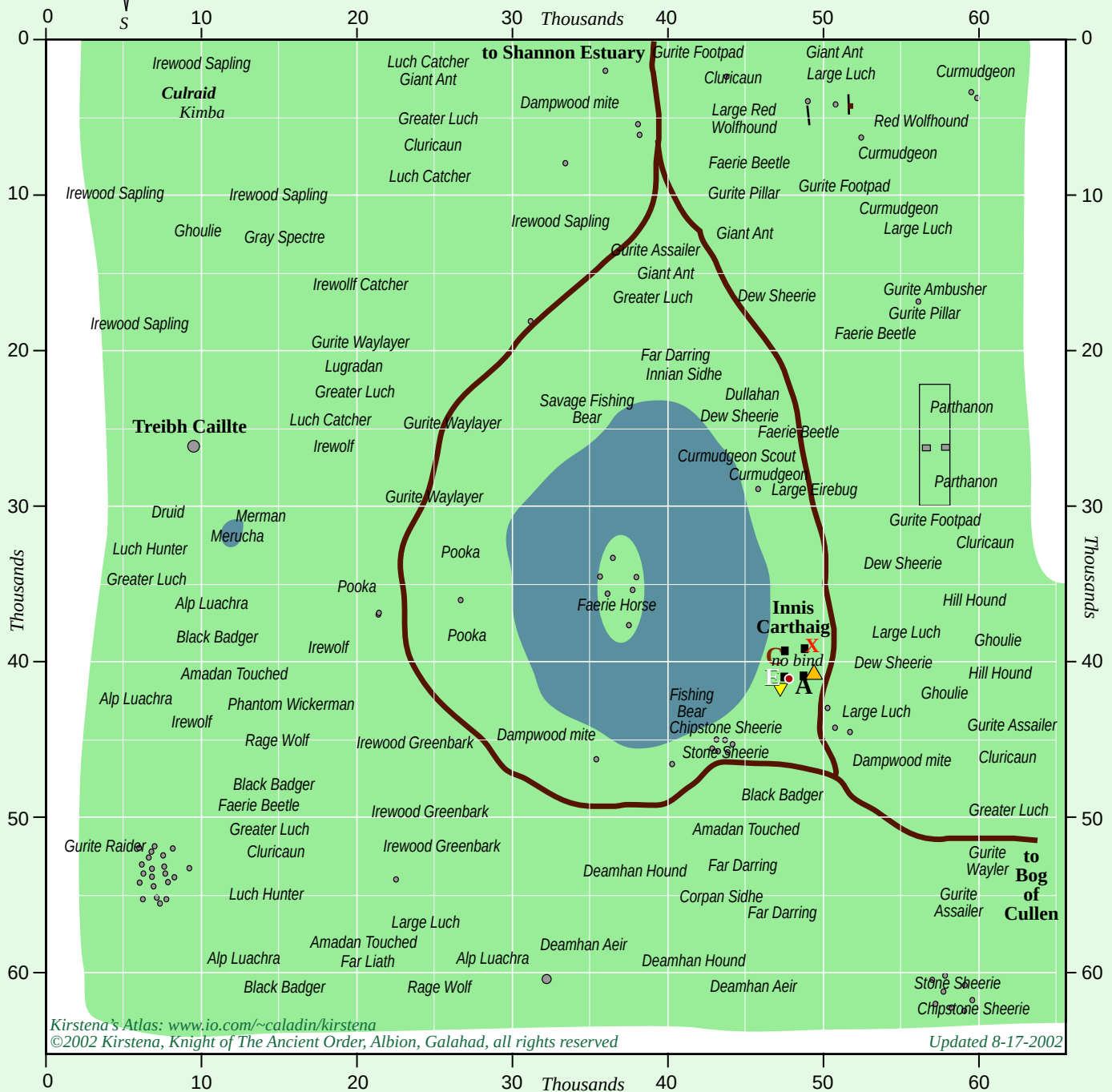


Lough Gur

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

Treibh Caille Dungeon: Levels 27 - 36



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

©2002 Kirstena, Knight of The Ancient Order, Albion, Galahad, all rights reserved

Updated 8-17-2002

Monsters according to Illia's Bestiary:

Name	Level Range	Type
Alp Luachra	29 - 31	
Amadan Touched	29 - 34	
Black Badger	36 - 40	Animal
Black Wraith	50 - 54	Undead
Blyanche	1 - 50	NPC
Chief Bran Llyr	1 - 50	NPC
Chiefess Niamh	1 - 50	NPC
Cluricaun	22 - 24	
Corpan Side	39 - 41	Magical
Curmudgeon Fighter	16 - 18	
Curmudgeon Poacher	15	
Curmudgeon Scout	15 - 17	Humanoid
Dampwood Mite	24	
Deamhan Air	34 - 37	
Deamhan Hound	40 - 42	
Dew Sheerie	16 - 19	
Dullahan	48 - 51	Undead
Faerie Beetle	17 - 17	Insect
Faerie Horse	18 - 23	
Far Darrig	46 - 48	Magical
Fishing Bear	18 - 21	
Ghoulie	20 - 22	
Giant Ant	21 - 29	Insect
Gray Spectre	22 - 24	
Greater Luch	24 - 27	Animal
Gurite Assailer	23 - 24	Humanoid
Gurite Footpad	16 - 17	Humanoid
Gurite Pillar	18 - 19	Humanoid
Gurite Raider	37 - 39	
Gurite Waylayer	26 - 27	
Harper Brac	1 - 50	NPC
Hill Hound	18 - 20	
Irewolf	25 - 27	
Irewood Greenbark	40	
Irewood Sapling	21 - 22	Plant
Kern	1 - 50	NPC
Kimba	1 - 50	NPC
Kyle	1 - 50	NPC
Large Eirebug	9 - 11	
Large Luch	18 - 21	Animal
Large Red Wolfhound	17 - 19	Animal
Lhiannan-Sidhe	49 - 49	Magical
Luch Catcher	25 - 28	Animal
Malachy	1 - 50	NPC
Merman	23 - 25	
Merucha	30	
Parthanan	19 - 23	Elemental
Pooka	50 - 52	Humanoid
Rage Wolf	31 - 32	
Red Wolfhound	10 - 13	
Savage Fishing Bear	50 - 51	
Siobhan	1 - 50	NPC
Siog Pillar	18 - 19	Humanoid

- ▲ Horse stable
- Bind stone
- Merchant areas
- Guard towers
- Healer
- ▼ Smith
- ▼ Vault Keeper
- Ⓔ Enchanter
- ✕ Poisons
- Ⓐ Bows / arrows
- Ⓒ Crafter supplies
- Ⓓ Dye merchants