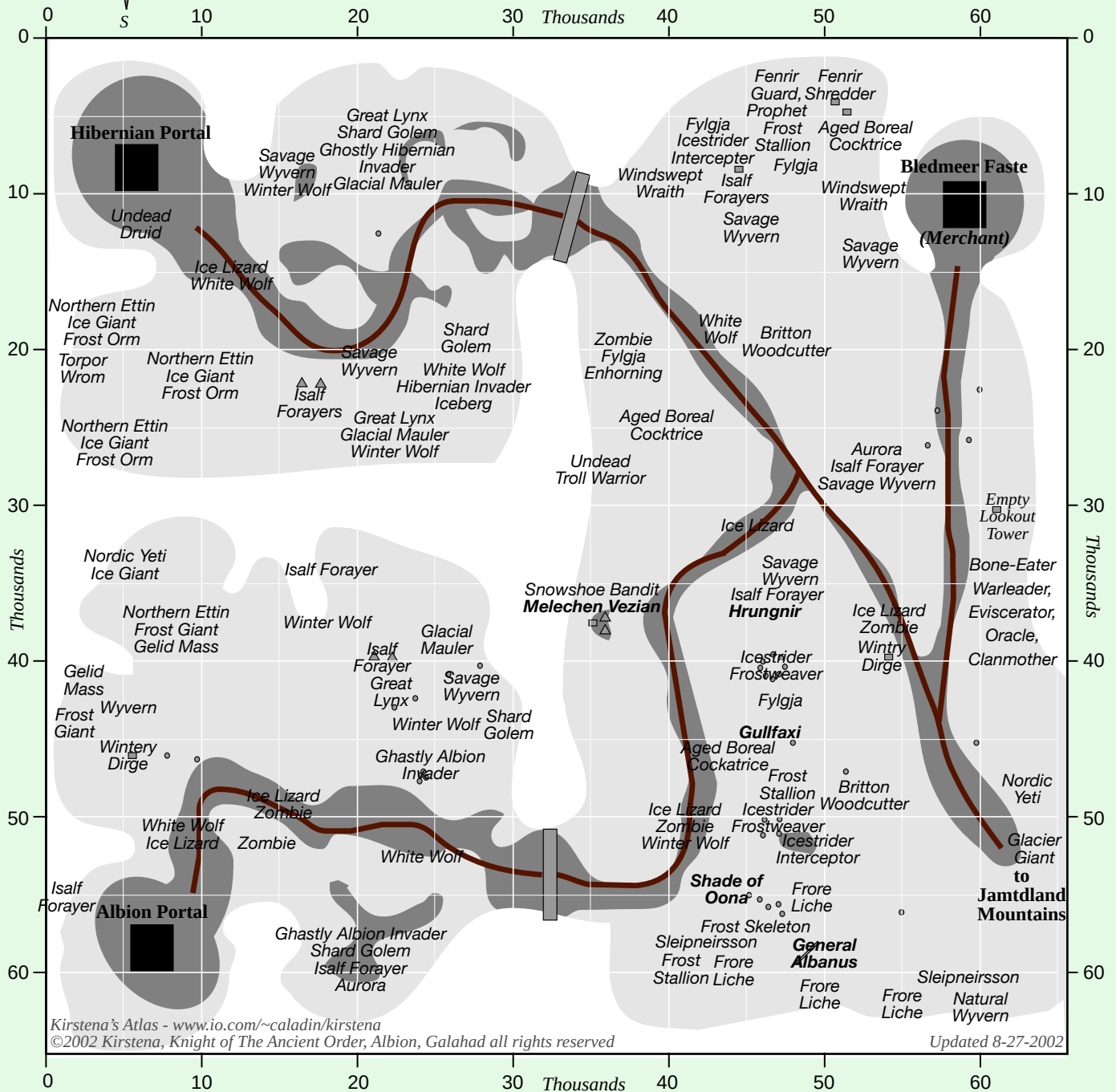


Game coordinates are given E-W, N-S.

Odin's Gate



Some monster information from
Prima's The Atlas of Dark Age of
Camelot; ©2002



Kirstena's Atlas - www.io.com/~caladin/kirstena
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Monsters According to Illia's Bestiary and the Atlas:

Monsters According to Illia's Bestiary and the Atlas:			Fylgja (neutral)	50 - 51	Animal	Melechan Vezian	41	
Name	Level Range	Type	General Albanus	62		Nordic Yeti	35 - 36	Humanoid
Aged Boreal Cockatrice	49	Reptile	Ghastly Albion Invader	43	Undead	Savage Wyvern	45	Dragon
Aurora	43 - 46	Magical	Glacial Mauler	44 - 45	Animal	Shade of Oona	65	
Bone-eater Clanmother	42	Humanoid	Glacier Giant	76	Giant	Shard Golem	42	Elemental
Bone-eater Eviscerater	42	Humanoid	Great Lynx	42	Animal	Sleipneirsson (neut)	51 - 56	Animal
Bone-eater Oracle	41	Humanoid	Gullfaxi	57		Snowshoe Bandit	30 - 34	Humanoid
Bone-eater Warleader	45	Humanoid	Hrungnir	61		Snowshoe Bandit Mage	32	Humanoid
Dire Wolverine	58	Animal	Ice Giant	35 - 36	Giant	Snow Giant	30 - 33	Giant
Enhorning	50	Animal	Ice Golem	41 - 45	Elemental	Torpor Worm	37	Animal
Fenrir Guard	45	Magical	Ice Lizard	32	Reptile	Undead Soldier	49	Undead
Fenrir Prophet	45	Magical	Ice Scrag	33	Giant	Undead Troll Warrior	31	Undead
Fenrir Shredder	46	Magical	Iceberg	42	Elemental	Viking Jarl	50 - 55	Realm Guard
Frøre Liche	55 - 57	Undead	Icestrider Frostweaver	46	Insect	White Wolf	30	Animal
Frost Giant	37	Giant	Icestrider Interceptor	47 - 49	Insect	Windswept Wraith	50	Undead
Frost Hound	30 - 31	Animal	Isalf Forayer	44	Humanoid	Winter Wolf	44 - 45	Animal
Frost Orm	35	Reptile	Knight Commander	60 - 60	Realm Guard	Wintry Dirge	40 - 41	Undead
Frost Stallion	54 - 55	Animal	Mature Wyvern	55 - 57	Dragon	Wyvern	38	Dragon