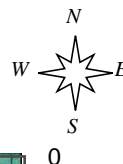


Isle of Glass

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



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Updated 25 April 2004

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	Portal to Avalon Marsh
drakorian neophyte	11-12	sea pups	0-2	Healer	Teleporter to Castel Sauvage
drakorian pillager	15-16	sodden corpse	13	Smith	Bind Stone
drakorian plunderer	16-18	sodden warriors	11-15	All Craft Masters	Healer
drakorian scout	12	soggy skeletons	2-4	All Craft Tools	Smith
				Material Tiers 1-8	All Craft Masters
					All Craft Tools
					Material Tiers 1-8