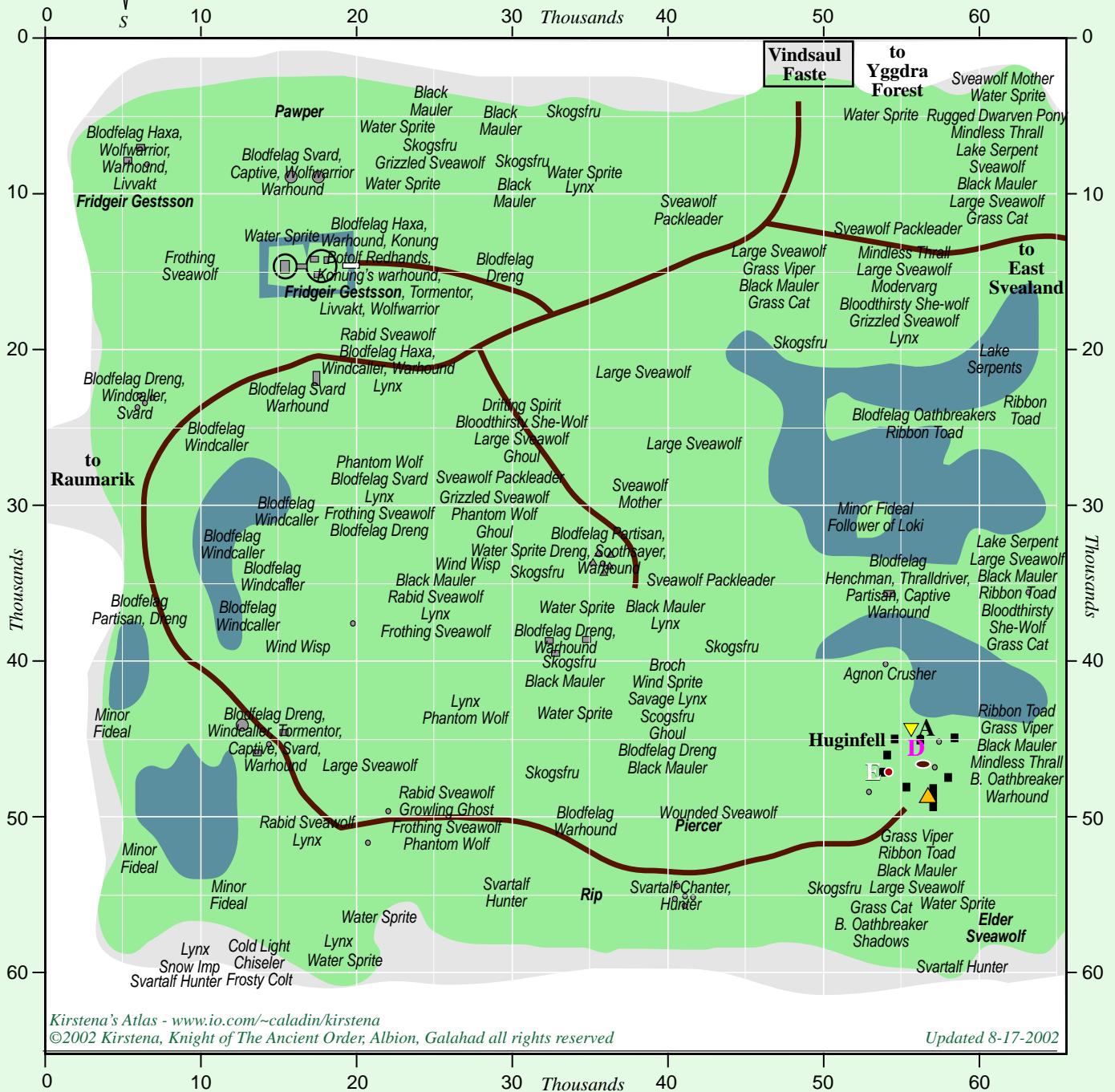
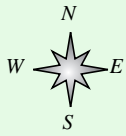


West Svealand

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



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

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Updated 8-17-2002

Monsters according to Illia's Bestiary:

Name	Level Range	Type	Drifting Spirit	14 - 16	Humanoid	Sanguinite Ghoul	15 - 15	Monster
Black Mauler	13 - 15	Animal	Elder Sveawolf	16 - 16	Animal	Savage Lynx	17 - 0	Animal
Bloodfelag Captive	10 - 10	Humanoid	Frothing Sveawolf	18 - 20	Animal	Shadow	10 - 11	Magical
Bloodfelag Dreng	14 - 16	Humanoid	Golga	18 - 20	Humanoid	Skogsfru	13 - 14	Humanoid
Bloodfelag Haxa	19 - 20	Humanoid	Graesen	18 - 18	Humanoid	Squirt	15 - 15	Humanoid
Bloodfelag Henchman	12 - 13	Humanoid	Grass Cat	11 - 14	Animal	Svartalf Chanter	12 - 16	Humanoid
Bloodfelag Livvakt	20 - 20	Humanoid	Grass Viper	15 - 15	Reptile	Svartalf Hunter	16 - 17	Humanoid
Bloodfelag Oathbreaker	10 - 12	Humanoid	Grizzled Sveawolf	13 - 16	Animal	Swift	18 - 0	Magical
Bloodfelag Partisan	13 - 15	Humanoid	Large Sveawolf	14 - 14	Animal	Ulga	14 - 14	Humanoid
Bloodfelag Soothsayer	14 - 14	Humanoid	Mindless Thrall	12 - 14	Humanoid	Water Sprite	14 - 14	Humanoid
Bloodfelag Svard	16 - 17	Humanoid	Minor Fideal	15 - 16	Humanoid	Wiley	12 - 12	Humanoid
Bloodfelag Thralldriver	14 - 15	Humanoid	Modervarg	6 - 8	Animal	Wind Sprite	15 - 17	Insect
Bloodfelag Tormentor	19 - 20	Humanoid	Morra	9 - 9	Animal	Wounded Sveawolf	14 - 14	Animal
Bloodfelag Warhound	10 - 10	Humanoid	Phantom Wolf	17 - 19	Animal			
Bloodfelag Windcaller	17 - 18	Humanoid	Rabid Sveawolf	18 - 18	Animal			
Bloodfelag Wolfwarrior	18 - 19	Humanoid	Ribbon Toad	13 - 15	Animal			
Bloodthirsty She-Wolf	12 - 12	Animal	Rip	18 - 18	Humanoid			
Broch	16 - 16	Undead	Rugged Dwarven Pony	4 - 4	Animal			

- Horse stable
- Bind stone
- Merchant areas
- Guard towers
- Healer
- Smith
- Vault Keeper
- Enchanter
- Poisons
- Bows / arrows
- Crafter supplies
- Dye merchants