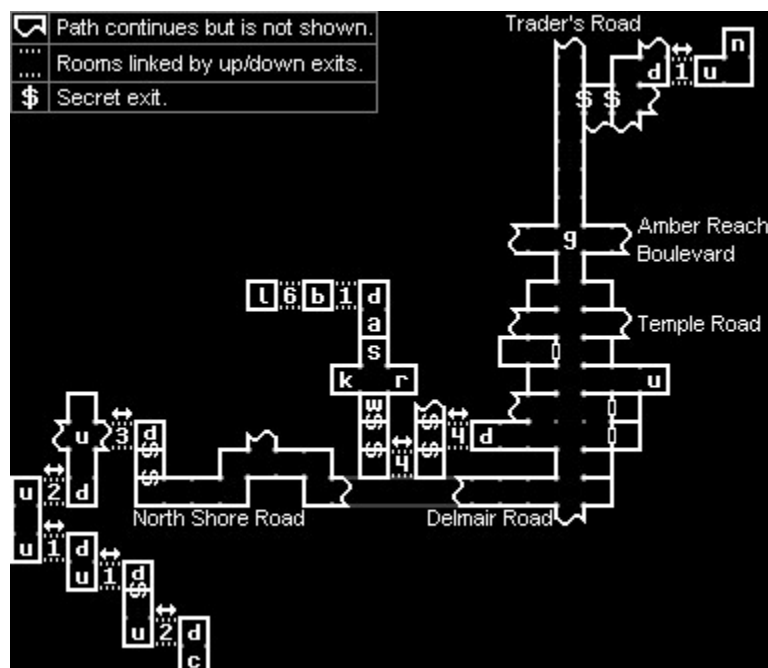


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Crypts of Netheril



Legend:

- a Azountil with a heavy spiked staff, a malevolent darkstone amulet, some shiny black robes, and a long burnished ringmail tunic
two death knights, one with a black death skull surcoat
2 wraiths
- b a darkenbeast(hidden) with a set of darkenbeast claws
- c an iron bound chest(hidden) with an empty heart of brass
two spriggans wander nearby
- d down exit(may be hidden)
- g Scornubel Main Gate
- k a death knight and a wraith
- l a lava elemental with a crown of fiery metal and a white-hot fiery mace
two fire elementals
room is no-magic
- n Nethmoun(hidden) give him an empty heart of brass for a heart of brass
- r two death knights and a wraith
three sarcophagi(hidden) one has a gemstone ring
- s two death knights and two wraiths
three sarcophagi(hidden). Open 2.sarcophagus takes you to room a.
- u up exit(may be hidden)
- w a death knight and a wraith
heart of brass unlocks this room
room has a north exit but once north you cannot return south.

Mobs:

Name	Level	Tracks	Class
Azountil	57	y	cleric/mage/thief/warrior
darkenbeast	52	y	thief/warrior
death knight	54	y	cleric/mage/warrior
fire elemental	48	n	warrior
lava elemental	59	n	cleric/warrior
spriggan	45	y	thief/warrior
wraith	48	n	cleric/mage/thief

Notes:

- All mobs except Nethmoun are aggressive.
- All mobs but elementals come to combat.
- Additional wraiths/knights can load in fights if the zone isn't cleared within one pop(20 minutes).