

(Y) axis

Draug Normal height =  $0.235f$

Draugr Beige Height =  $0.268f$

Haugbui Height =  $0.235f$

Troll Height =  $0.063f$

2 Monster Encounter =

1.  $x = -0.4f$
2.  $x = 0f$

3 Monster Encounter=

1.  $x = -0.4f$
2.  $x = -0.1f$
3.  $x = 0.2f$

4 Monster Encounter =

1.  $x = -0.5f, z = 0.1f$
2.  $x = -0.3f, z = -0.07f$
3.  $x = 0.05f, z = -0.07f$
4.  $x = 0.15f, z = 0.1f$