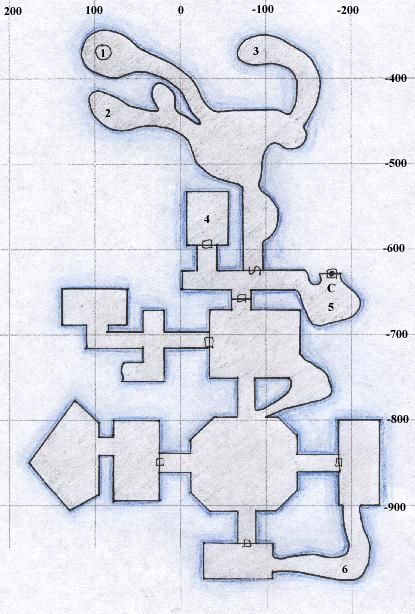


**Level One and Two**

* A. First locked door, requires [Splintered Wooden Key](https://wiki.project1999.com/Splintered_Wooden_Key) 1 -->A.
* B. Second locked door, requires [Charred Bone Key](https://wiki.project1999.com/Charred_Bone_Key) 3 --> B.
* C. Third locked door, requires [Smoked Glass Key](https://wiki.project1999.com/Smoked_Glass_Key) 4 -->C.
* 1. Dark Elf Shadow Knight who drops Splintered Wooden Key (Always) and [Chipped Bone Rod](https://wiki.project1999.com/Chipped_Bone_Rod) (Common)
* 2. [Skeleton Lrodd](https://wiki.project1999.com/Skeleton_Lrodd) and pit to area 1 on level 3
* 3. \*\*PIT TRAP\*\* Room with a [Human female Shadow Knight](https://wiki.project1999.com/A_shadowknight_(Human)) who drops [Charred Bone Key](https://wiki.project1999.com/Charred_Bone_Key), [Antiqued Silver Band](https://wiki.project1999.com/Antiqued_Silver_Band) (pit trap drops to area 4 on level 3)
* 4. [Ogre Shadow Knight](https://wiki.project1999.com/A_shadowknight_(Ogre)) who drops [Smoked Glass Key](https://wiki.project1999.com/Smoked_Glass_Key) (Always) and [Barbed Armplates](https://wiki.project1999.com/Barbed_Armplates) (Rare)
* 5. The Broken Stair



**Level Three**

* C. Locked door, requires smoked glass key
* 1. Pit from area 2 on level 1
* 2. Spawn area of [The Thaumaturgist](https://wiki.project1999.com/The_Thaumaturgist) who drops [Dagger of Marnek](https://wiki.project1999.com/Dagger_of_Marnek) (Common), [Gossamer Robe](https://wiki.project1999.com/Gossamer_Armor) (Uncommon) and [Thaumaturgist's Robe](https://wiki.project1999.com/Thaumaturgist%27s_Robe" \o "Thaumaturgist's Robe) (Rare) and [Damask Robe](https://wiki.project1999.com/Damask_Armor) (Rare), and [Priest Amiaz](https://wiki.project1999.com/Priest_Amiaz) who drops [Blackened Wand](https://wiki.project1999.com/Blackened_Wand) (Rare)
* 3. Spawn area of Troll Shadow Knight who drops [Bone Bladed Claymore](https://wiki.project1999.com/Bone_Bladed_Claymore) (Rare), [Smoked Glass Key](https://wiki.project1999.com/Smoked_Glass_Key) (Always), [Splintered Wooden Key](https://wiki.project1999.com/Splintered_Wooden_Key) (Always?), [Charred Bone Key](https://wiki.project1999.com/Charred_Bone_Key) (Always?)
* 4. Bottom of pit trap in area 3 on level 2
* 5. Spawn area of [An Elf Skeleton](https://wiki.project1999.com/An_Elf_Skeleton) who drops Thex Mallet Piece
* 6. Spawn area of [Dark Elf Female Shadow Knight](https://wiki.project1999.com/A_shadowknight_(Dark_Elf_Female)) who drops [Barbed Legplates](https://wiki.project1999.com/Barbed_Legplates) (Rare); can drop any of the keys of Befallen including [Splintered Wooden Key](https://wiki.project1999.com/Splintered_Wooden_Key), [Charred Bone Key](https://wiki.project1999.com/Charred_Bone_Key), and [Smoked Glass Key](https://wiki.project1999.com/Smoked_Glass_Key).

Note that in the room north of #6 is the spawn spot of [Boondin Babbinsbort](https://wiki.project1999.com/Boondin_Babbinsbort" \o "Boondin Babbinsbort) who drops [Icon of the Ardent](https://wiki.project1999.com/Icon_of_the_Ardent)

| **NPC Name** | **Race** | **Class** | **Level** | **Location** | **Known Loot** | **Description** |
| --- | --- | --- | --- | --- | --- | --- |
| [A Cracked Skeleton](https://wiki.project1999.com/A_Cracked_Skeleton) | Skeleton New | [Warrior](https://wiki.project1999.com/Warrior) | 5 | [See Discussion](https://wiki.project1999.com/Talk:A_Cracked_Skeleton) | Various | Description needed. |
| [A Dread Bone](https://wiki.project1999.com/A_Dread_Bone) | Skeleton New | [Warrior](https://wiki.project1999.com/Warrior) | 9 | [See Discussion](https://wiki.project1999.com/Talk:A_Dread_Bone) | Various | Description needed. |
| [A Giant Rat](https://wiki.project1999.com/A_Giant_Rat) | Giant Rat | [Warrior](https://wiki.project1999.com/Warrior) | 2 - 4 Except in [SF](https://wiki.project1999.com/Steamfont) level 9 | Various | [Giant Rat Pelt](https://wiki.project1999.com/Giant_Rat_Pelt)  ,  [Piece of Rat Fur](https://wiki.project1999.com/Piece_of_Rat_Fur)  ,  [Rat Meat](https://wiki.project1999.com/Rat_Meat)  ,  [Giant Rat Ear](https://wiki.project1999.com/Giant_Rat_Ear) | A basic newbie mob found in various zones. Giant Rats seem to leave large parts of themselves when killed. They are exc... |
| [A Necro Theurgist](https://wiki.project1999.com/A_Necro_Theurgist) | [Gnome](https://wiki.project1999.com/Gnome) | [Necromancer](https://wiki.project1999.com/Necromancer) | 17-18 | [50% @ (-592, -97)](https://wiki.project1999.com/Befallen) | Various | Casts [Heat Blood](https://wiki.project1999.com/Heat_Blood) and [Weak Poison](https://wiki.project1999.com/Weak_Poison) |
| [A Putrid Skeleton](https://wiki.project1999.com/A_Putrid_Skeleton) | *Undead* | [Warrior](https://wiki.project1999.com/Warrior) | 5-12 | Various | Various | \* In [Southern Karana](https://wiki.project1999.com/Southern_Karana), these are found at the undead camp with [Ghanex Drah](https://wiki.project1999.com/Ghanex_Drah" \o "Ghanex Drah) (1500, 1200) near the [North Karana](https://wiki.project1999.com/North_Karana)... |
| [A Sturdy Skeleton](https://wiki.project1999.com/A_Sturdy_Skeleton) | Skeleton New | [Warrior](https://wiki.project1999.com/Warrior) | 8 | [See Discussion](https://wiki.project1999.com/Talk:A_Sturdy_Skeleton) | Various | Description needed. |
| [A Willowisp](https://wiki.project1999.com/A_Willowisp) | Will O' Wisp | [Warrior](https://wiki.project1999.com/Warrior) | 9-11 | Various | Various | A common peaceful monster that can be a hassle to fight if you don't have magic weapons. Useful for their [[Greater Ligh... |
| [A large plague rat](https://wiki.project1999.com/A_large_plague_rat) | Giant Rat | [Warrior](https://wiki.project1999.com/Warrior) | 8 |  | [Rat Whiskers](https://wiki.project1999.com/Rat_Whiskers)  ,  [Rat Ears](https://wiki.project1999.com/Rat_Ears) | Description needed. |
| [A necro acolyte](https://wiki.project1999.com/A_necro_acolyte) | [Dark Elf](https://wiki.project1999.com/Dark_Elf), [Erudite](https://wiki.project1999.com/Erudite), [Gnome](https://wiki.project1999.com/Gnome), [Human](https://wiki.project1999.com/Human) | [Necromancer](https://wiki.project1999.com/Necromancer) | 15-17 | [50% @ (-975, -206), (-837, -127)](https://wiki.project1999.com/Befallen) | [Damask Armor](https://wiki.project1999.com/Damask_Armor),  [Dark Elf Parts](https://wiki.project1999.com/Dark_Elf_Parts)  ,  [Gnome Meat](https://wiki.project1999.com/Gnome_Meat) | These necromancers can spawn as a Dark Elf, Gnome, Erudite, or Human. |
| [A necro neophyte](https://wiki.project1999.com/A_necro_neophyte) | [Human](https://wiki.project1999.com/Human) | [Necromancer](https://wiki.project1999.com/Necromancer) | 9 | [33% @ (-217, -211), (-141, -107)](https://wiki.project1999.com/Befallen) | Various | Description needed. |
| [A plague rat](https://wiki.project1999.com/A_plague_rat) | Giant Rat | [Warrior](https://wiki.project1999.com/Warrior) | 4-7 | [33% @ (-140, -26), 33% @ (-250, -134), 33% @ (-294, 127), 33% @ (-289, 10), 33% @ (-488, -105)](https://wiki.project1999.com/Befallen) | [Plague Rat Tail](https://wiki.project1999.com/Plague_Rat_Tail)  ,  [Rat Whiskers](https://wiki.project1999.com/Rat_Whiskers)  ,  [Rat Ears](https://wiki.project1999.com/Rat_Ears) | Found on the first floor of the dungeon. Aggressive. Procs [PlagueRatDisease](https://wiki.project1999.com/PlagueRatDisease" \o "PlagueRatDisease). |
| [A shadowknight (Dark Elf Female)](https://wiki.project1999.com/A_shadowknight_(Dark_Elf_Female)) | [Dark Elf](https://wiki.project1999.com/Dark_Elf) | [Shadow Knight](https://wiki.project1999.com/Shadow_Knight) | 20 | [33% @ (-988, -195), 33% @ (-843, 154)](https://wiki.project1999.com/Befallen) | Various | A Dark Elf female [Shadow Knight](https://wiki.project1999.com/Shadow_Knight) who can drop any of the keys to [Befallen](https://wiki.project1999.com/Befallen) including [Splintered Wooden Key](https://wiki.project1999.com/Splintered_Wooden_Key), [[... |
| [A shadowknight (Dark Elf Male)](https://wiki.project1999.com/A_shadowknight_(Dark_Elf_Male)) | [Dark Elf](https://wiki.project1999.com/Dark_Elf) | [Warrior](https://wiki.project1999.com/Warrior) | 6 | [50% @ (-334, 183)](https://wiki.project1999.com/Befallen) | Various | A Dark Elf Male [Shadow Knight](https://wiki.project1999.com/Shadow_Knight) who drops [Splintered Wooden Key](https://wiki.project1999.com/Splintered_Wooden_Key), the first key of [Befallen](https://wiki.project1999.com/Befallen). |
| [A shadowknight (Human)](https://wiki.project1999.com/A_shadowknight_(Human)) | [Human](https://wiki.project1999.com/Human) | [Shadowknight](https://wiki.project1999.com/Shadowknight) | 9-10 | [50% @(-552,-54)](https://wiki.project1999.com/Befallen) | Various | This shadowknight holds the second key to befallen. She also has a chance of carrying the key to the first door, which ... |
| [A shadowknight (Ogre)](https://wiki.project1999.com/A_shadowknight_(Ogre)) | [Ogre](https://wiki.project1999.com/Ogre) | [Warrior](https://wiki.project1999.com/Warrior) | 11 - 12 | [33% @ (-511, 152)](https://wiki.project1999.com/Befallen) | Various | An Ogre [Shadow Knight](https://wiki.project1999.com/Shadow_Knight) who drops [Smoked Glass Key](https://wiki.project1999.com/Smoked_Glass_Key), the third key of [Befallen](https://wiki.project1999.com/Befallen). Also has a chance to drop the t... |
| [A shadowknight (Troll)](https://wiki.project1999.com/A_shadowknight_(Troll)) | [Troll](https://wiki.project1999.com/Troll) | [Shadow Knight](https://wiki.project1999.com/Shadow_Knight) | 15 | [25% @ (-372, -105)](https://wiki.project1999.com/Befallen) |  | A Troll [Shadow Knight](https://wiki.project1999.com/Shadow_Knight) who can drop any of the keys to [Befallen](https://wiki.project1999.com/Befallen) including [Splintered Wooden Key](https://wiki.project1999.com/Splintered_Wooden_Key), [[Charred Bo... |
| [A skeleton](https://wiki.project1999.com/A_skeleton) | Undead | [Warrior](https://wiki.project1999.com/Warrior) | 4 - 18 | Various | [Bone Chips](https://wiki.project1999.com/Bone_Chips) | These are found in various low-level zones and are a step up from [decaying skeletons](https://wiki.project1999.com/A_decaying_skeleton) that haunt ... |
| [An Elf Skeleton](https://wiki.project1999.com/An_Elf_Skeleton) | Skeleton | [Warrior](https://wiki.project1999.com/Warrior) | 18 | [10% @ (-665, -184)](https://wiki.project1999.com/Befallen) | Various | Uncommon PH is [a dread bone](https://wiki.project1999.com/A_dread_bone). Spawns beside the bottom floor's locked door. Flees at low health. Patch changes April... |
| [Boondin Babbinsbort](https://wiki.project1999.com/Boondin_Babbinsbort) | [Gnome](https://wiki.project1999.com/Gnome) | [Necromancer](https://wiki.project1999.com/Necromancer) | 25 | [(-814, -206)](https://wiki.project1999.com/Befallen) | [Icon of the Ardent](https://wiki.project1999.com/Icon_of_the_Ardent)  ,  [Dagger](https://wiki.project1999.com/Dagger) | Hits for 52 max (pet hits for 26, bashes for 8). Casts the following buffs when he spawns: [Leatherskin](https://wiki.project1999.com/Leatherskin" \o "Leatherskin), [[Haunting ... |
| [Cmdr Windstream](https://wiki.project1999.com/Cmdr_Windstream) | Zombie | [Necromancer](https://wiki.project1999.com/Necromancer) | 26 | [100% @ (-626, -92)](https://wiki.project1999.com/Befallen) | \* [Mallet Stem](https://wiki.project1999.com/Mallet_Stem) | Spawns on the 3rd level after turning in the note to [Skeleton Lrodd](https://wiki.project1999.com/Skeleton_Lrodd) for the [Thex Mallet Quest](https://wiki.project1999.com/Thex_Mallet_Quest" \o "Thex Mallet Quest) |
| [Gynok Moltor](https://wiki.project1999.com/Gynok_Moltor) | Zombie | [Rogue](https://wiki.project1999.com/Rogue) | 24 | [~3% @ (-77, 34)](https://wiki.project1999.com/Befallen) |  | This guy spawns near the zone line to WC inside of Befallen. The spawn is incredibly rare and the spawn timer (at least ... |
| [Priest Amiaz](https://wiki.project1999.com/Priest_Amiaz) | [Dark Elf](https://wiki.project1999.com/Dark_Elf) | [Necromancer](https://wiki.project1999.com/Necromancer) | 17 | [50% @ (-494, 95)](https://wiki.project1999.com/Befallen) |  | Dropping down from the well and making your first right will take you to where Priest Amiaz spawns. There are a total of... |
| [Skeleton Lrodd](https://wiki.project1999.com/Skeleton_Lrodd) | Skeleton New | [Warrior](https://wiki.project1999.com/Warrior) | 11-13 | [50% @ (-365, 104)](https://wiki.project1999.com/Befallen) | \* Skeletal Rod (formerly) | Lives by the well on the first floor of Befallen. |
| [The Thaumaturgist](https://wiki.project1999.com/The_Thaumaturgist) | [Erudite](https://wiki.project1999.com/Erudite) | [Necromancer](https://wiki.project1999.com/Necromancer) | 19-20 | [9% @ (-486, 86)](https://wiki.project1999.com/Befallen) | Various | Placeholder is the ghoul in the center of the room. If you are here for the Monk Epic, don't forget the Blackened Wand f... |
| [Zeek](https://wiki.project1999.com/Zeek) | [Halfling](https://wiki.project1999.com/Halfling) | [Cleric](https://wiki.project1999.com/Cleric) | 61 | [100% @ (-201, 22)](https://wiki.project1999.com/Befallen) | *None* | Look for Zeek in the first door on the right inside the main room. |