

ye olde
Mitteldorf
Town map

How to use the map

Against each location listed below is an empty box and a code reference. As you journey through Mitteldorf, you will discover these locations. Simply write the code reference over the particular building and place a cross ("X") in the box adjacent to that location. We have included several locations to help you begin your exploration.

PRISONS		
Turret Jail	P1	<input type="checkbox"/>
Castle Dungeon	P2	<input type="checkbox"/>
Hircling Prison	P3	<input type="checkbox"/>
The Brig	P4	<input type="checkbox"/>
Town Gaol	P5	<input type="checkbox"/>

TAVERNS		
The Dragons Head	B1	<input type="checkbox"/>
The Trolls Arms	B2	<input type="checkbox"/>
The Hanged Man	B3	<input type="checkbox"/>
The Jug of Ale	B4	<input type="checkbox"/>
The Casino	B5	<input type="checkbox"/>
The Seahorse Tavern	B6	<input type="checkbox"/>
The Mermaids Rest	B7	<input type="checkbox"/>
The Snakes	B8	<input type="checkbox"/>

HOSTELS		
The Waifs Rest	H1	<input type="checkbox"/>
Dead Mans Inn	H2	<input type="checkbox"/>
The Flea Pit	H3	<input type="checkbox"/>
The Travellers Inn	H4	<input type="checkbox"/>
The Boardings	H5	<input type="checkbox"/>
The Hermits Rest	H6	<input type="checkbox"/>
The Thespians Tavern	H7	<input type="checkbox"/>
The Seamens Lodgings	H8	<input type="checkbox"/>

SHOPS		
The Armoury	S1	<input type="checkbox"/>
Hotch's Store	S2	<input type="checkbox"/>
Skjolds Provisions	S3	<input type="checkbox"/>
Potch's Supplies	S4	<input type="checkbox"/>
The Custom House	S5	<input type="checkbox"/>
Thora's Basement	S6	<input type="checkbox"/>
The Mercenary Store	S7	<input type="checkbox"/>
Downend's Provisions	S8	<input type="checkbox"/>
Copestake's Delicatessen	S9	<input type="checkbox"/>
The Pawnbrokers	S10	<input type="checkbox"/>
The Prison Stores	S11	<input type="checkbox"/>
Dirty Daglish's	S12	<input type="checkbox"/>
Olaf's Emporium	S13	<input type="checkbox"/>
Ship's Chandlers	S14	<input type="checkbox"/>
Drysdale's Salvage	S15	<input type="checkbox"/>

GUILDS		
Fellowship of the Asegeir	G1	<input type="checkbox"/>
Brotherhood of Loki	G2	<input type="checkbox"/>
Guild of Men at Arms	G3	<input type="checkbox"/>
Guild of Mercenaries	G4	<input type="checkbox"/>
Guild of Thieves	G5	<input type="checkbox"/>

TEMPLES		
Temple of Set	T1	<input type="checkbox"/>
Temple of Odin	T2	<input type="checkbox"/>
Temple of Freya	T3	<input type="checkbox"/>
Temple of Aegir	T4	<input type="checkbox"/>

PLACES		
Halls of Justice	L1	<input type="checkbox"/>
Vilma's Place	L2	<input type="checkbox"/>
Blacksmiths	L3	<input type="checkbox"/>
Cookhouse	L4	<input type="checkbox"/>
Meeting House	L5	<input type="checkbox"/>
Public Gallery	L6	<input type="checkbox"/>
Town Hall	L7	<input type="checkbox"/>
Coach House	L8	<input type="checkbox"/>
Asylum	L9	<input type="checkbox"/>
Browhouse	L10	<input type="checkbox"/>
Slaughterhouse	L11	<input type="checkbox"/>
Sablegoose Chine	L12	<input type="checkbox"/>
Guardroom	L13	<input type="checkbox"/>
Chimerics Retreat	L14	<input type="checkbox"/>
The Castle Keep	L15	<input type="checkbox"/>
The Northeast Turret	L16	<input type="checkbox"/>
The Barrack Square	L17	<input type="checkbox"/>
The Main Square	L18	<input type="checkbox"/>
A Gatehouse	L19	<input type="checkbox"/>
Surgery	L20	<input type="checkbox"/>
Charterhouse	L21	<input type="checkbox"/>
Hall of Stones	L22	<input type="checkbox"/>
Charmal House	L23	<input type="checkbox"/>
The Almshouse	L24	<input type="checkbox"/>
The Institute of Zoology	L25	<input type="checkbox"/>
Shrine	L26	<input type="checkbox"/>
Billet	L27	<input type="checkbox"/>
Laundry	L28	<input type="checkbox"/>
Riggers Store	L29	<input type="checkbox"/>
Shrine of Njord	L30	<input type="checkbox"/>
Southwest Turret	L31	<input type="checkbox"/>
Gladshiem	L32	<input type="checkbox"/>
Scriptorium	L33	<input type="checkbox"/>
Jewellers	L34	<input type="checkbox"/>
Chapterhouse	L35	<input type="checkbox"/>
The Grotto	L36	<input type="checkbox"/>
Tax Office	L37	<input type="checkbox"/>
The Embalmer	L38	<input type="checkbox"/>
Wanlock Tombs	L39	<input type="checkbox"/>
The Observatory	L40	<input type="checkbox"/>
The Hags Pit	L41	<input type="checkbox"/>
The Museum	L42	<input type="checkbox"/>
The Belfry	L43	<input type="checkbox"/>
The Architect's House	L44	<input type="checkbox"/>
Sila's House	L45	<input type="checkbox"/>
The Way of the Valkyries	L46	<input type="checkbox"/>
Vestibule	L47	<input type="checkbox"/>
Hermod's Palace	L48	<input type="checkbox"/>
The Barn House	L49	<input type="checkbox"/>
The Turret Mansion	L50	<input type="checkbox"/>
Theatre	L51	<input type="checkbox"/>
Boat Yard	L52	<input type="checkbox"/>

Comment utiliser la carte

A côté de chaque lieu cité ci-dessous, vous verrez une case vide et une référence. Lors de votre traversée de Mitteldorf, vous découvrirez ces lieux.

Il suffit d'inscrire la référence sur le bâtiment en question et de placer une croix ("X") dans la case à côté. Nous avons inclus plusieurs de ces lieux pour vous aider à commencer votre exploration.

PRISONS		
Prison de la Tourelle	P1	<input type="checkbox"/>
Cachot du Château	P2	<input type="checkbox"/>
Prison des Mercenaires	P3	<input type="checkbox"/>
La Brigade	P4	<input type="checkbox"/>
Prison de la Ville	P5	<input type="checkbox"/>

TAVERNES		
The Dragon	B1	<input type="checkbox"/>
L'Enseigne des Trolls	B2	<input type="checkbox"/>
Le Pendu	B3	<input type="checkbox"/>
La Chope de Bière	B4	<input type="checkbox"/>
Le Casino	B5	<input type="checkbox"/>
La Taverne de l'Hippocampe	B6	<input type="checkbox"/>
La Sirène	B7	<input type="checkbox"/>
Les Serpents	B8	<input type="checkbox"/>

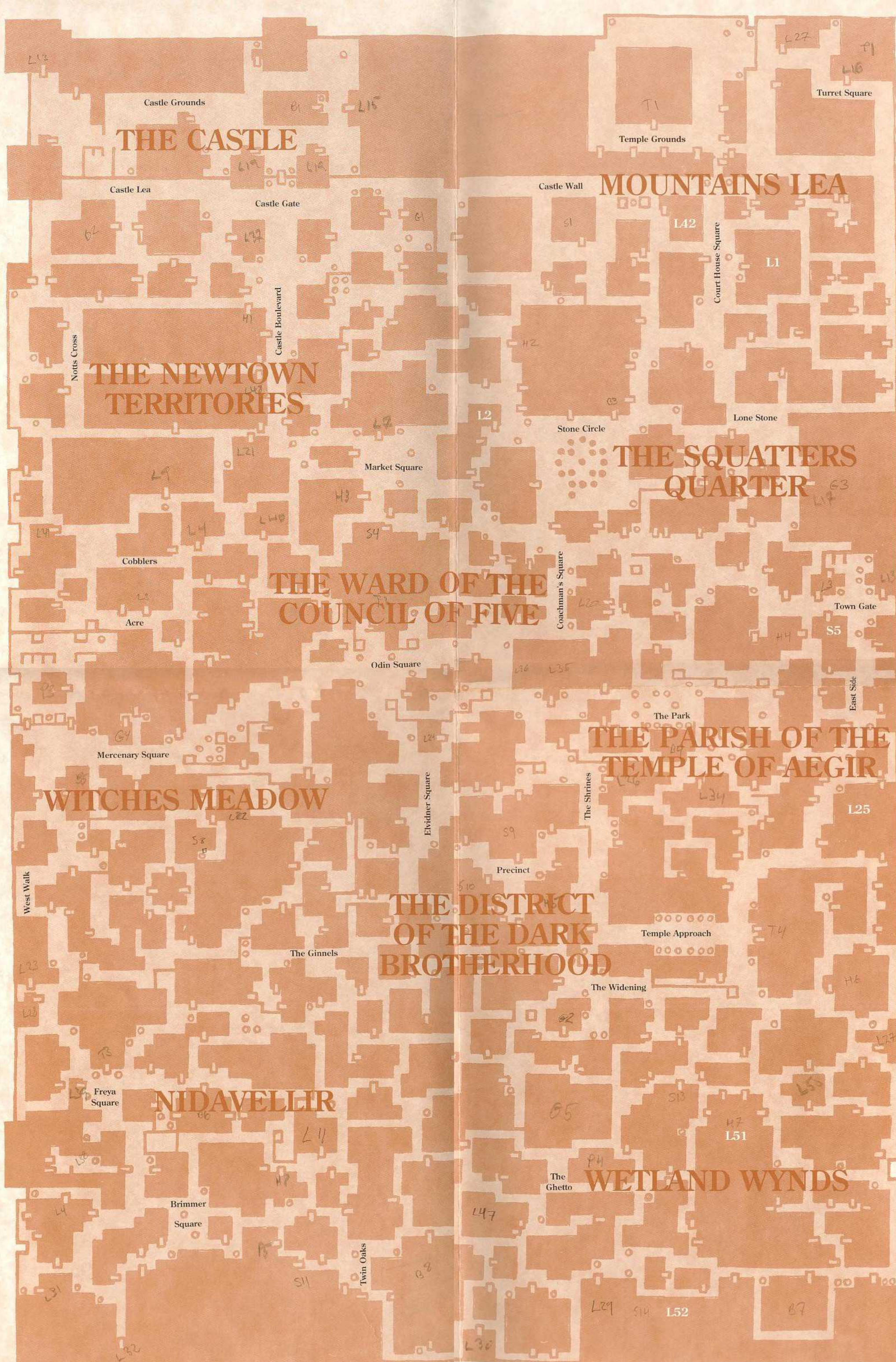
PENSIONS		
Foyer des Enfants Abandonnés	H1	<input type="checkbox"/>
L'Auberge des Morts	H2	<input type="checkbox"/>
Le Repaire de la Puce	H3	<input type="checkbox"/>
L'Auberge des Voyageurs	H4	<input type="checkbox"/>
La Pension	H5	<input type="checkbox"/>
L'Ermite	H6	<input type="checkbox"/>
La Taverne de Thespis	H7	<input type="checkbox"/>
Les Logements des Pêcheurs	H8	<input type="checkbox"/>

MAGASINS		
L'Armurerie	S1	<input type="checkbox"/>
Le Magasin de Hotch	S2	<input type="checkbox"/>
Chor Skjold	S3	<input type="checkbox"/>
Le Magasin de Potch	S4	<input type="checkbox"/>
La Douane	S5	<input type="checkbox"/>
La Cave de Thora	S6	<input type="checkbox"/>
Les Magasins des Mercenaires	S7	<input type="checkbox"/>
Les Provisions de Downend	S8	<input type="checkbox"/>
L'Épicerie fine de Copestake	S9	<input type="checkbox"/>
Le Nid de Pigeon	S10	<input type="checkbox"/>
Le Magasin de la Prison de Garfoot	S11	<input type="checkbox"/>
Les Occasions d'Oliver	S12	<input type="checkbox"/>
Le Bazar Olaf	S13	<input type="checkbox"/>
Magasin de Fournitures pour Bateaux	S14	<input type="checkbox"/>
Les bonnes affaires de Drysdale	S15	<input type="checkbox"/>

GUILDES		
Confrérie d'Asegeir	G1	<input type="checkbox"/>
Confrérie de Loki	G2	<input type="checkbox"/>
Gilde des Hommes Armés	G3	<input type="checkbox"/>
Gilde des Mercenaires	G4	<input type="checkbox"/>
Gilde des Voleurs	G5	<input type="checkbox"/>

TEMPLES		
Temple de Set	T1	<input type="checkbox"/>
Temple d'Odin	T2	<input type="checkbox"/>
Temple de Freya	T3	<input type="checkbox"/>
Temple d'Aegir	T4	<input type="checkbox"/>

ENDROITS		
Palais de Justice	L1	<input type="checkbox"/>
Chez Vilmas	L2	<input type="checkbox"/>
Le Forgeron	L3	<input type="checkbox"/>
Cuisine	L4	<input type="checkbox"/>
Maison de Réunion	L5	<input type="checkbox"/>
Galerie Publique	L6	<input type="checkbox"/>
Mairie	L7	<input type="checkbox"/>
Relais	L8	<input type="checkbox"/>
Le vieil asile	L9	<input type="checkbox"/>
Brasserie	L10	<input type="checkbox"/>
Abattoir	L11	<input type="checkbox"/>
Sablegoose Chine	L12	<input type="checkbox"/>
Salle de Garde	L13	<input type="checkbox"/>
Retraite de Chimère	L14	<input type="checkbox"/>
Le Cachot du Château	L15	<input type="checkbox"/>
La Tourelle Nord-est	L16	<input type="checkbox"/>
La Cour de la Caserne	L17	<input type="checkbox"/>
Le Hall Principal	L18	<input type="checkbox"/>
Un Corps de Garde	L19	<input type="checkbox"/>
Cabinet de Consultation	L20	<input type="checkbox"/>
Chartreuse	L21	<input type="checkbox"/>
Château de Pierres	L22	<input type="checkbox"/>
Ossuaire	L23	<input type="checkbox"/>
L'Hospice	L24	<input type="checkbox"/>
Institut de Zoologie	L25	<input type="checkbox"/>
Chasse	L26	<input type="checkbox"/>
Billette de Logement	L27	<input type="checkbox"/>
Laverie	L28	<input type="checkbox"/>
Magasin du Grieur	L29	<input type="checkbox"/>
Chasse de Njord	L30	<input type="checkbox"/>
Tourelle sud ouest	L31	<input type="checkbox"/>
Gladshiem	L32	<input type="checkbox"/>
Bibliothèque	L33	<input type="checkbox"/>
Bijoutiers	L34	<input type="checkbox"/>
Chapitre	L35	<input type="checkbox"/>
La Grotte	L36	<input type="checkbox"/>
La Perception	L37	<input type="checkbox"/>
Cour des Embaumeurs	L38	<input type="checkbox"/>
Tombs des Sorciers	L39	<input type="checkbox"/>
L'Observatoire	L40	<input type="checkbox"/>
Le Puits de la Sorcière	L41	<input type="checkbox"/>
Musée	L42	<input type="checkbox"/>
Le Belfroi	L43	<input type="checkbox"/>
La Maison des Architects	L44	<input type="checkbox"/>
La Maison de Silas	L45	<input type="checkbox"/>
Le Chemin des Valkyries	L46	<input type="checkbox"/>
Vestibule	L47	<input type="checkbox"/>
Le Palais d'Hermod	L48	<input type="checkbox"/>
La Grange	L49	<input type="checkbox"/>
Demeure avec des Tournelles	L50	<input type="checkbox"/>
Théâtre	L51	<input type="checkbox"/>
Chantier de Construction de Bateaux	L52	<input type="checkbox"/>



Having Problems?

Call our special "Legends of Valour" Hint Line (U.K. ONLY) on:

0839 993366*

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Wie man die Karte nutzt

Zu jedem unten aufgeführten Ort gehört ein leeres Kästchen und ein bestimmtes Zeichen. Auf deiner Reise durch Mitteldorf wirst du alle diese Plätze entdecken. Schreibe einfach das in der Legende aufgeführte Zeichen über ein bestimmtes Gebäude, und markiere anschließend das dazugehörige Kästchen in der Legende mit einem ("X"). Einige Orte sind schon vrmarkiert, um dir den Beginn deiner Erkundungen zu erleichtern.

GEFÄNGNISSE		
Turnverlies	P1	<input type="checkbox"/>
Schloßkerker	P2	<input type="checkbox"/>
Söldnergefängnis	P3	<input type="checkbox"/>
Arrest	P4	<input type="checkbox"/>
Stadtgefängnis	P5	<input type="checkbox"/>

GASTHÄUSER		
Zum Drachen	B1	<input type="checkbox"/>
Trollsalon	B2	<input type="checkbox"/>
Zum Gehenkten	B3	<input type="checkbox"/>
Heidekrug	B4	<input type="checkbox"/>
Zum Kakerlakenreiter	B5	<input type="checkbox"/>
Sesepferdchen	B6	<input type="checkbox"/>
Haus Nixenruh	B7	<input type="checkbox"/>
Zum Schlangenkopf	B8	<input type="checkbox"/>

HERBERGEN		
Hort der Verlorenen	H1	<input type="checkbox"/>
Sensenmann	H2	<input type="checkbox"/>
Flohpalast	H3	<input type="checkbox"/>
Reisegasthaus	H4	<input type="checkbox"/>
Rasthaus	H5	<input type="checkbox"/>
Eremitenklaus	H6	<input type="checkbox"/>
Thespiataverne	H7	<input type="checkbox"/>
Matrosenquartier	H8	<input type="checkbox"/>

GESCHÄFTE		
Rüstkammer	S1	<input type="checkbox"/>
Hotch Kaufparadies	S2	<input type="checkbox"/>
Skjolds Militärausrüstung	S3	<input type="checkbox"/>
Preiswerter Potch	S4	<input type="checkbox"/>
Zollhaus	S5	<input type="checkbox"/>
Thoras Kellerladen	S6	<input type="checkbox"/>
Söldnerausrüstung	S7	<input type="checkbox"/>
Downend's Supermarkt	S8	<input type="checkbox"/>
Copestake's	S9	<input type="checkbox"/>
Pfandleihe	S10	<input type="checkbox"/>
Garfoot's Knastkasschemme	S11	<input type="checkbox"/>
Kalle Knickrigs Kaufkarussell	S12	<input type="checkbox"/>
Olaf's Handelshaus	S13	<input type="checkbox"/>
Krämer	S14	<input type="checkbox"/>
Drysdals Gerimpel	S15	<input type="checkbox"/>

GILDEN		
Löge der Asegeir	G1	<input type="checkbox"/>
Loki-Brudersgaf	G2	<input type="checkbox"/>
Kriegergilde	G3	<input type="checkbox"/>
Söldnergilde	G4	<input type="checkbox"/>
Diebesgilde	G5	<input type="checkbox"/>

TEMPEL		
Tempel des Set	T1	<input type="checkbox"/>
Tempel des Odin	T2	<input type="checkbox"/>
Tempel der Freya	T3	<input type="checkbox"/>
Tempel des Aegir	T4	<input type="checkbox"/>

SEHENSWÜRDIGKEITEN		
Gerichtsgebäude	L1	<input type="checkbox"/>
Vilma's Schuppen	L2	<input type="checkbox"/>
Schmiede	L3	<input type="checkbox"/>
Stadtküche	L4	<input type="checkbox"/>
Bürgerzentrum	L5	<input type="checkbox"/>
Galerie	L6	<input type="checkbox"/>
Bürgermeister	L7	<input type="checkbox"/>
Kutschenhaus	L8	<input type="checkbox"/>
Letzte Zuflucht	L9	<input type="checkbox"/>
Brauhaus	L10	<input type="checkbox"/>
Schlachthaus	L11	<input type="checkbox"/>
Säbelzahnflieger	L12	<input type="checkbox"/>
Wachstube	L13	<input type="checkbox"/>
Chimerics Klaus	L14	<input type="checkbox"/>
Gefängnisshof	L15	<input type="checkbox"/>
Nordost-Turm	L16	<input type="checkbox"/>
Kasernenplatz	L17	<input type="checkbox"/>
Haupthalle	L18	<input type="checkbox"/>
Torhaus	L19	<input type="checkbox"/>
Chirurgie	L20	<input type="checkbox"/>
Frachtmeister	L21	<input type="checkbox"/>
Halle der Steine	L22	<input type="checkbox"/>
Leichenschauhaus	L23	<input type="checkbox"/>
Armenhaus	L24	<input type="checkbox"/>
Institut für Zoologie	L25	<input type="checkbox"/>
Schrein	L26	<input type="checkbox"/>
Rekrutierungsbüro	L27	<input type="checkbox"/>
Wäscherei	L28	<input type="checkbox"/>
Seile & Taue	L29	<input type="checkbox"/>
Schrein des Njord	L30	<input type="checkbox"/>
Südwest-Turm	L31	<input type="checkbox"/>
Gladshiem	L32	<input type="checkbox"/>
Schreibstube	L33	<input type="checkbox"/>
Juwelier	L34	<input type="checkbox"/>
Probstei	L35	<input type="checkbox"/>
Grotte	L36	<input type="checkbox"/>
Finanzamt	L37	<input type="checkbox"/>
Balsamierstube	L38	<input type="checkbox"/>
Wanlock Gräber	L39	<input type="checkbox"/>
Observatorium	L40	<input type="checkbox"/>
Höxengrube	L41	<input type="checkbox"/>
Museum	L42	<input type="checkbox"/>
Glockenturm	L43	<input type="checkbox"/>
Architektenhaus	L44	<input type="checkbox"/>
Bei Silas	L45	<input type="checkbox"/>
Walkürenweg	L46	<input type="checkbox"/>
Vestibul	L47	<input type="checkbox"/>
Hermod's Palast	L48	<input type="checkbox"/>
Scheune	L49	<input type="checkbox"/>
Turngymnast	L50	<input type="checkbox"/>
Theater	L51	<input type="checkbox"/>
Bootswerf	L52	<input type="checkbox"/>

Come usare la mappa

Su ogni luogo elencato qui sotto, si trova una casella vuota e un codice di riferimento. Attraversando Mitteldorf scoprirai questi luoghi. Scrivi il codice di riferimento sul relativo edificio e metti una croce ("X") nella casella adiacente a quel luogo. Abbiamo incluso parecchi luoghi per aiutarti a cominciare la tua esplorazione.

PRIGIONI		
prigione della torre	P1	<input type="checkbox"/>
sotterraneo del castello	P2	<input type="checkbox"/>
prigione mercenaria	P3	<input type="checkbox"/>
il brigantino	P4	<input type="checkbox"/>
il carcere cittadino	P5	<input type="checkbox"/>

OSTERIE		
La Testa del Dragone	B1	<input type="checkbox"/>
Lo Stemma dei Troll	B2	<input type="checkbox"/>
L'impiccato	B3	<input type="checkbox"/>
Il Boccale di Birra	B4	<input type="checkbox"/>
Il Casino	B5	<input type="checkbox"/>
L'Osteria del Cavalluccio marino	B6	<input type="checkbox"/>
L'Osteria della Sirena	B7	<input type="checkbox"/>
Alla Sbornia	B8	<input type="checkbox"/>

LOCANDE		
La Casa dei Vagabondi	H1	<input type="checkbox"/>
La Pensione dei morti	H2	<input type="checkbox"/>
Il Pulciaio	H3	<input type="checkbox"/>
La pensione del Viaggiatore	H4	<input type="checkbox"/>
Gli alloggi	H5	<input type="checkbox"/>
La Locanda dell'Eremita	H6	<input type="checkbox"/>
La Locanda del Tragediografo	H7	<input type="checkbox"/>
Le capanne degli uomini di mare	H8	<input type="checkbox"/>

NEGOZI		
L'arsenale	S1	<input type="checkbox"/>
La bottega di Hotch	S2	<input type="checkbox"/>
Le scorte di Skjold	S3	<input type="checkbox"/>
Le provviste di Potch	S4	<input type="checkbox"/>
La Casa del Cliente	S5	<input checked="" type="checkbox"/>
Lo scantinato di Thora	S6	<input type="checkbox"/>
Il magazzino mercenario	S7	<input type="checkbox"/>
Le scorte di Dowend	S8	<input type="checkbox"/>
Le specialità gastronomiche di Copestake	S9	<input type="checkbox"/>
Il banco dei pegni	S10	<input type="checkbox"/>
Allo spazio della prigione	S11	<input type="checkbox"/>
Dallo scudetto di Idish	S12	<input type="checkbox"/>
L'emporio di Olaf	S13	<input type="checkbox"/>
Dal fornitore delle navi	S14	<input type="checkbox"/>
Il mercatino di Drysdale	S15	<input type="checkbox"/>