

Things that i see as important for the GM will be marked with green	
Things that could be used as quest opportunities are marked purple	
POI	Infos
Player 1	Spawnpoint of Player1, when Spawnpoint is not set by GM
Player2	Spawnpoint of Player2, when Spawnpoint is not set by GM
Player3	Spawnpoint of Player3, when Spawnpoint is not set by GM
Player4	Spawnpoint of Player4, when Spawnpoint is not set by GM
GMRoom	Goes to the GMRoom, where certain settings about the map can be changed
Prison Chest	The Prison Chest, where player items are put if they're arrested
Vault Entrance	Entrance to the Prison Vault.
1	The big Harbour. Contains a Human, and a Lizard Warship, and a lot of Warmaterial. Contains a Slave Trader selling Children.
2	Import/Export contains a small Storage Area, and an area where people have to sign Forms for importing/exporting good
3	Lighthouse that you can go up to
4	Small Guard Storage
5	The Guild building. Contains a lot of adventurers in groups, looking over maps/quests. The Upstairs contains a dinner room, the guildmaster's room with his assistant, and the treasure chamber. Locked with a Key thats normally on his Desk
6	Just a campsite for adventurers, mostly empty/bare. Players could set up here
7	An Inn for the poor, with very minimalistic rooms/sleeping opportunities. Each Room is Locked. The Key's are behind the counter in the shelves
8	A House for orphaned children
9	Lizard Camp.
10	Hidden Entrance to the Sewers
11	Small Crop area with a well
12	Library. Contains a lot of Scrolls, that can be stolen if sneaking! Has a Trader for all kind of Elemental Related Skill-Books
13	An inn with an easter egg in it, has an upstairs area With three rooms.
14	A generic house of a few poor people.
15	Just a normal park. There is a diamond in the Pond
16	Palladin Camp.
17	Butchers House. Has a cellar that can be entered
18	A Tavern. The Barmaid can be traded with for drinks/food. A man with guards is sitting at one of the tables.
19	Giant Storage next to the marketplace
20	Just another generic poor worker house
21	Lizard Blacksmith, with a Weapons/Armor Trader in it
22	Workerhouse for miners. Has a cellar that can be entered
23	Marketplace. Contains nearly every vanilla trader. The Traders will Auto-Fill, and Auto-Level their inventory
24	Generic House
25	Tent of a few poor fellas
26	Bridge connecting the two parts of the map. The GMRoom contains an option to stop players from passing the bridge.
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28	Giant Theater, currently empty. Some people a acting/preparing an act on one of the two stages. Contains an easter egg
29	Generic rich Civilian House. Contains a Dwarf Burried under Books. Has a cellar that connects to the neighboring house (30)
30	Generic rich Civilian House. Has a cellar that connects to the neighboring house (29)
31	Prison. The cellar is where you get put, when you're arrested. Your Items are put into the prison chest. If you escape, you get fugitive for 20 Turns. (Fugitive Status does not trigger guards, it's the GM's choice wherever NPC's react to it)
32	Potion Seller, has a strange contraption with a oversized dead chicken in the backroom
33	Just a small park. Has an easter egg in it.
34	Generic rich civilian house
35	Generic rich civilian house. Has a back room with strange machines and a dead man on the ground that seemingly got electrocuted by a machine malfunction
36	Gambling Area. Players can generate chests, by paying gold, based on their current level. Can give no to very big rewards. Requires a Invitation which can be bought for 500 Gold from the Shady Figure in the Sewers (See Sewers map)
37	"Art" Museum
38	Generic rich civilian house
39	Drudnae Smoking Tent, players get dazed, when they enter the tent. A addict is trying to get in, but is blocked by guards.
40	Upper part of the Mine. There is a minecart that can be used to travel into the mines
41	Just a old ruin with a bonfire on it
42	A Church with a few visitors and a priest reading the great bible of "Lorem Ipsum"
43	Spa area. Has applies healing, warm, and regenerates source points
44	Small Guard Storage
45	Big Marketplace, contains nearly all vanilla traders
46	Sewer Entrance
47	Generic rich civilian house
48	Inn for the richer. As with the other inn, the rooms are locked, and the keys are behind the counter in the shelves
49	Wash saloon
50	A Bank. Has a front area. There is a key on one of the tables to go into the back rooms. The Bank has an underground Vault (Separate Map)
51	Auctionhouse. Contains lot of antiques and other stuff. The upstairs has a small room with a Godslayer Sword with 10 Durability in it
52	A restaurant for the rich and privileged. A Palladin in a secluded room seems to be waiting for somebody
53	The Castle. Contains lots of wandering guards.
54	The King sits inside the throneroom
55	The castles beautiful garden
56	Generic rich house
57	Wizards house and tower. Sadly the tower cannot be entered

Note to Self: C 72, 22