

# Ehrghan

**Community Size:** Hamlet

**Population:** 109 Adults

**Size:** 9.20 Acres

**Population Density (Adults/Acre):** 11.85 Adults/Acre

**Races:** Human (101); Halfling (2); Elf (1); Dwarf (1); Gnome (1); Half Elf (1); Half Orc (1); Other (1)

**Gold Piece Limit:** 100.00

**Wealth:** 545.00

**Income for Lord(s)/King(s):** 1.09

**Magic Resources:** 0.00

**Imports:** Pumpkins

**Exports:** none

**Famous:** None

**Infamous:** None

**# of Wards:** 7

**# of Buildings:** 54

**# of Power Centers:** 0

**# of Guilds:** 0

**No Walls**

## Wards

Sea (city layout: a)

### *1.09 Acres; 6 Structures; Outside Walls*

House (C) : 1

Mill (C) : 1

Office:Sage/Scholar (C) : 1

Workshop:Bakers (D) : 1

Workshop:Carpetners (D) : 1

Workshop:Furniture Makers (C) : 1

Market (city layout: b)

### *1.16 Acres; 8 Structures; Outside Walls*

Bath (A) : 2

Bath (B) : 1

Office:Wine Merchants (A) : 1

Shop:Jewelers (B) : 1

Tavern (A) : 1

Warehouse (C) : 2

Merchant (city layout: c)

### *1.48 Acres; 5 Structures; Outside Walls*

House (C) : 2

Office:Wool Merchants (A) : 1

Plaza (B) : 1

Warehouse (B) : 1

Market (city layout: d)

### *1.22 Acres; 8 Structures; Outside Walls*

Grainery (B) : 1

Office:Livestock Merchants (B) : 1

Plaza (A) : 1

Shop:Barbers (B) : 1

Shop:Pawnbroker (B) : 1

Shop:Prostitutes (C) : 1

Shop:Woodsellers (C) : 1

Warehouse (C) : 1

Market (city layout: e)

### *2.18 Acres; 15 Structures; Outside Walls*

Admin (C) : 1

Fountain (C) : 1

House (B) : 1

Religious (B) : 1

Shop:Jewelers (B) : 1

Shop:Mercers (B) : 1

Shop:Spice Merchants (C) : 1

Tavern (B) : 2

Tavern (C) : 1

Warehouse (B) : 1

Warehouse (C) : 2

Well (A) : 1

Well (B) : 1

Market (city layout: f)

### *1.55 Acres; 10 Structures; Outside Walls*

Inn (C) : 1

Plaza (B) : 1

Shop:Furriers (A) : 1

Shop:Grocers (A) : 1

Shop:Grocers (C) : 2

Shop:Wool Merchants (C) : 1

Stable (B) : 1

Tavern (A) : 1

Tavern (C) : 1

Oderiforous (city layout: g)

### *0.51 Acres; 2 Structures; Outside Walls*

Number in parenthesis after building type is the building's quality:  
A is luxurious, royal, or imperial  
B is tasteful, ornate, or artistic  
C is utilitarian, basic, or normal  
D is derelict, condemned, rough, or functional

Professions

Apprentices : 1	Beggars : 27	Clergy members : 2
Clothiers, Used : 1	Cooks : 1	Dairy sellers : 1
Domestic Servants : 1	Drapers : 2	Elderly/Infirm : 12
Fishers : 1	Furniture Makers : 1	Furriers : 1
Grocers : 1	Guards (city & governmental) : 1	Guards (city, governmental) : 1
Guards (private) : 3	Guides/touts : 1	Housewives & Househusbands : 14
Journeyman : 4	Laborers : 12	Launderers : 1
Librarians : 1	Mercenaries : 1	Officials : 1
Pages : 1	Peddlers : 2	Porters : 2
Prostitutes : 1	Sailors : 1	Servers (taverns, inns, restaurants) : 3
Slaves : 1	Students : 1	Thieves : 3
Warehousers : 1	Weavers : 1	

City Layout

e e e d a  
e e e d d a a  
e e e d a a a  
d d d d a a  
b b b b  
b b g  
b b g g g  
f f f f c g g  
f f c c g  
f f c c c c c