# **Nahg Entfi Ostyng**

Community Size: Village Population: 787 Adults Size: 31.72 Acres

Population Density (Adults/Acre): 24.81 Adults/Acre

Races: Human (730); Halfling (15); Elf (7); Dwarf (7); Gnome (7); Half Elf (7); Half Orc (7); Other (7)

**Gold Piece Limit:** 200.00

**Wealth:** 7,870.00

Income for Lord(s)/King(s): 15.74

Magic Resources: 78.70

Imports: Doves Exports: none Famous: None Infamous: Taxes

# of Wards: 8 # of Buildings: 379 # of Power Centers: 2

# of Guilds: 0

No Walls

#### Wards

#### Sea (city layout: a)

## 3.06 Acres; 36 Structures; Outside Walls

Shop: Dairy Sellers (D): 1 Tenement (D): 3 Well (D): 2

Workshop:Basket Makers (D): 1Workshop:Bookbinders (D): 1Workshop:Furniture Makers (D): 1Workshop:Glass Makers (D): 1Workshop:Harness Makers (D): 1Workshop:Jewelers (C): 1Workshop:Potters (D): 1Workshop:Saddlers an Spurriers (C): 1Workshop:Silversmiths (D): 1

 $Workshop: Wheel wrights \ (D): 1$ 

#### Market (city layout: b)

#### 3.19 Acres; 41 Structures; Outside Walls

Religious (B): 2Shop:Clothiers, Used (B): 1Shop:Dairy Sellers (A): 1Shop:Drapers (C): 1Shop:Flowersellers (A): 1Shop:Furriers (B): 1Shop:Furriers (C): 2Stable (A): 1Stable (B): 1Tavern (A): 2Tavern (B): 1Tavern (C): 1

Warehouse (B): 5 Warehouse (C): 7

# Merchant (city layout: c)

## 4.13 Acres; 37 Structures; Outside Walls

Warehouse (C): 2 Workshop:Blacksmiths (C): 1 Workshop:Bookbinders (B): 1

#### Market (city layout: d)

#### 4.85 Acres; 62 Structures; Outside Walls

Office:Livestock Merchants (A): 1 Religious (A): 4 Shop:Barbers (C): 1 Shop:Brothel Keepers (A): 1 Shop:Fishmongers (B): 1 Shop:Engravers (A): 1 Shop:Grocers (A): 1 Shop:Haberdashers (B): 1 Shop:Jewelers (A): 1 Shop:Jewelers (C): 1 Shop:Launderers (B): 2 Shop:Mercers (A): 1 Shop:Prostitutes (C): 1 Shop:Tailors (B): 1 Shop:Tailors (C): 1 Shop:Tinkers (B): 1 Shop:Wine Merchants (B): 1 Shop:Wool Merchants (C): 1 Stable (A): 1 Tavern (B): 5 Tavern (A): 5 Tavern (C): 3 Warehouse (B): 7 Warehouse (C): 7

#### Market (city layout: e)

## 4.14 Acres; 53 Structures; Outside Walls

Admin (B): 1 Admin (C): 5 Bath (A): 1 Cistern (A): 1 Fountain (A): 1 Guild H (A): 1 House (A): 2 House (B): 1 Inn (C): 2 Office:Livestock Merchants (A): 1 Religious (B): 4 Shop:Barbers (C): 2 Shop:Brothel Keepers (A): 1 Shop:Butchers (A): 2 Shop:Dairy Sellers (B): 1 Shop:Dairy Sellers (C): 1 Shop:Drapers (B): 1 Shop:Furriers (A): 1 Shop:Pawnbroker (A): 1 Shop:Prostitutes (A): 1 Shop:Furriers (C): 1 Shop:Prostitutes (C): 1 Shop:Wine Merchants (B): 1 Shop:Prostitutes (B): 1 Stable (B): 1 Tavern (A): 3 Stable (A): 1 Tavern (C): 4 Tavern (B): 1 Warehouse (B): 2 Warehouse (C): 6

## Market (city layout: f)

#### 4.93 Acres; 64 Structures; Outside Walls

Admin (A): 2 Admin (C): 1 Bath (A): 2 Bath (B): 2 Fountain (B): 1 House (A): 2 Inn (B): 1 Inn (C): 1 House (B): 6 Office:Pawnbroker (B): 1 Office:Carpenters (A): 1 Religious (A): 4 Religious (B): 4 Shop:Clothiers, Used (B): 1 Shop:Dairy Sellers (C): 1 Shop:Drapers (C): 1 Shop:Engravers (A): 1 Shop:Engravers (C): 1 Shop:Furriers (A): 2 Shop:Grocers (A): 1 Shop:Grocers (C): 1 Shop:Haberdashers (C): 1 Shop:Launderers (B): 1 Shop:Launderers (C): 1 Shop:Prostitutes (C): 1 Stable (A): 4 Stable (B): 2 Tavern (A): 1 Tavern (B): 1 Tavern (C): 2 Warehouse (C): 3 Warehouse (B): 7 Well (A): 1 Well (B): 2

#### Oderiforous (city layout: g)

# 4.51 Acres; 49 Structures; Outside Walls

Bath (C): 1 Bath (D): 4 Cemetery (C): 1 Corral (B): 2 Fountain (D): 1 Hospital (D): 1 House (D): 8 Inn (C): 1 House (C): 1 Shop:Dairy Sellers (D): 1 Religious (B): 1 Shop:Engravers (C): 1 Shop:Furriers (D): 1 Tavern (C): 5 Tenement (C): 1 Tenement (D): 3 Warehouse (C): 3 Warehouse (D): 1

 $\begin{aligned} & \text{Well (C): 1} & \text{Workshop:Armorers (D): 1} & \text{Workshop:Buckle Makers (C): 1} \\ & \text{Workshop:Carpetners (D): 1} & \text{Workshop:Cobblers (D): 2} & \text{Workshop:Furniture Makers (C): 1} \\ & \text{Workshop:Furriers (D): 1} & \text{Workshop:Jewelers (C): 1} & \text{Workshop:Locksmiths (C): 1} \end{aligned}$ 

Workshop:Rope Makers (D): 1 Workshop:Weavers (D): 1

## Market (city layout: h)

## 2.91 Acres; 37 Structures; Outside Walls

Office:Astrologers (B): 1 Bath (A): 1 House (A): 2 Office:Livestock Merchants (A): 1 Plaza (C): 1 Plaza (A): 1 Shop:Barbers (B): 1 Religious (A): 2 Religious (B): 1 Shop:Clothiers, Used (A): 1 Shop:Drapers (B): 1 Shop:Grocers (C): 1 Shop:Haberdashers (A): 1 Shop:Pawnbroker (A): 1 Shop:Pawnbroker (B): 1 Shop:Tailors (C): 1 Stable (A): 1 Tavern (A): 1 Tavern (C): 1 Warehouse (B): 6 Warehouse (C): 10

*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, condemened, rough, or functional

#### **Professions**

Acrobats, Tumblers: 1 Apprentices: 16 Bakers: 2 Barbers: 3 Basket Makers: 4 Bathers: 1 Beggers: 145 Brewers: 1 Bricklayers: 4 Caravaner: 3 Carpenters: 5 Chandlers: 1 Clergy members: 19 Clothiers & Used: 6 Cobblers: 6 Dairy sellers: 5 Cooks: 1 Coopers: 1 Domestic Servants: 10 Drapers: 4 Elderly/Infirm: 80 Flowersellers: 4 Engineers: 1 Engravers: 2 Fullers: 1 Furniture Makers: 6 Furriers: 5 Glass Makers: 1 Grocers: 10 Grooms: 1

Guards (city & governmental): 7 Guards (city, governmental): 3 Guards (private): 21

Guides/touts: 4 Haberdashers: 1 Housewives & Househusbands:

98

Illuminators: 1 Inventors: 1 Jewelers: 2 Journeymen: 9 Laborers: 100 Launderers: 5 Livestock merchants: 5 Masons: 2 Mercenaries: 9 Mercers: 2 Midwives: 1 Officials: 5 Paper/Parchmentmakers: 4 Pages: 4 Pastry Makers: 1 Pawnbroker: 2 Peddlers: 18 Plasterers: 1 Porters: 18 Potters: 5 Prostitutes: 5 Rat Catchers: 1 Roofers: 1 Sailors: 10 Shipmakers: 1 Scabbard Makers: 2 Servers (taverns, inns, restaurants) : 30 Silversmiths: 2

Soapmakers: 4 Students: 9
Tavern Keepers: 3 Thieves: 12
Traveler: 2 Warehousers: 7
Weavers: 3 Wheelwrights: 3

Watercarriers: 4
Wine Merchants: 1

Slaves: 4

Tailors: 3

Tinkers: 2

# **Power Centers**

# Canon

Alignment: Neutral Good

Wealth: 4,286.49 Influence Points: 25 Total NPCs: 21

$\downarrow$ NPC : Level $\rightarrow$	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Bard	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Commoner	8	5	1	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-

# Lord Chancellor

**Alignment:** Lawful Evil **Wealth:** 3,429.19 **Influence Points:** 20

Total NPCs: 15

$\downarrow$ NPC : Level $\rightarrow$	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Barbarian	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Commoner	4	2	1	1	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-
Monk	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

## City Layout