

# Vike

**Community Size:** Hamlet

**Population:** 366 Adults

**Size:** 19.42 Acres

**Population Density (Adults/Acre):** 18.84 Adults/Acre

**Races:** Human (269); Other (97)

**Gold Piece Limit:** 100.00

**Wealth:** 1,830.00

**Income for Lord(s)/King(s):** 3.66

**Magic Resources:** 0.00

**Imports:** Gourds

**Exports:** none

**Famous:** Dancing

**Infamous:** None

**# of Wards:** 11

**# of Buildings:** 111

**# of Power Centers:** 1

**# of Guilds:** 0

**No Walls**

## Wards

Sea (city layout: a)

**1.14 Acres; 6 Structures; Outside Walls**

Bath (D) : 1

Corral (B) : 1

Inn (C) : 2

Shop:Mercers (C) : 1

Tenement (D) : 1

River (city layout: b)

**2.01 Acres; 12 Structures; Outside Walls**

Bath (D) : 2

House (C) : 3

House (D) : 1

Inn (D) : 1

Shop:Brothel Keepers (C) : 1

Tenement (C) : 1

Tenement (D) : 1

Workshop:Bellmakers (C) : 1

Workshop:Fullers (D) : 1

Market (city layout: c)

**1.69 Acres; 11 Structures; Outside Walls**

Grainery (B) : 1

Office:Carpenters (B) : 1

Tavern (A) : 2

Tavern (B) : 1

Tavern (C) : 2

Warehouse (B) : 2

Warehouse (C) : 2

Merchant (city layout: d)

**2.27 Acres; 9 Structures; Outside Walls**

Bath (A) : 1

Guild H. (B) : 1

Hospital (C) : 1

House (A) : 1

Rest (B) : 1

Shop:Spice Merchants (B) : 1

Tavern (A) : 1

Workshop:Fullers (B) : 1

Workshop:Tilers (C) : 1

Oderiforous (city layout: e)

**2.54 Acres; 12 Structures; Outside Walls**

Bath (C) : 1

Hospital (C) : 2

House (C) : 1

House (D) : 3

Shop:Clothiers, Used (D) : 1

Tavern (D) : 1

Tenement (C) : 1

Warehouse (C) : 1

Workshop:Soapmakers (C) : 1

Market (city layout: f)

**1.72 Acres; 12 Structures; Outside Walls**

Bath (B) : 2

Cistern (A) : 1

Office:Pawnbroker (A) : 1

Religious (B) : 1

Shop:Clothiers, Used (C) : 1

Shop:Furriers (A) : 1

Shop:Grocers (C) : 1  
Tavern (B) : 2

Shop:Tailors (C) : 1

Tavern (A) : 1

Oderiforous (city layout: g)

### **1.56 Acres; 7 Structures; Outside Walls**

Admin (B) : 1  
Tenement (D) : 1

House (D) : 1

Inn (D) : 1

Warehouse (D) : 2

Workshop:Harness Makers (D) : 1

Market (city layout: h)

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

Bath (B) : 1  
Religious (A) : 1  
Shop:Prostitutes (B) : 1

Grainery (B) : 1

House (A) : 1

Shop:Dairy Sellers (A) : 1

Shop:Mercers (C) : 1

Warehouse (B) : 1

Market (city layout: i)

### **1.85 Acres; 12 Structures; Outside Walls**

Admin (A) : 1  
Tavern (B) : 3  
Warehouse (C) : 2

Religious (B) : 1

Stable (B) : 1

Tavern (C) : 3

Warehouse (B) : 1

Market (city layout: j)

### **2.44 Acres; 17 Structures; Outside Walls**

Admin (B) : 1  
Religious (A) : 1  
Shop:Dairy Sellers (A) : 1  
Shop:Mercers (C) : 1  
Tavern (B) : 1

Inn (B) : 1

Office:Sage/Scholar (A) : 1

Shop:Clothiers, Used (A) : 1

Shop:Clothiers, Used (C) : 1

Shop:Flowersellers (B) : 1

Shop:Grocers (C) : 1

Shop:Prostitutes (A) : 1

Stable (A) : 1

Tavern (C) : 2

Warehouse (C) : 2

Oderiforous (city layout: k)

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

Hospital (C) : 1  
Warehouse (C) : 1

Hospital (D) : 1

Shop:Wine Merchants (C) : 1

Workshop:Bakers (C) : 1

*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 : 6

Barbers : 1

Beggars : 66

Buckle Makers : 1

Carpenters : 2

Clothiers & Used : 2

Dairy sellers : 2

Elderly/Infirmary : 39

Furriers : 7

Guards (city, governmental) : 2

Housewives & Househusbands : 52

Launderers : 4

Mercenaries : 5

Pages : 1

Peddlers : 9

Prostitutes : 4

Servers (taverns, inns, restaurants) : 11

Thieves : 3

Artists : 1

Basket Makers : 2

Brewers : 1

Butchers : 1

Chandlers : 1

Clothiers, Used : 1

Domestic Servants : 4

Flowersellers : 1

Grocers : 3

Guards (private) : 9

Jesters : 1

Journeyman : 3

Livestock merchants : 3

Mercers : 1

Painters : 1

Porters : 7

Saddlers and Spurriers : 1

Slaves : 2

Tailors : 1

Warehousers : 2

Bakers : 2

Bathers : 1

Bricklayers : 2

Caravaner : 1

Clergy members : 14

Cobblers : 4

Drapers : 1

Furniture Makers : 3

Guards (city & governmental) : 3

Guides/touts : 1

Jewelers : 1

Laborers : 51

Masons : 1

Officials : 2

Paper/Parchmentmakers : 1

Potters : 1

Sailors : 3

Students : 3

Tavern Keepers : 3

Watercarriers : 1

Weavers : 2

Wheelwrights : 2

Power Centers  
Professionals

Alignment: Lawful Evil  
Wealth: 1,813.00  
Influence Points: 32  
Total NPCs: 30

↓ NPC : Level →	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Commoner	14	9	4	-	2	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-

City Layout

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      a j j j j j j
    a a j j j h
  a a a j j h h h
f f a f j j h h c c
f f f f f c c c c
f i f f f f b b c c
i i i i i d b b b b
i i i i e d b b b b
i g i g e d d b k b b
g g g e d d d k k k
e e g g e e d k k
e e e e e k k
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