

1 WORLD OVERVIEW

2 CALENDAR

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5 LOCATIONS

6 POPULATION CENTERS

Following are the currently defined population centers:

Name	Type	Location
Aniel	Hamlet (146)	
Durvik's Pass	Small Town (1540)	Pass in the ? mountains. x mile NW from ?
Faerenslone	Village (504)	
Fairdale	Village (850)	
Gurdsmyth		
Horvath	Large Town (2500)	
Newkeep	Hamlet (212)	
Stone's Forge		
Stone's Rest		

6.1 Aniel (Hamlet)

Location:	Any forest							
Population:	Size: 146; 96% Halfling, 2% Human, 1% Elf, 1% other							
Economy:	Limit: 100gp, Assests: 750gp							
Authority:	2nd Fighter; Guards: 1, Militia: 7							
Power Centers:	Conventional (Chaotic Good)							
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	Total
	Barbarian	1						1
	Cleric	1						1
	Fighter		1					1
	Ranger	2		1				3
	Rogue	1						1
	Sorcerer		1					1
	Wizard		1					1
	Adept	1	1					2
	Aristocrat	1						1
	Commoner	112	4		2		1	119
	Expert	4	2		1			7
	Warrior	8		1				9

6.2 Durvik's Pass (Small Town)

Location:	Pass in the ? mountains. x mile NW from ?							
Population:	Size: 1540; 79% Human, 9% Halfling, 5% Elf, 3% Dwarf, 2% Gnome, 1% Half-Elf, 1% Half-Orc							
Economy:	Limit: 1200gp, Assests: 50000gp							
Authority:	1st Commoner; Guards: 15, Militia: 77							
Power Centers:	Conventional (Neutral Good)							
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	Total
	Bard	1						1
	Cleric	2		1				3
	Rogue	1						1
	Adept	8						8
	Aristocrat	12		2		1		15
	Commoner	1377	1					1378
	Expert	45	4		2		1	52
	Warrior	80		2		1		83

6.3 Faerenslone (Village)

Location:	anywhere								
Population:	Size: 504; 96% Halfling, 2% Human, 1% Elf, 1% other								
Economy:	Limit: 200gp, Assests: 5000gp								
Authority:	4th Fighter; Guards: 5, Militia: 25								
Power Centers:	Conventional (Lawful Evil)								
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	Total
	Barbarian	2		1					3
	Bard	1							1
	Cleric	1							1
	Druid		1						1
	Fighter		2		1				3
	Monk		1						1
	Paladin		1						1
	Rogue		1						1
	Sorcerer		1						1
	Adept	3							3
	Aristocrat	2	1						3
	Commoner	427		4		2		1	434
	Expert	18		2		1			21
	Warrior	27		2		1			30

6.4 Fairdale (Village)

Location:	Anywhere							
Population:	Size: 850; 37% Human, 20% Halfling, 18% Elf, 10% Dwarf, 7% Gnome, 5% Half-Elf, 3% Half-Orc							
Economy:	Limit: 200gp, Assests: 8500gp							
Authority:	3rd Fighter; Guards: 9, Militia: 43							
Power Centers:	Conventional (Neutral Good)							
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	Total
	Barbarian		1					1
	Bard		1					1
	Cleric		4		2		1	7
	Fighter	4		2		1		7
	Monk	2		1				3
	Paladin	1						1
	Ranger		1					1
	Rogue		2		1			3
	Adept	6		1				7
	Aristocrat	5						5
	Commoner	738		1				739
	Expert	24	4		2		1	31
	Warrior	40	2		1			43

6.6 Garnet Point (Metropolis)

Location:	Stone out cropping near a river basin or delta.																						
Population:	Size: 222358; 37% Gnome, 20% Human, 18% Halfling, 10% Elf, 7% Dwarf, 5% Half-Elf, 3% Half-Orc																						
Economy:	Limit: 100000gp, Assests: 1,111,800,000gp																						
Authority:	19th Warrior; Guards: 2224, Militia: 11118																						
Power Centers:	Monsterous (Lawful Good), Magical (True Neutral), Magical (Chaotic Good), Magical (Lawful Neutral)																						
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	21th	
	Barbarian	192	192	96	96	48	48	24	24	12	12	6	6	3	3	1	1						
	Bard	384	256	192	128	96	64	48	32	24	16	12	8	6	4	3	2	1					
	Cleric	640	64	320	32	160	16	80	8	40	4	20	2	10	1	5		2					
	Druid	384	64	192	32	96	16	48	8	24	4	12	2	6	1	2		1					
	Fighter	640	256	320	128	160	64	80	32	40	16	20	8	10	4	5	2	2	1				
	Monk		448		224		112		56		28		14		7		3						
	Paladin	384	64	192	32	96	16	48	8	24	4	12	2	6	1	3							
	Ranger	64	192	32	96	16	48	8	24	4	12	2	6	1	3								
	Rogue	768	768	384	384	192	192	96	96	48	48	24	24	12	12	6	6	3	3	1	1		
	Sorcerer	64	256	32	128	16	64	8	32	4	16	2	8	1	4		1						
	Wizard	192	128	96	64	48	32	24	16	12	8	6	4	3	2	1							
	Adept	1231	128	128	64	64	32	32	16	16	8	8	4	4	2	1	1						
	Aristocrat	1231	128	128	64	64	32	32	16	16	8	8	4	4	2	1	1						
	Commoner	178385	3072	512	1536	256	768	128	384	64	192	32	96	16	48	8	24	4	12	2	6	1	
	Expert	5847	1664		832		416		208		104		52		26		13		6		2		
	Warrior	10385	192	320	96	160	48	80	24	40	12	20	6	10	3	5	1	2			1		

6.7 Gurdsmyth (Small Town)

Location:											
Population:	Size: 976; 96% Dwarf, 2% Human, 1% Halfling, 1% other										
Economy:	Limit: 800gp, Assests: 39200gp										
Authority:	3rd Warrior; Guards: 10, Militia: 49										
Power Centers:	Conventional (Chaotic Evil)										
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Total
	Barbarian	1									1
	Bard	2		1							3
	Cleric		4		2		1				7
	Druid	2		1							3
	Fighter	4		2		1					7
	Monk	1									1
	Paladin	1									1
	Ranger	2		1							3
	Rogue		8		4		2		1		15
	Sorcerer	2		1							3
	Wizard		2		1						3
	Adept	4	2		1						7
	Aristocrat	4	1								5
	Commoner	813		8		4		2		1	828
	Expert	34		4		2		1			41
	Warrior	46		1							47

6.9 Newkeep (Hamlet)

Location:	Near a fast river and Thick forest.										
Population:	Size: 212; 79% Human, 9% Halfling, 5% Elf, 3% Dwarf, 2% Gnome, 1% Half-Elf, 1% Half-Orc										
Economy:	Limit: 100gp, Assests: 1050gp										
Authority:	3rd Fighter; Guards: 2, Militia: 11										
Power Centers:	Conventional (Neutral Good)										
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Total
	Bard	1									1
	Cleric		2		1						3
	Druid	1									1
	Fighter	2		1							3
	Monk		1								1
	Rogue		2		1						3
	Sorcerer	1									1
	Adept	1	2		1						4
	Aristocrat	1	1								2
	Commoner	160		8		4		2		1	175
	Expert	7		1							8
	Warrior	8	2		1						11

6.10 Rolling Shire (Village)

Location:													
Population:	Size: 626; 37% Gnome, 20% Human, 18% Halfling, 10% Elf, 7% Dwarf, 5% Half-Elf, 3% Half-Orc												
Economy:	Limit: 200gp, Assests: 6300gp												
Authority:	4th Warrior; Guards: 6, Militia: 31												
Power Centers:	Magical (Lawful Evil)												
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	Total
	Bard	4		2		1							7
	Cleric		2		1								3
	Druid		2		1								3
	Fighter	8		4		2		1					15
	Monk	2		1									3
	Ranger		1										1
	Rogue	4		2		1							7
	Sorcerer	1											1
	Wizard	1											1
	Adept	4		1									5
	Aristocrat	3											3
	Commoner	443		16		8		4		2		1	474
	Expert	46		16		8		4		2		1	77
	Warrior	23	2		1								26

6.11 Stern (Large City)

Location:	South west of Horvath.																					
Population:	Size: 17585; 37% Human, 20% Halfling, 18% Elf, 10% Dwarf, 7% Gnome, 5% Half-Elf, 3% Half-Orc																					
Economy:	Limit: 40000gp, Assests: 35180000gp																					
Authority:	14th Warrior; Guards: 176, Militia: 879																					
Power Centers:	Conventional (Lawful Neutral), Conventional (Lawful Good), Magical (Chaotic Neutral)																					
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	Total
	Barbarian	32	32	16	16	8	8	4	4	2	2	1										125
	Bard	160	32	80	16	40	8	20	4	10	2	5	1	2		1						381
	Cleric	32	48	16	24	8	12	4	6	2	3	1	1									157
	Druid	160	16	80	8	40	4	20	2	10	1	5		2		1						349
	Fighter	384	32	192	16	96	8	48	4	24	2	12	1	6		3		1				829
	Monk	96	32	48	16	24	8	12	4	6	2	3	1	1								253
	Paladin	64	32	32	16	16	8	8	4	4	2	2	1									189
	Ranger	32	32	16	16	8	8	4	4	2	2	1										125
	Rogue	96	64	48	32	24	16	12	8	6	4	3	2	1	1							317
	Sorcerer	32	32	16	16	8	8	4	4	2	2	1										125
	Wizard	128		64		32		16		8		4		1								253
	Adept	149	16	48	8	24	4	12	2	6	1	3		1								274
	Aristocrat	149	32	48	16	24	8	12	4	6	2	3	1	1								306
	Commoner	9611	1088		544		272		136		68		34		17		8		4		2	11784
	Expert	573	192	128	96	64	48	32	24	16	12	8	6	4	3	2	1	1				1210
	Warrior	592	128	32	64	16	32	8	16	4	8	2	4	1	2							909

6.14 Tinkersdale (Small Town)

Location:													
Population:	Size: 1214; 96% Elf, 2% Human, 1% Halfing, 1% other												
Economy:	Limit: 800gp, Assests: 48400gp												
Authority:	4th Warrior; Guards: 12, Militia: 61												
Power Centers:	Conventional (Lawful Good)												
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	Total
	Barbarian	1											1
	Bard	2		1									3
	Cleric		1										1
	Druid		1										1
	Fighter	4		2		1							7
	Monk	2		1									3
	Paladin	2		1									3
	Ranger		1										1
	Rogue		8		4		2		1				15
	Sorcerer		1										1
	Wizard	2		1									3
	Adept	6											6
	Aristocrat	5	2		1								8
	Commoner	1031		16		8		4		2		1	1062
	Expert	37		2		1							40
	Warrior	55	2		1								58

6.15 Urt Del (Hamlet)

Location:											
Population:	Size: 296; 96% Human, 2% Halfling, 1% Elf, 1% other										
Economy:	Limit: 100gp, Assests: 1500gp										
Authority:	1st Commoner; Guards: 3, Militia: 15										
Power Centers:	Magical (Lawful Good)										
NPC Levels:	Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Total
	Bard		1								1
	Cleric	1									1
	Druid	2		1							3
	Fighter		1								1
	Monk	1									1
	Paladin	1									1
	Ranger	1									1
	Sorcerer	1									1
	Wizard	1									1
	Adept	1									1
	Aristocrat	2									2
	Commoner	230		8		4		2		1	245
	Expert	15		4		2		1			22
	Warrior	14		1							15

7 MAPS