

Demography of the Wilderlands

This is a *fan* created material based on the
Wilderlands of High Fantasy Boxed Set by
Necromancer Games and Judges Guild

Introduction

What This PDF Contains

This PDF contains data collected from the ***Wilderlands of High Fantasy boxed set by Necromancer Games and Judges Guild***. Every hexes containing cities, castles and citadels were used to produce this PDF. With all the data collected, it has been possible to estimate the various racial populations in each regions of the Wilderlands. Also, the largest settlements and the most technological settlements are presented for each region.

Other Things to Remember

Note that a lot of minor corrections from the boxed set have been made. The *Town Size* attribute being the most common error corrected in regard of Table 5-2 from the Revised ***DMG***. Also, some racial breakdown problems had to be fix.

For the purpose of this PDF, Wilderlands' specific humanoid races such as Altanians, Amazons, Avalonians, Elphans, etc. **are not considered as human**. Also, mixed blood human (default normal human) are just call *mixed* human.

Various methods have been used to estimate the populations of each hex for each given races and sub races. Going into the details of the mathematics could be long and boring, but the various races and

sub races populations have been estimated in a way that tends (I hope) to keep the distinct flavor of each regions. (ex.: there has to be more Avalonians in Valon than in the Southern Reaches).

The only numbers that are used for estimating the populations are from those living in the detailed cities, citadels or castles from the boxed set. Tributary villages, tribal or nomadic populations couldn't be added because they are not "officially" known or numbered and haven't been estimated in this PDF. As an example, 136 troglodytes are known to live in different hexes of cities, citadels or castles. It's safe to say there are many more troglodytes across the Wilderlands, but only 136 are known from the boxed set. For more usual races such as Altanians, Tharbrians, dwarves, elves and humans, etc., the given proportions should be of more interest and the proportional values should be near what they should be.

The alignments table in each chapter represent the Power Center Alignments of the hexes as stated in the boxed set.

A density map of the Wilderlands is also presented at the end of the PDF.

The Wilderlands

Population : 1,256,711

Tech Level: 4.30

Table o-0: Population by region

Region	Pop.	%
1 City State	281 667	22,4%
2 Viridistan	192 387	15,3%
3 Tarantis	94 828	7,5%
4 Silver Skein Isles	91 944	7,3%
5 Altanis	70 665	5,6%
6 Valley of the Ancients	60 359	4,8%
7 Valon	59 061	4,7%
8 Desert Lands	57 492	4,6%
9 Elphand Lands	55 136	4,4%
10 Lenap	46 844	3,7%
11 Ghinor Highlands	46 710	3,7%
12 Ament Tundra	39 298	3,1%
13 Isle of the Blest	38 330	3,1%
14 Southern Reaches	35 134	2,8%
15 Ebony Coast	34 740	2,8%
16 Sea of Five Winds	34 328	2,7%
17 Ghinor	12 052	1,0%
18 Isles of the Dawn	5 736	0,5%

Table o-1: Tech Level by region

Region	TL
1 Viridistan	6,75
2 Isles of the Dawn	5,64
3 City State	5,20
4 Southern Reaches	5,08
5 Desert Lands	5,05
6 Ebony Coast	4,98
7 Ament Tundra	4,98
8 Isle of the Blest	4,90
9 Ghinor Highlands	4,79
10 Silver Skein Isles	4,71
11 Ghinor	4,69
12 Sea of Five Winds	4,28
13 Valley of the Ancients	3,85
14 Lenap	3,58
15 Tarantis	3,27
16 Altanis	2,85
17 Elphand Lands	2,79
18 Valon	2,73

Table o-2: Races

	Race	Pop.	%
1	Human	664 201	52,85%
2	Elf	119 901	9,54%
3	Dwarf	114 692	9,13%
4	Halfling	75 582	6,01%
5	Half-elf	57 288	4,56%
6	Others	56 804	4,52%
7	Orc	47 553	3,78%
8	Gnome	40 758	3,24%
9	Altanian	39 260	3,12%
10	Goblin	23 388	1,86%
11	Half-orc	17 284	1,38%

Table o-3: Humans

	Race	Pop.	%
1	Mixed	247 567	36,66%
2	Tharbrian	103 468	15,32%
3	Ghinoran	84 259	12,48%
4	Common Viridian	71 666	10,61%
5	Skandik	45 215	6,70%
6	Alryan	36 251	5,37%
7	Gishmesh	29 971	4,44%
8	Karakhan	22 202	3,29%
9	Common Avalonian	11 867	1,76%
10	Paldorian	10 751	1,59%
11	Antillian	9 954	1,47%
12	Karzulun*	959	0,14%
13	Garmani	581	0,09%
14	Common Orichalan*	484	0,07%
15	Synthetic	65	0,01%

Table o-4: Dwarves

	Race	Pop.	%
1	City	54 154	47,22%
2	Mountain	37 493	32,69%
3	Hill	23 045	20,09%

Table o-5: Elves

	Race	Pop.	%
1	High	75 738	63,17%
2	Wood	27 133	22,63%
3	Southern*	5 439	4,54%
4	Gray	3 741	3,12%
5	Mer-elves*	2 925	2,44%
6	Northern*	2 159	1,80%
7	Wild*	2 061	1,72%
8	Spider*	644	0,54%
9	Dark*	61	0,05%

Table o-6: Gnomes

	Race	Pop.	%
1	Common	19 902	48,83%
2	City	14 273	35,02%
3	Forest*	4 446	10,91%
4	Lightelf	2 137	5,24%

Table o-7: Halflings

	Race	Pop.	%
1	Common	58 722	77,69%
2	Highland	9 000	11,91%
3	Stout	7 860	10,40%

* Not enough data collected to be really meaningful.

Table o-8: Others races

	Race	Pop.	%
1	Gnoll	9 862	17,36%
2	Amazon	8 658	15,24%
3	Elphan	5 084	8,95%
4	Dorin	4 444	7,82%
5	Elritorn	3 884	6,84%
6	Avalonian	3 472	6,11%
7	Lizardmen	3 445	6,06%
8	Cavemen	3 380	5,95%
9	Confed	2 209	3,89%
10	Troll	1 644	2,89%
11	Fey	1 601	2,82%
12	Ogre	1 398	2,46%
13	Hobgoblin	1 141	2,01%
14	Hill giant	813	1,43%
15	Kobold	625	1,10%
16	Hawk Folk	552	0,97%
17	Cauldron-born	432	0,76%
18	True Viridian	432	0,76%
19	Zombie	432	0,76%
20	Astari	364	0,64%
21	Ghul	364	0,64%
22	Liowan	364	0,64%
23	Lunari	364	0,64%
24	Neamua	364	0,64%
25	Solari	364	0,64%
26	Centaur	232	0,41%
27	Orichalan	170	0,30%
28	Demonkind	140	0,25%
29	Troglodyte	136	0,24%
30	Stone giant	98	0,17%
31	First Men	81	0,14%
32	Houri	73	0,13%
33	Pixie	68	0,12%
34	Undead	43	0,08%
35	Mermen	33	0,06%
36	Wild men	13	0,02%
37	Bardik	12	0,02%
38	Treant	6	0,01%
39	Wererat	5	0,01%
40	Stone troll	2	0,00%

Table o-9: Alignments

	Alignments	%
1	Neutral	40%
2	Lawful Good	16%
3	Chaotic Evil	13%
4	Chaotic Good	13%
5	Lawful Evil	12%
6	Neutral Good	2%
7	Lawful Neutral	2%
8	Neutral Evil	1%
9	Chaotic Neutral	1%

Table o-10: Cities by population

	Map	Hex	Location	Town Size	AL	TL	Pop.
1	Viridistan	3228	Viridistan	Metropolis	N	10	120 000
2	City State	2623	City State of the Invincible Overlord	Metropolis	N	9	80 000
3	City State	3402	Warwik	Metropolis	N	8	37 600
4	Skein	0832	Tula, City of Mages	Metropolis	LN	10	36 408
5	Skein	0404	Rallu, City State of the Sea Kings	Metropolis	CE	8	35 000
6	Tarantis	2327	Tarantis	Large City	LE	9	24 000
7	Valley	0206	Tarsh	Large City	N	8	14 240
8	City State	4829	Ossary	Large City	CE	7	12 800
9	Viridistan	4119	Targnol Port	Small City	N	9	11 716
10	City State	4013	Sticklestead	Small City	N	5	10 160
11	City State	2606	Thunderhold	Small City	LG	9	8 000
12	Valon	2603	Valon	Small City	LG	7	6 760
13	City State	3615	Modron	Large Town	LN	9	4 920
14	Altanis	1309	Antil	Large Town	N	4	4 688
15	Viridistan	5122	Grimlon	Large Town	N	5	3 960
16	Viridistan	1712	Tell Qa	Large Town	CG	9	3 300
17	Viridistan	2621	Caer Cadwen	Large Town	N	9	3 064
18	Viridistan	3410	Tak Shire	Large Town	N	9	2 756
19	Valley	0305	Klest	Large Town	LG	3	2 712
20	Lenap	2820	Lenap	Large Town	LE	5	2 692
21	Viridistan	5006	Groth	Large Town	N	6	2 480
22	Valon	4505	Fairway	Large Town	N	1	2 440
23	Valley	1507	Charmack	Large Town	N	4	2 292
24	Altanis	1926	Bisgen	Large Town	LG	2	2 248
25	Valley	0410	Ruti	Large Town	LG	4	2 224
26	Valley	2730	Jackal	Large Town	CE	2	2 224
27	Altanis	3611	Zothay	Large Town	LG	5	2 220
28	Tarantis	2625	Bireznia	Large Town	CE	4	2 108
29	Altanis	4502	Kauran	Large Town	N	3	2 088
30	Ghinor	4209	Sunev	Large Town	CG	4	2 072
31	City State	1123	Lakenheath	Large Town	LG	4	2 060
32	Viridistan	2032	Millo Fortress	Large Town	N	9	2 040
33	Valon	4402	Uriah-Kazar	Large Town	LG	5	2 040
34	Valley	4218	Salyzar	Large Town	N	4	2 028
35	Valley	1618	Greenswabs	Large Town	LG	3	2 004
36	Ebony	2225	Wayfair	Small Town	CG	3	1 996
37	Reaches	4826	Belweif	Small Town	N	5	1 988
38	Ebony	5024	Larkshire	Small Town	CE	5	1 976
39	City State	1313	Catalan	Small Town	CE	4	1 968
40	Ghinor	4713	Yolin	Small Town	CE	6	1 960

Table 0-11 : Castles & citadels by population

	Map	Hex	Location	Town Size	AL	TL	Pop.
1	Viridistan	0901	Pac Caves	Castle	CE	5	1 692
2	Viridistan	1501	Ot Caves	Castle	CE	5	1 576
3	Viridistan	0619	Obsidian Citadel	Citadel	CE	4	1 440
4	Viridistan	1102	Eo Caves	Castle	N	5	804
5	Ament	5113	Mux Citadel	Citadel	N	7	800
6	Viridistan	1603	Horse Caverns	Castle	NE	5	800
7	Valon	1007	Sanctuary Keep	Castle	LG	1	720
8	Elphand	4928	Castamaron Castle	Castle	LG	6	680
9	Highlands	4001	Palace of Ut Prandur	Castle	LG	5	680
10	Five Winds	1227	Elventy Fields	Castle	LG	8	660
11	Desert	0403b	Castle Gernwill	Castle	LG	7	660
12	Desert	1206	Castle Rymafore	Castle	CE	5	660
13	Reaches	1624	Armorscape Palace	Castle	LG	6	640
14	City State	2529b	Mandan Castle	Castle	LE	6	640
15	Valley	0108	Acre Opposum Keep	Castle	LG	6	640
16	Five Winds	1117	Caer Illuman	Castle	N	6	640
17	Lenap	3107	Headwater Bastion	Castle	LG	3	640
18	Lenap	1133	Castle of Princeling	Castle	N	5	620
19	Lenap	3701	Redwarith Castle	Castle	CG	4	620
20	City State	2232	Temple of the Golden Axe	Castle	LG	9	600
21	Skein	4703	Whitepearl Castle	Castle	LG	5	600
22	Valley	2103	Tower of the Tooth	Citadel	N	5	600
23	Desert	3226	Farmingcastle	Castle	N	5	600
24	City State	0911	Syfwitch Hold	Castle	N	4	600
25	Desert	4710	Castle Vardane	Castle	N	4	600
26	Reaches	1701	Castle Waterwell	Castle	LE	4	600
27	Tarantis	4733	Brimstone Castle	Castle	LE	3	600
28	Skein	1734	Sandover Castle	Castle	LE	3	600
29	Elphand	0908	Temple of Mannar Worle	Citadel	LG	5	580
30	Elphand	4411	Castle of Eagles	Castle	N	3	580
31	Five Winds	0110	Vastern Hold	Castle	LG	3	580
32	City State	3529	Iron Spire Conclave	Castle	NG	8	560
33	Lenap	1424	Didgewater Fordguard	Castle	CG	5	560
34	Desert	2317	Castle Arras	Castle	N	4	560
35	Five Winds	1504	Hall of Taipur	Castle	N	3	560
36	Lenap	2414	Forest Bight Fortress	Castle	N	3	560
37	Valon	4304	The Brazen Spire	Citadel	CE	0	560
38	Desert	3403b	Wortess Lightcastle	Castle	N	7	540
39	Lenap	2913	Castle Lonewood	Castle	N	5	540
40	Altanis	0210	Castle Silvan	Castle	CN	4	521

Table o-12: Cities, villages, castles, citadels by Tech Level

	Map	Hex	Location	Town Size	AL	TL	Pop.
1	Elphand	3630	The Pyramid of Buskemes	Citadel	CG	10+	60
2	Viridistan	3228	Viridistan	Metropolis	N	10	120 000
3	Skein	0832	Tula, City of Mages	Metropolis	LN	10	36 408
4	Ebony	4014	Zev's Retreat	Citadel	N	10	76
5	City State	2623	City State of the Invincible Overlord	Metropolis	N	9	80 000
6	Tarantis	2327	Tarantis	Large City	LE	9	24 000
7	Viridistan	4119	Targnol Port	Small City	N	9	11 716
8	City State	2606	Thunderhold	Small City	LG	9	8 000
9	City State	3615	Modron	Large Town	LN	9	4 920
10	Viridistan	1712	Tell Qa	Large Town	CG	9	3 300
11	Viridistan	2621	Caer Cadwen	Large Town	N	9	3 064
12	Viridistan	3410	Tak Shire	Large Town	N	9	2 756
13	Viridistan	2032	Millo Fortress	Large Town	N	9	2 040
14	Reaches	5005	Whitehaven	Small Town	LG	9	1 916
15	Skein	4204	Prats Landing	Small Town	N	9	1 856
16	Highlands	1118	Pranstongue	Small Town	LG	9	1 588
17	Dawn	4224	Dragonscar	Small Town	LG	9	1 240
18	Desert	2106	Fongridge	Small Town	CG	9	940
19	Valon	3823	Malikarr	Village	LE	9	640
20	City State	2232	Temple of the Golden Axe	Castle	LG	9	600
21	Highlands	3927b	Castle Dristhane	Castle	N	9	520
22	Reaches	1414	Fairwatch	Village	LE	9	464
23	Viridistan	3725	Moon Tower	Village	N	9	420
24	Ament	2827	Haspilar	Castle	N	9	388
25	City State	1206	Fane of Miasma	Castle	LE	9	280

Table 0-13: Resources

Map	Hex	Location	Resources
Viridistan	1722	Munj	Alligator
Viridistan	2314	Yakin Ley	Berries
Desert	1731	Larif	Bows
Viridistan	0301	Neapolis	Bronze
Viridistan	4424	Shore Camp	Carbelium
Valley	0410	Ruti	Copper
Ebony	4803	Highlandar	Copper
Ament	0917	Raschell	Copper
Viridistan	0901	Pac Caves	Copper
Highlands	4126	Mist	Copper
Blest	2604	Fauxpass	Copper
Tarantis	5010	Blackroot	Copper
Blest	4532	Entenwold	Copper
Five Winds	1418	Pillage	Copper
Elphand	3511	Frikka	Copper
Reaches	0509	Estlark	Copper
Ament	1512	Trepesay	Copper
Valley	4718	Windstorm	Gold
Ament	2931	Kren	Gold
City State	1815	Omen	Gold
Ebony	4601	Stonepeak	Gold
City State	2314	Trollslore	Gold
Blest	2613	Covertling	Gold
Reaches	1414	Fairwatch	Gold
Desert	2123	Shiktat	Herbs
Viridistan	3402	Trenth	Herbs
Elphand	3817	Kailasa	Herbs
Valon	4402	Uriah-Kazar	Iron
Reaches	2402	Rand	Iron
Reaches	5005	Whitehaven	Jewels
Highlands	1807	Faneton	Jewels
Highlands	1118	Pranstongue	Jewels
Five Winds	312	Tatter Grove	Lead
Reaches	3027	Claycat	Marble
Ament	1620	Josay	Marble
City State	2623	The City State	Market
Skein	832	Tula	Market
Tarantis	2327	Tarantis	Market
City State	3615	Modron	Market
Viridistan	1712	Tell Qa	Market
Viridistan	2621	Caer Cadwen	Market
Viridistan	3410	Tak Shire	Market
Viridistan	2032	Millo Fortress	Market

Map	Hex	Location	Resources
Valon	1708	Oakenclear	Mercury
Viridistan	119	Pamak Illip	Metal Ores
Valley	4826	Keldar	Oasis
Viridistan	1327	Ambusead	Oil
Ament	331	Sheagoth	Ore
Ament	1893	Dorel	Ore
City State	4609	Croy	Pearls
Viridistan	4324	Silver Cove	Pearls
Viridistan	1109	Yrahm Jakupda	Pelts
Five Winds	2522	Greydowns	Perfumes
Desert	2106	Fongridge	Petroleum
Elphand	4702	Westrim	Petroleum
Ebony	5126	Billingdoor	Pipeweed
City State	1720	Bulwark	Pipeweed
Ament	2625	Dhakos	Pitch
City State	2809	Dwarfport	Port
Five Winds	822	Dunghill	Pottery
Desert	3212	Smoulder Hill	Quartz
Desert	1317	Jarab	Rope
Viridistan	1501	Ot Caves	Rubies
Blest	4626	Abject	Silk
Highlands	1312	Topaine	Silver
Ament	615	Rufee	Silver
Reaches	424	Silverhall	Silver
Desert	3708	Dagonsharp	Slaves
Viridistan	3228	Viridistan	Spices
Blest	3918	Klerkenwell	Spices
Highlands	1431	Halingsbrane	Spices
Reaches	3003	Ravenslair	Sulfur
Ament	4523	Kanakak	Timber
Ament	3312	Old Hvelmarch	Tin
Blest	4831	Foundation	Tin
Highlands	4710	Underleaf	Tools
Ament	4519	Illmar	Toys
Ament	3117	Jadnar	Vineyards
Lenap	3603	Cower	Weapons
Reaches	1023	Dragonsaddle	Weapons
Five Winds	221	Ladenhollow	Weapons
Ebony	4218	Livanonia	Weapons
Viridistan	3024	Kahled	Wine
City State	3625	Rockhollow	Zinc
Desert	1106	Rymafore	Zinc

Chapter One

Elphand Lands

Population : 55,136 (9th)
Tech Level: 2.79 (17th)

Table 1-0: Races

Race	Pop.	%
1 Human	21 660	39,3%
2 Elf	8 104	14,7%
3 Halfling	5 001	9,1%
4 Dwarf	4 663	8,5%
5 Orc	4 274	7,8%
6 Elphan	3 729	6,8%
7 Confed	2 209	4,0%
8 Goblin	1 750	3,2%
9 Half-elf	1 274	2,3%
10 Gnome	929	1,7%
11 Half-orc	709	1,3%
12 Amazon	316	0,6%
13 Ogre	295	0,5%
14 Hobgoblin	86	0,2%
15 Orichalan	53	0,1%
16 Cavemen	44	0,1%
17 Troglodyte	40	0,1%

Table 1-1: Humans

Subrace	Pop.	%
1 Mixed	12 986	60,0%
2 Tharbrian	3 899	18,0%
3 Common Viridian	2 568	11,9%
4 Ghinoran	1 789	8,3%
5 Aryan	222	1,0%
6 Common Avalonian	75	0,3%
7 Synthetic	65	0,3%
8 Skandik	56	0,3%

Table 1-2: Dwarves

Subrace	Pop.	%
1 Hill	1 775	38,1%
2 Mountain	1 457	31,2%
3 City	1 431	30,7%

Table 1-3: Elves

Subrace	Pop.	%
1 Wood	4 669	57,6%
2 High	2 299	28,4%
3 Northern	751	9,3%
4 Wild	269	3,3%
5 Gray	116	1,4%

Table 1-4: Gnomes

Subrace	Pop.	%
1 Common	462	49,7%
2 City	304	32,7%
3 Forest	163	17,5%

Table 1-5: Halflings

Subrace	Pop.	%
1 Common	4 277	85,5%
2 Stout	548	11,0%
3 Highland	176	3,5%

Table 1-6: Alignments

Alignments	%
1 Neutral	44%
2 Lawful Good	23%
3 Chaotic Evil	15%
4 Chaotic Good	8%
5 Lawful Evil	6%
6 Neutral Good	4%
7 Lawful Neutral	0%
8 Neutral Evil	0%
9 Chaotic Neutral	0%

Table 1-7: Cities by population

Hex	Location	Town Size	AL	TL	Pop.
1 5211	Wenglor	Small Town	CE	5	1 604
2 2213	Falias	Small Town	N	0	1 536
3 2926	Tarsa	Small Town	LG	4	1 448
4 0334	Ridgewell	Small Town	N	4	1 296
5 3621	Ailill	Small Town	LG	4	1 260
6 3318	Firbolg	Small Town	CE	1	1 224
7 1801	Narvonshire	Small Town	N	1	1 184
8 0411	Windguard	Small Town	N	2	1 104
9 0701	Castell	Small Town	N	3	1 080
10 4624	Kalastar	Small Town	N	2	1 008
11 0216	Oxhorn	Small Town	CE	1	1 008
12 4711	Norgood	Small Town	LG	3	972
13 4702	Westrim	Small Town	CE	0	920
14 1204	Stourhead	Small Town	N	4	904
15 0106	Stonewater	Village	N	4	884

Table 1-8 : Castles & citadels by population

Hex	Location	Town Size	AL	TL	Pop.
1 4928	Castamaron Castle	Castle	LG	6	680
2 0908	Temple of Mannar Worle	Citadel	LG	5	580
3 4411	Castle of Eagles	Castle	N	3	580
4 2005	Titanshold	Citadel	CE	2	520
5 3721	Robdel Castle	Castle	LE	1	500
6 1310	Castle Slayer	Castle	N	4	460
7 5105b	Turnkeep Castle	Castle	N	2	440
8 1024	Adsulata Citadel	Citadel	CE	1	440
9 4134	Palace of Bells and Stairs	Castle	N	4	400
10 2404	Castle Bronius	Castle	LG	8	360

Table 1-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	3630	The Pyramid of Buskemes	Citadel	CG	10+	60
2	2404	Castle Bronius	Castle	LG	8	360
3	3106	Temple of Brigit	Castle	CG	8	320
4	1206	Cinnabar Citadel	Citadel	CG	7	200
5	4928	Castamaron Castle	Castle	LG	6	680
6	1428	Woodmirth Keep	Citadel	LG	6	320
7	0832	Palace of the Oldstone	Castle	N	6	140
8	0430	Keep of the Underland	Citadel	LG	6	120
9	0720	Tower of the Inky Banner	Citadel	LE	6	80
10	5211	Wenglor	Small Town	CE	5	1 604

Chapter Two

Valon

Population : 59,061 (7th)

Tech Level: 2.73 (18th)

Table 2-0: Races

Race	Pop.	%
1 Human	29 134	49,3%
2 Dwarf	6 474	11,0%
3 Halfling	4 188	7,1%
4 Gnome	4 009	6,8%
5 Elf	3 830	6,5%
6 Half-elf	3 358	5,7%
7 Goblin	2 231	3,8%
8 Orc	2 231	3,8%
9 Avalonian	1 741	2,9%
10 Half-orc	1 034	1,8%
11 Elphan	273	0,5%
12 Ogre	160	0,3%
13 Troll	129	0,2%
14 Gnoll	111	0,2%
15 Orichalan	83	0,1%
16 Amazon	75	0,1%

Table 2-1: Humans

Subrace	Pop.	%
1 Mixed	12 928	44,4%
2 Common Avalonian	8 960	30,8%
3 Alryan	4 398	15,1%
4 Tharbrian	1 931	6,6%
5 Skandik	754	2,6%
6 Common Orichalan	110	0,4%
7 Gishmesh	53	0,2%

Table 2-2: Dwarves

Subrace	Pop.	%
1 Mountain	3 456	53,4%
2 City	1 828	28,2%
3 Hill	1 190	18,4%

Table 2-3: Elves

Subrace	Pop.	%
1 Wood	2 047	53,4%
2 High	1 321	34,5%
3 Northern	361	9,4%
4 Wild	70	1,8%
5 Gray	31	0,8%

Table 2-4: Gnomes

Subrace	Pop.	%
1 City	2 151	53,7%
2 Common	1 226	30,6%
3 Forest	632	15,8%

Table 2-5: Halflings

Subrace	Pop.	%
1 Common	3 476	83,0%
2 Stout	712	17,0%

Table 2-6: Alignments

	Alignments	%
1	Neutral	45%
2	Lawful Evil	16%
3	Lawful Good	16%
4	Chaotic Good	12%
5	Chaotic Evil	11%
6	Neutral Good	0%
7	Lawful Neutral	0%
8	Neutral Evil	0%
9	Chaotic Neutral	0%

Table 2-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	2603	Valon	Small City	LG	7	6 760
2	4505	Fairway	Large Town	N	1	2 440
3	4402	Uriah-Kazar	Large Town	LG	5	2 040
4	0813	Canopular	Small Town	CE	2	1 860
5	1405	Vorsteria	Small Town	LE	2	1 808
6	3320	Orinco-Dier	Small Town	N	0	1 800
7	4003	Kirilith	Small Town	CE	1	1 744
8	0407	Fomaland	Small Town	N	4	1 680
9	4908	Zubardor	Small Town	N	3	1 680
10	1203	Ironholm	Small Town	N	3	1 544
11	2819	Heatherdale	Small Town	N	2	1 440
12	0316	Harrowdale	Small Town	N	2	1 360
13	1005	Doomsford	Small Town	N	1	1 320
14	0203	Freeman's Fen	Small Town	N	1	1 260
15	4006	Garthain	Small Town	N	3	1 240
16	2001	Aldebaren	Small Town	CG	2	1 240
17	0526	Lith-Maven	Small Town	LE	2	1 080
18	4309	Breem	Small Town	LG	4	1 016
19	1708	Oakenclear	Small Town	LE	4	992
20	2123	Denpasar	Small Town	N	3	960

Table 2-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	1007	Sanctuary Keep	Castle	LG	1	720
2	4304	The Brazen Spire	Citadel	CE	0	560
3	4903	Marshwatch Stronghold	Citadel	N	3	520
4	1508	Deadtree Tower	Citadel	CE	4	440
5	0403	Gloomcastle	Castle	LE	1	440
6	0211	Milirth Castle	Castle	N	5	400
7	0527	Castle of the Changeling	Castle	LG	2	400
8	1404	Holly Ridge Bulwark	Castle	N	2	400
9	4605	Serenity Redoubt	Citadel	LG	2	400
10	3723	Castle Thrinaki	Castle	LG	5	320
11	0129	Tower of Ered Mar	Citadel	N	3	320
12	2702	Fortress Tilleasy	Castle	LG	1	320
13	0801	Roundtop Bastion	Citadel	CE	2	280
14	0207	Dancing Dain's Lookout	Citadel	LG	4	240
15	4005	Shadow Valley Stronghold	Castle	LE	3	240

Table 2-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	3823	Malikarr	Village	LE	9	640
2	2603	Valon	Small City	LG	7	6 760
3	4711	Cidin-Kazar	Village	LG	6	600
4	4402	Uriah-Kazar	Large Town	LG	5	2 040
5	3722	Norodom	Village	LE	5	896
6	3822	Arcturan	Village	LE	5	720
7	0211	Milirth Castle	Castle	N	5	400
8	3723	Castle Thrinaki	Castle	LG	5	320
9	1103	Ironholm Guard Tower	Citadel	N	5	80

Chapter Three

Valley of the Ancients

Population : 60,359 (6th)

Tech Level: 3.85 (13th)

Table 3-0: Races

Race	Pop.	%
1 Human	32 596	54,0%
2 Dwarf	6 942	11,5%
3 Elf	5 863	9,7%
4 Halfling	3 708	6,1%
5 Orc	3 640	6,0%
6 Gnome	2 393	4,0%
7 Half-elf	2 125	3,5%
8 Amazon	734	1,2%
9 Goblin	719	1,2%
10 Gnoll	638	1,1%
11 Half-orc	514	0,9%
12 Kobold	235	0,4%
13 Hobgoblin	72	0,1%
14 Avalonian	65	0,1%
15 First men	65	0,1%
16 Undead	43	0,1%
17 Wererat	5	0,0%
18 Stone troll	2	0,0%

Table 3-1: Humans

Subrace	Pop.	%
1 Mixed	30 132	92,4%
2 Common Avalonian	1 035	3,2%
3 Gishmesh	817	2,5%
4 Skandik	341	1,0%
5 Common Orichalan	271	0,8%

Table 3-2: Dwarves

Subrace	Pop.	%
1 City	3 045	43,9%
2 Mountain	1 970	28,4%
3 Hill	1 927	27,8%

Table 3-3: Elves

Subrace	Pop.	%
1 High	4 183	71,3%
2 Northern	1 047	17,9%
3 Wood	499	8,5%
4 Gray	81	1,4%
5 Wild	53	0,9%

Table 3-4: Gnomes

Subrace	Pop.	%
1 City	1 319	55,1%
2 Common	851	35,6%
3 Forest	223	9,3%

Table 3-5: Halflings

Subrace	Pop.	%
1 Common	3 263	88,0%
2 Stout	445	12,0%

Table 3-6: Alignments

Alignments	%
1 Neutral	40%
2 Lawful Evil	18%
3 Lawful Good	15%
4 Chaotic Evil	13%
5 Chaotic Good	7%
6 Neutral Good	7%
7 Chaotic Neutral	0%
8 Neutral Evil	0%
9 Lawful Neutral	0%

Table 3-7: Cities by population

Hex	Location	Town Size	AL	TL	Pop.
1 0206	Tarsh	Large City	N	8	14 240
2 0305	Klest	Large Town	LG	3	2 712
3 1507	Charmack	Large Town	N	4	2 292
4 0410	Ruti	Large Town	LG	4	2 224
5 2730	Jackal	Large Town	CE	2	2 224
6 4218	Salyzar	Large Town	N	4	2 028
7 1618	Greenswabs	Large Town	LG	3	2 004
8 1313	Zarast	Small Town	N	5	1 940
9 0109	Discam	Small Town	N	6	1 532
10 4718	Windstorm	Small Town	LE	2	1 392
11 5024	Veshnar	Small Town	N	4	1 380
12 0614	Cudgel	Small Town	CE	4	1 336
13 4202	Shagarack	Small Town	LE	2	1 164
14 0429	Arkat	Small Town	CG	4	1 140
15 2327	Quitlant	Small Town	N	5	1 136

Table 3-8 : Castles & citadels by population

Hex	Location	Town Size	AL	TL	Pop.
1 0108	Acre Opposum Keep	Castle	LG	6	640
2 2103	Tower of the Tooth	Citadel	N	5	600
3 0503	Northern Outpost	Castle	NG	5	520
4 3904	Falon Castle	Castle	N	3	520
5 0313	Hall of the Vanguard	Castle	LG	4	480
6 1119	Huffi Castle	Castle	NG	5	440
7 4826	Polimeros Keep	Citadel	N	7	360
8 2121	Drossyork Castle	Castle	CE	2	360
9 0815	Grief Castle	Castle	LE	5	320
10 1007	Bantley Castle	Castle	N	4	280

Table 3-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	0206	Tarsh	Large City	N	8	14 240
2	4826	Keldar	Hamlet	N	7	400
3	4826	Polimeros Keep	Citadel	N	7	360
4	0109	Discam	Small Town	N	6	1 532
5	4734	Glackin	Small Town	N	6	964
6	0108	Acre Opposum Keep	Castle	LG	6	640
7	1611	Skull Tower	Citadel	CE	6	43
8	1313	Zarast	Small Town	N	5	1 940
9	2327	Quitlant	Small Town	N	5	1 136
10	2214	Ninsum	Village	N	5	888

Chapter Four

Viridistan

Population : 192,387 (2nd)

Tech Level: 6.75 (1st)

Table 4-0: Races

Race	Pop.	%
1 Human	118 330	61,5%
2 Dwarf	14 349	7,5%
3 Elf	12 252	6,4%
4 Altanian	8 418	4,4%
5 Halfling	7 000	3,6%
6 Amazon	6 522	3,4%
7 Half-elf	6 167	3,2%
8 Gnome	5 330	2,8%
9 Half-orc	4 260	2,2%
10 Cavemen	3 336	1,7%
11 Elphan	1 082	0,6%
12 Fey	840	0,4%
13 Goblin	804	0,4%
14 Lizardmen	792	0,4%
15 Orc	700	0,4%
16 Hill giant	433	0,2%
17 True Viridian	432	0,2%
18 Zombie	432	0,2%
19 Cauldron-born	432	0,2%
20 Centaur	210	0,1%
21 Gnoll	189	0,1%
22 Troll	39	0,0%
23 Ogre	25	0,0%
25 Wild men	13	0,0%

Table 4-1: Humans

Subrace	Pop.	%
1 Common Viridian	67 228	56,8%
2 Tharbrian	38 106	32,2%
3 Mixed	12 643	10,7%
4 Skandik	310	0,3%
5 Alryan	43	0,0%

Table 4-2: Dwarves

Subrace	Pop.	%
1 City	11 881	82,8%
2 Hill	1 652	11,5%
3 Mountain	816	5,7%

Table 4-3: Elves

Subrace	Pop.	%
1 High	8 759	71,5%
2 Wood	2 506	20,5%
3 Spider	644	5,3%
4 Gray	244	2,0%
5 Wild	99	0,8%

Table 4-4: Gnomes

Subrace	Pop.	%
1 Common	4 596	86,2%
2 City	647	12,1%
3 Forest	87	1,6%

Table 4-5: Halflings

Subrace	Pop.	%
1 Common	5 793	82,8%
2 Highland	901	12,9%
3 Stout	306	4,4%

Table 4-6: Alignments

Alignments	%
1 Neutral	59%
2 Chaotic Evil	14%
3 Chaotic Good	11%
4 Lawful Good	9%
5 Lawful Evil	3%
6 Neutral Evil	2%
7 Neutral Good	2%
8 Lawful Neutral	0%
9 Chaotic Neutral	0%

Table 4-7: Cities by population

Hex	Location	Town Size	AL	TL	Pop.
1 3228	Viridistan	Metropolis	N	10	120 000
2 4119	Targnol Port	Small City	N	9	11 716
3 5122	Grimlon	Large Town	N	5	3 960
4 1712	Tell Qa	Large Town	CG	9	3 300
5 2621	Caer Cadwen	Large Town	N	9	3 064
6 3410	Tak Shire	Large Town	N	9	2 756
7 5006	Groth	Large Town	N	6	2 480
8 2032	Millo Fortress	Large Town	N	9	2 040
9 0901	Pac Caves	Castle	CE	5	1 692
10 2216	Ramarch	Small Town	N	8	1 608
11 3123	Hefaeland Cleft	Small Town	CG	8	1 600
12 1501	Ot Caves	Castle	CE	5	1 576
13 3331	Braddol	Small Town	N	7	1 564
14 0119	Pamak Illip	Small Town	N	6	1 528
15 4424	Shore Camp	Small Town	CE	7	1 520

Table 4-8 : Castles & citadels by population

Hex	Location	Town Size	AL	TL	Pop.
1 0901	Pac Caves	Castle	CE	5	1 692
2 1501	Ot Caves	Castle	CE	5	1 576
3 0619	Obsidian Citadel	Citadel	CE	4	1 440
4 1102	Eo Caves	Castle	N	5	804
5 1603	Horse Caverns	Castle	NE	5	800

Table 4-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	3228	Viridistan	Metropolis	N	10	120 000
2	4119	Targnol Port	Small City	N	9	11 716
3	1712	Tell Qa	Large Town	CG	9	3 300
4	2621	Caer Cadwen	Large Town	N	9	3 064
5	3410	Tak Shire	Large Town	N	9	2 756
6	2032	Millo Fortress	Large Town	N	9	2 040
7	3725	Moon Tower	Village	N	9	420
8	2216	Ramarch	Small Town	N	8	1 608
9	3123	Hefaeland Cleft	Small Town	CG	8	1 600
10	2528	Gashmu	Small Town	N	8	960
11	2321	Shelter Haven	Village	NG	8	840
12	1722	Munj	Village	N	8	708
13	2223	Rock Haven	Village	CG	8	516
14	0233	Calah	Village	N	8	460
15	3402	Trenth	Village	LE	8	412
16	2218	Smale	Hamlet	N	8	340
17	3024	Kahled	Hamlet	CG	8	320
18	1505	Erba Alba	Hamlet	N	8	268

Chapter Five

City State

Population : 281,667 (1st)

Tech Level: 5.20 (3rd)

Table 5-0: Races

Race	Pop.	%
1 Human	169 916	60,3%
2 Dwarf	24 619	8,7%
3 Altanian	19 839	7,0%
4 Halfling	17 896	6,4%
5 Elf	17 355	6,2%
6 Gnome	10 793	3,8%
7 Half-elf	9 158	3,3%
8 Goblin	4 045	1,4%
9 Orc	2 270	0,8%
10 Gnoll	1 788	0,6%
11 Avalonian	1 666	0,6%
12 Half-orc	1 463	0,5%
13 Amazon	499	0,2%
14 Dorin	360	0,1%

Table 5-1: Humans

Subrace	Pop.	%
1 Tharbrian	49 718	29,3%
2 Mixed	42 843	25,2%
3 Skandik	40 827	24,0%
4 Alryan	25 799	15,2%
5 Common Viridian	1 870	1,1%
6 Ghinoran	1 669	1,0%
7 Common Avalonian	1 668	1,0%
8 Antillian	1 666	1,0%
9 Gishmesh	1 665	1,0%
10 Karakhan	1 665	1,0%
11 Garmani	526	0,3%

Table 5-2: Dwarves

Subrace	Pop.	%
1 City	17 539	71,2%
2 Mountain	3 564	14,5%
3 Hill	3 516	14,3%

Table 5-3: Elves

Subrace	Pop.	%
1 High	12 278	70,7%
2 Wood	2 584	14,9%
3 Gray	2 368	13,6%
4 Wild	125	0,7%

Table 5-4: Gnomes

Subrace	Pop.	%
1 Common	5 812	53,9%
2 Lightelf	2 137	19,8%
3 Forest	1 858	17,2%
4 City	986	9,1%

Table 5-5: Halflings

Subrace	Pop.	%
1 Common	11 436	57,6%
2 Highland	5 157	26,0%
3 Stout	1 303	6,6%

Table 5-6: Alignments

	Alignments	%
1	Neutral	32%
2	Lawful Good	15%
3	Chaotic Good	14%
4	Lawful Evil	11%
5	Chaotic Evil	8%
6	Neutral Good	7%
7	Lawful Neutral	6%
8	Neutral Evil	5%
9	Chaotic Neutral	2%

Table 5-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	2623	City State of the Invincible Overlord	Metropolis	N	9	80 000
2	3402	Warwik	Metropolis	N	8	37 600
3	4829	Ossary	Large City	CE	7	12 800
4	4013	Sticklestead	Small City	N	5	10 160
5	2606	Thunderhold	Small City	LG	9	8 000
6	3615	Modron	Large Town	LN	9	4 920
7	1123	Lakenheath	Large Town	LG	4	2 060
8	1313	Catalan	Small Town	CE	4	1 968
9	0122	Caelam	Small Town	CE	4	1 960
10	1209	Bernost	Small Town	N	5	1 952
11	0531	Charnock	Small Town	N	4	1 880
12	2312	Byrny	Small Town	CG	7	1 848
13	0905	Smitten	Small Town	LN	6	1 840
14	3529	Hel	Small Town	CG	4	1 840
15	4609	Croy	Small Town	N	6	1 832

Table 5-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	2529	Mandan Castle	Castle	LE	6	640
2	2232	Temple of the Golden Axe	Castle	LG	9	600
3	0911	Syfwitch Hold	Castle	N	4	600
4	3529	Iron Spire Conclave	Castle	NG	8	560
5	1333	Arnett Castle	Castle	N	6	520
6	2604	Citadel Loudring	Castle	LG	6	520
7	4927	Castle of the Shield Maidens	Castle	LG	5	520
8	0125	Southguard Castle	Castle	N	4	520
9	2334	Balik's Castle	Castle	LE	3	520
10	0515	Castle of Gaurdhrahk	Castle	LE	4	499
11	2732	Southguard Tower	Castle	LN	8	480
12	2503	Temple of the Deep	Castle	LG	8	480
13	3402	Castle Warwick	Castle	LE	8	480
14	0312	Nightsword Castle	Castle	LE	4	480
15	1607	Fang Keep	Castle	LE	3	480

Table 5-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	2623	City State of the Invincible Overlord	Metropolis	N	9	80 000
2	2606	Thunderhold	Small City	LG	9	8 000
3	3615	Modron	Large Town	LN	9	4 920
4	2232	Temple of the Golden Axe	Castle	LG	9	600
5	1206	Fane of Miasma	Castle	LE	9	280
6	3402	Warwik	Metropolis	N	8	37 600
7	3529	Iron Spire Conclave	Castle	NG	8	560
8	2732	Southguard Tower	Castle	LN	8	480
9	2503	Temple of the Deep	Castle	LG	8	480
10	3402	Castle Warwik	Castle	LE	8	480
11	2024	Keystone Castle	Castle	LE	8	400
12	1119	The Council Spire	Castle	N	8	320
13	1225	Conclave of Gwalion	Citadel	N	8	240
14	0628	Conclave of the Crag	Citadel	N	8	200
15	2422	Conclave of Twilight Anvil	Citadel	N	8	200
16	4313	Darkwater Coven	Citadel	NE	8	160
17	1824	Tower of the Keystone's Shadow	Citadel	N	8	160
18	5231	Weirding Coven	Citadel	NE	8	160
19	2708	Silent Winds Conclave	Citadel	N	8	120
20	2509	Keep of Winter's Light	Citadel	N	8	120
21	2010	Mistwind Conclave	Citadel	LN	8	120
22	5123	Citadel of Sulzannarg	Hamlet	CE	8	100
23	1505	The Tower of Sirron's Vale	Citadel	LG	8	80
24	2926	Nightcave Coven	Citadel	NE	8	80
25	2809	Dwarfport	Thorp	N	8	75

Chapter Six

Tarantis

Population : 94,828 (3th)

Tech Level: 3.27 (15th)

Table 6-0: Races

Race	Pop.	%
1 Human	57 144	60,3%
2 Elf	10 140	10,7%
3 Dwarf	5 763	6,1%
4 Orc	5 042	5,3%
5 Goblin	4 040	4,3%
6 Half-elf	3 919	4,1%
7 Halfling	3 420	3,6%
8 Gnoll	2 089	2,2%
9 Gnome	1 884	2,0%
10 Hobgoblin	602	0,6%
11 Dorin	262	0,3%
12 Altanian	257	0,3%
13 Half-orc	206	0,2%
14 Ogre	20	0,0%
15 Pixie	20	0,0%
16 Troll	16	0,0%
17 Kobold	4	0,0%

Table 6-1: Humans

Subrace	Pop.	%
1 Gishmesh	22 743	39,8%
2 Mixed	15 327	26,8%
3 Paldorian	10 751	18,8%
4 Karakhan	4 597	8,0%
5 Alryan	2 369	4,1%
6 Karzulun	959	1,7%
7 Skandik	279	0,5%
8 Common Avalonian	89	0,2%
9 Tharbrian	30	0,1%

Table 6-2: Dwarves

Subrace	Pop.	%
1 City	3 008	52,2%
2 Mountain	1 599	27,7%
3 Hill	1 156	20,1%

Table 6-3: Elves

Subrace	Pop.	%
1 High	8 833	87,1%
2 Wood	1 082	10,7%
3 Wild	120	1,2%
4 Gray	105	1,0%

Table 6-4: Gnomes

Subrace	Pop.	%
1 Common	1 333	70,8%
2 City	392	20,8%
3 Forest	159	8,4%

Table 6-5: Halflings

Subrace	Pop.	%
1 Common	3 139	91,8%
2 Stout	281	8,2%

Table 6-6: Alignments

Alignments	%
1 Neutral	46%
2 Lawful Evil	17%
3 Chaotic Evil	14%
4 Lawful Good	12%
5 Chaotic Good	8%
6 Neutral Evil	2%
7 Neutral Good	1%
8 Chaotic Neutral	0%
9 Lawful Neutral	0%

Table 6-7: Cities by population

Hex	Location	Town Size	AL	TL	Pop.
1 2327	Tarantis	Large City	LE	9	24 000
2 2625	Birezna	Large Town	CE	4	2 108
3 1116	Wolfskin	Small Town	N	2	1 952
4 2724	Surintal	Small Town	LE	2	1 904
5 3407	Bethan	Small Town	CG	4	1 852
6 4208	Drakevain	Small Town	LG	2	1 804
7 2713	Dier	Small Town	CG	4	1 756
8 3517	Lakhish	Small Town	LG	4	1 756
9 2125	Gishmesh	Small Town	N	2	1 692
10 3129	Meri-Amon	Small Town	LG	5	1 656
11 4732	Fenshaft	Small Town	CE	3	1 632
12 2833	Algiran	Small Town	CG	3	1 588
13 3304	Avaris	Small Town	N	3	1 516
14 5206	Lithyan	Small Town	LG	2	1 516
15 4316	Nuriedidin	Small Town	CG	3	1 496

Table 6-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4733	Brimstone Castle	Castle	LE	3	600
2	4713	Battlefield Castle	Castle	LG	3	480
3	1928	Adwoilath Citadel	Citadel	CG	5	440
4	2126	Nydauwin Castle	Castle	N	3	440
5	2402	Citadel of Vorevia	Citadel	CG	5	400
6	3617	Tower of Virshnak	Castle	LE	5	400
7	5206	Kunus Castle	Castle	LG	4	360
8	5217	Girbag Citadel	Citadel	LE	3	320
9	4528	Bridgefields Castle	Castle	N	3	320
10	3013	Gavobredanten Castle	Castle	LG	7	280
11	2518	Castle Thendaswen	Castle	N	4	280
12	4211	Steppes-End Citadel	Citadel	LG	3	280
13	5020	Southbattle Castle	Castle	N	2	280
14	3915	Forest Watch	Citadel	N	2	280
15	2922	Twin Rivers Castle	Castle	NG	5	240

Table 6-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	2327	Tarantis	Large City	LE	9	24 000
2	3013	Gavobredanten Castle	Castle	LG	7	280
3	3127	Stonebridge Castle	Castle	N	6	160
4	3129	Meri-Amon	Small Town	LG	5	1 656
5	4627	Bridgefields	Small Town	N	5	1 200
6	2017	Tallulah	Village	LE	5	860
7	2007	Bastinadi	Village	LG	5	676
8	1928	Adwoilath Citadel	Citadel	CG	5	440
9	3617	Tower of Virshnak	Castle	LE	5	400
10	2402	Citadel of Vorevia	Citadel	CG	5	400
11	2922	Twin Rivers Castle	Castle	NG	5	240
12	2423	Croe Citadel	Citadel	N	5	160
13	2620	Tyviel Citadel	Citadel	NE	5	80
14	2114	Unodric Tower	Citadel	CE	5	80

Chapter Seven

Desert Lands

Population : 57,492 (8th)

Tech Level: 5.05 (5th)

Table 7-0: Races

Race	Pop.	%
1 Human	24 527	42,7%
2 Elf	7 469	13,0%
3 Halfling	5 383	9,4%
4 Dwarf	4 939	8,6%
5 Orc	3 991	6,9%
6 Gnome	2 840	4,9%
7 Goblin	2 046	3,6%
8 Half-elf	1 839	3,2%
9 Dorin	1 726	3,0%
10 Half-orc	1 381	2,4%
11 Gnoll	936	1,6%
12 Altanian	185	0,3%
13 Troll	132	0,2%
14 Stone giant	98	0,2%

Table 7-1: Humans

Subrace	Pop.	%
1 Mixed	21 244	86,6%
2 Tharbrian	1 584	6,5%
3 Antillian	1 062	4,3%
4 Alryan	265	1,1%
5 Skandik	250	1,0%
6 Ghinoran	122	0,5%

Table 7-2: Dwarves

Subrace	Pop.	%
1 Hill	1 831	37,1%
2 City	1 764	35,7%
3 Mountain	1 344	27,2%

Table 7-3: Elves

Subrace	Pop.	%
1 High	5 712	76,5%
2 Wood	1 368	18,3%
3 Wild	363	4,9%
4 Gray	26	0,3%

Table 7-4: Gnomes

Subrace	Pop.	%
1 Common	1 241	43,7%
2 City	1 214	42,7%
3 Forest	385	13,6%

Table 7-5: Halflings

Subrace	Pop.	%
1 Common	4 586	85,2%
2 Stout	797	14,8%

Table 7-6: Alignments

Alignments	%
1 Neutral	52%
2 Lawful Good	17%
3 Chaotic Evil	13%
4 Chaotic Good	10%
5 Lawful Evil	9%
6 Lawful Neutral	0%
7 Chaotic Neutral	0%
8 Neutral Good	0%
9 Neutral Evil	0%

Table 7-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	1808	Abdu-Kab	Small Town	N	5	1 572
2	4628	Questravale	Small Town	N	3	1 548
3	4332	Lasthill	Small Town	CG	5	1 536
4	3403	Wortess	Small Town	LE	7	1 428
5	5027	Blackmarsh	Small Town	N	4	1 372
6	0609	Nashurpals	Small Town	N	5	1 360
7	1603	Mateh	Small Town	N	5	1 316
8	3730	Phialfen	Small Town	N	3	1 304
9	4823	Narrowridge	Small Town	LE	4	1 224
10	5102	Dier	Small Town	N	5	1 168
11	2820	Cragthrob	Small Town	N	5	1 136
12	4311	Belitsward	Small Town	N	6	1 120
13	0105	Athelsward	Small Town	N	4	1 120
14	4904	Gadorsalt	Small Town	LG	3	1 092
15	2115	Arramas	Small Town	N	3	1 088

Table 7-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	0403	Castle Gernwill	Castle	LG	7	660
2	1206	Castle Rymafore	Castle	CE	5	660
3	3226	Farmingcastle	Castle	N	5	600
4	4710	Castle Vardane	Castle	N	4	600
5	2317	Castle Arras	Castle	N	4	560
6	3403	Wortess Lightcastle	Castle	N	7	540
7	4625	Headland Castle	Castle	LG	4	480
8	0823	Tower of the Nexus	Castle	N	6	460
9	1332	Rest Tower	Citadel	LG	7	280
10	0522	Lonespire	Citadel	N	6	240
11	2221	Far Cragthrob Tower	Citadel	CE	5	240
12	3209	Tumbledown Tower	Citadel	CE	4	240
13	0708	Valleyguard Tower	Citadel	N	8	220
14	2816	Citadel of the Sullen Stone	Citadel	CE	5	220
15	3722	Treewatch Tower	Citadel	CE	4	220

Table 7-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	2106	Fongridge	Small Town	CG	9	940
2	1008	Laudenesh	Village	N	8	672
3	0708	Valleyguard Tower	Citadel	N	8	220
4	3403	Wortess	Small Town	LE	7	1 428
5	1621	Ferech Idu	Small Town	N	7	1 000
6	0216	Nydad	Village	N	7	856
7	0403	Castle Gernwill	Castle	LG	7	660
8	1731	Larif	Village	CG	7	584
9	3403	Wortess Lightcastle	Castle	N	7	540
10	4319	Grindwell	Village	N	7	432
11	0403	Dyta	Village	CG	7	420
12	0924	Nabi Nagiab	Hamlet	LE	7	384
13	1332	Rest Tower	Citadel	LG	7	280
14	2433	Citadel Fortitude	Citadel	LG	7	100
15	0605	Mountainshadow Tower	Citadel	LG	7	40

Chapter Eight

Barbarian Altanis

Population : 70,665 (5th)

Tech Level: 2.85 (16th)

Table 8-0: Races

Race	Pop.	%
1 Human	23 390	33,1%
2 Elf	10 359	14,7%
3 Altanian	9 593	13,6%
4 Half-elf	4 960	7,0%
5 Dwarf	4 672	6,6%
6 Goblin	4 311	6,1%
7 Halfling	3 345	4,7%
8 Orc	2 736	3,9%
9 Gnoll	2 717	3,8%
10 Gnome	1 934	2,7%
11 Half-orc	1 077	1,5%
12 Dorin	1 073	1,5%
13 Ogre	203	0,3%
14 Hawk Folk	188	0,3%
15 Houri	73	0,1%
16 Orichalan	34	0,0%

Table 8-1: Humans

Subrace	Pop.	%
1 Mixed	9 927	42,4%
2 Antillian	5 573	23,8%
3 Tharbrian	4 377	18,7%
4 Alryan	1 925	8,2%
5 Skandik	657	2,8%
6 Ghinoran	552	2,4%
7 Common Orichalan	103	0,4%
8 Gishmesh	101	0,4%
9 Karakhan	80	0,3%
10 Garmani	55	0,2%
11 Common Avalonian	40	0,2%

Table 8-2: Dwarves

Subrace	Pop.	%
1 Mountain	3 208	68,7%
2 Hill	927	19,8%
3 City	537	11,5%

Table 8-3: Elves

Subrace	Pop.	%
1 High	7 021	67,8%
2 Southern	1 807	17,4%
3 Mer-elves	973	9,4%
4 Wood	375	3,6%
5 Gray	144	1,4%
6 Wild	39	0,4%

Table 8-4: Gnomes

Subrace	Pop.	%
1 City	1 067	55,2%
2 Common	824	42,6%
3 Forest	43	2,2%

Table 8-5: Halflings

Subrace	Pop.	%
1 Highland	1 567	46,8%
2 Common	1 481	44,3%
3 Stout	297	8,9%

Table 8-6: Alignments

Alignments	%
1 Neutral	37%
2 Lawful Good	22%
3 Chaotic Evil	14%
4 Lawful Evil	13%
5 Chaotic Good	10%
6 Neutral Evil	2%
7 Neutral Good	1%
8 Chaotic Neutral	1%
9 Lawful Neutral	0%

Table 8-7: Cities by population

Hex	Location	Town Size	AL	TL	Pop.
1 1309	Antil	Large Town	N	4	4 688
2 1926	Bisgen	Large Town	LG	2	2 248
3 3611	Zothay	Large Town	LG	5	2 220
4 4502	Kauran	Large Town	N	3	2 088
5 3313	Onhir	Small Town	LG	5	1 824
6 0108	Actun	Small Town	LG	4	1 744
7 4204	Sykmet	Small Town	LG	3	1 744
8 2209	Chacban	Small Town	N	4	1 724
9 0528	Brafyia	Small Town	NE	3	1 688
10 2105	Strantath	Small Town	N	1	1 648
11 2312	Halafic	Small Town	LE	3	1 560
12 4806	Horaja	Small Town	CE	2	1 560
13 2812	Anatal	Small Town	LG	4	1 488
14 2918	Kolda	Small Town	N	4	1 428
15 4311	Halkmenan	Small Town	LG	4	1 384
16 1327	Mysk	Small Town	LG	2	1 384

Table 8-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	0210	Castle Silvan	Castle	CN	4	521
2	4003	Stones of Whetwyd	Castle	N	2	511
3	0727	Castle of the Lion	Castle	LG	4	478
4	5007	Kandlis Castle	Castle	N	3	434
5	1111	Weststar	Castle	N	4	422
6	0833	Derkhalf Castle	Castle	LG	3	400
7	0601	Castle of the Moon	Castle	CG	3	360
8	3913	Temple of the Lady of Wisdom	Castle	LG	4	322
9	1423	Temple of Azure Dreams	Castle	LG	4	320
10	0323	Dagoni Tower	Citadel	LG	3	285
11	1130	Lanstead Tower	Citadel	N	3	282
12	3308	South March Tower	Citadel	N	3	280
13	3820	Hell Pits of Genak	Castle	LE	3	277
14	1619	Canstad	Citadel	LG	3	264
15	2832	The Unseen Conclave	Citadel	LG	5	260

Table 8-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	0920	Tower of Visions	Citadel	LE	7	192
2	4505	Conclave of the Green Dales	Citadel	CG	6	92
3	1511	Brotherhood of the Eye	Citadel	N	6	42
4	3611	Zothay	Large Town	LG	5	2 220
5	3313	Onhir	Small Town	LG	5	1 824
6	1423	Renth	Small Town	N	5	936
7	2007	Kukul	Village	LE	5	868
8	2832	The Unseen Conclave	Citadel	LG	5	260
9	1704	Gate-Castle of the Black Sun	Castle	LE	5	211
10	2704	Hamar Tower	Hamlet	N	5	160

Chapter Nine

Ebony Coast

Population : 34,740 (15th)

Tech Level: 4.98 (6th)

Table 9-0: Races

Race	Pop.	%
1 Human	16 777	48,3%
2 Half-elf	5 372	15,5%
3 Elf	3 706	10,7%
4 Halfling	2 994	8,6%
5 Orc	2 028	5,8%
6 Dwarf	1 585	4,6%
7 Elritorn	1 544	4,4%
8 Half-orc	437	1,3%
9 Ogre	175	0,5%
10 Gnome	76	0,2%
11 Troll	34	0,1%
12 Bardik	12	0,0%

Table 9-1: Humans

Subrace	Pop.	%
1 Mixed	8 439	50,3%
2 Gishmesh	2 706	16,1%
3 Karakhan	2 425	14,5%
4 Ghinoran	2 002	11,9%
5 Antillian	819	4,9%
6 Alryan	258	1,5%
7 Tharbrian	128	0,8%

Table 9-2: Dwarves

Subrace	Pop.	%
1 Mountain	1 033	65,2%
2 City	431	27,2%
3 Hill	121	7,6%

Table 9-3: Elves

Subrace	Pop.	%
1 High	2 658	71,7%
2 Wood	498	13,4%
3 Southern	419	11,3%
4 Wild	119	3,2%
5 Gray	12	0,3%

Table 9-4: Gnomes

Subrace	Pop.	%
1 City	49	64,5%
2 Common	25	32,9%
3 Forest	2	2,6%

Table 9-5: Halflings

Subrace	Pop.	%
1 Common	2 640	88,2%
2 Stout	354	11,8%

Table 9-6: Alignments

Alignments	%
1 Chaotic Good	26%
2 Lawful Evil	22%
3 Chaotic Evil	20%
4 Neutral	18%
5 Lawful Good	14%
6 Lawful Neutral	0%
7 Chaotic Neutral	0%
8 Neutral Good	0%
9 Neutral Evil	0%

Table 9-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	2225	Wayfair	Small Town	CG	3	1 996
2	5024	Larkshire	Small Town	CE	5	1 976
3	4803	Highlandar	Small Town	CE	6	1 936
4	4832	Yoickshire	Small Town	CE	6	1 916
5	4223	Petrashelft	Small Town	CE	5	1 900
6	3004	Finsbury Fields	Small Town	LE	7	1 660
7	5114	Questing Pass	Small Town	CE	3	1 516
8	5126	Billingsdoor	Small Town	CG	6	1 492
9	5206	Arroworth	Small Town	LG	7	1 452
10	4819	Sulet Hold	Small Town	LE	3	1 372
11	2627	Blackfriars	Small Town	CE	5	1 172
12	4129	Edominar	Small Town	CG	7	1 120
13	4512	Revelshire	Small Town	LE	3	1 096
14	4016	Matansar	Small Town	LG	4	1 092
15	3925	Little Vardane	Small Town	CG	5	1 024

Table 9-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4819	Coastsong Castle	Castle	CG	2	424
2	5122	Citadel of High-East Sound	Citadel	CE	5	388
3	2803	Strongblade Citadel	Citadel	CG	4	376
4	3024	Pine Inn	Citadel	N	6	368
5	3805	Coatedale Keep	Citadel	CE	4	344
6	5225	Dragonwhite Castle	Castle	LE	6	316
7	3226	Kale Kala Temple	Castle	N	6	304
8	4025	Equestrian Castle	Castle	LG	5	264
9	4526	Endgame Castle	Castle	CG	3	264
10	5129	Eastview Citadel	Citadel	N	4	260
11	2225	Blackwell Keep	Citadel	CG	4	244
12	3308	Fort Meanknot	Citadel	CG	4	228
13	3810	Castle Jewelsace	Castle	LE	6	204
14	4729	Spellbash Citadel	Citadel	LE	4	180
15	4309	Blood Castle	Castle	CE	3	180

Table 9-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	4014	Zev's Retreat	Citadel	N	10	76
2	3004	Finsbury Fields	Small Town	LE	7	1 660
3	5206	Arroworth	Small Town	LG	7	1 452
4	4129	Edominar	Small Town	CG	7	1 120
5	4530	Greywraith	Village	LG	7	640
6	3208	Arunalisia	Village	LE	7	468
7	3327	Governor's Mansion	Citadel	CG	7	164
8	4803	Highlandar	Small Town	CE	6	1 936
9	4832	Yoickshire	Small Town	CE	6	1 916
10	5126	Billingdoor	Small Town	CG	6	1 492
11	3326	Bubbar	Small Town	LG	6	980
12	4601	Stonepeak	Village	N	6	888
13	3808	Gyleswood	Village	N	6	584
14	5121	Landhaven	Village	N	6	564
15	4218	Livanonia	Village	CE	6	468

Chapter Ten

Lenap

Population : 46,844 (10th)
Tech Level: 3.58 (14th)

Table 10-0: Races

Race	Pop.	%
1 Human	16 278	34,8%
2 Elf	6 921	14,8%
3 Halfling	5 108	10,9%
4 Dwarf	4 991	10,7%
5 Orc	3 645	7,8%
6 Half-elf	2 818	6,0%
7 Gnome	2 511	5,4%
8 Goblin	1 506	3,2%
9 Half-orc	1 062	2,3%
10 Dorin	867	1,9%
11 Troll	497	1,1%
12 Hill giant	380	0,8%
13 Gnoll	156	0,3%
14 Ogre	104	0,2%

Table 10-1: Humans

Subrace	Pop.	%
1 Ghinoran	7 554	46,4%
2 Mixed	6 677	41,0%
3 Tharbrian	841	5,2%
4 Antillian	676	4,2%
5 Alryan	498	3,1%
6 Skandik	32	0,2%

Table 10-2: Dwarves

Subrace	Pop.	%
1 Mountain	1 882	37,7%
2 City	1 558	31,2%
3 Hill	1 551	31,1%

Table 10-3: Elves

Subrace	Pop.	%
1 High	4 747	68,6%
2 Wood	898	13,0%
3 Southern	867	12,5%
4 Gray	229	3,3%
5 Wild	180	2,6%

Table 10-4: Gnomes

Subrace	Pop.	%
1 City	1 202	47,9%
2 Common	1 010	40,2%
3 Forest	299	11,9%

Table 10-5: Halflings

Subrace	Pop.	%
1 Common	4 344	85,0%
2 Stout	553	10,8%
3 Highland	211	4,1%

Table 10-6: Alignments

Alignments	%
1 Neutral	48%
2 Chaotic Evil	23%
3 Chaotic Good	13%
4 Lawful Good	8%
5 Lawful Evil	8%
6 Neutral Evil	0%
7 Neutral Good	0%
8 Chaotic Neutral	0%
9 Lawful Neutral	5%

Table 10-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	2820	Lenap	Large Town	LE	5	2 692
2	1222	Swanrill	Small Town	N	3	1 944
3	1625	Arngold Quay	Small Town	N	5	1 904
4	0417	Nettle	Small Town	N	3	1 668
5	4814	Baluster	Small Town	LG	5	1 612
6	3121	Valeyard	Small Town	LE	2	1 576
7	3603	Cower	Small Town	N	6	1 496
8	2712	Ashwood	Small Town	N	5	1 480
9	0430	Hewn Dell	Small Town	CG	2	1 448
10	2009	Wondernesse	Small Town	N	5	1 420
11	3116	Beacon	Small Town	N	2	1 388
12	1114	Lidenstrand	Small Town	N	4	1 348
13	1808	Evergloom	Small Town	N	4	1 268
14	1616	Rushkindle	Small Town	N	2	1 208
15	0113	Sledgetower	Small Town	LE	4	1 132
16	1328	Goldfall	Small Town	LG	3	1 132

Table 10-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	3107	Headwater Bastion	Castle	LG	3	640
2	1133	Castle of Princeling	Castle	N	5	620
3	3701	Redwarith Castle	Castle	CG	4	620
4	2414	Forest Bight Fortress	Castle	N	3	560
5	1424	Didgewater Fordguard	Castle	CG	5	560
6	2913	Castle Lonewood	Castle	N	5	540
7	1909	Mountainbirth Castle	Castle	N	5	520
8	4815	Balaster Redoubt	Castle	N	5	520
9	1921	Steadfast Stronghold	Castle	LG	3	460
10	1410	Nohaven Keep	Citadel	CE	2	280

Table 10-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	3603	Cower	Small Town	N	6	1 496
2	2820	Lenap	Large Town	LE	5	2 692
3	1625	Arngold Quay	Small Town	N	5	1 904
4	4814	Baluster	Small Town	LG	5	1 612
5	2712	Ashwood	Small Town	N	5	1 480
6	2009	Wondernesse	Small Town	N	5	1 420
7	0307	Wovenmist	Village	CG	5	884
8	1033	Princeling	Village	N	5	764
9	0725	Gravel Gate	Village	LE	5	700
10	1133	Castle of Princeling	Castle	N	5	620
11	1424	Didgewater Fordguard	Castle	CG	5	560
12	2913	Castle Lonewood	Castle	N	5	540
13	4815	Balaster Redoubt	Castle	N	5	520
14	1909	Mountainbirth Castle	Castle	N	5	520
15	2619	Lenap Tower	Citadel	CE	5	200
16	0406	The Citadel of Wovenmist	Citadel	N	5	160
17	2810	Ashwood Pillar	Citadel	N	5	140
18	2218	Fort Hobnob	Citadel	CG	5	140

Chapter Eleven

Isles of the Blest

Population : 38,330 (13th)

Tech Level: 4.90 (8th)

Table 11-0: Races

Race	Pop.	%
1 Human	14 290	37,3%
2 Elf	7 068	18,4%
3 Dwarf	4 701	12,3%
4 Half-elf	3 215	8,4%
5 Orc	3 193	8,3%
6 Halfling	2 865	7,5%
7 Half-orc	1 274	3,3%
8 Gnome	1 106	2,9%
9 Altanian	549	1,4%
10 Goblin	69	0,2%

Table 11-1: Humans

Subrace	Pop.	%
1 Mixed	11 728	82,1%
2 Tharbrian	2 162	15,1%
3 Alryan	302	2,1%
4 Skandik	98	0,7%

Table 11-2: Dwarves

Subrace	Pop.	%
1 City	1 886	40,1%
2 Hill	1 438	30,6%
3 Mountain	1 377	29,3%

Table 11-3: Elves

Subrace	Pop.	%
1 High	2 729	38,6%
2 Southern	2 346	33,2%
3 Wood	1 741	24,6%
4 Gray	104	1,5%
5 Dark	61	0,9%
6 Wild	51	0,7%
7 Mer-elves	36	0,5%

Table 11-4: Gnomes

Subrace	Pop.	%
1 Common	675	61,0%
2 Forest	365	33,0%
3 City	66	6,0%

Table 11-5: Halflings

Subrace	Pop.	%
1 Common	1 739	60,7%
2 Highland	801	28,0%
3 Stout	325	11,3%

Table 11-6: Alignments

Alignments	%
1 Neutral	24%
2 Lawful Evil	16%
3 Lawful Good	16%
4 Chaotic Evil	16%
5 Chaotic Good	16%
6 Lawful Neutral	6%
7 Chaotic Neutral	2%
8 Neutral Good	2%
9 Neutral Evil	0%

Table 11-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	2903	Capricia	Small Town	N	7	1952
2	2215	Flaking	Small Town	LE	4	1936
3	2508	Maidstone	Small Town	LE	4	1880
4	4433	Gormcairn	Small Town	N	3	1600
5	4626	Abject	Small Town	LG	5	1584
6	3923	Ludgates	Small Town	CE	4	1440
7	2604	Fauxpass	Small Town	CG	4	1436
8	3414	Kentashor	Small Town	CN	5	1396
9	0313	Greenwax	Small Town	CG	3	1380
10	3810	Blackarrow	Small Town	LE	5	1348
11	1714	Heir Helm	Small Town	CG	6	1280
12	2708	Snake Hill	Small Town	LE	5	1272
13	3119	Howling Winds	Small Town	N	4	1260
14	4532	Entenwold	Small Town	CE	7	1220
15	3624	Cheapside	Small Town	CE	4	1184
16	2815	Staisiswells	Small Town	CG	5	1120
17	2913	Ironshod	Small Town	N	6	1068

Table 11-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	0701	Xochete Tower	Citadel	LG	3	420
2	4731	Castle Lakewatch	Citadel	CE	4	416
3	1812	Kveld's Holm	Citadel	N	4	384
4	2613	College of Orchia	Citadel	N	8	376
5	2717	Temple of the Uttermost Flame	Citadel	N	6	376
6	2809	Aerie of the Stonemasters	Citadel	LG	5	364
7	0802	Southtower	Citadel	NG	3	340
8	2904	Mazargog Castle	Castle	LN	6	328
9	0212	The West Point	Castle	LE	8	304
10	4424	Kaemore Keep	Citadel	CE	4	292

Table 11-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	2613	College of Orchia	Citadel	N	8	376
2	0212	The West Point	Castle	LE	8	304
3	3114	Coven of the King	Citadel	CE	8	188
4	2215	Conclave of Hidden Eye	Castle	LN	8	96
5	2903	Capricia	Small Town	N	7	1952
6	4532	Entenwold	Small Town	CE	7	1220
7	0607	Red Bull	Small Town	LG	7	984
8	2502	Tower of Khelagul	Citadel	LG	7	232
9	1714	Heir Helm	Small Town	CG	6	1280
10	2913	Ironshod	Small Town	N	6	1068
11	2613	Covertling	Village	N	6	704
12	3110	Koradin	Village	CE	6	612
13	4831	Foundation	Village	CG	6	544
14	3918	Klerkenwell	Village	LG	6	496
15	4529	Merkab	Village	LE	6	464
16	0215	Harpstring	Village	CE	6	420
17	2717	Temple of the Uttermost Flame	Citadel	N	6	376
18	2904	Mazargog Castle	Castle	LN	6	328
19	3506	Grove of the Rising Sun	Citadel	CG	6	52

Chapter Twelve

Isles of the Dawn

Population : 5,736 (18th)

Tech Level: 5.64 (2nd)

Table 12-0: Races

Race	Pop.	%
1 Human	3 696	64,4%
2 Dwarf	756	13,2%
3 Half-elf	622	10,8%
4 Orc	234	4,1%
5 Halfling	229	4,0%
6 Elf	154	2,7%
7 Half-orc	34	0,6%
8 Gnome	11	0,2%

Table 12-1: Humans

Subrace	Pop.	%
1 Skandik	1 353	36,6%
2 Mixed	886	24,0%
3 Karakhan	692	18,7%
4 Ghinoran	625	16,9%
5 Gishmesh	140	3,8%

Table 12-2: Dwarves

Subrace	Pop.	%
1 Hill	590	78,0%
2 City	141	18,7%
3 Mountain	25	3,3%

Table 12-3: Elves

Subrace	Pop.	%
1 High	99	64,3%
2 Wood	47	30,5%
3 Wild	8	5,2%

Table 12-4: Gnomes

Subrace	Pop.	%
1 Common	7	63,6%
2 Forest	4	36,4%

Table 12-5: Halflings

Subrace	Pop.	%
1 Common	197	86,0%
2 Stout	32	14,0%

Table 12-6: Alignments

Alignments	%
1 Lawful Good	36%
2 Neutral	36%
3 Chaotic Evil	18%
4 Chaotic Good	9%
5 Lawful Evil	0%
6 Neutral Good	0%
7 Neutral Evil	0%
8 Lawful Neutral	0%
9 Chaotic Neutral	0%

Table 12-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4224	Dragonscar	Small Town	LG	9	1240
2	4526	Bondpart	Small Town	CG	8	960
3	4720	Karden	Village	N	7	880
4	4128	Birchall	Village	N	6	680
5	4729	Dourden	Village	N	3	560
6	4224	The Krag	Citadel	LG	5	430

Table 12-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4224	The Krag	Citadel	LG	5	430
2	3616	Sunray Citadel	Citadel	LG	5	268
3	4815	Karroch's Keep	Citadel	N	6	210
4	4526	Odin's Fist	Citadel	LG	6	172
5	2114	Nitefire Keep	Castle	CE	3	136

Table 12-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	4224	Dragonscar	Small Town	LG	9	1240
2	4526	Bondpart	Small Town	CG	8	960
3	4720	Karden	Village	N	7	880
4	4128	Birchall	Village	N	6	680
5	4815	Karroch's Keep	Citadel	N	6	210
6	4526	Odin's Fist	Citadel	LG	6	172
7	4224	The Krag	Citadel	LG	5	430
8	3616	Sunray Citadel	Citadel	LG	5	268

Chapter Thirteen

Sea of Five Winds

Population : 34,328 (16th)

Tech Level: 4.28 (12th)

Table 13-0: Races

Race	Pop.	%
1 Human	21 612	63,0%
2 Dwarf	3 337	9,7%
3 Elf	3 244	9,5%
4 Halfling	3 109	9,1%
5 Orc	1 099	3,2%
6 Gnoll	452	1,3%
7 Goblin	421	1,2%
8 Gnome	354	1,0%
9 Half-elf	293	0,9%
10 Dorin	156	0,5%
11 Altanian	118	0,3%
12 Half-orc	103	0,3%
13 Hobgoblin	21	0,1%
14 Treant	6	0,0%
15 Elritorn	3	0,0%

Table 13-1: Humans

Subrace	Pop.	%
1 Mixed	10 291	47,6%
2 Ghinoran	10 275	47,5%
3 Tharbrian	613	2,8%
4 Gishmesh	249	1,2%
5 Antillian	158	0,7%
6 Alryan	26	0,1%

Table 13-2: Dwarves

Subrace	Pop.	%
1 Mountain	1 470	44,1%
2 City	1 179	35,3%
3 Hill	688	20,6%

Table 13-3: Elves

Subrace	Pop.	%
1 High	2 206	68,0%
2 Wood	889	27,4%
3 Wild	145	4,5%
4 Gray	4	0,1%

Table 13-4: Gnomes

Subrace	Pop.	%
1 Common	273	77,1%
2 Forest	62	17,5%
3 City	19	5,4%

Table 13-5: Halflings

Subrace	Pop.	%
1 Common	2 666	85,8%
2 Stout	339	10,9%
3 Highland	104	3,3%

Table 13-6: Alignments

Alignments	%
1 Neutral	47%
2 Lawful Good	21%
3 Chaotic Good	12%
4 Chaotic Evil	10%
5 Lawful Evil	9%
6 Chaotic Neutral	1%
7 Neutral Good	0%
8 Lawful Neutral	0%
9 Neutral Evil	0%

Table 13-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	2823	Tlan	Small Town	N	6	1952
2	3120	Kerealia	Small Town	N	3	1420
3	0312	Tatter Grove	Small Town	N	6	1264
4	2321	Longbottle	Small Town	CG	5	1264
5	1418	Pillage	Small Town	CG	6	1220
6	2831	Grimwood End	Small Town	N	5	1208
7	1528	Errand Row	Small Town	LG	5	1092
8	0221	Ladenhollow	Small Town	N	6	944
9	3026	Fallowfield	Small Town	LG	5	912
10	0903	Mimic	Village	LE	3	872

Table 13-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	1227	Elventy Fields	Castle	LG	8	660
2	1117	Caer Illuman	Castle	N	6	640
3	0110	Vastern Hold	Castle	LG	3	580
4	1504	Hall of Taipur	Castle	N	3	560
5	4803b	Hearthome	Castle	LG	5	520
6	3028	Bastille Fear	Citadel	CE	6	500
7	0404	Hillock Castle	Castle	LG	5	500
8	0124	Rock of the Tethered Dale	Castle	N	5	440
9	1716	Vigil Sound Lighthouse	Castle	LG	4	440
10	4306	Husperat Castle	Castle	N	5	252

Table 13-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	1227	Elventy Fields	Castle	LG	8	660
2	2823	Tlan	Small Town	N	6	1952
3	0312	Tatter Grove	Small Town	N	6	1264
4	1418	Pillage	Small Town	CG	6	1220
5	0221	Ladenhollow	Small Town	N	6	944
6	0433	Forfold	Village	N	6	648
7	1117	Caer Illuman	Castle	N	6	640
8	3028	Bastille Fear	Citadel	CE	6	500
9	2525	Kubera	Hamlet	N	6	372
10	0517	Looming Pass	Hamlet	N	6	336
11	4704	Heratus	Hamlet	CE	6	328
12	0131	Muster	Hamlet	N	6	260
13	0325	Citadel of the Sun	Citadel	CG	6	120

Chapter Fourteen

Ghinor

Population : 12,052 (17th)

Tech Level: 4.69 (11th)

Table 14-0: Races

Race	Pop.	%
1 Human	5 216	43,3%
2 Half-elf	2 335	19,4%
3 Orc	1 944	16,1%
4 Dwarf	924	7,7%
5 Elf	593	4,9%
6 Amazon	512	4,2%
7 Halfling	277	2,3%
8 Half-orc	129	1,1%
9 Goblin	83	0,7%
10 Gnome	22	0,2%
11 Lizardmen	17	0,1%

Table 14-1: Humans

Subrace	Pop.	%
1 Mixed	4 001	76,7%
2 Ghinoran	1 215	23,3%

Table 14-2: Dwarves

Subrace	Pop.	%
1 City	854	92,4%
2 Hill	53	5,7%
3 Mountain	17	1,8%

Table 14-3: Elves

Subrace	Pop.	%
1 High	461	77,7%
2 Wood	111	18,7%
3 Wild	13	2,2%
4 Gray	8	1,4%

Table 14-4: Gnomes

Subrace	Pop.	%
1 Common	14	63,6%
2 Forest	8	36,4%

Table 14-5: Halflings

Subrace	Pop.	%
1 Common	165	59,6%
2 Highland	83	30,0%
3 Stout	29	10,5%

Table 14-6: Alignments

Alignments	%
1 Neutral	38%
2 Lawful Evil	19%
3 Lawful Good	19%
4 Chaotic Good	13%
5 Chaotic Evil	13%
6 Neutral Evil	0%
7 Lawful Neutral	0%
8 Neutral Good	0%
9 Chaotic Neutral	0%

Table 14-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4209	Sunev	Large Town	CG	4	2072
2	4713	Yolin	Small Town	CE	6	1960
3	3728	Autron	Small Town	LE	4	1624
4	2727	Chim	Small Town	N	6	1328
5	3030	Dantell	Small Town	N	6	1184
6	2033	Lofton	Village	N	4	848

Table 14-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4612	Serpent's Fortress	Castle	CG	6	476
2	4802	Blackheart Keep	Citadel	LE	3	436
3	2827	Talon Castle	Castle	N	5	364
4	4313	Fane of Empyrean Conflagration	Citadel	N	4	356
5	3729	Castle Brass	Castle	LE	6	348
6	4232	Citadel of Tomes	Citadel	LG	5	316
7	4814	Pantan Citadel	Citadel	LG	6	280
8	0632	Citadel of Waves	Citadel	N	4	184
9	3131	Citadel of Palms	Citadel	LG	3	156
10	2529	Citadel of Storms	Citadel	CE	3	120

Table 14-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	4713	Yolin	Small Town	CE	6	1960
2	2727	Chim	Small Town	N	6	1328
3	3030	Dantell	Small Town	N	6	1184
4	4612	Serpent's Fortress	Castle	CG	6	476
5	3729	Castle Brass	Castle	LE	6	348
6	4814	Pantan Citadel	Citadel	LG	6	280
7	2827	Talon Castle	Castle	N	5	364
8	4232	Citadel of Tomes	Citadel	LG	5	316

Chapter Fifteen

Silver Skein Isles

Population : 91,944 (4th)

Tech Level: 4.71 (10th)

Table 15-0: Races

Race	Pop.	%
1 Human	57 733	62,8%
2 Elf	7 058	7,7%
3 Half-elf	5 376	5,8%
4 Dwarf	4 399	4,8%
5 Gnome	3 634	4,0%
6 Elritorn	2 064	2,2%
7 Halfling	1 977	2,2%
8 Goblin	1 078	1,2%
9 Lizardmen	948	1,0%
10 Half-orc	936	1,0%
11 Troll	728	0,8%
12 Orc	728	0,8%
13 Fey	728	0,8%
14 Gnoll	728	0,8%
15 Astari	364	0,4%
16 Lunari	364	0,4%
17 Solari	364	0,4%
18 Ogre	364	0,4%
19 Kobold	364	0,4%
20 Ghul	364	0,4%
21 Neamua	364	0,4%
22 Liowan	364	0,4%
23 Hawk Folk	364	0,4%
25 Hobgoblin	360	0,4%
26 Altanian	193	0,2%

Table 15-1: Humans

Subrace	Pop.	%
1 Ghinoran	38 905	67,4%
2 Mixed	17 382	30,1%
3 Karakhan	1 217	2,1%
4 Skandik	158	0,3%
5 Gishmesh	49	0,1%
6 Alryan	11	0,0%
7 Tharbrian	11	0,0%

Table 15-2: Dwarves

Subrace	Pop.	%
1 City	3 194	72,6%
2 Hill	947	21,5%
3 Mountain	258	5,9%

Table 15-3: Elves

Subrace	Pop.	%
1 High	5 838	82,7%
2 Wood	1 042	14,8%
3 Gray	165	2,3%
4 Wild	13	0,2%

Table 15-4: Gnomes

Subrace	Pop.	%
1 City	2 688	74,0%
2 Common	874	24,1%
3 Forest	72	2,0%

Table 15-5: Halflings

	Subrace	Pop.	%
1	Common	1 827	92,4%
2	Stout	150	7,6%

Table 15-6: Alignments

	Alignments	%
1	Lawful Good	25%
2	Chaotic Good	21%
3	Neutral	18%
4	Chaotic Evil	18%
5	Lawful Neutral	11%
6	Neutral Good	4%
7	Lawful Evil	4%
8	Chaotic Neutral	0%
9	Neutral Evil	0%

Table 15-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	0832	Tula, City of Mages	Metropolis	LN	10	36 408
2	0404	Rallu, City State of the Sea Kings	Metropolis	CE	8	35 000
3	4204	Prats Landing	Small Town	N	9	1 856
4	2425	Carintoos	Small Town	CE	4	1 832
5	3709	Thalthaskil	Small Town	CG	5	1 484
6	3110	Marchoon	Small Town	LG	4	1 480
7	4504	Tradeport	Small Town	N	4	1 464
8	3211	Haven	Small Town	N	3	1 360
9	0205	D'Alfang	Small Town	CG	6	1 312
10	2131	Noenthal	Small Town	LG	2	1 276
11	2514	Mordston	Small Town	CE	5	1 164
12	3012	Elsmoak	Small Town	NG	1	1 132
13	4903	Pilderth	Small Town	CG	2	1 100

Table 15-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4703	Whitepearl Castle	Castle	LG	5	600
2	1734	Sandover Castle	Castle	LE	3	600
3	2913	Verdant hall	Citadel	CG	4	280
4	0606	The Southern Coast Tower	Citadel	CE	6	200
5	4006	Monastery of the Lion's Might	Citadel	LG	5	200
6	2832	Mitra's Step	Citadel	LG	4	200
7	3312	Seamist Citadel	Citadel	LG	6	160
8	3608	The Sheepyard	Citadel	CG	4	160
9	2414	Windsong	Citadel	LN	6	120
10	1232	Foulmuck Citadel	Citadel	LG	3	80

Table 15-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	0832	Tula, City of Mages	Metropolis	LN	10	36 408
2	4204	Prats Landing	Small Town	N	9	1 856
3	0404	Rallu, City State of the Sea Kings	Metropolis	CE	8	35 000
4	0207	Cordoom	Village	N	7	788
5	0205	D'Alfang	Small Town	CG	6	1 312
6	0606	The Southern Coast Tower	Citadel	CE	6	200
7	3312	Seamist Citadel	Citadel	LG	6	160
8	2414	Windsong	Citadel	LN	6	120
9	3709	Thalthaskil	Small Town	CG	5	1 484
10	2514	Mordston	Small Town	CE	5	1 164
11	4703	Whitepearl Castle	Castle	LG	5	600
12	3032	Glournd	Village	N	5	468
13	4006	Monastery of the Lion's Might	Citadel	LG	5	200
14	0831	Sailor's Bane Citadel	Hamlet	CG	5	160

Chapter Sixteen

Ament Tundra

Population : 39,298 (12th)

Tech Level: 4.98 (7th)

Table 16-0: Races

Race	Pop.	%
1 Human	15 899	40,5%
2 Elf	6 581	16,7%
3 Halfling	6 240	15,9%
4 Dwarf	4 909	12,5%
5 Orc	3 044	7,7%
6 Half-elf	1 295	3,3%
7 Gnome	350	0,9%
8 Goblin	285	0,7%
9 Half-orc	204	0,5%
10 demonkind	140	0,4%
11 Troglodyte	96	0,2%
12 Gnoll	58	0,1%
13 Pixie	48	0,1%
14 Troll	41	0,1%
15 Altanian	37	0,1%
16 Fey	33	0,1%
17 Kobold	22	0,1%
18 First men	16	0,0%

Table 16-1: Humans

Subrace	Pop.	%
1 Mixed	12 225	76,9%
2 Ghinoran	3 135	19,7%
3 Karakhan	314	2,0%
4 Gishmesh	157	1,0%
5 Tharbrian	68	0,4%

Table 16-2: Dwarves

Subrace	Pop.	%
1 City	2 203	44,9%
2 Hill	2 014	41,0%
3 Mountain	692	14,1%

Table 16-3: Elves

Subrace	Pop.	%
1 High	3 441	52,3%
2 Wood	2 705	41,1%
3 Wild	349	5,3%
4 Gray	86	1,3%

Table 16-4: Gnomes

Subrace	Pop.	%
1 Common	195	55,7%
2 City	116	33,1%
3 Forest	39	11,1%

Table 16-5: Halflings

Subrace	Pop.	%
1 Common	5 226	83,8%
2 Stout	1 014	16,3%

Table 16-6: Alignments

Alignments	%
1 Neutral	37%
2 Chaotic Good	20%
3 Lawful Evil	18%
4 Chaotic Evil	12%
5 Lawful Good	10%
6 Chaotic Neutral	2%
7 Neutral Evil	0%
8 Neutral Good	0%
9 Lawful Neutral	0%

Table 16-7: Cities by population

Hex	Location	Town Size	AL	TL	Pop.
1 5122	Asimar	Small Town	N	4	1 944
2 0917	Raschell	Small Town	CG	6	1 928
3 0331	Sheagoth	Small Town	N	7	1 820
4 2330	Sequaloris	Small Town	N	5	1 760
5 0504	Cadsandria	Small Town	LG	4	1 636
6 1803	Dorel	Small Town	CG	7	1 540
7 1202	Lormur	Small Town	CE	4	1 420
8 4523	Kanakak	Small Town	LE	7	1 400
9 2931	Kren	Small Town	CE	6	1 372
10 1913	Vilmiran	Small Town	LE	3	1 284
11 0615	Rufee	Small Town	N	6	1 164
12 4530	Gromooman	Small Town	LG	5	1 108

Table 16-8 : Castles & citadels by population

Hex	Location	Town Size	AL	TL	Pop.
1 5113	Mux Citadel	Citadel	N	7	800
2 0505	Duchy of Craghold	Castle	N	5	440
3 4715	Fort Kaisorn	Citadel	N	6	436
4 3725	Lolerofel Monastery	Castle	CN	1	392
5 2827	Haspilar	Castle	N	9	388
6 0911	Aleshall Hold	Citadel	LG	4	368
7 2027	Sundog Spire	Castle	N	5	360
8 2513	Excemora	Citadel	N	6	320
9 1618	Ianthon	Castle	CG	2	276
10 3614	Icchykul	Citadel	LE	2	204
11 4923	H'sur	Citadel	LE	5	200
12 3108	Southfield Manor	Citadel	LG	4	196
13 4533	Nustle Nook	Castle	CG	5	128
14 202	Devil's Hollow	Citadel	LE	7	112

Table 16-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	2827	Haspilar	Castle	N	9	388
2	0331	Sheagoth	Small Town	N	7	1 820
3	1803	Dorel	Small Town	CG	7	1 540
4	4523	Kanakak	Small Town	LE	7	1 400
5	3312	Old Hvelmarch	Small Town	CG	7	948
6	5113	Mux Citadel	Citadel	N	7	800
7	1620	Josay	Village	N	7	596
8	3924	Illmorat	Hamlet	N	7	400
9	2202	Devil's Hollow	Citadel	LE	7	112
10	0917	Raschell	Small Town	CG	6	1 928
11	2931	Kren	Small Town	CE	6	1 372
12	0615	Rufee	Small Town	N	6	1 164
13	2625	Dhakos	Village	LE	6	828
14	1632	Ohoy-Kan	Village	CG	6	576
15	4715	Fort Kaisorn	Citadel	N	6	436
16	2513	Excemora	Citadel	N	6	320

Chapter Seventeen

Ghinor Highlands

Population : 46,710 (11th)

Tech Level: 4.79 (9th)

Table 17-0: Races

Race	Pop.	%
1 Human	19 926	42,7%
2 Dwarf	12 749	27,3%
3 Elf	5 867	12,6%
4 Gnome	2 418	5,2%
5 Halfling	1 915	4,1%
6 Lizardmen	1 688	3,6%
7 Orc	905	1,9%
8 Half-elf	764	1,6%
9 Elritorn	273	0,6%
10 Half-orc	104	0,2%
11 Altanian	46	0,1%
12 Mermen	33	0,1%
13 Centaur	22	0,0%

Table 17-1: Humans

Subrace	Pop.	%
1 Mixed	11 642	58,4%
2 Ghinoran	6 924	34,7%
3 Gishmesh	1 291	6,5%
4 Karakhan	69	0,3%

Table 17-2: Dwarves

Subrace	Pop.	%
1 Mountain	10 084	79,1%
2 Hill	1 470	11,5%
3 City	1 195	9,4%

Table 17-3: Elves

Subrace	Pop.	%
1 Wood	3 669	62,5%
2 High	2 153	36,7%
3 Wild	35	0,6%
4 Gray	10	0,2%

Table 17-4: Gnomes

Subrace	Pop.	%
1 City	1 958	81,0%
2 Common	425	17,6%
3 Forest	35	1,4%

Table 17-5: Halflings

Subrace	Pop.	%
1 Common	1 670	87,2%
2 Stout	245	12,8%

Table 17-6: Alignments

Alignments	%
1 Neutral	40%
2 Lawful Good	21%
3 Chaotic Good	19%
4 Lawful Evil	15%
5 Chaotic Evil	6%
6 Lawful Neutral	0%
7 Neutral Good	0%
8 Neutral Evil	0%
9 Chaotic Neutral	0%

Table 17-7: Cities by population

	Hex	Location	Town Size	AL	TL	Pop.
1	1227	Briarbush	Small Town	N	2	1 836
2	4708	Rastingdrung	Small Town	N	4	1 832
3	2424	Saltorous	Small Town	LE	5	1 740
4	1807	Faneton	Small Town	N	8	1 680
5	2730	Kef Nal	Small Town	N	4	1 676
6	1303	Eldiston	Small Town	LG	8	1 672
7	2518	Fall City	Small Town	N	2	1 644
8	3224	Deerplace	Small Town	N	5	1 640
9	4307	Thrush	Small Town	LE	4	1 592
10	1118	Pranstongue	Small Town	LG	9	1 588
11	4415	Nurentthane	Small Town	CG	2	1 544
12	0218	Lak	Small Town	N	5	1 496
13	4126	Mist	Small Town	N	3	1 492
14	1703	Jaliquenta	Small Town	CE	6	1 452
15	1312	Topaine	Small Town	CG	8	1 392

Table 17-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	4001	Palace of Ut Prandur	Castle	LG	5	680
2	3927	Castle Dristhane	Castle	N	9	520
3	1424	Wellring Castle	Castle	N	8	480
4	4610	Castle Amaranth	Castle	N	3	440
5	4711	Ramshadow Castle	Castle	CG	4	400
6	0718	Wandjoust Castle	Castle	N	3	320
7	2525	Illwind Citadel	Citadel	CE	7	240
8	4627	Doom's End Citadel	Citadel	LE	5	240
9	4320	Tower of the Prophets	Citadel	N	4	240
10	0514	Bluefalls	Citadel	LG	4	200
11	1618	Glade of Adalante	Citadel	LG	6	120
12	1310	Hall of the Bard-Lord	Citadel	CG	6	90

Table 17-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	1118	Pranstongue	Small Town	LG	9	1 588
2	3927	Castle Dristhane	Castle	N	9	520
3	1807	Faneton	Small Town	N	8	1 680
4	1303	Eldiston	Small Town	LG	8	1 672
5	1312	Topaine	Small Town	CG	8	1 392
6	4522	Prim	Small Town	N	8	936
7	1519	Bramly	Village	LG	8	528
8	1424	Wellring Castle	Castle	N	8	480
9	0326	Zanda	Village	CG	7	632
10	2525	Illwind Citadel	Citadel	CE	7	240
11	1703	Jaliquenta	Small Town	CE	6	1 452
12	1618	Glade of Adalante	Citadel	LG	6	120
13	1310	Hall of the Bard-Lord	Citadel	CG	6	90

Chapter Eighteen

Southern Reaches

Population : 35,134 (14th)
Tech Level: 5.08 (4th)

Table 18-0: Races

Race	Pop.	%
1 Human	16 077	45,8%
2 Orc	5 849	16,6%
3 Dwarf	3 920	11,2%
4 Elf	3 337	9,5%
5 Half-elf	2 398	6,8%
6 Half-orc	2 357	6,7%
7 Halfling	927	2,6%
8 Gnome	164	0,5%
9 Ogre	52	0,1%
10 Troll	28	0,1%
11 Altanian	25	0,1%

Table 18-1: Humans

Subrace	Pop.	%
1 Ghinoran	9 492	59,0%
2 Mixed	6 266	39,0%
3 Alryan	135	0,8%
4 Skandik	100	0,6%
5 Karakhan	84	0,5%

Table 18-2: Dwarves

Subrace	Pop.	%
1 Mountain	3 241	82,7%
2 City	480	12,2%
3 Hill	199	5,1%

Table 18-3: Elves

Subrace	Pop.	%
1 Mer-elves	1 916	57,4%
2 High	1 000	30,0%
3 Wood	403	12,1%
4 Wild	10	0,3%
5 Gray	8	0,2%

Table 18-4: Gnomes

Subrace	Pop.	%
1 City	95	57,9%
2 Common	59	36,0%
3 Forest	10	6,1%

Table 18-5: Halflings

Subrace	Pop.	%
1 Common	797	86,0%
2 Stout	130	14,0%

Table 18-6: Alignments

Alignments	%
1 Neutral	35%
2 Chaotic Evil	23%
3 Chaotic Good	18%
4 Lawful Good	13%
5 Lawful Evil	13%
6 Chaotic Neutral	0%
7 Neutral Evil	0%
8 Neutral Good	0%
9 Lawful Neutral	0%

Table 18-7: Cities by population

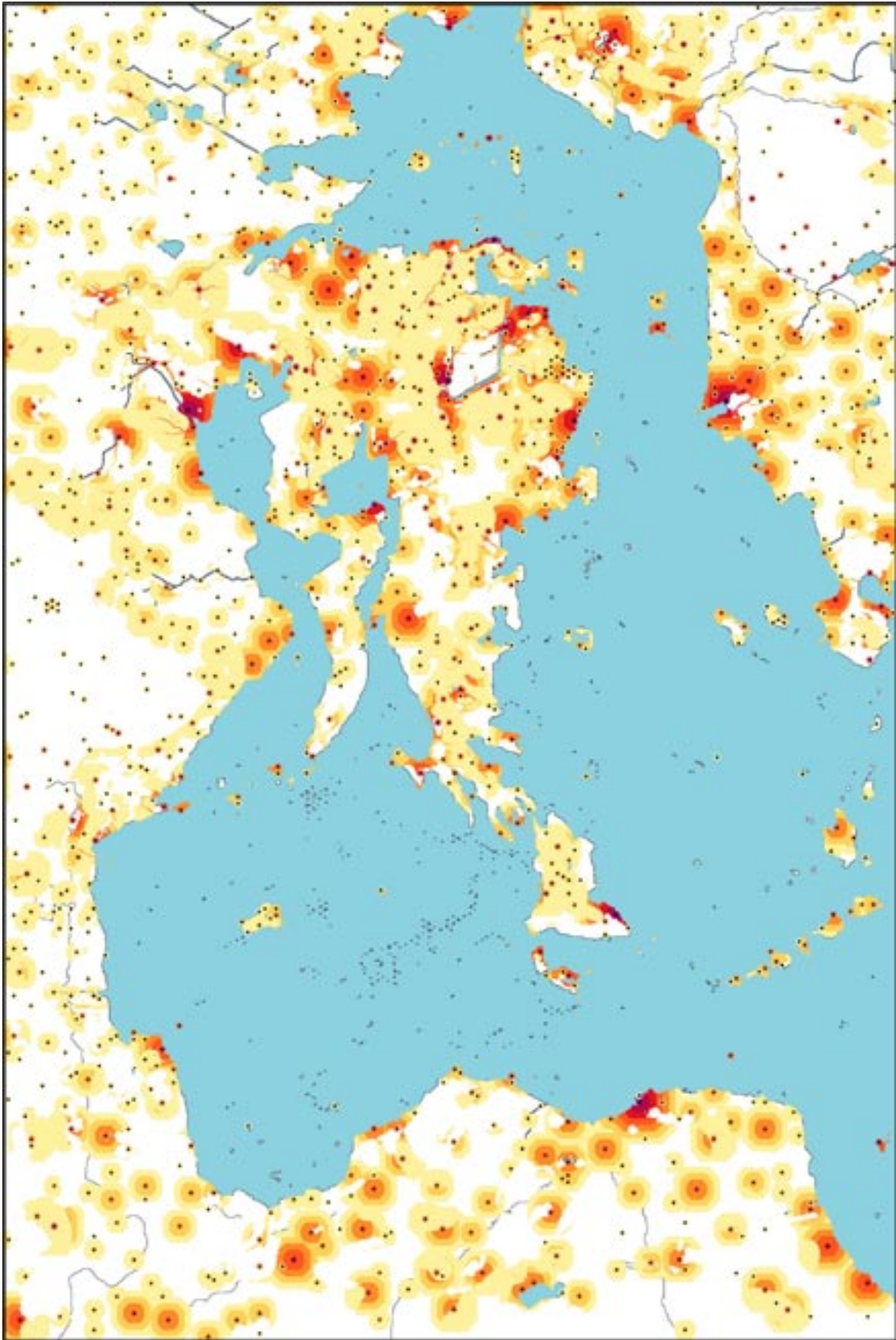
	Hex	Location	Town Size	AL	TL	Pop.
1	4826	Belweif	Small Town	N	5	1 988
2	5005	Whitehaven	Small Town	LG	9	1 916
3	4121	Mor Dan	Small Town	CE	7	1 828
4	3815	Sacred Rock	Small Town	N	5	1 756
5	3027	Claycat	Small Town	CE	8	1 744
6	2105	Elmhalls	Small Town	N	2	1 696
7	3430	Rast Peak	Small Town	CE	4	1 684
8	1523	Bridshin	Small Town	N	7	1 568
9	3003	Ravenslair	Small Town	CG	6	1 412
10	1812	Presbain	Small Town	N	5	1 388
11	0206	Badquen	Small Town	LE	2	1 352
12	2402	Rand	Small Town	CG	7	1 292
13	1023	Dragonsaddle	Small Town	LG	8	1 244
14	0302	Arquay	Small Town	CE	6	1 232
15	2811	Bethplane	Small Town	CG	2	1 172

Table 18-8 : Castles & citadels by population

	Hex	Location	Town Size	AL	TL	Pop.
1	1624	Armorscape Palace	Castle	LG	6	640
2	1701	Castle Waterwell	Castle	LE	4	600
3	1633	Naglonther's Hold Castle	Castle	CG	5	520
4	3831	Fortress Gruengard	Citadel	LE	4	320
5	1617	Brond's Citadel	Citadel	N	4	320
6	3814	Silvership Castle	Castle	N	5	280
7	2525	Fangrim Citadel	Citadel	CE	0	280
8	3018	Peacock Citadel	Citadel	LG	5	270
9	0519	Stonehold Citadel	Citadel	N	6	200
10	3229	Citadel of Crowns	Citadel	CE	5	200
11	2825	Castle Bendarstor	Castle	CE	4	200
12	0905	Citadel of the Blade	Citadel	N	6	160
13	4831	Monastery of the Blind Moon	Citadel	LE	4	160
14	2619	Pantagg Citadel	Citadel	CG	5	120

Table 18-9: Cities, castles & citadels by Tech Level

	Hex	Location	Town Size	AL	TL	Pop.
1	5005	Whitehaven	Small Town	LG	9	1 916
2	1414	Fairwatch	Village	LE	9	464
3	3027	Claycat	Small Town	CE	8	1 744
4	1023	Dragonsaddle	Small Town	LG	8	1 244
5	3604	Faling-Thros	Village	N	8	592
6	4121	Mor Dan	Small Town	CE	7	1 828
7	1523	Bridshin	Small Town	N	7	1 568
8	2402	Rand	Small Town	CG	7	1 292
9	3003	Ravenslair	Small Town	CG	6	1 412
10	0302	Arquay	Small Town	CE	6	1 232
11	0509	Estlark	Village	N	6	856
12	0424	Silverhall	Village	N	6	744
13	1624	Armorscape Palace	Castle	LG	6	640
14	1502	Gelsford	Village	CE	6	496
15	0519	Stonehold Citadel	Citadel	N	6	200



**Enhanced Wilderlands
Population Density Map**

