

KINGDOM FLAG

CITY WATCH COLOURS

CITY FLAG

PRIMARY WORSHIP GOD

PRIMARY FORBIDDEN GOD

BASIC INFO

Population:	Climate:
Government:	Established:
Alignment:	Culture trait:
Type:	Demography:

DISTRICTS

Market	☐ Castle	☐
Slum	☐	☐
Square	☐	☐
Noble	☐	☐
Dock	☐	☐
Residential	☐	☐

RECENT EVENTS

NOTABLE FACTIONS

RANDOM ENCOUNTERS NOTE

HISTORY

RELEVANT NPC SUMMARY

Head of Government:
Lawmaster:
Head of the Army:
Archmage:
Head Priest:
Guild Council Head:
Castle steward:

CITY TRAITS LEVELS

TECH	CRIME	MAGIC	TOLERANCE	MILITARY POWER	CORRUPTION
RULE OF LAW	POVERTY	WELFARE	RELIGION	EDUCATION	TRADE

POPULATION %

Humans:	Half-Elves:	Genasi:
Elves:	Drow:	Halflings:
Dwarves:	Goliath:	Tieflings:
Gnomes:	Tabaxi:	Dragonborns:
Half-Orc:	Lizardfolks:	Others:

CITY DETAILS

Import/Export:

Deities

Clothing

Magic

Language

Mannerism

Cuisine:

Transports:

Festivities:

Superstitions/Beliefs:

Education

Greetings

Leisure activities

Note

Calendar:

LIFE COST

Transports:

Food:

Drinks:

Accommodation:

Vehicle Accommodation:

Eventually Taxes:

RELEVANT SHOPS

Owner:
Notable Patrons:

Goods Summary:

Note:

Owner:
Notable Patrons:

Goods Summary:

Note:

Owner:
Notable Patrons:

Goods Summary:

Note:

RELEVANT NPCs SUMMARY

BASIC INFO

Corruption:
Crime:
People race:
Travel time:
Demography:

TEMPLES & OTHER RELEVANT BUILDINGS

BARRACKS

Captain:
District Law Influence:
Number of Soldiers:

RANDOM ENCOUNTERS

OTHERS SHOPS IN %

Blacksmith:	Bookshop:
Tavern/Inn:	Stable:
Leatherworker:	Armorer:
Jeweler:	Magic Shop:
Flower Shop:	Alchemist:
Restaurant:	

ACTIVE GUILDS & FACTIONS

NOBLE HOUSES

SHOPS

Owner:
Notable Patrons:
Gold Available: 100gp or 1d100
Goods Summary:



Note:



Owner:
Notable Patrons:
Goods Summary:



Note:



Owner:
Notable Patrons:
Goods Summary:



Note:

Owner:
Notable Patrons:
Goods Summary:



Note:



Owner:
Notable Patrons:
Goods Summary:



Note:



Owner:
Notable Patrons:
Goods Summary:



Note:

NPCs

Note

Post-it pin for further info

Nickname:

Lives in:

Alignment:

Faction/Guild:

Class & Lvl:

Can be found in:

Enemies:

Interests:

Secrets:

Possessions:

Brief History

What the NPC know

Nickname:

Lives in:

Alignment:

Faction/Guild:

Class & Lvl:

Can be found in:

Enemies:

Interests:

Secrets:

Possessions:

Brief History

What the NPC know

Nickname:

Lives in:

Alignment:

Faction/Guild:

Class & Lvl:

Can be found in:

Enemies:

Interests:

Secrets:

Possessions:

Brief History

What the NPC know

Nickname:

Lives in:

Alignment:

Faction/Guild:

Class & Lvl:

Can be found in:

Enemies:

Interests:

Secrets:

Possessions:

Brief History

What the NPC know

Factions & Guilds

Owner:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:

Members:

Note:

Post-it pin for further info

Owner:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:

Members:

Note:

Post-it pin for further info

Owner:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:

Members:

Note:

Post-it pin for further info

NOBLE HOUSES

Leader:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:
Reputation:

Members:

Note:

Post-it pin for further info

Leader:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:
Reputation:

Members:

Note:

Post-it pin for further info

Leader:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:
Reputation:

Members:

Note:

Post-it pin for further info

NOTE