KINGDOM FLAG		CITY WATCH COLOURS	Population: Government: Alignment: Type: Market	Basic Info Climate: Established Culture tra Demograp Districts O Castle	t:
PRIMARY WORSHIP GOD	CITY FLAG	PRIMARY FORBIDDEN GOD		0	0
	HISTORY		Square	0	0
-			Noble Dock	0	0
			Residential	0	0
				RECENT EVENTS	
Head of Governme Lawmaster: Head of the Army: Archmage: Head Priest: Guild Council Head Castle steward:				otable Factions Dom Encounters N	 DTE
Тесн		CITY TRAITS		ILLITARY POWER	
Rule of Law	Poverty	Welfare	RELIGION		

POPULATION %

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



Import/Export:	Festivities:
Deities	Superstitions/Beliefs:
Clothing	Education
Magic	Greetings
Language	Leisure activities
	Nete
Mannerism	Note
	Calendar:
Cuisine:	
Transports:	

LIFE COST		
Transports:		
Food:		
Drinks:		
Accommodation:		
Vehicle Accommodation:		
Eventually Taxes:		
·		

Owner: Notable Patrons: Coods Summary: Note: Demography: Coveriant Stress Owner: Notable Patrons: Goods Summary: Demography: Barracks Captain: District Law Influence: Number of Soldiers: Note: Randow Encounters
Notable Patrons: Corruption: Goods Summary: Corruption: Note: Travel time: Demography: TEMPLES & OTHER RELEVANT BUILDINGS Owner: Notable Patrons: Goods Summary: District Law Influence: Note: District Law Influence: Number of Soldiers: Number of Soldiers:
Goods Summary: Corruption: Corruption: Crime: People race: Travel time: Demography: Demography: Owner: TEMPLES & OTHER RELEVANT BUILDINGS Notable Patrons: BARRACKS Goods Summary: District Law Influence: Note: District Law Influence: Number of Soldiers: Number of Soldiers:
Coods Summary: Crime: Note: Temples & Other Relevant Buildings Owner: Notable Patrons: Goods Summary: District Law Influence: Number of Soldiers: Number of Soldiers:
Note: Owner: Notable Patrons: Goods Summary: Captain: District Law Influence: Number of Soldiers: Note:
Note: Owner: Notable Patrons: Goods Summary: Captain: District Law Influence: Number of Soldiers: Note:
Owner: Notable Patrons: Goods Summary: District Law Influence: Number of Soldiers: Number of Soldiers:
Notable Patrons: Goods Summary: Captain: District Law Influence: Number of Soldiers:
Notable Patrons: Goods Summary: Captain: District Law Influence: Number of Soldiers:
Notable Patrons: Goods Summary: Captain: District Law Influence: Number of Soldiers:
Notable Patrons: Goods Summary: Captain: District Law Influence: Number of Soldiers:
Goods Summary:
Note:
Note: Random Encounters
Note: RANDOM ENCOUNTERS
RANDOM ENCOUNTERS
Owner:
Notable Patrons: OTHERS SHOPS IN %
Blacksmith: Bookshop: Tavern/Inn: Stable: Leatherworker: Armorer:
leweler: Magic Shop:
Note: Flower Shop: Alchemist: Restaurant:
Active Guilds & Factions
Relevant NPCs Summary
Noble Houses

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

NPCs

Note

	/		Post-it pin for further info
		Brief History	What the NPC know
Nickname:		· · · · · · · · · · · · · · · · · · ·	
Lives in:			
Alignment:			
Alignment: Faction/Guild: Class & Lvl:			
Class & Lvl:			
Can be found in:			
Enemies:			
Interests:			
Secrets:			
Possessions:			

<u> </u>		Post-it pin for further info
	Brief History	What the NPC know
Nickname:		
Lives in:		
Alignment:		
Alignment: Faction/Guild: Class & Lvl:		
Class & LvI:		
Can be found in:		
Enemies:		
Interests:		
Secrets:		
Possessions:		

	7	Post-it pin for further info
	Brief History	What the NPC know
Nickname:		
Lives in:		
Alignment:		
Faction/Guild: Class & Lvl:		
Class & LvI:		
Can be found in:		
Enemies:		
Interests:		
Secrets:		
Possessions:		

		Post-it pin for further info	
	Brief History	What the NPC know	
Nickname:			
Lives in:			
Alignment:			
Alignment: Faction/Guild: Class & Lvl:			
Class & LvI:			
Can be found in:			
Enemies:			
Interests:			
Secrets:			
Possessions:			

Factions & Guilds

	╞	_		
			ote:	Post-it pin for further info
Owner:				
Alignment:				
Headquarter:				
Type: Headquarter: Districts Influence:				
Interests:				
Members:				
		ΞN	ote:	
Owner:				
Alignment:				
Type:				
Type: Headquarter: Districts Influence:				
Districts Influence:				
Interests:				
Members:				
		<u> </u>		
<u>/</u>		=		
			ote:	Post-it pin for further info
Owner:				
Type:				
Alignment: Type: Headquarter: Districts Influence:				
Districts Influence:				
Interests:				
Members:				
Members.				

Noble Houses

<u>}</u>		
Leader:	Note:	Post-it pin for further info
Alignment:		
Type: Headquarter: Districts Influence:		
Headquarter:		
Districts Influence:		
Interests:		
Reputation:		
Members:		
	<u> </u>	
	F Note:	
Leader:		
Alignment:		
Type: Headquarter: Districts Influence:		
Headquarter:		
Districts Influence:		
Interests:		
Reputation:		
Members:		
Wenders.		
	F Note:	
Leader:		
Alignment:		
Type:		
Headquarter:		
Type: Headquarter: Districts Influence:		
Interests:		
Reputation:		
Members:		
Members.		

