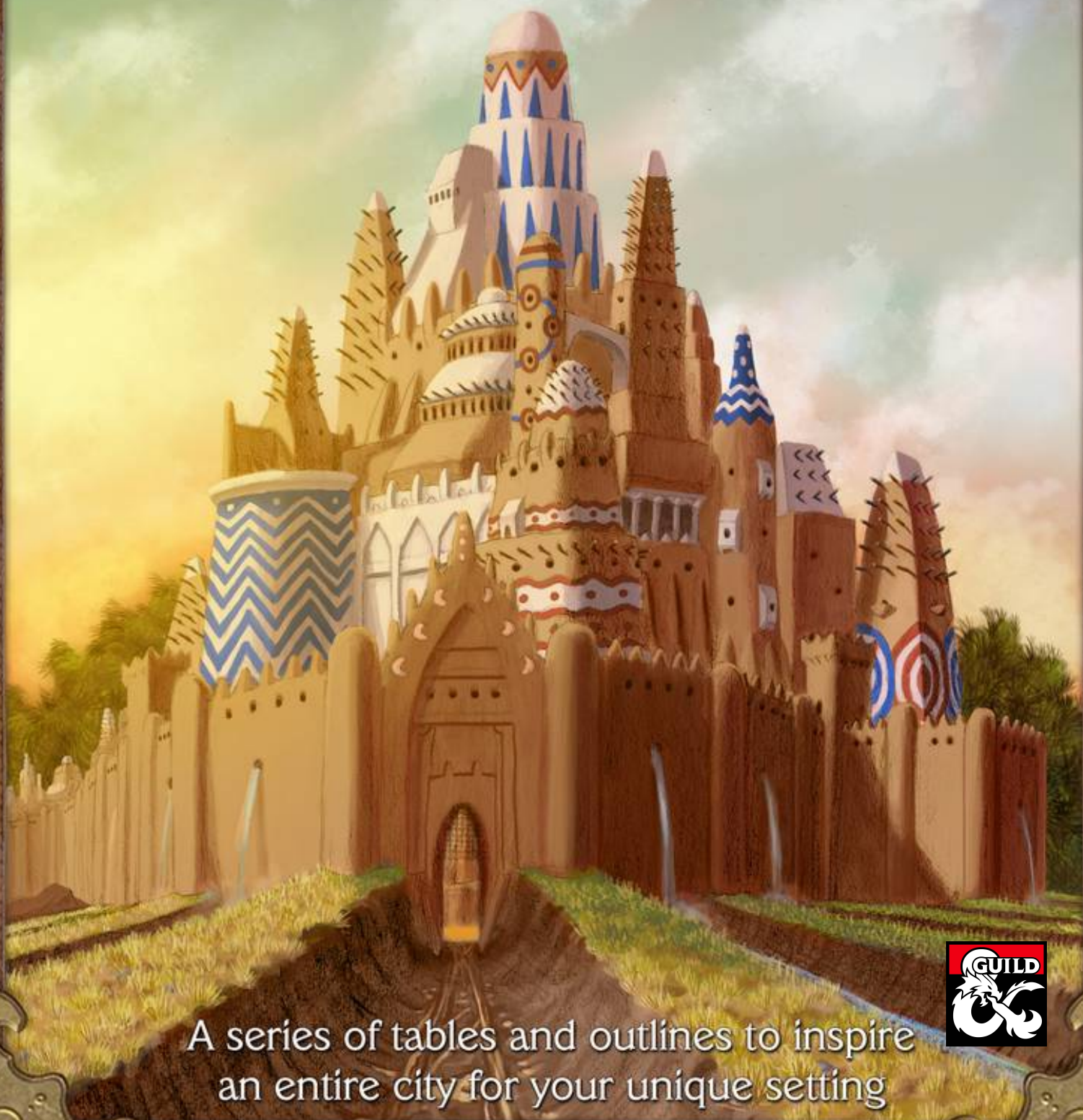# Noblecrumpet's
City Generator

A series of tables and outlines to inspire
an entire city for your unique setting

Noblecrumpet's City Generator

Create a unique city all your own using
the tables, lists, and outlines within these pages.

Credits

About the Author

Noblecrumpet is an illustrator, storyteller, content creator, and of course, a Game Master.

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Help support them on Patreon: patreon.com/Noblecrumpet

Watch them on Twitch: twitch.tv/noblecrumpet

Creating Cities

THIS GUIDE WILL HELP YOU CREATE AN entire city from a blank slate. If you are having trouble with certain aspects of creating a city, you can pick and choose which parts of the guide to use. Maybe you are good at creating maps but not at populating the city, or perhaps you have some cool factions you want to use but no clue about intimate parts of the location's culture.

The guide includes rollable tables and word banks for map creation, history generation, demographic distribution, and societal development. At the end of the guide is a print-friendly fillable outline to take inventory of your choices.

Map and Layout

Use this section of the guide to help create a map for your city or to effectively help describe it.

Geographic Features

Every city has some sort of geographic feature nearby or within it. The city may use it as a defensive feature, a display of grandeur, or as a resource. Use the Geographic Features table to choose one to apply to your city.

A-1: Geographic Features

d100	Feature
01-02	Acid Pool
03-04	Aquifer
05-06	Archipelago
07-08	Bay
09-10	Bayou
11-12	Beach
13-14	Butte
15-16	Canyon
17-18	Cape
19-20	Cavern
21-22	Cliff
23-24	Crater
25-26	Dungeon
27-28	Fjord
29-30	Floating Landform
31-32	Geyser
33-34	Giant Tree
35-36	Glacier
37-38	Gorge
39-40	Hill
41-42	Hot Spring
43-44	Iceberg
45-46	Island
47-48	Isthmus

A-1: Geographic Features cntd.

d100	Feature
49-50	Lake
51-52	Lava Pool
53-54	Magical Phenomenon
55-56	Meandering River
57-58	Monster Lair
59-60	Mountain
61-62	Mountain Pass
63-64	Mountain Ridge
65-66	Oasis
67-68	Ocean
69-70	Pit
71-72	Planar Overlap
73-74	Plateau
75-76	Pond
77-78	Promontory
79-80	Ravine
81-82	Reef
83-84	River
85-86	River Confluence
87-88	River Delta
89-90	Sinkhole
91-92	Strait
93-94	Swamp
95-96	Valley
97-98	Volcano
99-00	Waterfall

Layout

The city's layout is how it looks from an aerial view. Some follow strict city planning, while others expand naturally and instinctively.

Geographic Integration

How is the city integrated with the geography near it? Choose from the Geographic Integration table to find out.

A-2: Geographic Integration

d6	Integration
1-2	Avoided Terrain
3-4	Integrated Terrain
5-6	Restructured Terrain

Avoided Terrain. The city has taken steps to preserve the geography or has not gone through the trouble of reshaping it. When deciding the city's shape, deform or cut into the city

plan to work around the natural terrain.

A city with a mountain as is its primary geographic feature would be built around the mountain, avoiding it.

Integrated Terrain. The city is built into the geographic feature directly. The geography shows little signs of deformation as buildings and walls contour to the shape of the feature. When deciding the city's shape, conform it to the terrain to perserve the shapes of both the natural terrain and the city plan.

A city with a mountain as is its primary geographic feature would be built up the sides of the mountain.

Restructured Terrain. The city has not preserved the geography but instead reshaped it to fit the city's needs. When deciding the city's shape, carve away at the geography to force the city's shape upon the terrain.

A city with a mountain as is its primary geographic feature might be built inside of it or have a section of it carved out to accommodate the city.

City Shape

A city's general shape can take many forms. Choose one from the City Shape table below. When shaping the city in this way, take into account how it interacts with the terrain.

You are encouraged to use these shapes as guidelines or suggestions, not a rule. Most cities don't end up looking perfect, so just use these shapes to figure out how many sides the city has and then play with the lengths and angles of those shapes to create unique ones.

You could also integrate these shapes as the city's "intended" layout plan, but then have the city expand beyond it to create an irregular shape. Or you could integrate the shape as a wall, road, or plaza inside the city layout that gives it a focal point and sense of order, then have the rest of the city be irregularly shaped.

A-3: City Shape

d12	Shape	d12	Shape
1	Circular	7	Pentagonal
2	Crescent	8	Rhomboid
3	Hexagonal	9	Square/Rectanglar
4	Irregular	10	Star
5	Octagonal	11	Trapezoidal
6	Parallelogram	12	Triangular

District Zoning

The way a city plans out and separates its districts is referred to as zoning. This can also be applied to which districts or parts of districts are designated as commercial, industrial, and residential. Rolls on the District Zoning table to determine how your city lays out its districts and apply it to your city map.

A-4: District Zoning

d8	Zoning Pattern	d8	Zoning Pattern
1	Concentric Zoning	5	Radial Zoning
2	Grid Zoning	6	Tiered Zoning
3	Irregular Zoning	7	Tessellated Zoning
4	Linear Zoning	8	Mixed Zoning

Concentric Zoning. The districts of the city are separated as the city spreads outward from a central point. Each district is represented by a "ring" and fade in importance/power as they get further from the city center.

This type of zoning makes it difficult for a district to expand without encroaching on another district. It highlights the city's center and lets you pass through multiple districts to reach it.

Grid Zoning. The districts of the city are divided by a simplistic grid. The districts could have a different layout within each grid cell, or each cell could be divided into further grids.

This layout is ideal for ease of access to any part of the city, making the city center a bit less important. Street names can be easily laid out by number.

Irregular Zoning. The city drew their lines after districts developed instead of planning around them. This often arises from upheavals or from a lack of city planning. A district could have any shape, and are sometimes inconveniently or awkwardly drawn.

Cities without regular planning can be a nightmare to travel within, but it gives the city a lot more character.

Linear Zoning. The districts are aligned to parallel concourses or streets, creating stripe-shaped districts throughout the city.

This layout makes it easy to get from one district to the next no matter where you are in the city. You could also cross the entire city without ever leaving a district.

Radial Zoning. The city has wedge-shaped districts pinwheeling around its center.

With this layout, cities can expand outward easily without invading another district's zone. The city center is easy to get to, but other districts might be harder to reach.

Tiered Zoning. The city is built in a more vertical fashion, and districts are based on the height of the tier. A city built into a cliff face, mountain, or pit might be structured this way, as could a floating city or a city built very close together.

Tessellated Zoning. The city has a unique shape (other than a square) that is repeated throughout the city. Perhaps the city has a perfect neighborhood setup that can be easily repeated, or maybe the city uses circlular or hexagonal zones.

This zoning method makes more idealized and unique zones, but can complicate matters for those trying to get from place to place as one will have to travel around the districts.

Mixed Zoning. The city uses two or more methods of zoning. Choose two other zoning types and combine them in some way.

Perhaps some of the city was planned one way, while the other was planned later and with new intentions. Maybe the districts were planned together but the districts serve different purposes and thus were shaped differently.

City Spread

Once you plan your city around the geography and determine how they plan their districts, you will then want to establish how it spreads and then apply some to your city.

A city could spread multiple times depending on how old the city is, but generally major expansions are distinct and occur thanks to historic events. Often, larger expansions are marked by district divisions, walls, or improvements to infrastructure.

Choose from the City Spread table below to find out how your particular city expands.

Here, cities are assumed to spread from a city hub. This is often the city's center, but it doesn't have to be. A city can have multiple city hubs if there are other important areas to expand from. Some examples of city hubs include castles, government buildings, landmarks, faction headquarters, or district centers.

A-5: City Spread

d8	Spread	d8	Spread
1	Colonial Spread	5	Geographic Spread
2	Directional Spread	6	Planned Spread
3	Downward Spread	7	Shaped Spread
4	Fingered Spread	8	Upward Spread

Colonial Spread. Rather than expanding territory through growth, the city sends out a colony in a remote location and creates a new city from there. In this case, the city might not ever increase in size, instead creating new cities.

These new colonies could either impose on other territories or stake a claim in new lands.

Directional Spread. The city spreads in one direction. This is best when the city has a reason not to expand in the other directions. For instance, a defensible wall facing enemies in on direction might force the city to expand the other way. Geography may also impede expansion.

Downward Spread. The city digs downward to create new buildings and structures. Perhaps the city does not wish to expand outward or maybe it is filled with engineers and architects used to compensating for building underground.

Fingered Spread. The city expands in one or more "fingers" that spread out from the city. Often, these fingers will follow main roads or rivers leading to the city.

Geographic Spread. The city expands along with its geography, whether it integrates with the terrain or avoids it.

Planned Spread. The city continues its city planning as it expands, rather than letting it spread naturally. A grid-like city, for instance, will keep adding more grid-like blocks outward from its form.

Shaped Spread. The city expands in the form of a distinct shape, perhaps different than its original overall shape. Often this naturally tends to be a circle, but it might be planned so it spreads in a specific shape.

Upward Spread. The city expands by building ever-taller structures or spreads up a vertical landmass. This can either be due to a lack of space to spread outward or due to technological advances in engineering and architecture to accommodate the great height.

Population
Total Population

How large is your city? Choose from Total Population table below to get an approximate number and size description. The weighted option favors small and large towns.

B-1: Total Population

Weighted (d20)	Random (d8)	Community Size	Population
1	1	Thorp	20-80
2-3	2	Hamlet	81-400
4-6	3	Village	401-900

B-1: Total Population Cntd.

Weighted (d20)	Random (d8)	Community Size	Population
7-10	4	Small Town	901-2,000
11-14	5	Large Town	2,001-5,000
15-17	6	Small City	5,001-12,000
18-19	7	Large City	12,001-25,000
20	8	Metropolis	25,000+

Demographic Presence

Your city's population includes not just the number of people, but the distribution of notable demographics, including species, races, cultures, religions, professions, character classes, social class, and wealth level.

You can determine an estimated percentage distribution of people within a population using the Demographic Presence table below. You could use this for any demographic.

Assigned to each entry is a Density Value. Once you have done this for each demographic you wish to quantify, add them together to create a total. Then you can divide each demogrpahic's density value by this total to get the percentage of the population that falls into that demographic.

For instance, if a population has a high amount of elves and dragonborn, an average amount of dwarves and gnomes, a low amount of halflings and humans, and a rare amount of tieflings, half-elves, and half-orcs, there would be a total of 83. The percentages become high=30%, average=12%, low=6%, and rare=1%. There is an extra 1% after rounding that we can then put wherever we want.

Meanwhile, a city with a high amount of lower-class individuals, a low amount of middle class ones, and a rare amount of upper-class people, you would have a total value of 31, with 3% of the population being upper-class, 32% of the population being middle class and 81% being lower class.

With this system, you can quantify a rough estimate for any number of demographic variables in your population.

B-2: Demographic Presence

d8	Presence	Density Value
1-2	High Prevalence	25
3-4	Average Prevalence	10
5-6	Low Prevalence	5
7-8	Rare Prevalence	1

Species/Race Distribution

Choose on the Species/Race Distribution table to determine how integrated the population is. Isolated populations are more likely to have an unbalanced distribution, while high-traffic populations are likely to become more integrated.

Depending on the nature of the population you are trying to develop, you may want to consider if you are talking about species or race. A species is something like an elf, dwarf, or gnome. Races exist among species, like high elves, mountain dwarves, or deep gnomes.

The integration of species and races can influence how culturally diverse your city is within your world, or else create cultural tension from a lack of integration.

B-3: Species/Race Distribution

d6	Distribution
1-2	Unbalanced
3-4	Integrated
5-6	Balanced

Unbalanced Distribution. There exists an obvious majority or minority. An obvious majority makes up between 75%-95% of the population, while an obvious minority takes up between 5%-25% of the population. Neither the majority nor minority account for outliers.

Integrated Distribution. While the population may have had a majority at one point, many cultures, races, and species have blended into the population. The majority represents between 25%-50% of the population, while other species represent the remainder in relatively even amounts.

Balanced Distribution. Most or all species/races are represented to a relatively even degree in the population.

People and Rumors

Populate your city with some key people and rumors for players to interact with. This will greatly help when you need to improvise plotlines.

People

To make the city feel alive and busy, create a bunch of NPCs that can be found there. If you have a good spread of them, you will be able to call on them more easily. It's okay to have simple, throwaway characters, but make these ones special.

- Name **3-5 NPCs** that can be met in the city whenever the players decide to talk to someone.
- Name **3-5 shopkeepers** found in the city and their shops. You can choose from the Commodity Imports/Exports, Product Imports/Exports, or Guilds tables to find out what they sell or what their profession is. Players will want to find arms merchants and people who sell *potions of healing*, so keep this in mind.
- Name **3 tavernkeepers or innkeepers** in the city and their places of business. Create one high-class place, one seedy place, and one place where adventurers convene.
- Name at least **3 important NPCs** that everyone in the city knows.

Rumors

Whenever you need to guide players to something, you can have them overhear or be told a rumor. This will usually push players in the right direction. If it doesn't, however, you should always have a backup.

- Create 3 rumors that lead towards the **main plot**.
- Create 3 rumors that lead to **side quests** or shenanigans.
- Create 3 rumors that lead to **key locations or people** in the city.

History

City Age

How old is the city? Choose from the City Age table to determine the city's age. An older city is more likely to be larger or have a stronger economy, but that is not necessarily the case. It will, however, have a more eventful timeline.

C-1: City Age

Weighted (d20)	Random (d8)	Age (yrs)	Descriptor
1	1	0-10	New
2-4	2	11-50	Very Young
5-7	3	51-100	Young
8-12	4	101-400	Mature
13-15	5	401-1,000	Old
16-17	6	1,001-5,000	Very Old
18-19	7	5,001-10,000	Ancient
20	8	10,001+	Primeval

Historic Events

Roll 1d20, then add the city's Event Modifier from the tables below based on the city's age and population.

Subtract 20 from the result. The remainder, if a positive number, is the number of events that occurred in the city's history. Larger and older cities are more likely to have a greater number of important events than smaller and younger cities, which may have few to none.

A result of 1 or 20 on the die roll may supercede the result, with a 1 meaning there were no important events in its history (even if the result indicates there were) and a 20 meaning there cannot be less than one important event in the city's history.

C-2: Age Event Modifiers

City Age	Event Modifier
New	+0
Very Young	+1
Young	+3
Mature	+5
Old	+10
Very Old	+15
Ancient	+25
Primeval	+30

C-3: Population Event Modifiers

Population	Event Modifier
Small City	+5
Large City	+10
Metropolis	+15

Once you have the number of events that occurred, roll on the Historic Events table below to determine what those events were. You can rearrange them however you please or note them in chronological order.

Some of the listed historical events interact with other city aspects from this guide, so iron out the details as you create the rest of the city.

To figure out how long an event lasted you can distribute them evenly along your timeline or roll dice. Longer events persist for 3d10 years and shorter events last for 1d6 years.

d100 Event

1 Crime syndicate in the city is exposed
2 Crime syndicate takes control of the city's underbelly
3 Cultural revolution changes the art style of the city
4 District's type/purpose changes
5 Faction splinters into one or more groups
6 Fire burns down the city
7 Great hero rises to stop a threat
8 Great hero unites the city
9 Magical disaster rocks the city
10 Majority demographic shrinks
11 Minority demographic swells
12 Monument erected after an important figure dies
13 Monument erected for a leader
14 Monument erected for the ending of a war
15 New district arises in the city
16 New religion develops
17 New major faction is established
18 Permanent magical defense is implemented in the city
19 Portal to another plane opens in the city
20 Powerful monster siezes control of the city
21 Powerful, well-known spellcaster settles in the city
22 Religion dies out in the city
23 Religion splinters into one or more sects
24 Snowstorm buries the city
25 Strange omen is seen by all in the city
26 Treaty is made with one or more neighboring cities
27 Villain spreads a reign of terror
28 Evil overlord forces the city to pay fealty to them
29 Existing faction is dissolved
30 Important landmark is destroyed
31 Important new law is passed
32 Insidious cult tempts population
33 Citizens revolt against the government
34 City becomes cursed

d100 Event

35 City begins an inquisition
36 City begins new trade route
37 City breaks a treaty with one or more neighboring cities
38 City declares war in response to a perceived attack
39 City declares war over differing religions
40 City declares war to claim new territory
41 City declares war to fill their empty coffers
42 City declares war to quash a threat to its power
43 City declares war to reclaim lost territory
44 City declares war to seize control of a resource
45 City enters a dark age
46 City enters a golden age
47 City enters an age of discovery
48 City enters an age of industrial revolution
49 City enters an era of enlightenment
50 City erects an important landmark
51 City establishes a colony in a distant place
52 City expands dramatically
53 City faces a great drought
54 City finds a valuable new resource
55 City forges an alliance
56 City garners a new main export
57 City infested by monsters
58 City abandoned during mass exodus, repopulated later
59 City flooded
60 City hit by virulent plague
61 City infested with vermin
62 City rocked by an earthquake
63 City put under siege
64 City taken over by invaders
65 City embargoes goods from nearby city
67 City put under a spell by a mage
68 City loses a valuable resource

d100 Event

69 City loses an important war
70 City needs a new main import
71 City sends an invading force to a nearby city.
72 City sends help to another city
73 City wins an important war
74 City's population decreases dramatically
75 City's population increases dramatically
76 Civil war erupts over economy
77 Civil war erupts over ethics
78 Civil war erupts over politics
79 Gargantuan monster attacks city
80 Gargantuan monster destroys city
81 Government dissolved
82 Government figure dies under mysterious circumstances
83 Government figure is assassinated
84 Government figure rises to power
85 Government structure changed
86 Government taken over by a coup
87 Important advances in infrastructure are made in the city
88 Important noble house established
89 Important noble line ends
90 Important religious leader arises
91 Laws arise restricting the use of magic in the city
92 Magic stops working in the city for a time
93 Protests bring the city to a halt
94 Refugees settle in the city from a nearby land
95 Technological discovery reshapes the city
96 Economic boom
97 Economic collapse
98 Tornado hits the city
99 Unnatural weather plagues the city
100 Volcano erupts near or in the city

Culture

A city's culture is unique from other cities and societies. This section guides you through creating symbols, establishing languages, and determining the society's architecture, religions, foods, dress, and core values.
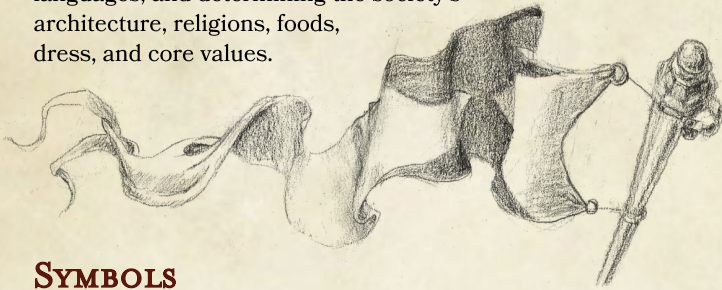
Symbols

The city's symbol is something for citizens to rally behind or identify with. It can also clue foreigners in that whatever the symbol marks belongs to that city. Cities will fly their symbol on their flags and tapestries, bear it on their arms and armor and use it for ornamentation.

A symbol can be just about anything, but you can choose from the Symbol Origins table below to inspire some ideas. Then you can choose on the Symbol Colors table to pick what color the symbol is. If making a flag using the symbol, roll on the Symbol Colors table at least twice to find the color of the symbol and the flag's field.

D-1: Symbol Origins

d12	Symbol Origin	d12	Symbol Origin
1	Animal/Monster	7	Landmark
2	Art Object	8	Main Export
3	Geographic Feature	9	Pattern
4	Glyph	10	Religious Symbol
5	Historic Event	11	Shape
6	Humanoid Species	12	Weapon

D-2: Symbol Colors

d12	Color	d12	Color
1	Black	7	Purple
2	Blue	8	Red
3	Gray	9	Teal
4	Green	10	White
5	Orange	11	Yellow
6	Pink	12	Mixed*

*Roll twice more and use both colors (rerolling duplicates). Add a new color each time this result is rolled.

Language

Not all cultures speak the same language. You can choose a language that works best for the city or your setting or you can choose randomly from the City Linguistics and Random Language tables below.

The City Linguistics table lets you choose how many languages are spoken in the city and how well. The weighted option makes language barriers less common.

Most exotic languages have been omitted from the Random Language table, but Undercommon and Draconic have been added. A seedier city or an underground city may speak Undercommon, while a city of dragonborn or kobolds will speak Draconic. The weighted result favors core species' languages.

D-3: City Linguistics

Weighted (d20)	Random (d6)	Linguistics
1-4	1	Bilingual
5	2	Forgotten language
6-10	3	Monolingual
11-12	4	Monolingual dialect
13-16	5	Multilingual
17-20	6	Primary and Secondary

Bilingual. The city residents are fluent in two languages.

Forgotten language. The city speaks an exotic or forgotten language that almost no one speaks unless they are an extraordinary scholar.

Monolingual. The city speaks one language. The occasional bilingual isn't uncommon but are usually foreigners.

Monolingual dialect. The city speaks one language but has its own dialect. This makes it a bit difficult for non-native speakers to understand. Creatures must make a DC 12 Intelligence check to understand a creature if the city's language is not their first language.

Multilingual. The city speaks many different languages. Everyone is at least bilingual and often speaks a smattering of other languages as well.

Primary and Secondary. The city is bilingual, but one language is far more common than the other. Natives in the city that only speak the primary language can still attempt a DC 12 Intelligence check to understand the secondary language.

D-4: Random Language

Weighted (d100)	Random (d10)	Language
01-30	1	Common
31-33	2	Draconic
34-53	3	Dwarvish
54-73	4	Elvish
74-76	5	Giant
77-81	6	Gnomish
82-84	7	Goblin
85-89	8	Halfling
90-94	9	Orc
95-00	0	Undercommon

Food

Food is a big part of a place's culture. Players are going to eventually sit down to eat in the city, so it's important to know what flavors and foods the city is known for. Use the Local Ingredient and Key Flavor tables to choose what sort of foods can be expected there.

D-5: Local Ingredient

d10	Ingredient	d10	Ingredient
1	Berry	6	Meat
2	Bread	7	Nut/Legume
3	Confectionery	8	Root
4	Fish	9	Spice
5	Fruit	0	Vegetable

D-6: Key Flavor

d20	Flavor	d20	Flavor
1	Acidic	11	Nutty
2	Bitter	12	Oily
3	Bland	13	Salty
4	Decorative	14	Savory
5	Earthy	15	Smoky
6	Fatty	16	Sour
7	Fermented	17	Spicy
8	Fishy	18	Starchy
9	Gamey	19	Sweet
10	Malty	20	Tart

Dress

While you don't have to fully establish how a city's people dress, it can be helpful to describe one key unique feature of their clothing. Use the City Dress table to determine what unique article of clothing the city is well-known for that makes it different from other cities.

D-7: City Dress

d12	Known for its...	d12	Known for its...
1	Accessories	7	Legwear
2	Armor	8	Neckwear
3	Cloaks	9	Piercings
4	Footwear	10	Robes
5	Hairstyles	11	Tunics
6	Headwear	12	Wristwear

Architecture

Each culture and society has its own approach to architecture. This can affect the layout and look of a city as well. Knowing what a city's architecture is like can also help players visualize where they are and place themselves inside the city.

Building Material

Availability of construction materials can affect how a city's architecture will look, as well as place certain limitations on it. You can pick a building material for your city based on what makes sense for the setting, or you can use the Building Material table to choose one.

D-8: Building Material

d12	Material	d12	Material
1	Carved Stone	7	Marble
2	Clay Brick	8	Metal
3	Concrete	9	Metal and Stone
4	Earth and Mudbrick	10	Stone Blocks
5	Extraplanar Material	11	Timber and Plaster
6	Glass/Crystal/Ice	12	Timber and Wood

Building Style

In general, cultures tend to have a few different abstracts of styles for builds in comparison to one another. Although there may be a wide variety of buildings in one city, you can choose an overall style from the Building Style table below.

D-9: Building Style

d10	Style	Key feature
1-2	Large and imposing buildings	Domes and edifices
3-4	Megastructure	City as a whole
5-6	Small and intimate buildings	Building clusters and residences
7-8	Tall and pointed buildings	Towers and pinnacles
9-0	Wide and sprawling buildings	Colonnades and plazas

Architectural Styles

Use the Architectural Styles table to choose how the buildings are styled and embellished in the city. Real-world examples are listed to use as a reference point.

D-10: Architectural Style

d10	Style	Example
1	Artistic, emotional designs	Expressionism
2	Cubic designs and patterns	Art Deco
3	Elaborate, delicate decoration	Rococo
4	Industrial, functional designs	Brutalism
5	Minimalistic ornamentation	Bauhaus
6	Opulent and gaudy ornamentation	Baroque
7	Organic designs and patterns	Art Nouveau
8	Simple geometric forms	De Stijl
9	Sweeping curved designs	Futurism
0	Unworked natural forms	Ancient architecture

Religion

Religious Tolerance

Some cities may be strict about what religions can be worshiped in their walls, while other may not care or even support a variety of religions. Use the Religious Tolerance table to choose how your city feels about other religions.

The weighted option favors more tolerant results.

D-11: Religious Tolerance

Weighted (d10)	Random (d4)	Tolerance Level
1	1	Strictly Intolerant
2-3	2	Intolerant
4-8	3	Tolerant
9-10	4	Totally Tolerant

Strictly Intolerant. It is illegal to worship anything other than the city's religion.

Intolerant. The city has one religion and it is considered ethically wrong to practice anything else, but not illegal.

Tolerant. The city allows the worship of many religions, but not "evil" religions or cults.

Totally Tolerant. The city allows the worship of any and all religions, provided it does not interfere with the law.

Central Religion

In a game with divine magic and multiple existing deities, many cities are affected by religion. Use the Central Religion to choose a primary religion for you city, if it has one.

The weighted option favors cities with multiple deities/religions.

D-12: Central Religion

Weighted (d20)	Random (d10)	Central Religion
1-3	1	City promotes all known religions.
4-10	2	City worships a pantheon of deities.
11-12	3	City worships one deity.
13	4	City has religion that treats mortal souls as divine.
14	5	City has religion that worships nature totems.
15-16	6	City does not have a central religion.
17	7	City has a unique religious cult.
18	8	City has a religion that is a sect of another religion.
19	9	City worships a particular monster or species of monster.
20	10	City worships a particular mortal or group of mortals.

Values

Different cultures have different values. While you could simply give a city a standard character alignment, try to consider where the society stands on the following spectrums of cultural values. A society could care strongly about some values, while not so much about another. Players should take care to respect cultural values so they don't offend anyone.

Progress
- **Tradition.** The culture tends to stay in its own ways and rejects anything promising radical change.
- **Enlightenment.** The culture is constantly open to revolutionary change.

Process
- **Competition.** The culture values competition and giving everyone a chance to make things better for themselves, applauding those who have succeeded in doing so. They see cooperation as stagnance.
- **Cooperation.** The culture applauds those who successfully work together to achieve a goal. They see competitiveness as selfishness.

Rights
- **Individual.** The culture values the rights of every individual. Many will weigh one's individual worth over the common good.
- **Community.** The culture values the rights of the whole over their individual parts. Many will not hesitate to make a sacrifice for the common good.

Order
- **Law.** The culture values its laws and the processes within them. Order is seen as a gate keeping enemies out.
- **Chaos.** The culture values relaxed laws that are only there to solve problems the community cannot solve itself. Order is seen as a gate blocking their path.

Morality
- **Good.** The culture is generally ethically selfless and kind. Evil acts are rare and not tolerated.
- **Evil.** The culture has become desensitized to evil acts, and either participates in evil or turns a blind eye to it. People are generally selfish.

Diligence
- **Work.** The culture values hard work and sees recreation as a frivolous pursuit.
- **Recreation.** The culture values recreation and sees work as a necessary evil or as a prison.

Modesty
- **Modest.** The culture puts a heavy weight on being humble and not standing out. Brazen behavior is seen as shameful.
- **Confident.** The culture values standing out and displaying talents for the world. Modesty is seen as weak or shy.

Government

Every city needs to have some form of government to run. Use this section of the guide to fifure out the city's ruling body and systems, as well as key traits of the government and how its citizens feel about their situation.

Government Type

What determines who is in charge? Choose from the Government Type table to determine what trait or traits are required to be considered to rule.

Aristocracy. Nobility is required to rule. Only nobles can create nobles through birth or appointment.

Bureaucracy. A legislature of state officials control the government. The officials are not elected officials.

Ergatocracy. The proletariat or working class or representatives thereof control the government.

Geniocracy. Those with the highest intellect control the government.

E-1: Government Type

d20	Government Type	d20	Government Type
1	Aristocracy	11	Netocracy
2	Bureaucracy	12	Noocracy
3	Ergatocracy	13	Particracy
4	Geniocracy	14	Patriarchy
5	Gerontocracy	15	Plutocracy
6	Kraterocracy	16	Satrapy
7	Kritarchy	17	Stratocracy
8	Magocracy	18	Technocracy
9	Matriachy	19	Theocracy
10	Meritocracy	20	Timocracy

Gerontocracy. The oldest and wisest rule the government.

Kraterocracy. Those strong enough to seize power command the government.

Kritarchy. A group of kritarchs create laws and also act as the judiciary of the government.

Magocracy. The most powerful or esteemed spellcasters control the government.

Matriachy. The elites among women control the government.

Meritocracy. Rulership is based on people's contributions to society or their achievements. The guidelines for these merits may vary.

Netocracy. Those who have the greatest social connections are the rulers.

Noocracy. Philosophers rule the government and are valued for their wisdom.

Particracy. A dominant political party rules the government.

Patriarchy. The elites among men control the government.

Plutocracy. Those with the greatest wealth rule.

Satrapy. Another government controls this one, often seen in colonialism.

Stratocracy. The elite among the military control the government.

Technocracy. Educated technical experts, the best in their respective fields, control the government.

Theocracy. The religious elite govern the land.

Timocracy. Those considered to have the most honor are chosen to rule.

Power Center

While there are many types of government and power structures, there has to be a person or group that controls or commands that structure of power. Choose from the Power Center table to determine this.

There may be different checks and balances to governmental power, or none at all.

E-2: Power Center

d6	Power Center
1-2	Autocracy
3-4	Democracy
5-6	Oligarchy

Autocracy. Power is controlled by one political force, usually an individual, with no legal restraints and is not subject to popular control.

Democracy. Power is exercised by the people or by representatives of the people. Representatives are elected or somehow determined by the people, and that power can usually be taken back by the people.

Oligarchy. Power is controlled by a few select individuals who can check one another's power, but are not usually subject to popular control.

Government Temperament

How does the government act? Whether a single ruler or a collective, a government's temperament can affect how you roleplay the establishment and the people being governed. Choose a government's attitude from the Government Temperament table.

E-3: Government Temperament

d20	Temperament	d20	Temperament
1	Aloof	11	Indifferent
2	Ambitious	12	Manipulative
3	Attentive	13	Mysterious
4	Benevolent	14	Organized
5	Chaotic	15	Paranoid
6	Contested	16	Strong
7	Fickle	17	Timid
8	Fragile	18	Transparent
9	Greedy	19	Tyrannical
10	Inactive	20	Warmongering

Political Strife

Many cities have at least a little bit of political strife afflicting their citizens. Choose from the Political Strife table to determine what the citizens are currently upset about.

E-4: Political Strife

| d20	Strife
1	The government is manipulating the economy.
2	The government has divided into factions vying for power.
3	The current tax rate is oppressive.
4	The government is acting weak.
5	The government is getting too involved in another city's politics.
6	The government is not providing aid for a crisis.
7	The government is in an unpopular war.
8	The government is stealing from its own people.
9	There is no transfer of power in the government.
10	The government is bowing to what the people want instead of what they need.
11	The government is oppressing a group of people.
12	The government is trying to cover something up.

d20 Strife

13 Citizens cannot agree with the government's stance on a moral quandary.

14 The government has passed an unpopular law.

15 The government will not listen to its people.

16 The people will not listen to the government.

17 All legislation gets tied up in bureaucracy instead of getting passed.

18 The government is lying to its people.

19 The government is corrupt and bends to another group, faction, or person.

20 A new leader is unpopular and believed unfit to rule.

Economics

Cities can have vastly different economic structures, relying on different imports, exports, and regulation. Use this section to figure out how your city's economy works. Try to tie reasoning back to other aspects of the city, like its government, environment, and population.
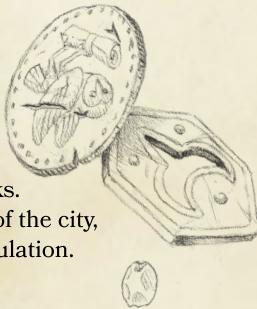
Economy Type

There are a few different overall economies. While travelling merchants are not beholden to price fixing or locality, those in a city must abide by whatever their rules are.

The weighted option on the table makes a coinless or completely planned economy a bit more uncommon.

F-1: Economy Type

Weighted (d20)	Random (d4)	Economy
1-8	1	Market Economy
9-11	2	Planned Economy
12-18	3	Mixed Economy
19-20	4	Coinless Economy

Market Economy. Resources and/or wealth are not allocated by planning and are instead controlled by the collective actions of individuals and businesses that comprise the market.

Mixed Economy. Has aspects of two or more economic models. For instance, necessities like food and housing might be distributed by a social structure while prices of luxuries like art or clothing are controlled by the open market.

Planned Economy. Production, distribution, pricing and investment decisions are made through planning. The allocator could be a social or private institution, but these things are decided by a set group instead of free individuals.

Coinless Economy. Goods and services are exchanged for goods and services, instead of currency. Some subsist on what they produce, while others create surplus to barter.

Production Type

Economies tend to focus on one means of production at the expense of others, playing to their strengths and selling their products to other economies that are weaker in their area.

Use the Production Type table below to choose what type of production the city specializes in. The weighted option on the table favors industrial and agrarian production centers.

F-2: Production Type

Weighted (d20)	Random (d4)	Production Center
1-7	1	Agrarian Center
8-17	2	Industrial Center
18-19	3	Information Center
20	4	Balanced

Agrarian Center. Production relies on cultivating or collecting natural resources. They lack manufactured goods and products of information, but their goods are necessary for survival and for manufacturing are thus always in demand. This is a very common production center as they need to be relatively close to other economies.

Industrial Center. Production relies on manufacturing or fabrication of raw materials. They require agrarian products for manufacturing and survival and utilize products of information to better their production, but have easier access to manufactured luxuries.

Information Center. Knowledge, culture, or information is the main product created by the economy. A fantasy setting might also trade in magical services and arcana or alchemy. An information center requires a lot of product from agrarian and industrial centers in order to maintain a lifestyle to produce information without worrying about necessities or simplicities. This tends to be a more specialized and rare production center.

Balanced. A balanced production center creates enough of everything that it can survive in isolation from other economies, but this requires both lucky and well-regulated circumstances to be met.

Commodities and Products

Economies tend to need things from surrounding economic centers, and also produce a surplus of goods which can be sold. Commodities here include raw products or necessities, which often come from an agrarian production center. Products are produced by fabricating or treating commodities.

The imports and exports have been separated into two tables to help shape an agrarian economy, which exports commodities and imports product, or an industrial economy, which exports products using imported commodities.

Choose 1d4 key commodities and/or products for your economy's imports and exports from the tables below. Roll again if you get the same import as an export. These are not the only commodities and products your city may deal with, but they are the main driving factors in their economy.

F-3: Commodity Imports/Exports

d100	Commodity
01-04	Alchemical Reagents
05-08	Beasts/Monsters
09-12	Clay
13-16	Dried Fruits
17-20	Dried Meat

F-3: Commodity Imports/Exports cntd.

d100	Commodity
21-24	Fabric
25-28	Fish
29-32	Gemstones
33-36	Grains
37-40	Hides/Furs
41-44	Ice
45-48	Livestock
49-52	Lumber
53-56	Marble
57-60	Metal Ore
61-64	Oils
65-68	Paints/Dyes
69-72	Paper
73-76	Precious Metals
77-80	Salt
81-84	Spellcasting Components
85-88	Spices
89-92	Spirits
93-96	Stone
97-00	Wax

F-4: Product Imports/Exports

d100	Product
01-05	Alchemical Products
06-10	Arms/Armor
11-15	Artwork
16-20	Candles
21-25	Ceramics
26-30	Cloth Goods
31-35	Cosmetics
36-40	Furniture
41-45	Glasswork
46-50	Jewelry
51-55	Leatherwork
56-60	Machinery
61-65	Magical Items
66-70	Medicine/Drugs
71-75	Metalwork
76-80	Perfume
81-85	Precious Metals
86-90	Stonework
91-95	Texts
96-00	Woodwork

Demand

Whenever you need to determine the price of a commodity or product within a city, you can roll on the Commodity/Product Demand table below. Adjust the price based on the product's current demand. The weighted option on the table favors "Normal" demand.

Demand can shift depending on circumstances surrounding a city. For instance, a drought might increase demand for foodstuffs. Consider an import to be at least "Undersupplied" and an export to be "Surplus."

E-6: Commodity/Product Demand

Weighted (d100)	Random (d8)	Demand	Cost Adjustment
01-10	1	Oversupplied	-20%
11-20	2	Surplus	-10%
21-70	3	Normal	+0%-10%
71-80	4	Undersupplied	+10%
81-87	5	Sought	+20%
88-92	6	Popular	+30%-40%
93-97	7	Needed	+50%
98-00	8	Desperate	+100%+

Economic Status

The state of the economy can vary depending on trends or circumstances. You can use the table below to find a generic descriptor for an economy, as well as a scale of wealth for merchants in such an economy. Higher populations have more opportunity for wealth and will be at the higher end of this scale, while lower populations will be at the low end.

F-5: Economic Status

d100	Economic Status	Merchant Wealth
01-05	Nonexistent	0-10 gp
06-10	Broken	1-100 gp
11-20	Failing	50-1,000 gp
21-30	Struggling	250-5,000 gp
31-35	Segmented	50-1,000, 50,000-100,000 gp
36-75	Healthy	500-10,000 gp
76-85	Bustling	1,000-50,000 gp
86-95	Thriving	2,500-100,000 gp
96-00	Booming	5,000-250,000 gp

Nonexistent. Merchants in such an economy either have nothing or do not participate in a gold-standard economy.

Broken. This economy will never repair itself and is on the brink of destruction. The ultra-rich have up and left, leaving desolation in their wake.

Failing. This economy is in the process of failing. There is still a fairly wide wealth disparity among merchants, but the maximum has fallen greatly as wealthier merchants are vacating to stronger economies. If the current trend continues, it will break.

Struggling. This economy is starting to break. Merchants still have a livable amount of wealth but are starting to

struggle paying for standard expenses. The economy could recover from this point.

Segmented. The wealth disparity is greater in such a circumstance, creating a clear distinction between poor and rich merchants. It is an unhealthy economy to maintain.

Healthy. Merchants are varied but not uncomfortably so. Most have everything they need to survive while some are able to thrive.

Bustling. This economy is doing better than normal, but this is likely a temporary result of some recent circumstance like a historical event. It may remain this way, or it might return to a healthy economy.

Thriving. A thriving economy is is doing much better than most economies and will probably be able to maintain itself even when things take a downward turn. There is a fairly stable source of trade and industry.

Booming. The economy has taken a great turn upward and is continuing to take this trajectory, usually thanks to some sudden circumstantial revolution. However, such economies grow increasingly unstable the longer they boom and something is bound to break this trend sooner or later.

Factions

Factions are a great way to create conflict in a society as the groups work against each other or compete with one another or share different worldviews. Players who join a faction can feel a sense of tribality or belonging within your city.

Adding factions to your city help tell a its story as you justify their creation through the city's history, culture, economy and geography.

Faction Types

Factions arise for different reasons, but many are made of like-minded individuals working towards a goal or collaborating together like a guild faction or military faction. Sometimes, a faction arises naturally without any need for gatherings or coordination, like a social class or species. Use the Faction Types table below to find out what the faction is about.

G-1: Faction Types

d12	Faction Type	d12	Faction Type
1	Character Class	7	Magic
2	Criminal	8	Merchants
3	Family	9	Military
4	Foreigners	10	Religion
5	Government	11	Social Class
6	Guild	12	Species

Character Class. This faction specifically caters to a character class (bard, wizard, cleric, etc.). It might not only be made up of that class, but it definitely shares similar values, methods, or characteristics. Members of the class might gather to share their experiences.

Criminal. This faction runs illegal operations, either through a front (roll again to determine the faction's outward appearance) or by operating from the shadows.

Family. This faction is a large family, or perhaps just acts like one. They may work with or hire outsiders, but they largely concern their own interests. A noble house, a mafia, or a brotherhood are examples.

Foreigners. This faction is formed by or concerned with people outside of the city. It could serve as an embassy for another city, or maybe it deals with diplomacy to all other cities. This could also be a faction formed by refugees or a foreign minority in the city.

Government. This faction is a part of the city's government. It could be a political party, a noble house, or the entire government itself.

Guild. This faction is a group of professionals, artisans, or servicers who work within the city. They may have gathered for several reasons, but usually to keep the secrets of their trade exclusive to only select apprentices and to protect their group members.

Magic. This faction is highly concerned with magic and spellcasting. They might regulate spellcasting in the city, gather to share knowledge, or perform services for the city.

Merchants. This faction is made of merchants. They might all sell a particular item, usually a key import or export for the city, or they might just be all merchants in general. Together they might regulate the economy and supposedly ensure fair prices.

Military. This faction comprises a military presence in the city. It could be a mercenary contractor, an official city army, a branch of such an army, or just a citizen militia. Such a faction is meant for the city's protection, or that of their people.

Religion. This faction is made from one or more religions and tries to further the influences and goals of that religion within the city. Although many may worship the religion, they might not necessarily belong to the faction.

Social Class. This faction is a group made from a collective social caste. The proletariat or nobility might gather in such a faction, but such factions are typically only common in a socially or economically divided city.

Species. This faction is comprised of a group of species that have a presence in the city. This faction is more likely in a city with either an unbalanced species demographic or fewer demographics in general, especially where the species somehow disagree.

Guilds

Guilds can be a faction in your city if they have a sizeable amount of power, but you can also have guilds even if they aren't particularly powerful.

Guilds arise when professionals, artisans, or tradesmen organize to protect their rights, to share and better their trade, or to ensure fairness among their equals.

Choose from the table below to populate your city with guilds.

G-2: Guilds

d100	Guild
01-02	Alchemists
03-04	Apothecaries
05-06	Architects
07-08	Artists
09-10	Bakers
11-12	Brewers

d100	Guild
13-14	Butchers
15-16	Carpenters
17-18	Carters
19-20	Carvers
21-22	Casters
23-24	Chandlers
25-26	Clerks
27-28	Cobblers
29-30	Coopers
31-32	Custodians
33-34	Educators
35-36	Entertainers
37-38	Farmers
39-40	Fishermen
41-42	Fletchers
43-44	Furriers
45-46	Glassblowers
47-48	Government Workers
49-50	Grocers
51-52	Innkeepers
53-54	Jewelers
55-56	Laborers
57-58	Launderers
59-60	Lawyers
61-62	Mapmakers
63-64	Mariners
65-66	Masons
67-68	Mercenaries
69-70	Merchants
71-72	Musicians
73-74	Plumbers
75-76	Potters
77-78	Scribes
79-80	Shipwrights
81-82	Smiths
83-84	Squires
85-86	Stablemasters
87-88	Surgeons
89-90	Tailors
91-92	Tanners
93-94	Tinkerers
95-96	Weavers
97-98	Wheelwrights
99-00	Writers

Sphere of Influence

Factions vary in the amount of power they have within a setting, but their power is also not limited by the city walls. A mercenary group might have sellswords available in multiple cities across the land. Meanwhile, a guild might only have power within a single district in the city.

Choose from the Sphere of Influence table to determine how wide a faction's power reaches. A faction's sphere of influence does not necessarily define how much power it has, just how far it reaches.

The weighted option on the table favors keeping the faction in the city's walls.

G-3: Sphere of Influence

Weighted (d20)	Random (d6)	Sphere of Influence
1-2	1	Single District
3-6	2	Multiple Districts
7-15	3	Entire City
16-17	4	Multiple Cities
18-19	5	Countrywide
20	6	Worldwide

Faction Goals

Choose from the Faction Goals table to determine what the faction hopes to accomplish in the city. The faction may or

G-4: Faction Goals

d12	Goal	d12	Goal
1	Accrue wealth	7	Instigate change
2	Collaborate creatively	8	Maintain tradition
3	Ensure justice	9	Manipulate others
4	Expand influence	10	Perform services
5	Gain power	11	Protect their members
6	Hide from public eye	12	Serve the greater good

City Districts

Dividing the city into districts makes the location easier for players to digest and lets them more easily explain where they want to explore within the city.

Use this section of the guide to create some interesting and unique districts for your city

District Type

Each district has its own use or reason to be divided from other districts. Use the District Type table to choose a type for a given district. The table is weighted slightly to favor residential and mercantile districts.

H-1: District Type

d100	District
01	Abandoned
02-06	Artisans workshops
07-09	Cemetery

H-1: District Type cntd.

d100	District
10-12	Educational campus
13-16	Embassy
17-20	Entertainment
21-25	Faction territory
26-27	Food market
28-31	Fortification
32-36	Government
37-40	Industry
41-43	Magicians
44-46	Mercantile (exotic)
47-50	Mercantile (high-end)
51-55	Mercantile (low-end)
56-59	Military
60-62	Park/nature
63	Private-owned
64-68	Religious center
69-71	Residential (foreign)
72-76	Residential (lower class)
77-80	Residential (middle class)
81-82	Residential (species)
83-85	Residential (upper class)
86-89	Shady/red light
90-92	Slums
93-97	Transportation hub
98-00	Warehouses

Landmarks

Make each district unique by adding a landmark to it. Landmarks will help players imagine the district as they orient themselves around the landmark, and it can help map out your city as you plan around the point of interest. Choose from the District Landmarks table to add one to your district.

H-2: District Landmark

d100	Landmark
01-04	Ancient ruin
05-08	Arena
09-12	Bridge
13-16	Castle/Fort
17-20	Dungeon entrance
21-24	Faction headquarters
25-28	Fountain or water feature
29-32	Gateway
33-36	Geographic feature
37-40	Magical phenomenon
41-44	Monument defining district type

H-2: District Landmark cntd.

d100	Landmark
45-48	Monument to historic event
49-52	Natural phenomenon
53-56	Park/Garden
57-60	Prominent government building
61-64	Prominent religious building
65-68	Prominent ruin
69-72	Public art
73-76	Remnant of historic event
77-80	Sprawling plaza
81-84	Statue of animal
85-88	Statue of important figure
89-92	Theater
93-96	Tower
97-00	Wall

District Names

Give each city district a unique name that is memorable for your players. The more interesting the name, the more character it gives the city. Be sure as well that the name rolls off of the tongue easily. A name won't catch on unless it does.

You can use the District Name Origins table to choose what to name the district after.

Sometimes, a district will just be named after that the district is used for. Other times, it will be named after something else entirely, even if it's unrelated to the district itself. Perhaps the name arose over time and its reasoning has long been forgotten.

H-3: District Name Origins

d20	Name Origin	Example
1-8	District Type	Garden District
9	Animal	Fox District
10	Appearance/Layout Shape	Crescent District
11	Art Object	Chalice District
12	Character Class	Bard District
13	Commodity/Product	Iron District
14	Deity/Religion	Thor's District
15	Geographic Feature	River District
16	Historic Event	War's District
17	Humanoid Species	Gnome District
18	Landmark	Fountain District
19	Monster	Kraken District
20	Proper Noun	Noblecrumpet District

Once you choose what the district is named for, you can use the District Name Modifiers table to append a descriptive word to the district. Some of the modifiers have ellipses after them, meaning they come before the district name instead of after.

H-4: District Name Modifiers

d100	Modifier	d100	Modifier	d100	Modifier
01	Abbey	34	Gate	67	Plaza
02	Aerie	35	Great...	68	Port
03	Alley	36	Grounds	69	Precinct
04	Annex	37	Grove	70	Promenade
05	Avenue	38	Hall	71	Proper
06	Bastion	39	Hamme	72	Quarter
07	Belt	40	Harbor	73	Row
08	Big...	41	Haven	74	Ruin
09	Block	42	Heights	75	Sanctuary
10	Borough	43	High...	76	Seat
11	Boulevard	44	Hill	77	Sector
12	Burg	45	Hold	78	Shanty
13	Canals	46	Hollow	79	Side
14	Castle	47	Holme	80	South...
15	Circle	48	Hood	81	Sphere
16	Citadel	49	House	82	Spires
17	Core	50	Hub	83	Square
18	Corner	51	Keep	84	Strand
19	Cradle	52	Land	85	Street
20	Crescent	53	Lane	86	Terrace
21	Crossing	54	Little...	87	Throne
22	District	55	Lower...	88	Tower
23	Drag	56	Mandate	89	Turf
24	Dregs	57	Market	90	Upper...
25	East...	58	Maze	91	Vale
26	Enclave	59	Middle...	92	Valley
27	End	60	New...	93	Vantage
28	Estates	61	Nexus	94	Vault
29	Exclave	62	North...	95	Veil
30	Fair	63	Old...	96	Wall
31	Fortress	64	Palace	97	Waste
32	Garden	65	Parade	98	Way
33	Garrison	66	Park	99	West...
				00	Zone

City Summary

Use this sheet to record all of your decisions about the city.

Non-Player Characters

NPCs to meet:

-
-
-
-
-

Shops/Shopkeepers:

-
-
-
-
-

Taverns/Tavernkeepers:

-
-
-

Well-Known NPCs:

-
-
-

Rumors

To Main Plot:

-
-
-

To Side Quests:

-
-
-

To Locations/People:

-
-
-

Population

Population Size:

Species/Races:

Notable Demographics:

Culture

Symbol:

Linguistics/Languages:

Foods/Flavors:

Dress:

Architecture:

Religion(s):

Values

(Circle preference)

Progress: Tradition - No Preference - Enlightenment

Process: Competition - No Preference - Cooperation

Rights: Individual - No Preference - Community

Order: Law - No Preference - Chaos

Morality: Good - No Preference - Evil

Diligence: Work - No Preference - Recreation

Modesty: Modest - No Preference - Confident

Government

Leader(s):

Gov't Type:
Power Source:
Temperament:
Political Strife:

Economy

Economy Type:
Production Center:
Economic Status:

Commodities/Products
Imports (+10% price):

Exports (-10% price):

Map

Geographic Features:

Map Layout
Geographic Integration:
Shape:
Zoning:
Spread:

FACTIONS

Name:

Leader(s):
Faction Type:
Influence:
Goals:
Notes:

Name:

Leader(s):
Faction Type:
Influence:
Goals:
Notes:

Name:

Leader(s):
Faction Type:
Influence:
Goals:
Notes:

Name:

Leader(s):
Faction Type:
Influence:
Goals:
Notes:

Name:

Leader(s):
Faction Type:
Influence:
Goals:
Notes:

DISTRICTS

Name:

Type:
Landmark:
Notes:

Name:

Type:
Landmark:
Notes:

Name:

Type:
Landmark:

Notes:

Name:

Type:
Landmark:
Notes:

Name:

Type:
Landmark:
Notes:

HISTORY

City Age:
Timeline:

Event (yr   ):   *Event (yr   ):*   *Event (yr   ):*

Event (yr   ):   *Event (yr   ):*   *Event (yr   ):*

Event (yr   ):   *Event (yr   ):*   *Event (yr   ):*

Event (yr   ):   *Event (yr   ):*   *Event (yr   ):*

Event (yr   ):   *Event (yr   ):*   *Event (yr   ):*