CAMPAIGN BUILDER
CITIES & TOWNS

SYMBOL
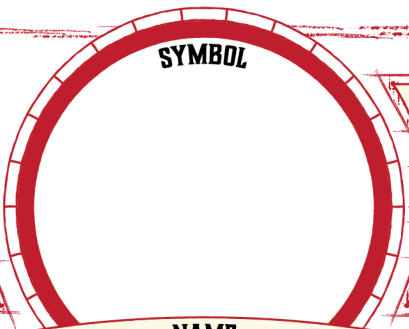
DEFENSES

TRADE GOODS & RESOURCES

GOVERNMENT TYPE

CLIMATE

NAME

RULER(S)

CURRENT DISASTER(S)

MAP

DETAILS

NEARBY SETTLEMENTS

LAWS & PUNISHMENT

DEITIES & TEMPLES

MAJOR GUILDS & ORGANIZATIONS

DISTRICT

NAME:

NOTABLE BUILDING(S)

MAJOR LANDMARK(S)

LODGING

STORY HOOKS & NOTES

DISTRICT

NAME:

NOTABLE BUILDING(S)

MAJOR LANDMARK(S)

LODGING

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STORY HOOKS & NOTES

ADVENTURING NOTES

ECONOMY

Max GP of goods & vendors _____

Taxes _____ Cost to enter city _____

Cost of living _____

Crime _____

_____

Imports _____

_____

Exports _____

_____

POPULACE

Population _____

Mood (Current Affairs) _____

Mood (Outsiders) _____

Mood (Government) _____

Festivals & Celebrations _____

_____

Notable NPCs _____

_____