

RegionName

RegionRoughDescription

version: Author, Date

Terrain

(What kind of land is it? Forest? Desert? An island chain?)

Flora

(What kind of plants, roughly? Not every single one, just the general ecosystem, but mention notables..)

Fauna

(What kind of animals?)

Atmosphere

(What's the weather like? The light? Is it warm and inviting? Dark and spooky?)

- *Looks like:* (In broad strokes.)
- *Sounds like:* (Typical atmospheric/ambient sounds: wind, rain, lost souls, etc.)

Natural resources

(What important stuff does it have to use? What does it lack?)

- *Water:*
- *Wood:*
- *Stone:*
- *Hunting & gathering:*
- *Minerals & ores:*
- *(Specific materials):*

Grimoire

(Is it magical? Does it impact the use of magic?)

- *Elemental:*
- *Mental:*
- *Arcane:*

Residents

(Basic description of the human or other sentient inhabitants.)

Demonym: (What you call someone from there, singular and plural; e.g. someone from Canada is “Canadian”, someone from Monaco is “Monegasque”.)

Composition

(Do one or two kinds of people live there, or is it a diverse place? Are there always travelers, soldiers, carnies, or dentists’ conventions around?)

History

(Where did these people come from? What brought them together, and why this place? How long have they been there?)

Culture

(What is their ideal? What motivates them? What do they value? Why?)

They typically like:

They typically dislike:

Society

(How do these people relate to each other? How are they organized? Are there families? Do they all like each other? Is anyone in charge? How are decisions made?)

Structures

(What sorts of buildings are there? What do they look like, and what are they made of? Where do people live, and where do they work? Are there any really important buildings?)

Farming

(Do they grow plants? What do they do with them?)

Livestock

(Do they raise animals as a resource?)

Food

(What do they eat and drink? Who cooks it? How do they get water?)

Art

(How do they express themselves and communicate experiences? Do they have music? Theater or storytellers? Fashion?)

Medicine

(How do they heal themselves? Do they have any notable health problems?)

Grimoire & spiritual practices

(What magic do they use? Which Immortals do they worship, if any?)

Crafts & technology

(What do they make? Do they do anything better than others? Do they innovate?)

Economy & trade

(Who do they do business with? What notable goods do they buy and sell?)

- *Tools:*
- *Arms & armor:*
- *Medicine:*
- *(Other categories or notables):*

Aggression & defense

(How do they deal with conflict? Do they tend to attack or defend when it comes to violence? Who fights for them, and how well are they trained & equipped?)

Crime & justice

(How common is crime, and what kinds are typical? Who commits it? Who wrote the laws, and who is enforcing them? Do they have a judicial system? How does it work?)