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**Overview**

This should be a brief coverage of the lands described below, giving a larger picture that ties together the towns and cities.

**Towns and Cities**

* (this is a summary only, with links to the individual towns and cities entries below)

**Best in the Land**

(suggested categories for any prominent towns/cities that are leaders in a particular good)

Trade Hub:

Religion:

Arts:

Magic:

Spirits:

Steel:

Grain:

Crafted Goods (e.g. Pottery, Textiles, Metal Wares):

Harvested Goods (e.g. Aromatics, Medicine, Dyes):

Mined Goods:

Precious Metals:

Ship Building:

Other:

**Stewards of Power in** **this Land**

Kings and their armies are not the only wielders of power. There are many unseen friends and foes that shape the destiny of the land. Each of the groups listed below are well known to the people of this region. Some are feared, others venerated. All of them play their part in the grand drama of this land’s story.

**Merchant Companies**

(name of organization) – (city/location)

**Mercenary Companies**

**Smuggling Rings**

**Orders of Paladins**

**Druidic Circles**

**Bands of Rangers**

**Schools of Magic**

**Bardic Colleges**

**Warrior Academies**

**Assassins Guilds**

**Cults**

**Other Guilds**

**Monasteries**

**Pirates**

**Points of Interest**

* (taken from Towns and Cities spreadsheet, Land Features tab)

**(next come individual entries for each settlement, giving an opportunity to offer in-depth information for stories, backgrounds, cultures – after these entries the coverage of the land/kingdom resumes with History, etc)**

**Town or City**

**Size:**

small town, population 2,000, guards / soldiers 20, militia 100

large town, population 5,000, guards / soldiers 50, militia 250

small city, population 12,000, guards / soldiers 120, militia 600

large city, population 25,000, guards / soldiers 250, militia 2250

metropolis, population 50,000, guards / soldiers 500, militia 2500

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Patron Deity:**

**Ruler:**

**Home**:

**Steward**:

**Marshal**:

**House Priest:**

**House Adviser (Scholar/Mage/etc):**

**Captain of the Guard**:

**Chief Warriors in Service**:

**Local Powers:**

**Local Sites:**

**Description** :

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**History**

The history of Nemmyrl spans twelve millennia or ages. These are divided into three groupings of ages that share a name: Primordial, Ancient, and Written. Each of these names tries to create a sense of distance into the past and relative position between raw primal beginnings and contemporary, more sophisticated times.

One way to build a world narrative would be to build smaller narratives at each level. Each age group has its own vague theme, each millennium has a more concise theme, each region has their own theme within a given age, etc.

**First Primordial Age (PA1)**

**Second Primordial Age (PA2)**

**Third Primordial Age (PA3)**

**Fourth primordial Age (PA4)**

**First Ancient Age (AA1)**

**Second Ancient Age (AA2)**

**Third Ancient Age (AA3)**

**Fourth Ancient Age (AA4)**

**First Written Age (WA1)**

**Second Written Age (WA2)**

**Third Written Age (WA3)**

**Fourth Written Age (WA4)**

**Local Goods**

(this comes from the dnd-economics.xlsx document from the Origins of Foods tab)

**Cereals:**

**Fiber:**

**Fruits:**

**Meat and poultry:**

**Nuts:**

**Vegetables:**

**Herbs:**

**Oils:**

**Fermented Drink:**

**Salt-water fish:**

**Fresh-water fish:**

**Wood:**

**Textiles:**

**Other:**

**Dishes:**

**Notes on Culture**

(this can include research information from real world historical notes)

**Local Deities**

(summary of patron deities from each settlement description, plus more that fit into this region’s cultural feel)

**Creatures**

(creatures from Monster Manuals that fit this region, or home brew creatures that fit this region’s real-world cultures and myths)

**Magical Items**

**NPC Templates**

**Developer Notes**