



# Content Pitch: CITY | TOWN | VILLAGE | SETTLEMENT

SUBMITTER NAME	SUBMISSION DATE	WORKING TITLE
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Thank you for choosing to pitch a content idea to Worlde of legends™. Please complete this form in its entirety to the best of your ability then submit it to us via the web form on our website at <http://www.worldeoflegends.com/contact.html>. You will also need a *Disclosure, Release, and Assignment* form to send with your idea pitch which can be found at <http://www.worldeoflegends.com/submissions.html>.

TYPE OF LOCATION		WHAT CONTINENT		SIGNIFICANT FEATURES																	
INFRASTRUCTURE	WALLED?	BASIC SHAPE	POPULATION DENSITY																		
POPULATION	FAMILIES	STRUCTURES <small>TOTAL    RESID    NON-RES</small>	AREA (INC FARMLAND) <small>ACRES</small>	GENERAL OVERVIEW OF INHABITANTS ( <i>RACES - OUTLOOK - LIFESTYLE - ETC</i> )																	
SOCIAL CLASS	SOCIETAL TENDENCY	MORAL ALIGNMENT	AVERAGE PIETY																		
TYPE OF RULER			RULER WEALTH																		
IS THERE A TAX?	BRIEFLY DESCRIBE THE TAX SYSTEM																				
CIVILIZATION STATUS		LAW ENFORCEMENT																			
NEARBY FRESH WATER SOURCES		NEARBY SALT WATER																			
SIGNIFICANT CHARACTERS (NPCs)		LOCATION BOUNDARIES (NATURAL OR MANMADE - CLIFFS, WALLS, WATER, ETC)																			
		RELATIONS WITH OTHER CITIES OR KINGDOMS																			
		DISPOSITION OF INHABITANTS TOWARD OUTSIDERS																			
POINTS OF INTEREST		NEARBY DANGERS (ENEMIES, DRAGONS, ETC)																			
NATURAL DISASTERS		STANDARD TRADE/CRAFTS																			
PRIMARY SOURCES OF FOOD																					
LOCAL RUMORS			<b>LAND USE (<i>Select All That Apply</i>)</b> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Agriculture/Farming</td> <td>Military (<i>Including Barracks</i>)</td> </tr> <tr> <td>Commercial/Business</td> <td>Open Public Spaces</td> </tr> <tr> <td>Government/Admin</td> <td>Public Forum/Meeting</td> </tr> <tr> <td>Dual (<i>Residential &amp; Commercial</i>)</td> <td>Public Trial/Punishment</td> </tr> <tr> <td>Fighting Arena</td> <td>Ranching/Livestock</td> </tr> <tr> <td>Gaming/Gambling</td> <td>Religious</td> </tr> <tr> <td>Law Enforcement</td> <td>Residential</td> </tr> <tr> <td>Marketplace (<i>Large</i>)</td> <td>Royalty/Nobility</td> </tr> </table>			Agriculture/Farming	Military ( <i>Including Barracks</i> )	Commercial/Business	Open Public Spaces	Government/Admin	Public Forum/Meeting	Dual ( <i>Residential &amp; Commercial</i> )	Public Trial/Punishment	Fighting Arena	Ranching/Livestock	Gaming/Gambling	Religious	Law Enforcement	Residential	Marketplace ( <i>Large</i> )	Royalty/Nobility
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OTHER DETAILS																					



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## Submission Instructions

**Type of Location.** Place/Location Category is selected from a dropdown menu and includes the following choices: Campsite, Keep or Other Outpost, Settlement, Frontier Town, Hamlet, Small Village, Medium Village, Large Village, Small Town, Large Town, Small City, Medium City, Large City, Metropolis or Megatropolis.

**What Continent?** Choose a Kaendoran continent from the dropdown menu.

**Infrastructure.** Choose one of the infrastructure types from the dropdown list. Your choices are Grid, Radial, Linear, or Organic. These should be self-explanatory.

**Walled.** Does your location have a wall around it?

**Basic Shape.** Choose the basic shape from the dropdown list that best describes your location. Your choices are: Square, Radial, Rectangular, Linear, Half-Circle, or Organic.

**Population Density.** Choose a level of population density from the dropdown list. Your choices are Desolate (DES), Settled (SET), Average (AVG), High (HIGH), Maximum (MAX), or Overpopulated (OVP).

**Population | Families | Structures | Area.** Select appropriate responses from the dropdown list. Use the following guide to help you pick the right population. Reference the Population Density abbreviations above. *Families, Structures (Total, Residential and Non-Residential), and Area in Acres will be calculated for you using standard World of Legends™ demographics calculations and will be based on the population you enter.*

	DES	SET	AVG	HIGH	MAX	OVP		DES	SET	AVG	HIGH	MAX	OVP
Campsite	1-7	1-13	2-20	3-25	4-30	5-35	Small Town	165-330	330-660	500-1000	625-1250	750-1500	875-1750
Keep or Other Outpost	3-33	7-66	10-100	13-125	15-150	18-175	Medium Town	330-825	660-1650	1000-2500	1250-3125	1500-3750	1750-4375
Settlement	7-20	13-40	20-60	25-75	30-90	35-105	Large Town	825-1650	1650-3300	2500-5000	3125-6250	3750-7500	4375-8750
Frontier Town	7-33	13-66	20-100	25-125	30-150	35-175	Small City	1650-2475	3300-4950	5000-7500	6250-9375	7500-11250	8750-13125
Hamlet	8-25	17-50	25-75	31-494	38-113	44-131	Medium City	2475-4950	4950-9900	7500-15000	9375-18750	11250-22500	13125-26500
Small Village	17-33	33-66	50-100	63-125	75-150	88-175	Large City	4950-9900	9900-19800	15000-30000	18750-37500	22500-45000	26250-52500
Medium Village	33-83	66-165	100-250	125-313	150-375	175-438	Metropolis	9900-19800	19800-39600	30000-60000	37500-75000	45000-90000	52500-105000
Large Village	83-165	165-330	250-500	313-625	375-750	438-875	Megatropolis	19800+	39600+	60000+	75000+	90000+	105000+

**Social Class | Societal Tendency | Moral Alignment.** Choose a social class, a societal tendency and a moral alignment from the dropdown list.

**Average Piety.** Choose a number between 1 and 10 from the dropdown list using the following table for reference.

1	2	3	4	5	6	7	8	9	10
Atheist	Heathen	Somewhat Pious	Pious	Very Pious	Faithful	Devout	Reverent	Righteous	Holy

**Type of Ruler | Ruler Wealth.** Please choose a type of ruler and a ruler wealth from the dropdown list.

**Is There A Tax? | Tax System Description.** If there is a tax system, briefly describe it.

**Civilization Status.** Choose a civilization status from the dropdown list. Your choices are:

<i>Transient</i>	No structure, small groups, travel together, no organization at all, minimal technology, often exhibit migratory behavior, very little trade activity.
<i>Nomadic</i>	Minimal structure, often governed by strength, larger groups travel and camp together, mild use of technology, often exhibit migratory behavior, minimal trade activity.
<i>Tribal</i>	Moderate structure, larger groups usually remain stationary but sometimes exhibit migratory behavior, often with a designated leader of some sort, moderate use of technology, moderate trade activity.
<i>Modern</i>	Highly structured, very large groups remain stationary, always have one or more designated leaders, often broken into sub-groups within the main group, significant use of technology, significant trade/craft population, high trade activity.
<i>Advanced</i>	Highly structured, moderate to very large groups remaining stationary, significant use of technology, high percentage of commercial buildings, very high trade/craft population, often trading epicenters.

**Law Enforcement.** Choose a type of law enforcement from the dropdown list. If you are not sure of what these are, please internet search them.

**Significant Features.** Choose up to six (6) significant feature of the location and the area surrounding the location.

**General Overview of Inhabitants.** Write a brief narrative describing the inhabitants and their lifestyle. What is daily life like? What race or races are the most commonly seen? What do they do when the work day is over? Are there any regular ceremonies or rituals? What is it like to live here every day?

**Nearby Roads.** List the names of any roads that lead into, lead out of, or pass near the location.

**Nearby Fresh Water Sources.** List the primary sources of fresh water including wells, springs, streams, rivers, and lakes.

**Nearby Salt Water Sources.** Are there salt water sources nearby? If so, name them.

**Significant Characters (NPCs).** List two or three significant characters associated with this location. Include their names, professions, and why they are significant to the area.

**Location Boundaries.** List any natural or man made boundaries such as water, cliffs, walls, etc.

**Relations With Other Cities or Kingdoms.** Do the inhabitants of your location interact with other locations? If so, briefly discuss it.

**Disposition of Inhabitants Toward Outsiders.** How do the inhabitants of your location interact with visitors/outsideers?

**Points of Interest.** List any significant points of interest about your location.

**Nearby Dangers.** Are there any nearby dangers including enemies, creatures, natural dangers (sinkholes, rockslides, etc.)

**Natural Disasters.** Is the area prone to any type(s) of natural disasters? If so, list them here.

**Standard Trades/Crafts.** What are the most common trades/crafts in this location? What are they known for, if anything? Does the location have any major exports/imports?

**Primary Sources of Food.** Where do the inhabitants of this location get their food? Do they grow it, trade for it, hunt it, fish it?

**Local Rumors.** Are there any local rumors or urban legends? If so, briefly list them here.

**Land Use.** How is the land used at this location? Check all that apply.

**Other Details of Importance.** List any other details you think are significant about this location.