

Civilization Generator

d20	Government / Power	Primary Inhabitants	Cultural Attitude	Core Resource / Trade	Tech / Magic Level	Faith / Mythos	Major Landmark / Monument	Allies / Rivals	Primary Conflict / Threat	Historic Era / Stage
1	Absolute monarchy	Humans	Militaristic honor	Abundant farmland	Stone Age	Monotheistic	Floating citadel	Allied with savage barbarians	Looming civil war	Newly founded
2	Hereditary monarchy w/ vassals	Dwarves	Deep hospitality	Precious metals / gems	Bronze Age	Polytheistic nature	Grand library	Rival city-state	Monster plague	Rising kingdom
3	Theocratic autocracy	Elves	Arcane curiosity	Rare spices / herbs	Iron Age	Ancestral veneration	Colossal statue	Subterranean empire conflict	Religious schism	Golden age
4	Magocracy	Halflings or gnomes	Merchant opportunism	Arcane crystals	Steam / clockwork	Fiendish cult	Sprawling necropolis	Distant island partnership	Rival throne claimant	Rapid expansion
5	Military junta	Beastfolk (catfolk, wolfskin, etc.)	Ascetic simplicity	War beasts	Simple arcane	Elemental lords	Tower of eternal flame	Feud with mountain dwarves	Ecological disaster	On the brink of collapse
6	Clan council	Reptilian draconic folk	Environmental stewardship	Master crafts (blacksmithing, etc.)	High magic	Astral deities	Great bridge / aqueduct	Foreign wizard guild influence	Famine / drought	Post-cataclysm rebuilding
7	Merchant oligarchy	Undead (intelligent)	Stoic tradition	Artistry / fine culture	Bio-arcane synergy	Totem worship	Labyrinth city	Monstrous allies (giants, etc.)	External empire invasion	Ancient seat of power
8	Elder council	Construct automata	Tribal unity	Maritime trade	Psionic advanced	Living prophet	Enchanted crystal forest	Treaty with druidic circle	Returning undead army	Occupied by foreign power
9	Tribal democracy	Fiendish tieflings	Individual freedom	Alchemical goods	Techno-magic synergy	Distant overgod	Town built on a giant skeleton	Sky pirate hostility	Rampant corruption	Cultural renaissance
10	Demagogue-led republic	Elemental beings	Strict hierarchy	Rare magical relics	Post-cataclysm salvage	Mystery religion	Astral gate / observatory	Subjugated by a mightier empire	Natural cataclysm	Final twilight
11	City-state confederation	Dryads / fey	Intellectual elitism	Stone quarries	Necromantic craft	Animistic worship	Hanging gardens	Mysterious fey allies	Magical blight	Age of invention
12	God-king	Giants	Hedonistic pleasure	Ebony or rare wood	Runic forging	Mechanus lawful pantheon	Undersea dome	War with undead legion	Rifts to other planes	Age of conquest
13	Draconic overlord	Merfolk / aquatic folk	Savage survivalism	Exotic beasts	Divine miracles	Reincarnation cycle	Telepathic labyrinth	Peace with fiendish realm	Demonic incursion	Age of myths
14	Anarchic communes	Mixed species (true melting pot)	Philosophical pacifism	Teleportation gates	Alchemical steamworks	Blood-sacrifice demon worship	Hundred-tier pagoda	Clash with maritime raiders	Twisted new warlord	Reign of silence
15	Beast-chieftains	Insectoid race	Shadowy secrecy	Fine wines or spirits	Mana-fueled clockwork	Metempsychosis reincarnation	Arcane beacon	Titan watchers	Widespread illusions	Age of drifting continents
16	Necropolis monarchy	Orcs / goblinoids	Eternal vigilance	Architectural wonders	Astral machinery	Dream-based oracles	Singing spires	Rival spiritual cult	Time distortion	War of shards
17	Clockwork regent	Celestial aasimar	Righteous zealotry	Soul-bound constructs	Chronomantic glimpses	Vampiric church	Titan-forged walls	Allied w/ mechanized city	Dragon brood devastation	Age of unity
18	Psychic collective	Metallic-limbed cyborg race	Nomadic wanderlust	Magical healing waters	Geomantic living structures	Celestial star-watchers	Geyser cathedral	On-and-off trade war	Arcane meltdown	Second dawn
19	Bureaucratic empire	Rock-living troglodytes	Artistic flamboyance	Psychic crystals	Sentient AI constructs	Eldritch old god	Massive sundial	Bound by dragon overlord	Seafaring scourge	Eon of enthrallment
20	Spirit-worship council	Minotaur / centaur tribes	Altruistic philanthropy	Dyes / pigments	Planetary harnessing	Hero cult (legendary champions)	Colosseum of spirits	Hostilities w/ interplanar travelers	Psychic madness wave	Tides of corruption