Descriptions

Environments
All

Air temperature, humidity, movement
Smell
Sounds (nearby and distant)
Ground/Terrain

Indoor

Room size, shape
Lighting
Walls (material, quality, orientation)
Ceiling
Furniture (materials, size)
Items on walls
Doors (sturdiness, material, fittings, size)
Architecture style

Outdoor

Season
Time of day
Types of plants/bugs/birds
Sky (overcast, clear)
Weather

Humanoids

Race
Gender
Skin color and quality
Age (young, middle aged, old)
Body type (fat, muscular, skinny)
Height, weight
Hair type and color, hat/head gear
Beauty / handsomeness
Clothing torso
Clothing legs
Shoes
Possessioins (bags, belt pouch)
Weapons
Demeanor
Expression

Monsters

Size height, weight
Body type (fat, muscular, skinny)
Race if it's obvious
Skin color and quality
Limb number, length, strength
Hands/feet, nails
Age/gender if obvious
Clothing torso
Clothing legs
Possessioins (bags, belt pouch)
Weapons
Demeanor