**Comprehensive Noble Rank Framework for World Generation**

Below is a ready-to-copy document combining real‐world feudal structure with integrated fantasy and sci-fi extensions. Each section follows a uniform format: title holders, role description, key responsibilities, subordinate titles (with typical counts), economic/military capacity, architectural holdings, jurisdiction, feudal obligations, succession norms, and magical/technological overlays.

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**1. Noble Rank Hierarchy Map**

1. Monarch (King / Queen)

├─ Princes / Princesses

│ ├─ Dukes / Duchesses

│ │ ├─ Marquesses / Marchionesses

│ │ │ ├─ Earls / Counts / Countesses

│ │ │ │ ├─ Viscounts / Viscountesses

│ │ │ │ │ ├─ Barons / Baronesses

│ │ │ │ │ │ ├─ Lords / Ladies

│ │ │ │ │ │ │ ├─ Knights / Dames

│ │ │ │ │ │ │ │ └─ Esquires / Gentlefolk

**2. Rank Profiles**

**2.1. Monarch (King / Queen)**

* Title Holders: King (male), Queen (female)
* Role Description: Supreme sovereign with ultimate legislative, judicial, and military authority.
* Common Responsibilities:
  + Enact laws and royal decrees
  + Appoint top-tier nobles, generals, and clergy
  + Oversee diplomatic missions and declare wars
  + Manage national treasury and land grants
* Typical Subordinates & Counts:
  + Prime Minister / Grand Vizier (1)
  + Dukes / Duchesses (5–20)
  + Royal Chamberlain (1)
  + Lord Chancellor (1)
  + Archbishop / High Priest (1–3)
  + Court Mage / Celestial Envoy (2–5)
  + Royal Guard Commanders (5–10)
* Economic & Military Capacity:
  + Land: Entire realm (millions of acres)
  + Income: 100 000–500 000+ gold per year
  + Forces: 50 000–200 000+ troops and fleets
* Architectural Holdings: Capital palace, royal citadels, administrative keeps.
* Jurisdiction & Legal Authority:
  + Supreme court of appeal, foreign policy, empire-wide justice.

**2.2. Prince / Princess**

* Title Holders: Prince (male), Princess (female)
* Role Description: Royal heir or collateral relative, often governing a principality under the monarch’s oversight.
* Common Responsibilities:
  + Administer regional courts and tax collection
  + Lead princely armies or elite guard
  + Host and preside over court ceremonies
* Typical Subordinates & Counts:
  + Lady-in-waiting / Attendant (3–8)
  + Personal Tutor / Scholar (1–3)
  + Chamberlain (1)
  + Squires / Bodyguards (5–20)
  + Heralds and Entertainers (5–15)
* Economic & Military Capacity:
  + Land: 100 000–500 000 acres
  + Income: 50 000–200 000 gold per year
  + Forces: 2 000–10 000 troops
* Architectural Holdings: Secondary palaces, fortified manor-citadels.
* Jurisdiction & Legal Authority:
  + Provincial courts, succession council votes.

**2.3. Duke / Duchess**

* Title Holders: Duke (male), Duchess (female)
* Role Description: Highest-ranking peer beneath the royal family; commands duchies.
* Common Responsibilities:
  + Collect regional taxes and administer justice
  + Organize border defense and local militias
  + Serve on the monarch’s royal council
* Typical Subordinates & Counts:
  + Marquess / Marchioness (1–3)
  + Castellan (1)
  + Seneschal (1–2)
  + Regional Magistrates (3–10)
  + Captains of the Guard (3–6)
* Economic & Military Capacity:
  + Land: 50 000–300 000 acres
  + Income: 20 000–100 000 gold per year
  + Forces: 500–2 000 soldiers
* Architectural Holdings: Grand castles, ducal towers, court halls.
* Jurisdiction & Legal Authority:
  + Ducal courts, noble peer tribunal.

**2.4. Marquess / Marchioness**

* Title Holders: Marquess (male), Marchioness (female)
* Role Description: Guardian of frontier marches; martial focus on border security.
* Common Responsibilities:
  + Fortify and patrol border regions
  + Resolve cross-border disputes and trade
  + Lead garrison forces
* Typical Subordinates & Counts:
  + Watch Captains (2–5)
  + Quartermasters (1–2)
  + Border Scouts (5–15)
  + Regional Clerics / Chaplains (1–3)
* Economic & Military Capacity:
  + Land: 25 000–150 000 acres
  + Income: 10 000–60 000 gold per year
  + Forces: 300–1 500 troops
* Architectural Holdings: Border forts, watchtowers, war camps.
* Jurisdiction & Legal Authority:
  + Border law courts, martial tribunals.

**2.5. Earl / Count / Countess**

* Title Holders:
  + Earl (British male)
  + Count (Continental male)
  + Countess (female)
* Role Description: Mid-tier nobility overseeing counties or cantons.
* Common Responsibilities:
  + Administer county courts and tax levies
  + Supply troops to higher lords
  + Oversee vassals and manorial contracts
* Typical Subordinates & Counts:
  + Bailiffs (3–10)
  + Estate Overseers (2–5)
  + Tax Collectors (2–4)
  + Knights / Squires (5–20)
* Economic & Military Capacity:
  + Land: 10 000–100 000 acres
  + Income: 8 000–40 000 gold per year
  + Forces: 200–800 troops
* Architectural Holdings: County seat castle, abbey or manor house.
* Jurisdiction & Legal Authority:
  + County courts, land rights adjudication.

**2.6. Viscount / Viscountess**

* Title Holders: Viscount (male), Viscountess (female)
* Role Description: Deputy noble, assists counts and governs towns or smaller regions.
* Common Responsibilities:
  + Oversee town magistrates and markets
  + Support higher nobles in military musters
  + Manage minor legal disputes
* Typical Subordinates & Counts:
  + Bailiff (1–3)
  + Scribe (1–2)
  + Chamberstaff (2–5)
  + Town Constables (3–8)
* Economic & Military Capacity:
  + Land: 5 000–50 000 acres
  + Income: 4 000–20 000 gold per year
  + Forces: 50–300 troops
* Architectural Holdings: Small keep, fortified townhouse.
* Jurisdiction & Legal Authority:
  + Town courts, local trade laws.

**2.7. Baron / Baroness**

* Title Holders: Baron (male), Baroness (female)
* Role Description: Entry-level peerage; manages one or multiple manors.
* Common Responsibilities:
  + Enforce serf obligations and local taxes
  + Maintain roads and village defenses
  + Hold manorial courts
* Typical Subordinates & Counts:
  + Reeve (1)
  + Man-at-arms (5–15)
  + Herald / Messenger (1–3)
  + Servants & Guards (10–30)
* Economic & Military Capacity:
  + Land: 1 000–20 000 acres
  + Income: 1 000–10 000 gold per year
  + Forces: 30–150 troops
* Architectural Holdings: Stone manor, motte-and-bailey fort.
* Jurisdiction & Legal Authority:
  + Manorial courts, serf oversight.

**2.8. Lord / Lady**

* Title Holders: Lord (male), Lady (female)
* Role Description: Generic estate holder without higher peerage, or courtesy title.
* Common Responsibilities:
  + Manage family lands and minor vassals
  + Preside over local dispute councils
  + Represent community to regional nobles
* Typical Subordinates & Counts:
  + Steward (1)
  + Butler / Maids (2–6)
  + Chaplain (optional, 1)
  + Retainers & Footmen (5–20)
* Economic & Military Capacity:
  + Land: 500–5 000 acres
  + Income: 500–5 000 gold per year
  + Forces: 10–50 troops
* Architectural Holdings: Village hall, modest manor.
* Jurisdiction & Legal Authority:
  + Local dispute resolution, minor judicial duties.

**2.9. Knight / Dame**

* Title Holders: Knight (male), Dame (female)
* Role Description: Armigerous warrior rewarded with status but often landless.
* Common Responsibilities:
  + Serve as cavalry or elite infantry
  + Protect noble lands and highways
  + Uphold chivalric codes
* Typical Subordinates & Counts:
  + Squire (1–2)
  + Shieldbearer / Page (1–3)
  + Stablehands (2–5)
  + Personal Armorer (1)
* Economic & Military Capacity:
  + Land: 100–1 000 acres (optional)
  + Income: 100–1 000 gold per year
  + Forces: 2–10 retainers
* Architectural Holdings: Small keep or cottage with training ring.
* Jurisdiction & Legal Authority:
  + Martial enforcement under lord’s commission.

**2.10. Esquire / Gentleman / Noblewoman**

* Title Holders: Esquire (male), Gentleman / Noblewoman (female)
* Role Description: Untitled gentry; serve as aides, legal advisers, or junior officers.
* Common Responsibilities:
  + Study law, administration, or warfare
  + Serve in noble households or councils
  + Manage personal estates
* Typical Subordinates & Counts:
  + Page (1–2)
  + Tutor / Valet (1–2)
  + Maids / Footmen (1–5)
* Economic & Military Capacity:
  + Land: Minor or none
  + Income: 25–200 gold per year
  + Forces: 0–2 personal aides
* Architectural Holdings: Townhouse, shared estate quarters.
* Jurisdiction & Legal Authority:
  + None formal; support in legal cases or minor courts.

**3. Feudal Obligations & Succession**

* **Vassalage:** Each rank swears fealty to the one above in exchange for land and protection.
* **Military Aid:** Defined number of troops or years of service owed when summoned.
* **Taxation:** Annual tribute or levies proportional to income.
* **Marriage Alliances:** Strategic unions to consolidate lands, form military pacts, or secure succession.
* **Inheritance:**
  + Primogeniture (eldest heir inherits majority)
  + Ultimogeniture or partible inheritance in select cultures
  + Dowries and jointures for noblewomen

**4. Fantasy & Magical Extensions**

For each rank, these are **optional layered titles**, domains, and retainers.  
Use alongside the core profile to seed magical world-building:

* Monarch → High Sovereign, God-King: commands Archmages, Celestial Envoys, Primordials.
* Prince → Starborn Heir: commands Oracle Knights, Visionaries, Dream Tacticians.
* Duke → Elemental Lord: commands Flamewardens, Stormcallers, Bound Titans.
* Marquess → Riftmarch Commander: commands Portal Scribes, Abyssal Wardens.
* Earl → Hexkeeper: commands Bone Knights, Crypt Stewards, Spirit Cartographers.
* Viscount → Runeholder: commands Ledger Golems, Enchantment Scribes.
* Baron → Magelord of the Hearth: commands Cauldron Keepers, Weatherbinders.
* Lord → Dreamspeaker: commands Spirit Herds, Grove Wardens.
* Knight → Blade-Saint: commands Star Pages, Oathbinders.
* Esquire → Apprentice Adept: commands Scroll Pages, Inkbound Familiars.

**5. Sci-Fi Technocratic Variants**

Transform each rank into a **techno-feudal** counterpart:

* Monarch → Planetary Overlord: controls interstellar fleets, data nexus.
* Prince → Dynastic Governor: manages planetary sectors, AI legions.
* Duke → Holo-Duke: commands mech battalions, quantum archives.
* Marquess → Sector Warden: patrols warp corridors, gravity gates.
* Earl → Nanotech Count: oversees biotech domes, exo-forges.
* Viscount → Cyber Bailiff: enforces corporate law, drone patrols.
* Baron → Data Baron: holds server farms, media fiefdoms.
* Lord → Protocol Lord: administers local net hubs, VR enclaves.
* Knight → Mech Rider: pilots assault exosuits, drone squadrons.
* Esquire → Network Squire: junior sysadmin, code apprentices.

Copy and paste this entire document into Word. You now have a **robust, modular framework** to feed your AI LLM/MCP for procedurally generated world content, mixing historical fidelity with boundless fantasy or sci-fi flair. Enjoy building your realms!

**6. Cadet Branches, Branch Families & Royal Kin**

A noble house is never just its head—there’s a whole web of younger sons, daughters, cousins and cadet lines. This section defines how branch families form, what titles they bear, their roles in succession and court, and gives you the building blocks to spin off dozens of interrelated houses in your world generator.

**6.1. Key Terms**

* **Primogeniture**  
  Eldest male (or, in some realms, eldest child) inherits the main title, lands and senior branch status.
* **Cadet Branch**  
  Male‐line descendants of younger sons granted appanages (small domains, courtesy or substantive titles).  
  • They keep the family name with heraldic “marks of cadency.”  
  • They often serve in military, ecclesiastical or diplomatic roles.
* **Appanage**  
  A parcel of land, income or courtesy title granted to a younger child so they can maintain noble status without dividing the core patrimony.
* **Courtesy Title**  
  A style used by non‐inheriting children: e.g. Lord Arthur of Dunwich (younger son of a duke) or Lady Marianne (daughter of an earl), without holding a substantive peerage seat.

**6.2. Family‐Branch Structure**

1. **Senior Branch**  
   • Head of House (e.g. Duke of Ashvale)  
   • Heir Apparent (courtesy Marquess of Greendale)  
   • “Spare” (younger sons styled Lord X; daughters styled Lady Y)  
   Typical household: head + spouse + 2–6 children.
2. **1st Cadet Branch**  
   • Founded by 2nd son (e.g. Earl of Blackmoor)  
   • Holds a small earldom or viscounty as substantive title  
   • Retinue: 3–10 knights/squires + 10–30 household staff
3. **2nd Cadet Branch**  
   • Founded by 3rd son or younger (e.g. Viscount of Redford)  
   • May receive only a courtesy viscountcy and a manor  
   • Retinue: 1–5 knights/squires + 5–15 servants
4. **Daughters’ Lines**  
   • Daughters marry into other houses or remain at court  
   • Styled “Lady X of [Father’s Title]”; they forge alliances via marriage  
   • Often become ladies-in-waiting, abbesses, or wardens of royal convents
5. **Collateral Kin** (Cousins, Uncles, Aunts)  
   • First cousins may command armies or embassies  
   • Uncles/Aunts of the monarch often hold governorships or ecclesiastical offices  
   • Distant cousins can ascend if senior lines go extinct

**6.3. Branch Counts & Roles**

| **Branch Type** | **Founding Member** | **Substantive Title** | **Typical Retinue Size** | **Key Functions** |
| --- | --- | --- | --- | --- |
| Senior Branch | Eldest son | Duke / Grand Prince | 200–1 000 | Council seat, levy troops, host courts |
| 1st Cadet Branch | 2nd son | Earl / Count | 50–200 | Border defense, regional courts |
| 2nd Cadet Branch | 3rd son | Viscount or courtesy Earl | 20–100 | Town governance, garrison command |
| Younger Sons | 4th+ sons | Lord (courtesy) | 5–20 | Knightly service, campaign officers |
| Daughters | All daughters | Lady (courtesy) | 3–10 attendants | Marriage alliances, court functions |
| Collateral Kin | Brothers’ & sisters’ children | Varies | Varies | Military commanders, ambassadors |

**6.4. Succession & Branch Elevation**

* **Extinction of Senior Line**  
  A cadet branch “ripples up” to become the new senior line.  
  • Example (fictional): House of Ashvale’s 1st cadet Earl of Blackmoor ascends as Duke when the main line dies out.
* **Elevation by Decree**  
  Kings can elevate a cadet branch: Viscount → Earl, Earl → Duke as reward for loyalty or military service.
* **Marriage‐Based Alliances**  
  A cadet daughter marries a foreign prince, spawning cross‐house cadet branches with hybrid titles.

**6.5. Heraldic & Naming Conventions**

1. **House Name + Territorial Designation**  
   • “House Ashvale” → “Earl of Blackmoor” (cadet) → “House Blackmoor” as branch name.
2. **Marks of Cadency**  
   • Bendlet, mullet or label on the coat of arms to indicate 2nd, 3rd sons (common in European heraldry).
3. **Courtesy Prefix/Suffix**  
   • Younger sons: “Lord [Forename] [Surname]”  
   • Daughters: “Lady [Forename] [Surname]”  
   • Heirs: styled with their courtesy peerage (e.g. “Marquess of Greendale”).

**6.6. Sample Genealogical Schema**

House Ashvale (Dukedom, senior branch)

│

├─ Duke Robert I (head)

│ ├─ Heir: Marquess Lionel of Greendale

│ ├─ Lord Cedric (younger son)

│ └─ Lady Miriel (daughter)

│

├─ 1st Cadet: Earl Thomas of Blackmoor

│ ├─ Lord Edmund (heir, courtesy Viscount of Stonefell)

│ └─ Lady Helena

│

└─ 2nd Cadet: Viscount Elaine of Redford

├─ Lord Martin (son)

└─ Lady Ysabel (daughter)

Use this framework to spin off dozens of branch families—each with its own small court, retinue, heraldry and narrative hooks. Your MCP can now generate cadet lines, courtesy‐title courtiers, extinction‐and-ascension events, and cross-house alliances effortlessly.

**A. Feudal & Ecclesiastical Terms**

* Abbess  
  A woman who heads a convent of nuns, exercising spiritual authority and managing monastic lands.
* Abbot  
  A man who leads a monastery, responsible for religious life, estates, and lay servants.
* Abbey  
  The complex of buildings, church, and lands governed by an abbot or abbess.
* Appanage  
  Land, income, or a courtesy title granted to a younger child of a monarch or high noble to maintain status without splitting the core inheritance.
* Baron  
  A noble ranking below a viscount and above a lord, governing one or more manors and owing military service to higher peers.
* Baroness  
  The female equivalent of a baron, either by inheritance or marriage.
* Barony  
  The estate or territory governed by a baron or baroness.
* Bishop  
  A senior church official overseeing a diocese, ordaining priests, and administering ecclesiastical courts.
* Cadet Branch  
  A secondary lineage of a noble house founded by younger sons; holds lesser titles and appanages but retains the family name and heraldry.
* Castellan  
  The governor or steward of a castle, responsible for its defense, maintenance, and the administration of its garrison.
* Chamberlain  
  An officer who manages the private chambers, household staff, and domestic finances of a noble or royal court.
* Chaplain  
  A clergy member attached to a noble household or military unit, conducting religious services and counseling.
* Clergy  
  Collective term for ordained church officials (priests, bishops, abbots) who perform religious rites and often hold land or influence.
* Count  
  A continental European noble equivalent in rank to a British earl, governing a county and owing military service to higher peers.
* Countess  
  The female equivalent of a count, whether in her own right or by marriage.
* County (Earldom)  
  A territorial division governed by a count or earl, containing multiple manors and towns.
* Courtesy Title  
  A style granted to non‐inheriting children of peers (e.g., younger sons styled “Lord [Forename]” or daughters “Lady [Forename]”) without substantive peerage rights.
* County Seat  
  The administrative center or castle from which a count or earl governs.
* Demesne  
  The portion of a manor or estate retained by the lord for personal use and income rather than held by vassals.
* Diocese  
  The geographical area under the jurisdiction of a bishop.
* Duchess  
  The female holder of a duchy, either in her own right or as the wife of a duke.
* Duchy  
  The territory or domain ruled by a duke or duchess.
* Earl  
  The British title equivalent to a continental count, governing an earldom and sitting in the monarch’s council.
* Ecclesiastical  
  Pertaining to the Christian Church, its offices, courts, and properties.
* Estate (Manor)  
  A landed property comprising a manor house, farmland, tenants’ lands, and associated villages.
* Fief  
  Land or revenue granted by a lord to a vassal in exchange for military service and loyalty.
* Fealty  
  The sworn oath of loyalty and service that a vassal owes to their lord under feudal obligation.
* Feudal System  
  A hierarchical social and political structure in medieval Europe in which lords grant land (fiefs) to vassals for service and allegiance.
* Gentry  
  A social class of landowners below the peerage, including esquires and gentlefolk, often serving as local magistrates or officers.
* Herald  
  An official responsible for announcing noble titles, organizing ceremonies, and managing coats of arms.
* Heir Apparent  
  The individual first in line to inherit a title whose claim cannot be displaced by the birth of another heir.
* Inheritance  
  The legal transmission of titles, lands, and rights from one generation to the next, governed by rules like primogeniture.
* Knight  
  A mounted warrior of noble status, sworn to uphold honor and provide military service to a lord.
* Knighthood  
  The rank and status conferred upon a knight, often including land grants or stipends.
* Lady  
  A generic noble title for women, denoting rank and courtesy, whether peeress or wife of a peer.
* Lord  
  A generic noble title for men, denoting landownership or courtesy rank, whether peer or gentry.
* Manor  
  The landed estate of a baron or lord, including the manor house, demesne lands, and tenant holdings.
* Marquess / Marchioness  
  A noble ranking below a duke and above an earl, traditionally responsible for defending border territories (marches).
* Monastery  
  A community of monks living under religious vows, led by an abbot and often wealthy landholders.
* Monk  
  A male religious devotee living in a monastery under vows of poverty, chastity, and obedience.
* Nun  
  A female religious devotee living in a convent under similar vows.
* Peerage  
  The body of noble ranks (duke, marquess, earl, viscount, baron) recognized by a realm’s monarchy.
* Primogeniture  
  An inheritance system in which the eldest child (traditionally male) inherits the principal title and estates.
* Reeve  
  An official or serf elected by tenants to supervise agricultural work, collect rents, and enforce manorial regulations.
* Seneschal  
  A senior steward who oversees household administration, organizes feasts, and presides over certain courts within a noble household.
* Serf  
  A peasant legally bound to a manor, owing labor and dues to the lord in exchange for protection and tenancy.
* Sovereign  
  A supreme ruler (king, queen, emperor) possessing ultimate authority over a realm.
* Steward  
  A manager of a noble’s estates or household, responsible for finances, land management, and supervising subordinate officers.
* Succession  
  The process and rules by which titles, land, and offices are inherited or transferred upon the incumbent’s death or abdication.
* Title  
  A legal or honorary designation (e.g., duke, earl, baron) conferred by birthright or sovereign grant.
* Vassal  
  A person who holds land (fief) from a lord in exchange for military service, counsel, and fealty.
* Viscount / Viscountess  
  A noble rank below an earl/count and above a baron, often appointed to govern smaller regions or towns.

**B. Fantasy & Magical Terms**

* Archmage  
  A premier wizard or magician, often serving as a royal advisor or head of an arcane order.
* Bone Knight  
  An undead or necromantically animated warrior serving a soullord or hexkeeper.
* Bound Titan  
  A colossal elemental or magical giant bound to serve an elemental lord or archduke.
* Cauldron Keeper  
  A magical artisan responsible for brewing potions and managing enchanted crops under a magelord.
* Dreamspeaker  
  A noble who weaves dreams and governs mystical forests, commanding spirit herds.
* Enchantment Scribe  
  A runic scholar who inscribes wards, treaties, and magical ledgers for a runeholder.
* Flamewarden  
  A flame-affiliated guardian serving an elemental lord of fire.
* Grove Warden  
  A nature-themed protector overseeing enchanted groves and druidic rituals for a landwitch.
* Hexbinder  
  A mage specializing in curses and protective wards, serving a hexkeeper.
* Inkbound Familiar  
  A sentient creature born from magical ink, assisting an apprentice adept or scroll noble.
* Magelord of the Hearth  
  A baron-level mage who protects villages with hearth magic and folk spells.
* Oathbinder  
  A ritualist who enforces mystical vows among blade-saints or pactbound warriors.
* Oracle Knight  
  A prophetic warrior who channels divine visions for a starborn heir.
* Pactbound Warrior  
  A knight-level fighter who has sworn fealty via magical pact, often gaining supernatural abilities.
* Portal Scribe  
  A specialist in creating and maintaining planar gates for a riftmarch commander.
* Rift Engineer  
  A technomagical officer tasked with stabilizing dimensional rifts under a void baron.
* Scroll Page  
  A junior scribe learning arcane lore and ritual texts for a scroll noble.
* Seer / Visionary  
  A diviner who advises a starborn heir or celestial envoy on future events.
* Spirit Cartographer  
  A necromantic surveyor who maps ghostly realms for a soullord.
* Spellsmith  
  A craftsman who forges magical weapons and enchanted artifacts for runeholders.
* Stormcaller  
  An elemental agent who commands tempests for an archduke of storms.
* Weatherbinder  
  A folk mage who controls local climates under a magelord of the hearth.

Feel free to expand or modify entries to fit your setting. Copy this glossary into Word for a complete reference of all feudal, ecclesiastical, and magical terminology.

Below are **twelve additional categories** (with sample terms) you can fold into your master glossary. Each category is vital for giving your LLM/MCP full context on politics, society, magic, technology and more. You can copy this straight into Word and then flesh out each term’s definition as you see fit.

**1. Political & Diplomatic Terms**

* Regent
* Viceroy / Vicereine
* Envoy / Ambassador
* Treaty / Pact / Covenant
* Suzerainty / Suzerainty
* Protectorate
* Annexation

**2. Legal & Administrative Terms**

* Charter
* Writ
* Edict / Decree
* Statute
* Tribunal
* Inquisition
* Common Law / Canon Law

**3. Military & Warfare Terms**

* Levy / Muster
* Garrison
* Siege / Siegecraft
* Mercenary / Free Company
* Legion / Cohort / Battalion
* Phalanx / Shieldwall
* Skirmisher / Vanguard / Rearguard

**4. Economic & Trade Terms**

* Tithe / Tribute
* Tariff / Toll
* Guild / Trade Company
* Merchant / Caravan
* Market / Fair
* Usury
* Mint / Coinage / Denomination

**5. Architecture & Fortification Terms**

* Motte-and-Bailey
* Curtain Wall
* Barbican
* Gatehouse / Drawbridge
* Turret / Turret
* Parapet / Chemin de ronde
* Citadel / Keep

**6. Geography & Ecology Terms**

* Province / Region / March
* Frontier / Borderlands
* Fiefdom / Domain
* Highlands / Lowlands / Vale
* Archipelago / Isthmus / Peninsula
* Marsh / Swamp / Fen
* Desert / Steppe / Forest

**7. Religion & Theology Terms**

* Pantheon / Godhead
* Dogma / Creed
* Heresy / Schism
* Theocracy / Ecclesiocracy
* Monastic Order (e.g. Benedictine, Templar)
* Pilgrimage / Holy Site
* Sanctuary / Reliquary

**8. Culture & Society Terms**

* Festival / Feast Day
* Bard / Minstrel / Troubadour
* Chronicler / Scribe / Historian
* Tournament / Joust
* Courtly Love / Chivalry
* Livery / Coat of Arms
* Sumptuary Laws

**9. Magic System Terms**

* Mana / Aether / Primal Energy
* Arcana / Esoterica
* Ley Line / Nexus Point
* Conduit / Focus / Catalyst
* Grimoire / Tome / Codex
* Sigil / Rune
* Artifact / Relic / Wondrous Item

**10. Craft & Guild Terms**

* Blacksmith / Armorer
* Alchemist / Apothecary
* Mason / Carver / Stonecutter
* Potter / Glassblower
* Tailor / Weaver
* Brewer / Miller
* Shipwright / Carpenter

**11. Genealogy & Heraldry Terms**

* Crest / Badge / Charge
* Tincture / Ordinary / Supporters
* Motto / Scroll / Crest Coronet
* Lineage / Descent / Pedigree
* Cadency Mark
* Herald / Pursuivant / King of Arms
* Family Seat

**12. Time & Measurement Terms**

* Regnal Year / Reign
* Era / Age
* Season / Solstice / Equinox
* League / Furlong / Mile
* Cubit / Span / Hand
* Acre / Hide / Virgate
* Mark (currency) / Talent / Denarius

Next Steps:

1. **Paste this list** as a new “Additional Glossary Categories” section.
2. **Define each term** in the same format as your existing entries.
3. **Link related entries** (e.g., “see also: Primogeniture,” “see also: Vassal”).

With these in place, your AI will have exhaustive context across every layer of your world—political, legal, military, economic, architectural, ecological, religious, cultural, magical, technical, genealogical, and chronological.

Master Reference Document for World Generation

Below is a comprehensive outline of all the sections and core content you’ll want in your single, clipboard-ready document. Copy this into Word and flesh out each heading with the detailed entries you’ve already built.

1. Noble & Feudal Structure

* 1.1 Hierarchy Map (visual/ASCII chart of ranks)
* 1.2 Rank Profiles (Monarch → Esquire)  
  • Title holders, role descriptions, responsibilities  
  • Typical subordinates (with counts)  
  • Economic & military capacity  
  • Architectural holdings  
  • Jurisdiction & legal authority
* 1.3 Cadet Branches & Royal Kin  
  • Definitions: primogeniture, appanage, courtesy titles  
  • Branch types, retinue sizes, succession rules  
  • Sample genealogical schemas

2. Glossary of Terms

* 2.1 Feudal & Administrative (barony, fief, viscount, reeve…)
* 2.2 Ecclesiastical (abbey, bishop, inquisition, canon law…)
* 2.3 Magical & Fantasy (archmage, rune, grimoire, bone knight…)
* 2.4 Technological & Sci-Fi (databank, cyber bailiff, mech rider…)

3. Feudal Obligations & Succession

* Vassalage & fealty oaths
* Military aid & troop levies
* Taxation & tributes
* Inheritance systems (primogeniture, partible)
* Marriage alliances & diplomatic marriages

4. Economy & Trade

* Currency types & denominations
* Tax structures & tithes
* Guilds, merchant companies, trade routes
* Market mechanics & price variance tables
* Resource distribution (farms, mines, magical crystals)

5. Geography & Regions

* Biome definitions (forest, swamp, mountain, desert…)
* Province/March boundaries & climate
* Landmark templates (ruins, portals, dragon lairs…)
* Seasonal effects & natural hazards
* Random region generation tables

6. Culture & Society

* Social classes & titles beyond nobility
* Festivals, rituals, sumptuary laws
* Faction archetypes (knightly orders, thieves’ guilds…)
* Court etiquette & honor codes
* Intrigue hooks & diplomacy mechanics

7. Religion & Pantheon

* Deity archetypes & portfolios
* Church hierarchy (pope, archbishop, inquisitor…)
* Ecclesiastical courts & heresy trials
* Religious orders & monastic houses
* Divine miracles & holy relics

8. Magic System

* Schools & traditions (arcane, divine, primal…)
* Mana/energy sources & conduits (ley lines, aether…)
* Spell lists & ritual frameworks
* Magical hazards & wild-magic tables
* Artifact creation & sentient items

9. NPC & Character Templates

* Stat-block archetypes (commoner → archmage)
* Personality tags & motivations
* Relationship webs & faction ties
* Signature gear, quirks, voice cues

10. Creatures & Encounters

* Monster roles & encounter balance guidelines
* Unique creature templates (fey, aberrations, constructs…)
* Terrain-based random encounter tables
* Boss/solo encounter frameworks

11. Magic Items & Artifacts

* Rarity tiers & attunement rules
* Property tables (bonuses, curses, sentience)
* Origin & lore hooks
* Crafting recipes & enchantment rituals

12. Dungeons & Sites

* Blueprint templates (room types, traps, treasure)
* Dungeon generation tables
* Environmental storytelling elements
* Pacing & milestone XP models

13. Random Tables & Generators

* Name generators (people, places, items)
* Quest hooks & plot twist tables
* Weather, event, and rumor tables
* Treasure & loot distribution matrices

14. Timeline & World History

* Epochs & eras
* Key historical events & turning points
* Royal dynasties & succession crises
* Cultural renaissances & dark ages

15. DM Reference & Style Guide

* Narration tone & pacing tips
* Handling improv & player agency
* Managing NPC memory & world state
* Session flow templates & read-aloud text

16. Appendices

1. Abbreviations & symbols
2. Conversion charts (distance, weight, currency)
3. Sample genealogies, maps, and diagrams
4. Cross-reference index

Paste this outline into Word, then slot in your detailed content under each heading. You’ll end up with one unified, exhaustive reference for procedural world generation and AI-driven DM support.

17. Core System Mechanics (Stats, Skills, Spells & Schools)

Below is a comprehensive breakdown of the mechanical building blocks you’ll need for D&D-style world generation or an AI DM. Copy-and-paste into Word under your “System Mechanics” section.

17.1. Ability Scores

| **Ability** | **Abbreviation** | **Description** |
| --- | --- | --- |
| Strength | STR | Physical power, carrying capacity, melee damage |
| Dexterity | DEX | Agility, reflexes, ranged attacks, stealth |
| Constitution | CON | Health, stamina, resilience, hit-points |
| Intelligence | INT | Reasoning, memory, arcane knowledge, investigation |
| Wisdom | WIS | Perception, insight, willpower, survival |
| Charisma | CHA | Force of personality, social interaction, leadership |

• Mechanics:  
– Scores typically range from 1–20 for PCs (modifiers –5 to +5).  
– Ability checks, saving throws, and skill checks reference these modifiers.

17.2. Skills & Proficiencies

| **Skill** | **Ability** | **Typical Uses** |
| --- | --- | --- |
| Acrobatics | DEX | Tumbling, keeping balance, narrow ledges |
| Animal Handling | WIS | Calming beasts, training, riding |
| Arcana | INT | Recall magical lore, identify spells |
| Athletics | STR | Climbing, jumping, swimming, grappling |
| Deception | CHA | Lying, disguise, sleight of tongue |
| History | INT | Recall historical events and lore |
| Insight | WIS | Sense motives, detect lies |
| Intimidation | CHA | Coerce, threaten, fear tactics |
| Investigation | INT | Search for clues, spot hidden doors |
| Medicine | WIS | Stabilize dying, diagnose diseases |
| Nature | INT | Identify plants/animals, weather sense |
| Perception | WIS | Spot traps, ambient sounds, hidden foes |
| Performance | CHA | Entertain, perform rituals |
| Persuasion | CHA | Negotiation, leadership, diplomacy |
| Religion | INT | Recall theology, divine rituals |
| Sleight of Hand | DEX | Pick pockets, palming, shell games |
| Stealth | DEX | Hide, sneak past guards |
| Survival | WIS | Track, foraging, shelter building |

• Proficiencies:  
– Characters can be proficient in a subset of skills, gaining their full ability modifier + proficiency bonus.  
– Tools (thieves’ tools, herbalism kit), weapons, and armor also have proficiency rules.

17.3. Spells & Schools of Magic

Schools of Magic

| **School** | **Focus** |
| --- | --- |
| Abjuration | Protection, wards, banishment |
| Conjuration | Summoning creatures, teleportation |
| Divination | Scrying, true seeing, prophecy |
| Enchantment | Charm, compulsion, mental manipulation |
| Evocation | Elemental forces, damage spells |
| Illusion | Invisibility, phantasms, deception |
| Necromancy | Life/death manipulation, undead |
| Transmutation | Altering matter and creatures |

Sample Spell Structure

* **Spell Name:** Fireball  
  • Level: 3rd  
  • School: Evocation  
  • Casting Time: 1 action  
  • Range: 150 feet  
  • Components: V, S, M (a tiny ball of bat guano and sulfur)  
  • Duration: Instantaneous  
  • Effect: 8d6 fire damage in 20-ft radius, save for half

• Spell Parameters:  
– **Level:** 0 (cantrips) through 9 (epic magic)  
– **Components:** Verbal (V), Somatic (S), Material (M)  
– **Duration:** Instantaneous, concentration (up to X minutes), or fixed time  
– **Range:** Self, touch, short (30 ft), medium (60 ft + modifier), long (120 ft + modifier), or special

17.4. Classes & Archetypes

| **Class** | **Primary Abilities** | **Role** |
| --- | --- | --- |
| Barbarian | STR, CON | Frontline tank, high HP & rage |
| Bard | CHA, INT | Support, buff/debuff, skilljack |
| Cleric | WIS, CHA | Healer, divine magic, support combat |
| Druid | WIS, CON | Shape-shifting, nature magic |
| Fighter | STR/DEX, CON | Martial versatility, multiple attacks |
| Monk | DEX, WIS | Unarmed combat, mobility, ki powers |
| Paladin | STR, CHA | Tank/healer hybrid, smite spells |
| Ranger | DEX, WIS | Hunter, ranged combat, nature magic |
| Rogue | DEX, INT/CHA | Stealth, burst damage, infiltration |
| Sorcerer | CHA | Raw arcane power, metamagic |
| Warlock | CHA | Pact magic, eldritch invocations |
| Wizard | INT | Highest spell variety, ritual magic |

• Archetypes/Subclasses:  
– Each class has 3–6 subclasses (e.g., Wizard: Evocation School, Necromancy School).  
– Subclasses grant unique features at defined levels (3rd, 6th, 14th, 18th).

17.5. Feats & Traits

* **Feats:** Optional special abilities replacing ability score increases.  
  • Examples:  
  – Sharpshooter (ignore cover, take –5 to hit for +10 damage)  
  – War Caster (advantage on concentration checks, cast spells with hands full)
* **Racial Traits:** Unique abilities granted by race (darkvision, innate spells).
* **Background Features:** Roleplaying bonuses (tool proficiency, language, special contacts).
* **17.6. Conditions & Status Effects**

| **Condition** | **Effect** |
| --- | --- |
| Blinded | Cannot see; auto-fail vision checks; attacks against you have advantage |
| Charmed | Cannot attack charmer; charmer has advantage on social checks |
| Deafened | Cannot hear; auto-fail hearing checks |
| Frightened | Disadvantage on checks if source is visible; cannot willingly approach source |
| Grappled | Speed = 0; cannot benefit from speed bonuses |
| Incapacitated | Cannot take actions, reactions, or move |
| Paralyzed | Incapacitated; auto-fail STR/DEX saves; vulnerable to all damage |
| Poisoned | Disadvantage on attacks and ability checks; take poison damage |
| Prone | Only able to crawl or stand; melee attacks against you have advantage |
| Restrained | Speed = 0; disadvantage on DEX saves and attacks; attacks against you have advantage |
| Stunned | Incapacitated; cannot move; can speak falteringly; fails STR/DEX saves |
| Unconscious | Incapacitated; drop held items; auto-fail STR/DEX saves; prone; unaware of surroundings |

* Copy this table into your document to complete the “Conditions & Status Effects” section.

**17.7. Saving Throws**

Saving throws represent a character’s ability to resist or avoid effects. Each is tied to an ability score.

| **Saving Throw** | **Ability** | **Common Uses** |
| --- | --- | --- |
| Strength | STR | Breaking free of restraints, resisting pushes |
| Dexterity | DEX | Dodging area effects, avoiding traps |
| Constitution | CON | Enduring poisons, resisting exhaustion |
| Intelligence | INT | Warding off illusions, mental domination |
| Wisdom | WIS | Resisting fear, insight into magical deception |
| Charisma | CHA | Overcoming banishment, withstanding charm effects |

• Mechanics:  
– Roll 1d20 + ability modifier + proficiency bonus (if proficient).  
– Proficiency determined by class features (e.g., clerics proficient in WIS and CHA saves).

**17.8. Proficiency Bonus & Level Progression**

All characters add their proficiency bonus to attacks, saves, and skills they’re proficient in. It increases as they level.

| **Character Level** | **Proficiency Bonus** |
| --- | --- |
| 1–4 | +2 |
| 5–8 | +3 |
| 9–12 | +4 |
| 13–16 | +5 |
| 17–20 | +6 |

• Level Milestones:  
– Ability Score Increases (or Feats) at levels 4, 8, 12, 16, 19.  
– Class feature upgrades at key levels (e.g., Extra Attack at Fighter 5).

**17.9. Tool Proficiencies & Languages**

Tool proficiencies grant a bonus to checks using specialized equipment. Languages open communication and lore.

**Common Tool Proficiencies**

* Artisan’s Tools (smith’s, brewer’s, mason’s, weaver’s)
* Gaming Sets (dice, cards)
* Musical Instruments (lute, drum, flute)
* Thieves’ Tools
* Herbalism Kit
* Alchemist’s Supplies
* Navigator’s Tools
* Disguise Kit

**Common Languages**

* Common
* Dwarvish
* Elvish
* Draconic
* Giant
* Halfling
* Orc
* Abyssal
* Celestial
* Infernal

• Custom Languages: Names and scripts for your unique cultures.

**17.10. Backgrounds & Background Features**

Backgrounds provide roleplaying hooks, skill/tool proficiencies, languages, and a special feature.

| **Background** | **Skill Proficiencies** | **Tool Proficiencies** | **Feature** |
| --- | --- | --- | --- |
| Acolyte | Insight, Religion | None | Shelter of the Faithful |
| Criminal | Deception, Stealth | Thieves’ Tools | Criminal Contact |
| Folk Hero | Animal Handling, Survival | One type of artisan’s tools | Rustic Hospitality |
| Noble | History, Persuasion | One type of gaming set | Position of Privilege |
| Sage | Arcana, History | None | Researcher |
| Soldier | Athletics, Intimidation | Gaming Set, land vehicles | Military Rank |
| Entertainer | Acrobatics, Performance | Disguise Kit, one musical instrument | By Popular Demand |
| Guild Artisan | Insight, Persuasion | Artisan’s Tools | Guild Membership |
| Hermit | Medicine, Religion | Herbalism Kit | Discovery |
| Outlander | Athletics, Survival | Musical Instrument | Wanderer |

• Custom Backgrounds: Craft ones tied to your factions, religions, or exotic cultures.

**17.11. Inspiration, Luck & Variant Ability Systems**

**Inspiration**

* A hero point awarded for exceptional roleplaying; spend to gain advantage on one roll.

**Luck Points (Optional)**

* Pool of points (e.g., 1 + CHA modifier) that can be spent to reroll attacks, saves, or checks.

**Variant Ability Systems**

* **Point Buy:** Distribute 27 points among scores (cost scales per point above 8).
* **Standard Array:** Assign preset scores [15, 14, 13, 12, 10, 8].
* **Rolling:** Roll 4d6, drop lowest, assign results to abilities.

• Optional Variants:  
– **Homebrew Attributes:** Add Luck, Sanity, or Fortune.  
– **Skill Specialization:** Extra expertise in two skills.

**17.12. Advancement Milestones & XP Models**

**Experience Points (XP) Model**  
| Level | Total XP Needed | |-------|-----------------| | 1 | 0 | | 2 | 300 | | 3 | 900 | | 4 | 2,700 | | 5 | 6,500 | | 6 | 14,000 | | 7 | 23,000 | | 8 | 34,000 | | 9 | 48,000 | | 10 | 64,000 | | 11 | 85,000 | | 12 | 100,000 | | 13 | 120,000 | | 14 | 140,000 | | 15 | 165,000 | | 16 | 195,000 | | 17 | 225,000 | | 18 | 265,000 | | 19 | 305,000 | | 20 | 355,000 |

**Milestone Advancement**

* Characters level up when reaching story or session milestones instead of XP totals.

**Variant Models**

* **Milestone Only:** GM defines level-up points.
* **Tiered XP:** Faster advancement early, slower later.
* **Downtime XP:** Earn XP for crafting, research, and downtime activities.

Copy these entries into your “System Mechanics” section to complete the core ruleset for stats, saving throws, progression, proficiencies, backgrounds, optional variants, and advancement.