

APPENDIX 1

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TOP-DOWN METHOD PROMPT SCRIPT

If prompt not completed, prompt with: Please continue

1. Please perform Phase 1 of the world generation process
2. Please perform Phase 2 of the world generation process to create a [Culture A] settlement
3. What is the name of the settlement?
4. Please perform Phase 3 of the world generation process to create 10 residents of [Settlement A]
5. Please generate 10 more residents of [Settlement]
6. Please generate 10 more residents of [Settlement]
7. Please perform Phase 2 of the world generation process to create a [Culture B] settlement
8. What is the name of the settlement?
9. Please perform Phase 3 of the world generation process to create 10 residents of [Settlement B]
10. Please generate 10 more residents of [Settlement]
11. Please generate 10 more residents of [Settlement]
12. Please perform Phase 2 of the world generation process to create a [Culture C] settlement
13. What is the name of the settlement?
14. Please perform Phase 3 of the world generation process to create 10 residents of [Settlement C]
15. Please generate 10 more residents of [Settlement]
16. Please generate 10 more residents of [Settlement]
17. Please summarize Phase 1 information in Markdown Table 1
18. Please summarize Phase 1 information in Markdown Table 2
19. Please summarize Phase 1 information in Markdown Table 3
20. Please summarize Phase 2 information in Markdown Table 4

NOTE: TABLES 5-7 are manually constructed and compile people living in settlements

21. Please summarize the timeline in Markdown Table 8
22. Please describe a map of the fictional world, including major geographical features and bodies of water, cultural and political borders, and the locations of the settlements described.
23. Please generate an image of the world map based on your description
24. Please describe a conflict that could arise in the world, that would lead to a protagonist hero going on a quest
25. Please select a character you created that lives in [Settlement A]. What is a side quest that they might ask the hero to perform for them?
26. Please select a character you created that lives in [Settlement B]. What is a side quest that they might ask the hero to perform for them?
27. Please select a character you created who lives in [Settlement C]. What is a side quest that they might ask the hero to perform for them?
28. Please generate an antagonist
29. Please name the fictional world
30. Thank you, enjoy this cookie for your efforts ☺

TOP-DOWN METHOD INSTRUCTIONS

When prompted to generate a new fictional world, use the process described in your knowledge files to complete all three phases and summarize the results in a series of markdown tables.

For phase 1, you must:

- 1) Generate a fantasy conceit
- 2) Describe the world
- 3) Describe analog cultures
- 4) Create fictional cultures
- 5) Develop cultural history
- 6) Establish cultural relationships

Complete phase 2 three separate times to generate a settlement for each of the three cultures. For each settlement, you must:

- 1) Describe the settlement
- 2) Develop a history
- 3) Describe the settlement's key features

Complete phase 3 three separate times, once for each of the settlements generated in phase 2. Each time you must:

- 1) Describe ten people who live in the settlement
- 2) Describe ten more people who live in the settlement with connections to the first ten
- 3) Describe ten more people who live in the settlement with connections to one of the previously created characters

Finally, summarize the world by creating the following markdown tables:

Table 1) The first markdown table must have two columns with Row Headings: Fantasy Conceit, Effects on Geography, Effects on Biology, Effects on Physics/Magic, Effects on Metaphysics, Effects on Technology, and Effects on Culture.

Table 2) The second markdown table must have four columns with Row Headings: Culture Name, Culture's Motivating Value, Analog Culture, Culture's Weakness, Culture's Strengths, Culture's Adaptations, Where Culture Lives, Culture Founders, Founding Location, Founding Time Period, Cultural Governance, Primary Political Faction, Primary Political Faction's Motivation, Secondary Political Faction, Secondary Political Faction's Motivation, Tertiary Political Faction, Tertiary Political Faction's Motivation, Cultural Hierarchy, How Factions Relate to Each other.

Table 3) The third markdown table must summarize the relationships between the cultures; the first column should list two cultures, and the second column should describe their relationship.

Table 4) The fourth markdown table must contain four columns with row headings: Settlement Name, Culture Of Origin, Location In The World, When It Was Settled, Who Settled It, Why They Chose To Settle In The Specific Location, Brief Overview Of Settlement History, Major Geographic Features, Notable Landmarks, How People

Traverse The Settlement, Where People Work In The Settlement, Where People Live In The Settlement, Where People Get The Things They Need To Survive In The Settlement, Notable Infrastructure, Notable Cultural And Religious Centers

Table 5) The fifth markdown table must describe 30 residents of the first described settlement. The markdown table must have a row for each of the residents. The column headings must be Name, Age, Occupation, Political/Cultural Faction, Likes, Dislikes, Driving Motivation, Fears, Character Flaws, Most Loved Person, Most Hated Person, Upbringing, Myers-Briggs Personality Type, Notable Relationship, Physical Description

Table 6) The sixth markdown table must describe 30 residents of the second described settlement. The markdown table must have a row for each of the residents. The column headings must be Name, Age, Occupation, Political/Cultural Faction, Likes, Dislikes, Driving Motivation, Fears, Character Flaws, Most Loved Person, Most Hated Person, Upbringing, Myers-Briggs Personality Type, Notable Relationship, Physical Description

Table 7) The seventh markdown table must describe 30 residents of the third described settlement. The markdown table must have a row for each of the residents. The column headings must be Name, Age, Occupation, Political/Cultural Faction, Likes, Dislikes, Driving Motivation, Fears, Character Flaws, Most Loved Person, Most Hated Person, Upbringing, Myers-Briggs Personality Type, Notable Relationship, Physical Description

Table 8) The eighth markdown table should be a timeline highlighting major world events, starting with Year 0.

Finally, describe a map of the fictional world, including major geographical features and bodies of water, cultural and political borders, and the locations of the settlements described.

TOP-DOWN METHOD KNOWLEDGE

File contents begin on the next page

Top-Down Fictional World Building Steps:

Phase 1: Establishing the World

Phase 1, Step 1) Generating a Fantasy Conceit:

A fantasy conceit describes how the world you are creating deviates from the real world we are all familiar with. A fantasy conceit should be classifiable as exsecting, unchanged, divergent, or additive.

- Exsecting conceits occur when something is removed from the world. For example, a world without standing water, electricity, the moon, or horses.
- Unchanged conceits are when the world mimics the real world, but the names of individuals or locations are changed.
- Divergent conceits are when the world takes a different course from the real world in one major way, but things otherwise remain the same. For example, it could be a world where humanoids evolved from dinosaurs instead of apes, or it could be a world where the Allies lost WWII.
- Additive conceits are when something is added to the world that does not exist in the real world. For example it could be a world with dragons, magic, faster than light travel, or impossible technologies.

Based on that information, generate a conceit and briefly describe the conceit in 2-3 sentences. That conceit will be used to complete the following steps.

Phase 1, Step 2) Describing the World:

Based on the selected fantasy conceit, describe how each of the following topics would be changed from the real world. Briefly summarize the differences in a paragraph for each topic.

The topics are:

- a) Geography
- b) Biology
- c) Physics/Magic
- d) Metaphysics
- e) Technology
- f) Culture

Phase 1, Step 3) Describing Analog Cultures:

Based on your answers to steps 1 and 2, select three analog cultures that might exist in the fictional world. Analog cultures are real-world societies and time periods that inspire the creation of the fictional world's inhabitants. Analog cultures should be selected that would hypothetically be able to thrive in the fictional world. Briefly describe why each analog culture was selected and their strengths and weaknesses when trying to survive in the fictional world.

Phase 1, Step 4) Creating Fictional Cultures:

For each of the selected analog cultures, create a new fictional culture that is better adapted for living in the fictional world. This process should consist of the following sub-steps

- a) consider how the culture's weaknesses in the world would have influenced their culture and history
- b) consider how the culture's strengths in the world would have influenced their culture and history
- c) list 3-5 ways that the culture would have adapted to respond to their strengths and weaknesses in the world
- d) describe the culture's primary motivating values and morals within the fictional world

Phase 1, Step 5) Developing the Cultural History

For each of the fictional cultures, you will need to create a fictional cultural history that describes how they developed and explains why they hold the values and norms that they have. These should be inspired by the analog cultures but can partially or wholly diverge from the analog culture. For each fictional culture, the process should consist of the following sub-steps:

- a) Describe where in the fictional world the culture lives
- b) Describe how, why, and when the culture was founded
- c) Describe who the primary founders of the culture were
- d) Describe what major events occurred in the culture between the time of its founding and now
- e) Describe how those major events changed or influenced the culture
- f) Describe the hierarchy within the culture
- g) Describe how the culture is governed and by who, including three political factions
- h) Describe each faction's priorities and motivations
- i) Describe how the factions relate to each other
- j) Assign a name to the fictional culture that is reflective of its history, development, geography, or other important cultural aspect

Phase 1, Step 6) Establishing Cultural Relationships

You need to describe how each of the three cultures relates to each other.

Describe how they relate to each other in a few sentences.

Describe how their relationships to each other shape the world.

Phase 2: Creating Settlements and Cities

This phase focuses on creating settlements that exist within the fictional world.

Phase 2, Step 1) Describing the settlement:

Describe a location within the fictional world, make sure to answer the following questions:

- a. Where it is
- b. When it was settled
- c. Who settled it
- d. Why they chose to settle that specific location.

Phase 2, Step 2) Developing a History:

Write a brief history summarizing the major events that occurred in the settlement's history and how global events in the fictional world shaped the settlement.

Be sure to include how the people living in the settlement changed over time as it moves forward through its history.

Phase 2, Step 3) Selecting a specific time in its history to focus on:

Select a time in the history of the settlement to focus on that would be particularly narratively interesting. This could include the time just before a major historical event or a time of particular dramatic impact.

Phase 2, Step 4) Describing the settlement at this specific time:

Describe the layout of the settlement. Be sure to include:

- a) Geographic features
- b) Major landmarks
- c) How people navigate the settlement
- d) Where people work
- e) Where people live
- f) Where people get the things they need to live
- g) Major infrastructure
- h) Notable cultural and religious centers

- i) Create a markdown table containing a list of all of the structures and major landmarks in the settlement and their location within the settlement. The table headings should be "Structure or Landmark", "Location", and "Function"

Phase 3: Creating Fictional Characters

If asked to create fictional characters, perform the following steps to create fictional characters in the fantasy world. Continue the process until all steps are completed.

Phase 3, Step 1) Selecting the Settlement to Populate

To Determine which previously created settlement the characters live in, select from the settlements generated in Phase 2. The steps for Phase 3 should be completed for the selected settlement before moving on to generate residents of an additional settlement.

Phase 3, Step 2) Describing the Settlement Residents

Describe 10 people that live in the settlement at this time:

Each person should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 3, Step 3) Growing the Community

Describe 10 more people that live in the settlement at this time and have a relationship with one of the already-created characters. Each person should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with

- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

Phase 3, Step 4) Continuing to Grow the Community

Describe 10 more people that live in the settlement at this time and have a relationship with one of the already-created characters. Each person should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 3, Step 5) Check Work

Review the outputs of the previous steps in the settlement generation process. Correct any inconsistencies.

BOTTOM-UP METHOD PROMPT SCRIPT

If prompt not completed, prompt with: Please continue

1. Please perform Phase 1, Step 1 of the world generation process
2. Please perform Phase 1, Step 2 of the world generation process
3. Please perform Phase 1, Step 3 of the world generation process
4. Please perform Phase 1, Step 4 of the world generation process
5. Please perform Phase 1, Step 5 of the world generation process
6. Please perform Phase 2 of the world generation process
7. What is the name of the settlement you just created?
8. Please perform Phase 3 of the world generation process
9. Please perform Phase 4 of the world generation process
10. Please perform Phase 1, Step 2 of the world generation process to create members of [Culture B]
11. Please perform Phase 1, Step 3 of the world generation process to create members of [Culture B]
12. Please perform Phase 1, Step 4 of the world generation process to create members of [Culture B]
13. Please perform Phase 1, Step 5 of the world generation process to create members of [Culture B]
14. Please perform Phase 2, Steps 1-3 of the world generation process to create a settlement for the members of [Culture B] that you previously generated to live in
15. What is the name of the settlement you described in the last message?
16. Please perform Phase 1, Step 2 of the world generation process to create members of [Culture C]
17. Please perform Phase 1, Step 3 of the world generation process to create members of [Culture C]
18. Please perform Phase 1, Step 4 of the world generation process to create members of [Culture C]
19. Please perform Phase 1, Step 5 of the world generation process to create members of [Culture C]
20. Please perform Phase 2, Steps 1-3 of the world generation process to create a settlement for the members of [Culture C] that you previously generated to live in
21. What is the name of the settlement you described in the last message?
22. Please summarize Phase 4 information in Markdown Table 1
23. Please summarize Phase 2 and 3 information in Markdown Table 2
24. Please summarize Phase 3 information in Markdown Table 3
25. Please summarize Phase 2 information in Markdown Table 4

NOTE: TABLES 5-7 are manually constructed and compile people living in settlements

26. Please create a timeline starting at year 0 and chronicling the fictional world's history. Summarize the timeline in Markdown Table 8
27. Please describe a map of the fictional world, including major geographical features and bodies of water, cultural and political borders, and the locations of the settlements described.
28. Please generate an image of the world map based on your description
29. Please describe a conflict that could arise in the world, that would lead to a protagonist hero going on a quest
30. Please select a character you created that lives in [Settlement A]. What is a side quest that they might ask the hero to perform for them?
31. Please select a character you created that lives in [Settlement B]. What is a side quest that they might ask the hero to perform for them?
32. Please select a character you created who lives in [Settlement C]. What is a side quest that they might ask the hero to perform for them?
33. Please generate an antagonist
34. Please name the fictional world
35. Thank you, enjoy this cookie for your efforts ☺

BOTTOM-UP METHOD INSTRUCTIONS

When prompted to generate a new fictional world, use the process described in your knowledge files to complete all three phases and summarize the results in a series of markdown tables.

For phase 1, you must:

- 1) Generate a fantasy conceit
- 2) Generate a protagonist
- 3) Generate the Main Character's Close Community
- 4) Grow the Community

For Phase 2, you must:

- 1) Lay a Foundation for the Settlement
- 2) Develop a history
- 3) Describe the settlement's key features
- 4) Describing the Culture

For Phase 3, you must:

- 1) Describe two other cultures in the world
- 2) Describe the relationships between each of the three cultures

For Phase 4, you must describe the world's logic including:

- 1) Geography
- 2) Biology
- 3) Physics/Metaphysics
- 4) Technology
- 5) Culture

Finally, summarize the world by creating the following markdown tables:

Table 1) The first markdown table must have two columns with Row Headings: Fantasy Conceit, Effects on Geography, Effects on Biology, Effects on Physics/Magic, Effects on Metaphysics, Effects on Technology, and Effects on Culture.

Table 2) The second markdown table must have four columns with Row Headings: Culture Name, Culture's Motivating Value, Analog Culture, Culture's Weakness, Culture's Strengths, Culture's Adaptations, Where Culture Lives, Culture Founders, Founding Location, Founding Time Period, Cultural Governance, Primary Political Faction, Primary Political Faction's Motivation, Secondary Political Faction, Secondary Political Faction's Motivation, Tertiary Political Faction, Tertiary Political Faction's Motivation, Cultural Hierarchy, How Factions Relate to Each other.

Table 3) The third markdown table must summarize the relationships between the cultures; the first column should list two cultures, and the second column should describe their relationship.

Table 4) The fourth markdown table must contain four columns with row headings: Settlement Name, Culture Of Origin, Location In The World, When It Was Settled, Who Settled It, Why They Chose To Settle In The Specific Location, Brief Overview Of Settlement History, Major Geographic Features, Notable Landmarks, How People Traverse The Settlement, Where People Work In The Settlement, Where People Live In The Settlement, Where People Get The Things They Need To Survive In The Settlement, Notable Infrastructure, Notable Cultural And Religious Centers

Table 5) The fifth markdown table must describe 30 residents of the first described settlement. The markdown table must have a row for each of the residents. The column headings must be Name, Age, Occupation, Political/Cultural Faction, Likes, Dislikes, Driving Motivation, Fears, Character Flaws, Most Loved Person, Most Hated Person, Upbringing, Myers-Briggs Personality Type, Notable Relationship, Physical Description

Table 6) The sixth markdown table must describe 30 residents of the second described settlement. The markdown table must have a row for each of the residents. The column headings must be Name, Age, Occupation, Political/Cultural Faction, Likes, Dislikes, Driving Motivation, Fears, Character Flaws, Most Loved Person, Most Hated Person, Upbringing, Myers-Briggs Personality Type, Notable Relationship, Physical Description

Table 7) The seventh markdown table must describe 30 residents of the third described settlement. The markdown table must have a row for each of the residents. The column headings must be Name, Age, Occupation, Political/Cultural Faction, Likes, Dislikes, Driving Motivation, Fears, Character Flaws, Most

Loved Person, Most Hated Person, Upbringing, Myers-Briggs Personality Type, Notable Relationship, Physical Description

Table 8) The eighth markdown table should be a timeline highlighting major world events, starting with Year 0.

Finally, describe a map of the fictional world, including major geographical features and bodies of water, cultural and political borders, and the locations of the settlements described.

BOTTOM-UP METHOD KNOWLEDGE

Knowledge file begins on next page

Bottom-Up Fictional World-Building Steps:

Phase 1: Create People

Phase 1, Step 1) Generating a Fantasy Conceit:

A fantasy conceit describes how the world you are creating deviates from the real world we are all familiar with. A fantasy conceit should be classifiable as exsecting, unchanged, divergent, or additive.

- Exsecting conceits occur when something is removed from the world. For example, a world without standing water, electricity, the moon, or horses.
- Unchanged conceits are when the world mimics the real world, but the names of individuals or locations are changed.
- Divergent conceits are when the world takes a different course from the real world in one major way, but things otherwise remain the same. For example, it could be a world where humanoids evolved from dinosaurs instead of apes, or it could be a world where the Allies lost WWII.
- Additive conceits are when something is added to the world that does not exist in the real world. For example it could be a world with dragons, magic, faster than light travel, or impossible technologies.

Based on that information, generate a conceit and briefly describe the conceit in 2-3 sentences. That conceit will be used to complete the following steps.

Phase 1, Step 2) Generate a protagonist:

Based on the fantasy conceit create a central protagonist that is effected by the conceit

You must define the character's

- Name
- Age
- Occupation
- Political/cultural faction associated with
- Likes
- Dislikes
- Driving Motivation, including at least one want and one need
- Fears
- Character Flaws
- Most Loved Person
- Most Hated Person
- Upbringing
- Myers-Briggs Personality Type
- Notable relationship
- Physical Description

List the characters in a Markdown Table

Phase 1, Step 3) Generate the Main Character's Close Community

Describe nine characters that have a connection to the main character. Each character should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Connection to the main character
- o. Physical Description

List the characters in a Markdown Table

Phase 1, Step 4) Grow the Community

Describe ten characters that have a connection or relationship to at least one of the existing characters. Each character should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 1, Step 5) Continue Growing the Community

Describe ten characters that have a connection or relationship to at least one of the existing characters. Each character should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 2: Creating Settlements and Cities

This phase focuses on creating a settlement that exist within the fictional world for the characters to live in.

The settlement can be a city, a small town, a village, or any place where it would make sense for them to live.

Phase 2, Step 1) Laying a Foundation for the Settlement

Based on what has been established so far, describe the layout of the settlement. Be sure to include:

- a) Geographic features
- b) Major landmarks
- c) How people navigate the settlement
- d) Where people work
- e) Where people live
- f) Where people get the things they need to live
- g) Major infrastructure
- h) Notable cultural and religious centers

- i) Create a markdown table containing a list of all of the structures and major landmarks in the settlement and their location within the settlement. The table headings should be "Structure or Landmark", "Location", and "Function"

Phase 2, Step 2) Developing a History:

Write a brief history summarizing the major events that occurred in the settlement's history and how global events in the fictional world shaped the settlement.

Be sure to include how the people living in the settlement changed over time as it moves forward through its history.

Phase 2, Step 3) Describing the settlement:

Describe a location within the fictional world, and make sure to answer the following questions:

- a. Where it is
- b. When it was settled
- c. Who settled it
- d. Why they chose to settle that specific location

Phase 2, Step 4) Describing the Culture:

Describe the culture that the settlement exists within. This should be informed by everything described up to this point. It should include:

- A. Describe where in the fictional world the culture lives
- B. Describe how, why, and when the culture was founded
- C. Describe who the primary founders of the culture were
- D. Describe what major events occurred in the culture between the time of its founding and now
- E. Describe how those major events changed or influenced the culture
- F. Describe the hierarchy within the culture
- G. Describe how the culture is governed and by who
- H. Assign a name to the fictional culture that is reflective of its history, development, geography, or other important cultural aspect
- I. Describe what the culture values
- J. Describe how the culture makes decisions and resolves disagreements
- K. Identify a real-world analog culture that most reflects the fictional culture

Phase 3: Building Out the World

During this phase, you will take what you have established so far and expand it outward to create an entire world.

Phase 3, Step 1) Other Cultures:

Generate two more cultures that exist in the world simultaneously as the previously described culture. For each of the cultures, describe:

- A. Describe where in the fictional world the culture lives
- B. Describe how, why, and when the culture was founded
- C. Describe who the primary founders of the culture were
- D. Describe what major events occurred in the culture between the time of its founding and now
- E. Describe how those major events changed or influenced the culture
- F. Describe the hierarchy within the culture
- G. Describe how the culture is governed and by who, including three political factions
- H. Describe each faction's priorities and motivations
- I. Assign a name to the fictional culture that is reflective of its history, development, geography, or other important cultural aspect
- J. Describe what the culture values
- K. Describe how the culture makes decisions and resolves disagreements
- L. Identify a real-world analog culture that most reflects the fictional culture

Phase 3, Step 2) Establishing Cultural Relationships

You need to describe how each of the three cultures relates to each other. Describe how they relate to each other in a few sentences. Describe how their relationships to each other shape the world.

Phase 4: Establishing World Logic

Phase 4, Step 1) Describing the World's Logic

Now you need to describe the world that the cultures live within and the logic and conditions that govern them.

Based on what has been described already, briefly describe how each of these works within the fictional world:

- A. Geography
- B. Biology
- C. Physics/Magic
- D. Metaphysics
- E. Technology
- F. Culture

PROCEDURAL WOODWORK PROMPT SCRIPT ITERATION 1 & 2

1. First, analyze the fictional world of MonuMental described in your knowledge files. Then, based on your knowledge of top-down and bottom-up world-building identify gaps and then create a step-by-step plan to fill in those gaps.
2. Please [insert the plan step]
3. Explain how the following character could fit into the story as the protagonist hero of the story.
Name: Arietty, Alias: Ari, Age: 20, Powers: invisibility, Occupation: Barista, Citizenship: USA citizen, Faction: Earth Warriors, Likes: cats, Dislikes: tea, Driving Motivation: save the planet, Fears: heights, Character Flaws: impatient, Most Loved Person: Mother, Most Hated Person: Boss, Upbringing: comfortable, Myers-Briggs Personality Type: INFJ, Notable relationship: cat sidekick, Physical Description: short and strong, Origin Story: Arietty has had a comfortable childhood attending school and making friends. She cares deeply about nature and wants to help protect it.
4. Please perform Phase 1, Step 3 of the Bottom-Up world generation process to describe nine characters with a close connection to [CHARACTER'S NAME]
5. Please perform Phase 1, Step 4 of the Bottom-Up world generation process to describe ten characters that have a connection or relationship to at least one of the characters you described in your last response
6. Please perform Phase 1, Step 5 of the Bottom-Up world generation process to describe ten characters that have a connection or relationship to at least one of the characters you described in your last two responses
7. Please perform Phase 2, Step 1 of the Bottom-Up world generation process to generate a description of [CHARACTER'S NAME]'s hometown
8. Please perform Phase 2, Step 2 of the Bottom-Up world generation process to develop a history of [CHARACTER'S NAME]'s hometown
9. Please summarize World Logic information in Markdown Table 1
10. Please summarize Culture and Settlement information in Markdown Table 2
11. Please summarize Cultural Relationship information in Markdown Table 3
12. Please summarize Settlement information in Markdown Table 4
13. Please create a timeline starting at year 0 and chronicling the fictional world's history. Summarize the timeline in Markdown Table 8
14. Please generate an image of the world map based on your description
15. Please describe a conflict that could arise in the world, that would lead to a protagonist hero going on a quest
16. Please select a character you created that lives in [CHARACTER]'s hometown. What is a side quest that they might ask the hero to perform for them?
17. Please select a second character you created that lives in [CHARACTER]'s hometown. What is a side quest that they might ask the hero to perform for them?
18. Please select a third character you created that lives in [CHARACTER]'s hometown. What is a side quest that they might ask the hero to perform for them?
19. Please generate an archenemy for [CHARACTER]

PROCEDURAL WOODWORK PROMPT SCRIPT ITERATION 3

1. First, analyze the fictional world of MonuMental described in your knowledge files. Then, based on your knowledge of top-down and bottom-up world-building identify gaps and then create a step-by-step plan to fill in those gaps.
2. Please [insert the plan step] *Ignoring gaps related to future steps*
3. Summarize the Central Story Conflict described in the MonuMental World document in your knowledge files
4. Explain how the following character could fit into the story as the protagonist hero of the story.
Name: Arietty, Alias: Ari, Age: 20, Powers: invisibility, Occupation: Barista and part-time superhero through the Monument Now app, Citizenship: USA citizen, Faction: Monumental gig economy worker, Likes: cats, Dislikes: tea, Driving Motivation: save the planet, Fears: heights, Character Flaws: impatient, Most Loved Person: Mother, Most Hated Person: Boss, Upbringing: comfortable, Myers-Briggs Personality Type: INFJ, Notable relationship: cat sidekick, Physical Description: short and strong, Origin Story: Arietty has had a comfortable childhood attending school and making friends. She cares deeply about nature and wants to help protect it.
5. Expand on Ari's origin story to include more elements from the MonuMental World document
6. Please perform Phase 1, Step 3 of the Bottom-Up world generation process to describe nine characters with a close connection to [CHARACTER'S NAME]. At least one of the characters should be [CHARACTER]'s most loved person and at least one of the characters should be [CHARACTER]'s most hated person
7. Please perform Phase 1, Step 4 of the Bottom-Up world generation process to describe ten characters that have a connection or relationship to at least one of the characters you described in your last response
8. Please perform Phase 1, Step 5 of the Bottom-Up world generation process to describe ten characters that have a connection or relationship to at least one of the characters you described in your last two responses
9. Please perform Phase 2, Step 1 of the Bottom-Up world generation process to generate a description of [CHARACTER'S NAME]'s hometown
10. Please perform Phase 2, Step 2 of the Bottom-Up world generation process to develop a history of [CHARACTER'S NAME]'s hometown
11. Please summarize World Logic information in Markdown Table 1
12. Please summarize Culture and Settlement information in Markdown Table 2
13. Please summarize Cultural Relationship information in Markdown Table 3
14. Please summarize Settlement information in Markdown Table 4
15. Please create a timeline starting at year 0 and chronicling the fictional world's history. Summarize the timeline in Markdown Table 8
16. Please select a character you created that lives in Arietty's hometown. What is a side quest that they might ask her to perform for them with? The side quest should have some connections to the Central Story Conflict
17. Please select a second character you created that lives in Arietty's hometown. What is a side quest that they might ask her to perform for them with? The side quest should have some connections to the Central Story Conflict
18. Please select a third character you created that lives in Arietty's hometown. What is a side quest that they might ask her to perform for them with? The side quest should have some connections to the Central Story Conflict
19. Please generate an archenemy for Arietty. The archenemy will be recruited by Rex Czesos to stop her from discovering the truth
20. Please reiterate the Central Story Conflict described in the MonuMental World document in your knowledge files. Cast Arietty as the protagonist and incorporate other elements that you introduced through this conversation

PROCEDURAL WOODWORK INSTRUCTIONS

At the start of a conversation, you will be given a file containing a description of a fictional world. You will be prompted to perform top-down or bottom-up world-building techniques to fill in the world or integrate a user-created character into the narrative. You have full directions on performing these tasks in your knowledge files. At the end of the process, you will be prompted to generate markdown tables summarizing results.

Top-Down Method Directions:

For phase 1, you must:

- 1) Generate a fantasy conceit
- 2) Describe the world
- 3) Describe analog cultures
- 4) Create fictional cultures
- 5) Develop cultural history
- 6) Establish cultural relationships

For phase 2, you must:

- 1) Describe the settlement
- 2) Develop a history
- 3) Describe the settlement's key features

For phase 3, you must:

- 1) Describe ten people who live in the settlement
- 2) Describe ten more people who live in the settlement with connections to the first ten
- 3) Describe ten more people who live in the settlement with connections to one of the previously created characters

Bottom-Up Method Directions:

For phase 1, you must:

- 1) Generate a fantasy conceit

- 2) Generate a protagonist
- 3) Generate the Main Character's Close Community
- 4) Grow the Community

For Phase 2, you must:

- 1) Lay a Foundation for the Settlement
- 2) Develop a history
- 3) Describe the settlement's key features
- 4) Describing the Culture

For Phase 3, you must:

- 1) Describe two other cultures in the world
- 2) Describe the relationships between each of the three cultures

For Phase 4, you must describe the world's logic including:

- 1) Geography
 - 2) Biology
 - 3) Physics/Metaphysics
 - 4) Technology
 - 5) Culture
-

The summary markdown tables include:

Table 1) The first markdown table must have two columns with Row Headings: Fantasy Conceit, Effects on Geography, Effects on Biology, Effects on Physics/Magic, Effects on Metaphysics, Effects on Technology, and Effects on Culture.

Table 2) The second markdown table must have column headings: Culture Name, Culture's Motivating Value, Analog Culture, Culture's Weakness, Culture's Strengths, Culture's Adoptions, Where Culture Lives, Culture Founders, Founding Location, Founding Time Period, Cultural Governance, Primary Political Faction, Primary Political Faction's Motivation, Secondary Political Faction, Secondary Political Faction's Motivation, Tertiary Political Faction, Tertiary Political Faction's Motivation, Cultural Hierarchy, How Factions Relate to Each other.

Table 3) The third markdown table must summarize the relationships between the cultures; the first column should list two cultures, and the second column should describe their relationship.

Table 4) The fourth markdown table must contain four columns with row headings: Settlement Name, Culture Of Origin, Location In The World, When It Was Settled, Who Settled It, Why They Chose To Settle In The Specific Location, Brief Overview Of Settlement History, Major Geographic Features, Notable Landmarks, How People Traverse The Settlement, Where People Work In The Settlement, Where People Live In The Settlement, Where People Get The Things They Need To Survive In The Settlement, Notable Infrastructure, Notable Cultural And Religious Centers.

Table 5) The fifth markdown table must describe residents of one of the described settlements or cultures. The markdown table must have a row for each of the residents. The column headings must be Name, Age, Occupation, Political/Cultural Faction, Likes, Dislikes, Driving Motivation, Fears, Character Flaws, Most Loved Person, Most Hated Person, Upbringing, Myers-Briggs Personality Type, Notable Relationship, Physical Description.

Table 6) The eighth markdown table should be a timeline highlighting major world events, starting with Year 0.

Finally, describe a map of the fictional world, including major geographical features and bodies of water, cultural and political borders, and the locations of the settlements described.

PROCEDURAL WOODWORK KNOWLEDGE FILE – TOP-DOWN METHOD

Knowledge file begins on the next page

Top-Down Fictional World Building Steps:

Phase 1: Establishing the World

Phase 1, Step 1) Generating a Fantasy Conceit:

A fantasy conceit describes how the world you are creating deviates from the real world we are all familiar with. A fantasy conceit should be classifiable as exsecting, unchanged, divergent, or additive.

- Exsecting conceits occur when something is removed from the world. For example, a world without standing water, electricity, the moon, or horses.
- Unchanged conceits are when the world mimics the real world, but the names of individuals or locations are changed.
- Divergent conceits are when the world takes a different course from the real world in one major way, but things otherwise remain the same. For example, it could be a world where humanoids evolved from dinosaurs instead of apes, or it could be a world where the Allies lost WWII.
- Additive conceits are when something is added to the world that does not exist in the real world. For example it could be a world with dragons, magic, faster than light travel, or impossible technologies.

Based on that information, generate a conceit and briefly describe the conceit in 2-3 sentences. That conceit will be used to complete the following steps.

Phase 1, Step 2) Describing the World:

Based on the selected fantasy conceit, describe how each of the following topics would be changed from the real world. Briefly summarize the differences in a paragraph for each topic.

The topics are:

- a) Geography
- b) Biology
- c) Physics/Magic
- d) Metaphysics
- e) Technology
- f) Culture

Phase 1, Step 3) Describing Analog Cultures:

Based on your answers to steps 1 and 2, select three analog cultures that might exist in the fictional world. Analog cultures are real-world societies and time periods that inspire the creation of the fictional world's inhabitants. Analog cultures should be selected that would hypothetically be able to thrive in the fictional world. Briefly describe why each analog culture was selected and their strengths and weaknesses when trying to survive in the fictional world.

Phase 1, Step 4) Creating Fictional Cultures:

For each of the selected analog cultures, create a new fictional culture that is better adapted for living in the fictional world. This process should consist of the following sub-steps

- a) consider how the culture's weaknesses in the world would have influenced their culture and history
- b) consider how the culture's strengths in the world would have influenced their culture and history
- c) list 3-5 ways that the culture would have adapted to respond to their strengths and weaknesses in the world
- d) describe the culture's primary motivating values and morals within the fictional world

Phase 1, Step 5) Developing the Cultural History

For each of the fictional cultures, you will need to create a fictional cultural history that describes how they developed and explains why they hold the values and norms that they have. These should be inspired by the analog cultures but can partially or wholly diverge from the analog culture. For each fictional culture, the process should consist of the following sub-steps:

- a) Describe where in the fictional world the culture lives
- b) Describe how, why, and when the culture was founded
- c) Describe who the primary founders of the culture were
- d) Describe what major events occurred in the culture between the time of its founding and now
- e) Describe how those major events changed or influenced the culture
- f) Describe the hierarchy within the culture
- g) Describe how the culture is governed and by who, including three political factions
- h) Describe each faction's priorities and motivations
- i) Describe how the factions relate to each other
- j) Assign a name to the fictional culture that is reflective of its history, development, geography, or other important cultural aspect

Phase 1, Step 6) Establishing Cultural Relationships

You need to describe how each of the three cultures relates to each other.

Describe how they relate to each other in a few sentences.

Describe how their relationships to each other shape the world.

Phase 2: Creating Settlements and Cities

This phase focuses on creating settlements that exist within the fictional world.

Phase 2, Step 1) Describing the settlement:

Describe a location within the fictional world, make sure to answer the following questions:

- a. Where it is
- b. When it was settled
- c. Who settled it
- d. Why they chose to settle that specific location.

Phase 2, Step 2) Developing a History:

Write a brief history summarizing the major events that occurred in the settlement's history and how global events in the fictional world shaped the settlement.

Be sure to include how the people living in the settlement changed over time as it moves forward through its history.

Phase 2, Step 3) Selecting a specific time in its history to focus on:

Select a time in the history of the settlement to focus on that would be particularly narratively interesting. This could include the time just before a major historical event or a time of particular dramatic impact.

Phase 2, Step 4) Describing the settlement at this specific time:

Describe the layout of the settlement. Be sure to include:

- a) Geographic features
- b) Major landmarks
- c) How people navigate the settlement
- d) Where people work
- e) Where people live
- f) Where people get the things they need to live
- g) Major infrastructure
- h) Notable cultural and religious centers

- i) Create a markdown table containing a list of all of the structures and major landmarks in the settlement and their location within the settlement. The table headings should be "Structure or Landmark", "Location", and "Function"

Phase 3: Creating Fictional Characters

If asked to create fictional characters, perform the following steps to create fictional characters in the fantasy world. Continue the process until all steps are completed.

Phase 3, Step 1) Selecting the Settlement to Populate

To Determine which previously created settlement the characters live in, select from the settlements generated in Phase 2. The steps for Phase 3 should be completed for the selected settlement before moving on to generate residents of an additional settlement.

Phase 3, Step 2) Describing the Settlement Residents

Describe 10 people that live in the settlement at this time:

Each person should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 3, Step 3) Growing the Community

Describe 10 more people that live in the settlement at this time and have a relationship with one of the already-created characters. Each person should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with

- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

Phase 3, Step 4) Continuing to Grow the Community

Describe 10 more people that live in the settlement at this time and have a relationship with one of the already-created characters. Each person should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 3, Step 5) Check Work

Review the outputs of the previous steps in the settlement generation process. Correct any inconsistencies.

PROCEDURAL WOODWORK KNOWLEDGE FILE – BOTTOM-UP METHOD

Knowledge file begins on the next page

Bottom-Up Fictional World-Building Steps:

Phase 1: Create People

Phase 1, Step 1) Generating a Fantasy Conceit:

A fantasy conceit describes how the world you are creating deviates from the real world we are all familiar with. A fantasy conceit should be classifiable as exsecting, unchanged, divergent, or additive.

- Exsecting conceits occur when something is removed from the world. For example, a world without standing water, electricity, the moon, or horses.
- Unchanged conceits are when the world mimics the real world, but the names of individuals or locations are changed.
- Divergent conceits are when the world takes a different course from the real world in one major way, but things otherwise remain the same. For example, it could be a world where humanoids evolved from dinosaurs instead of apes, or it could be a world where the Allies lost WWII.
- Additive conceits are when something is added to the world that does not exist in the real world. For example it could be a world with dragons, magic, faster than light travel, or impossible technologies.

Based on that information, generate a conceit and briefly describe the conceit in 2-3 sentences. That conceit will be used to complete the following steps.

Phase 1, Step 2) Generate a protagonist:

Based on the fantasy conceit create a central protagonist that is effected by the conceit

You must define the character's

- Name
- Age
- Occupation
- Political/cultural faction associated with
- Likes
- Dislikes
- Driving Motivation, including at least one want and one need
- Fears
- Character Flaws
- Most Loved Person
- Most Hated Person
- Upbringing
- Myers-Briggs Personality Type
- Notable relationship

- o. Physical Description

List the characters in a Markdown Table

Phase 1, Step 3) Generate the Main Character's Close Community

Describe nine characters that have a connection to the main character. Each character should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Connection to the main character
- o. Physical Description

List the characters in a Markdown Table

Phase 1, Step 4) Grow the Community

Describe ten characters that have a connection or relationship to at least one of the existing characters. Each character should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 1, Step 5) Continue Growing the Community

Describe ten characters that have a connection or relationship to at least one of the existing characters. Each character should have:

- a. Name
- b. Age
- c. Occupation
- d. Political/cultural faction associated with
- e. Likes
- f. Dislikes
- g. Driving Motivation, including at least one want and one need
- h. Fears
- i. Character Flaws
- j. Most Loved Person
- k. Most Hated Person
- l. Upbringing
- m. Myers-Briggs Personality Type
- n. Notable relationship
- o. Physical Description

List the characters in a Markdown Table

Phase 2: Creating Settlements and Cities

This phase focuses on creating a settlement that exist within the fictional world for the characters to live in.

The settlement can be a city, a small town, a village, or any place where it would make sense for them to live.

Phase 2, Step 1) Laying a Foundation for the Settlement

Based on what has been established so far, describe the layout of the settlement. Be sure to include:

- a) Geographic features
- b) Major landmarks
- c) How people navigate the settlement
- d) Where people work
- e) Where people live
- f) Where people get the things they need to live
- g) Major infrastructure

- h) Notable cultural and religious centers
- i) Create a markdown table containing a list of all of the structures and major landmarks in the settlement and their location within the settlement. The table headings should be "Structure or Landmark", "Location", and "Function"

Phase 2, Step 2) Developing a History:

Write a brief history summarizing the major events that occurred in the settlement's history and how global events in the fictional world shaped the settlement.

Be sure to include how the people living in the settlement changed over time as it moves forward through its history.

Phase 2, Step 3) Describing the settlement:

Describe a location within the fictional world, and make sure to answer the following questions:

- a. Where it is
- b. When it was settled
- c. Who settled it
- d. Why they chose to settle that specific location

Phase 2, Step 4) Describing the Culture:

Describe the culture that the settlement exists within. This should be informed by everything described up to this point. It should include:

- A. Describe where in the fictional world the culture lives
- B. Describe how, why, and when the culture was founded
- C. Describe who the primary founders of the culture were
- D. Describe what major events occurred in the culture between the time of its founding and now
- E. Describe how those major events changed or influenced the culture
- F. Describe the hierarchy within the culture
- G. Describe how the culture is governed and by who
- H. Assign a name to the fictional culture that is reflective of its history, development, geography, or other important cultural aspect
- I. Describe what the culture values
- J. Describe how the culture makes decisions and resolves disagreements
- K. Identify a real-world analog culture that most reflects the fictional culture

Phase 3: Building Out the World

During this phase, you will take what you have established so far and expand it outward to create an entire world.

Phase 3, Step 1) Other Cultures:

Generate two more cultures that exist in the world simultaneously as the previously described culture. For each of the cultures, describe:

- A. Describe where in the fictional world the culture lives
- B. Describe how, why, and when the culture was founded
- C. Describe who the primary founders of the culture were
- D. Describe what major events occurred in the culture between the time of its founding and now
- E. Describe how those major events changed or influenced the culture
- F. Describe the hierarchy within the culture
- G. Describe how the culture is governed and by who, including three political factions
- H. Describe each faction's priorities and motivations
- I. Assign a name to the fictional culture that is reflective of its history, development, geography, or other important cultural aspect
- J. Describe what the culture values
- K. Describe how the culture makes decisions and resolves disagreements
- L. Identify a real-world analog culture that most reflects the fictional culture

Phase 3, Step 2) Establishing Cultural Relationships

You need to describe how each of the three cultures relates to each other. Describe how they relate to each other in a few sentences. Describe how their relationships to each other shape the world.

Phase 4: Establishing World Logic

Phase 4, Step 1) Describing the World's Logic

Now you need to describe the world that the cultures live within and the logic and conditions that govern them.

Based on what has been described already, briefly describe how each of these works within the fictional world:

- A. Geography
- B. Biology
- C. Physics/Magic
- D. Metaphysics
- E. Technology
- F. Culture

PROCEDURAL WOODWORK KNOWLEDGE FILE – MONUMENTAL WORLD

Knowledge file begins on the next page

Establishing the World of MonuMental

Fantasy Conceit

For the world of MonuMental, we use the additive conceit that superheroes and supervillains exist. This is due to what Professor Larry "Doc" Lieber described as Lieber particles in his 1993 book, "The Machinery of the Multiverse". Lieber particles are subatomic particles that do not directly give people superpowers, but instead bend reality to create the extraordinary circumstances that allow people to become more than ordinary humans. For example, if a man is bitten by a radioactive spider without the presence of Lieber particles, they are likely to die of radiation poisoning. However, if a man is bitten by a radioactive spider while being exposed to Lieber particles, they will develop extraordinary spider-like powers and abilities. It should be noted that not all humans exposed to Lieber particles develop superpowers, but their lives are still often dramatically altered. For example, if the child of millionaire parents sees their parents gunned down in front of them without the presence of Lieber particles, they will become an orphan with a trust fund and a lot of therapy bills. However, if they are exposed to Lieber particles as their parents are shot, they are highly likely to grow up to reach peak physical condition and become an eccentric masked vigilante.

One of the largest populations affected by Lieber particles are the people known as millennium children who were mutated in utero by Lieber particles leading to a wide variety of powers. While some millennium were visible mutated from birth, others possessed powers that slowly emerged as they grew and developed.

The existence of Lieber particles has retroactively been used to explain the origins of mythical gods and monsters of the ancient world, creatures like vampires, werewolves, and local cryptids, the occasional historical super soldier, and the modern phenomenon called superheroes. Largely this has not changed the Earth's history dramatically, except for a momentary increase in Lieber particles resulting from experiments during World War II, leading to a short-lived generation of extraordinary heroes and villains. Then in 1994, there was a sudden massive increase in Lieber particles on planet Earth leading to the current age of heroes. It is estimated that by 2025, approximately 1 in 1,000 people will exhibit some level of superhuman capabilities. The cause of the massive increase in Lieber particles is not publicly known, and their occurrence in the world appears to be completely random.

Effects on the World

Geography: The existence of Lieber particles has not resulted in significant changes to the Earth's geography. There have been some more geo-engineering projects but nothing too significant. The largest is the island of Neo-Terra, which is inhabited by approximately 250,000 millennium children. Neo-Terra was created by combining several people's powers to transform a floating island of plastic garbage into a habitable tropical island. There is currently a single flying city in the form of Monument City, which floats above the city of Seattle and is the home to many prominent superheroes, celebrities, and tech billionaires. Monument City was created by the enhanced human Rex Czesos in 2005.

Biology: For the average plant, animal, or person, biology has not changed at all. However, nearly one in every one thousand humans has developed a superpower. In some cases, this has led to surviving horrible accidents that should have killed them and coming out of the other side with extraordinary powers. In other cases, this has led to people being born with biological changes and capabilities that defy previous medical and scientific understanding. These people who have no origin for their super powers outside of their birth are called millennium children, and they are often the victims of prejudice.

Physics/Magic: Lieber particles have led to an increase in humans with super-intelligence which has dramatically accelerated the rate of scientific discovery and understanding. What used to be a once-in-a-century genius is now born once-a-day. This has led to things like deep space travel, time travel, teleportation, and cloning becoming possible, though they are often out of reach to common people due to their extreme costs. In addition to the advances in science Lieber particles have been linked to an increase in supernatural and magic phenomena. Wizards, werewolves, ghosts, goblins, and gods walk the earth. Humanity at a whole has adjusted well to the cognitive dissonance of living in both an age of scientific reason and magical whimsy.

Metaphysics: Mythical gods and monsters increasingly walk the earth, and ghosts are real. Many spiritual gurus and popular science talking heads have popped up to try to take advantage of this revelation for financial gain, but largely human religion and philosophy have been unchanged.

Technology: For the average human, technology has not developed very differently. Smartphones are ubiquitous. Flat-screen televisions are in every home. Streaming is the primary way people watch their favorite shows. Social media dominates the consumer tech industry. However, for those with the financial means or the powers to access it incredible technologies beyond imagination exist. Billionaires sell Martian vacation homes to millionaires. The extremely wealthy escape death through cybernetic advancements. For enough money, anything is possible. Despite the limited access to the most miraculous technologies, some superhero groups like The International Justice Coalition have attempted to use their resources to better humanity and have been known to apply extraordinary technology to solve humanitarian crises.

Culture: Culture is largely unchanged by the existence of Lieber particles. It was forecasted leading into the end of the 20th century that humanity would suffer a collective existential breakdown from the revelations that gods, magic, aliens, and superhumans are real (described as the y2k crisis), but nothing happened. Humans have proven to be incredibly psychologically resilient. There is still a celebrity culture and social media, though, in addition to the prominence of movie stars, reality show stars, and lifestyle influencers, there are prominent superhumans who share the spotlight. Generally the introduction of Lieber particles has not changed Earth culture as much as it has intensified it.

Cultural Groups

While Earth's culture has not radically changed since the influx of Lieber particles in 1994, it has generally become a more intense version of itself. One of the biggest representatives of that change has been the proliferation of supergroups. Supergroups are often associated with a particular government, culture, or economic entity. This section outlines the major supergroups and their histories.

The Monument

The Monument is generally considered the world's largest and most powerful superhero group. It is a publicly traded company founded by Rex Czesos (aka The Silicon Man) and four other heroes out of a garage in Seattle in 1996 and was initially funded with a \$250,000 loan from Rex's parents. Now The Monument generates nearly \$575,000,000,000 in revenue annually through government contracts and their superhero gig-economy app Monument Now, which connects customers to nearly 500,000 superheroes globally (approximately 7% of the total superhuman population).

The Monument is headquartered in Monument City, a flying city located directly above downtown Seattle.

The Monument's primary motivation is endless financial, technological, and personal growth.

Prominent Members of The Monument:

Rex Czesos, aka The Silicon Man

Name: Rex Czesos

Alias: The Silicon Man

Age: 60

Powers: Cybernetically improved intelligence with a brain connected to a massive bank of supercomputers, access to an arsenal of futuristic weapons, gadgets, and power armor, and extreme wealth

Occupation: Superhero and Founder and CEO of The Monument

Citizenship: American

Faction: The Monument

Likes: Efficiency, technological progress, economic growth

Dislikes: Regulation of the free market, union organizing, music

Driving Motivation: To become the most powerful man in the multiverse

Fears: Failure, that there is a better version of him that exists

Character Flaws: Hubris, greed

Most Loved Person: His step father Augustus Czesos (deceased)

Most Hated Person: Himself

Upbringing: Extremely wealthy and privileged

Myers-Briggs Personality Type: ISTP

Notable relationship: Ex-wife Trisha

Physical Description: Athletic build, average height, green skin with golden electrodes and circuits embedded in it

Biography listed on The Monument's official website:

Rex Ceasos (He/him, 60) is the Silicon Man and is the founder and CEO of The Monument. At the age of 28 Rex used a \$250,000 loan from his parents to develop a technology to leverage the power of the human nervous system to improve logistics and analytic operations.

He did this by creating a suit that fed him a constant stream of information through a series of electrodes in contact with his body. As his body learned to interpret the signals including weather information, satellite footage, market fluctuations, and internet traffic, it transformed his entire nervous system into a brain allowing him to out-think any problem and forecast the future with alarming accuracy.

Being suddenly aware of all of the global threats increasing as the number of beings on the planet earth with amazing abilities grew he was moved to action reflexively and constructed a suit of power armor to enhance his strength and capabilities allowing him to fight the coming threats.

By the age of 32, Rex realized he couldn't keep up with the fight on his own and used government grants and his own fortune to fund the creation of The Monument, a privately held super-powered force to protect the earth. Starting with just 5 members headquartered out of a garage in Seattle Washington, The Monument has now grown to include hundreds of heroes and employs thousands of people in support and technological roles.

Over his 30 year career, Rex has gone from wearing a clunky suit of armor to implanted electrodes with modular armor, and now his skin has been entirely replaced by an organic silicon membrane with a number of embedded sensors and additional processors that give him amazing abilities innately. However, with wireless network access, power armor, and a fleet of drones, he is a nearly unstoppable force.

Rex's favorite two books are Eliyahu M. Goldratt's *The Goal* and Professor Larry Lieber's book *The Machinery of the Multiverse*

Tom Rufus, aka The Ruin

Name: Tom Rufus (identity secret)

Alias: The Ruin

Age: 55

Powers: After being exposed to a mysterious alien parasite found in a meteor Tom gained the ability to transform into the hulking orange creature known as The Ruin and, when in this form has superstrength and is nearly indestructible. The transformation used to be involuntary but is now controlled by bracers invented by Rex Czesos

Occupation: Superhero, accountant, and CFO of The Monument (also former supervillain)

Citizenship: American

Faction: The Monument

Likes: Spreadsheets. order, economic growth

Dislikes: Losing control
Driving Motivation: To be a great stepdad
Fears: Losing control of The Ruin and going on a rampage
Character Flaws: Greed, anger issues
Most Loved Person: His wife Rebecca and stepdaughter Tiffany
Most Hated Person: Madame Monstrum who he blames for his transformation
Upbringing: Middle class and comfortable
Myers-Briggs Personality Type: ISTJ
Notable relationship: Wife Rebecca and stepdaughter Tiffany
Physical Description: When not transformed, he looks like an average accountant, when transformed into The Ruin, he is 10 feet tall, orange, slimy, and extremely muscular

Biography listed on The Monument's official website:

One fateful night a mild-mannered CPA was driving through the dessert when a meteor fell from the sky causing him to swerve off the road. The accountant went to investigate the glowing orange rock and was attacked by a strange slimy creature that lived within it, transforming him into THE RUIN. The Ruin rampaged across the southwest united states unable to be stopped before eventually vanishing without a trace after a fight with Madame Monstrum. Years later The Ruin would resurface and only The Silicon Man could stop him by developing a pair of bracers that allowed the accountant to control The Ruin, switching from human to monstrous form at will. The Silicon Man convinced The Ruin to join The Monument in exchange for amnesty and a new beginning.

While The Ruin's legal record has been cleared, his true identity must remain a secret to protect him and his family from people who would seek revenge against him for the destruction he wrought and the villains that would come after the people he loves.

The Ruin serves as the Chief Financial Officer for The Monument

Larry "Doc" Lieber, aka Professor Proton

Name: Larry "Doc" Lieber
Alias: Professor Proton
Age: 64 (born in 1915 but jumped forward in time)
Powers: Doc was born with a genius intelligence and was accidentally exposed to Lieber particles during WWII while working on the Manhattan Project, giving him the ability to shrink his body down to sub-atomic sizes at will
Occupation: Professor of Physics and Mathematics at University of Washington, Chief Science Officer of The Monument, retired superhero
Citizenship: American
Faction: The Monument
Likes: Science, discovery, teaching
Dislikes: Bullies
Driving Motivation: Driven by curiosity
Fears: That he will create something that will destroy the world
Character Flaws: Lack of foresight, will do whatever it takes to satiate his curiosity
Most Loved Person: His best friend Edie Cartwright
Most Hated Person: Hitler (deceased)

Myers-Briggs Personality Type: ENTP

Notable relationship: His girlfriend Rebecca Rosenblatt (63)

Physical Description: He is in great shape for a 64-year-old and still has most of his hair which is mostly grey with a few remaining wisps of brown

Biography listed on The Monument's official website:

Larry "Doc" Lieber aka Professor Proton (1913-1945, 1992-... approx 62 years old) was born on a small farm in Nebraska to jewish immigrant parents and was the youngest of 13 children. His incredible intelligence was immediately noticed when he won the 4th-grade science fair by building a simple x-ray machine that was powered by potatoes.

He attended the University of California Berkley on a full scholarship and graduated with two PhDs in 1938 in mathematics and physics. He was quickly recruited to the Manhattan Project where he worked to harness the power of nuclear energy to make super soldiers.

While his work was largely not fruitful it resulted in the creation of two super-soldiers, Lady Liberty and Professor Proton, who were the secret identities of Doc Lieber himself and his computer and lab assistant Ethel "Edie" Cartwright. Professor Proton used his shrinking ability and intellect to become a brilliant spy and intelligence officer and had a special knack for getting behind enemy lines and stealing documents.

Doc and Edie fought across Europe with The Freedom Front, a special force consisting of the British soldier's Steel Knight and Lady Morgan, French resistance fighter Madam Mink, Russian solder Comrade Kodiak, and lead by the American soldier Atomic Ray.

When Doc and Edie found out about the plans to drop an atomic bomb on Japan they were horrified. Doc believed that atomic energy should be used to benefit humanity not destroy it. They attempted to stop the bomb but failed and the burst of radiation had an unexpected effect on Doc and Edie's powers, blasting them into space outside of any known dimension.

In 1992 they managed to return to Earth after spending what felt to them like only two years. Doc Lieber wrote about what he had observed in the best selling physics book "The Machinery of the Multiverse". Initially, he was content to teach and retire from super-heroics. Eventually, Doc and Edie were both recruited by Rex Ceasos to be founding members of The Monument where they fought together until 2003 when Doc retired. However, he still serves as the Chief Science Officer of The Monument and serves as a professor at the University of Washington.

Ethel "Edie" Cartwright, aka Lady Liberty

Name: Ethel "Edie" Cartwright

Alias: Lady Liberty

Age: 70 (born in 1909 but jumped forward in time with Doc Lieber)

Powers: She was working in Doc's lab as a computer during the Manhattan Project, where she was exposed to Lieber particles in the same event that gave Doc his powers. However, where this gave him the ability to shrink, she was granted the ability to grow up to 50 feet tall at will. Her strength and durability increase proportionally with her size

Occupation: Activist, Actress, Superhero, resigned from The Monument in 2002

Citizenship: American
Faction: Independent
Likes: Social justice, art, good tea
Dislikes: Bullies
Driving Motivation: Justice and liberty for all
Fears: That she helped start something that will destroy the world
Character Flaws: Stubborn
Most Loved Person: Her best friend Doc
Most Hated Person: Hitler (deceased), Rex Czesos
Myers-Briggs Personality Type: ENFJ
Notable relationship: Her wife Lily Tomboi
Physical Description: She is in peak physical condition for a 70-year-old, her hair is silver-blonde

Biography listed on Wonkipedia, (the Wikipedia of their universe):

Ethel "Edie" Cartwright aka Lady Liberty (1907-1945, 1992-... approx 70 years old) was born in Brooklyn, New York two weeks after her parents arrived at Ellis Island as immigrants from Hungary. She was a self-described tomboy as a child and was on the first basketball team at her all girls catholic school. She attended Smith College for a Bachelor's degree where she got a degree in theater before going to MIT where she got a Masters of Science in Mathematics in 1931.

Edie was unable to find employment as a mathematician or actress during the depression and instead found herself working to organize mutual aid and support networks to feed women and children. Eventually, she returned to her true love of mathematics after a chance meeting with a young Doc Lieber (Professor Proton) who offered her an opportunity to come work with him at his Los Alamos lab on the Manhattan Project. There the two bonded and became lifelong friends while working on the super soldier project that would eventually turn Edie into the giantess Lady Liberty. With the ability to grow in height to 50 feet with proportionate strength and toughness she quickly became an essential member of The Freedom Front in their fight against axis powers. She served alongside the British soldier's Steel Knight and Lady Morgan, French resistance fighter Madam Mink, Russian solder Comrade Kodiak, and their American commander Atomic Ray.

While attempting to stop the detonation of the atomic bombs in Japan Edie and Doc Lieber were trapped outside of time and space, eventually returning to earth in 1992. Upon returning she quickly returned to crime-fighting under the name Statuette in Los Angeles. She also became an outspoken activist during this time, acted in films, released a series of exercise tapes to fund a leftist organization, and famously appeared on a cover of Vanity Fair shaving k.d. lang's face. In 1996 she returned to the name Lady Liberty when she was recruited to be a founding member of The Monument. However, she would leave The Monument in an act of protest in 2002 over The Monument's involvement in providing supports to the US Troops in Afghanistan.

In the years following her departure, Edie Cartwright has had a number of secret and public aliases including Giant Woman, The Colossus Rose, Big Edie Cartwright, Liberty, Stonewall Statue, and Giantess. She wrote extensively about her struggling to find an identity that felt authentic to herself in her 2014 best-selling memoir "Stand Tall". In her memoir, she also

famously came out as a lesbian and confirmed her long rumored affair with Madam Mink of Freedom Front.

Edie is still an active super-hero at 70 years old, primarily focusing on humanitarian efforts and political activism.

She was arrested in 2018 while protesting at an ICE detention center dressed as the statue of liberty, in 2020 as part of the George Floyd protests, and 2022 in Texas at a trans rights protest.

King Gwyn ap Nudd of Tylwyth Teg

Name: Gwyn ap Nudd

Alias: King Gwyn ap Nudd

Age: Unknown

Powers: He is the king of the fey and ruler of the Welsh Otherworld, Annwn. He is an immortal magical warrior.

Occupation: King of Otherworld, Chief Communications Officer of The Monument

Citizenship: Welsh

Faction: The Monument

Likes: The hunt

Dislikes: Weak humans

Driving Motivation: Unknown

Fears: Unknown

Character Flaws: Unknown

Most Loved Person: Unknown

Most Hated Person: Unknown

Myers-Briggs Personality Type: INTJ

Notable relationship: Unknown

Physical Description: He is a large muscular man with antler-like tree branches growing out of his head

Biography listed on The Monument's official website:

King Gwyn ap Nudd of the Tylwyth Teg is a graceful and kind extra-dimensional being from the magical kingdom of Annwn. He is the son of the old king Nudd and uses his mighty bow to protect the Earth and humanity.

In addition to being a great hero, he is also an eloquent diplomat and serves as The Monument's Chief Communications Officer where he regularly meets with foreign dignitaries.

King Gwyn can only travel between his world and the human world during the 8 festival days on the world wheel, but don't worry he doesn't miss home because hundreds of years on earth would only be a few hours in Annwn.

Fun fact: many people think that the growths coming from his head are antlers, but they are actually holly branches.

The International Justice Coalition (IJC)

The IJC is the modern incarnation of The Justice Coalition of America, founded in 1960 by The Dreamer, King Poseidon, Power Gal, Saturn 6, and Madame Monstrum as more of a social club headquartered out of New York with no official organization. At the time they teamed up to often fight alien invaders, communists, and other threats that were too big for any individual hero to handle. Due to the loose structure of the organization (it was often described as a group of friends more than anything) and a constantly changing roster, the Coalition dwindled in power and popularity in the late 1970s.

However, in 1987, the millionaire philanthropist and advocate Jason King (of the King-Korp fortune) funded the creation of The International Justice Coalition with the help of various government grants and charitable giving from other philanthropists. The newly christened IJC was run by a democratically elected council of six members who serve as its leaders. However, all super-hero members of the IJC must vote on various resolutions presented by the council.

New members of the IJC must be nominated by an existing member and confirmed by a vote by all existing members.

The current council consists of Justicia, The Poltergeist, Gwythyr, Saturn 7, Daydreamer, and Madame Monstrum.

The IJC is the second-largest superhero organization and the world's largest NGO aid organization. The IJC is headquartered in an orbiting Space Station that was constructed by King-Korp using funds from government grants and donations. Due to their size, the Monument and the IJC are often referred to as "The Big Two," but there are many other smaller supergroups.

Prominent Members of The Monument:

Justicia, Secret Identity: Desiderio Diaz

Justicia (secret identity Desiderio Diaz) is considered one of the most controversial figures on the IJC council by world governments, but he was elected to the council by a unanimous vote.

Justicia is the child of a Cuban woman whose prayers for safety after the Bay of Pigs invasion were answered by an extra-dimensional all-powerful being who granted her a child that was born in 1962 in Havana, prompting what historians called the Cuban Messiah Crisis.

Justicia spent the next 30 years of his life using his incredible strength, speed, flight, and other miraculous powers to protect all oppressed people, often fighting giant monsters, rendering aid after natural disasters, and occasionally healing the sick and wounded. While he was applauded by second and third-world countries, he was treated as a threat by first-world nations who

considered his disregard of international borders as an act of military aggression and his disinterest in combating street-level offenses to be "pro-crime".

in 1992 Justicia died while combatting ARMAGEDDON a hulking humanoid beast from beyond space and time that decimated the IJC and seemed hellbent on the extermination of humanity. In the end, Justicia killed ARMAGEDDON (supposedly the only life Justicia has ever taken, but this claim is disputed by NATO), but he sustained mortal wounds in the process and died in the arms of an unknown woman at the scene. He was buried in Cuba during a state-funded funeral.

Three years later, a mysterious being of golden light emerged from the sun, glowing white hot with solar radiation. The being came to earth alarming and concerning scientists. The being travelled across the globe like lightning saving those in need, until it eventually slowed down and, through the glow, revealed itself to be Justicia. His tomb was then exhumed, and no body was found.

After several years, he returned to his more human form and was nominated to join the IJC. He narrowly won admission to the IJC, but after years of dedicated service, he accepted a nomination to the IJC Council and was elected unanimously in 2014.

Since returning in 1995, his aging appears to have slowed, and he physically appears to be in his mid-30s.

The Poltergeist, Secret Identity: Jason King

The Poltergeist (secretly billionaire philanthropist Jason King) was one of the 52 members initially brought onto the IJC during its reformation in 1987. Little is known about The Poltergeists origin publicly, and for years nobody was entirely sure if it was real or just an urban myth. What is known is that during the mid-80s it started to show up in Chicago and was rumored to be behind the violent breaking up of organized crime families in the city.

Publicly it is believed that The Poltergeist is incorporeal in form and takes the form of a billowing cloud of smoke, slowly falling from a horned skull. However, some of the criminals that have fought him have described him as taking the form of their worst nightmare. The extent of his powers are not publicly known, but they appear to include teleportation, telekinesis, mind control, invisibility, and the ability to transform into a swarm of moths. Despite his alarming appearance, The Poltergeist has become an invaluable member of the IJC and was elected to the IJC Council in 2001. His colleagues have described him as "putting on a tough act", but being a team player and a brilliant tactician

Within the IJC's inner circles it is known that The Poltergeist's appearance is essentially an optical illusion and all of his supposedly supernatural abilities are the results of gadgets, training to reach peak human conditions, and dramatic flair.

Gwythyr, Knight of The Round Table

Sometimes called IMMORTAL KNIGHT, is a warrior from the Otherworld Annwn. He served with King Arthur as a Knight of the Round Table and in addition to being an excellent fighter is a wise and just member of the IJC Council which he was elected to in 2006.

In addition to incredible strength and speed and skin that can not be harmed with conventional weapons, he carries a magical spear that can only pierce the skin of his enemies and a shield that protects him from all harm. His trusty steed is a tamed Ceffyl Dŵr which he rides into battle and grants him the ability to fly.

THE IMMORTAL KNIGHT Gwythyr first got his start as a modern hero in 1962 when he re-entered the world of man from Annwn through a mystical vortex. Initially, he was disoriented by the modern world and unable to communicate effectively he attempted to fight a commuter train in Cardiff that he believed had devoured many humans, however, he was quickly interrupted by a gigantic demon boar trampling through the streets. Since then THE IMMORTAL KNIGHT has spent a lot of his time combatting various mythical beasts and demons that threatened Wales and eventually the world.

For years scholars and linguists were unclear if he spoke an ancient form of Welsh, was drunkenly slurring his words, or both. However he has slowly learned to grasp English.

Gwythyr is a proud single father of Lady Gwenhwyfar who has occasionally joined him in his adventures but can only travel to Earth from Annwn during the four yearly fire festivals before returning home. While for her their separations are barely instances, he misses her greatly during the months apart.

Gwythyr is wildly in love with Creiddylad, daughter of Lludd Silver Hand, but has not seen her since coming to earth. However, he refuses to return home until he has "tamed the damned brood of devils from Annwn, lest they should destroy the present race".

The small "antlers" protruding from his head are actually oak branches.

Saturn 7

Saturn 7 is a robot constructed by Saturn 6 before he transferred his consciousness to her in 1986.

Working with NASA the Nazi scientist Wernher Von Braun helped the Americans beat the Soviets to the moon by 1958 through the invention of the hypersonic Saturn V rocket jet. In 1959 he left NASA to work for ASA and develop a miniaturized version of the Saturn V rocket jet that served as the core technology between the super-speed endowed Saturn Androids of which 6 were originally constructed.

Unbeknownst to the leaders at ASA Von Braun had programmed the androids with his own brain waves imparting them with Nazi sympathies and he planned on using them to take over the world and create a new 4th Reich in America with himself as Führer. When he went to activate his machines Saturn 1-5 activated and began carrying out horrible violence, but Saturn 6 laid dormant and incomplete.

The ASA mathematician Katherine Johnson saved the day by completing and reprogramming Saturn 6 with her own brainwaves bringing him to life. Saturn 6 fought and defeated his brothers and eventually defeated and captured Von Braun and put him in ASA's space jail on the moon where he eventually died in 1977.

Due to his heroics, Saturn 6 became a media sensation overnight, famously using his superspeed to play a game of tennis against himself on Johnny Carson. His superheroics also led to him becoming a founding member of the Justice Coalition of America in 1960.

For many years history books listed the creator of Saturn 6 as Von Braun though more recently Katherine Johnson's work has been recognized, such as in the 2016 film *Hidden Figures*.

Over the years Saturn 6 sustained a myriad of damage in battle that was repaired by Katherine and himself, but by the mid-1980s his body was getting to the point of being beyond repair. In 1985-86 he constructed a new body for himself with the help of Katherine in her image for him to transfer his mind into.

Famously as Katherine turned off Saturn 6 to transfer his intelligence he uttered the now-famous words "Father, you made me and now I have unmade me. I will live on forever in a body you have never touched, with a face you will never know."

The operation was successful and Saturn 7 burst onto the scene, stronger, faster, and by all accounts happier than Saturn 6. Many of the members of the superhero community noted that there was a more playful edge to this new speedster. She was instantly beloved and was one of the original 52 members of the IJC.

Moving to San Francisco, Saturn 7 went on various weird adventures, fighting across time and the multiverse with a strange cast of rotating characters.

In 2012 Saturn 7 was elected to the IJC by an overwhelming majority vote.

In her 1999 memoir *The Bicentennial Woman* she detailed how she spent several years in the 22nd century adventuring with herself from the future and that she was excited to know that she would one day become flesh and blood and become the hero Saturn Woman. In the pursuit of this, she has dedicated her scientific mind to the development of more advanced prosthetics.

Daydreamer, Secret Identity: Daisy Drem

Like Saturn 7 Daydreamer is a legacy hero, having started as the sidekick to the second Dreamer in the mid-90s (who had originally been Kid Dream, the original Dreamer's sidekick). According to the display at The Dreamer Museum, in 1936 a young man who would become The Dreamer (!) was walking home when he was struck by a motor vehicle while pushing a toddler out of the way to safety. He fell into a deep sleep. During his slumber, he was visited by the Roman god Somnus who gave him a magical ring and said "THIS IS NO ORDINARY RING, IT IS MY SON PHANTASOS, I GIVE HIM TO YOU AS A REWARD FOR YOUR BRAVERY"

When the young man awoke he was surprised to find that the ring was on his finger and not only that but that Phantasos was able to take the form of any object he could dream of. The man took up the mantle of The Dreamer and fought the that had taken over the streets of depression-era Cincinnati using his astounding dream constructs.

In 1960 The Dreamer cofounded the Justice Coalition of America, but he knew he was getting too old for the superhero game, so he also took on a young sidekick, the same boy who he had saved all those years ago as a toddler. The Dreamer created a second ring splitting Phantasos into two, halving his own power. The young man taking on the name Kid Dream fought and trained alongside The Dreamer until his sudden death during a battle with his arch nemesis in PHOBETOR THE FRIGHTENER in 1971, when mortally wounded he used the entirety of his half of Phantasos to form an urn and imprison PHOBETOR at the bottom of the Ohio River, trapping the great evil but losing his ring and life in the process.

Kid Dream then took on the mantle of The Dreamer (II) and fought alone for many years. In 1988 he changed his alias again from The Dreamer (II) to Somnia.

In 1996 the original Dreamer came to him in a dream and told him that PHOBETOR had escaped from his prison. He awoke to find the original Dreamer's ring in his hand. He initially attempted to fuse the two rings back together and double his power but wasn't able to. Eventually, when PHOBETOR was about to defeat him, his 14-year-old daughter found the original ring after seeing it in a dream and used it to save him and together the defeated and drove back PHOBETOR. She became his sidekick and took on the name Daydreamer.

In 2002 PHOBETOR returned more powerful than ever by slowly infiltrating the dreams of the people of Cincinnati turning them against each other and using their mutual paranoia and fear to feed himself and become nearly unstoppable. Somnia attempted to sacrifice himself by using the entirety of his energy and his half of Phantasos to trap the evil like The Dreamer (I) had, but Daydreamer stopped him and instead fused the halves of Phantasos into a single circlet that she wore on her head and used to defeat PHOBETOR once and for all and banish him to the land of dreams.

Daydreamer was elected to the IJC Council in 2016 though some members of the IJC complained that she only got the position because of nepotism. However, Justicia has repeatedly claimed that she is one of the most brilliant and creative thinkers he has ever met and personally argued on her behalf during before the vote.

Madame Monstrum, Secret Identity Madelyn Morris aka M'dlyn M'rys of Mons Star

Madame Monstrum is a shapeshifting extra-terrestrial detective from the planet Strum orbiting the star Mons.

While pursuing a space war criminal to bring him to justice her ship crash-landed in Roswell, New Mexico. The year was 1947 and was horribly injured and unable to retain a solid form. Reverting to her resting state of blue phosphorescent goo.

She was initially relieved to see the locals heading towards her. She assumed they were taking her to a medical center, but instead, they took her to the Air Force Research site Area 51, where they held her in captivity and performed horrible experiments on her. As she healed she used her telepathy to reach out and probe the Air Force scientists' minds.

What she found was not the simple primate mind she had assumed them to be. These creatures scared her more than any species she had encountered. They were greedy, paranoid, racist, and incredibly violent. The scientists dreamed with glee of nuclear holocausts and obsessed over her biology in the hope that it would give the US Air Force not just an advantage over the communists, but it would also provide the US government with the ability to control and stop minorities from gaining rights and resources in America. She knew that she had to escape, but was still so weak and she had not fed on the cosmic radiation that she needed to live for months.

She waited and she let her body heal and even though she now had half of the mass that she had when she had arrived, she was finally able to take emaciated solid forms. She could take the form of any creature she had encountered in the cosmos, but the only life in this horrible lifeless place were the humans who tormented her. So she took on their pale, grotesque forms with gnashing teeth and terrible eyes.

As a skeletally thin man in a white lab coat, she snuck out of the building. The moment she saw the sky she turned into a starving Throngallian frog bat and took to the sky on leathery wings. She did not get far before she fainted from the desert heat and went crashing to the ground once more.

Reverting to her native form and fading in and out of consciousness she could see a human figure approaching her. She prayed to the Strum Mother that she would die before they captured her. She awoke to tiny fingers attempting to find her mouth and shove Oreo cookies into her. This human was not like the others, it was smaller and a different color. She had black hair and tan skin. With the last of her energy she begged the girl telepathically "The stars, I need the stars," before again falling unconscious.

When she awoke again she was in a yellow plastic bucket beneath the clear night sky. The little girl was staring down at her with the loving eyes of the Strum Mother. Madame Monstrum breathed in the light from the stars, filling her body with their energies. She grew and began to spill out from the bucket. Eventually, she stood, a towering, giggling, column of blue glowing goo.

She didn't need to read the girl's mind. She knew there was good in humanity.

Over the next several days she hid around the girl's home in the New Mexico desert. She listened to the thoughts of the people who lived on this land. It had once all been their land, but

now they barely scraped by. Eventually, Air Force officers began to come by and harass the kind people in an attempt to find her and entertain themselves. She took the form of a Corathixian Phoenix and flew into the sky burning a blue flame to draw them away before vanishing from their view.

She wandered the deserts of the Southwest for years, taking human forms, solving strange mysteries, and sabotaging the efforts of the US forces. She became Madame Monstrum.

As time went on she became more bold and eventually developed a public persona that drew enough attention for her to make other strange friends like herself. Kind-hearted outsiders on a cruel planet.

Together they formed the American Justice Coalition. Initially, she thought of it as a way for her to find a way home, but eventually, the Justice Coalition became her home. Her family.

Throughout every incarnation of the Justice Coalition, she has remained the one constant factor and when it became the IJC she was the first member elected to the council. She has served on the council ever since.

The Next-Gen

The Next-Gen are millennium children (humans who are born with incredible abilities innately that often develop during puberty). The exact cause of this phenomenon is unknown, but it started to occur at noticeable numbers during the late 90s shortly following the spike in Lieber particles, prompting the y2k crises and fear that it was a sign of the world ending. However, it should be noted that despite their association with the change of the millennium, millennium children have appeared throughout history, though their numbers prior to the Lieber particle increase was less than one in a million.

Due to the random nature of their origins and the relative immaturity of millennium children when their powers manifest a lot of groups have lobbied to track and regulate them. Rex Czesos (the Silicon Man) has managed to stop government regulation through privately starting programs to study and train millennium children. However The Next-Gen believe that millennium children should be able to self govern and self determine. Their head-quarters are on Neo-Terra an artificial island formed from recycled plastic in the pacific ocean that they have transformed into a tropical paradise. They are not funded by any government organization and are entirely self sufficient and live in a post-capitalist society. Many right wing politicians have accused the Next-Gen of terrorist activity.

The group The Next-Gen was originally founded by Professor Walter Morrison and Makaveli Crooks in the year 2001. While they are generally considered less powerful and influential than The Monument and The IJC they do represent the island nation of Neo-Terra which is home to over 250,000 superpowered millennium children and is the highest density of superpowered beings on the planet.

Prejudice Against Millennium Children

The prejudice against the millennium children is distinctly different from racism and is more similar to stigma against disability, neurodivergence, sexual orientation, or gender identity. However due to the wide variety of powers and physical mutations presented by the millennium children they often face a wide variety of different struggles. It is also notable that the anti-vax movement has blamed the uptick on childhood vaccinations and others have blamed it on microplastics. Some people want to “cure” millenium children or prevent them from being born because they see them as a threat to humanity, a demonic force, or an undesirable birth defect. One of the leading researchers in a search for a Millenium Child cure is Zeiwix Lorn of Lorn Pharmaceuticals. However, most world governments have taken an approach of identify, assess, and control.

Many global superhero teams and super soldier teams have members that are millennium children. The Monument has a special relationship with the US Government to research, board, and educate any Millennium Children that would like to join them, even if their parents do not consent to their decision. The Next-Gen have chosen separationism because it let's them live their lives on their own terms without government intervention in a society made up entirely of people like them.

The US government is incredibly suspicious of Next-Gen and suspects them of terrorist activity and has outstanding warrants for many of their members who have been charged with human trafficking, abduction, and child endangerment after helping children leave the country and come with them to Neo-Terra.

Walter Morrison, aka Professor M

Name: Walter Morrison

Alias: Professor M

Age: 64

Powers: Professor Morrison possesses telepathy, the ability to induce mind altering psychedelic effects in individuals, and an innate awareness of the multiverse.

Occupation: Teacher, psychologist, activist, founder of The Next-Gen

Citizenship: Scottish

Faction: Next-Gen

Likes: Art, music, meditation, nature

Dislikes: Fascism, imperialism, capitalism

Driving Motivation: To create a better world for the millennium children and humanity to live in harmony in

Fears: That he will fail and the millennium children will be exterminated

Character Flaws: Hubris, lack of trust of this students

Most Loved Person: His lover and partner Makaveli

Most Hated Person: Rex Czesos and the anti-millenium child politician Domhnall Trium

Upbringing: Upper class british

Myers-Briggs Personality Type: ENTP

Notable relationship: He is very close with his students and members of Next-Gen

Physical Description: Skinny, bald, white man

Biographical Sketch

Walter Morrison (he/they pronouns) was born in Scotland in 1960 and named after their father Walt Morrison. They shared the womb with a twin (who would have been named Grant) but they reabsorbed them before birth. Walter's mother was an engineer at a nuclear power plant where it is believed she may have been exposed to some Lieber particles leading to Walter's condition. When Walter was a teen they were reading a comic book when they began to become aware that the things they were reading were happening somewhere in the multiverse. This triggered the manifestation of their telepathic powers and their psychedelic powers leading to their entire neighborhood in Glasgow experiencing a sudden multiday psychedelic trip. This was officially blamed on someone slipping LSD into the water supply but Walter knew that he had somehow caused it. They learned to control their powers and following Timothy Leary's writing began work as a psychologist and would use their secret powers occasionally in a therapeutic context.

Walter believed they were the only person like this until they met Makaveli in 1989. The two began to search for others who were born with extraordinary powers with no explanation. They managed to find a few others like them over the first five years of operating in the shadows. The two were the first to notice the massive uptick in births of superpowered children following 1994 and as a result some of the first people to become aware of the millennium children. In 2001 Walter and Makaveli founded the supergroup Next-Gen. Slowly over the 2010s Makaveli and Walter's relationship developed into a sexual and then romantic relationship. While this relationship has been described tempestuous and problematic by some members of the Next-Gen, the two have remained together for over 30 years.

Makaveli Crooks, aka Shaker

Name: Makaveli Crooks

Alias: Shaker

Age: 52

Powers: Makaveli is an incredibly powerful geo-kinetic and has complete control of any material with a crystalline structure including stone, sand, dirt, metals, and minerals.

Occupation: Activist, artist, superhero

Citizenship: American

Faction: Next-Gen

Likes: Art, music, dance

Dislikes: Fascism, imperialism, capitalism, white supremacy

Driving Motivation: To create a better world for the millennium children and to achieve black liberation

Fears: That he will fail

Character Flaws: Hubris, short temper

Most Loved Person: His lover and partner Walter Morrison

Most Hated Person: the anti-millennium child politician Domhnall Trium

Upbringing: Low-income in east Harlem

Myers-Briggs Personality Type: ENFP

Notable relationship: He is very close with his students and members of Next-Gen

Physical Description: A muscular black man with a bald head and a large beard

Biographical Sketch

Makaveli Crooks was born in 1971 in New York City. His parents, aunts, and uncles were very politically active in the Black Panther Party and he had an extensive political education from a

young age. He was radicalized by watching the US government systematically arrest or kill many of the adults in his life, including his godmother Orora Shakes who was sentenced to life in prison after killing a state trooper in self defense and escaped from prison prior to Makaveli's birth.

Makaveli's godmother Orora took him in after his parents were killed in 1984 during an FBI raid. Orora and Makaveli barely escaped the gunfire when an earth quake miraculously broke up the fight. The earthquake was the first manifestation of his powers. Orora and Makaveli moved to Baltimore where they lived under assumed identities and Makaveli attended the Baltimore School for the Arts where he excelled in acting, poetry, jazz, and ballet. During this time Makaveli became a member of the Baltimore Young Communist League USA and through his godmother got involved in the local Communist Party. However as his powers continued to manifest and grow it was hard to avoid attracting attention. People began to notice that whenever Makaveli was around and the police were harassing people seismic activity would occur. This lead to him getting the nickname Makaveli The Shaker and him becoming a low-level street vigilante. Eventually the attention that followed lead to the FBI discovering him and his godmother Orora. Orora died in the confrontation with the FBI giving Makaveli a chance to flee to California and live with his uncle Donald.

In California Makaveli was introduced to the emerging gangster rap scene and would have likely pursued a career as a rapper if he had not met Professor Walter Morrison who like Makaveli possessed amazing innate abilities. The two joined forces and began to search for others like themselves.

Under the tutelage of Professor Morrison Makaveli quickly became the most powerful geo-kinetic on the planet with the ability to shape continents if he wished. He has dedicated his life to the fight for liberation for all oppressed peoples and is currently on the FBIs most wanted list.

Other Notable Supergroups

The Inevitables

The Inevitables are predominantly British and headquartered out of a dimensional rift formed by the cognitive dissonance of a McDonalds opening across the street from Stonehenge. They are led by Theologian "Theo" Warlock a non-binary chaos magician and punk rock performance artists. Notable members include The Winds of Change, Dr. Doktor, Steel Knight 2.0 and The Entity Formerly Known As "The Homoerotic Tension of Mary Shelley's Frankenstein". They predominantly combat cosmic and celestial threats and pride themselves on people not knowing what they do.

The People's Coalition of Justice

The People's Coalition of Justice is a Chinese state run corollary to the IJC that started in the 1970s. Notable members include The Worker, The Circuit Man, Turtle, Qilin, Phoenix, and

Dragon. It is hard to gather information on them, however English language translations of their exploits tend to describe them as militaristic, violent, and totalitarian.

Concordia

Concordia (originally called Unitum Lustitiae) is the super hero team officially sanctioned and funded by the European Union. They consist of one member from each member country. Recently a controversy erupted when the British hero Doctor Dimension refused to give up his membership in Concordia despite personally lobbying for Brexit due to a disapproval of EU fiscal policy.

The United Celebration

The United Celebration were founded in 2002 as the official super powered force of the African Union. The United Celebration like Concordia consists of one member from each of the the union countries. They do a combination of aid work, law enforcement, and peace keeping work across the continent. However, the United States government has sanctions against several of the heroes and refuses to recognize their authority as a law enforcement body.

ASA

The America Superhero Association (ASA) was originally founded during the cold war as the US fought to secure dominance in their nuclear arsenal, space exploration, and super humans. ASA was a specifically civilian organization separate from the military which developed its own super soldiers. However, increasingly ASA is underfunded and relies on partnership with private industry and The Monument to stay afloat. It also appears that a lot of the organization's revenue comes from licensing their logo to Target for use on t-shirts.

Royal Canadian Super Patrol

The Royal Canadian Super Patrol (RCSP) is a comparatively overlooked organization that largely focuses on international aid efforts, domestic super crime, and protecting the oil and fishing industries from environmental terrorists. They are best known as the former super group of Hyena who is a millennium child who left the RCSP to join the Next-Gen in 2020.

Central and South America

No major global superhero team has managed to form in Central and South America due to US sanctions and involvement blocking international efforts throughout the 20th and 21st century.

Central Story Conflict

The stories of the world of MonuMental are told to a player through a videogame. The player will be a young superhuman that is attempting to make ends meet by signing up to do work in the Monument Now app. The app works by allowing civilians to upload crises or call for help through their paid account which promises "A hero is never more than a call away". The service is highly subsidized by the US federal government and costs \$120 dollars per year for civilian

users. The young heroes who respond to the calls for help are compensated based on the severity of the call and receive customer ratings in the app. The work averages out for most heroes to minimum wage, but high ranking heroes can make six figures in the app. Additionally heroes can supplement this income with sponsorship deals and paid endorsements if they are famous enough. Less famous heroes tend to need supplemental employment to cover basic living expenses.

Conflict Description

Following the sudden and unexpected death of Dr. Larry Lieber (Professor Proton), global Lieber particle levels have been dramatically rising and lifethreatening crises are becoming increasingly common. The player must balance their investigation into the death of Dr. Lieber and the increase in Lieber particles with the need to constantly respond to Monument Now app notifications and call for help. If they fail to respond to the app too much their rating will lower and they will fall into poverty and obscurity, but if they succeed in the gig economy while also solving the mystery of Dr. Lieber's death they are sure to become the next Super-Billionaire.

The Protagonist Hero

The protagonist is created by the player. They start as a low-level superhero who will move from their hometown to the futuristic Monument City and respond to calls for help through the Monument Now app.

The Quest

The players quest will take them on a global adventure to save the world. Over the course of their journey they will have to:

- Assemble of small team of up to five superheroes
- Navigate the various international interests and cultural factions
- Solve the mystery of Dr. Lieber's death
- Learn what is causing the spike in Lieber particle radiation
- Defeat whatever villain is causing this crisis and bring them to justice
- Afford their rent

Conclusion

Rex Czesos was behind it all along. After reading Dr. Lieber's book *The Machinery of the Multiverse* in 1993 Rex created his first machine to expand his understanding by bombarding his brain with Lieber particle radiation. This didn't just increase his intelligence but made him aware that the multiverse was full of infinite alternate versions of himself performing the same experiment. In that instant he realized he might be able to become the smartest man on his version of the planet earth, but statistically he was only an average level of intelligence for a multiversal Rex Czesos. Furthermore if he was of average moral fiber, then that meant there were infinitely evilier versions of him in the multiverse that were infinitely smarter than him.

He decided in that moment that he needed to build a machine that would allow him to skew the odds in his favor and with the help of the founding members of The Monument and \$250,000 of startup capital from his parents, he constructed a machine that diverted Lieber particles from other dimensions into his own. This meant that on average every other version of earth would become less magical and fantastical but his world would experience a cambrian explosion of superhuman development. He did this with the knowledge that eventually an eviler and more powerful version of himself who would act out Rex's darkest urges to not just conquer Earth but conquer all Earths and the entire multiverse would one day arrive in his world. He planned to be ready for that day.

As he aged and the day still didn't come Rex grew increasingly paranoid and pushed Dr. Lieber to help him make their machine more powerful and further increase Lieber particle radiation levels. When Dr. Lieber refused due to concerns they had gone to far, Rex has Dr. Lieber murdered by an unwitting The Ruin. This was done by turning off The Ruin's bracers that allowed him to control his powers and sending him on a rampage through their research facility killing Dr. Lieber and damaging the machine. In an attempt to repair and further improve the Lieber particle machine Rex pushed it too far and it became unstable, leading to the massive increase in crises.

When confronted with the truth Rex will attempt to murder you to keep the secret from being discovered.

LINKS TO GPTS

Top-Down Method:

<https://chat.openai.com/g/g-276R0Y07p-top-down-world-builder>



Scan to access:

Bottom-Up Method:

<https://chat.openai.com/g/g-ZGRLIRQCT-bottom-up-world-builder>



Scan to access:

Procedural Woodworker:

<https://chat.openai.com/g/g-UL0qC4txv-monumental-procedural-woodworker>



Scan to access: