

Worldbuilding Checklist

Quick prompts to build believable worlds: geography, history, culture, politics, magic, and daily life.

Geography & environment

- Major landmasses, regions, and key locations defined.
- Climate and seasons for each major region decided.
- Important natural resources and where they are found listed.
- Major rivers, seas, mountains, or other travel barriers mapped.
- Any unusual or magical geographical features noted.

History & conflict

- Brief timeline of major historical eras or events outlined.
- Past wars, disasters, or turning points that shaped the world defined.
- Key myths, legends, or origin stories identified.
- Current unresolved tensions or conflicts between groups listed.
- How history is remembered, distorted, or suppressed decided.

Peoples & cultures

- Main species, peoples, or cultures named and differentiated.
- Languages or dialects and where they are spoken sketched out.
- Everyday customs: greetings, etiquette, taboos, and social norms described.
- Food, clothing, housing, and typical jobs for each culture noted.
- Attitudes toward outsiders, travel, and trade clarified.

Power & politics

- Who holds power (rulers, councils, corporations, guilds, deities) defined.
- How leaders are chosen and replaced established (election, inheritance, quest, etc.)
- Laws, punishments, and how justice is actually enforced outlined.
- Main factions, alliances, and rivalries between powers listed.
- What everyday people want or fear from those in power clarified.

Magic & technology

- Level of technology (pre-industrial, modern, futuristic, mixed) chosen.
- If magic exists, its source, limits, and costs defined.
- Who can access magic/advanced tech and who is excluded decided.
- Ways magic or tech affects travel, communication, health, and war listed.
- Any illegal, taboo, or unstable uses of magic/tech identified.

Everyday life & story hooks

- Typical day in the life for an ordinary person described (work, rest, family.)
- Festivals, rituals, or holidays that matter to people noted.
- Common fears, rumors, and superstitions people talk about listed.
- Places where different groups are forced to mix (markets, temples, taverns, etc) chosen.
- 3–5 specific locations or situations where your story could naturally start written down.