

# WORLD BUILDING OUTLINE

## **I. COSMOLOGY**

- A. ORIGIN**
- B. PLANES**
- C. DIMENSIONS**
- D. DEMIPLANES**
- E. AFTERLIVES**
- F. PLANAR/DIMENSIONAL TRAVEL**
  - 1. EFFECTS OF TRAVEL**

## **II. DEITIES**

- A. OTHER HIGHER BEINGS**

## **III. WORLDSCAPE**

### **A. SOLAR SYSTEM**

#### **1. PLANET(S)**

- a) SATELLITES**
- b) CONTINENTS**

#### **(1) WEATHER**

- (i) WIND**
- (ii) STORMS**

#### **(2) BIOMES**

##### **(a) FRIGID**

- (i) ARCTIC**
- (ii) ALPINE**
- (iii) TAIGA**
- (iv) TUNDRA**

##### **(b) WOODED**

- (i) FOREST**
- (ii) WOODLAND**
- (iii) RAINFOREST**
- (iv) JUNGLE**

##### **(c) GRASSLAND**

- (i) HEATH**
- (ii) PRAIRIE**
- (iii) MEADOW**

- (iv) SAVANNA
- (d) STEPPE
  - (i) MOOR
  - (ii) SCRUBLAND
  - (iii) CHAPARRAL
  - (iv) VELD
- (e) DESERTS
  - (i) BARRENS
  - (ii) BADLANDS
  - (iii) ARIDLAND
  - (iv) SANDSEA
- (f) WETLAND
  - (i) BOG
  - (ii) FEN
  - (iii) MARSH
  - (iv) SWAMP
- (g) RIPARIAN
  - (i) OCEAN, SHORE
  - (ii) POND, LAKE
  - (iii) RIVER, STREAM
- (h) OCEANIC
  - (i) OCEAN, ARCTIC, LITTORAL
  - (ii) OCEAN, TEMPERATE, LITTORAL
  - (iii) OCEAN, SUBTROPIC, LITTORAL
  - (iv) OCEAN, TROPICAL, LITTORAL
  - (v) OCEAN, ARCTIC, BENTHIC
  - (vi) OCEAN, TEMPERATE, BENTHIC
  - (vii) OCEAN, SUBTROPIC, BENTHIC
  - (viii) OCEAN, TROPICAL, BENTHIC
- (i) SHELTERED
  - (i) GLEN
  - (ii) VALE
  - (iii) DALE

- (iv) COVE
- (j) CROFT
  - (i) SETTLEMENT
  - (ii) AGRICULTURAL
  - (iii) PASTURAGE
  - (iv) RUINS
- (k) ENVIRONMENTAL HAZARDS
  - (i) EARTHQUAKES
  - (ii) FIRES
- (l) NOTABLE FEATURES
- (3) ENVIRONMENTS
  - (a) CLIMATE
  - (b) BIOMES
  - (c) ENVIRONMENTAL RISKS (STORMS, EARTHQUAKES, ETC)

**c) LIFE**

- (1) PEOPLES
  - (a) ORIGIN
  - (b) MATURATION
  - (c) NOTES
- (2) FLORA AND FAUNA
  - (a) ANIMALS
  - (b) OTHER

**IV. HISTORY**

**A. ERA**

- 1. AGE
  - a) EVENT
  - b) EVENT
  - c) EVENT
  - d) EVENT
  - e) EVENT
- 2. AGE
  - a) EVENT
  - b) EVENT

- c) EVENT
- d) EVENT
- e) EVENT

3. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

**B. ERA**

1. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

2. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

3. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

**C. ERA**

1. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT

- 2. e) EVENT
- 2. AGE
- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

- 3. AGE
- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

**D. ERA**

- 1. AGE
- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

- 2. AGE
- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

- 3. AGE
- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

**E. ERA**

- 1. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

2. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

3. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

F. ERA

1. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

2. AGE

- a) EVENT
- b) EVENT
- c) EVENT
- d) EVENT
- e) EVENT

3. AGE

- a) EVENT
- b) EVENT
- c) EVENT

d) EVENT

e) EVENT

G. PRESENT DAY

V. MAGIC

A. OCCULTISM

1. MONSTROSITIES/CRYPTID

B. GENERAL DESCRIPTION

1. SOURCE

2. NICHE/ROLE

3. STYLES

4. LIMITATIONS/GROUNDING

a) DRAWBACK

C. RULES

1. RITUALS / RITES

2. RUNES/ GLYPHS

3. SPELLS / EFFECTS

4. SYSTEM

VI. PEOPLES (HERITAGE) (REPEATS)

A. DESCRIPTION

B. HISTORY

C. KINSHIP

D. MATURATION

E. PRIVILEGES

F. STIGMAS

G. INHERENT ABILITIES

H. INHERENT LIMITATIONS

VII. CULTURE (REPEATS, DIVISIBLE)

A. REGION

1. OFFICIAL NAME

a) COMMON NAME

b) DEMONYMS

c) PEOPLE OF

d) PRODUCT OF

e) MADE IN

2. POPULATION



- a) **BREAKDOWN**
- 3. **CURRENT HEAD OF STATE**
- 4. **MAJOR SETTLEMENTS**
  - a) **CITIES**
  - b) **TOWNS**
  - c) **VILLAGES**
  - d) **HAMLETS**
- B. GEOGRAPHY**
  - 1. **CLIMATE**
  - 2. **TERRAIN**
  - 3. **NATURAL RESOURCES**
  - 4. **MAJOR FEATURES OF NOTE**
- C. GOVERNMENT**
  - 1. **GOVERNMENT TYPE**
  - 2. **POLITICAL STRUCTURE**
    - a) **POLITICAL HISTORY**
    - b) **POLITICAL LEADERSHIP**
  - 3. **POLITICAL POWER**
    - a) **FACTIONS IN POLITICS**
    - b) **RELIGION IN POLITICS**
    - c) **MAGIC IN POLITICS**
  - 4. **RESISTANCE/DISSENT**
- D. SOCIAL POLITICS**
  - 1. **CLASSES**
    - a) **WEALTH**
    - b) **INFLUENCE**
  - 2. **CASTES**
    - a) **WEALTH**
    - b) **INFLUENCE**
- E. DAILY LIFE**
  - 1. **BY CLASS OR CASTE**
  - 2. **BY OCCUPATION**
- F. MILITARY**
  - 1. **ORGANIZATION**
    - a) **UNITS**
    - (1) **MILITARY HEROES**

- b) MAGIC IN WARFARE
- 2. EQUIPMENT
  - a) ARMOR
  - b) WEAPONRY
  - c) TRANSPORT
- 3. CONQUEST
  - a) SIEGE
  - b) DEFENSE

**G. JUSTICE**

- 1. LAWS/LEGAL CODE
  - a) INVESTIGATION
  - b) ARREST
  - c) TRIAL
  - d) SENTENCING
- 2. PUNISHMENT
  - a) TYPES
  - b) JAILS
  - c) PRISONS
  - d) EXECUTIONS

**H. EDUCATION**

- 1. HOW DONE
  - a) HOW LONG
- 2. WHERE DONE
  - a) WHO DOES
- 3. FORMAL ARRANGEMENTS
  - a) APPRENTICESHIP
- 4. LITERACY
  - a) LANGUAGES
  - b) WRITING
  - c) MATHEMATICS

**I. FAMILY**

- 1. GENDER ROLES
- 2. COURTSHIP
  - a) MARRIAGE
  - b) PREGNANCY

- c) NAMING
  - (1) COMMON NAMES
  - (2) SURNAMES
- 3. PARENTING/GUARDIANSHIP
  - a) BIRTH
  - b) CHILDREN
  - c) ADULTHOOD
  - d) ELDERS
- 4. DEATH AND BURIAL PRACTICES
- 5. INHERITANCE
- 6. LINEAGE
  - a) BLOOD MIXING
  - b) KINSHIP

## J. COMMERCE

- 1. OVERVIEW OF COMMERCE
  - a) AGRICULTURE
  - b) DOMESTIC ANIMALS/HERDING
  - c) HUNTING/GATHERING
  - d) RAIDING
  - e) PROFESSIONS
    - (1) CRAFT WORKS
  - f) ASSOCIATIONS
    - (1) GUILDS OR UNIONS
    - (2) CORPORATIONS
  - g) SLAVERY
    - (1) INDENTURE
- 2. TRADE
  - a) EXPORTS
  - b) IMPORTS
  - c) MANUFACTURING
  - d) RESOURCE USAGE
- 3. TRANSPORTATION
  - a) VEHICLES
    - (1) SKY

(2) SEA

(3) GROUND

b) GOODS TRANSPORT

4. CURRENCY

a) COINAGE DESCRIPTION

b) PRODUCER

c) VALUE IN RELATION TO OTHER COINS

d) BANKING

5. COMMON PRICING

6. LAND OWNERSHIP

a) LOTS

7. TAXES

a) RECORD KEEPERS

K. POPULACE

1. CULTURAL APPEARANCE

a) WHAT IS ATTRACTIVE

b) GENDER EXPRESSION

2. FASHION

a) ADORNMENT

b) TATTOOS/SCARIFICATION

c) CLOTHING

d) HAIR

e) MAKEUP

3. ATTITUDES

a) HOW THEY SEE OTHER CULTURES

b) HOW OTHER CULTURES SEE THEM

4. REGIONAL VARIANTS

a) MINORITIES

L. MORES & FOLKWAYS

1. VALUES

a) VIRTUES

b) SINS

c) IMPLIED VIRTUES

d) IMPLIED SINS

2. FOLKWAYS

- a) COURTESIES
    - b) MANNERS
    - c) TITLES
    - d) HONORIFICS
  - 3. TABOOS
    - a) MODESTY
  - 4. TRADITIONS
  - 5. CHARITY
- M. CULTURAL EVENTS
  - 1. FESTIVALS
  - 2. FAIRS
  - 3. CELEBRATIONS
- N. STORIES
  - 1. FABLES
  - 2. MYTHS
  - 3. LEGENDS
- O. HEALTH
  - 1. MEDICINE
    - a) BEHAVIORAL HEALTH
  - 2. HOSPITALS
    - a) GENERAL CARE
  - 3. OVERSIGHT
    - a) RECOURSE
- P. CULTURE
  - 1. ARTS
    - a) VISUAL ART
    - b) PAINTING/DRAWING
    - c) SCULPTURE
  - 2. PERFORMANCE ART
    - a) MUSIC
    - b) THEATER
    - c) ORATION
  - 3. ARCHITECTURE
  - 4. SYMBOLISM
    - a) RELIEFS
    - b) DECORATION

- c) MOTIFS
  - d) COLORS
- 5. FORMALITY
  - a) GOVERNMENT
  - b) JUSTICE
  - c) MILITARY
  - d) INFORMAL
  - e) FACTIONS
- 6. SHOPS
- 7. ENTERTAINMENT
  - a) SPORT
  - b) GAMES
  - c) DANCE
- 8. LANGUAGE
  - a) IDIOMS
- 9. FOOD

## VIII. RELIGION (REPEATS)

- A. GENERAL OVERVIEW
  - 1. HISTORY
  - 2. DEMOGRAPHICS
- B. DEITIES
  - 1. PLACE OF WORSHIP
  - 2. PRIEST ORGANIZATION
  - 3. PRACTICES
- C. PRAYER
  - 1. RITES
  - 2. RITUAL OBJECTS
- D. RULES OF THE FAITH
  - 1. VIRTUES
  - 2. VICES
  - 3. PROSCRIPTIONS
  - 4. SACRED LORE
  - 5. SYMBOLISM
  - 6. PERSPECTIVE ON MAGIC
- E. MYTHOLOGY
  - 1. CREATION MYTH

2. MYTHIC FIGURES

3. DEATH

4. SACRED SITES

F. LAYFOLK

1. RELIGIOUS ORDERS

2. HERETICAL GROUPS

3. APOSTATES

4. INFIDELS