

WORLDBUILDING SIMPLIFIED

Building a world from scratch can feel overwhelming. Endless maps, timelines, cultures — where do you even begin?

This tool strips it all down.

In just **five simple questions**, you'll create a world that's **unique, playable, and bursting with story potential** — without getting stuck

1. **Core Conflict:** Identify the biggest problem or tension driving your world. This could be a dying sun, fading magic, or a corporate dystopia.
2. **Strange Twist:** Introduce a unique element that differentiates your world, like gravity weakening at dawn or time reversing annually.
3. **People Who Care:** Focus on the characters most affected by the conflict or twist, such as nomads, engineers, or hackers.
4. **Starting Place:** Begin your narrative in a vivid location, such as a neon-lit dive bar under a megacity or a monastery built into a living mountain.
5. **Engaging Question:** Pose a mystery that entices exploration, like why the moon bleeds each winter or who left ancient underground ruins.

These elements will help you construct a compelling and imaginative world to serve as the backdrop for your story.

Step 1: The Core Conflict

👉 Ask:

“What is the biggest problem or tension in this world?”

Examples:

- A dying sun forces migration
- Magic is fading
- A war between humans and gods
- Corporations rule after governments collapse
- Vampires secretly control the city

✓ One compelling problem gives your world **urgency and energy**.

Learn more in our [Worldbuilding Hub](#).

Step 2: The Strange Twist

👉 Ask:

“What’s one thing that works differently in this world?”

Examples:

- Gravity weakens at dawn
- Every child is born with a prophecy
- Water is a rare luxury
- Time reverses every year
- The dead vote in elections

✓ This **single twist prevents generic worlds**.

Explore more ideas at our [Worldbuilding Hub](#).

Step 3: The People Who Care

👉 Ask:

“Who is most affected by the conflict or twist?”

Examples:

- Nomads riding giant birds
- Engineers harvesting thunder
- Refugees exiled from the last green valley
- Sorcerer-kings fighting for divine shards
- Hackers resisting AI overlords

✓ Worlds aren’t compelling without **people who care**.

Discover culture-building tips at [Worldbuilding Hub](#).

Step 4: The Place Where It Begins

👉 Ask:

“What’s the first place players will see?”

Examples:

- A fortress in a poisoned jungle
- A neon-lit dive bar under a megacity
- A cursed fishing village
- A monastery built into a living mountain
- An abandoned space station

✓ Forget the world map — **start with one vivid place.**

Need inspiration? Visit our [Fantasy Genre Hub](#) or [Maps & Geography Guide](#).

Step 5: The Question That Hooks

👉 Ask:

“What mystery keeps people exploring this world?”

Examples:

- Why does the moon bleed each winter?
- Who left the underground ruins?
- Can the gods be killed?
- What lies beyond the edge of the sky?
- Why is Year Zero forbidden to mention?

✓ A great world **pulls people deeper through questions, not just answers.**

✓ You’ve Built a World!

In just five questions, you now have:

- 🎯 A conflict
- 🎯 A strange twist
- 🎯 People who care
- 🎯 A vivid starting place
- 🎯 A question that pulls deeper

That’s enough to start an adventure, campaign, or novel.

👉 Want to expand it? Visit our [Worldbuilding Hub](#) for more guides, tools, and templates.

Every great world started small.

Let yours grow as you explore it.

Enter the Arcverse at www.enterthearcverse.com.

