

WORLDBUILDING SIMPLIFIED

Worldbuilding Prompts and Inspiration

Read more at Enter the Arcverse: www.enterthearcverse.com/worldbuilding

Need a creative push?

Use our curated prompts and challenges to grow your setting, one idea at a time.

Introduction: Why Prompts Work

Worldbuilding can feel huge.

Sometimes the blank page is exciting.

Sometimes it's paralyzing.

Prompts and challenges give your imagination a **nudge** — a spark that helps you discover new places, people, conflicts, or wonders you wouldn't have invented otherwise.

This guide offers **5 types of prompts and exercises** to grow your world piece by piece. Whether you're stuck or just want to keep your creative muscles moving, these will push you in **surprising and fun directions**.

Step 1: The “What If?” Generator

 Ask:

“What if the world worked differently?”

These simple questions twist reality and force fresh ideas:

- What if **no one could lie**?
- What if **the sky was always red**?
- What if **plants could talk**?
- What if **metal was rare but magic was common**?
- What if **dreams shaped geography**?

 “What if” prompts **challenge your assumptions and unlock new directions**.

Example:

What if **only children can see the true form of gods**? How does that change your culture's faith?

Step 2: The One-Word Seed

👉 Pick a **single word** — and **build around it**.

Try words like:

- Ice
- Betrayal
- Eclipse
- Silence
- Gold
- Hunger
- Web
- Ashes

✅ A simple word can **spark places, people, creatures, or conflicts**.

Example:

The word “Silence” leads to the **Silent Keepers** — a monastic order that guards forbidden knowledge in libraries no one can speak within.

Step 3: The Time Challenge

👉 Set a timer for **10 minutes**.

Pick a topic: **a city, a monster, a battle, a festival**.

Then **write or sketch non-stop** until the timer ends.

✅ The goal is **volume, not perfection**.

This shakes loose ideas and often leads to unexpected gems.

Example:

A 10-minute challenge on “lost city” might reveal: **The Glass Vaults of Lur**, buried beneath acid seas, where gold still gleams untouched.

Step 4: The “Flip the Trope” Game

👉 Take a familiar trope — and **twist it**.

- Dragons: peaceful scholars, not destroyers
- Orcs: a peaceful democracy, not warlords
- Dwarves: sky-sailors, not miners
- Evil empire: actually saves the world from chaos
- Magic: causes pollution and ecological disaster

✅ Flipping tropes **forces originality and keeps your world from feeling generic**.

Example:

In your world, vampires are **the last defense against demonic invasion** — their curse binds them **to the mortal realm as protectors**.

Step 5: The “Missing Piece” Challenge

👉 Look at your world and ask:
“What’s missing?”

Is it:

- A rival nation?
- A trade network?
- A desert, ocean, or jungle?
- A secret society?
- A historical disaster?
- A dominant religion?

✅ Filling **gaps** makes your world more balanced and lived-in.

Example:

Your world has magic and kingdoms... but no major religion. So you invent the **Sisterhood of Starlight**, a faith built around astronomy and fate.

✅ You’ve Sparked New Ideas!

With these 5 tools, you can keep building:

- 🎯 Wild twists
- 🎯 Rich seeds
- 🎯 Fast sketches
- 🎯 Original spins
- 🎯 Missing layers

👉 Use these prompts any time you feel stuck, or want to surprise yourself.

Worldbuilding is a journey, not a checklist.

Stay curious. Keep discovering. Enter the Arcverse.

Explore more worldbuilding tools at www.enterthearcverse.com/worldbuilding

