

WORLDBUILDING SIMPLIFIED

Timelines, Ages, and Histories

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Every world has a past.

Learn how to build rich timelines of war, peace, discovery, and downfall.

Introduction: Why History Matters

A believable world isn't just made of places and creatures.

It's shaped by **time**.

Wars fought, empires risen and fallen, inventions discovered, disasters endured — all of these events **leave marks** on cultures, maps, and myths.

But worldbuilders often get lost trying to write **an encyclopedia of history**.

This guide helps you focus on what matters: **big moments, powerful echoes, and story-worthy turning points**.

In 5 simple steps, you'll sketch a timeline that **feels deep — without drowning in detail**.

Step 1: The Defining Eras

 Ask:

“What are the major eras or ages that divide your world's history?”

Think in **big sweeps of change**:

- The Age of Fire
- The Age of Kings
- The Forgotten Age
- The Golden Era
- The Machine Uprising
- The Era of Silence

 Each era tells us **what ruled the world then**.

Example:

The world of Velth divides its history into the **Age of Storms (chaos)**, **Age of Chains (empire)**, and **Age of Ashes (collapse)**.

Step 2: The Great Shifts

👉 Ask:

“What 3-5 major events shaped these eras?”

You don't need every date — just the **huge, world-altering moments**:

- The Fall of the Crystal Spire
- The Day the Moon Split
- The Crowning of the First Witch-Queen
- The Invention of Skyships
- The Sundering War
- The Plague of Echoes

✅ These are the **pillars** of your history.

Example:

Velth's Age of Chains ended with the **Shattering of the Slave Gates** — a rebellion that broke the empire's power overnight.

Step 3: The Forgotten or Hidden Pieces

👉 Ask:

“What's lost, hidden, or mistrusted about this history?”

Every timeline has **gaps or lies**:

- A lost city no one can find
- An empire erased from records
- A battle whose true cause was covered up
- A prophecy tied to an ancient disaster
- A forged lineage

✅ Mysteries **keep history alive in the present**.

Example:

Velth's scholars debate whether the **Chain Kings** were real rulers — or a fable created to justify war.

Step 4: The Legacy Today

👉 Ask:

“How does this history shape the world now?”

The past **isn't dead**.

Its effects are felt in:

- Ruins and relics
- Old laws and customs
- Borders and grudges
- Festivals and holy days
- Prophecies and fears

✅ This step connects **yesterday to today's conflicts and stories.**

Example:

Every year, Velth's freed cities celebrate the **Night of Broken Chains** — but old loyalist factions plot revenge.

Step 5: The Turning Point Ahead

👉 Ask:

“What event is about to start the next chapter of history?”

No world is static. A new **turning point** gives your setting momentum:

- A new war brews
- An ancient evil reawakens
- A king dies without heir
- A strange star appears
- A lost technology is rediscovered

✅ This gives your timeline **urgency and room for adventure.**

Example:

In Velth, a prophet claims the **Age of Ashes will end** when the long-lost Storm Crown is found.

✅ You've Built a Living History!

In 5 questions, you now have:

- 🎯 Defining eras
- 🎯 Major world-shaping events
- 🎯 Forgotten mysteries
- 🎯 Living legacies
- 🎯 A turning point for the future

👉 Together, these turn a flat timeline into a **living backbone** for your world's cultures, conflicts, and adventures.

History is the heartbeat of your world.

What stories will your timeline tell? Enter the Arcverse.

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

