welcome to my

WORLD-BUILDING WORKBOOK

DEVELOPED ESPECIALLY FOR YOU!

by VivienReis.com

The top of each page has the title for that section. Simply fill in each box with the information that makes your world unique!

If you come to a section that doesn't pertain to your world-building, feel free to cross it out or just leave it blank.

On the other hand, an extra sheet is included at the end of this workbook should you run out of room, or your world requires development on something not already covered.
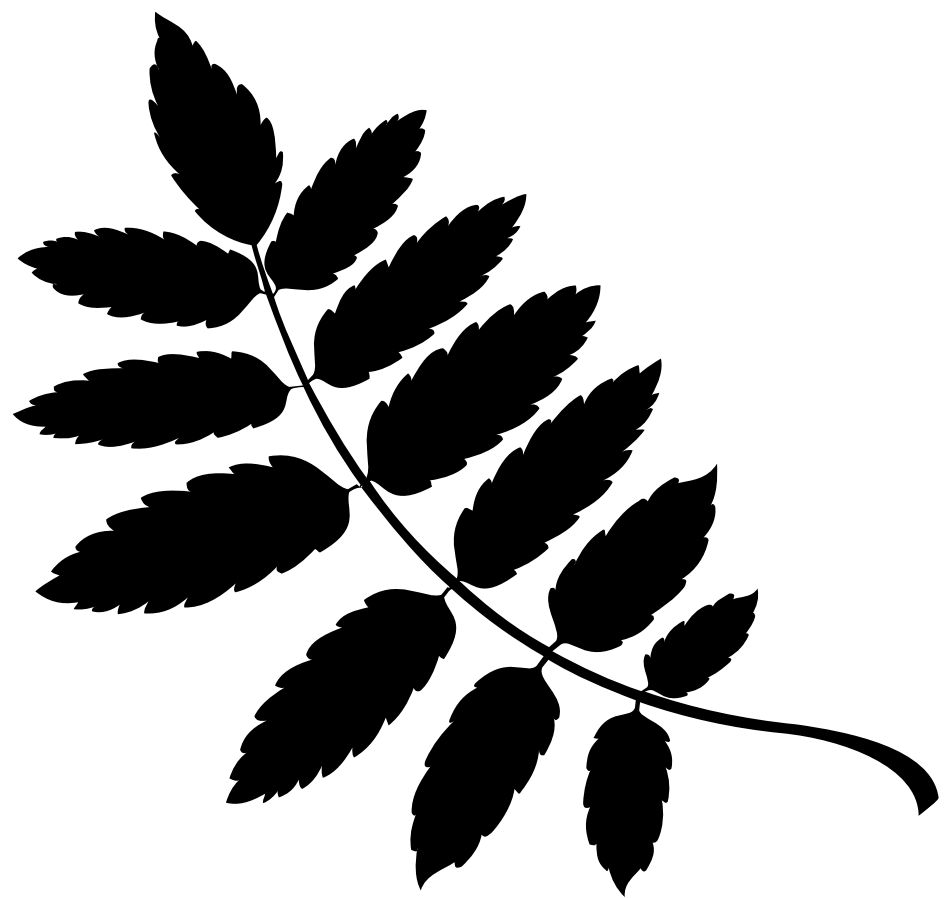
FOR MORE INFORMATION ON WORLD-BUILDING...

Be sure to check out my YouTube videos on this topic! Much of what I talked about is included in this workbook, but they're filled with extra tips and detailed examples.

I also have a website loaded with writing tips as well! There, you can also check out any works in progress that I have and get sneak peaks to my novels. Go check it out if you already haven't!

www.youtube.com/vivienreis

www.vivienreis.com
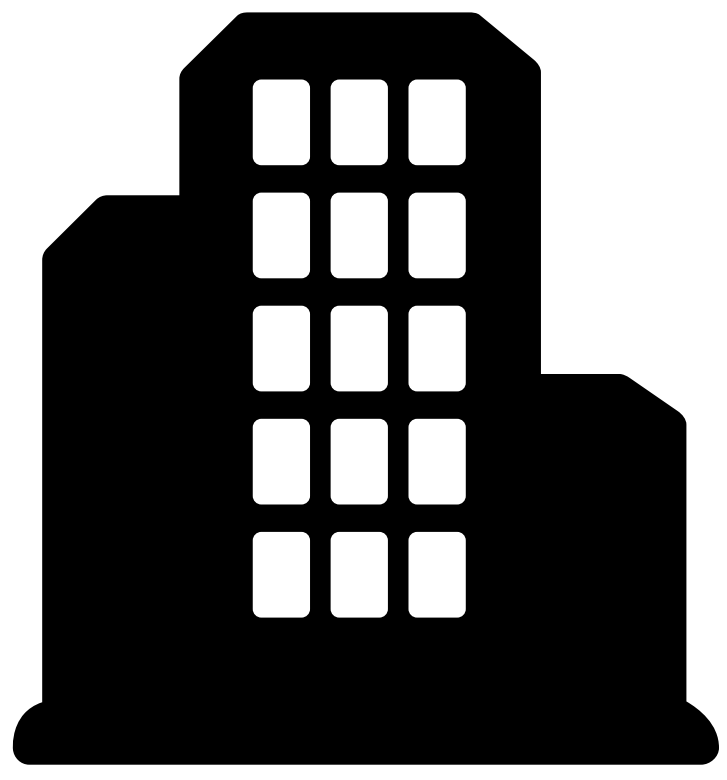
GEOGRAPHY & CLIMATE

Helpful tips: Decide what kind of weather and landscape you want your world to have. If your world is large, how does the climate change from region to region? What trade goods are found in each?

MAJOR FEATURES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

HISTORICAL CHANGES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

SEASONS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

RESOURCES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

MAJOR CITIES & LANDMARKS

Helpful tips: Include things like the name of the city/landmark, its purpose or what it's known for, and a general description (history, significance, climate, style, etc.). How populated is each city?
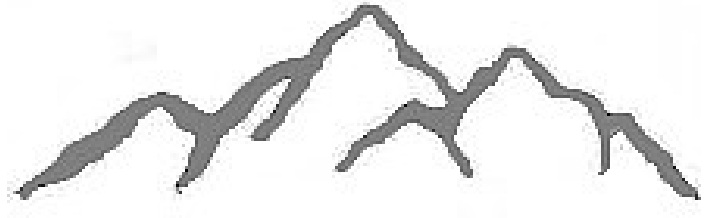
CITIES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

LANDMARKS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
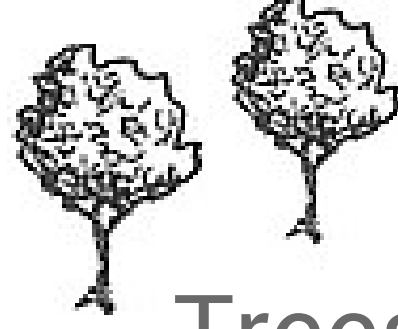_____

TOPOGRAPHICAL MAP

Helpful tips: Use some of the images below to help create a map of your world. Model certain aspects after our own world - rigid and nonuniform boundaries, rivers, deserts, etc.
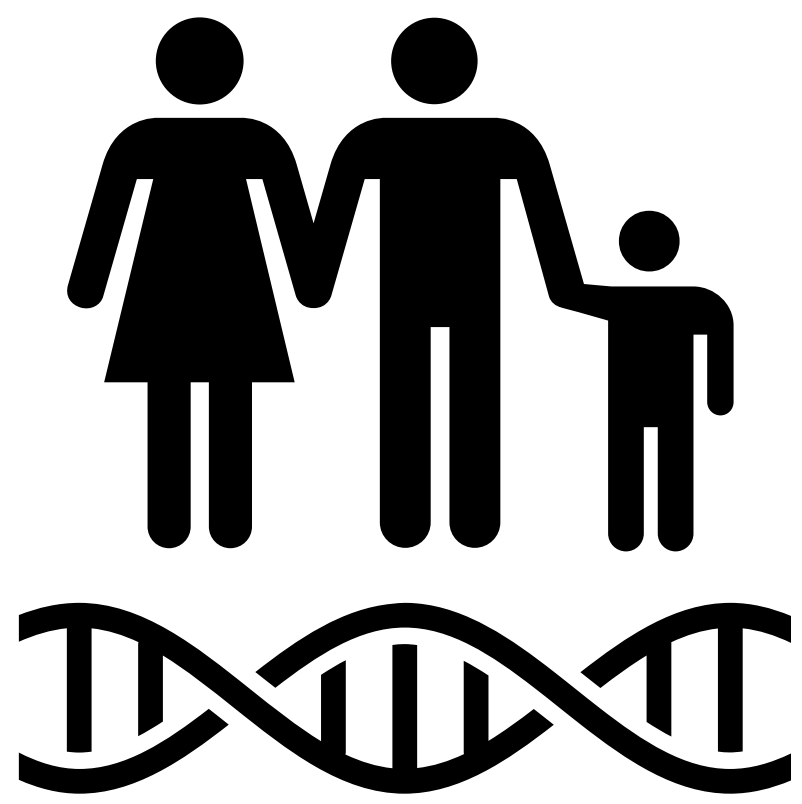
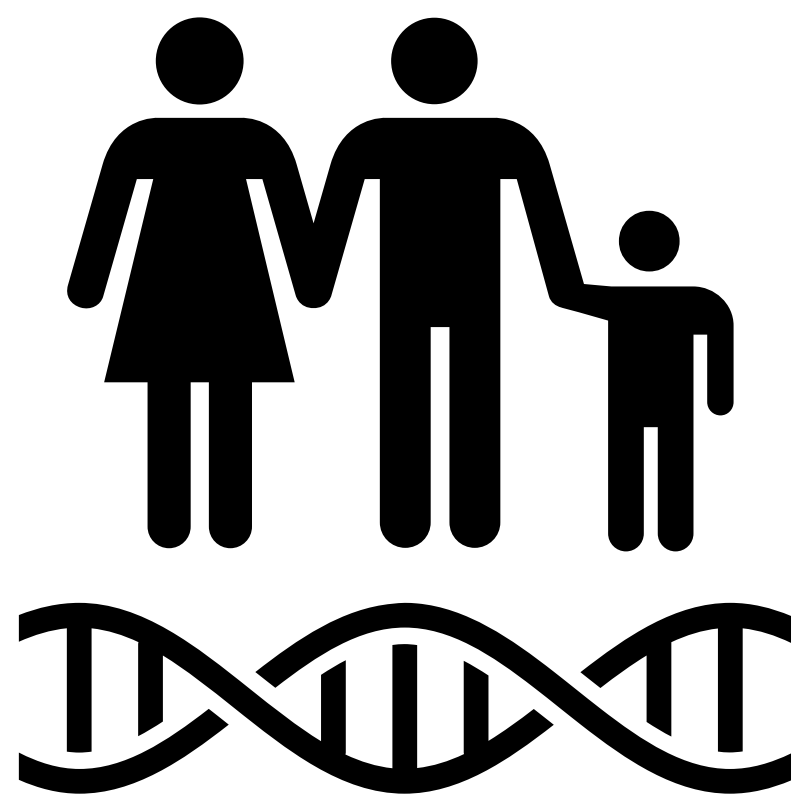Mountains   Rivers   Trees   Cities   Grasslands

PEOPLE & CUSTOMS

Helpful tips: Consider what a typical family unit is like. Who raises the children? Are there any insulting or respectful gestures? **Feel free to print extra copies if you have more than one culture!**

APPEARANCE

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

CLOTHING STYLE

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

FAMILY UNITS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

GESTURES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

PEOPLE & CUSTOMS (cont.)

Helpful tips: What things are considered rude or controversial to bring up? **Feel free to print extra copies if you have more than one culture!**

SUPERSTITIONS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

WORK ETHIC

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

CONTROVERSIAL TOPICS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

MAGIC SYSTEMS

Helpful tips: Set certain rules of nature and limitations to your magic to make it more believable. Can all magicians do the same thing? Do they look different? How did they become magicians?

RULES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

ABILITIES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

RITUALS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

MAGICIANS

_____
_____
_____
_____
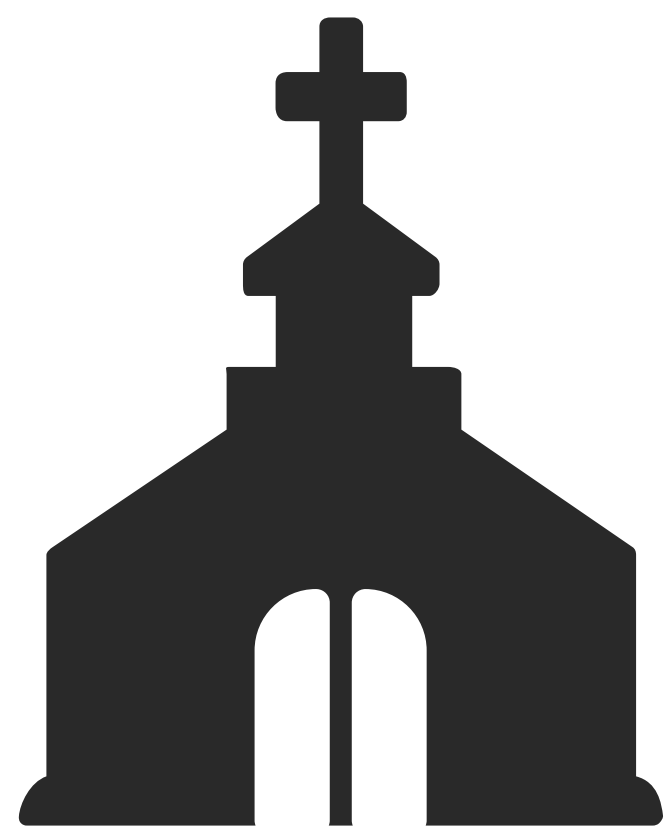_____
_____
_____
_____
_____
_____

SOCIETY & CULTURE

Helpful tips: Think about what professions are sought after and which are looked down on. What about work ethic? Is one culture known for being lazy? Does your world have its own games?

SOCIAL CLASSES

PROFESSIONS
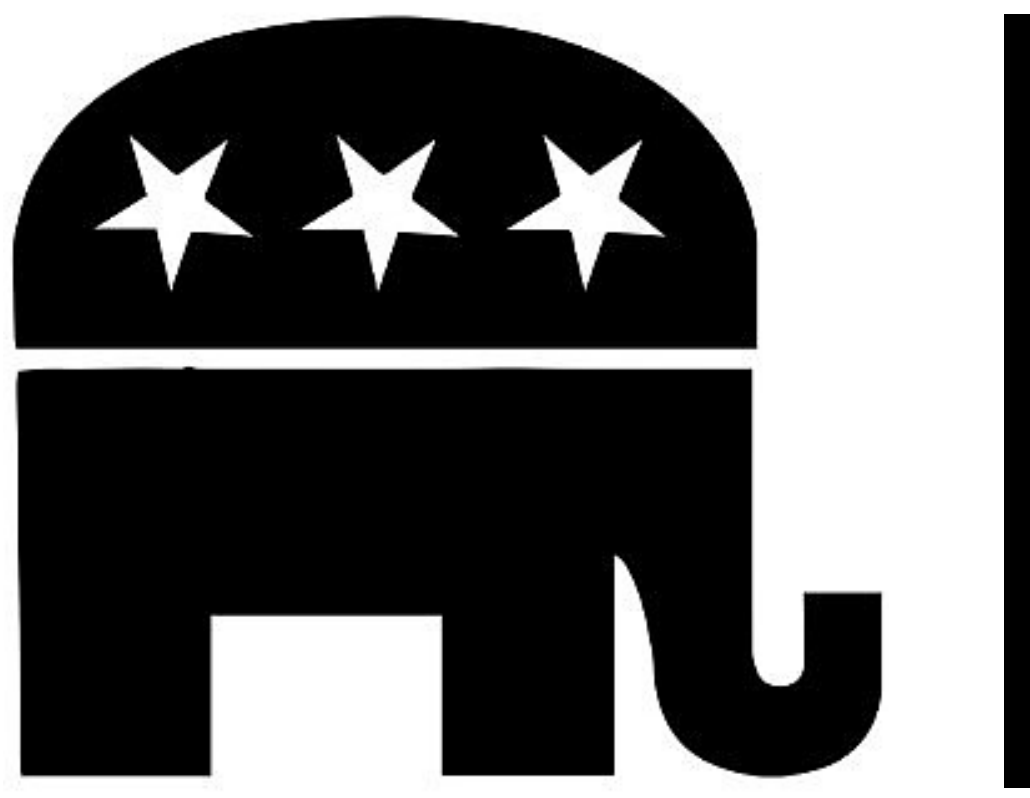
ENTERTAINMENT

TRANSPORTATION

SOCIETY & CULTURE (cont.)

Helpful tips: Ceremonies are a great way to emulate our world - weddings, funerals, rights of passage, and graduations are all different from culture to culture!

RELIGIONS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

TECHNOLOGY

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

CEREMONIES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
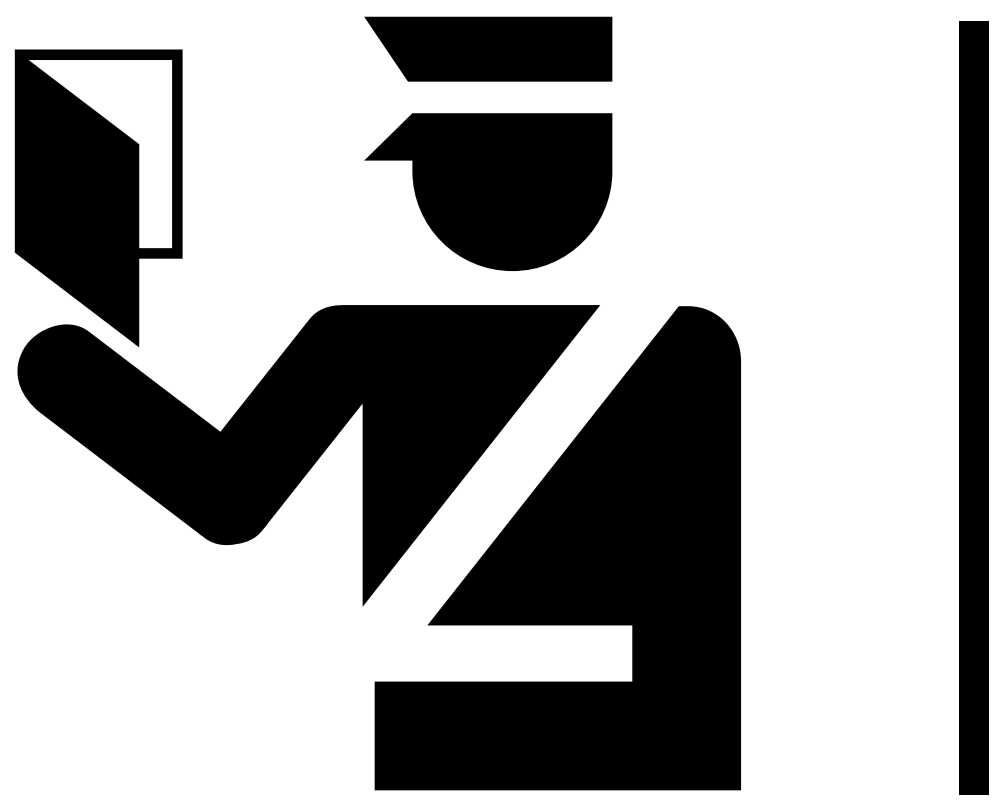_____

GOVERNMENT & POLITICS

Helpful questions: What major issues drive the political parties? Are politicians elected or appointed? Who's the head honcho? If magic exists, how does it affect the government?

STRUCTURE

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

ELECTION

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

MAGIC INFLUENCE

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

POLITICAL CONCERNS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

LEGAL SYSTEM

Helpful tips: Think about what unique actions are illegal in your world. Who enforces these laws? For the justice system, who are the "judge, jury & executioners" and what punishments exist?

CRIMES

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

ENFORCERS

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

JUSTICE SYSTEM

_____

_____

_____

_____

_____

_____

_____

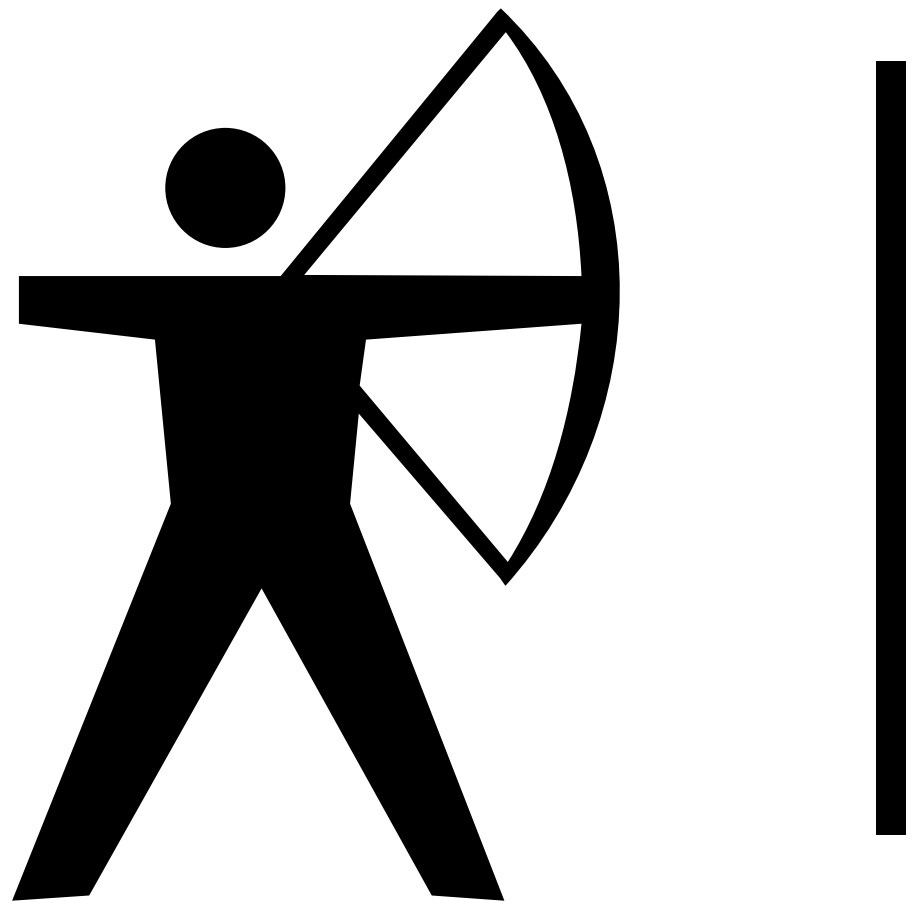_____

_____

_____

_____

_____

WORLD HISTORY

Helpful tips: Decide what key historical events affect your story and the people in your world. What origin stories are there? Were there any battles or disasters? Who played a role in those moments?

IMPORTANT EVENTS

SIGNIFICANT PEOPLE

FOLKLORE

CONFLICTS

WARFARE

Helpful tips: Your world might favor some weapons over others. Has magic played a role in warfare? Are there any gentlemanly conventions in battle, or is it a free-for-all?

WEAPONS

MAGIC INFLUENCE

ITELLIGENCE GATHERING

CONVENTIONS

EXTRA SHEET

TITLE: _____