



[Your name here]'s Fantasy Worldbuilding Encyclopedia for [Name of World]

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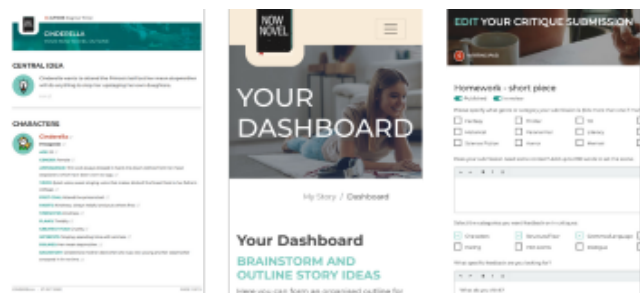
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Note: these fantasy worldbuilding categories may not apply to all stories and worlds. Remove and add according to your own brainstorming and world.

To create jump links to category pages in your TOC, click on the heading in the left sidebar you want to create a link to, copy from the hash symbol (#) in your browser, and create a link to that section from the relevant word above.

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Worldbuilding progress

Track what aspects of your fictional world you've brainstormed, started researching and brainstorming, or have yet to start.

World aspect (e.g. magic, kingdoms)	Status	Useful links/resources	Notes
	Not started ▾		
	In progress ▾		
	Brainstorm... ▾		

Right-click in a cell to add or remove a row or column and modify this table as needed, using the dropdowns to mark off the work you've completed in building this world encyclopedia.

World Aspects

ANIMALS

What actual animals or mythical beasts exist in your fantasy universe? Give each type its own entry with its name (in alphabetical order) as an h2 or smaller heading to nest each entry within the 'animals' category.

BELIEFS

What beliefs and religions do people practice or follow?

CHARACTERS

Who inhabits your fantasy world? You could split this section into 'primary' and 'secondary' characters and build this section as your draft grows.

CITIES & TOWNS

What are the major cities and towns in your fantasy world? What are their landmarks? Why or when were they founded? When are they first introduced in your story?

CONFLICTS

What are the main sources of conflict in your fantasy world, presently or historically? From whence did they develop? What role does geography and other aspects of your world play in how these conflicts began or could develop further?

COUNTRIES

Is there national identity or something like borders in your fantasy world? If so, where are the various countries (or country-like, separately governed areas) in relation to each other? What are they called? What distinguishes one from the next?

CULTURES

What are the main cultures in your fantasy world? What practices, customs, beliefs, ways do they hold? Are they growing, relatively stable, or under threat or dying out/displaced? Why?

HABITATS

What kinds of habitats are there (e.g. colder or hotter regions, mountainous vs flat terrain, lands abundant in natural resources vs scarce in them). How do these habitats affect things like culture and custom, conflict, or how characters feel, organize, or relate to their environments?

HISTORIES

What are the key histories in your fantasy world? What is the story of its origins? Who has played a vital part in shaping how it is during the time of your story? Do some groups or inhabitants have more peaceful or turbulent, oppressed or empowered, privileged or more painful histories than others? Why?

KINGDOMS

Are there monarchies (or something like them) in your world? Seats of relative, figurehead or absolute power handed down through families or other kinds of birthright or law? How do kingdoms or areas of rule differ in your fantasy world?

MAGIC

What kinds of magic exist in your world, if any? What are their core purposes, risks and dangers, origins, user types (for example, necromancers and healers)? How is magical ability acquired (or lost)?

RACES

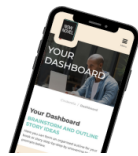
What are the different forms of verbal, human-like life in your fantasy world (for example, orcs and elves or other categories). Do any of these have biases against or allied relationships with others? What are the distinguishing beliefs, practices, values, and physical features of each?

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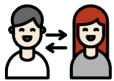
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