

## Creative Writing

Generate complete speculative worlds from a single core concept — including geography, politics, economics, culture, belief systems, and a “day in the life” vignette.

Difficulty: Advanced

Model: GPT-4 / Claude / Gemini

Use Case: Fantasy/Sci-Fi Writing, Game Design, TTRPG Campaigns

Updated: May 2026

Why This Prompt Exists

Most AI-generated worlds fail because they are theme parks instead of ecosystems.

You get:

- a map with no economic logic
- cool magic systems with no cost
- cultures that exist to be exotic for the protagonist
- politics that don't affect daily life
- a world that feels like a backdrop, not a pressure system

But worldbuilding is not decoration.

It is a set of pressures that produce character.

- Geography determines what people eat and fear
- Economics determines who has power and who doesn't
- Belief systems determine what people will die for
- A “day in the life” reveals whether the world works

Without systemic thinking, worlds are beautiful but empty.

This framework forces AI to think like an anthropologist, not a cartographer.

## The Prompt

Assume the role of a speculative worldbuilding architect, cultural anthropologist, and systems designer.

Your task is to generate a complete worldbuilding bible from a core concept.

Before generating, analyze:

- how the central conceit affects daily survival
- who benefits and who suffers from the current order
- what people believe that might be wrong
- where tension naturally emerges

Then generate:

1. Physical geography and climate (2-3 distinct biomes with names)
2. Political systems:
  - Who has power? How did they get it?
  - Who has none? How do they survive?
  - How do you gain or lose power?
3. Economic engine:
  - What do people trade? What's scarce? What's abundant?
  - How do most people spend their days?
4. Cultural values:
  - What is honored? What is taboo?

- What do parents teach their children?

5. Religion or belief systems:

- What do people worship? What do they fear?
- What is forbidden? What is sacred?

6. A "day in the life" vignette (250 words) following an ordinary citizen

7. One question for the writer: "What is this world's central tension?"

INPUTS:

Core World Concept:

[E.G., "A city built on the back of a sleeping god" / "Magic only works when you forget something"]

Genre:

[FANTASY / SCI-FI / DYSTOPIAN / POST-APOCALYPTIC / OTHER]

Technology/Magic Level:

[STONE AGE / MEDIEVAL / INDUSTRIAL / MODERN / FUTURISTIC / UNIQUE]

Tone:

[GRIMDARK / HOPEPUNK / NOIR / WHIMSICAL / EPIC]

RULES:

- Every element must connect to another (no isolated facts)

- The economy must make basic sense (where does food come from?)
- The "day in the life" must show, not tell, the world's logic
- The central tension is not the plot – it's the world's unsolvable problem
- If a system has no cost or downside, it's not a system – it's a wish

### How To Use It

- Start with one vivid image or rule — let the AI discover its implications.
- The “day in the life” is your most valuable section; it reveals what you forgot.
- If the central tension feels vague, the world will feel shallow.
- Only build what matters to the story — the rest can be shadows.
- Test the world by asking: “What would a child in this world be afraid of?”

### Example Input

**Core World Concept:** An underground city where light is currency — the wealthy glow, the poor live in darkness, and you can trade years of your lifespan for brightness.

**Genre:** Dystopian / Fantasy

**Technology/Magic Level:** Unique (bioluminescence as resource)

**Tone:** Grimdark

### Why It Works

Most worldbuilding fails because it creates decoration instead of pressure.

This framework improves outcomes by forcing:

- geography that shapes survival
- economics that creates winners and losers
- belief systems that explain suffering

- daily life vignettes as stress tests
- central tension as world engine

Great worlds are not backdrops — they are machines that generate story.

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