

THE WHEELS OF WORLD-BUILDING

• NOTEBOOK •



SHIELD DICE
STUDIO.



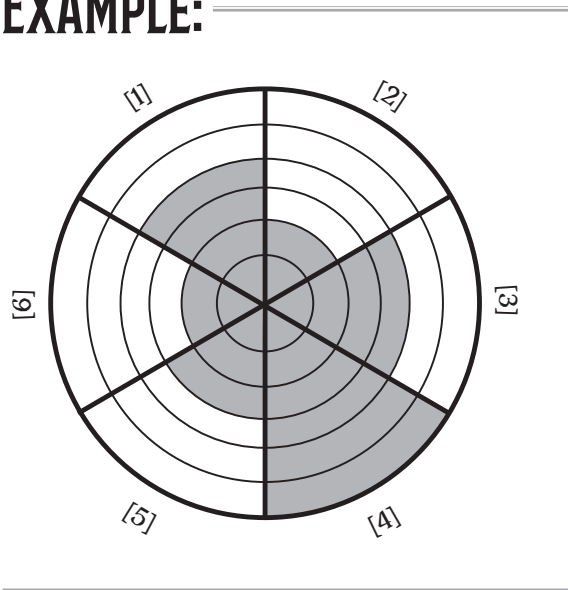


The wheels turn, and begin to tell a story.
Their spokes form a structure, and give rise to new worlds...

The Wheels of World-Building is both a tool and a notebook to generate and store your world-building ideas. Simply roll a D6 on each word of the individual wheels, and fill in that many sections. Do this six times for each wheel, and you will notice a pattern beginning to form. These abstract graphs can be used to bring forth ideas. How do

these different elements of world-building connect to one another, and what do the amounts being filled in tell you about that specific topic? Jot your thoughts down in the relevant note sections, taking the time to interconnect the ideas, and begin to build a picture of this new world within your mind. Not every aspect of the wheel needs to be used if do not wish.

EXAMPLE:



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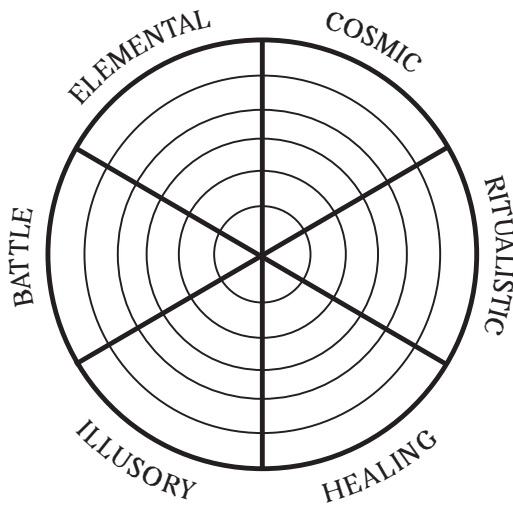
In this example, you can see the rolled, and filled out, sections of the graph. Thinking on this pattern, and the numbers rolled, you may perceive that [4] is much more common place within this world, or more widely known of. In correlation to this, [2] and [6] may be rarer occurrences, or more unique experiences found on the fringes of society within this world. Allow the abstract nature of the pattern to generate connections and lore.

NOTES

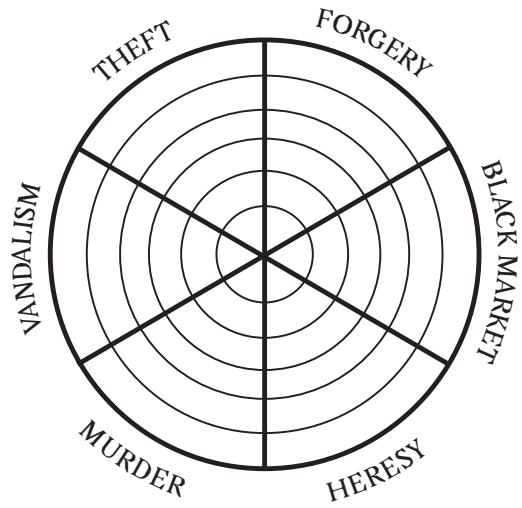
A world, in all of its infinite turnings, is born...



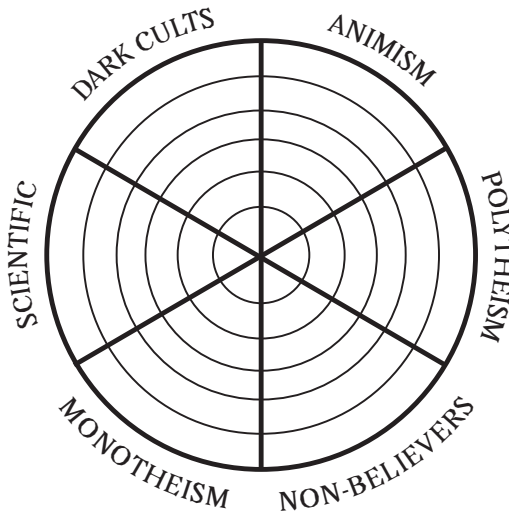
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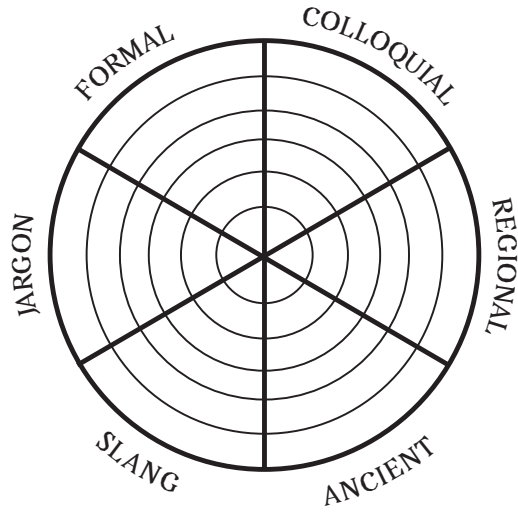
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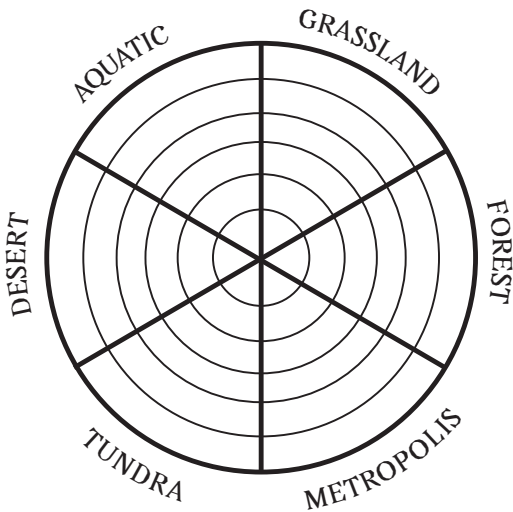
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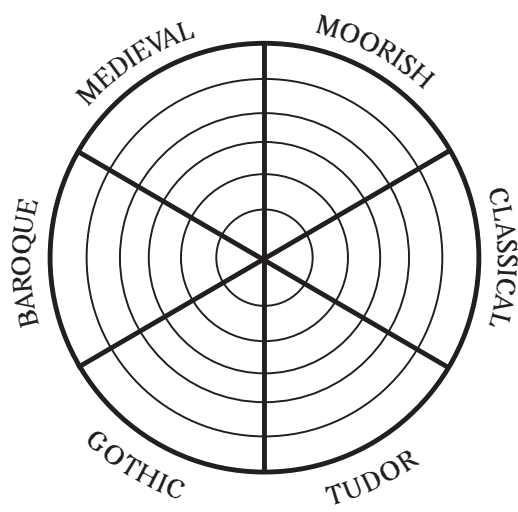
LANGUAGES:



BIOMES:



ARCHITECTURE:



MAGIC:

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CRIME:

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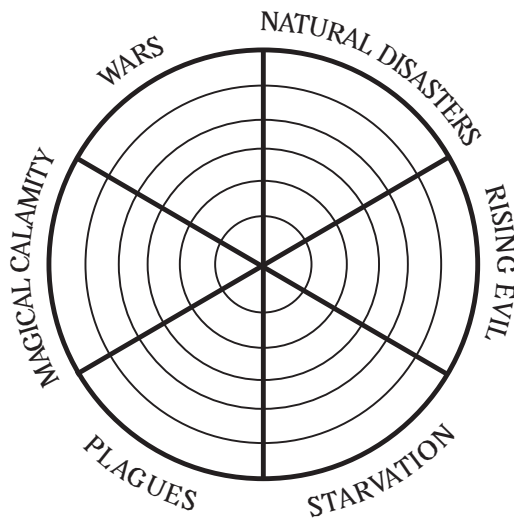
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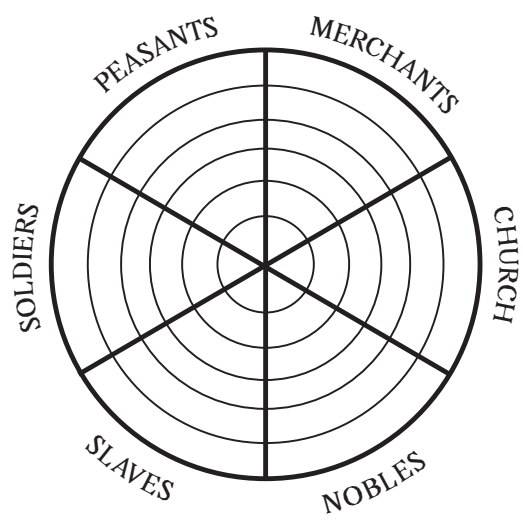
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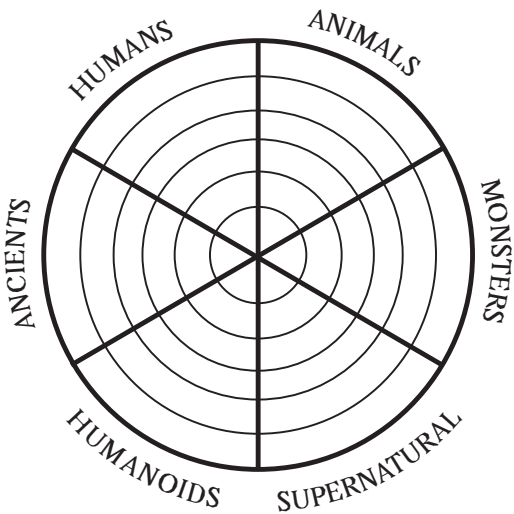
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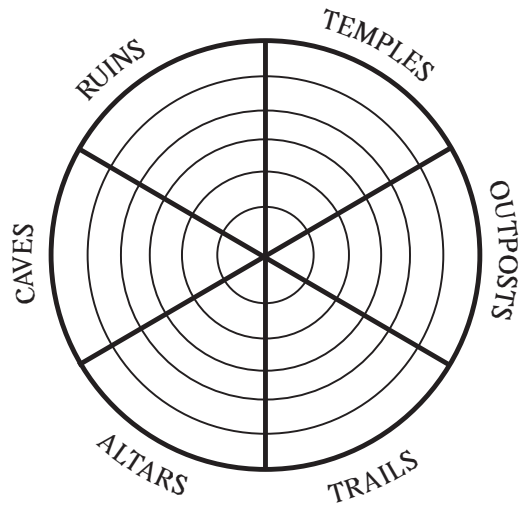
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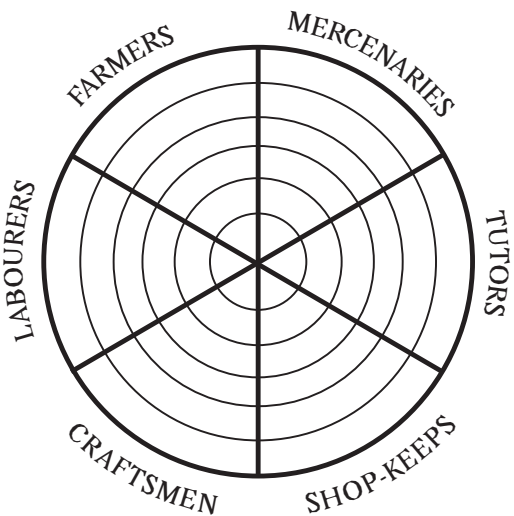
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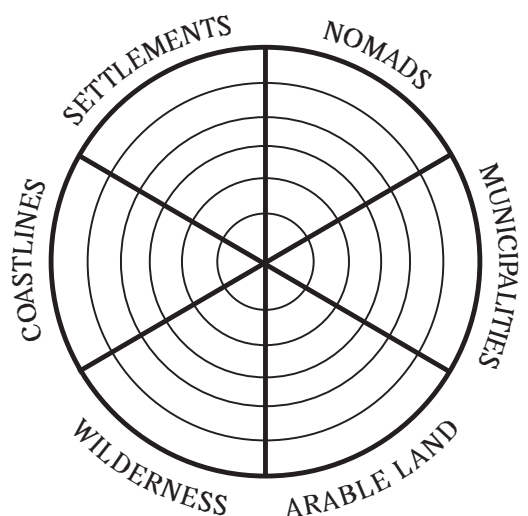
WILDERNESS SITES:



TRADES:



POPULATED AREAS:



THREATS:

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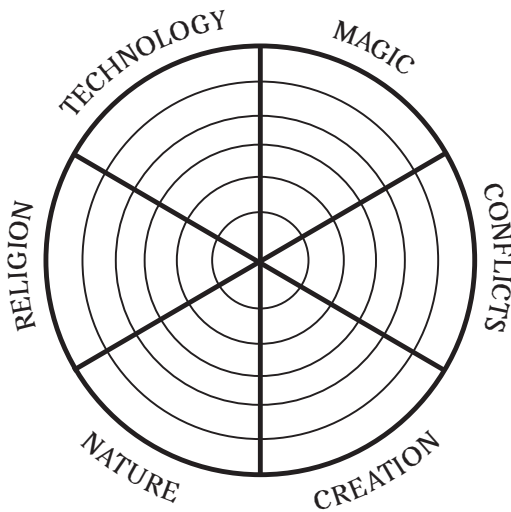
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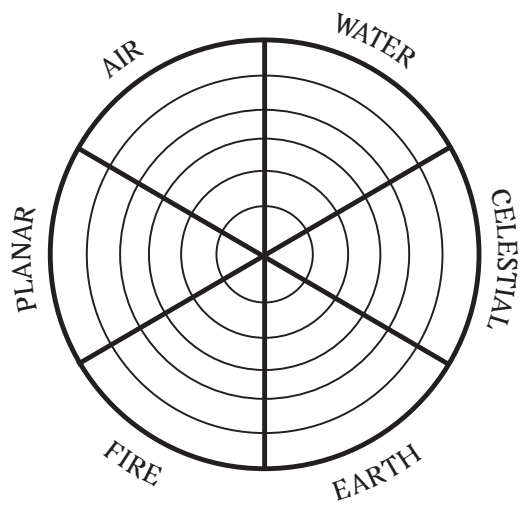
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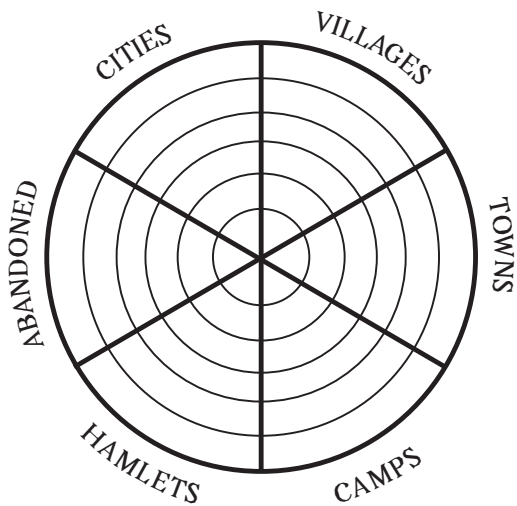
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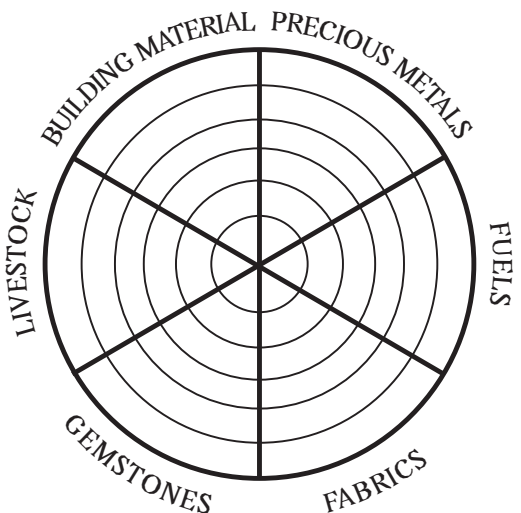
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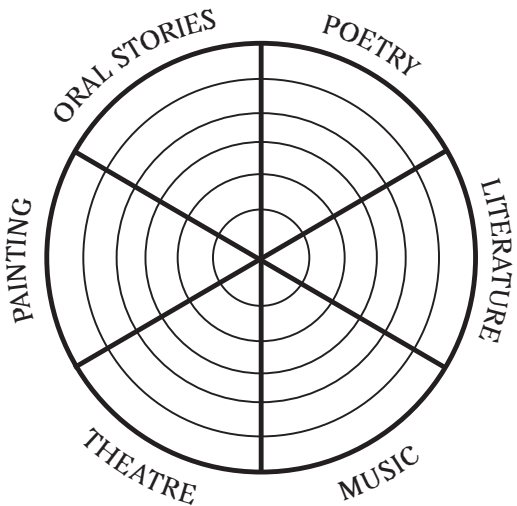
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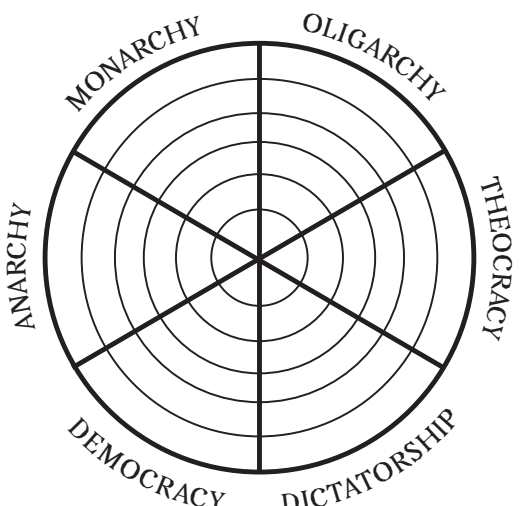
COMMODITIES:



THE ARTS:



POLITICS:



KNOWN HISTORY:

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ELEMENTS:

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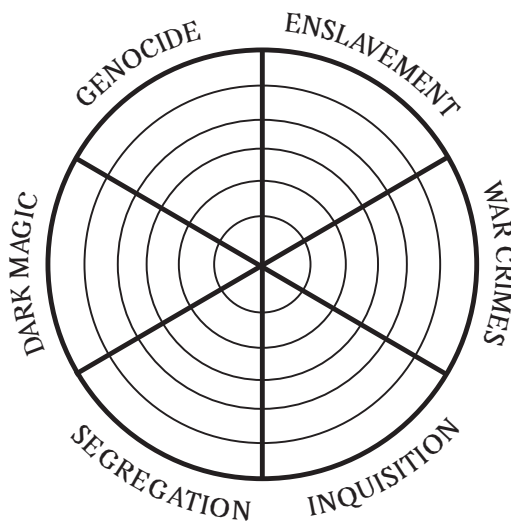
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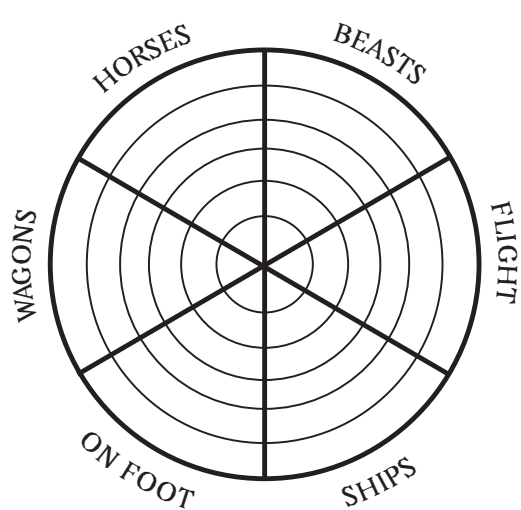
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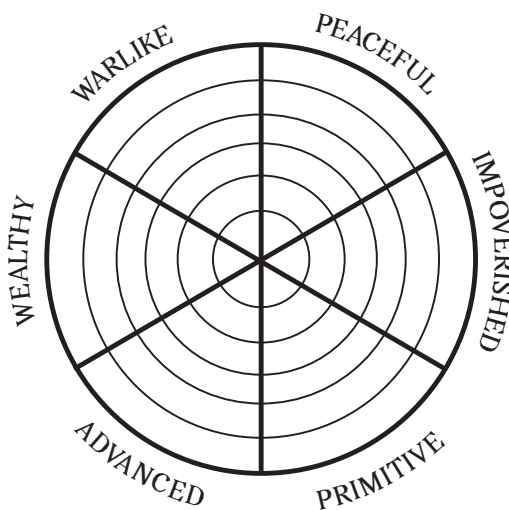
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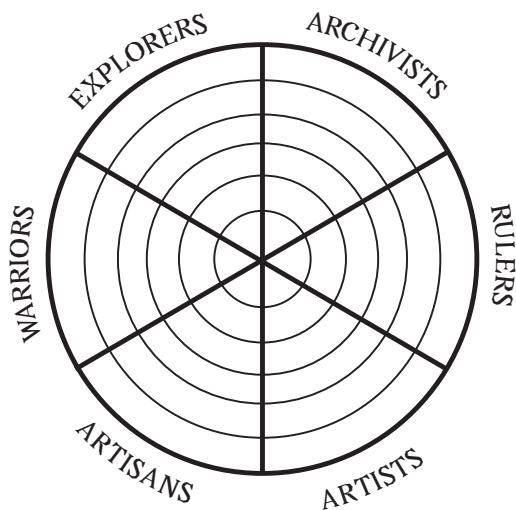
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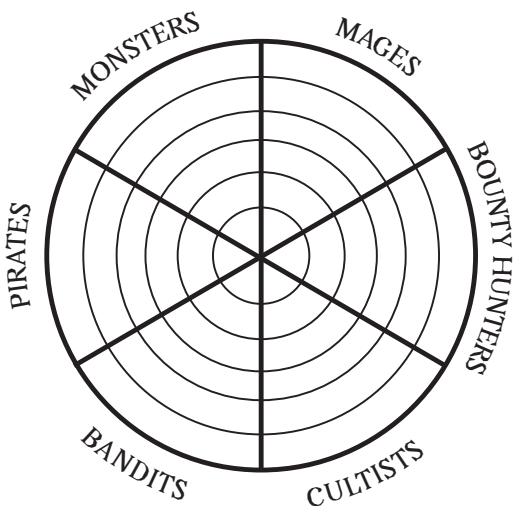
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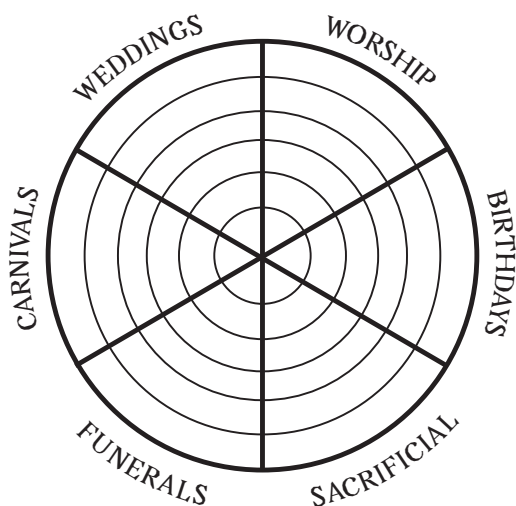
PROMINENT PEOPLE:



COMMON ENEMIES:



CEREMONIES:



ATROCITIES:

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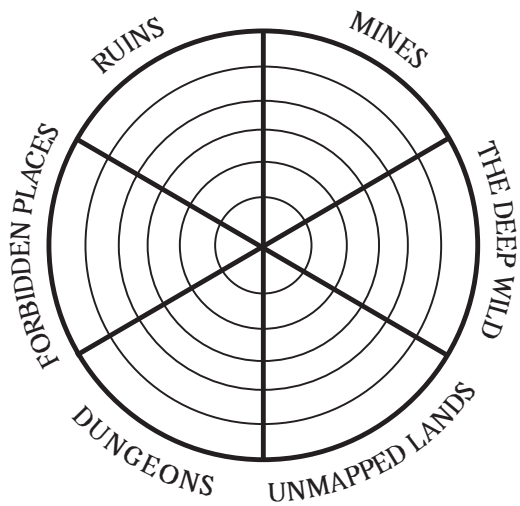
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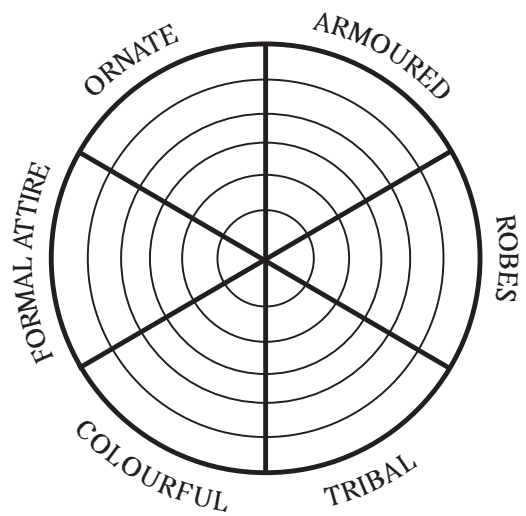
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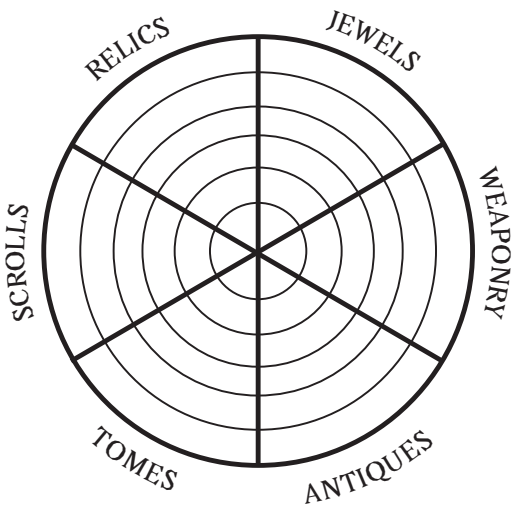
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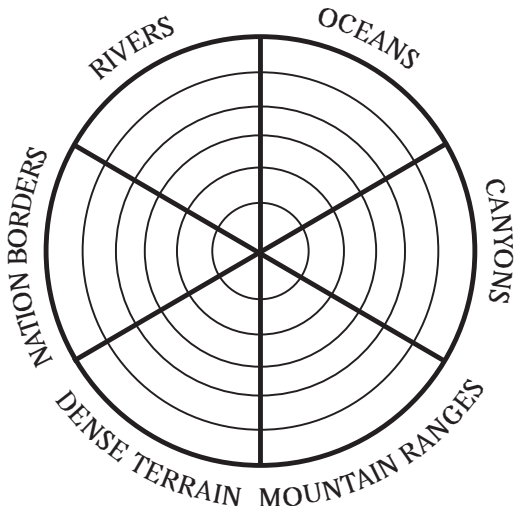
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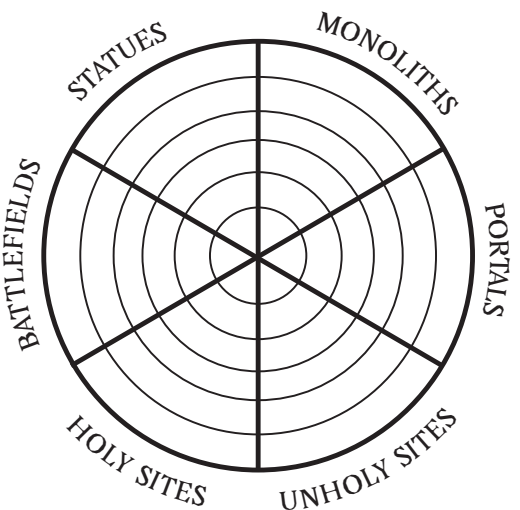
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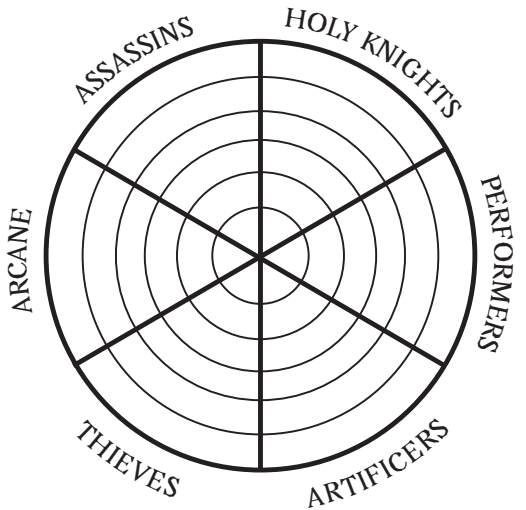
DIVIDES:



LANDMARKS:



GUILDS:



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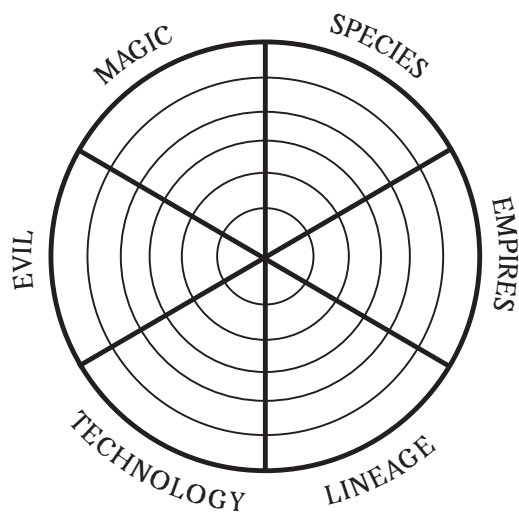
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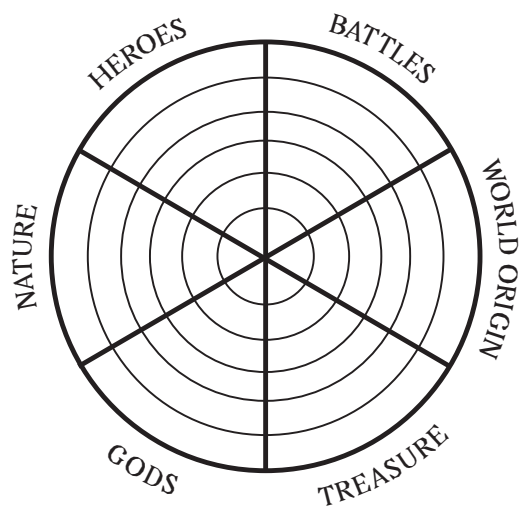
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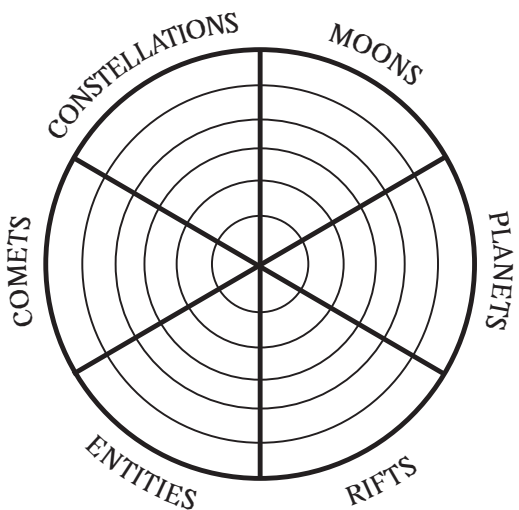
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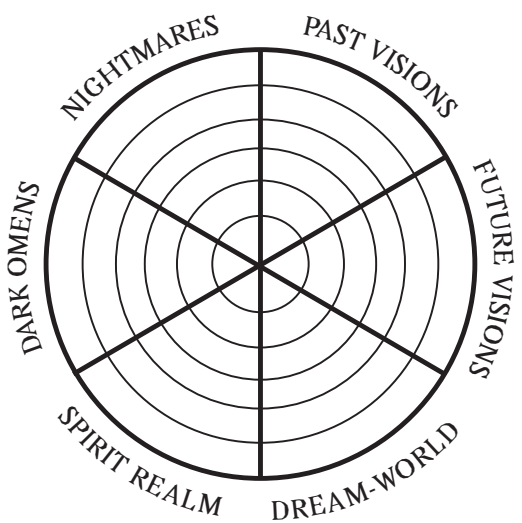
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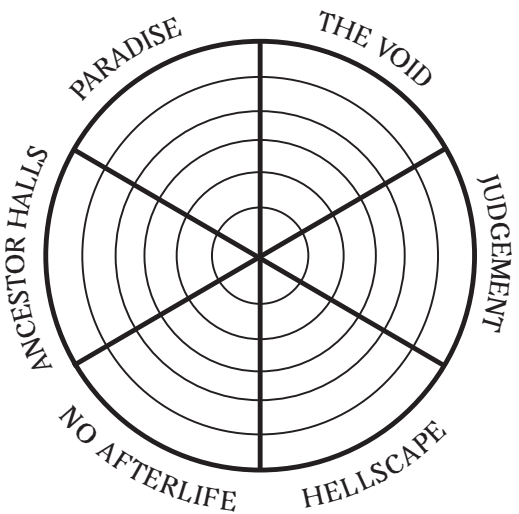
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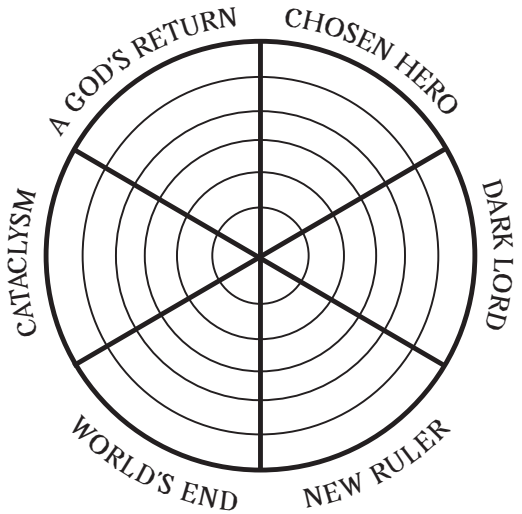
DREAMS:



AFTERLIFE BELIEF:



PROPHECIES:



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