

# D&D Campaign Setting Outline

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## 1. The World

- **Name:**
- **Tone & Theme:**
- **Magic Level:**

## 2. The Starting Location

- **Name:**
- **Description:**
- **Purpose:**
- **Population:**

## 3. Points of Interest

(These are locations within or near the starting settlement.)

- **Location 1**
- **Location 2**
- **Location 3**

## 4. Key Figures

(NPCs from in and around the town)

- **Local Leader:**
- **NPC 1**
- **NPC 2**
- **NPC 3**
- **Wild Card NPC**

## 5. Local Hooks & Conflicts

(Potential quests and mysteries in the starting location)

- **Hook #1:**
- **Hook #2:**
- **Hook #3:**
- **Hook #4:**
- **Hook #5:**

## 6. The Local Realm

(Expanding the setting beyond the starting town)

- **Nearby Towns & Cities:**
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- **Ruling Kingdom & Government:**
- **Military Presence:**

## 7. Kingdom Factions

(Powerful groups shaping the world)

- **Faction #1:**
- **Faction #2:**
- **Faction #3:**
- **Faction #4:**

## 8. Larger Conflicts

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## **9. The World Beyond**

(Expanding the campaign world for future adventures)

- **Neighboring Kingdom 1:**
- **Neighboring Kingdom 2:**
- **Neighboring Kingdom 3:**

## **10. The Global Threat**

(If you have a central campaign story)

- **Main Villain (or Threat):**
- **Big Mystery:**

## **11. Exotic Lands**

(The lands so far away that they become legend)

- **Exotic Land 1**
- **Exotic Land 2**
- **Exotic Land 3**

# How to Use This Outline:

## 1. The World

- What is the name of your world? Does it have a unique linguistic or cultural influence?
- What is the overall tone? High fantasy? Low fantasy? Grimdark? Hopeful?
- How does magic function in the world? Is it common, feared, revered, or restricted?

## 2. The Starting Location

- What is the name of the town, city, or region where the adventure begins?
- How would you describe the settlement in a single sentence? What makes it unique?
- What is its purpose? Is it a farming village, trade hub, mining town, or religious site?
- How big is the population? What kinds of people live here?

## 3. Points of Interest

- What are three or more essential locations that will help the world feel alive?
- Where do adventurers rest and hear rumors (tavern, inn, guild hall)?
- Where do adventurers buy supplies or find work (general store, blacksmith, market)?
- Is there a mysterious or forbidden location nearby (ancient ruins, a haunted forest, a cursed temple)?

## 4. Key Figures

- Who leads the town? A mayor? A noble? A warlord? Are they respected, feared, or corrupt?
- Who is a friendly face the adventurers will meet early on?
- Who is a troublemaker that could cause problems?
- Who is a local legend with hidden influence?
- Who is a wildcard NPC with their own agenda?

## 5. Local Hooks & Conflicts

- Is there a criminal organization or secret society operating in the town?
- Are there rumors of supernatural activity or monstrous sightings?
- Has a powerful artifact recently surfaced—or disappeared?
- What are the political or economic struggles of the region?
- Is there a larger external threat looming over the area?

## 6. The Local Realm

- What nearby towns, cities, or landmarks might the players visit next?
- Who rules the region? Is it a benevolent king, a tyrant, or a council?

- What kind of military presence exists? A standing army, local militia, or hired mercenaries?

## 7. Kingdom Factions

- What is the royal court like? Who holds true power behind the throne?
- Who controls the economy? Merchants, guilds, banks?
- Is there a group dedicated to uncovering lost knowledge, magic, or forbidden relics?
- What military or mercenary groups enforce the law or wage war?

## 8. Larger Conflicts

- Is there a struggle for the throne or a crisis of succession?
- Are there ongoing wars or external threats from foreign nations, raiders, or monsters?
- What dangers lie beyond the borders or within them?
- Are there rebel factions, uprisings, or secret plots against the ruling powers?

## 9. The World Beyond

- What neighboring kingdoms or regions exist, and how do they interact with the main kingdom?
- What are the biggest geopolitical tensions between nations?
- Do any of these regions hold secrets that could impact the players' journey?

## 10. The Global Threat

- Who (or what) is the major antagonist behind the scenes?
- Is there a forgotten god, ancient evil, or rising empire lurking in the shadows?

## 11. Exotic Lands

- What are three distant lands that the players may only hear about in stories or rumors?
- Do these lands have unique magic, monsters, or lost civilizations?
- Are they accessible, or are they locked away by magic, distance, or peril?