



WORLDSEED FIELD NOTES

TWELVE DOORS INTO A NEW WORLD



Enter before the worlds awaken.

WELCOME, WAYFARER

How to Use These Field Notes

You do not need a map, a magic system, or a thousand years of history. Begin with one impossible rule, then follow what it changes.

1

Choose one door

Answer quickly. A specific imperfect idea is more useful than an empty perfect one.

2

Follow consequences

Ask what becomes harder, valuable, forbidden, ordinary, or dangerous because of your rule.

3

Leave one mystery

A world feels larger when one important question remains beyond the edge of the page.

PERMISSION

The worlds you create from your answers are yours to develop in personal or commercial stories, games, campaigns, and art. Please do not redistribute or resell the blank Before Worlds Wake pages themselves.

ONE SENTENCE IS ENOUGH

Plant the First Rule

Use this three-part sentence to create a premise that already contains tension.

THE FORMULA

In this world, [one impossible rule]; therefore [one visible consequence]; but [one cost or contradiction].

EXAMPLE

In this city, dawn lasts seven minutes and opens doors to streets that do not exist; therefore cartographers can recover impossible knowledge; but every object brought home rewrites a small piece of history.

Your worldseed

DOORS 1-3

Make the Rule Visible

1

THE IMPOSSIBLE

What is physically or socially possible here that is impossible in our world?

2

THE SENSES

What can everyone see, hear, smell, taste, or feel because of that rule?

3

THE ORDINARY TASK

What everyday task became difficult, dangerous, valuable, or sacred?

DOORS 4-6

Give the Rule a Cost

4

THE PRICE

What does the rule cost, consume, erase, or demand?

5

THE BENEFICIARY

Who benefits most from keeping the world exactly as it is?

6

THE PROHIBITION

What harmless-looking behavior became forbidden, and who enforces that rule?

DOORS 7-9

Let History Disagree

7

THE ACCEPTED PAST

What event do most people believe created the world's defining rule?

8

THE CONTRADICTION

What surviving evidence suggests that accepted history is incomplete or false?

9

THE CHILD'S KNOWLEDGE

What does a child here understand that an outsider would not?

DOORS 10-12

Open a Story Door

10

THE OBJECT

What artifact, tool, food, record, or creature could exist nowhere else?

11

THE PRESSURE

What is changing now that makes the world unstable?

12

THE MYSTERY

What important question should remain unanswered after the first story?

MAKE THE WORLD MOVE

The Consequence Ladder

Repeat the phrase because of this until the premise changes daily life, power, or history.

THE RULE

What is possible here?

**VISIBLE EFFECT**

What changes immediately?

**DAILY LIFE**

What becomes ordinary, difficult, or valuable?

**PRESSURE**

Who benefits, who suffers, and what is changing now?

A WORLD BECOMES A STORY

Character, Conflict, Choice

Do not begin with a plot summary. Begin with one person whose ordinary life can no longer continue.

CHARACTER

Who feels the world's rule most personally?

CONFLICT

What change forces them to act now?

CHOICE

What must they sacrifice, protect, reveal, or become?

ONE-SENTENCE STORY DOOR

When _____ happens, _____ must _____ before _____.

ATLAS FRAGMENT 001

The City That Wakes Before Its Sun

A short example showing how one rule creates daily life, history, and story pressure.

IMPOSSIBLE RULE

The city wakes for seven minutes before a sunrise that never arrives. During those minutes, doors open onto possible versions of the city.

VISIBLE CONSEQUENCE

Cartographers enter the doors with blank pages and return carrying objects, maps, rain, or names from histories that never happened.

COST

Anything brought back replaces a memory or fact of equal importance. The city gains resources while losing certainty about its past.

ORDINARY LIFE

Children learn bell safety before numbers. Architects leave blank walls for useful doors. Families write their names down every night.

CONTRADICTION

The oldest map shows an eastern road that does not exist, yet every missing cartographer appears one step farther along it.

PRESSURE

Tomorrow, a door will open inside the central archive. Beyond it is the road and the first real sunrise in nine hundred years.

KEEP THE LIVING CORE

Your One-Page World Record

Condense the strongest decisions here. If a detail does not affect these, it may not be needed yet.

WORLD / WORKING TITLE

THE IMPOSSIBLE RULE

THE COST

ONE ORDINARY-LIFE DETAIL

ONE OBJECT THAT COULD EXIST NOWHERE ELSE

WHAT IS CHANGING NOW

THE QUESTION YOU WILL NOT ANSWER YET



A WORLD DOES NOT NEED EVERYTHING.

It needs one rule with consequences.

*Keep your record. Follow the detail that still bothers you. Leave one door
closed until you cannot resist opening it.*



ENTER THE ATLAS

BEFOREWORLDSWAKE.COM

Original framework and writing with AI-assisted brand imagery where appropriate.