

Ash Renlee's Settlement Setting Guide

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Place Name

What is this place called? If it is not included in the name (Dellstown, The Kingdom of Mist), state what type of place this is. (A kingdom, village, town, colony, country, etc.)

Meaning:

How did this place get its name?

Flag / Colors:

Is there a flag/sign/crest/mascot for this area? Any associated colors? What (if any) is the significance/history behind these symbols/colors? Put 'none' if needed.



Located:

How would we find this place on a map? In what dimension, world, country, planet, and/or area, etc. is this setting? If it's a smaller settlement within a larger settlement work your way up. Example: A neighborhood within a city, within a kingdom. If it's a larger settlement, what is its capital? Where are the boundaries for the area and what marks them? A fence, a wall, a body of water, wilderness? What smaller settings could be tied or found within this one?

Example: A town could also contain: a town hall, library, post office, school, bar, etc. A country could include: a mountain range, a lake, nearby islands, and cities/towns/villages.

Location	
Boundaries	
Related Places	

Spotlight:

What is something unique about this place? What makes it stand out. What is it known for?

Role in Story:

What happens here? Why is this place important? How does it contribute to the story? What does this place mean to the character(s)? What memories, fears, dreams, emotions arise from the place itself, or something here that is similar to a past experience or future expectation? What does this place make them think of?

*Your setting should be used with purpose to help steer the plot. Try to set a mood, test obstacles, learn new information, display symbolism, foreshadow an event, or challenge/develop/explore the backstory of a character.

Role	
Character Emotion	

Mood:

What vibe does the area(s) give to the characters? How do you want your readers to feel while here?

Climate / Weather:

What is the average climate/weather here? Does it change? What about temperature? How many seasons are there? If the setting doesn't change and/or the story spends a lot of time here, describe the seasons and the ways things like clothing, work, lifestyle, etc. change to accommodate.

Religion / Language / Currency:

What religions/belief systems are practiced most in this place? By whom? What are common languages? What is their money system like? Are they traders or do they use paper, coins, gems, or credits? What are these things worth?

Religion(s)	
Language(s)	
Currency	

Description

Give an overall description of the area as a whole. How is this place constructed? Are there smaller areas within? What are some natural/physical defenses against outside threats? Are there any important or convenient landmarks like a monument, park, castle, stadium, temple, flagpole? Use senses to provide details of what it is like to stand in this place.

Landmarks	
Sights	
Smells	
Sounds	
Textures / Sensations	
Tastes	

Potential Dangers / Conflicts:

Name at least three things in this setting that could pose a danger or a threat. Consider both small/large threats or accidents as well as natural disasters. Then describe what about this place could create obstacles, disagreements, or triggers for the character(s).

*Consider using at least some of these dangers/obstacles in your story. Adding a battle against the setting to a trial your character(s) are already engaged in, be it physical or mental, ups the tension of any scene.

1.
2.
3.
4.
5.

Obstacles:

Government

What form of government exists here? Feudal system, parliament, democracy, plutocracy, caste system, constitutional republic, guild, theocracy, monarchy etc.? Who are the important figures? A king, chief, president, prime minister, mayor, cleric, and/or medical leader? Who holds the power and how is it used? What is the hierarchy or ranking system? If this is a smaller setting, who oversees this particular area?

Type of Government	
Rulers / Overseers	

Ranks:

1.	4.
2.	5.
3.	6.

Military Structure:

Does this place have an army or military, navy, knights, sheriff/police, warriors? Are they legitimately recognized or did they seize power? Are they drafted, do they volunteer, or are they born into the position? Is power within earned or granted by nobility? Put 'none' if needed.

Class / Status:

What is the class/status system of the people here? How is it defined? By birth, race, age, gender, profession, wealth?

Communication:

How do people communicate around the area? How is news conveyed? Newspaper, posters, letters, telephones, carrier pigeons, word of mouth? Announcements at the town square or city hall?

Political Climate:

What is the overall feel within/without the area? Is there a stir among the people? A revolt, assassination, rebels? Traitors/spies? What is the relationship with surrounding lands and people? Trade agreements, wars, allies, rivals, etc.?

Within:

Without:

Laws / Enforcement:

What are three important (or relevant to your story) rules or laws, fair or unfair, for this place? How is justice carried out? Are there trials? Who makes up a court/jury? Are there officers, soldiers, etc to enforce them or keep the peace? What are the punishments for breaking these laws? Are there prisons, workhouses, debtors' prisons, dungeons/torture chambers? How are executions done? Are trials and executions a public affair?

Law	
Punishment	

Law	
Punishment	

Law	
Punishment	

Transportation:

How do people get around within the area? Do people walk or are there trains, boats, bikes, jetpacks, carts, cars, or teleportation? Are these things publicly available or owned individually? How are goods transported? Who oversees/runs the transportation and how is maintenance done? What resources are needed for it to function? What's the cost? How do people travel outside the area to places farther away? Is travel easy or difficult?

*Remember transportation will have an effect on buildings and routes in your setting. If you have trains, you will need tracks and train stations. If people have cars there will need to be paved roads, gas stations, car dealers, and mechanic shops.

Within:

Without:

Resources:

What is valuable about this place? What is its main export and what is it used for? Consider both natural and man-made resources. Is this a tourist spot? Do they have special craftsmen for rugs, pots, weapons, etc.? Do they raise rare or commonly used/eaten animals or plants?

Resource	
Use	

Resource	
Use	

Imports:

What does this place lack? What are some main imports that they have to obtain from elsewhere? What are these things used for? Where do they get them from?

Resource	
Use	
From	

Resource	
Use	
From	

Inhabitants

Give a brief description of what type of people, animals, plants, or objects are in this setting and how they interact. Consider traditions as well as outside influences. Keep culture in mind. Even a single settlement can contain smaller groups of different cultures depending on religion, race, physical needs, history, location, status, etc.

***If you have a magic system, superpower, or advanced technology, make sure you work it into your answers.**

People:

Does this place include different races/cultures? Which ones? What do the people look like? How well or otherwise do they get along?

Clothing:

What is their style of dress like? Does it differ between age, gender, or status? What colors/items represent ideas or beliefs? What is considered fashionable or disgraceful?

***Climate, available resources, beliefs, culture, and occupation will all play a part here.**

Buildings:

What do the houses/buildings look like? Are there bridges, walls, bathhouses, indoor plumbing, arenas, tents, towers? How old or new are these structures? Describe shape, size, colors, and materials.

***Bear in mind what building materials are available and how these structures need to be shaped, constructed, and function to withstand the weather/climate. What is the building used for and how does the structure make this purpose easier?**

Food / Drink:

What types of food is eaten here? What is their daily diet? How do they get clean water? From where? How is food stored? Who prepares meals? Are there special meals for certain events? When/where do they eat and with what types of dishes/utensils?

Objects:

What dishes, bedding, tools, weapons, toys, and art are created/used here? What are they made of? What are common trades? How technically advanced is this place? Do they have clay, glass, plastics, metal, electricity, smartphones?

Animals / Insects:

What animals/insects are common here? Which are considered pets, sacred, a threat, pests, or food? How are they dealt with or taken care of? Are animal parts like teeth, pelts, bones harvested or used for things like clothing, tools, or furniture?

Plant Life:

How abundant is plant life here? What is grown for decoration, food, clothing, and medicine? Where are they grown and sold? Which plants are poisonous? Are any used to make things like clothes, buildings, or other tools? Do certain plants have specific meanings or significance?

Education:

What level of education can be obtained? Who can get an education? How is it paid for? Who teaches and where? What is taught?

Health:

Are there common illnesses here? Who are the healers or doctors? Are they easy to access and afford? How much knowledge and tools do they have? Do they have a clinic and/or travel to those in need? Who pays for it and how?

Upkeep:

How clean is this place? Who is in charge of sanitary jobs? How are things like waste, sewage, and trash taken care of? What is the air quality? How often do people bathe? How is laundry washed? Are there roads/paved streets? Who maintains them?

Holidays / Celebrations:

What special events, holidays, festivals, feasts, and traditions are celebrated here? Why are they celebrated? How are they celebrated? Describe at least one.

Overall:

Celebration	
Why	
How	

Celebration	
Why	
How	

History:

When and how was this place settled and by whom? What events shaped this place into what it is today? Any notable wars, events, natural disasters? Why would people come to or avoid this place? Are there any myths or legends surrounding it? Is there anything about the history of this place that makes it stand out or special? Are people happy to be here?

Extra Notes:

Any extra notes, diagrams, info you need for your setting can be placed here:

Map

If you desire, you can draw or upload a map in the space provided:

* The most important or common areas will usually be located in the center of your settlement where everyone can get to them. When it comes to smaller things that allow life to function like wells, bus stops, bathrooms, taverns/inns, shops, schools, or medical centers, etc. there will usually be more than one scattered around a larger setting.



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