

20 Questions About Magic In Your Milieu

Magic is a major consideration when worldbuilding for old school fantasy adventure games .

Here is a list of 20 questions about magic in your campaign setting to help you to create a wondrous realm for your friends to explore.

1. How do non-spell casting rulers protect themselves from powerful spell casters?
2. How do important people protect themselves from assassins using magic devices and weapons?
3. How is access to magic controlled?
4. How are wizards and other spell casters trained and educated?
5. What social status do spell casters hold?
6. How do victorious armies use magic on the battlefield?
7. What governmental institutions are affected by the use of magic and how?
8. What architectural wonders have been created by physical labor combined with vast magical power?
9. What fortifications and protections have been created to counter *rock to mud* and earth elementals?
10. What happens when a monster that can only be harmed by magic attacks a village, town, or city?
11. What prevents wizards from putting the craft guilds out of business with constructs and automatons?
12. How do cities defend against enemies who can fly?
13. How do powerful people protect their secrets from scrying and divination?
14. How do the wealthy protect their possessions from thieves aided by magic?
15. What keeps wizards from ruling every major polity?
16. How is magic used to bolster the well being of normal citizens and peasants?
17. How has magic caused a major catastrophe in the history of your setting?
18. How is agriculture, long distance trade, craft industries, and resource extraction impacted by magic?
19. What lingering societal problems have been created by abuse of the *wish* spell?
20. How do spell casters contribute to and fight against criminal activity in a city?