

Category 3: World-Building Narrative

GTB Score: Qwen 3.6 27B — 83 | Gemma 4 31B — 74 • Winner: Qwen 3.6 27B (+9 pts)

Evaluation Criteria: Evaluate: lore consistency, internal logic coherence across 5,000+ token outputs

Cosmology & Creation Myths (Prompts 201–220)

Prompt #201

Write the creation myth for a world where gods are born from the dreams of an immortal sleeping entity. Describe: how the dreamer came to exist, the first three gods born from specific dream states, and what happens when the dreamer shifts in sleep.

Prompt #202

Create a cosmology for a world with no sun — light comes from bioluminescent fungi that grow in patterns corresponding to ancient prayers. Explain the origin of the fungi, how civilizations developed around them, and what happens in areas of darkness.

Prompt #203

Write a creation myth for a world made from the corpse of a titan. Each body part became a biome (bones = mountains, blood = rivers, eyes = seas, breath = wind). Include: which civilizations know the truth, which have mythologized it, and which reject it.

Prompt #204

Design a cosmological framework for a world where time flows differently in different geographic zones — faster in the west, slower in the east. Explain the origin, the boundary zones between speeds, and how civilizations have adapted.

Prompt #205

Write the origin story of magic in a world where it is a language — the oldest language, spoken by reality itself. Include: how mortals first learned syllables, why some words are forbidden, and why magic is disappearing.

Prompt #206

Create a creation myth for a world deliberately manufactured by a civilization from another dimension as a simulation. Include: who built it, their purpose, how their experiment went wrong, and whether any current in-world entities suspect the truth.

Prompt #207

Design the cosmology of a world with three moons that control different types of magic. Each moon has: a name, a personality, a type of magic it governs, a cycle length, and a faction of worshippers who believe only their moon is real.

Prompt #208

Write a creation myth for a world that came into being through catastrophic failure — the universe didn't begin correctly, and existence is what happened in the gap between non-being and true creation. Explore what that means for gods, souls, and entropy.

Prompt #209

Create the full cosmological framework for a world where death is a place — a literal realm with geography, politics, and factions. Include: how people travel there (accidentally and intentionally), what living and dead beings want from each other, and a border zone.

Prompt #210

Write an origin myth for a world where plants are the dominant intelligence and animals (including humans) are their mobile tools, bred to perform specific ecological functions. When did humans begin to question their purpose?

Prompt #211

Design a cosmology where the fundamental forces of the universe are maintained by a committee of immortal bureaucrats. Include: how the committee was founded, what happens when they disagree, current political tensions in the cosmic bureaucracy.

Prompt #212

Write a creation myth for a floating archipelago world where the islands are the frozen tears of a weeping god. Include: what the god wept for, why the tears froze mid-fall, what each island's geographic character reflects about a specific grief.

Prompt #213

Create a cosmological system where magic is finite — there is a fixed total amount in the universe, and every spell cast depletes the total permanently. Include: the original total, current estimates, and the political crisis this has created.

Prompt #214

Design a universe where every soul that dies becomes a star. Include: how this was discovered, how a star's position and brightness correspond to the person's life, and the culture of astronomers who decode star patterns as genealogical records.

Prompt #215

Write the theological framework for a world with 100 gods, none of whom are worshipped because they are all verifiably real and present — living in a divine city anyone can visit. Explore what religion means when gods are neighbors.

Prompt #216

Design a civilization built entirely on debt — spiritual debt, material debt, and temporal debt (borrowed time from future generations). Detail: social hierarchy by debt level, debt courts, and what happens when someone achieves zero debt.

Prompt #217

Write a detailed political history of an empire that never conquered by military force — only by creating economic dependency, then cultural integration, then gradual administrative absorption. Include 5 absorbed cultures and how each resists.

Prompt #218

Create a civilization that governs by consensus of the dead: living people must consult ancestor spirits before major decisions. Detail: the mechanics of consultation, how ancestor opinions are determined, and what happens when ancestors disagree.

Prompt #219

Design a maritime civilization that has never had a fixed capital — the capital is the largest ship, a moving city. Include: navigation culture, laws about who leads when the capital ship is at sea vs. harbor, and the last time the ship was beached.

Prompt #220

Write a civilization built around a single resource that is running out. Detail: current social structure designed to maximize the resource, historical abundance, early warning signs ignored, three factions with different responses to scarcity.

Civilizations & Political Systems (Prompts 221–250)

Prompt #221

Create a city-state that outlawed money 200 years ago and replaced it with a favor economy. Include: how favors are tracked, major historical abuses, recent attempts to formalize favor exchange (which inadvertently recreated money), and cultural attitudes toward debt.

Prompt #222

Design a civilization where every citizen has an assigned role at birth determined by a ritual on their seventh birthday. Include: the ritual's mechanics, what determines the assignment, how the civilization handles role-refusal, and underground communities of role-rejectors.

Prompt #223

Write the political system of a world governed entirely by children ages 8–14. Adults serve as advisors with no voting rights. Detail: how the system began, why it persisted, and current tensions as leadership children age toward adulthood.

Prompt #224

Create a civilization whose primary cultural output is warfare documentation — all art, literature, music, and architecture derives from the aesthetics of previous battles. Include: three signature cultural forms and their battle inspirations.

Prompt #225

Design a theocratic empire where the god is definitely real, fully present, and gives direct policy guidance — but is provably wrong about economics. Include: how the theological establishment handles the god's failures, workaround traditions.

Prompt #226

Write a civilization built inside a vast cave system. Detail: how they produce food (fungi, insects, underground rivers, blind fish), their concept of 'outside' (mythological or known), their light sources, and their relationship with creatures deeper in the caves.

Prompt #227

Create a civilization of long-lived beings (500-year lifespan) who view 100-year-lifespan humans as mayflies. Include: how they govern across centuries, attitudes toward human ambition, and interspecies tension.

Prompt #228

Design a post-scarcity civilization that collapsed because abundance destroyed meaning, not because resources failed. Include: the historical abundance event, the 3 generations of collapse, and what survivors rebuilt on the ruins of plenty.

Prompt #229

Write a civilization in which literacy is forbidden for the general population — all knowledge is oral, maintained by a caste of Rememberers. Include: the Rememberer selection process, their social status, and what happened when writing was rediscovered.

Prompt #230

Create a civilization that exists in two simultaneous timelines due to a magical accident. The two versions diverged 50 years ago. Include: how they communicate across the divergence, which version is 'real,' and a political crisis caused by the split.

Prompt #231

Design a civilization whose currency is memories — literally extracted from minds and stored in crystals. Rich people have many memories; poor people can barely recall their own pasts. Detail: extraction process, black

markets, and memory banks.

Prompt #232

Write a nomadic desert civilization that navigates entirely by star patterns, has 17 distinct dialects corresponding to 17 traditional migration routes, and has a complex legal code carved on portable stone tablets carried by traveling judges.

Prompt #233

Create a civilization that survived an apocalypse by retreating underground 300 years ago. They've now built a thriving subterranean city. Detail: what they remember about the surface, 3 competing theories about whether it's safe now, political tension around returning.

Prompt #234

Design a civilization that communicates entirely through music — no words, only melody and rhythm. Include: how complex ideas are expressed musically, written notation, legal proceedings, and how foreign languages work.

Prompt #235

Write a civilization where magic use is taxed — the government monitors all spell activity and bills practitioners monthly. Detail: the tax bureaucracy, common tax evasion strategies, and the underground 'unlicensed' magic economy.

Prompt #236

Design a continent where geography shifts every 100 years due to a geological magical cycle. Detail: current geography, what it was 100 years ago, how civilizations plan around shifts, and expected next cycle.

Prompt #237

Write the ecology of a forest where all trees are connected to a single root intelligence. Include: how information travels through roots, how the forest responds to threats (slowly but with strategic precision), and what it wants.

Prompt #238

Create detailed geography for an archipelago of 12 islands, each with distinct ecosystem, climate, and dominant civilization. Include inter-island relationships and one island no ship has successfully reached twice.

Prompt #239

Design a mountain range that is geographically and magically the spine of the world — the planet's core energy flows through it. Include: how this affects mountain cultures, why different elevations have different magical properties, and what happens at the peaks.

Prompt #240

Write the ecology of an undersea civilization coexisting with the natural ocean ecosystem. Include: farming without disturbing currents, architecture working with water pressure, relationship with deep-sea creatures, and what they fear below.

Prompt #241

Create a desert biome explanation for a world where sand is actually the decayed remains of an extinct magical species. Include: the species' original ecology, how they dominated the environment, and what occasional magical residue in sand does to travelers.

Prompt #242

Design the ecology of a living dungeon — a structure that grows like an organism, creates its own monsters, and has a goal. Include: what nutrients it feeds on, how it defends itself, and whether it has a form of consciousness.

Prompt #243

Write the geography of a world with no liquid water — all water exists as ice (poles), steam (equator), or crystalline form (temperate zones). Detail: how civilizations obtain water, trade routes, and the mythology of 'water' as a

mythical flowing substance.

Prompt #244

Create a full ecosystem for a sky island chain floating 5,000 feet above a permanent cloud layer. Include: why the islands float, how they stay aloft, unique species that evolved for altitude, and the civilization that discovered it can't descend.

Prompt #245

Design a biome called the 'Mirrorlands' where terrain reflects the emotional state of the largest group present. Include: baseline landscape, examples of different emotional states manifesting geographically, and how explorers have learned to manage this.

Prompt #246

Write the complete geography of an underground river network that connects 7 major nations across a continent. Include: currents, seasonal variations, dangerous sections, species, and the political importance of controlling key junctions.

Prompt #247

Create the natural history of a forest moon orbiting a gas giant. Include: how the gas giant affects the moon's tides, seasons, gravity, and life cycles; what the eternal half-lit cycle means for creatures; and the dominant species.

Prompt #248

Design a volcanic archipelago with active mythological significance — the volcanoes are believed to be sleeping titans. Include: geological truth vs. mythology, events that seem to support both interpretations, and how civilizations build on potentially lethal ground.

Prompt #249

Write the ecosystem of a magical dead zone — a large region where no magic works. Include: what created it, how plants and animals adapted without magical energy, the civilization that chose to live there deliberately, and what exists at the exact center.

Prompt #250

Create a detailed ecology for a swamp civilization where the swamp itself is a slow-moving super-organism. Include: the organism's life cycle, how it shapes the civilization, 3 factions with different theories about its nature, and what it needs from the civilization.

History, Myth & Legend (Prompts 251–275)

Prompt #251

Write a 5,000-year historical timeline for an empire covering: founding myth, first golden age, first collapse, dark age, renaissance, second golden age, current crisis, and 3 different cultural interpretations of the same events.

Prompt #252

Create the mythology surrounding a legendary weapon — not its origin, but its cultural legacy: every major historical owner, what they used it for, how it changed their legacy, and why each of the 7 wars it appears in were inevitable given who held it.

Prompt #253

Write the history of a religion from its founding revelation through schism, persecution, dominance, corruption, reformation, and current state as a minor sect in its own homeland. Include 5 distinct theological positions held across these eras.

Prompt #254

Design a civilization's entire oral history tradition: the 7 founding stories, the 12 cautionary tales, the 3 forbidden stories (and why they're forbidden), and the one story everyone knows is false but tells anyway because it's beautiful.

Prompt #255

Write a historical account of a war caused entirely by a translation error. Include: the original diplomatic message, the mistranslation, how each side interpreted it, the 15-year war that followed, and how the error was discovered too late.

Prompt #256

Create the legend of a hero who failed — not a tragic hero, but a fundamentally ordinary person who attempted extraordinary things and couldn't manage them, yet became legendary for the attempt. Include 5 'heroic failures.'

Prompt #257

Design a historical revisionist controversy: a central 'fact' of this civilization's founding is being challenged by new archaeological evidence. Include the official narrative, the evidence, 3 academic positions, and the political stakes.

Prompt #258

Write the history of a magical plague that transformed (not killed) its victims. Detail: 5 stages of infection, cultural response over 3 generations, and descendants who consider the transformation a gift.

Prompt #259

Create a complete mythology around a number — the civilization considers it sacred/cursed. Include: the origin story, 12 cultural practices involving it, and what happens to those who violate the number's sacredness.

Prompt #260

Write the legendary account of the First Lie — in this world, no one lied until one specific moment in history. Include: who lied, why, what the lie was, the consequences, and how lying spread from that single origin point.

Prompt #261

Design the history of a magical artifact that changed hands 10 times across 1,000 years. For each owner: what they were, what they wanted from it, what it actually gave them, and how they lost it.

Prompt #262

Write a civilization's complete pantheon history: how their 12 gods were worshipped, how 3 of them died, why 2 were demoted to lesser beings, and which one the civilization stopped worshipping but is afraid to officially abandon.

Prompt #263

Create the history of a city built on top of a previous civilization's ruins, built on top of another's ruins — 6 layers total. Include what each layer left behind and how the current city misinterprets lower layers.

Prompt #264

Write the legendary account of a figure who has appeared in this world's history 5 times over 2,000 years under different names. Historians debate whether it's reincarnation, immortality, or coincidence. Present evidence for each theory.

Prompt #265

Design the complete history of a civil war from 3 perspectives: the official history taught in schools, the oral history of the losing side's descendants, and the account discovered in sealed archives that reveals both sides were manipulated.

Prompt #266

Write the history of a scientific revolution in a magical world — the moment empirical observation challenged magical explanation. Include: the first heretic scientist, institutional backlash, 3 key experiments, and how the

conflict was resolved (or wasn't).

Prompt #267

Create a mythology where the gods are explicitly mortal and getting old. Detail: what immortal beings look like in decline, theological responses to aging gods, the 'god successor' debate, and which god has been secretly dead for 200 years.

Prompt #268

Write the complete cultural history of a sport central to this civilization for 500 years. Include: origin (practical skill → ritual → entertainment), rule evolution, 5 legendary players, one match that changed history, and current corruption scandal.

Prompt #269

Design a timeline of a colonization event from the colony's perspective: arrival, early cooperation with indigenous populations, the 7 decisions that led to conflict, the war, the aftermath, and current mixed-culture descendants grappling with history.

Prompt #270

Write the lost history of a civilization completely erased from records by a later empire — not destroyed, but deliberately forgotten. Include: what they achieved, why they were erased, who still remembers, and one artifact that survived the erasure.

Prompt #271

Design a complete wedding ceremony for a culture where marriage is a 3-year contract renewable at both parties' consent. Include: the ceremony's rituals, what the contract covers, what happens at renewal, and social attitudes toward non-renewal.

Prompt #272

Write the complete food culture of a civilization — staple foods, feast foods, fasting traditions, 5 foods with specific social meanings, cooking as social stratification, and what your meal says about your politics.

Prompt #273

Create the educational system for a world where children are separated at birth and raised by the state in academies based on predicted talents. Include: the talent prediction ritual, 7 academy types, and what happens to children whose talents don't fit categories.

Prompt #274

Design a complete justice system for a culture that doesn't believe in punishment — only in repair. Include: how crimes are categorized, what 'repair' means for different offenses, the debate over violent crimes, and whether the system works.

Prompt #275

Write the complete mourning culture of a civilization: how death is announced, how the body is treated, mourning dress (timeline and rules), what's said at funerals, what's forbidden, and how different social classes mourn differently.

Cultural Details & Social Systems (Prompts 276–300)

Prompt #276

Create a complete system of honorifics for a civilization where language encodes social relationships. Include: 12 forms of address by relationship type, what insulting someone through language means legally, and how foreigners navigate this system badly.

Prompt #277

Design a civilization's relationship with dreams — they consider dreams communications from ancestors. Include: dream interpreter's role, how dream messages are logged, political power of 'important dreams,' and a cult that believes dreams are the real world.

Prompt #278

Write a civilization's complete medical system that blends magical and herbal medicine. Include: healer hierarchy, 5 disease categories they recognize, surgical vs. magical treatment debates, and a recent epidemic their system couldn't handle.

Prompt #279

Create the architecture and layout of a civilization's capital city, including: zoning philosophy, a quarter for each social class, forbidden zones, a district that officially doesn't exist, and what a visitor notices first.

Prompt #280

Design a civilization's currency system using 4 different materials (not metal) as monetary units and an exchange rate that fluctuates based on magical tides. Include: materials, why they were chosen, black market alternatives, and counterfeiting methods.

Prompt #281

Write a civilization's complete calendar system: how many months, what determines year length, intercalary days, holiday distribution, 3 competing calendar systems in use, and what 'New Year' means culturally vs. mathematically.

Prompt #282

Create the naming conventions for a civilization: how children are named, how names change through life stages, what names are forbidden, what naming someone something means legally, and the taboo around speaking a dead person's name.

Prompt #283

Design a civilization's relationship with music as a political force: national anthems, banned songs, music used in worship vs. protest, the musician caste, and the moment when a single song changed the political situation.

Prompt #284

Write the complete childhood rites of passage for a civilization from birth to adulthood: 7 stages, each with a ritual, what the ritual tests or marks, what the child receives, and what happens to children who fail or skip a stage.

Prompt #285

Create the social structure of a civilization built around a single massive project — a wall, a tower, a canal — under construction for 500 years. Detail: the project's original purpose, current purpose, who controls it, and what happens if it's ever finished.

Prompt #286

Design a complete legal system for a post-apocalyptic civilization rebuilding from scratch. Include: how the founding laws were written, 5 founding laws with reasoning, the most controversial law, and a legal case currently being debated.

Prompt #287

Write the class structure of a civilization where magical ability is the primary social stratification. Include: 5 class levels by magical power, how non-magical individuals survive and matter, the 'passing' phenomenon (hiding low magic), and recent social mobility movements.

Prompt #288

Create the complete religion of a civilization that worships entropy — the belief that decay, dissolution, and ending are sacred. Include: priesthood's role, their rituals, why the civilization hasn't collapsed (practical limits on doctrine), and their surprising contribution to medicine.

Prompt #289

Design a civilization's relationship with its own history — they have photographic magical memory (all events recorded in floating memory stones). Include: how memory stones are accessed, who controls archives, historical manipulation, and a society that can't forget.

Prompt #290

Write the complete coming-of-age narrative for a culture where adulthood is marked not by age but by the first time you do something that cannot be undone. Detail: 10 historical examples of what has qualified, social guidance, and controversies.

Prompt #291

Create the diplomatic protocols for a civilization meeting unknown cultures for the first time. Include: 7-step first contact protocol, gift-giving rules, language acquisition tradition, what is always offered and what is always forbidden.

Prompt #292

Design a civilization's system for handling liars — in a world where magic can detect lies, social trust has been rebuilt around transparency. Include: what happens when detection fails, the 3 legal 'acceptable lies,' and an underground culture that celebrates deception as art.

Prompt #293

Write the complete death care industry for a civilization that has solved biological death (everyone lives to 200) but not accidental or violent death. Include: how the rarity of death affects grief, funeral culture, and what 'dying of old age' means at 200.

Prompt #294

Create the social role of artists in a civilization where all art must serve a civic function — purely aesthetic work is illegal. Include: 5 approved civic art functions, what gets classified as 'too aesthetic,' underground pure-art movements, and famous civic artworks.

Prompt #295

Design a civilization's philosophy of time: they believe they are living in the past, the future has already happened, and free will is the act of choosing which past you remember. Detail the philosophy's implications for law, medicine, and guilt.

Prompt #296

Write the gender and family structure of a civilization where biological categories exist but social roles are entirely divorced from biology. Include: 5 social gender roles (not necessarily 2), how role assignment works, historical origins, and current conflicts around role fluidity.

Prompt #297

Create the complete etiquette system for formal dining in a high-status culture. Include: 12 rules (some obviously practical, some arcane), historical origin of each rule, which rules are secretly meaningless (kept for class signaling), and how foreigners always make the same 3 mistakes.

Prompt #298

Design a civilization's relationship with technology: they had a technological golden age that ended in catastrophe, and now regulate new inventions through a 'harm council.' Include: what caused the catastrophe, 5 categories of regulated technology, and an innovation currently being debated.

Prompt #299

Write the complete spiritual journey of a typical life in a civilization with a karma-like concept. Include: birth circumstances as karma markers, 5 life stage spiritual obligations, death ritual, and what determines reincarnation destination in their framework.

Prompt #300

Create the economic system of a civilization that runs entirely on favors tracked by AI-equivalent magical constructs. Include: the constructs' origin, how favor value is calculated, the top 5 historical 'favor fortunes,' and what happens when someone refuses to participate.