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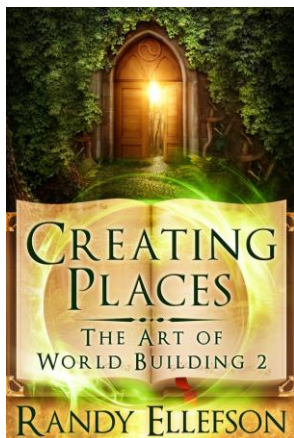
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CREATING PLACES

(THE ART OF WORLD BUILDING, #2)
A WRITING AND GAMING REFERENCE
by Randy Ellefson

ABOUT THE BOOK

Creating Places is a detailed how-to guide on inventing the heart of every imaginary world – places. It includes chapters on creating planets, moons, continents, mountains, forests, deserts, bodies of water, sovereign powers, settlements, and interesting locales. Extensive, culled research on each is provided to inform your world building decisions and understand the impact on craft, story, and audience. You'll also learn how and when to create history and maps. Experts and beginners alike will benefit from free templates that make building worlds easier, quicker, and more fun.

ABOUT THE AUTHOR

Randy Ellefson has written fantasy fiction and created fictional worlds since the 1980s. He's the founder and lead instructor at World Building University. He blogs twice a week on the subject and hosts a popular podcast with over 50,000 downloads. The prestigious *Writer's of the Future* contest has recognized his writing three times.

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