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Storyworld First: Creating A Unique Fantasy World For Your Novel



Synopsis

The question I hear most from beginners about building a fantasy storyworld is, "Where do I start?" Oz, Wonderland, Narnia, the 100 Acre Wood, Neverland, Hogwarts, the United Federation of Planets, Westeros, Middle Earth, Alagaesia, Terabithia, Gotham City, Jurassic Park, Fablehaven, and a galaxy far, far away. These fictional places have become real in the minds and hearts of readers. These storyworlds that someone invented "someone who was once like you, learning to tell stories, learning to write, and dreaming about publishing a novel. Whether you're starting from scratch or are looking to add depth to a finished story, *Storyworld First* will get you thinking. Includes tips for worldbuilding: Astronomy * Magic * Government Map making * History * Religion Technology * Languages * Culture And how it all works together.

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Customer Reviews

Whether or not an author took the time to craft an original and compelling storyworld often decides if the novel soars or flops. With *Storyworld First*, speculative author Jill Williamson does a phenomenal job of walking you, the author, through the process of developing a world that soars right up there with Middle Earth and Hogwarts. The worldbuilding process has always been a struggle for me as a speculative writer. I may have one or two exciting ideas about my fantasy or sci-fi world, but the overwhelming task of further developing those ideas into an entire world, and my own impatience to just write the darn book have usually resulted with me diving into a storyworld that is half-baked, vague in its description, and confusing to the reader. After reading *Storyworld*

First, I'm actually excited for the worldbuilding process of my upcoming project. Williamson takes a step-by-step approach through designing maps and terrain, developing civilizations and races of people, writing fictional histories, and inventing fantastical creatures, technologies, governments, and religions. She makes you think about how each facet of worldbuilding effects the others (if time travel has been invented, how would that effect government and economy?) and uses examples from many different popular speculative stories, as well as her own. There is even an excellent chapter on language building, although Williamson recommends that fantasy languages be handled sparingly. There were places where Storyworld First was not quite as deep or in-depth on a subject as I might have liked, particularly in the chapter about magic development--but it's a book about worldbuilding, not magic, politics, or linguistics. Overall I felt that it covered most topics extremely well.

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