



Adding Detail To Your Map That Actually Makes Sense

Full video link: <https://youtu.be/riyJaZKNXrQ>

Today we are looking at step 3 on our homebrew world creation process, which is filling in your map and adding in civilisations.

When starting to fill your map in; start with **defining your spaces**. It gives you some interesting constraints when it comes to expanding your species.

Then, think about **where** the civilisations start - it gives us a point from which to work.

How do civilisations start in the first place?

This has to do with **food** – nations need sustainable food. In order to have a civilisation with buildings, kingdoms etc. you need to have sustainable food. Food that you can control the production of and that you can make sure happens on a regular basis so that no one starves to death.

So, when you are looking at where your first city would be – it needs to be in a place where there is a lot of food and good access to the food.

Accessibility generally comes from being on the coast or on rivers. This means that you will be able to get your food in and out quickly but that you can also trade with everyone around you.

Distance between cities? I will generally place cities about 1-3 days apart from each other, depending on how big your world is. The reason for this is because of the towns that service each city – these towns need to be an accessible distance from the city. They also need to be in useful spot for trade, transport or growing crops. It is up to you how much – more towns mean more rest points for your PCs, less means more camping.

Transportation – depends on what you decide to use as means of transport. Roads are important to build in your world.

Communication – how do the people in your nation communicate?

Faster communications usually mean bigger, more expansive nations. Try to make sure that communication does not take longer than 2-3 weeks to be reached as this can become unwieldy.

Lastly, use your map to show the **uniqueness of the cultures** within your world. For example – pyramid type structures would indicate an Egyptian type of people in that region.



Notes:

