

Copyright

Copyright 2021 by Alexis Miller

All rights reserved. This guide, and even any portion of it, may not be shared, reused, or republished in any format without express written consent of the author.

Disclaimers:

The information contained in this guide is for informational purposes only. These are my professional opinions and recommendations.

Users of this guide are advised to do their own due diligence when it comes to making decisions. By reading this guide, you agree that me and my company are not responsible for the success or failure of your writing projects relating to any information presented in this guide.

Fantasy L.A.N.D.

Lore text version of video

Hey storyteller, it's Alexis from purpleshelfclub.com and welcome to Fantasy L.A.N.D. This is part 24, Section 3, cliches.

The last step in Fantasy L.A.N.D. is to do a final comb through of your world.

In this section we're going to:

- Look for inconsistencies
- Discover unwanted clichés or for our world
- Make changes along the way

As always, remember to focus on what's important for your story.

Ready? Let's begin.

To look for inconsistencies, simply read through your worksheets, looking at your map as you go. Try not to skim, pretend your editing your book and just look for anything that contradicts what you said in another worksheet. As you do this, take the time to add detail or take away details you no longer want. Also notice if you feel you'll need a resource that you haven't added to your storyteller binder yet. One question I asked myself that was helpful was *how could this section that I'm reading right now, affect another section of my world?*

For instance when I found a few things I'd forgotten to add or change as you can see here.

Next, look to the cliches and from the lists in the directory. Spot any you might have put into your world or even in anything else you've planned out so far like your plot or characters. For instance

as I was going through this, looking at my world, I realized I had a couple in my plot as well that I had to adjust.

If you spot any, you can leave it in. There's nothing wrong with that if you like the cliché, just be sure not to have too many in your world or story.

You can also spice up the cliché and make it more unique by:

- Doing the opposite or a variation
- Adding more detail and depth
- Changing the scenery/sensations/reactions/etc.
- Add purpose. Why is it in your story world?

For instance, I'm using early medieval Poland as my inspiration. The use of the medieval era is a cliché. But I changed some aspects to enliven it a bit. The homes are made out of stone or clay, the people wear clothes like those found in romanticism paintings, and there are two different government styles in my world. I also won't make use of swords or horses or medieval slang and many women will work which is a common misconception of the time.

Okay, we have now officially gone through Fantasy L.A.N.D. and completed our worldbuilding journey. I hope you feel as excited as I am. You've accomplished something huge, and I just know it's going to be a wonderful story with a magnificent world. If you have any questions or requests, let me know in the chat.

Otherwise, happy writing!