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Fantasy L.A.N.D.

Advancement text version of video

Hey storyteller, it's Alexis from purpleshefclub.com and welcome to Fantasy L.A.N.D. This is part 2, Section 3, economy. We're at the end of the advancement portion, which is super exciting! But don't worry, I'm not going to bore you with an economics lesson.

We're here to have fun worldbuilding and if you want to dive super deep, the directory can help you with that. I put loads of basic economic information in there to help you if you need it for your story.

In this section, We're going to figure out currency, trade, what your civilization sees as valuable, and we're going to learn a little more about how your civilization is educated and the common jobs they have.

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

Ready? Let's begin.

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Let's start with some bare bones basics and then I'll show you how I went about this.

Currency is important in any civilization because it shows what's considered valuable, how transactions and trades are made from individual all the way up to the international level, and it can even show how it affects people from greed to how different economic classes are treated. Put simply, it plays a big role in your civilization and therefore your story. So while you may only throw in a line or two about how much something costs or how much the rich suck, knowing the basic function of your economy is important.

Currency can come in many forms, such as coins, notes, or even resources like stone or salt. All currencies also have a name like the dollar or euro. And each form of that currency also has a name, like the quarter, dime, and \$20.00 bill. Also, to stay consistent, the exchange of money for an item or even between other forms of money is fixed. Although the value of a currency can fluctuate, which could be important say in some form of a recession or an event. Or the value of an item could change, such as in supply and demand.

These are more nuanced issues though, so you shouldn't worry too much about this unless, say an event that would affect the economy happens in your book.

But that is why we are determining the base level of your economy now. All you need to know is what state your civilization is in.

For instance, in my book, war has been going on and I believe I'm going to start at the tail end of it. Now I know that war has a profound effect on the state of an economy. But I still want a base level for my currency.

So here is what I considered:

- My world is fictional, and I wanted to have fun with this so I decided to have a fictional form of currency
- One nation became 2, so I'm using this as a reason to keep the currency universal for simplicity
- My story is regional, meaning there is no interaction with other countries or nations that might be in this world and have other forms of currency

To make it easy on myself, I used a cool currency generator, which is in your directory, and put that into my worksheet. For income distribution, I just put a general sense of how many

people there were by class according to my hierarchy that I created in the government section. You can do this in forms of ratios or percentages, you can separate by class or some other discriminator. Or you can leave it up for interpretation.

Trade is equally important and will be more detailed if you have a world with multiple countries. But essentially, it comes down to this,

- What is valuable? Now might be a good time to consider what resources and goods your civilization has. Because of my currency, I know there is copper, silver, and gold. I also know that I said houses are made from clay or stone, so this world has that too. And in my lore, I said the world was created with magic elements, so I came up with magic metals in this world. Conversely, because they believe in animism and sentient life, animals and trees won't be a resource. However, I considered that animal fibers wouldn't be harmful to the animals and basic plants like cotton and flax wouldn't be sentient. So these are resources too. But they are so commonly used that they aren't considered valuable. Now, let me take a step back. I chose animal fibers like sheep, alpaca, and llama because it grows back and can be used to make clothes. I chose plants like cotton, flax, and wheat to make clothes and paper, since trees will not be used to make paper or for any other resource except fire, in which case only dead trees can be used. I'm also considering that to protect nature, gnomes taught humans how to create fire using magic. But I'm going to wait on that for now.
- What can be traded? Think about what's valuable, what wouldn't be able to be traded due to weather, risk of transfer security, spoilage, etc.

- Who can trade with who? In my book, Sylvans and Sylvels don't trade because they are at war. But Sylvans can trade with Sylvels and Sylvels with Sylvans. In fact, because of the war, I said that labor is traded with goods, but mostly between the poor. And I said no trade internationally because I want to stay regional in my story and not mention anything going on at that scale.

Lastly, your economy is going to have all kinds of workers producing these goods and exchanging money, which means different levels of education too. Considering what you know about your world already:

- Who gets an education? To answer this, I look back on specifically gender roles and the social hierarchy which helped me decide what women and men can do and who gets education.
- What roles help your civilization function? To answer this, I looked at the resources and goods I came up with.
- How this affects who gets access to what and income. To answer this, I looked again at my hierarchy. This helped me structure how much each "level" gets income wise as well as who's considered most important for things like medical care.

To quickly go over my gnome civilization, I focused heavily on the government I created for them, the fact they don't interact with humans much which means no economical exchange there, and what they value as a society which is kindness and working together. Because of this they trade rather than use money and access to various kinds of care is equal. Because I created groups, what's considered valuable depends on what type of gnome you are. I also looked back to my gnome resources I'd found when starting to create the civilization as well as the

hierarchy. This helped me decide that they all get an education and it's tailored to what they will become. I split their jobs into three categories and not as specific as I did with the humans.

To fill out this section, you can use the currency generator, use a currency that exists, look to what you know about your civilization, your world, and your story, and of course, use the resources in the directory.

Okay, in this final section, we figured out currency, trade, what your civilization sees as valuable, and what education and jobs exist within your civilization.

Now, when you go to update your map, you can add things like cities, towns, and villages, where resources are located, and even trade routes. In my map, I added the human towns and villages and where I want them on the map, but not the gnome ones. I didn't add where resources are because I personally feel it would make my map too busy and it's also not necessary for my story. And I didn't add trade routes because the Sylvans and Sylvelds aren't trading. There's only internal trading going on. What you add to your map is up to you and the level of detail you want it to have.

In the next lesson, we're going to explore the Natural Environment of your world. But before you move on to the next part of Fantasy L.A.N.D. I strongly encourage you to fill out your advancement profile and add it, along with any resources relevant from the directory to your storyteller binder or wherever you want to keep your world building materials. If you have any questions or requests, let me know in the chat.

When you're ready, I'll see you in the Natural Environment portion of Fantasy L.A.N.D.