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Fantasy L.A.N.D.

Natural Environment text version of video

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

This includes all things natural to a planet. The geography and climate, terrain, biomes, and flora and fauna. We'll take this section by section.

The natural environment is a lot of fun because there is so much creativity involved. We'll be changing our map so that it makes sense and has more detail than when we first started.

Before we get started, I want to mention that you have the freedom of suspension of disbelief to work with. Just remember that creativity and logic should still play nicely with each other.

If you defy logic, you must explain it in your story so that it becomes the new logic for your readers. For example, having two climates that don't normally line up next to each other, or a creature living in the "wrong environment". So just keep that in mind as we go through the sections.

First up, climate. We're going to take a broad scope look at our world and determine how time is measured, how many seasons our world will have, and from that what climate or climates exist in our world.

Ready? Let's begin

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For visualization purposes, I'll use the earth but feel free to create something new like a world that is flat, oblong, or any shape really with any rules. This is fantasy. But I want to use earth as a

starting point for you because it can be good to use as inspiration since it's what all readers are familiar with. So, as we go through this, choose what you want to draw inspiration from, completely do away with, and what you want to stay accurate with.

Now. Imagine your world from space. The land and water ratio is up to you and I don't want you to focus on that too much at the moment. It's more important if the characters in your story will be traversing the oceans for instance. But don't focus too heavily on that right now since we'll get more into that in the next video.

First up is climate. As you see here on this slide, the earth has a few different climates. And by the way, this slide and information on each of these climates will be in the database so you can make a more informed decision. But anyway, as you can tell, the warmer climates are more towards the center of the earth by the equator, and the colder climates are closer to the poles.

When looking at your world from a larger scale, consider:

- How is time measured in your world?
- How long are the days and nights? How long do these last?
- Are there multiple seasons? How long do these last?

You can answer these through your own imagination or by referring to your lore for your world.

For instance, in my world, all civilizations believe in the two-faced goddess of life and death, Devana-Morana which I decided back in part 2, advancement. With this information, I could say that the sun and moon each represent a different face of the goddess. I could have two suns and two moons, which would mean shorter days and nights. Or I could have fall and winter represent the death side of the goddess, while spring and summer represent the

life side. Or even a warmer climate and a cooler climate instead of seasons.

Now for my story, I quite like the different representations of life and death, but I also know my story is extremely regional, which doesn't allow room for too many climates unless I place my region on the border of two climates.

You see, I'm thinking through these questions by going with what interests me and with what I know about my story and what I've already created in my world.

Once you've thought through some of these questions and used the resources in the database to help you, pin on the globe all the spots in the world your story will take place.

Like I said, my story is more regionally placed, so I'm going to pin it in the north temperate zone. This will allow me to play with the seasons. And I don't want shorter days, so I'll stick to one sun and one moon.

I do, however, want to deviate how we measure time in real life. So, I'm going to say that the year is longer than 365 days which means longer seasons and longer lives for my civilization. Let's see, one year in my fictional world is 609 days which is a little closer to how long a year on Mars is. Why not is my thinking on that one. However, the rest of time is measured much like how we do here. You can also put in how your civilizations tell time. I opted for the sun dial given the period I'm basing my story in and what sounded cool to me.

And to stick to my lore, the seasons length is all dependent on the well-being of the nature spirits and the goddess in my world. So, if they are in "poor health" so to speak, then that means longer winters, but if they are in good health that means longer

summers. Spring and fall are transition seasons, so those will always be short. But they serve as a good indicator of the well-being of the nature spirits and the goddess.

It's important to note that unless you specify otherwise, readers will assume time is measured in the way they naturally understand it, such as having 24 hours in a day. Unless it's important to the story and plays a purpose, I recommend not making many changes, if any. Even for my story, I don't anticipate talking time very much. The most I could see mentioning is the time of day or mentioning seasons. But this is here for my information in case I decide to use it.

Take some time to decide what climate would best suit your story world, fill out the geography worksheet, then move on to the next step.

Don't worry for now about how distance is measured, we'll come back to this later when we can be more accurate.

Okay, in this section, we took a broad scope look at our world and determined how time is measured, how many seasons our world will have, and from that what climate or climates exist in our world.

In the next section, we're going to explore the terrain. But before you move on to the next part of Fantasy L.A.N.D. I strongly encourage you to first fill out the first page of the Natural Environment worksheet 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 section 2, Terrain.