

## **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.

Advancement text version of video

Hey storyteller, it's Alexis from [purpleshelfclub.com](http://purpleshelfclub.com) and welcome to Fantasy L.A.N.D. This is part 2, Section 2, creating the government for your civilization.

We're going to figure out the type of government, the characteristics, laws, and hierarchy of this government, and the allies/enemies they have, as well as the important moments in history.

If government has nothing to do with your story, then I suggest you simply figure out what type it is, as well as a few key characteristics. This way you'll have a general idea of the world your characters are living in on a day-to-day basis.

Ready? Let's begin.

## **Page 4**

I wanted to start with some tips to help you fill out the government worksheet. First, use the directory to help you decide on a government. You can also use the civilization and the period you chose to use as inspiration as a way to choose your government type. In the directory, there's an infographic that gives you a quick glance at a bunch of different governments so you can see which one best represents your story and the civilization you've built out so far.

Use the resources to tailor your government's key characteristics and laws. In my story, I've decided that the two nations run under two different government styles. And that's how I'll treat it in my story too. I won't say explicitly what government it is, I'm just using the information to set a tone for the two nations. I also

looked to my story and what I created about my civilization so far to fill in this page. For example, I chose animism as my religion, so under rules/laws I said harm to sentient nature and no skinning of animals and in historic moments I mentioned what split the nation in two, which then explains who the allies and enemies are.

Next is your social hierarchy, which you have an infographic for as well in the directory. I stuck to feudalism, but I used this as an opportunity to sort of define what different types of people there are. While doing this, I had an idea that the humans do have some contact with nature spirits and gnomes in particular. This will add an interesting layer to my story. I gave them a name and stuck them higher up the totem pole since nature spirits are magical and nature the humans value nature, as I decided earlier.

This then helped me figure out the major scientific advancements where I could show how the humans and gnomes interact. Now this box may be empty for you, so again, don't worry about filling everything out.

Now, I gave the gnomes a different government type and again, this is real loose here even though you see a lot of text. I mainly used this as a space to show how the gnomes work together and how this affects their society, as well as their interaction with nature and humans. Through this, I could get a feel for how they decide who knows what and how they should treat each other.

Okay, so I hope what you see here so far is that I'm relying heavily on what I've created before this point and what I know about my story at this point.

Look back to your lore and to your civilization pages to see if there is anything you can use to make decisions about your government.

Okay, in this section, we looked at the type of government, the characteristics, laws, and hierarchy of this government, and the allies/enemies they have, as well as the important moments in history.

In the next section, we're going to explore the economic status of your world. But before you move on, I strongly encourage you to fill out the government page if it pertains to your story. If it doesn't leave it out. Same goes for the next section. Be sure to put any important resources in your storyteller binder so you can refer to them later when you're writing that exceptional book of yours. If you have any questions or requests, let me know in the chat.

When you're ready, I'll see you in section 3, your world's economy.