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Fantasy L.A.N.D.

Natural Environment text version of video

Hey storyteller, it's Alexis from purpleshefclub.com and welcome to Fantasy L.A.N.D. This is part 3, Section 3, your world's biomes.

We're going to select what biomes would make sense in our world based on the climate we chose before, decide where on our map these biomes will be, and jot down some real-life facts about the weather, animals, and plants within these biomes so we can refer to them later when creating our bestiary and floral journal. And of course, change our map if needed.

Ready? Let's begin.

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It's time to zoom in once again by pinpointing where our biomes will be.

A biome is a classification of an area depending on the climate it resides in and the life that lives within it.

If you have multiple climates, then you'll have to determine what biomes you'll have for each one.

In each region that your story takes place, we are going to explore its biome.

For this step, you'll need your map and your natural environment worksheets. That will be from page 2 onwards. I created multiples of the same page that way you can do as many biomes as you want.

We select our biomes based on the climate we are in, and the biome that you feel will best suit your story.

When I look at the climate I chose, the North Temperate zone, I'm thinking of a couple of things.

1. I have a group of gnomes that live in the forests.

So, the first biome I'll need is the Temperate deciduous forest.

2. In part 2 of fantasy land, advancement, I said wheat was considered valuable, so I need an environment that can produce wheat.

The second biome I need then is the temperate grasslands.

So that's two biomes that line up next to each other in the real world and for simplicity's sake, I'm going to make these the main biomes I have. Here you'll see I pinned my forests to be here and here, and my grasslands to be here and here.

In your worksheet, add all the places that reside in each of your biomes, the name of the climate the biome resides in, and the name of the biome itself.

In your fantasy land directory, I've included resources for each biome that give information on the climate, and the types of animals and plants that reside in them.

I suggest adding the basics in your worksheet. That way, you don't have to do too much flipping back and forth during your writing.

In the interesting facts/notes portion, I would advise adding what resources exist within that biome.

Next, within each biome, we are going to dive deep into the flora and fauna that exists.

Important to mention here is that while I will provide you with them, you don't have to have a bestiary or floral journal, but you

should at least know what life is common in your biomes. You can add a list of common flora and fauna in your biomes worksheet. If you do decide to create a bestiary and floral journal, then I recommend keeping your biome worksheet with you so that when you finish the flora and fauna sections of this course, you can say what fantastical creatures and plant life are common in each biome.

I wanted to pause for a second and describe a use case for listing common creatures in your biome sheet and having a bestiary and floral journal.

When you are actually writing your story. If your characters say, go into a nearby forest, then you can look at your biome worksheet to see what weather conditions, creatures, and plant life they could face. Then look to your bestiary and floral journal for more in-depth descriptions of each life form. This will help you avoid plot hole mistakes, and it'll keep you consistent in your writing. A win win!

So for now in my biomes, I've listed what real animals, plants, and weather conditions exist in the forest and grasslands as well as some interesting notes I might find useful. When I have my bestiary and floral journal, I can further fill in my biome worksheets with what those fantastical elements are. And as you can see, I've delineated that with "In real life" and "In my world". For the real-life information, I included information that would be important for me to know when coming up with fantasy animals and plants. Things like physical descriptors and dietary habits. Nothing too in depth since I'll have these resources to pull from should I need them.

Lastly, if you need to change your map, such as the type of trees or the way the ground looks, now would be a good time to do that.

Okay, in this section, we zoomed even further and selected what biomes would make sense in our world based on the climate we chose before, decide where on our map these biomes will be, and jotted down some real-life facts about the weather, animals, and plants within these biomes so we can refer to them later when creating our bestiary and floral journal. And of course, changed our map if it was needed.

In the next section, we're going to get super creative, filling out our bestiary and floral journal. But before you move on to the next part of Fantasy L.A.N.D. I strongly encourage you to fill out those biomes sheets and add 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 4, Flora and Fauna.