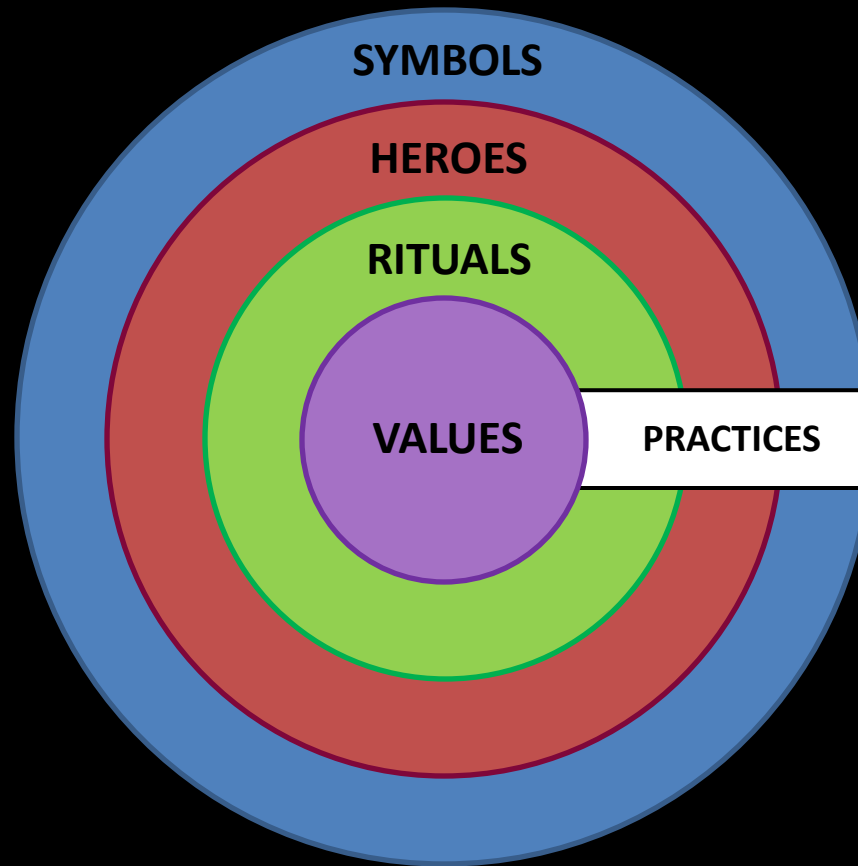




# Cultures & Creatures

# Value Chart



# Nations Reference Chart

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Nations Reference Chart

Nation Name	Ruler(s)	Influence:	Nation on Earth that is similar
Landscape:	Describe the land	Adjectives:	Words that describe culture
Values:	What do they value?	Colors:	Colors of nation
Ruler's motives	What does the ruler(s) value?	Flag:	Draw a picture of the flag here.
Architecture:	What do the buildings look like? Built of?	List	
Chief Resource:	What are their resources?	important	
Type of dress:	What do the people wear? The military wear?	cities or	
Landmarks:	Popular landmarks in the land.	towns on	
Religion:	What religions (if any) exist in this nation?	these lines.	
Struggles:	What struggles are happening in the nation?		
		Influence:	
Landscape:		Adjectives:	
Values:		Colors:	
Ruler's motives		Flag:	
Architecture:			
Chief Resource:			
Type of dress:			
Landmarks:			
Religion:			
Struggles:			
		Influence:	
Landscape:		Adjectives:	
Values:		Colors:	
Ruler's motives		Flag:	
Architecture:			
Chief Resource:			
Type of dress:			
Weapons:			
Religion:			
Struggles:			
		Influence:	
Landscape:		Adjectives:	
Values:		Colors:	
Ruler's motives		Flag:	
Architecture:			
Chief Resource:			
Type of dress:			
Weapons:			
Religion:			
Struggles:			



<b>ARMANIA</b>	Land like Western Washington	Colors: Blue, brown, and gold
Values: Tolerance, freedom, wealth, peace		
Chief Resource	Livestock, wine, ale, cotton	
Struggles	In debt to SARIKAR for food - arranged w/ Ruler	
Ruler's motives	Wish speaking to Nobles	
Type of dress	Lighter skin	
Animals		
Architecture		
History		Weapons: Swords
Religion		Adjectives: Acrogan The Watering Hole
<b>SARIKAR</b>	Land like John Day/Eastern Oregon	Colors: Green, brown, and white
Values: Family, authority, temperance, contentment, frugality, wisdom		
Chief Resource	Grain, produce, animals, trees	
Struggles	Wealthy families support each other + Armania (Cult)	
Ruler's motives	Pitiful	
Type of dress	Darkest skin	
Animals		
Architecture		
History		Weapons:
Religion		Adjectives: Prudent, arrogant
<b>MAGONIA</b>	Land like Arizona	Colors: Red and black
Values: <del>Beauty</del> , nature, power, strength, respect	Servus / Tojun	
Chief Resource	Everest, mountains, obsidian, slaves	
Struggles		
Ruler's motives	Take over the father countries + Rule	
Type of dress	Kasah wrap / darkest skin	
Animals		
Architecture		
History		Weapons: Obsidian, shard club, bone
Religion		Adjectives: Gypsy-like, carnal, earthy
<b>RUREKAU</b>	Land like Western Australia	Colors: Gold and brown
Values: Dominance, courageousness, strength		
Chief Resource	glass, obsidian, clay, bricks	
Struggles	annoyed w/ each other camels	
Ruler's motives	Bugs / lot of slaves	
Type of dress	Lighter skin	
Animals		
Architecture		
History		Weapons: Swords
Religion		Adjectives: Superior, powerful, ruthless
<b>TENMA</b>	Land like the Sahara/Northern Africa	Colors: White, tan, and multi jewels
Values: Control, discipline, wisdom, knowledge	scavs protectors	
Chief Resource	Sand, jewels, magic slaves, camels	
Struggles		
Ruler's motives		
Type of dress	Lighter skin	
Animals		
Architecture		
History		Weapons: Magic, poison, eunuchs, glass
Religion		Adjectives: Proudful, regal, calculating



Blue = sky + water  
Brown = Heaven  
Life = rebirth

Green = vegetation + new life  
Green dye = paste of copper + iron oxides with silver + calcimine

Red = life + victory  
Black = anger + fire  
red + black = rage

Black = death, under world, resurrection  
PIKES, Spears

Yellow = sun, eternal  
Indestructible

White = omni, purity  
= sacredness  
make white with chalk + gypsum

# Civilization Chart

[CLICK HERE TO DOWNLOAD](#)  
**YOUR OWN COPY**

## Civilization Worksheet

www.JillWilliamson.com

### Civilization

Nation(s): \_\_\_\_\_ Population: \_\_\_\_\_  
Capital/Ruling City: \_\_\_\_\_  
Other key cities: \_\_\_\_\_  
Type of government: \_\_\_\_\_ Leader: \_\_\_\_\_  
Taxation: \_\_\_\_\_  
Type of military: \_\_\_\_\_  
Military tactics: \_\_\_\_\_  
Law enforcement: \_\_\_\_\_  
Economic model: \_\_\_\_\_  
Exchange: \_\_\_\_\_

### People

Race/ethnicity/species: \_\_\_\_\_  
Physical features: \_\_\_\_\_  
Mental features: \_\_\_\_\_  
Magical abilities: \_\_\_\_\_  
Family structure: \_\_\_\_\_ Language: \_\_\_\_\_  
Common sayings/slang: \_\_\_\_\_  
Religion type: \_\_\_\_\_  
Worship style: \_\_\_\_\_  
Education: \_\_\_\_\_  
Way of life: \_\_\_\_\_  
Unique customs: \_\_\_\_\_  
Clothing: \_\_\_\_\_  
What do they eat? \_\_\_\_\_  
Recreation/entertainment: \_\_\_\_\_  
Welfare of general population: \_\_\_\_\_  
Strengths of the people: \_\_\_\_\_  
Fears of the people: \_\_\_\_\_  
Basic nature of the people: \_\_\_\_\_  
Types of jobs: \_\_\_\_\_

### Land

Climate: \_\_\_\_\_ Weather: \_\_\_\_\_  
Terrain: \_\_\_\_\_  
Landmarks: \_\_\_\_\_  
What it feels like/smells like: \_\_\_\_\_  
Animal life: \_\_\_\_\_  
Plant life: \_\_\_\_\_  
Natural resources: \_\_\_\_\_  
Fuel: \_\_\_\_\_  
Agriculture: \_\_\_\_\_  
Industry: \_\_\_\_\_  
Manufacturing: \_\_\_\_\_  
Types of housing: \_\_\_\_\_

### Technology

Equivalent time period/age: \_\_\_\_\_  
Communication: \_\_\_\_\_  
Medicine: \_\_\_\_\_  
Vehicles: \_\_\_\_\_  
Weapons: \_\_\_\_\_  
Tools: \_\_\_\_\_

### History

Where the city came from: \_\_\_\_\_  
Founders: \_\_\_\_\_  
Wars: \_\_\_\_\_  
Important historical events: \_\_\_\_\_



# Try It!

Create at least three different cultures and answer the following questions:

1. What do they look like?
2. What do they value?
3. What does their daily life look like?
4. How do they get along with other people groups?
5. How do they clash with other people groups?



# Creating Fantasy Creatures



# Traditional Fantasy Creatures

Centaur, dragon, fairy, ghost, griffon, harpy, manticore, minotaur, pegasus, phoenix, satyr, unicorn, vampire, werewolf, zombie, etc.





# Change Them



# Modified Animals

Giant versions of cats, dogs, birds, or spiders.





# Change Them



# The Gorse



It's like a horse, only . . . pink?



# Make Your Own







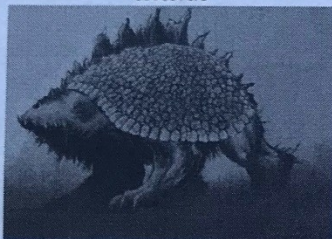
## Desert

dune cat / sand cat



Wild sand cats don't like being stared at, and might attack and tear out your eyes. When they kill, they bite through the skull and pierces the brain, causing instant death. Most cats go for the neck, biting so hard and holding so tight that the victim chokes or has a stroke. The bite may be deep enough to pierce the windpipe, jugular vein, or even snap the neck, which often takes a few minutes.

torterus



A sly desert scavenger, this armored-like lizard has claws and fangs. It roams deserts in search of weak animals/carrion to finish off/pull under its shell and eat alive. Avoids open conflicts, but when it comes to a fight, the slobbery shell beast is hard to kill. (glyptodonts)

## Muimac (nomadic desert people)

A vulture-like race, the muimac scavenge weapons, skulls and other equipment from battle fields, abandoned places and trade them. The skulls they wear to brag of their survival instincts.

drice



This tiny desert insect is almost invisible in the sand. They feed on the blood of other creatures by anchoring with their legs that are covered with hooked spines that enable them to burrow into the flesh, then eating them from the inside out. Usually these ants feed on smaller animals, but they have been known to eat larger creatures. They do bite, but when attacking, they burrow and will take shortcuts through any orifice they can find—mouth, nose, ears. Some victims die of asphyxia when the drive crawl into their lungs.

nukoa



Like a massive, furry maggot, this whale-like creature roams the sands, usually solo but sometimes in small pods. It filters small vertebrae from the sand. They are covered in a thick matted fur that acts as a defense against the harsh sand and supplies warmth during freezing desert nights. This however causes a lot of heat during the day so the large external ears, naked tail and exposed nostrils are used to vent off some of the warmth. They also move incredibly slowly as not to generate too much heat.

ossabey



The vegetarian ossabey attacks only when provoked. It will then leap into the air and kick, kung fu-style, using an enormous, dagger-like claw on the second toe of each foot to cause serious injury. Once you're down, it can, literally, claw your guts out. Regardless, the kick is mighty enough to rupture your internal organs and cause massive internal bleeding and death.

cheyvah



Vicious dragon-like wolves that are as big as elephants. Their venomous green blood makes their veins swell and their skin glow in places. Some have been mistaken for distant swarm of fireflies. But don't get too close. They make a screeching sound similar to a kookaburra bird.



# WHY DO YOU NEED THEM?

Awesome

Pet

Job

Bonded

Warrior

Commodity

Food

Trophy

Domestic

Predator

Source of magic

Guardian

Transportation

Plot device

Characters

Part of the landscape



# WHAT DO THEY LOOK LIKE?

- Class of animal: mammal, bird, fish, amphibian, reptile, or invertebrate
- Environment they live in
- Emotion you want to convey





# CREATURE CREATION GUIDE



Shape  
Skin  
Eyes  
Nose/Snout  
Mouth  
Sound  
Head

Ears  
Hands  
Legs  
Feet  
Tail  
Wings  
Fins

# WHERE DO THEY LIVE?

- Habitat: Terrestrial, freshwater, marine
- Get more specific
  - Live?
  - Sleep?



# WHAT DO THEY EAT?

Are they a:  
Herbivore?  
Omnivore?  
Carnivore?  
-or something else . . . ?



# MATING

- Class of animal
- Courtship rituals
- Season or life?





# DAILY LIFE

Foraging  
Scavenging  
Hunting  
Recreation

Response to other animals? Humans?  
Special abilities?



# DEFENSE MECHANISMS

Speed  
Camouflage  
Shell  
Curl  
Quills

Smell  
Venom  
Play dead  
Travel in groups  
Poisonous



# NAMING CREATURES



- Keep it simple
- It should feel right
- Fit the personality and genre
- List describing words

# Creature Worksheet

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## Creature Worksheet

www.JillWilliamson.com

Plot purpose (circle one)

pet messenger transportation labor warrior predator guard poisonous diseased  
wild domestic livestock friend character production (wool or other) source of magic

Other: \_\_\_\_\_

Looks like: \_\_\_\_\_

Emotion animal evokes in humans: \_\_\_\_\_

Unique characteristics: \_\_\_\_\_

Habitat: \_\_\_\_\_

Home: \_\_\_\_\_

Sleep patterns: \_\_\_\_\_

What it eats: \_\_\_\_\_

How does it get food? \_\_\_\_\_

Defense mechanisms: \_\_\_\_\_

Mating rituals: \_\_\_\_\_

Sketch your animal here:



# Try It!

- Write a scene from the point of view of a tourist who is visiting your world.
- What does this person notice?
- How does it feel to be in this place?
- What does it smell like? Look like? Sound like? What is the weather like?
- Then have them encounter one or more local creatures. How do these animals behave? What happens next?

