

TERRA FABULA · CHAPTER 1

LANDSCAPE



STORYTELLER: _____

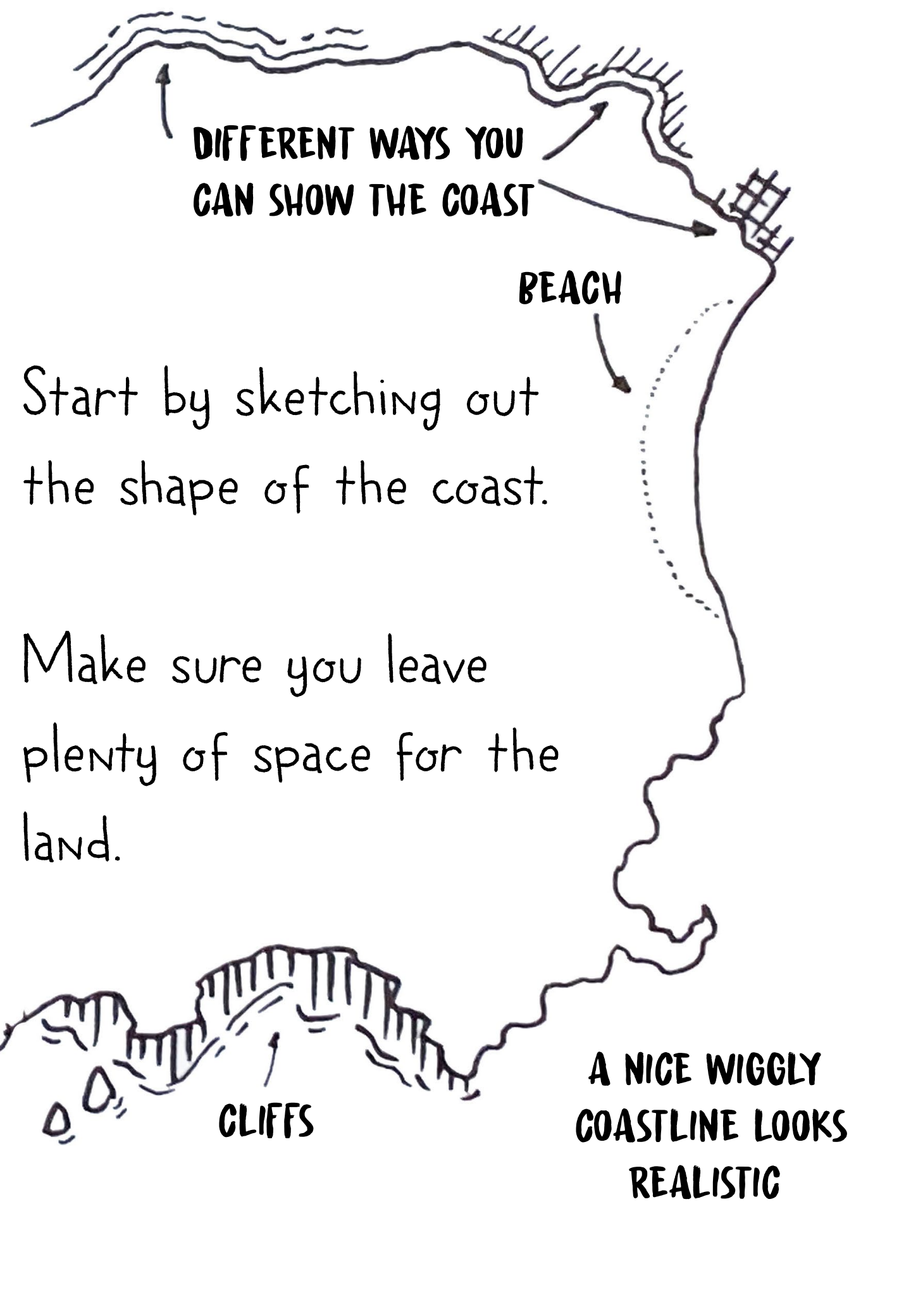
Imagine a land, stretching from horizon to horizon. Natural and untouched.

How does it meet the sea? Does it have long beaches, or steep cliffs? Is there a bay? Islands? A reef?

YOU WILL ADD IN SOME RIVERS SOON



WAVE LINES



**DIFFERENT WAYS YOU
CAN SHOW THE COAST**

BEACH

Start by sketching out
the shape of the coast.

Make sure you leave
plenty of space for the
land.

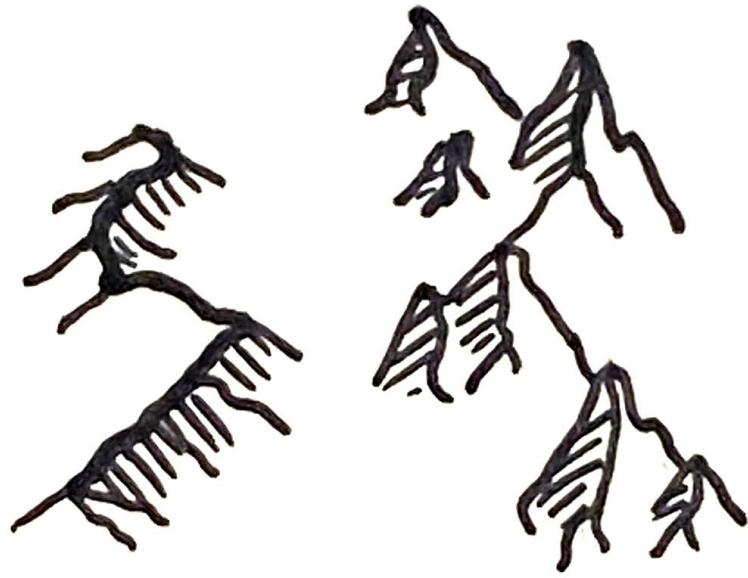
CLIFFS

**A NICE WIGGLY
COASTLINE LOOKS
REALISTIC**

YOU CAN DRAW
MOUNTAINS LIKE THIS...



...OR THIS



...OR LIKE THIS...

How do mountains shape the land?
Remember, mountains tend to form
ranges.

HILLS



PLATEAU

**RIVERS JOIN ON THE WAY
TO THE SEA**



Water flows from the high points in your land to the ocean. Are there any rivers? Perhaps a lake?



DESERT



Mountain



TUNDRA

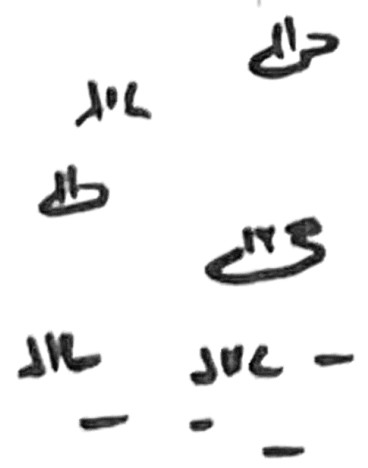


What is the climate like in the land? Is it tropical? Temperate? Polar?

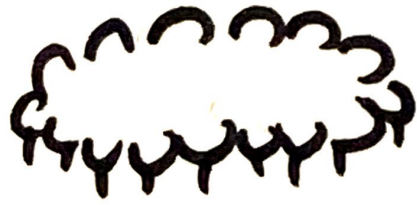
SAVANNA



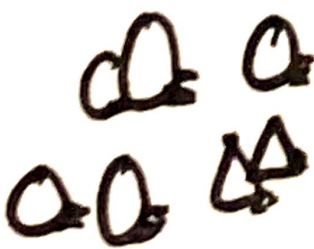
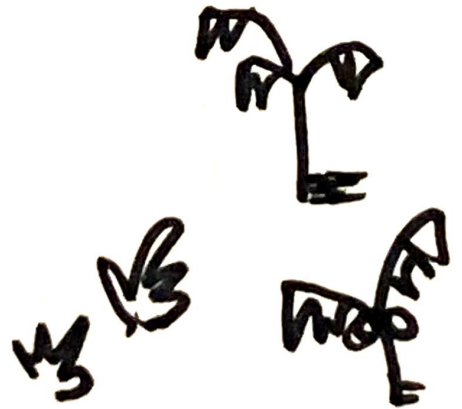
SWAMP

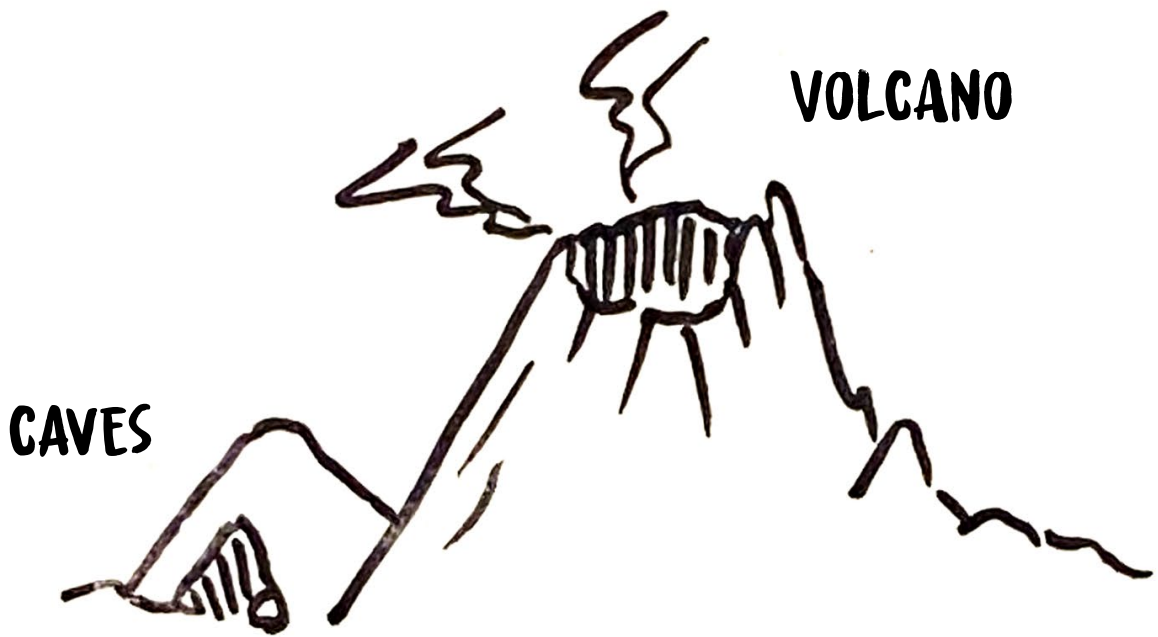


What kind of vegetation will it have? Is the vegetation sparse or dense?



THERE ARE LOTS
OF WAYS THAT
YOU CAN
DRAW TREES





Maybe there are
some more UNUSUAL
natural features in
your land...

CANYON



DELTA

