MIDJOURNEY FOR FANTASY ART:
THE ULTIMATE PROMPT GUIDE

200+ Prompts for Characters & Worlds
Updated for Midjourney v5.1

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THE ULTIMATE PROMPT GUIDE

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Foreword

The fantasy genre is one of the most popular entertainment mediums in the world. It is immensely popular in books, comics, films & games (both digital and tabletop). Fantasy artists have found themselves working in every industry, from card games to designing for the big screen.

2022 was the year of AI. We were regaled, headline after headline, with stories of how generative AI would change the world.

In 2023 we started to see these tools make their way into existing workflows. At this point it seems all but inevitable that artists in all industries will supplement their work using AI.

It's my hope that this book can help with this transition. I hope it enhances & augments the work of illustrators, and helps hobbyists enter the space.

Yubin Ma
June 2023, San Diego

Part I

Getting Started

lord of the rings mountainous, cavern, a painting by alan koz, titled shelby, in the style of digital fantasy landscapes, plein air scenes, whistlerian, cryengine, flat perspective, detailed sketches, flat brushwork --style raw --c 3

How to use this book

The last thing I want to do is stifle your creativity by limiting you to the prompts in this book.

If you picked it up, you are fully aware of the quality and versatility that Midjourney is capable of generating.

The question you probably have is: how can I use these tools to accomplish larger creative projects?

Projects that rely on cohesion and craft, and are not just “one-shots”, images that are impressive but stand by themselves.

This book is a reference, toolkit and creative partner. It’s here to make your process faster, more organized and hopefully more fun.

It’s loosely structured: it will focus on traditional fantasy themes, as well as the techniques used to generate these themes.

Prompts are created with Midjourney v5.1 unless specified otherwise. This book assumes you have set this as your default (type /settings to change your default version).

```
captivating harbor view, monolithic city, a fantasy island cold mountains, captivatingly, atmospheric cityscapes, 32k hd, kushan empire, serge marshennikov, gray azure, zen --ar 2:1
```

```
the ringed city, cursed city of bridges, gothic spires, multileveled buildings, a castle rising in the distance to the moon, dynamic scene perspective, , in the style of wu guanzhong, jessica rossier, tender depiction of nature, playing with light and shadow, sketch-like, visible brushstrokes, posuka demizu --ar 8:3
```

Since PDFs limit copying to a single line when you triple-click, we’ve placed these single-line prompts at the bottom of pages to make copying easier.

```
captivating harbor view, monolithic city, a fantasy island cold mountains, captivatingly, atmospheric cityscapes, 32k hd, kushan empire, serge marshennikov, gray azure, zen --ar 2:1
```

```
the ringed city, cursed city of bridges, gothic spires, multileveled buildings, a castle rising in the distance to the moon, dynamic scene perspective, , in the style of wu guanzhong, jessica rossier, tender depiction of nature, playing with light and shadow, sketch-like, visible brushstrokes, posuka demizu --ar 8:3
```

Style Consistency with /suffix

One of the greatest challenges of worldbuilding in Midjourney is consistency. Prompters know they can summon delightful and strange worlds with ease; the difficult part is staying in that world. Thankfully, Midjourney has provided some tools to make our job easier.

/suffix let's us set a phrase to be appended to all prompts. I like to use this when I have stumbled across a style I like and want to explore different subject matter with it. For example we can set the suffix to be:

```
, lord of the rings, a painting by alan koz, titled,
style of digital fantasy landscapes, plein air scenes,
whistlerian, cryengine, flat perspective, detailed
sketches, flat brushwork --c 3 --ar 16:9
```

This phrase will be added to all prompts. Then all that's left is specify our subject matter when we **/imagine**.

When text appears on images like the above, it is an indication that a suffix is used after the specified subject.

Iterating with Permutations

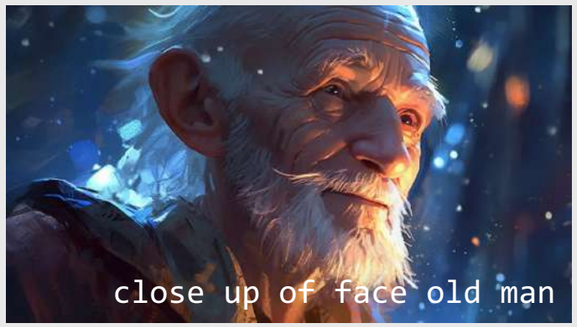
Permutation prompts allow you to quickly generate variations of a prompt with a single /imagine command.

Create list of of phrases inside curly braces {} separated by commas:

```
{ethereal kingdom of Elaria, ethereal castle of
Elaria, close up of face old man elf, half elf looking
at moon, study with many books, giant tree at night}
```

Pair this with **/suffix** for fast concept iteration: the suffix will be added to each of your permutations. Use it for global environment and style details:

```
bathed in the shimmering glow of moonlight, cinematic,
Celestine Azure, craig mullins. --ar 16:9
```



Part II
Characters

space marine character design, dark souls, baroque, ancient, d&d, yoji shinkawa, white background --ar 2:3 --v 5.1 --style raw

Silhouettes

You can play with character design variations using the silhouette. This primitive allows you to get an overall impression of the design, and whether it will be effective for its intended purpose.

character silhouette exploration for a bulky barbarian, interesting shapes concept art many concepts --ar 3:2

character silhouette exploration for sci fi bounty hunter, many weapons, interesting shapes concept art many concepts --ar 3:2

A valiant knight, clad in gleaming armor, stands at the precipice of destiny. Donato Giancola, craig mullins, parth, masterful strokes legendary --ar 16:9 --v 5.1

img2img Ideation: I took a screenshot of one of the silhouettes I generated on the previous page. I then used it as an image prompt for img2img generation.

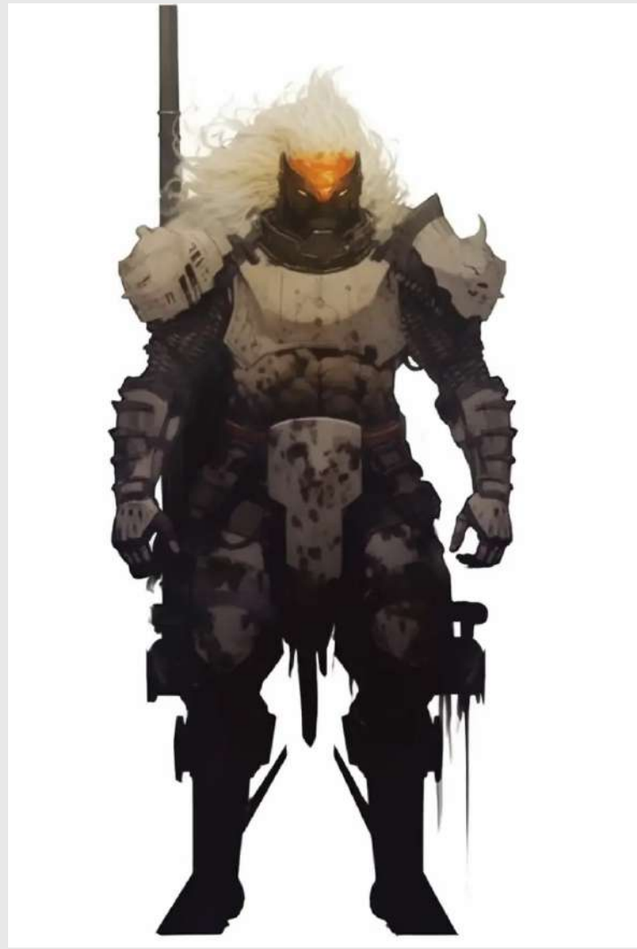
Notice how Midjourney retains the bulkiness of the character and the large head piece, regardless of what new concepts I have introduced in the text prompt.

Since V4, img2img remains one of the **best and most underrated** Midjourney features

INPUT IMAGE

https://s.mj.run/_aieaDiPRbk plains warrior, Yoshitaka Amano, white background, die brücke, white and amber --ar 2:3 --style raw

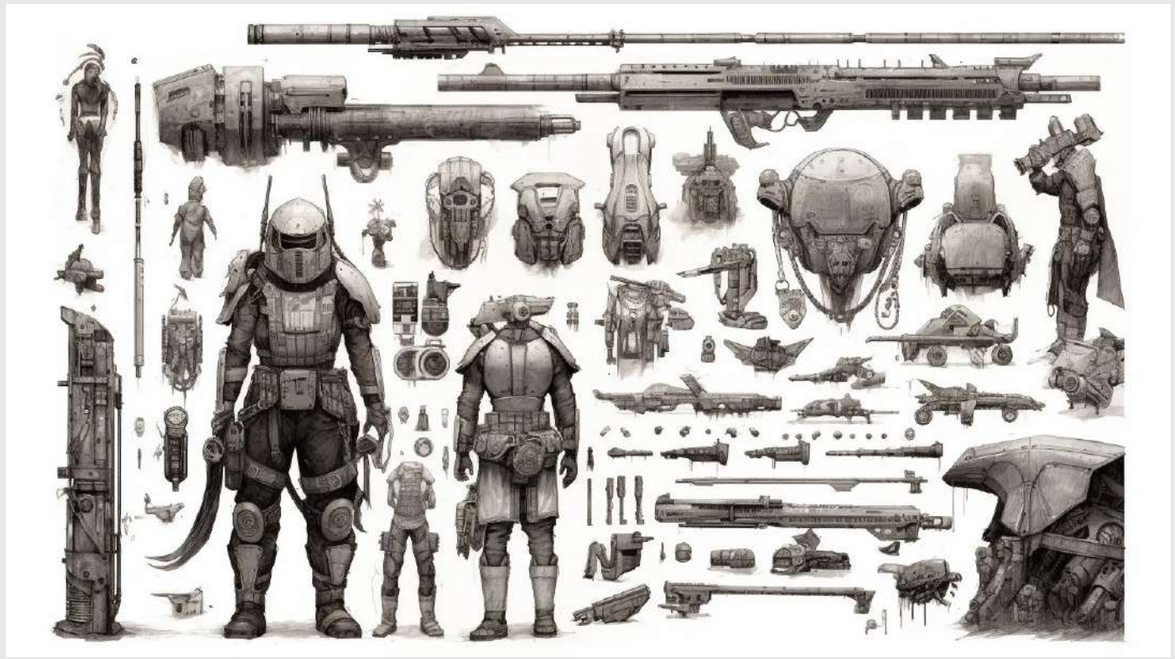
https://s.mj.run/_aieaDiPRbk medieval warrior, Yoshitaka Amano, white background, die brücke, white and amber --ar 2:3 --style raw



https://s.mj.run/_aieaDiPRbk barbarian warrior, Yoshitaka Amano, white background, die brücke, white and amber --ar 2:3 --style raw

Concept sketches: You can use “multiple concepts” and “multiple drawings” to get multiple variations per image.

concept sketches, grayscale, the warrior monk, character design, yoji shinkawa, multiple concepts, copic marker, pencil and pen, scratchy --ar 16:9



concept sketches bounty hunter, rugged, many weapons, grayscale, yoji shikawa, multiple concepts, pencil and pen, scratchy --ar 16:9

concept sketches ancient helmet, lore, rugged, grayscale, yoji shikawa, multiple concepts, pcopic marker, pencil and pen, scratchy --ar 16:9

concept sketches, grayscale, gunslinger, yoji shinkawa, multiple concepts, copic marker, pencil and pen, scratchy --ar 16:9

concept sketches, grayscale, the warrior monk, character design, yoji shinkawa, multiple concepts, copic marker, pencil and pen, scratchy --ar 16:9

img2img: here's a design I liked from the previous page. I took the output from img2img and then used it as the input for a new generation. You can do this infinitely.

INPUT IMAGE

https://s.mj.run/xFyZDKlvx9s ancient helmet design, painterly, white background --ar 2:3

https://s.mj.run/xFyZDKlvx9s ancient helmet design --ar 2:3

https://s.mj.run/xFyZDKlvx9s ancient helmet design, dramatic lighting, backlit, raking light, vibrant --ar 2:3

Classic Fantasy Archetypes

When writing fantasy stories, some people prefer a world-first approach: start with the world, its lore and history, and then think about the characters that occupy it after.

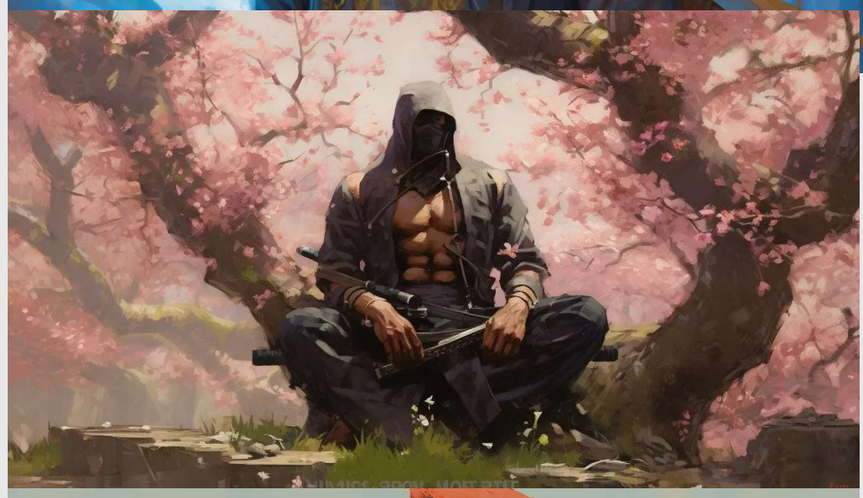
Others prefer a character-first approach. Start with the characters' personalities and motivations, and build the world outwards from there.

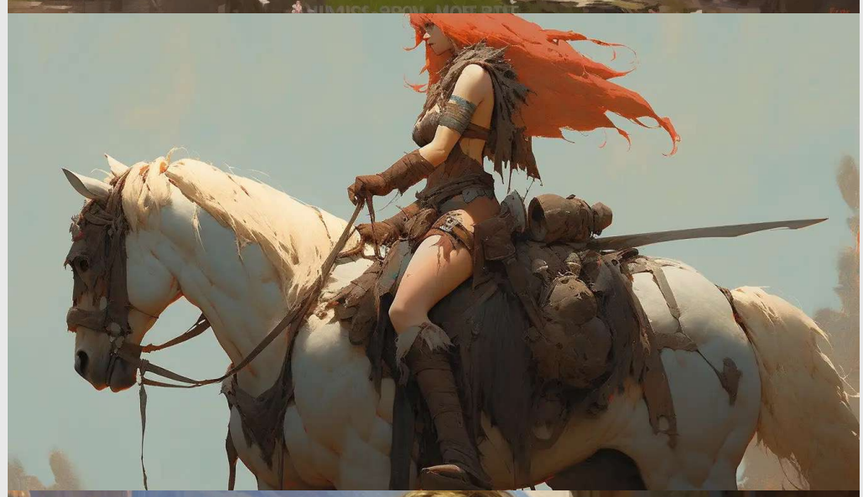
There's no right way to do it. I think you should start with whatever compels you. That being said, we'll start this book with an overview of **fantasy character archetypes.**

This will let us showcase a wide variety of methods to represent characters, and the aesthetic styles to represent them with.

It will cover characters' physical traits, their clothing and their armor.

We will both embrace cliches (visual and thematic) and find ways to break away from them.





The Barbarian

The Barbarian is most often a primal and fierce warrior, known for their raw strength and occasional berserker rage.

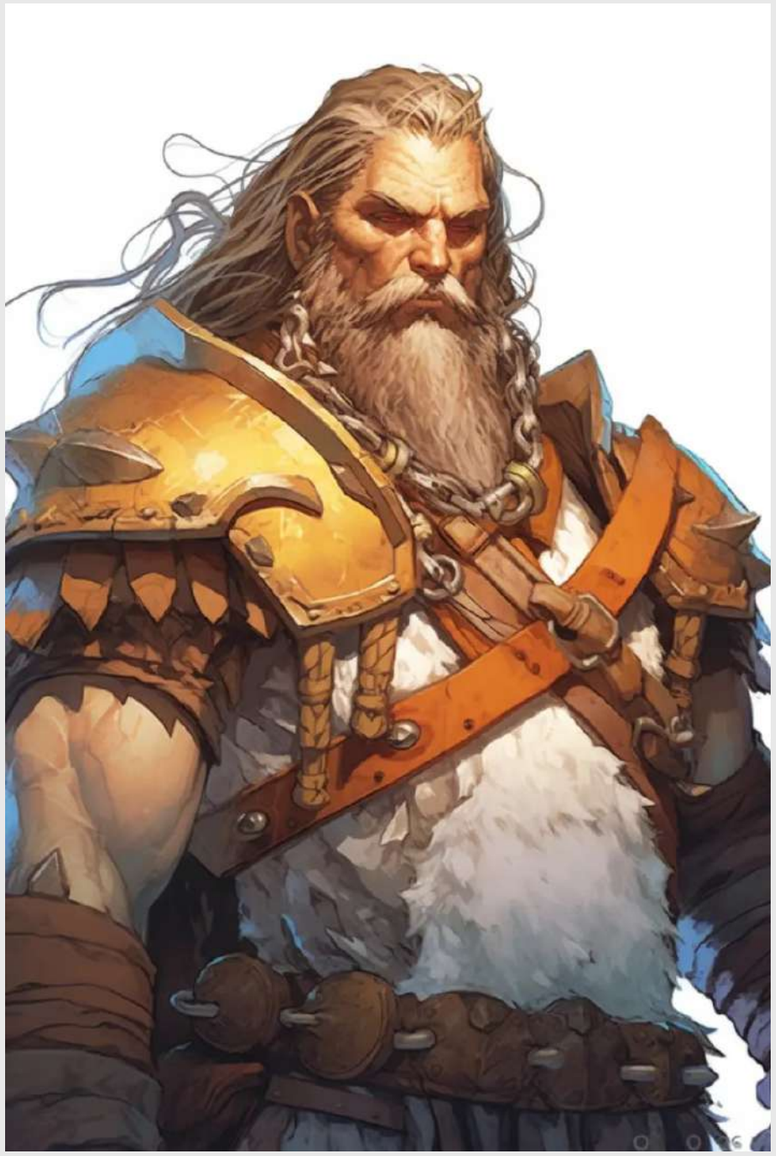
They have a free-spirited existence, and are the natural foils of duty-bound archetypes like the Knight. They are driven by a desire for personal freedom, survival, and the preservation of their traditions.

King of Barbarians, looking over a sweeping vista. Brute, Titan, crumbling beneath devastatingly powerful. painterly, frank frazetta --ar 16:9

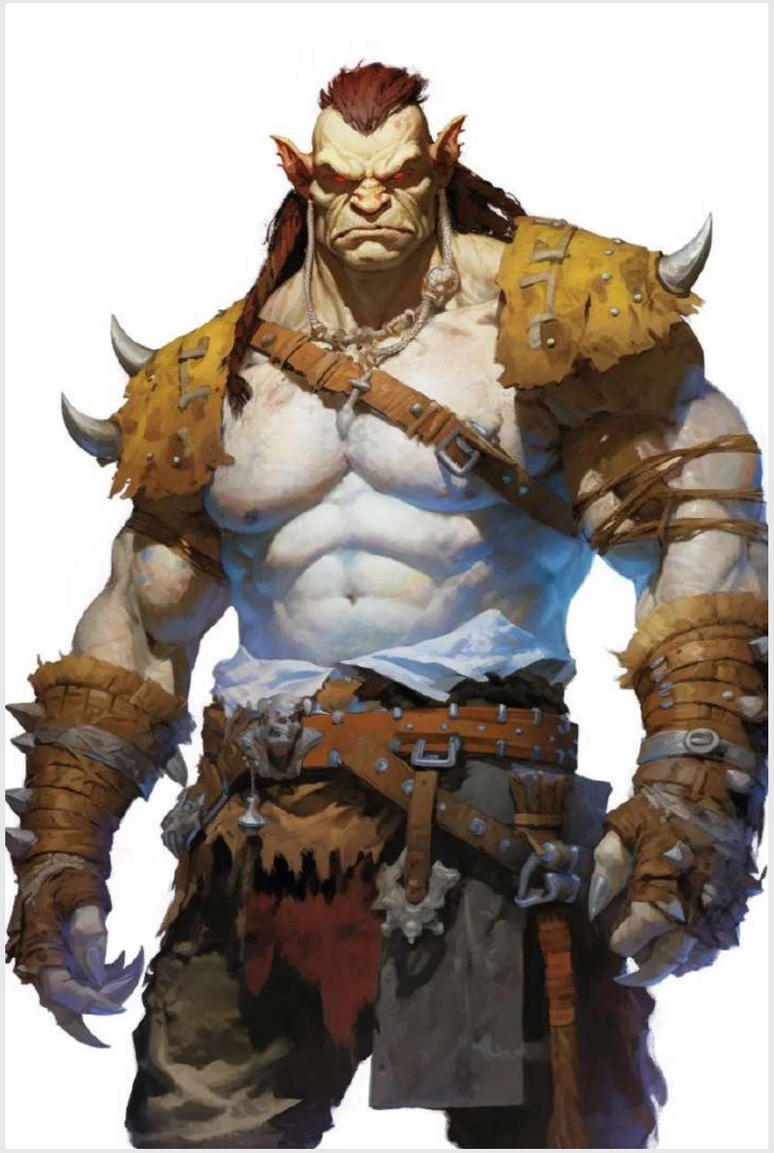
King of Barbarians, looking over a sweeping vista. Brute, Titan, crumbling beneath devastatingly powerful. painterly, frank frazetta --ar 16:9

Portrait Shot: The keyword “portrait” is enough to focus the composition on the upper body, and feature many more facial and clothing details than in a full body shot.

roguelike dnd, female barbarian black gair, portrait, white background, by alan smith, gigantic scale, beautiful, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3



roguelike dnd, barbarian, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3



roguelike dnd, half orc barbarian, champion, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, female barbarian black gair, portrait, white background, by alan smith, gigantic scale, beautiful, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, barbarian, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, half orc barbarian, champion, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

Full Body Shot: Midjourney usually defaults to full-body when generating characters with a portrait aspect ratio (eg. **--ar 2:3**), but you can also be explicit by writing "full body".

The Warrior, Landsknecht. concept yoji shinkawa, pencil and pen, scratchy --ar 2:3

King of Barbarians, Brute, Titan, Vanguard. slow, methodical, devastatingly powerful. two handed weapon. a concept, rough, full body, frank frazetta --ar 2:3

viking fantasy, wolf, aaa art, aykut aydogdu, whistlerian, high resolution, john larriva, mottled, full body, concept art, painting, sparth --ar 2:3 --style raw

The Warrior, a Landsknecht. slow, methodical, but devastatingly powerful. by concept, pencil and pen, scratchy, yoji shinkawa --ar 2:3

King of Barbarians, a Brute, Titan, Vanguard. slow, methodical, devastatingly powerful. two handed weapon. a concept, rough, scratchy, frank frazetta --ar 2:3

viking fantasy, wolf, aaa art, aykut aydogdu, whistlerian, high resolution, john larriva, mottled, full body, concept art, painting, sparth --ar 2:3 --style raw

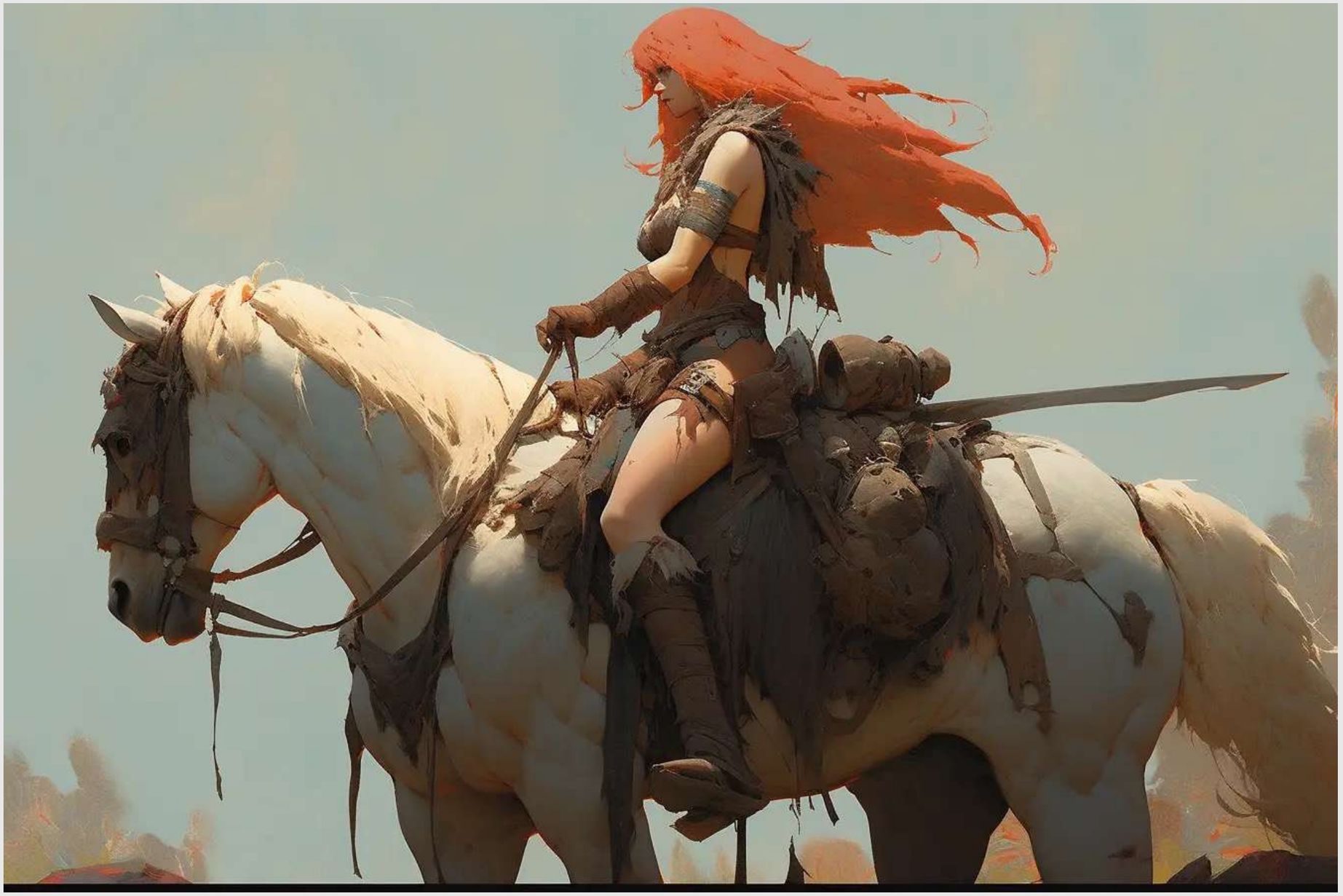
Cinematic Wide Aspect: Without any additional effort on your part, stretching out the aspect ratio (eg. --ar 3:2 or --ar 16:9 will always make the composition more dynamic and suitable for action).

Path of berserker versus large monster, A warrior hailing from a distant land far from the comforts of civilization, hazy nostalgic, NC Wyeth, Moebius, Alan Lee, Frank Kelly Freas --ar 3:2

Path of berserker versus large monster, A warrior hailing from a distant land far from the comforts of civilization, hazy nostalgic, NC Wyeth, Moebius, Alan Lee, Frank Kelly Freas --ar 3:2

Niji Mode is Midjourney's anime model. You can activate it with **`--niji 5`**, where 5 is the version of Niji you want to use.

I find it wonderful for character design, however the style is quite opinionated, and you will most often get something that "looks like Niji Mode".



female barbarian warrior, traveling through distant lands, wilderness outside civilization, hazy nostalgic, Hayao Miyazaki, Clyde Caldwell , frank frazetta --ar 3:2 --niji --style expressive

female barbarian warrior, traveling through distant lands, wilderness outside civilization, hazy nostalgic, Hayao Miyazaki, Clyde Caldwell , frank frazetta --ar 3:2 --niji --style expressive

The Fighter

The most diverse class in fantasy worlds. Often split into many classes, such as knights, mercenaries and bandits. The one thing they have in common: mastery with their choice of weapon and armor.

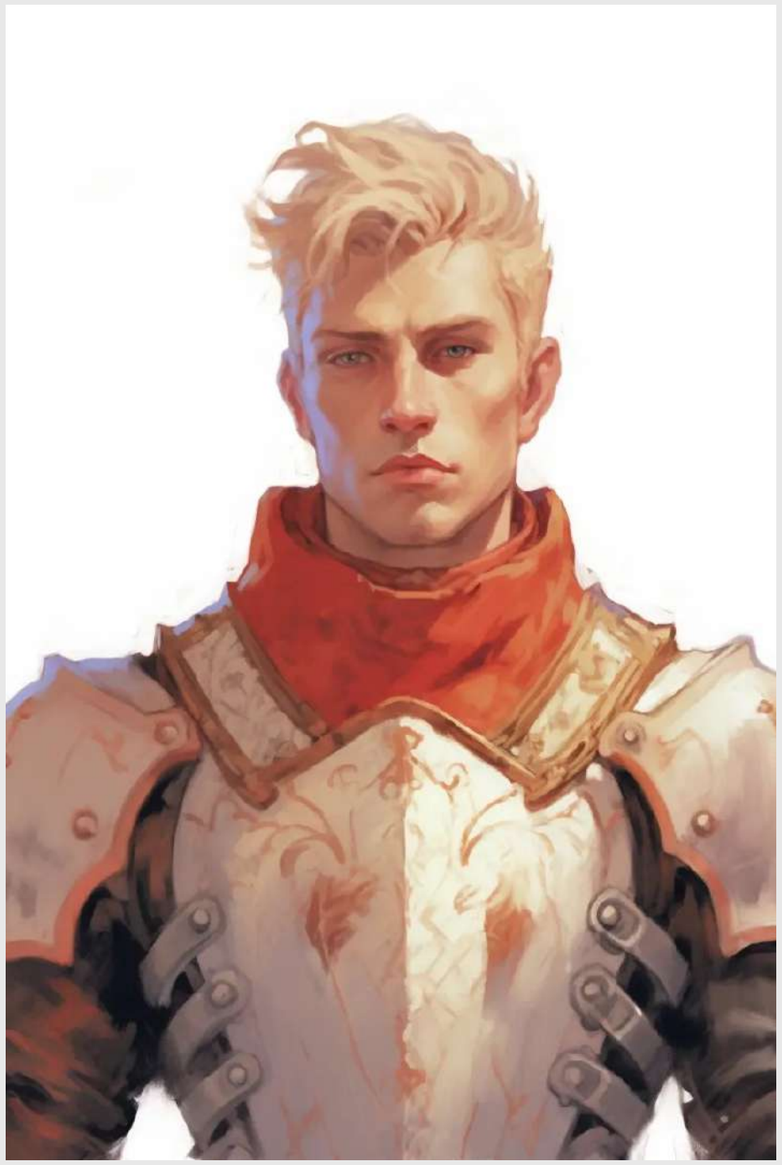
Knights are known for their noble demeanor and refined manners. They are deeply driven, whether by a desire to vanquish evil, restore peace, or fulfill their oaths. Their stories frequently explore themes of honor, duty, sacrifice, and internal conflict.

A valiant knight, clad in gleaming armor, stands at the precipice of destiny. Donato Giancola, craig mullins, parth, masterful strokes legendary --ar 16:9 --v 5.1

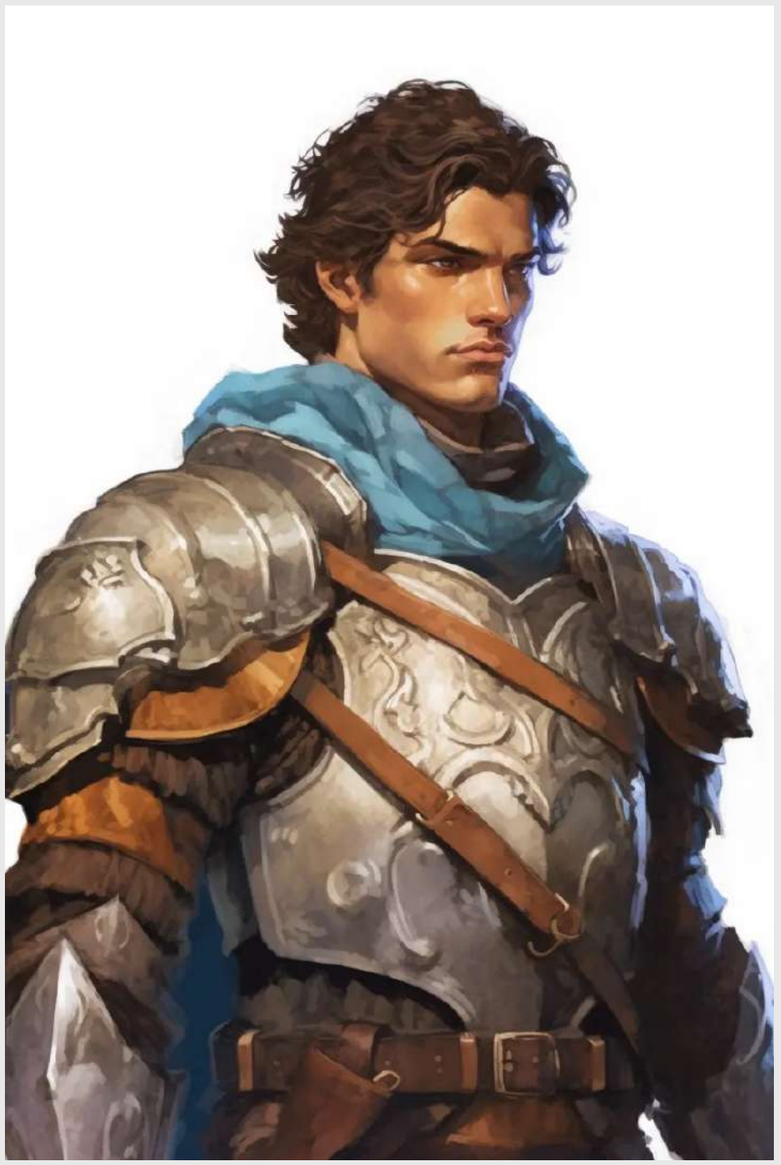
A valiant knight, clad in gleaming armor, stands at the precipice of destiny. Donato Giancola, craig mullins, parth, masterful strokes legendary --ar 16:9 --v 5.1

A noble Gondorian knight, adorned in gleaming plate armor and wielding a sword that bears the emblem of the White Tree, stands as a beacon of hope, john singer sargent, frank frazetta, thick brushtokes, fantasy painting --ar 16:9

A noble Gondorian knight, adorned in gleaming plate armor and wielding a sword that bears the emblem of the White Tree, stands as a beacon of hope, john singer sargent, frank frazetta, thick brushtokes, fantasy painting --ar 16:9



roguelike tanis half elven knight portrait, white background by alan m smith, in the style of light red and dark indigo, gigantic scale, handsome, adventurecore, die brücke, white and amber, Steve Youll, Miyazaki, --ar 2:3



roguelike dnd, knight of darkness, handsome face, portrait, white background, by alan smith, gigantic scale, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, female knight, pauldrons, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, Steve Youll, Miyazaki, --ar 2:3

roguelike tanis half elven knight portrait, white background by alan m smith, in the style of light red and dark indigo, gigantic scale, handsome, adventurecore, die brücke, white and amber, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, knight of darkness, handsome face, portrait, white background, by alan smith, gigantic scale, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, female knight, pauldrons, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, Steve Youll, Miyazaki, --ar 2:3

dungeons and dragons knight of the sea, half body, dark azure, victorian paintings, serene face, blink-and-you-miss-it detail, realistic depiction of light --ar 16:9

dungeons and dragons knight of the sea, half body, dark azure, victorian paintings, serene face, blink-and-you-miss-it detail, realistic depiction of light --ar 16:9

Dark knights are enigmatic and tormented. They often have a troubled past that haunts them and fuels their relentless pursuit of either justice or vengeance. While they are outsider figures, they have strong moral codes. Sometimes they possess the powers of darkness.

knight of death and darkness, enigmatic and myserious, deep black armor, Maxfield Parrish, Moebius, --ar 16:9

knight of death and darkness, enigmatic and myserious, deep black armor, Maxfield Parrish, Moebius, --ar 16:9

knight of darkness in a forsaken land, full body, enigmatic and myserious, deep black plate armor, large pauldrons, helmet inspired by samurai, Philippe Druillet, Steve Youll, --ar 3:2 --c 5 --s 500

knight of darkness in a forsaken land, full body, enigmatic and myserious, deep black plate armor, large pauldrons, helmet inspired by samurai, Philippe Druillet, Steve Youll, --ar 3:2 --c 5 --s 500

the chaos knight, corruption, berserk, extremity, design by Yoshitaka Amano , life bringer, justice, death, death's gaze, demon within, corrupted, frank frazetta --niji 5 --style expressive --ar 16:9

the chaos knight, corruption, berserk, extremity, design by Yoshitaka Amano , life bringer, justice, death, death's gaze, demon within, corrupted, frank frazetta --niji --style expressive --ar 16:9

paladin, design by Yoshitaka Amano , life bringer, justise, death, light side and dark side, good and bad, white and yellow, black and red, no mercy for the wicked, by Roberto Ferri paul klee colors --ar 9:16 --v 5.1

the chaos knight, design by Yoshitaka Amano , life bringer, justice, death, death's gaze, demon within, corrupted, frank frazetta --ar 9:16

the chaos knight, design by Yoshitaka Amano , life bringer, justice, death, death's gaze, demon within, corrupted, frank frazetta --niji --style expressive --ar 9:16

paladin, design by Yoshitaka Amano , life bringer, justise, death, light side and dark side, good and bad, white and yellow, black and red, no mercy for the wicked, by Roberto Ferri paul klee colors --ar 9:16 --v 5.1

the chaos knight, design by Yoshitaka Amano , life bringer, justice, death, death's gaze, demon within, corrupted, frank frazetta --ar 9:16

the chaos knight, design by Yoshitaka Amano , life bringer, justice, death, death's gaze, demon within, corrupted, frank frazetta --niji --style expressive --ar 9:16

knight dark, full body, enigmatic and mysterious, deep black plate armor, large pauldrons, helmet inspired by samurai, Philippe Druillet, Steve Youll, --ar 2:3 --c 5 --s 500 --ar 3:2

knight of darkness, full body, enigmatic and myserious, deep black plate armor, large pauldrons, helmet inspired by samurai, Philippe Druillet, Steve Youll, --ar 2:3 --c 5 --s 500

knight of darkness in a forsaken land, full body, enigmatic and myserious, deep black plate armor, large pauldrons, helmet inspired by samurai, Philippe Druillet, Steve Youll, --ar 2:3 --c 5 --s 500 --ar 3:2

knight of darkness, berserk, full body, enigmatic and myserious, deep black armor, Wayne Reynolds, Todd Lockwood --ar 2:3

The Paladin

Paladins are champions of light and virtue. They draw their strength from a divine source, like a deity or a sacred order. The most important aspect of a paladin character is the nature of his or her holy quest, or of the oath that they have taken.

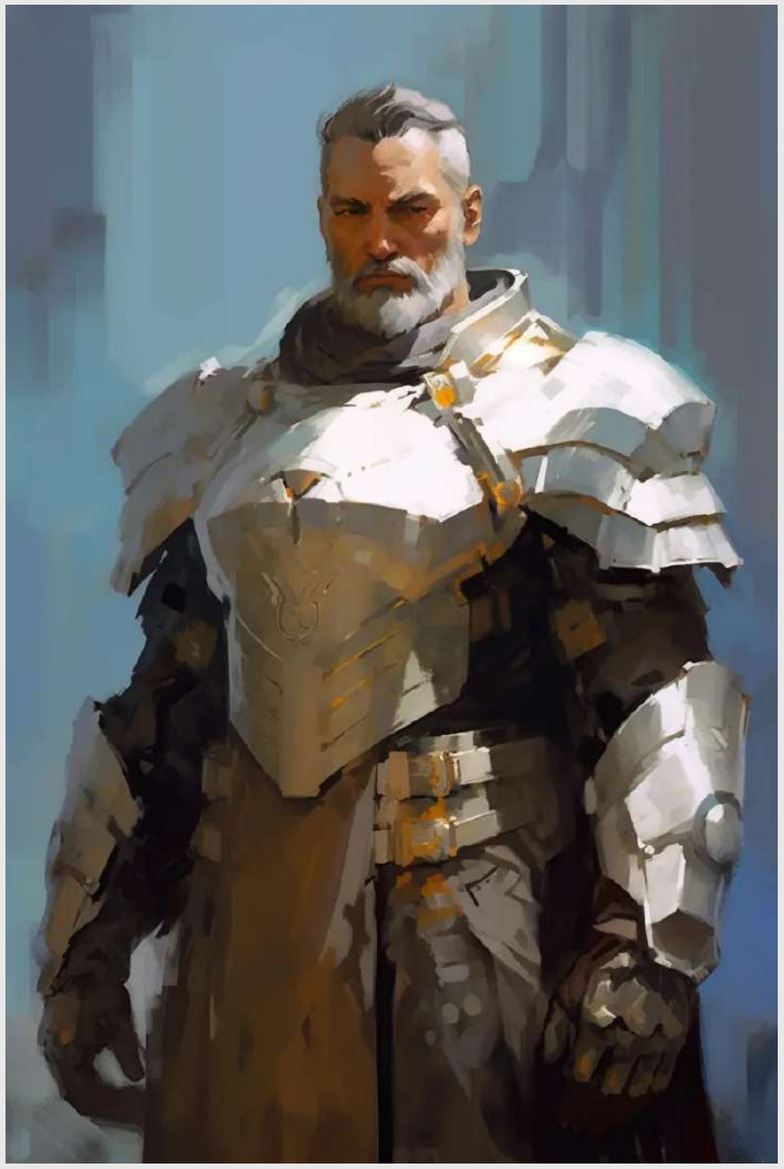
Paladins, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Clyde Caldwell --ar 3:2

Paladins, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Clyde Caldwell --ar 3:2

The Paladin, bathed in holy light, angelic, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Juan Gimenez, Clyde Caldwell --ar 3:2

The Paladin, bathed in holy light, angelic, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Juan Gimenez, Clyde Caldwell --ar 3:2

roguelike dnd, paladin holy energy, portrait, white background, by alan smith, blizzard, JRPG, scale, beautiful, adventurecore, earthcore, earthtones, Steve Youll, Miyazaki, --ar 2:3



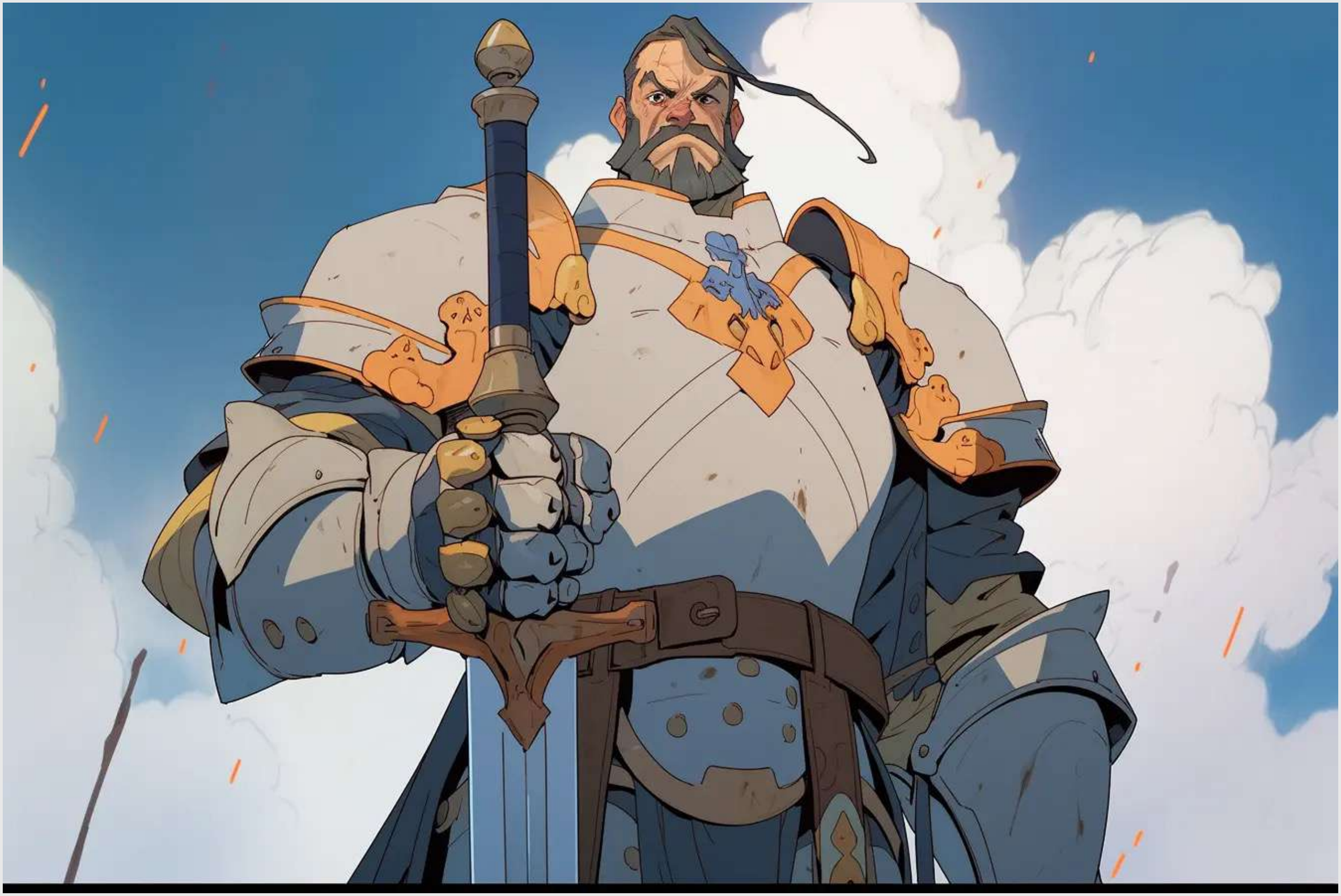
roguelike dnd, paladin of justice, portrait, aykut aydogdu, whistlerian, high resolution, john larriva, mottled, full body, concept art, painting, sparth --ar 2:3 --style raw

crusader knight paladin, white armor, manga, oil painting, poster, by James Jean & Anders Zorn & Jeremy Mann & Alphonse Mucha, dynamic portraiture, dramatic lighting, backlit, raking light, vibrant --ar 2:3 --c 10 --s 300

roguelike dnd, paladin holy energy, portrait, white background, by alan smith, blizzard, JRPG, scale, beautiful, adventurecore, earthcore, earthtones, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, paladin of justice, portrait, aykut aydogdu, whistlerian, high resolution, john larriva, mottled, full body, concept art, painting, sparth --ar 2:3 --style raw

crusader knight paladin, white armor, manga, oil painting, poster, by James Jean & Anders Zorn & Jeremy Mann & Alphonse Mucha, dynamic portraiture, dramatic lighting, backlit, raking light, vibrant --ar 2:3 --c 10 --s 300



The Paladin, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Hayao Miyazaki, Clyde Caldwell --ar 3:2 --niji --style expressive

The Paladin, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Hayao Miyazaki, Clyde Caldwell --ar 3:2 --niji --style expressive

The Paladin, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Hayao Miyazaki, Clyde Caldwell --ar 3:2 --niji --style expressive

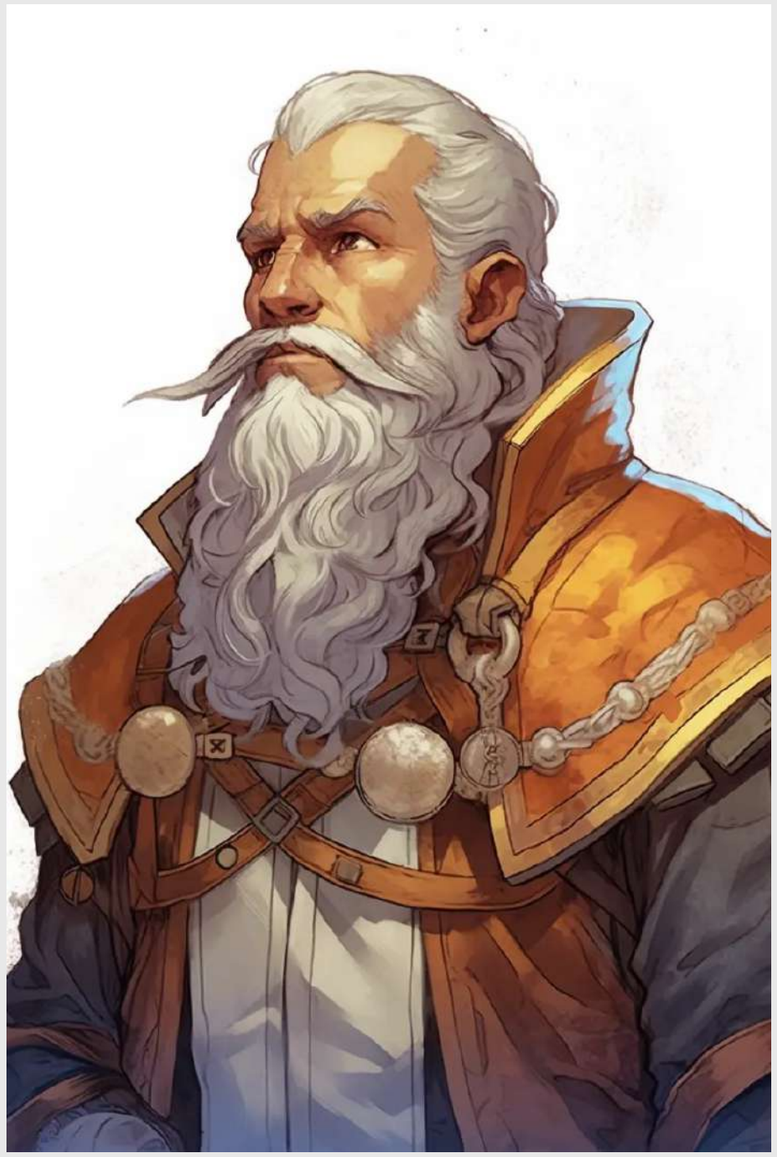
The Paladin, a warrior dedicated to furthering good. Holy crusader combat the forces of evil , Hayao Miyazaki, Clyde Caldwell --ar 3:2 --niji --style expressive

The Cleric

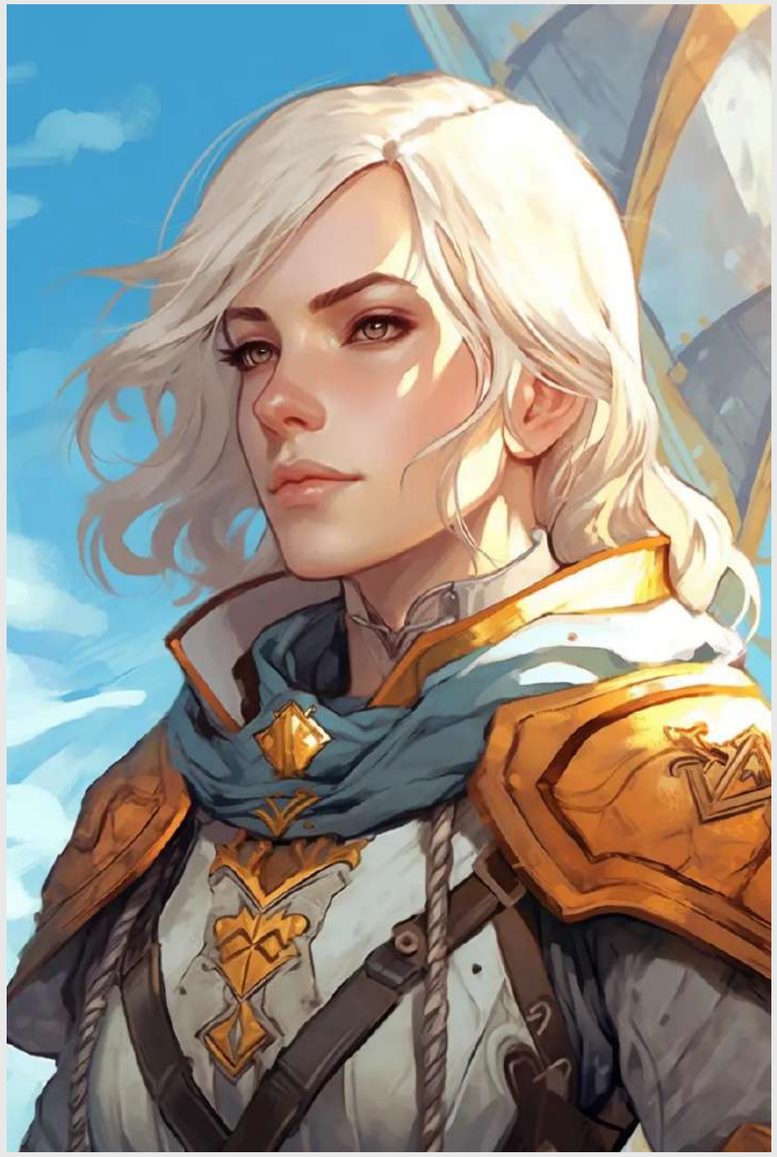
Clerics different themselves from other Magicians by drawing their powers from Faith, a god, or some variation of the two. They are usually healers, and sometimes have abilities useful against “unholy” enemies like the undead.

cleric unleashing holy power, holy light magic flying around, cinematic perspective, cinematic lighting frank frazetta, Yoshitaka Amano, sparth --ar 16:9

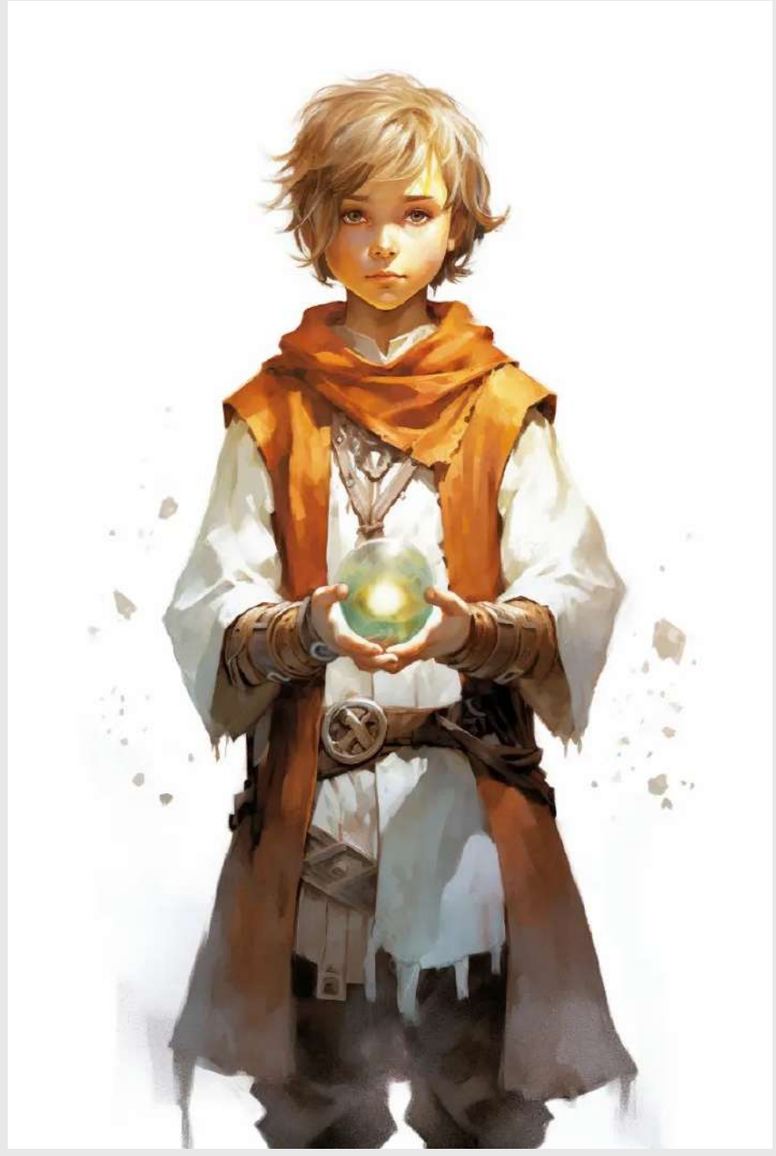
cleric unleashing holy power, holy light magic flying around, cinematic perspective, cinematic lighting frank frazetta, Yoshitaka Amano, sparth --ar 16:9



roguelike dnd, bearded old monk cleric, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3



roguelike female cleric half elven portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3



cleric with robes and armor, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3 --c 3 --style raw

roguelike dnd, bearded old monk cleric, portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike female cleric half elven portrait, white background, by alan smith, gigantic scale, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

cleric with robes and armor, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3 --c 3 --style raw

female, cleric with robes and armor purple insignia, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3

bearded cleric with cross , character design on white background, krenz cushart, blizzard entertainment --ar 2:3

cleric with robes and armor, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3 --c 3 --style raw

female, cleric with robes and armor purple insignia, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3

bearded cleric with cross , character design on white background, krenz cushart, blizzard entertainment --ar 2:3

cleric with robes and armor, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3 --c 3 --style raw

healer cleric casting a spell, cinematic composition, adventurecore, Steve Youll, Miyazaki, dynamic, die brücke, gigantic scale --ar 3:2

healer cleric casting a spell, cinematic composition, adventurecore, Steve Youll, Miyazaki, dynamic, die brücke, gigantic scale --ar 3:2

The Sorcerer

Unlike other Magician types that draw their magic from something external, sorcerers are characterized by the magic *within*. Sometimes the source of this magic is a bloodline.

female elf sorcerer casting spells, cinematic view , Philippe Druillet, Steve Youll, Miyazaki, --ar 3:2 --c 5 --s 500

female elf sorcerer casting spells, cinematic view , Philippe Druillet, Steve Youll, Miyazaki, --ar 3:2 --c 5 --s 500

female, cleric with robes and armor purple insignia, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3

bearded cleric with cross , character design on white background, krenz cushart, blizzard entertainment --ar 2:3

female sorcerer billowing robes, swirling staff, portrait, white background, by alan smith, gigantic scale, adventurecore, --ar 2:3

female, cleric with robes and armor purple insignia, character design on white background, krenz cushart, Philippe Druillet blizzard entertainment --ar 2:3

bearded cleric with cross , character design on white background, krenz cushart, blizzard entertainment --ar 2:3

female sorcerer billowing robes, swirling staff, portrait, white background, by alan smith, gigantic scale, adventurecore, S, --ar 2:3

elf mage portrait, by alan m smith, in the style of light blue and dark indigo, gigantic scale, handsome, adventurecore, die brücke, white and amber --ar 3:2

elf mage portrait, by alan m smith, in the style of light blue and dark indigo, gigantic scale, handsome, adventurecore, die brücke, white and amber --ar 3:2

The Rogue

Rogues rely on skill, stealth, and exploiting their foes' vulnerabilities to get the upper hand. They're characterized by their resourcefulness and stealth.

A stealthy assassin, shrouded in shadows, moves with deadly precision, craig mullins, face, --ar 16:9

A stealthy assassin, shrouded in shadows, moves with deadly precision, craig mullins, face, --ar 16:9

A stealthy thief, shrouded in shadows, light red dark indigo, handsome, craig mullins, frazetta, adventure --ar 16:9

A stealthy thief, shrouded in shadows, light red dark indigo, handsome, craig mullins, frazetta, adventure --ar 16:9

ninja pirate character design, in the style of dark souls, baroque, Yoshitaka Amano, lively scenes, white background --ar 2:3 --style raw

A stealthy assassin, shrouded in shadows, moves with deadly precision, craig mullins

ninja pirate character design, in the style of dark souls, baroque, Yoshitaka Amano, lively scenes, white background --ar 2:3 --style raw

A stealthy assassin, shrouded in shadows, moves with deadly precision, craig mullins

A masked zoro fighter, sitting cherry blossom tree, cinematic, a beacon of hope, john singer sargent, frank frazetta, thick brushtokes, fantasy painting --ar 16:

A masked zoro fighter, sitting cherry blossom tree, cinematic, a beacon of hope, john singer sargent, frank frazetta, thick brushtokes, fantasy painting --ar 16:

The Druid

Druids gain their power from nature or a nature deity. Druid spells are oriented toward nature and animals—the power of tooth and claw, of sun and moon, of fire and storm. They often have the ability to take on animal forms

druid elf portrait, by alan m smith, in the style of light green and dark indigo, gigantic scale, handsome, adventurecore, die brücke, white and amber --ar 3:2

druid elf portrait, by alan m smith, in the style of light green and dark indigo, gigantic scale, handsome, adventurecore, die brücke, white and amber --ar 3:2

roguelike dnd, druid dripping poison elemental white background, by alan smith, handsome, adventurecore, die brücke, earth tones, whimsical, azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, troll druid, holding tree portrait, white background, by alan smith, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, faun druid, holding tree portrait, white background, by alan smith, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, druid dripping poison elemental white background, by alan smith, handsome, adventurecore, die brücke, earth tones, whimsical, azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, troll druid, holding tree portrait, white background, by alan smith, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

roguelike dnd, faun druid, holding tree portrait, white background, by alan smith, handsome, adventurecore, die brücke, white and amber and yellow and azure, Steve Youll, Miyazaki, --ar 2:3

Part III

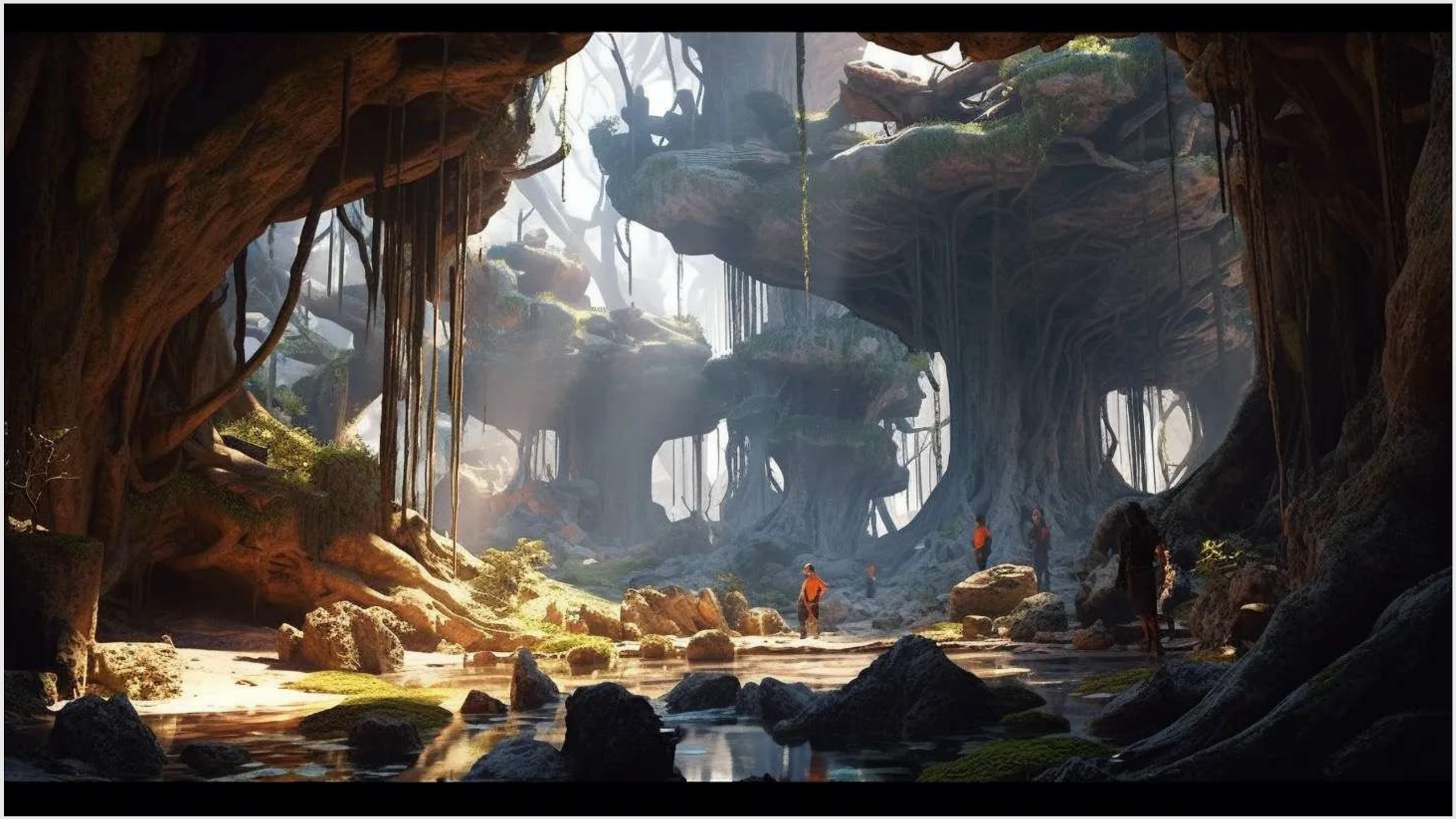
Environments

lord of the rings mountainous, cavern, a painting by alan koz, titled shelby, in the style of digital fantasy landscapes, plein air scenes, whistlerian, cryengine, flat perspective, detailed sketches, flat brushwork --style raw --c 3

Environments

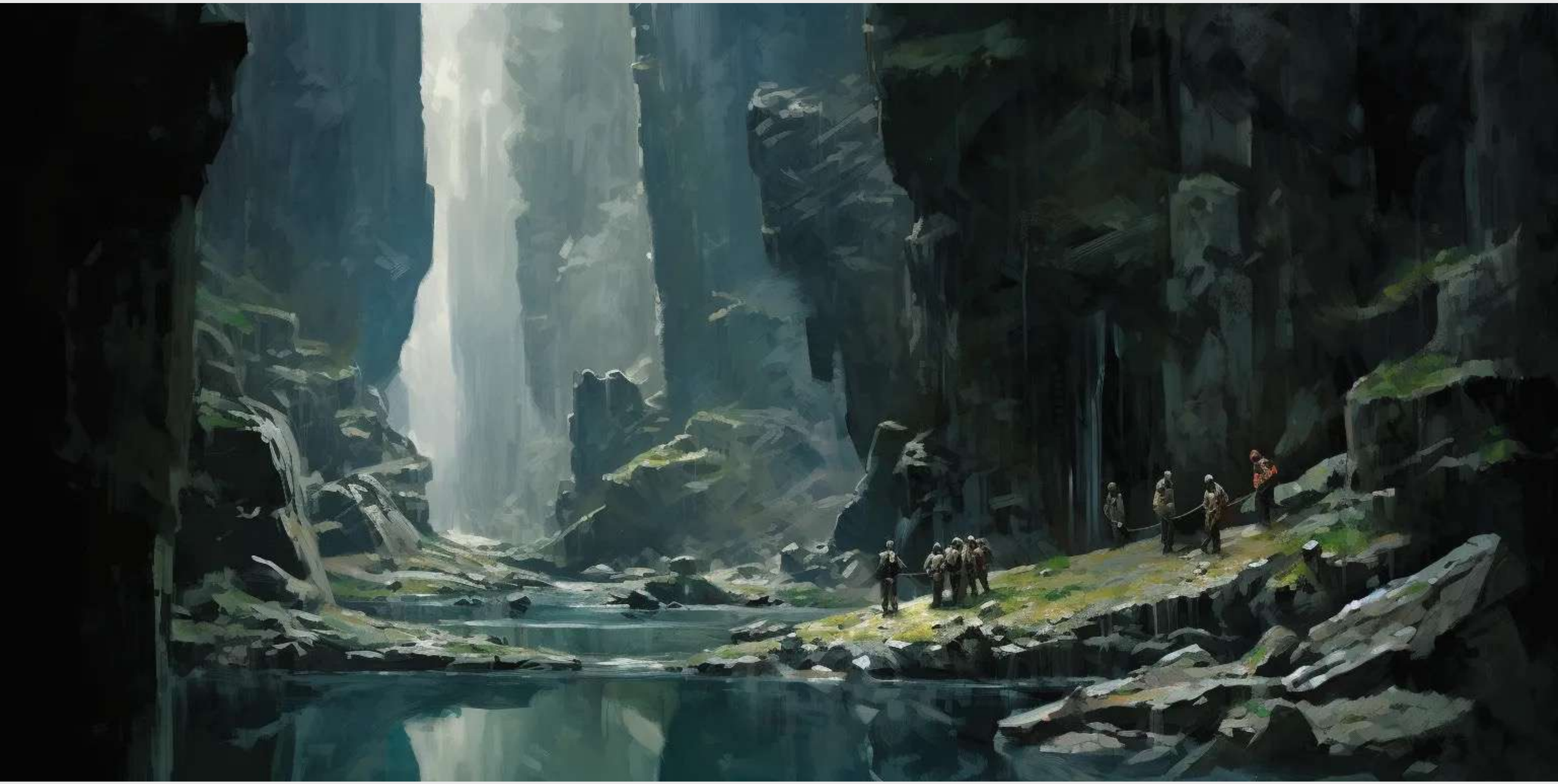
One of my favorite things to do in Midjourney is to try to create the largest spaces possible. When I young I played a game called *Shadow of the Colossus*. Most of the game is riding around on a horse through vast expanses of nothing (occasionally you kill massive colossi).

It must have made some kind of impression on me because I always looked for films and games that gave me the same feeling. Ones that filled the viewer with a sense of sublime wonder and smallness.



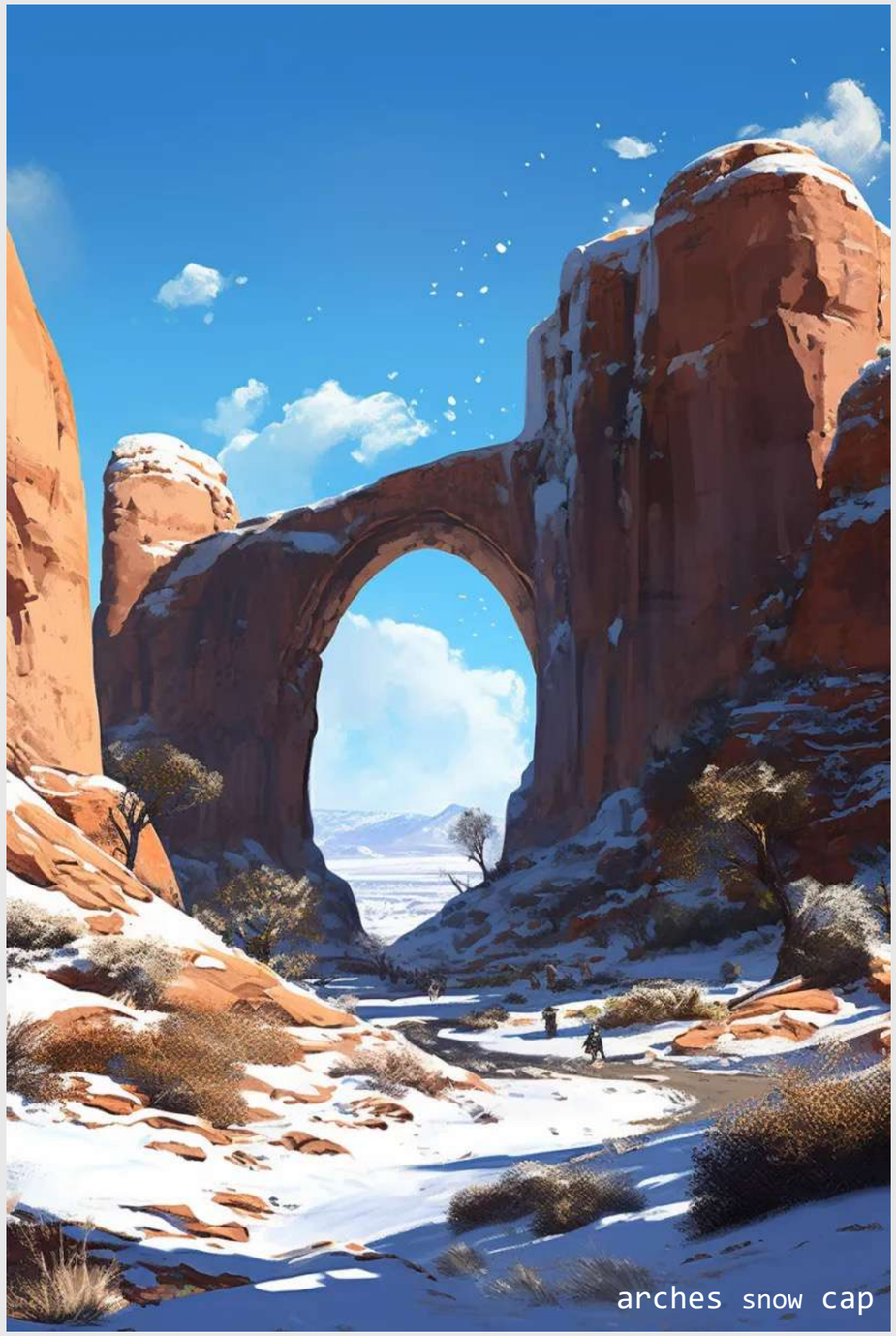
structure inside of trees , game of thrones, sargent and craig mullins, concept, digital fantasy landscapes, plein air, cryengine, dynamic perspective, detailed sketches, flat brushwork --c 3 --ar 16:9

structure inside of trees , game of thrones, sargent and craig mullins, concept, digital fantasy landscapes, plein air, cryengine, dynamic perspective, detailed sketches, flat brushwork --c 3 --ar 16:9

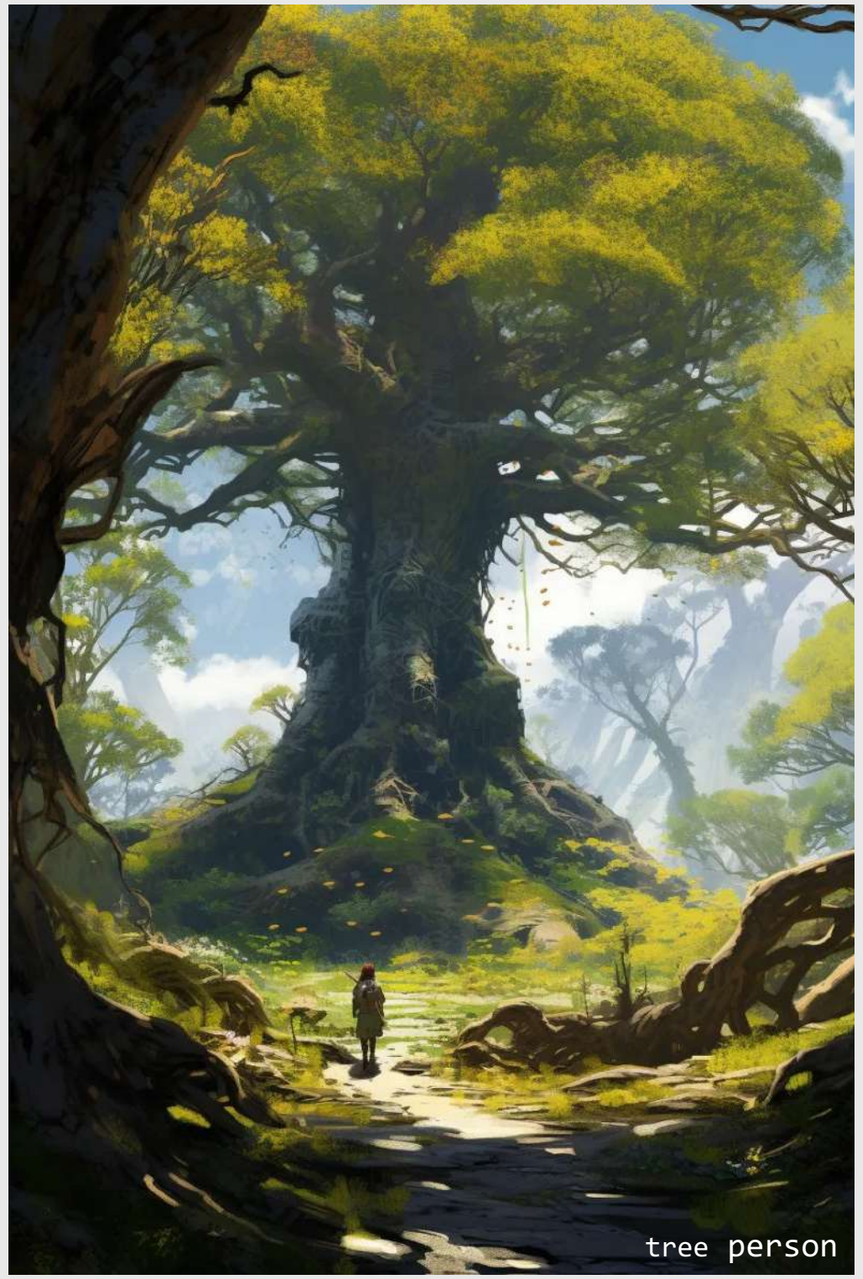


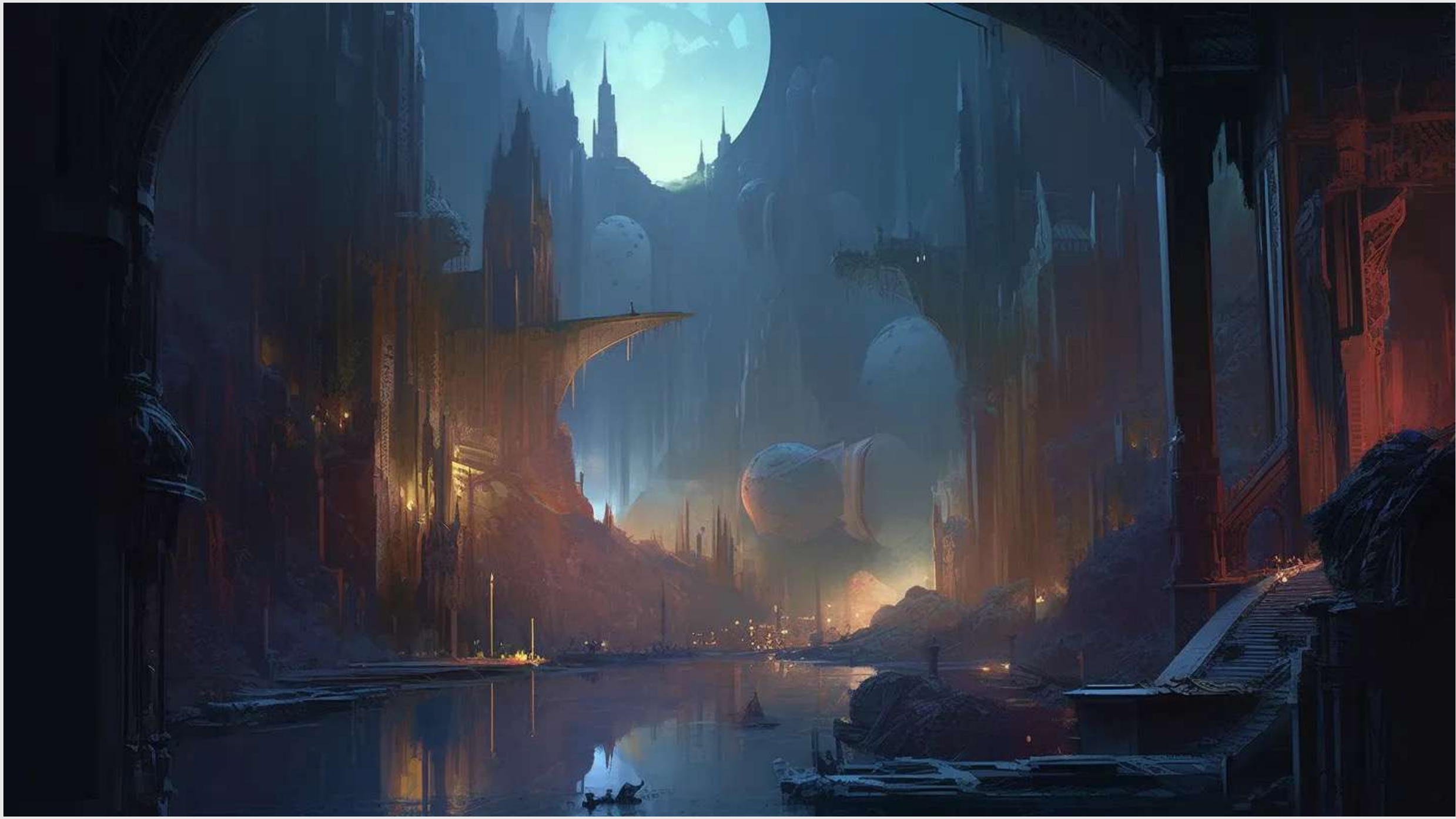
lord of the rings mountainous, cavern, a painting by alan koz, shelby, in the style of digital fantasy landscapes, plein air scenes, cryengine, flat perspective, detailed sketches, flat brushwork --ar 2:1 --style raw

lord of the rings mountainous, cavern, a painting by alan koz, shelby, in the style of digital fantasy landscapes, plein air scenes, cryengine, flat perspective, detailed sketches, flat brushwork --ar 2:1 --style raw



arches snow cap, a painting, alan koz, titled shelby, in the style of digital fantasy landscapes, plein air, cryengine, flat perspective, detailed sketches, flat brushwork, in exotic tapestries, cryengine, tableaus, panoramic scale, derek gores, uhd, sparth, cinematic --ar 2:3 --s 60 --style raw



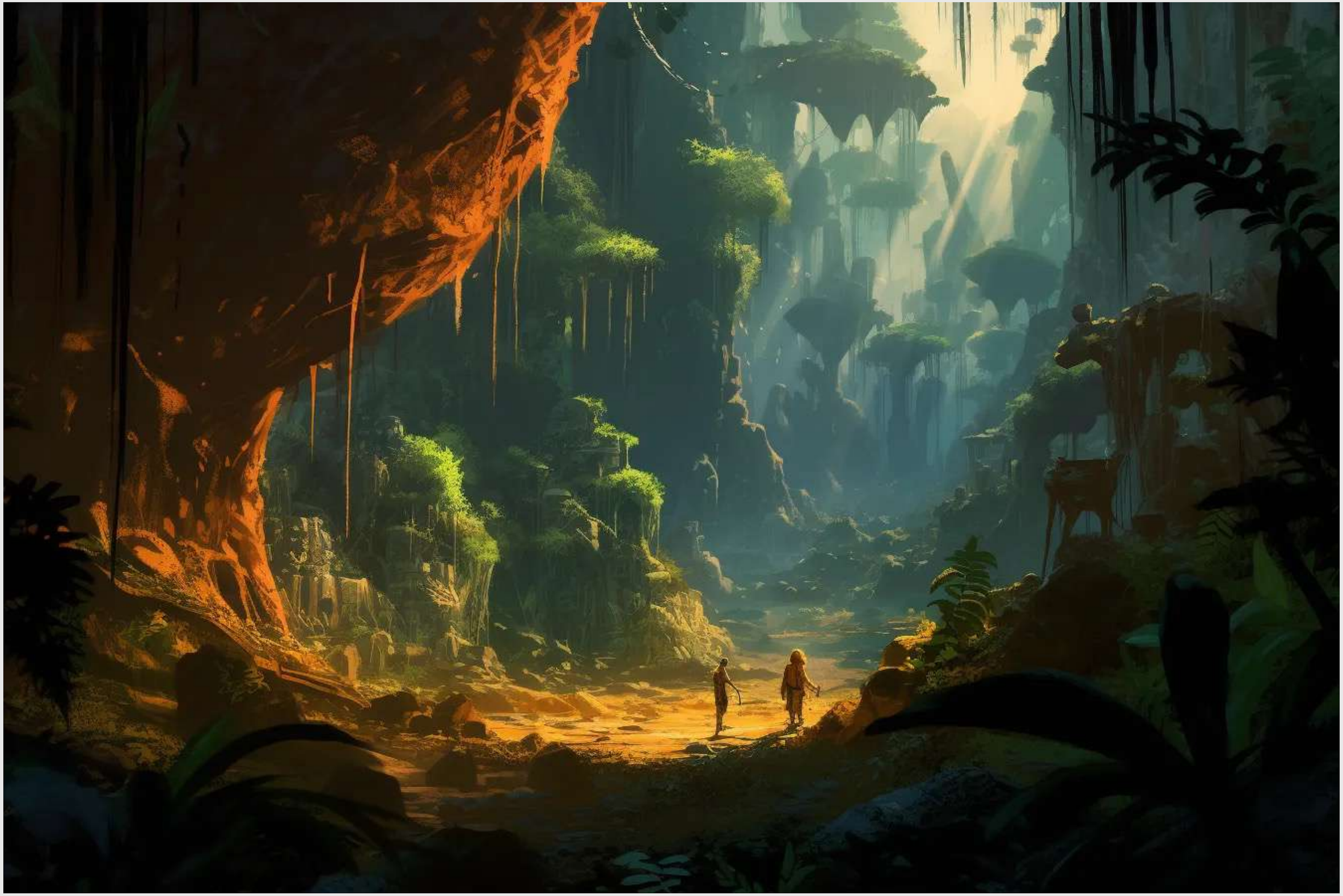


The ethereal kingdom of Elaria, bathed in the shimmering glow of moonlight, cinematic, Celestine Azure, craig mullins. --ar 16:9 --v 5

The ethereal kingdom of Elaria, bathed in the shimmering glow of moonlight, cinematic, Celestine Azure, craig mullins. --ar 16:9 --v 5

fairy glade, A shimmering meadow where ethereal beings , game of thrones, sargent and craig mullins, concept, digital fantasy landscapes, plein air, cryengine, dynamic perspective, detailed sketches, flat brushwork --c 3 --ar 16:9

fairy glade, A shimmering meadow where ethereal beings , game of thrones, sargent and craig mullins, concept, digital fantasy landscapes, plein air, cryengine, dynamic perspective, detailed sketches, flat brushwork --c 3 --ar 16:9

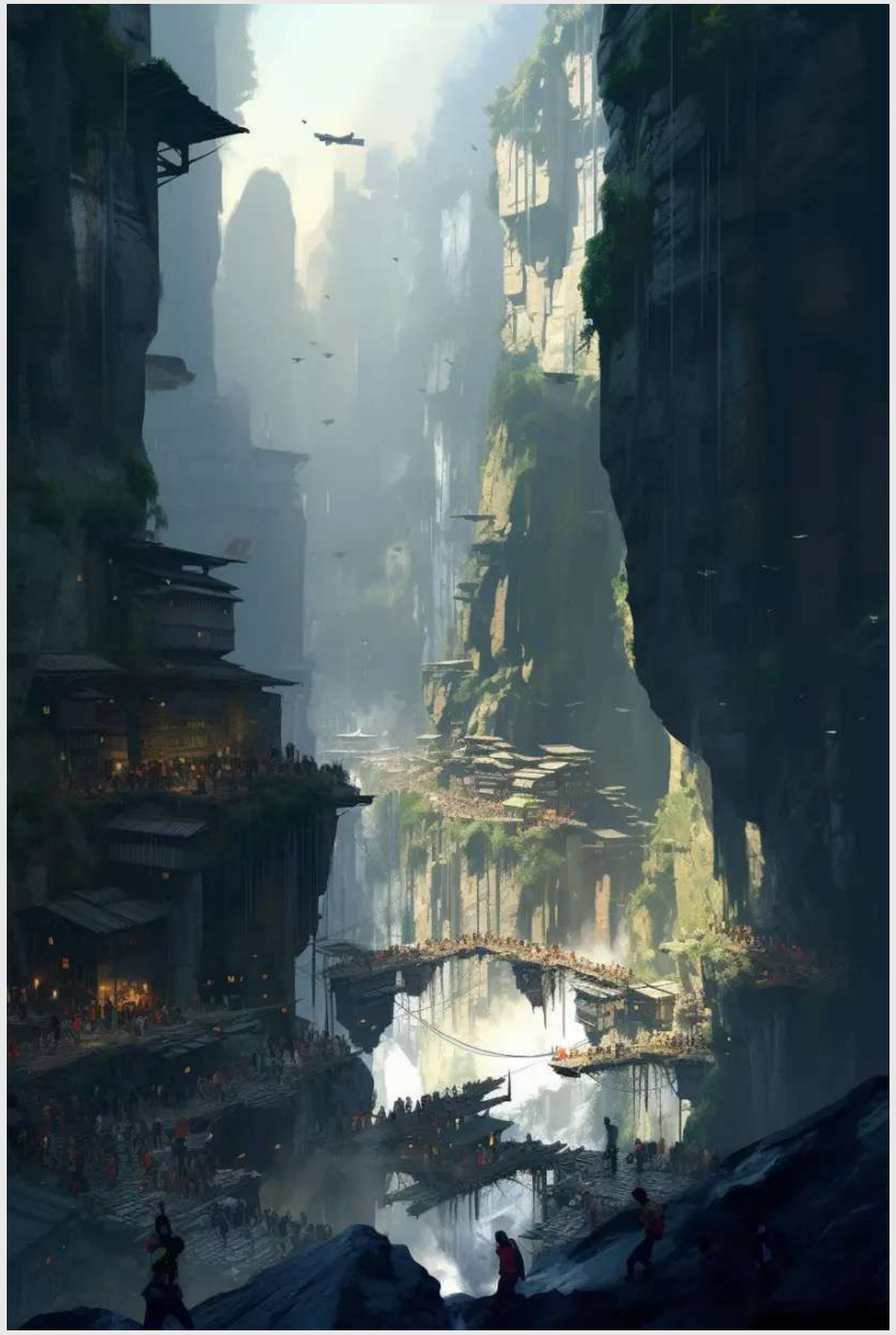


the lord of the rings, flat brushwork, mysterious jungle, valley, 2d game art, fantasy illustration, naturalistic composition, cinematic, speedpainting --ar 3:2 --style raw

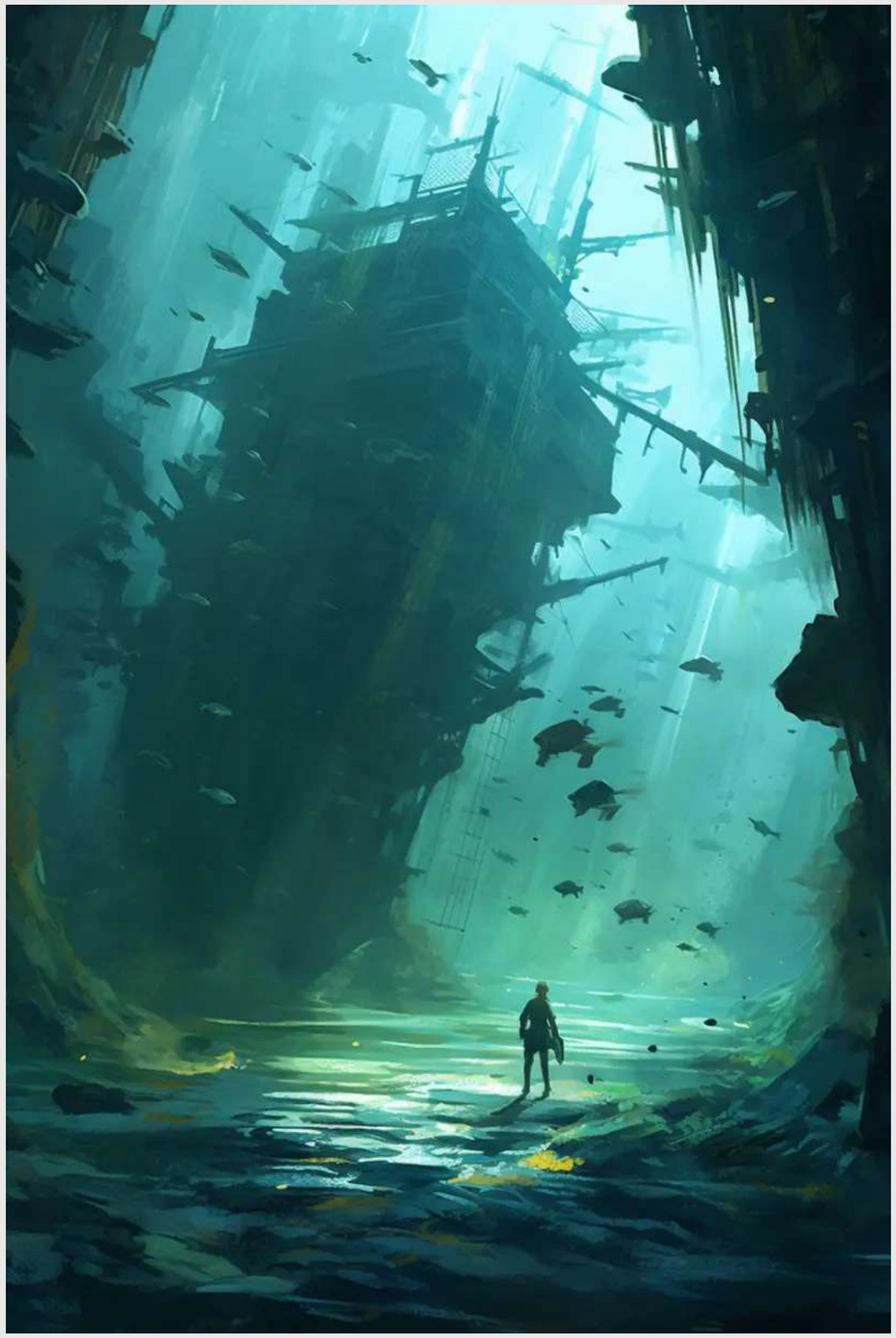
the lord of the rings, flat brushwork, mysterious jungle, valley, 2d game art, fantasy illustration, naturalistic composition, cinematic, speedpainting --ar 3:2 --style raw

epic view, aerial, sky falling down, a painting, paul klee, Albert Bierstadt, digital fantasy landscapes, plein air, cryengine, brushstrokes, flat perspective, sparth, cinematic --ar 3:2 --s 80

epic view, aerial, sky falling down, a painting, paul klee, Albert Bierstadt, digital fantasy landscapes, plein air, cryengine, brushstrokes, flat perspective, sparth, cinematic --ar 3:2 --s 80



age of empires, hazy, a damn gigantic river, in the style of wu guanzhong, jessica rossier, industrial, brutalist, strange, playing with light and shadow, brushstrokes visible richard wright --ar 2:3 --v 5.1



age of empires, underwater, diving, deep dark, in the style of wu guanzhong, jessica rossier, industrial, brutalist, strange, playing with light and shadow, brushstrokes visible richard wright --ar 2:3 --v 5.1

age of empires, hazy, a damn gigantic river, in the style of wu guanzhong, jessica rossier, industrial, brutalist, strange, playing with light and shadow, brushstrokes visible richard wright --ar 2:3 --v 5.1

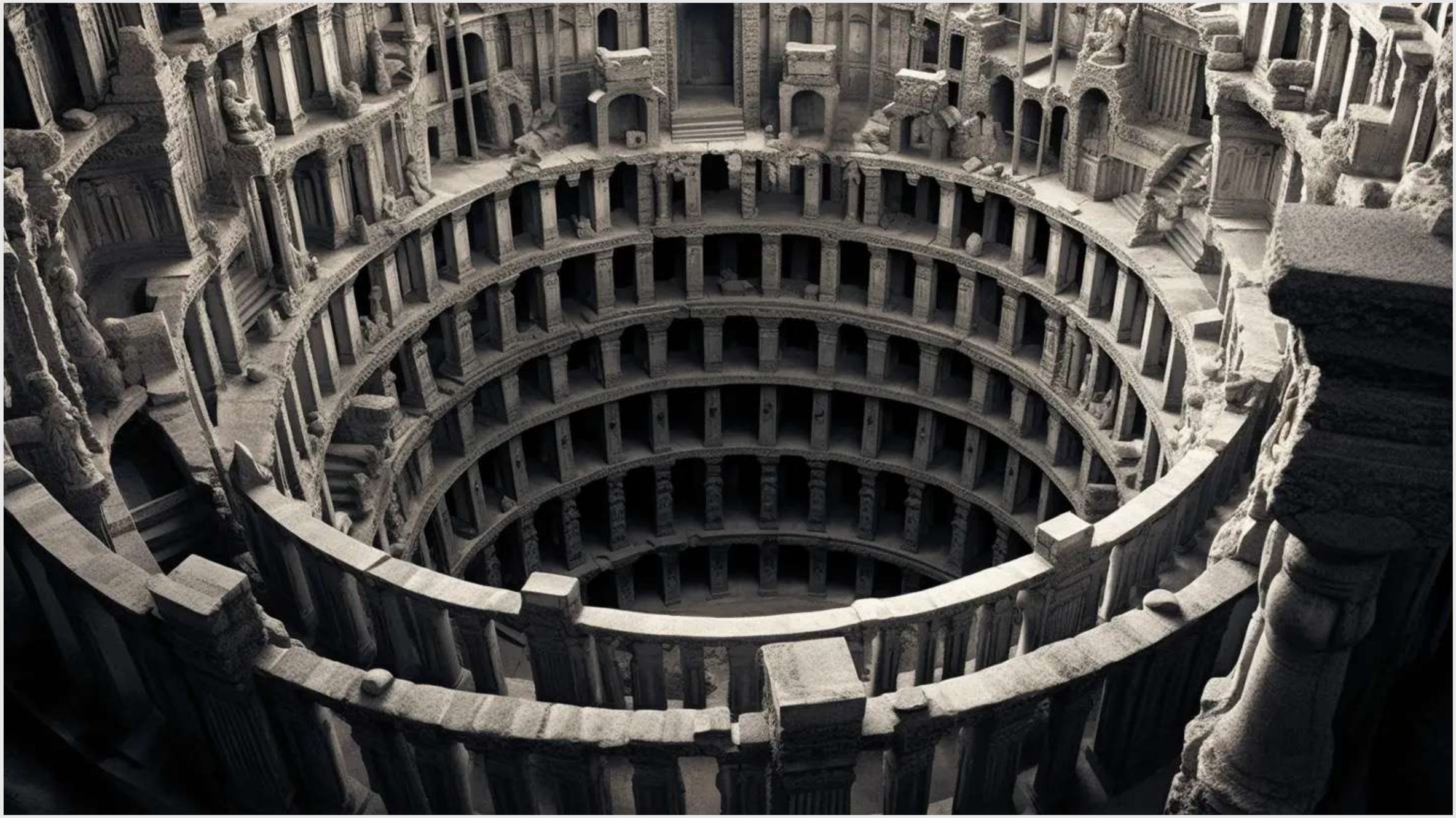
age of empires, underwater, diving, deep dark, in the style of wu guanzhong, jessica rossier, industrial, brutalist, strange, playing with light and shadow, brushstrokes visible richard wright --ar 2:3 --v 5.1

Architecture

When creating architecture in Midjourney, I highly recommend the use of real-life architects. These names will make your generations much more interesting, regardless of whether you are creating contemporary or ancient architecture.

massive monolithic scale cinematic masterpiece, festival, ancient castle brutalist le corbusier , crop, stunning architecture, mood, aerial view, photorealistic --ar 16:9

massive monolithic scale cinematic masterpiece, festival, ancient castle brutalist le corbusier , crop, stunning architecture, mood, aerial view, photorealistic --ar 16:9



massive monolithic scale cinematic masterpiece, spring equinox festival, ancient brutalist village, crop, stunning architecture, jubiliant mood, aerial view, photorealistic --ar 16:9

massive monolithic scale cinematic masterpiece, spring equinox festival, ancient brutalist village, crop, stunning architecture, jubiliant mood, aerial view, photorealistic --ar 16:9

massive monolithic scale cinematic masterpiece, spring equinox festival, ancient brutalist village, crop, stunning architecture, jubiliant mood, aerial view, photorealistic --ar 16:9

massive monolithic scale cinematic masterpiece, spring equinox festival, ancient brutalist village, crop, stunning architecture, jubiliant mood, aerial view, photorealistic --ar 16:9

dynamic composition, the shire, lord of the rings, festival, hilly houses, a forest, ancient, jubilant mood, sunlight streaming through clouds, lens flare, aerial view, painterly --ar 16:9

dynamic composition, the shire, lord of the rings, festival, hilly houses, a forest, ancient, jubilant mood, sunlight streaming through clouds, lens flare, aerial view, painterly --ar 16:9

Interiors

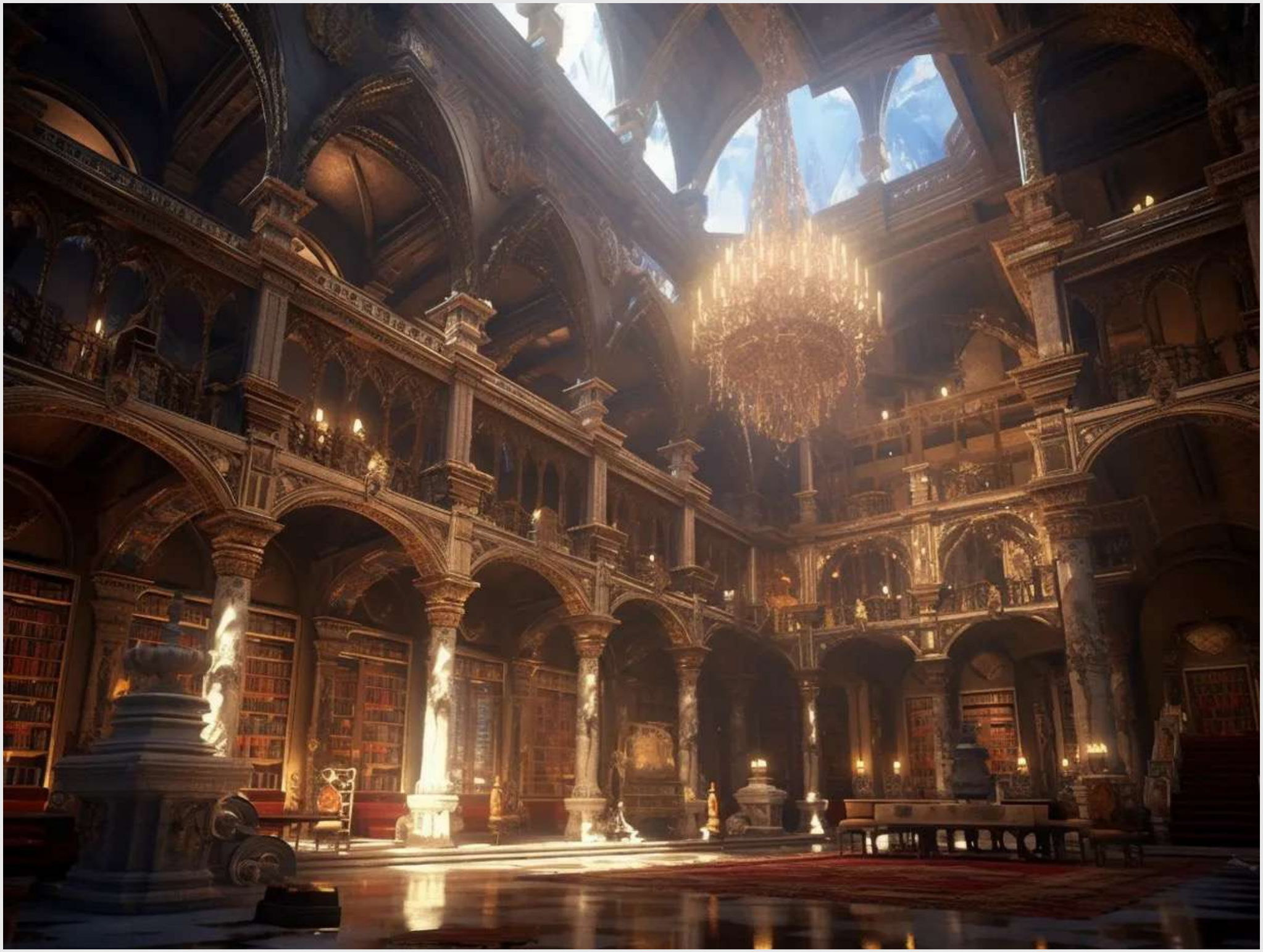
With interior scenes, we're trying to give a sense of the overall space, but also keep things interesting. Interiors are just rectangles. So how can this *not* be another rectangle?

```
perspective, concept sketches, a workshop for dwarves
interior, grayscale, sketch, marker, scratchy --ar
16:9
```

```
isometric perspective overview, concept
sketches, a workshop for dwarves interior,
grayscale, sketch, marker, scratchy --ar 16:9
```

isometric perspective overview, concept sketches, a workshop for dwarves interior, grayscale, sketch, marker, scratchy --ar 16:9

perspective, concept sketches, a workshop for dwarves interior, grayscale, sketch, marker, scratchy --ar 16:9



grand duchess library, meticulous, military, gigantic scale, core, serene, james paick, ue5 --ar 4:3

grand duchess library, meticulous, military, gigantic scale, core, serene, james paick, ue5 --ar 4:3

Cities & Streets

James Gurney originally painted dinosaurs for National Geographic magazine. Based on these paintings, he was inspired to create the Dinotopia series, set on in imaginary island where humans and intelligent dinosaurs coexist. Gurney's painstaking attention to every aspect of worldbuilding catapulted his books to global fame.

All this to say, worldbuilding is a far cry from entering a few prompts!

It's too easy to create lifeless places constructed from cliches. But we can start to breath more life into our cities when we start to think about the culture and history of our cities and their buildings, our inhabitants and the lives they lead.

stairway to an ancient library, crowds bustling past, ancient city greek, european, dynamic composition, craig mullins, sparth, masterful strokes legendary --ar 16:9

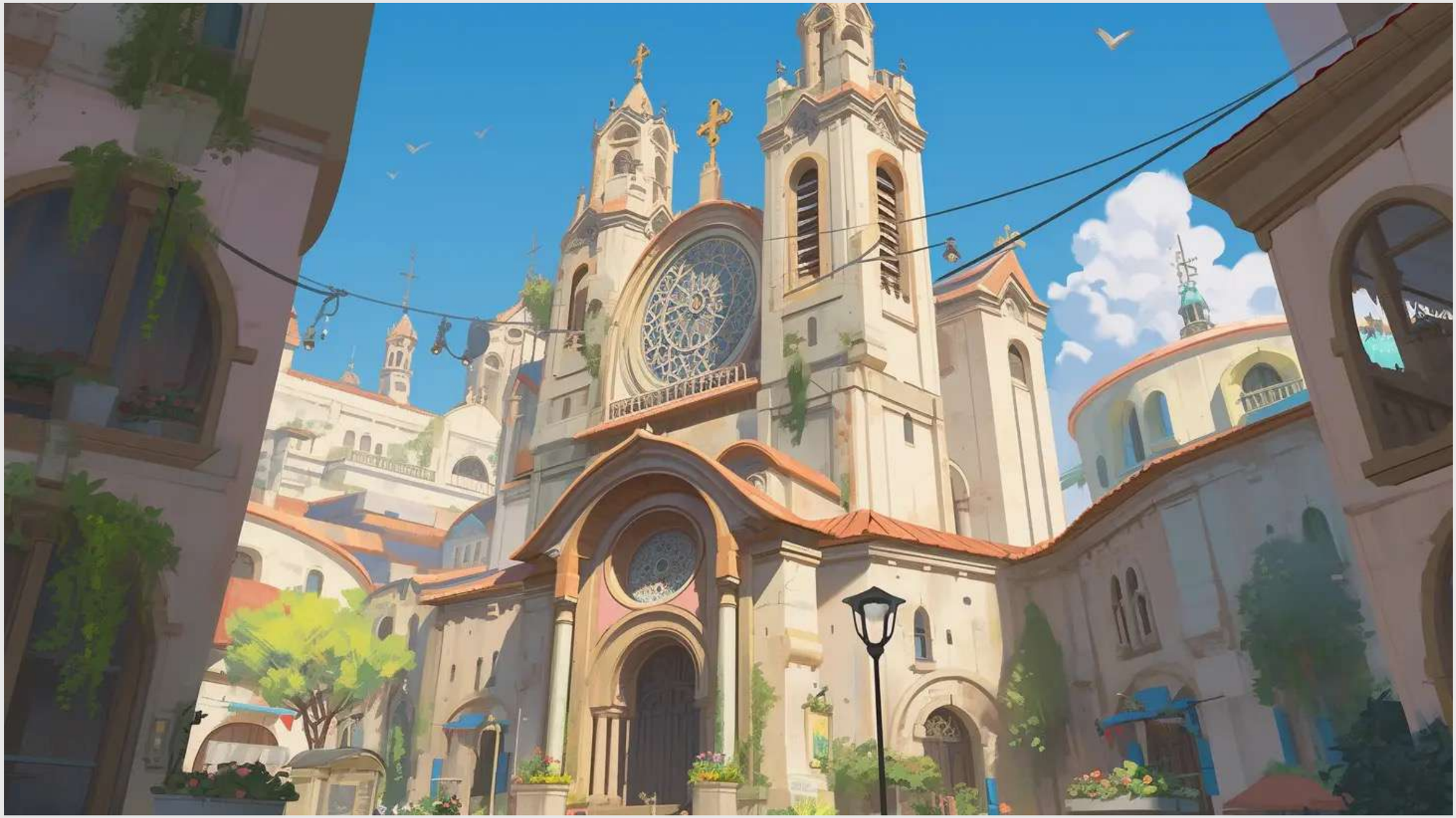
stairway to an ancient library, crowds bustling past, ancient city greek, european, dynamic composition, craig mullins, sparth, masterful strokes legendary --ar 16:9

street scene, Medieval Scandinavian architecture, van gogh , JRPG, pixiv, muted colors, minimalism, --style raw --ar 2:1

street scene, Medieval Scandinavian architecture, van gogh , JRPG, pixiv, muted colors, minimalism, --style raw --ar 2:1

studio ghibli style street, neat, lifelike, pixiv, German architecture, inspired by Romanesque, Gothic, Renaissance --ar 16:9

studio ghibli style street, neat, lifelike, pixiv, German architecture, inspired by Romanesque, Gothic, Renaissance --ar 16:9



studio ghibli style street, neat, lifelike, pixiv, German architecture, inspired by Romanesque, Gothic, Renaissance --ar 16:9

studio ghibli style street, neat, lifelike, pixiv, German architecture, inspired by Romanesque, Gothic, Renaissance --ar 16:9

arches, gateway of an ancient town, crowds bustling past, ancient city greek, european, dynamic composition, craig mullins, sparth, masterful strokes legendary --ar 16:9 --v 5.1

arches, gateway of an ancient town, crowds bustling past, ancient city greek, european, dynamic composition, craig mullins, sparth, masterful strokes legendary --ar 16:9 --v 5.1

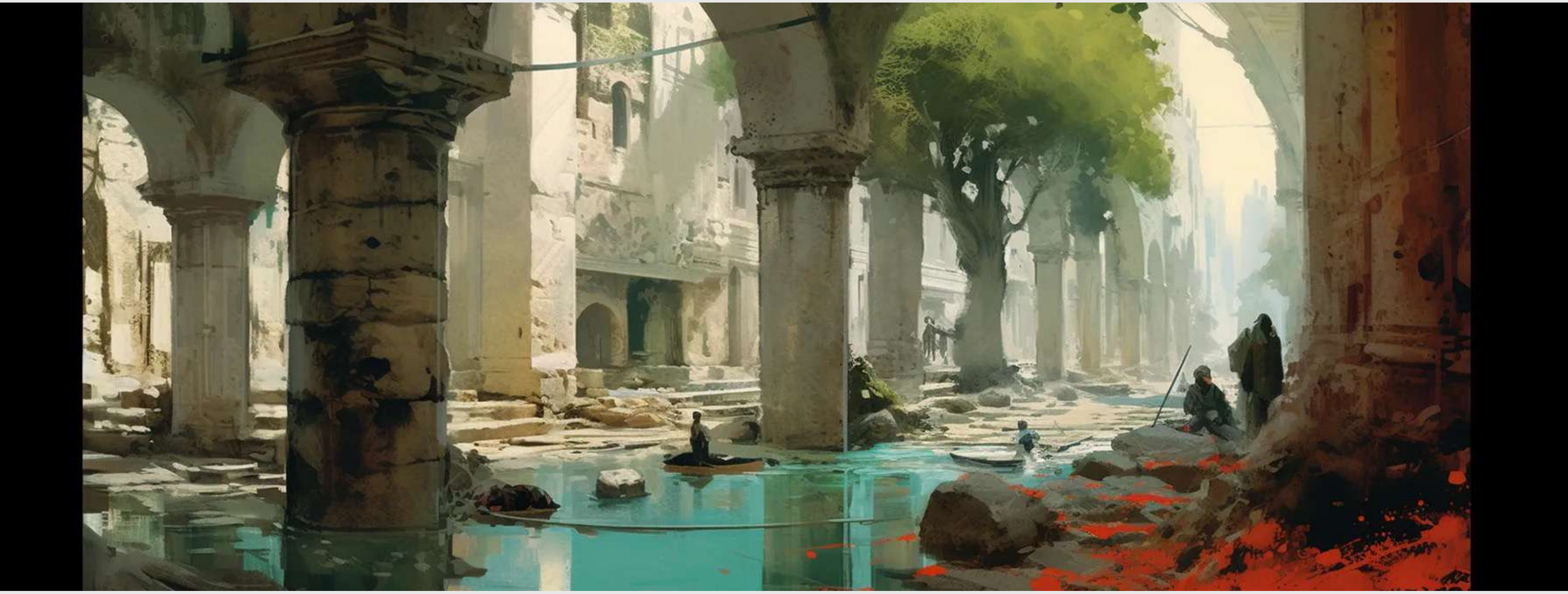
a painting of a man in a boat in front of a building, detailed ship sails, in exotic tapestries, cryengine, tableaus, panoramic scale, derek gores, uhd, sparth, cinematic --ar 3:2 --v 5.1

--ar 2:3

a painting of a man in a boat in front of a building, detailed ship sails, in exotic tapestries, cryengine, tableaus, panoramic scale, derek gores, uhd, sparth, cinematic --ar 3:2 --v 5.1

an old street in a medieval JRPG setting, tavern is well lit and hints at lively interior, dino valls, spatial perspective concept art, lively street scenes, luke fildes, uhd image, feng zhu, masamune shirow, renaissance --ar 3:2 --v 5

an old street in a medieval JRPG setting, tavern is well lit and hints at lively interior, dino valls, spatial perspective concept art, lively street scenes, luke fildes, uhd image, feng zhu, masamune shirow, renaissance --ar 3:2 --v 5



mtg, a roman city, dynamic scene perspective, in the style of wu guanzhong, jessica rossier, tender depiction of nature, playing with light and shadow, sketch-like, visible brushstrokes, posuka demizu --ar 8:3 --v 5.1

mtg, a roman city, dynamic scene perspective, in the style of wu guanzhong, jessica rossier, tender depiction of nature, playing with light and shadow, sketch-like, visible brushstrokes, posuka demizu --ar 8:3 --v5.1x

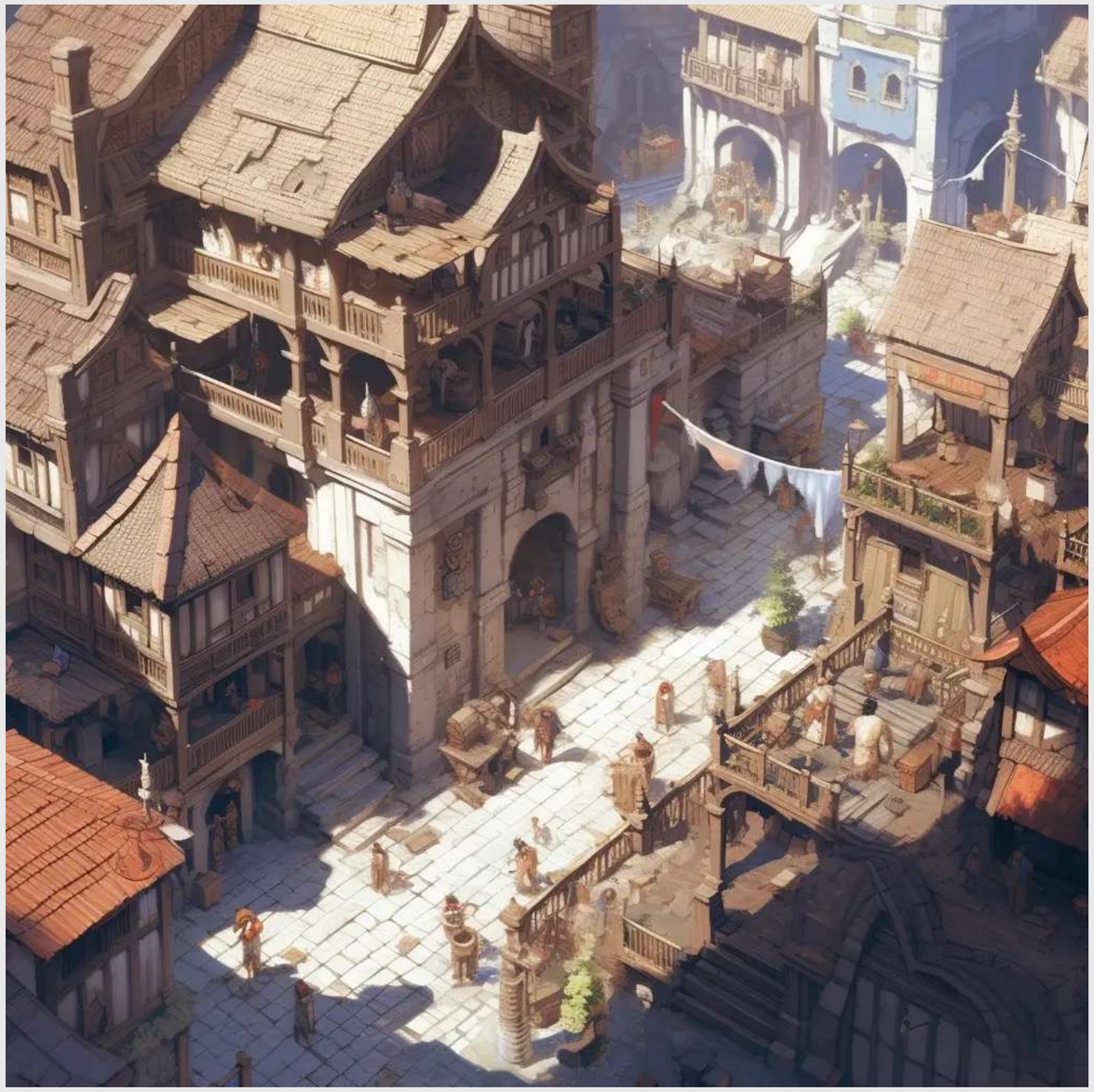
medieval city is painted with big dragons flying over it, in the style of contrast of light and dark, artgerm, dusty, passage, flattened perspective, romantic ruins, dark white and orange --ar 2:3 --style raw

the dragon attacking with fire, fire dragon, in the style of shwedoff, extreme angle, rob liefeld, highly detailed, michael malm, contained chaos --ar 4:3

medieval city is painted with big dragons flying over it, in the style of contrast of light and dark, artgerm, dusty, passage, flattened perspective, romantic ruins, dark white and orange --ar 2:3 --style raw

the dragon attacking with fire, fire dragon, in the style of shwedoff, extreme angle, rob liefeld, highly detailed, michael malm, contained chaos --ar 4:3

Isometrics are a wonderful way to depict buildings and interiors.



Isometric clean pixel art, medieval town center craig mullins sparth, JRPG, pixiv, muted colors, minimalism, --style raw --v 5.1

Isometric clean pixel art, carpenter's workshop craig mullins sparth, JRPG, pixiv, muted colors, minimalism, --style raw --v 5.1

Isometric clean pixel art, medieval town center craig mullins sparth, JRPG, pixiv, muted colors, minimalism, --style raw --v 5.1

Isometric clean pixel art, carpenter's workshop craig mullins sparth, JRPG, pixiv, muted colors, minimalism, --style raw --v 5.1

Isometric clean pixel art image apothecary, JRPG, by Otake Chikuha, featured on pixiv, muted colors with minimalism, --c 1 --s 80 --ar 2:3 --style raw

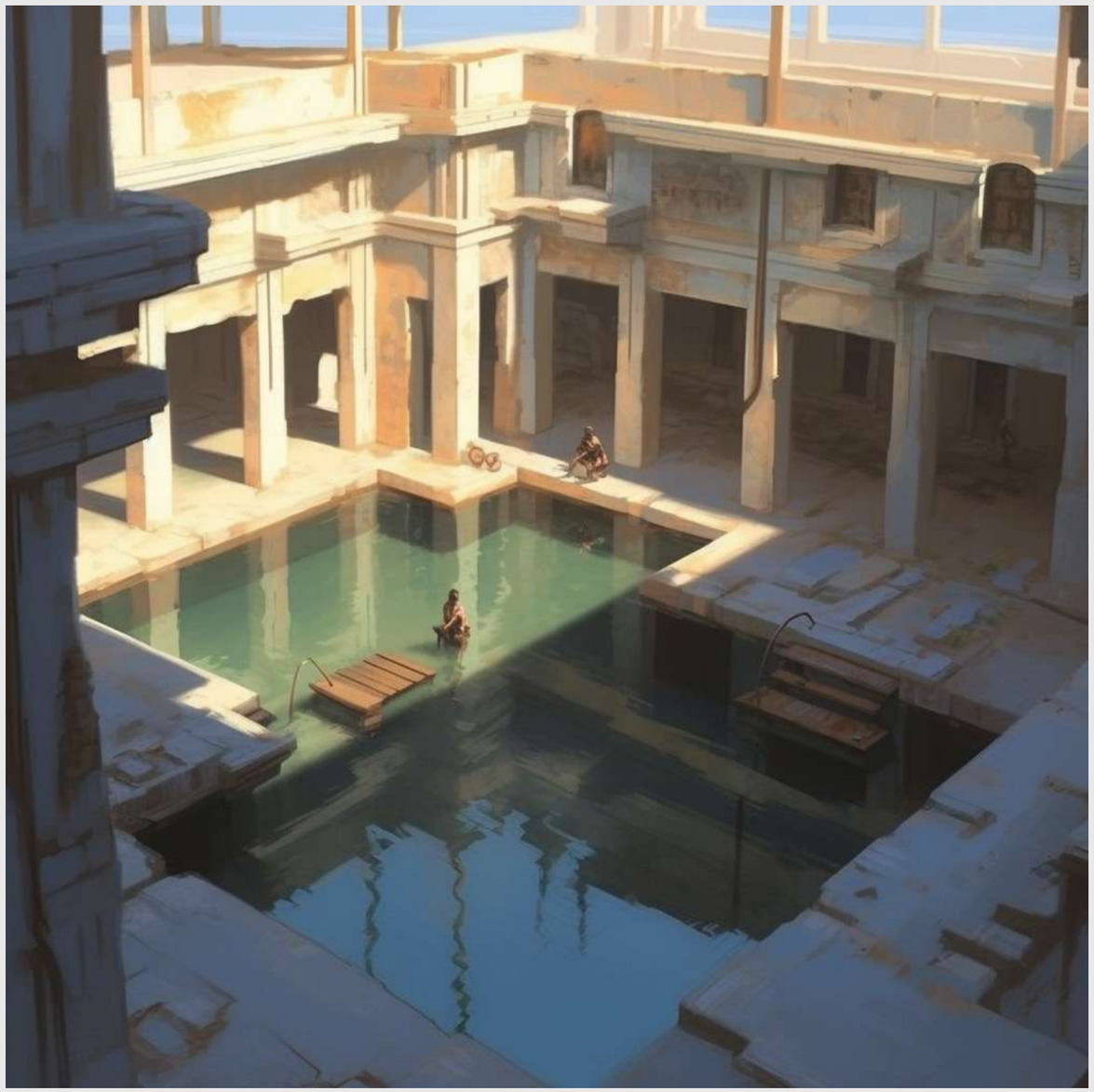
Isometric clean pixel art image weapon shop, JRPG, by Otake Chikuha, featured on pixiv, muted colors with minimalism, --c 1 --s 80 --ar 2:3 --style raw

Isometric clean pixel art image of a mill by the water, JRPG, by Otake Chikuha, featured on pixiv, muted colors with minimalism, --c 1 --s 80 --ar 2:3

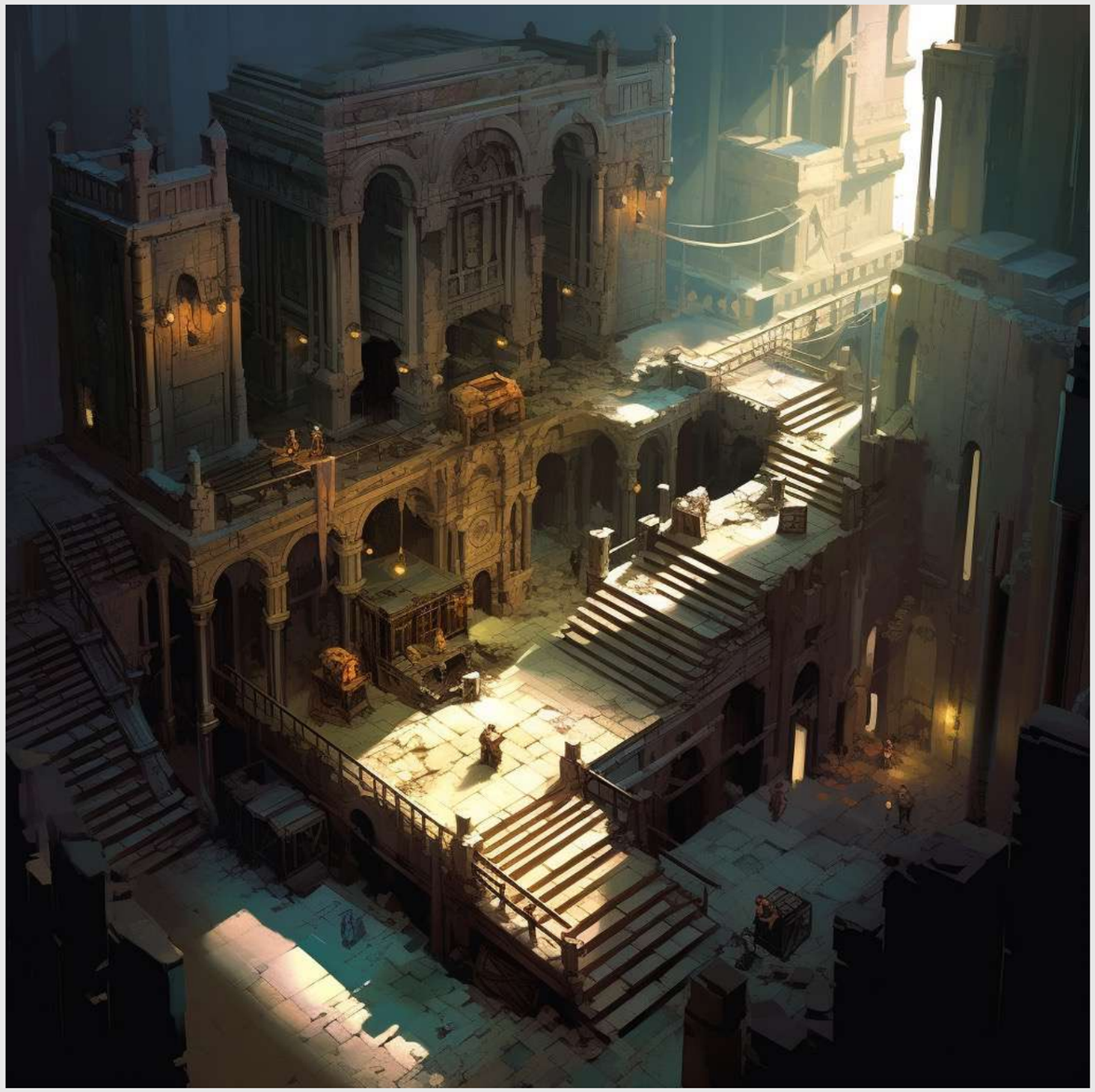
Isometric clean pixel art image apothecary, JRPG, by Otake Chikuha, featured on pixiv, muted colors with minimalism, --c 1 --s 80 --ar 2:3 --style raw

Isometric clean pixel art image weapon shop, JRPG, by Otake Chikuha, featured on pixiv, muted colors with minimalism, --c 1 --s 80 --ar 2:3 --style raw

Isometric clean pixel art image of a mill by the water, JRPG, by Otake Chikuha, featured on pixiv, muted colors with minimalism, --c 1 --s 80 --ar 2:3



public bath, light, Isometric clean pixel art, craig mullins sparth, JRPG, pixiv, muted colors, minimalism --v 5.1



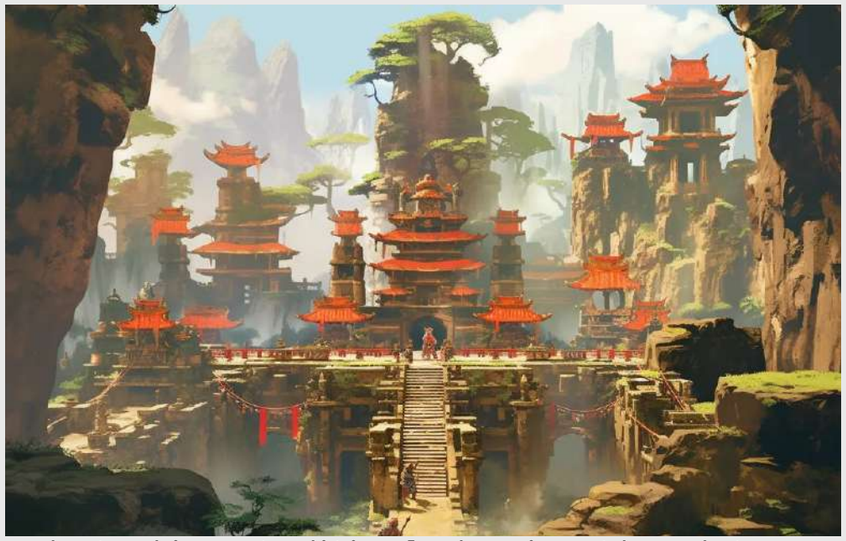
game dungeon layout, luminosity, Isometric clean pixel art, craig mullins sparth, JRPG, pixiv, muted colors, minimalism, --style raw --v 5.1

public bath, light, Isometric clean pixel art, craig mullins sparth, JRPG, pixiv, muted colors, minimalism --v 5.1

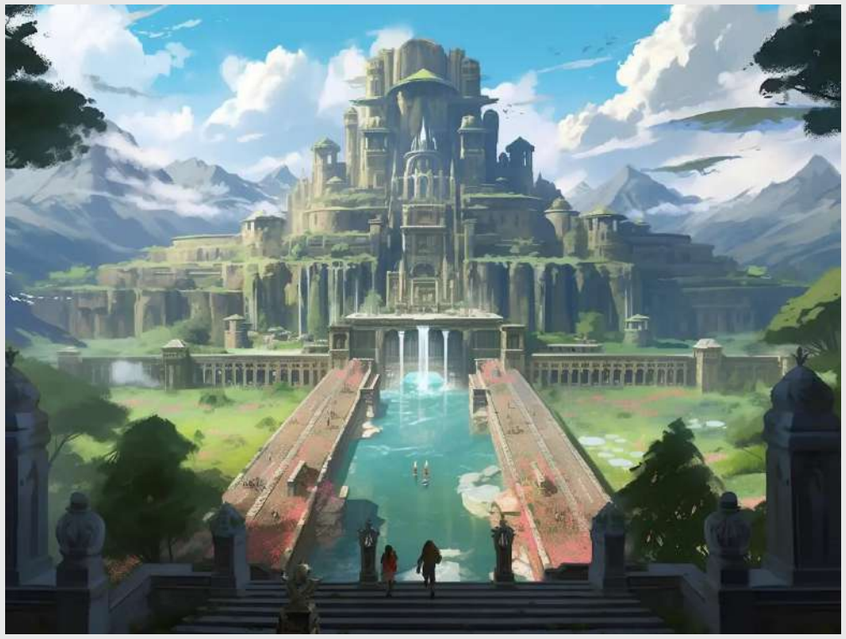
game dungeon layout, luminosity, Isometric clean pixel art, craig mullins sparth, JRPG, pixiv, muted colors, minimalism, --style raw --v 5.1

Cell Shading style inspired by games like Legend of Zelda: Breath of the Wild and game adaptions for anime.

the legend of zelda breath of the wild map, castle and plateau, krenz cushart, hilly area with a view --ar 4:3

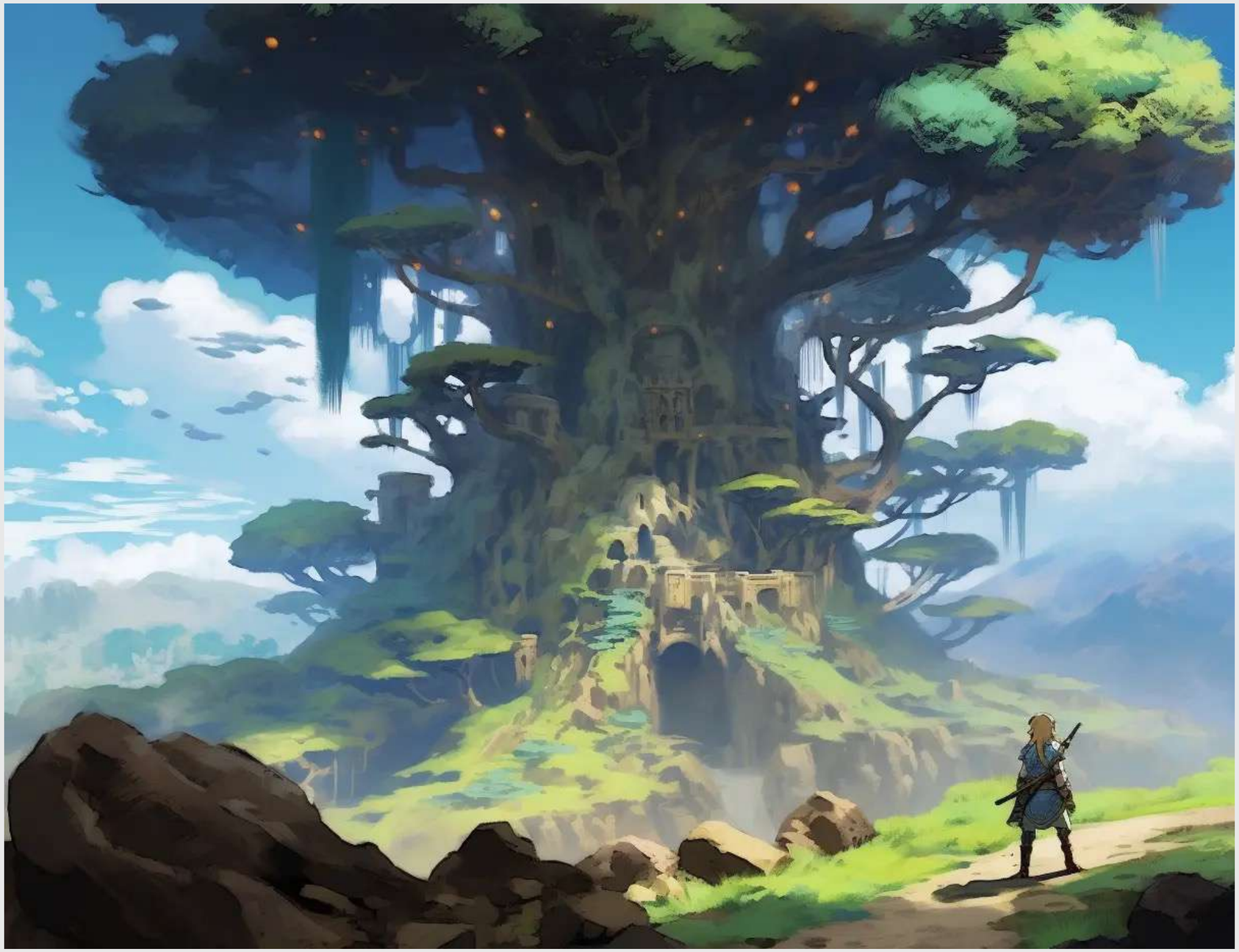


cushart, chinese traditional, dynamic outdoor shots, light beige orange, kabuki theater, kōji morimoto, symbolic props --ar 4:3 --v 5.1



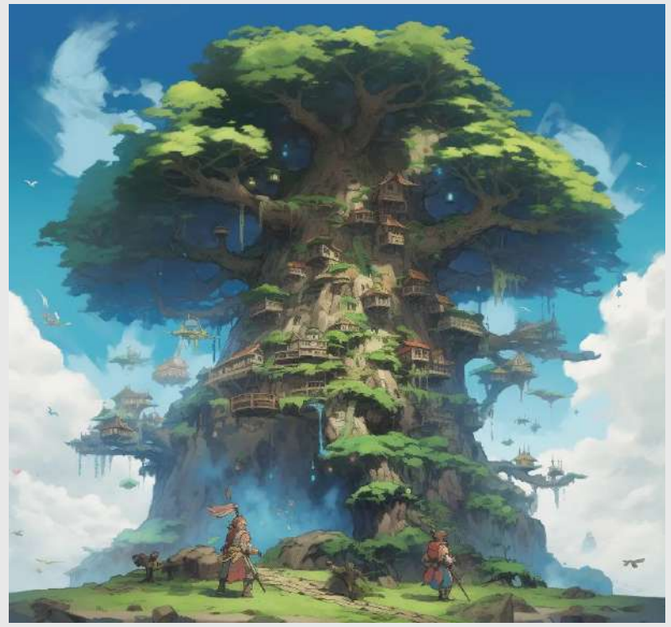
the legend of zelda breath of the wild map, a dream that was rome, in the style of krenz cushart, dynamic outdoor, cinematic, light, kabuki, kōji morimoto, symbolic --ar 4:3

the legend of zelda breath of the wild map 8, in the style of krenz cushart, chinese tradition, dynamic outdoor shots, light beige and orange, kabuki theater, kōji morimoto, symbolic props --ar 4:3 --v5.1



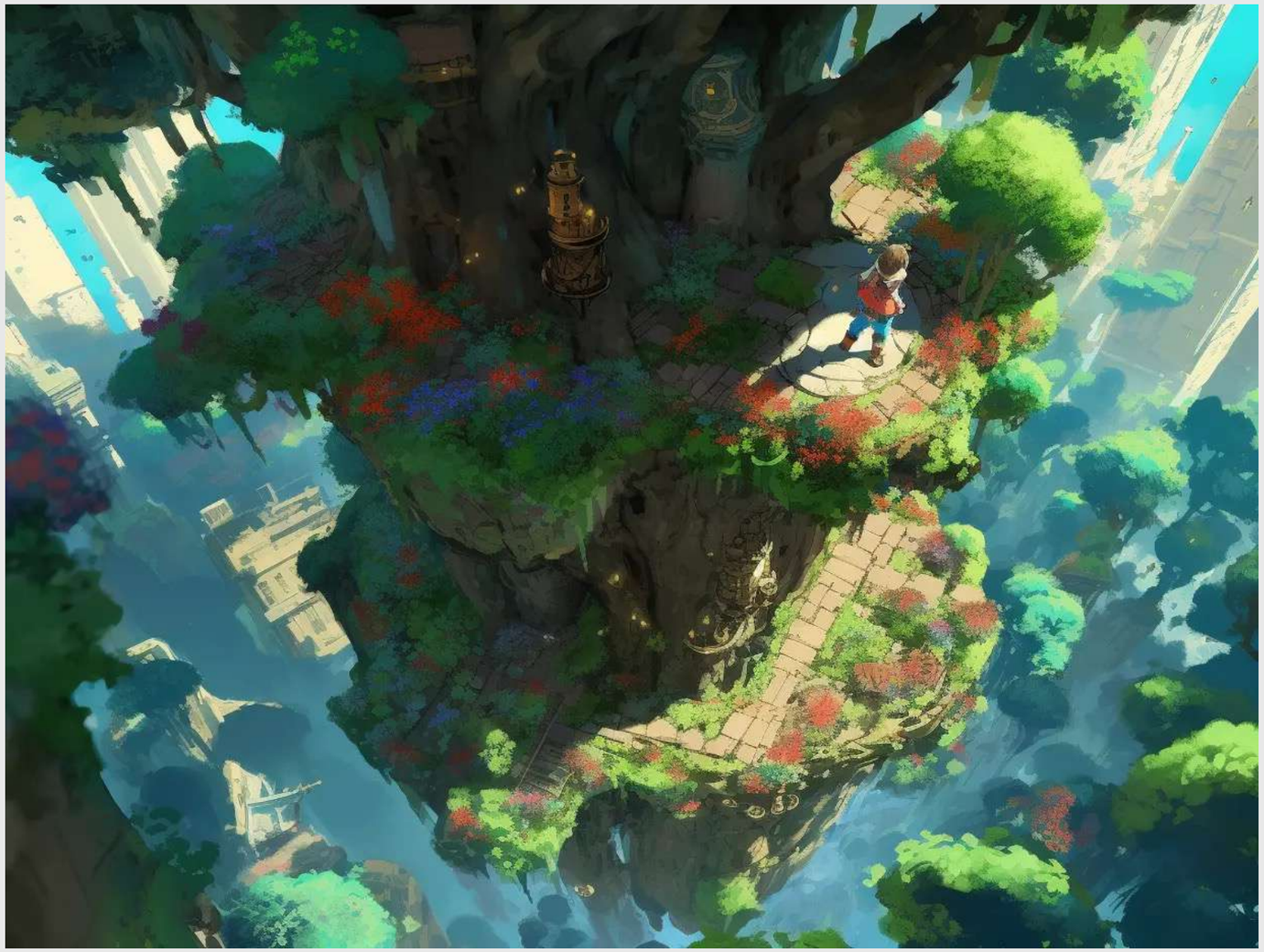
the legend of zelda breath of the wild map, castle and plateau, krenz cushart, hilly area with a view --ar 4:3

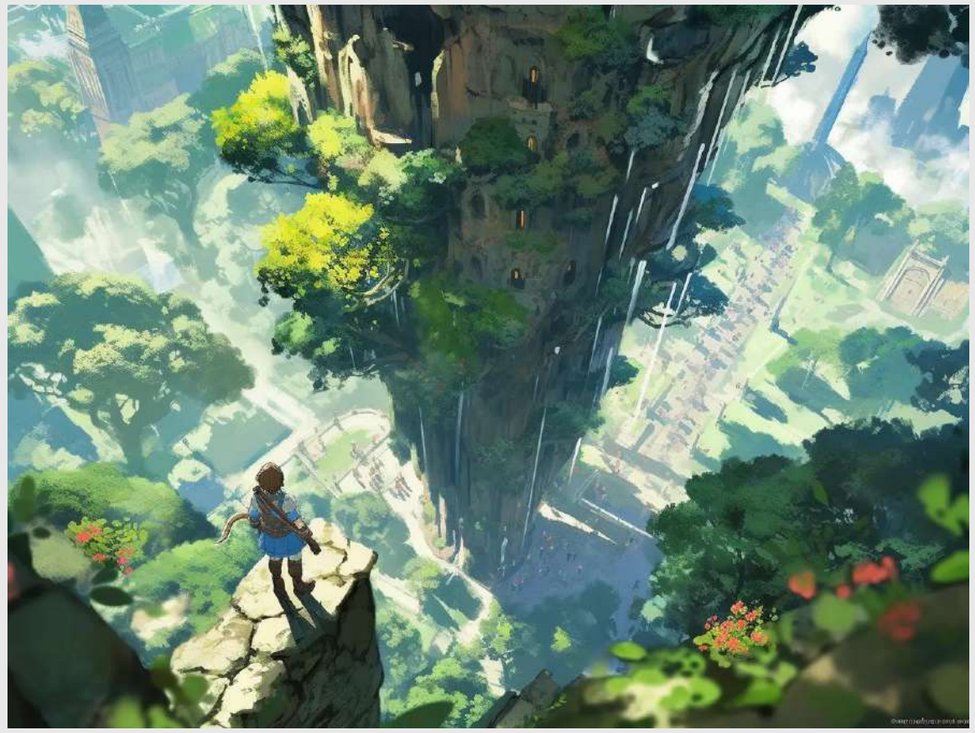
pencil sketch , the legend of zelda breath of the wild map, great spirit tree, krenz cushart, interesting perspective --ar 4:3

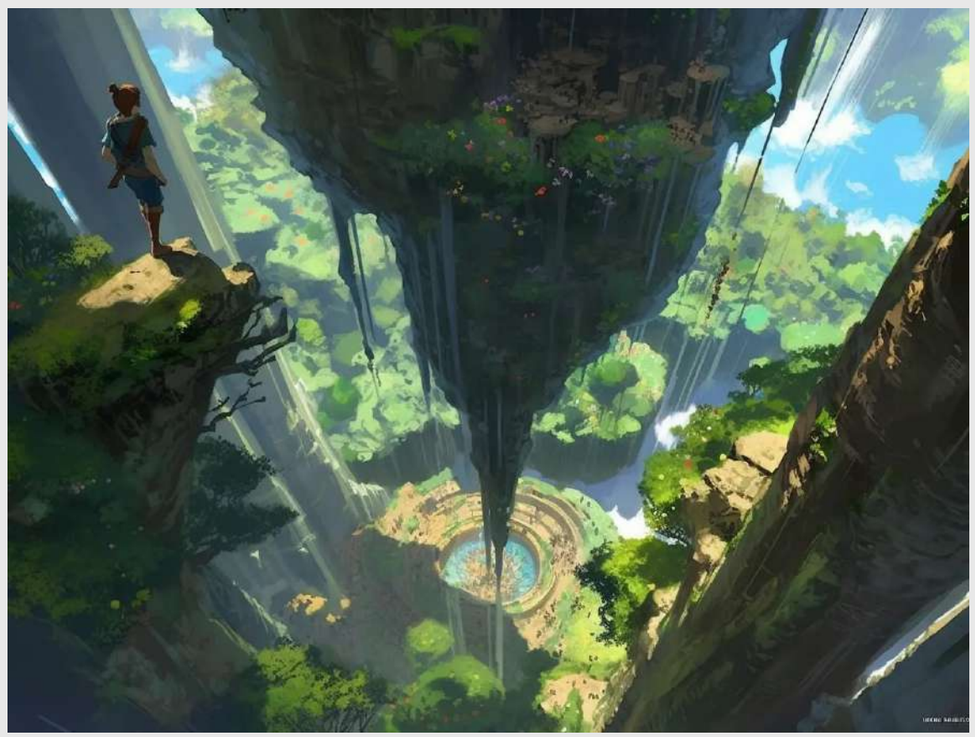


the legend of zelda breath of the wild map, great spirit tree, krenz cushart, looking up

the legend of zelda breath of the wild map, castle and plateau, krenz cushart, hilly area with a view --ar 4:3

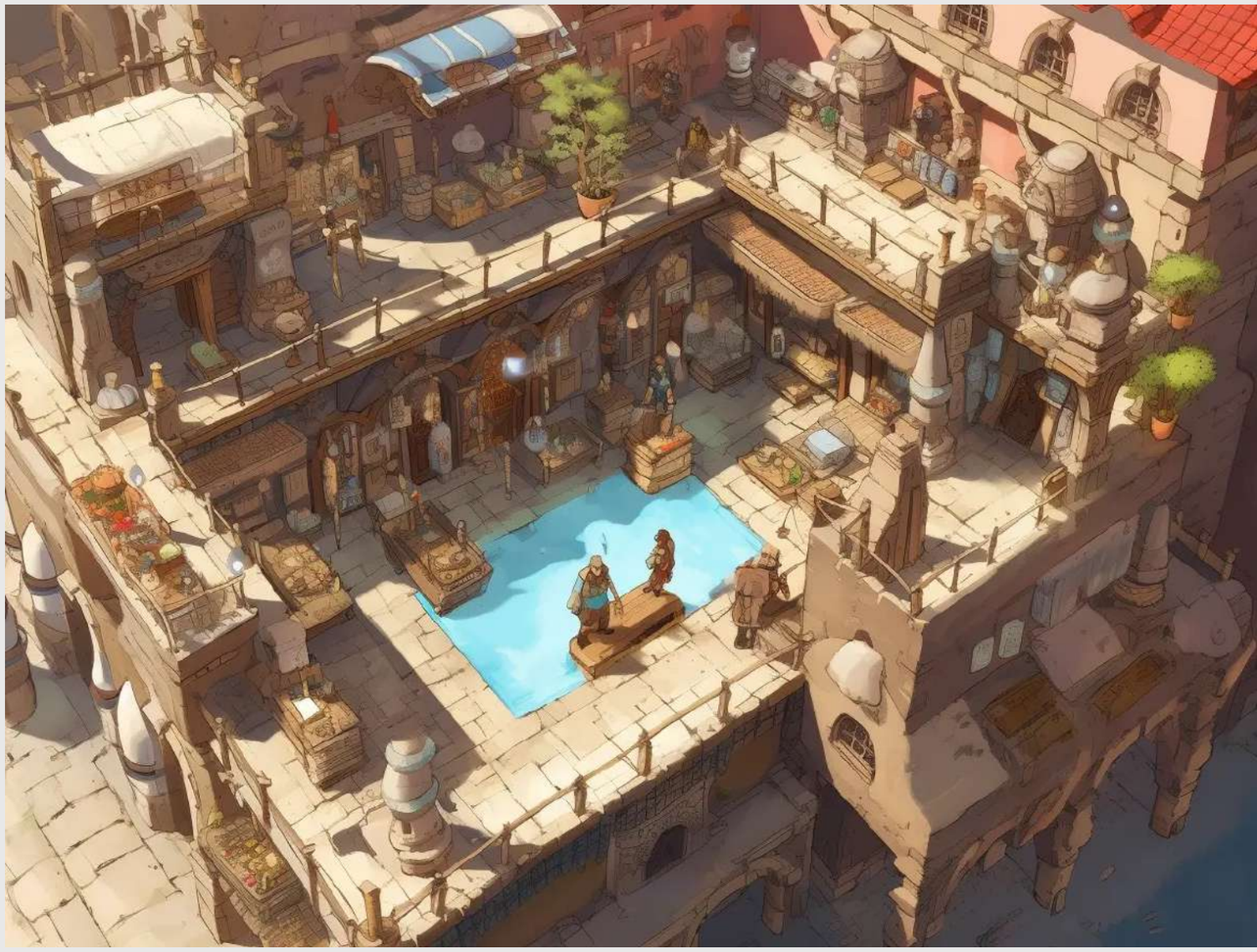






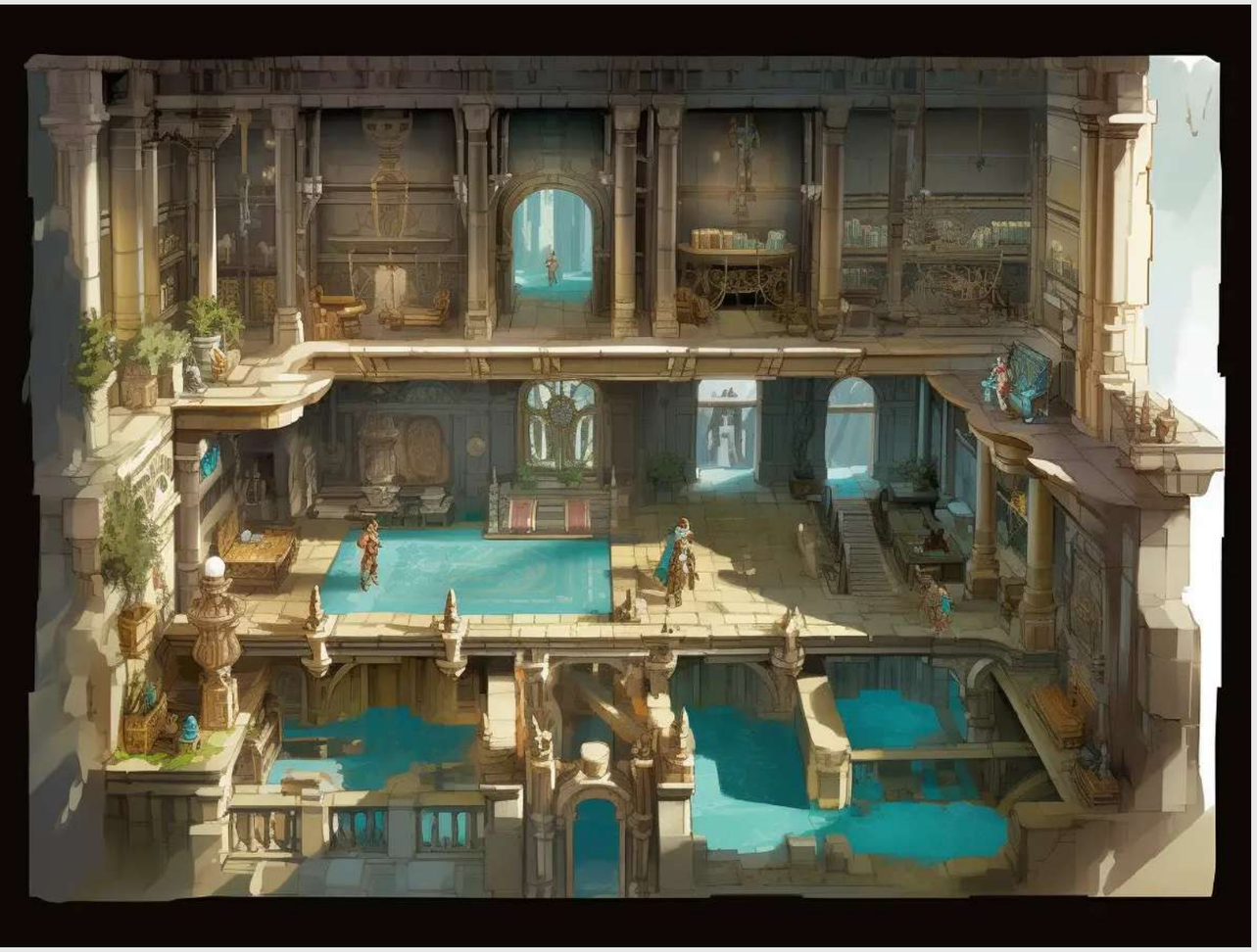
the legend of zelda breath of the wild map, castle and plateau, krenz cushart, hilly area with a view --ar 4:3

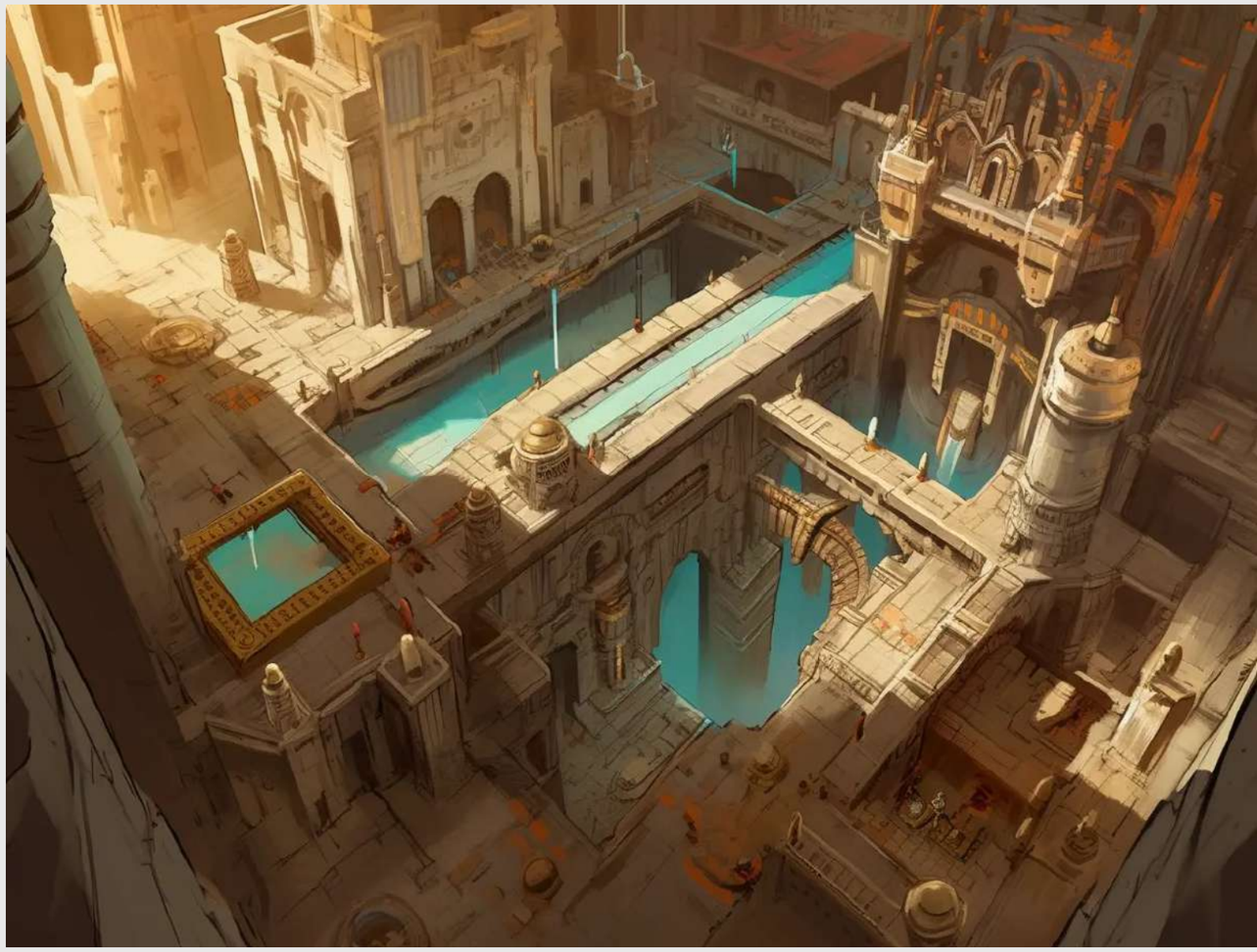
the legend of zelda breath of the wild map, castle and plateau, krenz cushart, hilly area with a view --ar 4:3



weapons shop, the legend of zelda breath of the wild map, krenz cushart, perspective dynamic from above, architectural --ar 4:3

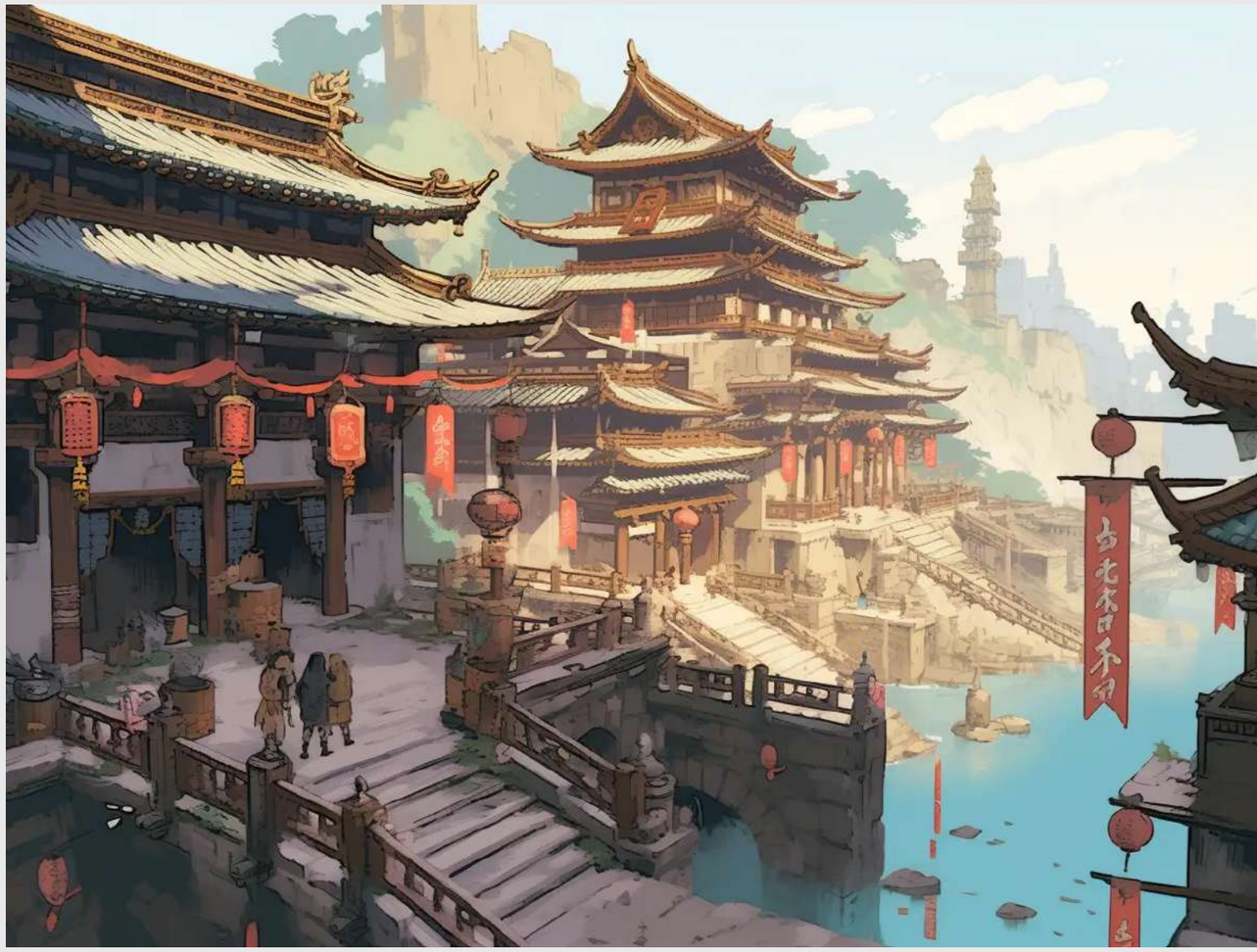
the legend of zelda breath of the wild map, castle and plateau, krenz cushart, hilly area with a view --ar 4:3





the legend of zelda breath of the wild map, dungeon layout, krenz cushart, architectural perspective --ar 4:3

the legend of zelda breath of the wild map, dungeon layout, krenz cushart, architectural perspective --ar 4:3



the legend of zelda breath of the wild map, krenz cushart, chinese traditional, dynamic outdoor shots, light beige orange, kabuki theater, kōji morimoto, symbolic props --ar 4:3 --v 5.1

the legend of zelda breath of the wild map, krenz cushart, chinese traditional, dynamic outdoor shots, light beige orange, kabuki theater, kōji morimoto, symbolic props --ar 4:3 --v 5.1

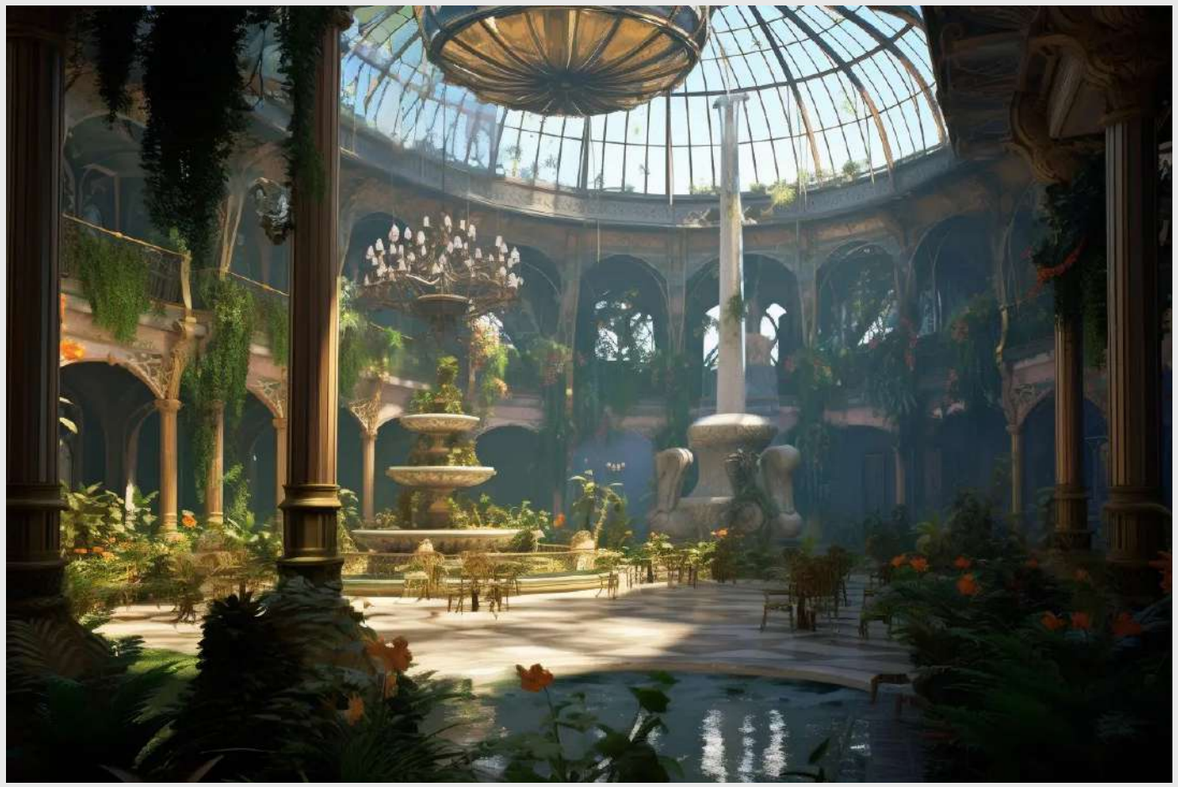
Disney CGI Style characterized by smoother textures.

docked boat, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2

A medieval town bustling, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2

docked boat, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2

A medieval town bustling, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2



inside of stunning crystal palace, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2

ramen shop counter , beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2

docked boat, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2

ramen shop counter , beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2

cozy tavern, hearth and hearts, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 2:1

cozy tavern, hearth and hearts, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 2:1

wizard potion shop counter , beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 2:1 --v 5.1

wizard potion shop counter , beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 2:1 --v 5.1

A medieval town bustling, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:1 --v 5.1

A medieval town bustling, beautiful day, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:1 --v 5.1

weaponmaster's shop, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2 --v 5.1

weaponmaster's shop, disney animation, pixar animation, vray blender, art of frozen, CGI, octane render --ar 3:2 --v 5.1

Overworlds are areas in video games that interconnect all levels or locations. There's a huge range of styles you can go for here.

lord of the rings, ancient map, the Earth, fantasy picture style + fantasy exaggeration + multiple climates and terrain and biomes, cinematic, 8k, detailed --ar 3:2 --v 5.1

eragon games of thrones, fantasy ancient map on parchment, multiple climates and terrain and biomes, compass, detailed --ar 3:2 --v 5.1

lord of the rings, ancient map, the Earth, fantasy picture style + fantasy exaggeration + multiple climates and terrain and biomes, cinematic, 8k, detailed --ar 3:2 --v 5.1

eragon games of thrones, fantasy ancient map on parchment, multiple climates and terrain and biomes, compass, detailed --ar 3:2 --v 5.1

delicately expressed real world ancient map, the Earth, fantasy picture style + fantasy exaggeration + Nepal of Mount Everest + huge sinkhole in the middle of the Pacific + snow-covered Antarctica + desert in the Middle East, cinematic, 8k, detailed, digital painting, immense details, intricate details, anime in ghibli studio style, 2D anime, anime by hayao miyazaki --ar 3:2 --v 5.1

delicately expressed real world ancient map, the Earth, fantasy picture style + fantasy exaggeration + Nepal of Mount Everest + huge sinkhole in the middle of the Pacific + snow-covered Antarctica + desert in the Middle East, cinematic, 8k, detailed, digital painting, immense details, intricate details, anime in ghibli studio style, 2D anime, anime by hayao miyazaki --ar 3:2 --v 5.1

moebius, real world ancient map, the Earth, fantasy picture style + fantasy exaggeration + Nepal of Mount Everest + huge sinkhole in the middle of the Pacific + snow-covered Antarctica + desert in the Middle East, cinematic, 8k, detailed, digital painting, immense details, intricate details, anime in ghibli studio style, 2D anime, anime by hayao miyazaki --ar 3:2 --v 5.1

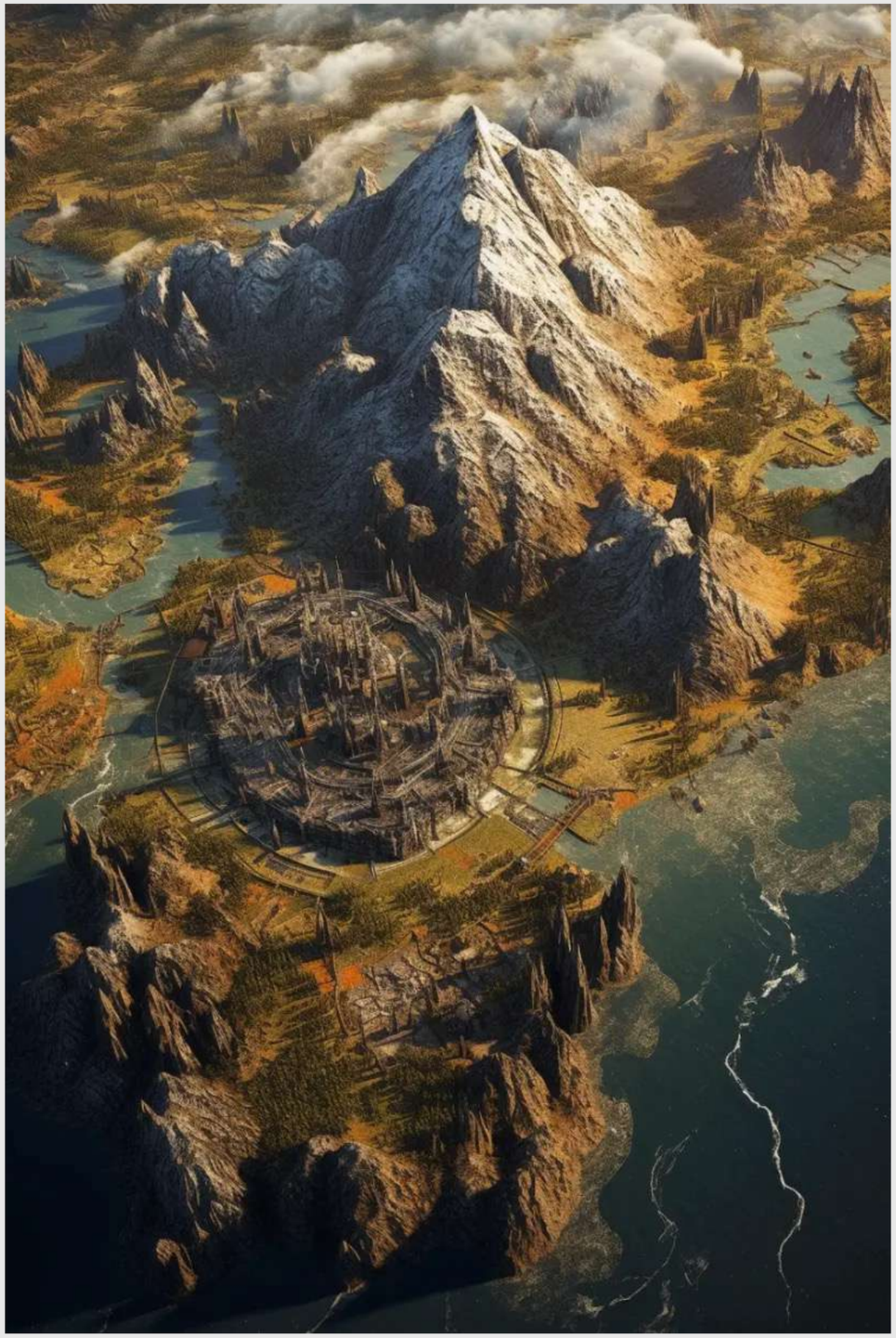
moebius, real world ancient map, the Earth, fantasy picture style + fantasy exaggeration + Nepal of Mount Everest + huge sinkhole in the middle of the Pacific + snow-covered Antarctica + desert in the Middle East, cinematic, 8k, detailed, digital painting, immense details, intricate details, anime in ghibli studio style, 2D anime, anime by hayao miyazaki --ar 3:2 --v 5.1

studio ghibli style, ancient map, the Earth, fantasy picture style + fantasy exaggeration + multiple climates and terrain and biomes, cinematic, 8k, detailed --ar 3:2 --v 5.1

studio ghibli style, ancient map, the Earth, fantasy picture style + fantasy exaggeration + multiple climates and terrain and biomes, cinematic, 8k, detailed --ar 3:2 --v 5.1

moebius, real world ancient map, the Earth, fantasy picture style + fantasy exaggeration + Nepal of Mount Everest + huge sinkhole in the middle of the Pacific + snow-covered Antarctica + desert in the Middle East, cinematic, 8k, detailed, digital painting, immense details, intricate details, anime in ghibli studio style, 2D anime, anime by hayao miyazaki --ar 3:2 --v 5.1

moebius, real world ancient map, the Earth, fantasy picture style + fantasy exaggeration + Nepal of Mount Everest + huge sinkhole in the middle of the Pacific + snow-covered Antarctica + desert in the Middle East, cinematic, 8k, detailed, digital painting, immense details, intricate details, anime in ghibli studio style, 2D anime, anime by hayao miyazaki --ar 3:2 --v 5.1



ancient map, the Earth, fantasy picture style + fantasy exaggeration + multiple climates and terrain and biomes, cinematic, 8k, detailed --ar 2:3 --v 5.1

delicately expressed real world ancient map, the Earth, fantasy picture style + fantasy exaggeration + Nepal of Mount Everest + huge sinkhole in the middle of the Pacific, detailed, digital painting, immense details, intricate details, anime in ghibli studio style, 2D anime, anime by hayao miyazaki --ar 2:3 --v 5.1

looking on the land, RPG, villages, little hamlet, lord of the rings, zelda, a painting by alan koz, titled shelby, in the style of digital fantasy landscapes, plein air, cryengine, flat perspective, detailed sketches, flat brushwork, in exotic tapestries, cryengine, tableaus, panoramic scale, derek gores, uhd, sparth, cinematic --s 75 --c 3 --style raw

Fantasy maps are a stable of the genre, found in books, films and games.

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a fantasy RPG map of the world, rebecca guay, ink, jean-baptiste monge --ar 2:1 --v 5.1
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a fantasy RPG map of the world, rebecca guay, ink, jean-baptiste monge --ar 2:1 --v 5.1

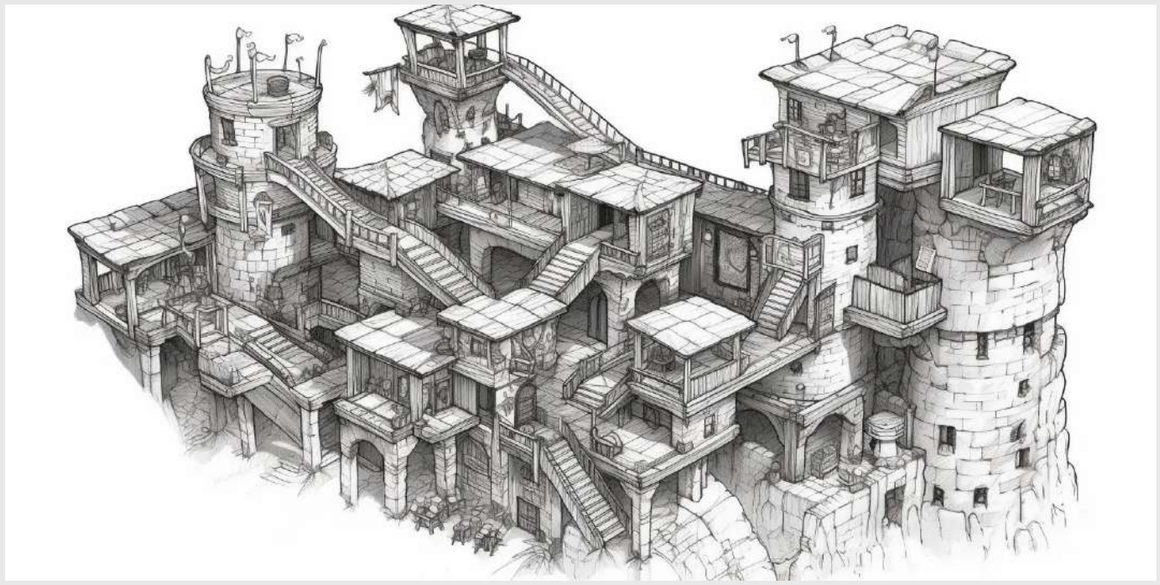
inked, trails, mountains, sea, weathered crests, LOTR-inspired fantasy map, fabled realm --ar 3:2 --v 5.1

inked, trails, mountains, sea, weathered crests, LOTR-inspired fantasy map, fabled realm --ar 3:2 --v 5.1

Sketches are great for creating “ancient” artifacts.

renaissance basilica, architectural diagram, isometric view, furniture, urban area, sketch style, architect drawing --ar 2:1 --v 5.1

architectural diagram, isometric view, castle spanish, furniture, urban area, sketch style, architect drawing --ar 2:1 --v 5.1

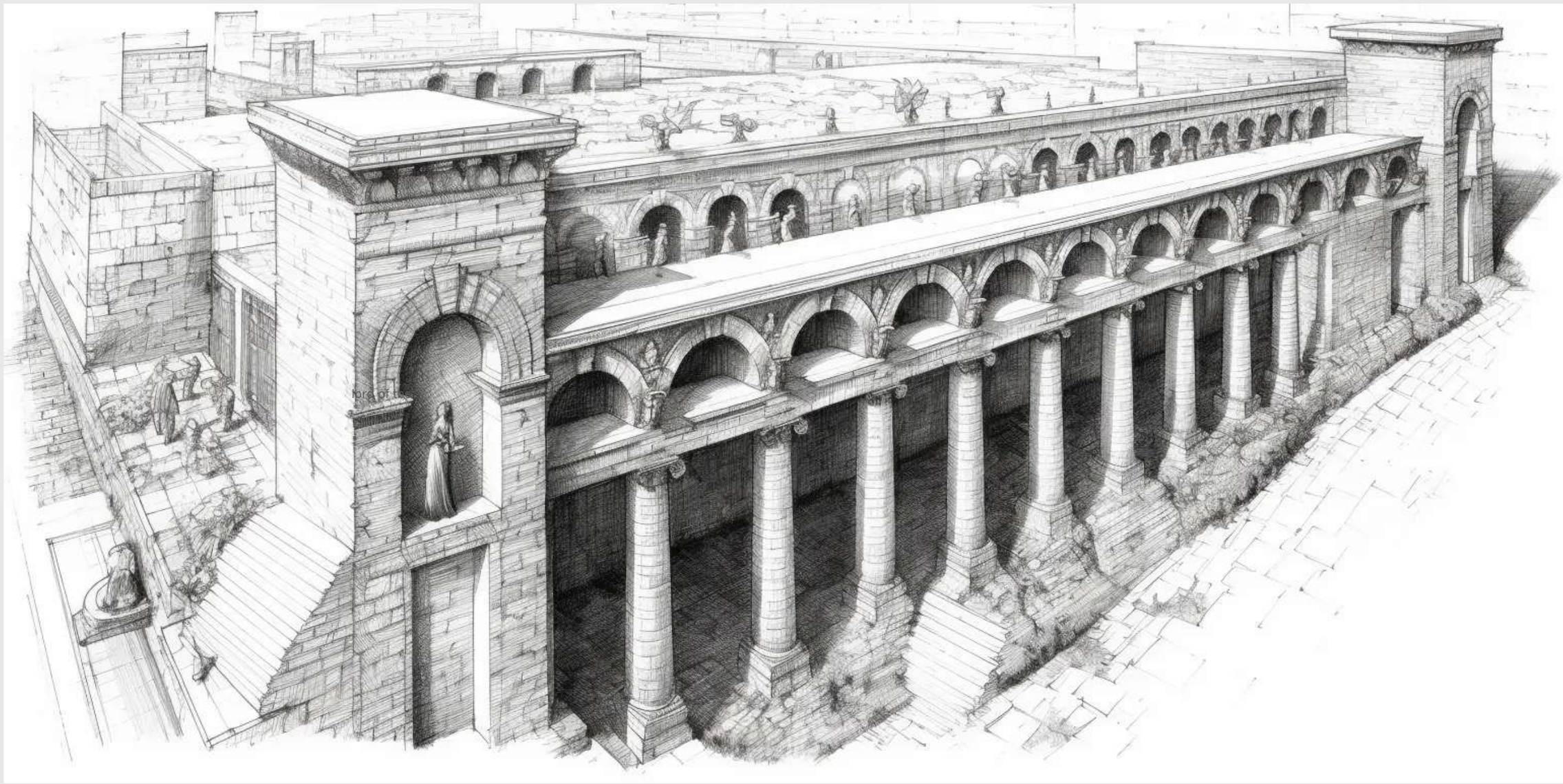


goblin fortress, architectural diagram, isometric view, furniture, urban area, sketch style, architect drawing --ar 2:1 --v 5.1

renaissance basilica, architectural diagram, isometric view, furniture, urban area, sketch style, architect drawing --ar 2:1 --v 5.1

architectural diagram, isometric view, castle spanish, furniture, urban area, sketch style, architect drawing --ar 2:1 --v 5.1

goblin fortress, architectural diagram, isometric view, furniture, urban area, sketch style, architect drawing --ar 2:1 --v 5.1



architectural diagram, Roman aqueduct, isometric view, hellenic, furniture, urban, sketch style, architect drawing --ar 2:1 --v 5.1

architectural diagram,Roman aqueduct, isometric view, hellenic, furniture, urban, sketch style, architect drawing --ar 2:1 --v 5.1