MORE WORLDS OF FANTASY

Musts in Fantasy (p.131)

**Genre:**
Parallel or secondary world
Style (narrator, point of view, dialogue, diary, a memory)

**Plot:**
Conflict
Quest/campaign
Beginning - ending
Challenges/trials
When is the story set?

**Setting:**
Parallel or secondary world
Universe
Name of universe
Creation and history
Geography – a map
Animals
Flora/ fauna
Nature
Portals

**Characters:**
Characters (write C.V.s)
Creatures
Hero/ heroin
Enemy/ enemies
Helpers/ aides
Personality and skills
Changing shapes

**Magical inventory:**
Magical powers and their limitations
Who uses it?
When, how used?
How does it work?
Spells, potions…
Weapons

**Organization of society:**
Money
Trade/ goods
Cities, shops, housing
Transportation
Communication
Language
Level of technology
Laws, law-enforcement
Clans, tribes

**Living:**
Calendar, seasons
Spare-time (music, books)
Schools, jobs
Food
Habits
Social events, celebrations
Mentality, thoughts
LARPing (p. 131)

Here are some links to LARPing + two Danish sites if you want to ...

http://www.highprogrammer.com/larp/running.html
http://www.matalics.org/lrp/larp.htm
http://www.charm.bene.ws/
http://en.wikipedia.org/wiki/Role-playing_game
http://www.rollespil.dk/
http://www.liveforum.dk/