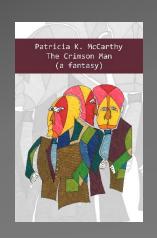
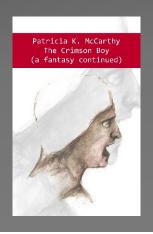
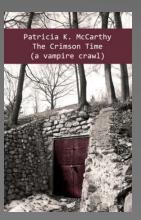
Writing Fantasy Fiction

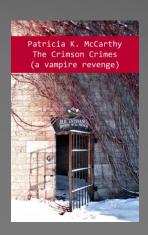
Patricia K. McCarthy Author of the *Crimson Fantasies* January 21, 2020

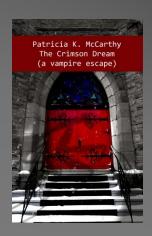












- What is fantasy fiction?
- Sub-genres
- Where creative ideas come from
- What your story cannot do without
- Ouch! Graphic content
- Plotting considerations
- How to Write Fantasy Fiction
- (10) Universal Myths
- Devise a basic outline

What is fantasy fiction?

- Oldest genre in fiction
- Fantastical stories

What distinguishes fantasy?

- Plot commonly uses magic
- Set in imaginary worlds
- Not Sci-Fi!

What makes fantasy a success?

- Most celebrated works
- Wide audience

What is intrinsic with fantasy?

- In popular culture, the genre is primarily medieval in theme but in a broad sense...
- Any location can be used
- Fantasy allows for a lot of latitude

Facts about fantasy

- Children's classics considered more acceptable
- Fantasy and Science Fiction began to be associated with one another in the 1920's
- In 1923, the first all-fantasy fiction magazine was created Weird Tales; followed by The Magazine of Fantasy and Science Fiction
- By 1959, fantasy began to gain popularity, to reach a much large audience in the 20th Century

- Rudyard Kipling and Edward Rice Burroughs established "Lost World" fantasy, which was the most popular form of fantasy in the early part of the 20th Century
- Peter Pan and The Wonderful World of Oz were published in early 20th Century
- J.K. Rowling's Harry Potter series and George R.R. Martin's Song of Ice and Fire series (Game of Thrones) have best-selling status that no one could have conceived 100 years ago

Sub-genres

Sub-genres

- Anthropomorphic
- Dark
- High
- Historical
- Low
- Mythic
- Romantic
- Science
- Urban

Anthropomorphic fantasy

- Animals replace humans
- Long-standing tradition
- 19th & 20th Century examples







Dark fantasy

- Gothic or contemporary
- Combines elements
- Sympathetic from monster's viewpoint







High fantasy

- Epic
- Serious in tone
- Archetypical characters
- Good vs. Evil







Historical fantasy



- Sub-genre of Historical Fiction
- Occurring before 20th Century
- Three basic approaches to plot



Low fantasy

- Set in either real or fictional place
- Low refers to...
- There's just enough fantasy to blur the lines
- Forms of low fantasy include





Mythic fantasy

- Myths, Folklore and Fairy Tales
- Overlaps with Urban Fantasy







Romantic fantasy

- Using many elements/conventions of Romance genre
- Concerned with relationships
- Magic in narrative is innate



Science fantasy

- Not Science Fiction
- Considered a mixed genre within the umbrella of Speculative fiction
- Draws elements from Sci-Fi, Sci-Fantasy & Horror







Urban fantasy

- Also known as Urban Paranormal
- Humans co-existing w/ Supernatural
- Defined by place





Most popular fantasy fiction

- Dracula
- Lord of the Rings trilogy
- Harry Potter Series
- Twilight Series
- Dr. Seus
- Alice in Wonderland
- The Legend of King Arthur

Re-Cap: 3 Key elements

- Ancient myths & legends
- Real or Fantasy locations
- Magic and supernatural

Creative Ideas

- Combinational
- Explorative
- Transformational

There is no such thing as...

What your story cannot do without

- Character Development
- Setting
- Narrative Style
- Plot & Story Arc
- Pacing

Character development

- Characters are delivery mechanisms that exist in service to a plot
- Main protagonist(s) to care about
- · Villain(s) to hate (or admire as an anti-hero)

Things to Consider:

- Influences such as parents, hardships, disabilities
- Vices, pet peeves, childhood backstory
- Strong points, failings, middle or nickname
- Be prepared to kill off your favourite character

Setting

- The sky's the limit if its pure fantasy
- Research your setting if its urban/contemporary
- Weather
- Clothing
- History, whether real or imagined
- Elaborate interiors
- Describe smells and sounds

Narrative style

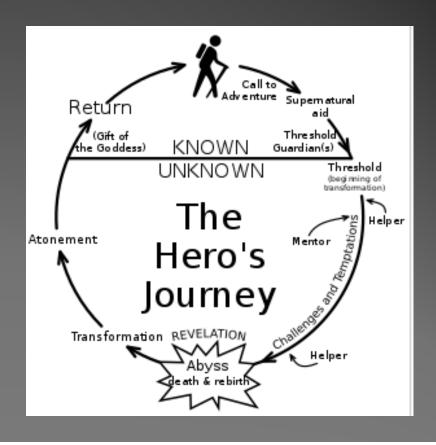
- First Person most common Diary style
- Third Person most popular
- Present immediacy; popular with poetry
- Past Tense works easily with First or Third person

• Plot

- Internal logic and flow (cohesive structure)
- You cannot suddenly introduce an element that has no logical place in the story
- Effort put into plotting beforehand will pay off
- Plotting technique coming up

Story Arc

- The purpose is to move the character(s) along
- Every classic story has a progression of events, i.e.
 - Stasis
 - Trigger
 - Quest/Hero's Journey
 - Surprise
 - Critical
 - Climax
 - Reversal
 - Resolution



Pacing

- Cliffhangers
- Flashbacks
- Foreshadowing

Ouch! Graphic content

- Violence
- Swearing
- Romance vs. Erotica

Plotting (argh!)

Christopher Booker's

The Seven Basic Plots: Why We Tell Stories

- (1) Overcoming the Monster
- (2) Rags to Riches
- (3) Quest
- (4) Voyage and Return
- (5) **Comedy**
- (6) **Tragedy**
- (7) **Re-birth**

Plotting considerations

- What kind of fantasy fiction grabs you?
- Write what you enjoy reading (and then stop reading your favourite genre while you write)
- Average novel word-count is 60,000 to 85,000
- The big novels (James Michener) are 100,000+

Step One:

Add in Mythology

(10) Universal Myths of the Ancient World

- The Great Flood
- Paradise Lost
- Epic Cosmic Battle
- Vampires
- The Atlantis Myth

- A God's Resurrection
- Dragons
- The Hero's Quest
- Explanations
- Apocalypse

Step Two:

Build yourself a world

Step Three:

 Magic & magical creatures which includes supernatural

Step Four:

• Attributing 'x' number of words to each event for the beginning, middle and end

Devise basic outline

- Beginning:
 - Introduction of Characters
 - Setting
 - Conflict
- Middle:
 - Story unfolds
- Ending
 - Conclusion or bridge to next installment

QUESTIONS?

THANK YOU!

