



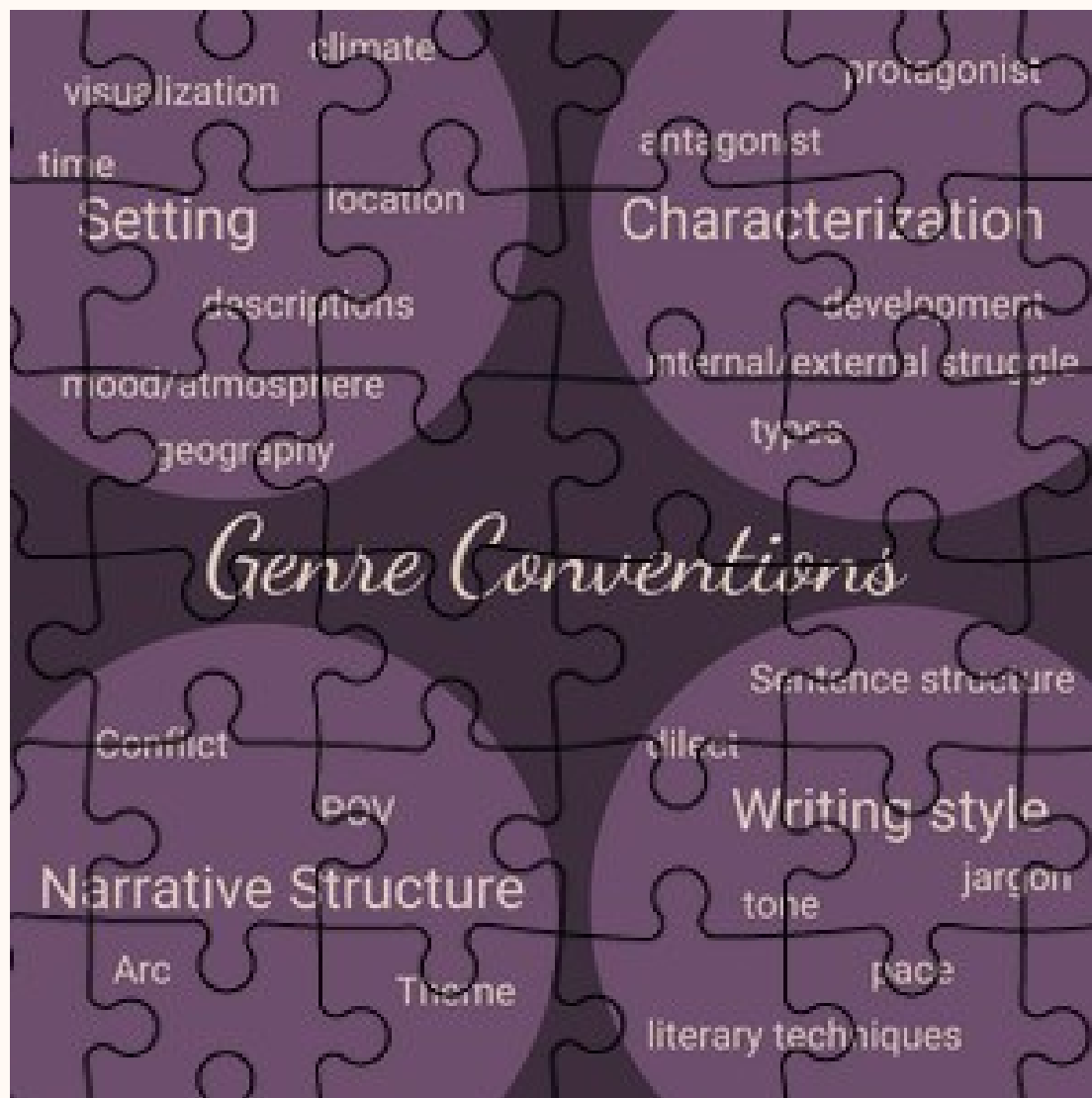
FANTASY L.A.N.D.

Defined Conventions



Alexis from purpleshefclub.com

Defined Conventions



Genre conventions are a set of standards or expectations that exist in a given genre.

Defined Conventions





What we'll discuss...

- Create a magic system
- Create a military
- Address tropes and cliches
- Comb through our world





Section 1

- Create our magic system
- Make any necessary changes to our world based on what magic system we create



MAGIC SYSTEM RECIPE

INGREDIENTS



Source



Accessibility



Disadvantages



Magical Effects



Depth



Usability



Terminology

DIRECTIONS



1. Choose your source. Where does magic come from?
2. Choose the depth of your magic system.
3. Decide how accessible and transferrable your magic system is
4. Determine to what degree magic is usable.
5. Ground your system and humble it with disadvantages that make your system unique, interesting, and force your characters to struggle and innovate.
6. What is your magic system called and what terminology is or could be important to know in your story world?
7. Decide what magical effects your system has on your story and your world.





Magic System Recipe

Step 1: Source

- Inherited
 - Objects or substances
 - Environment
 - Faith
- 
- 





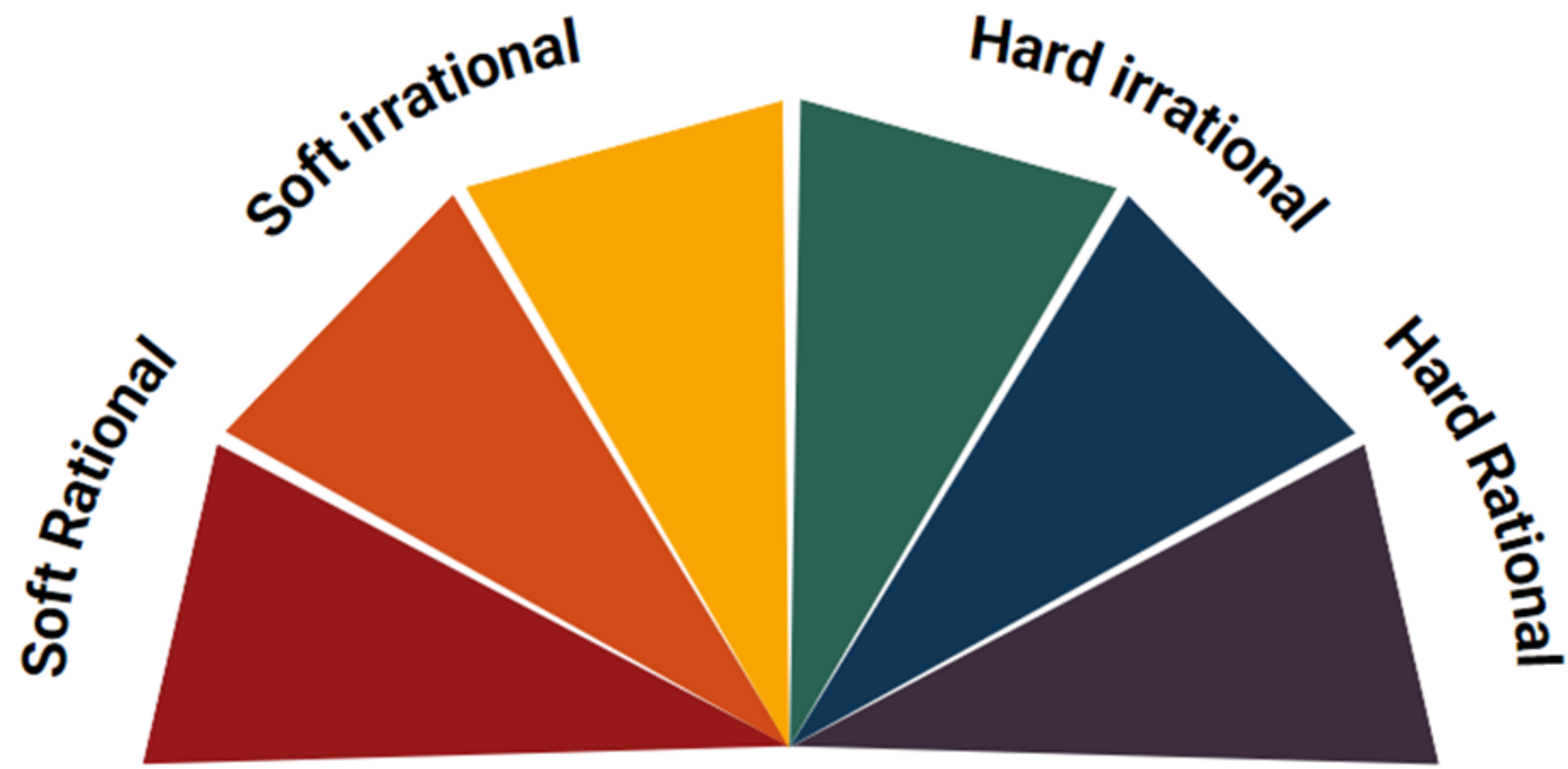
Magic System Recipe

Step 1: Source

- Inherited
- Objects or substances
- Environment
- Faith

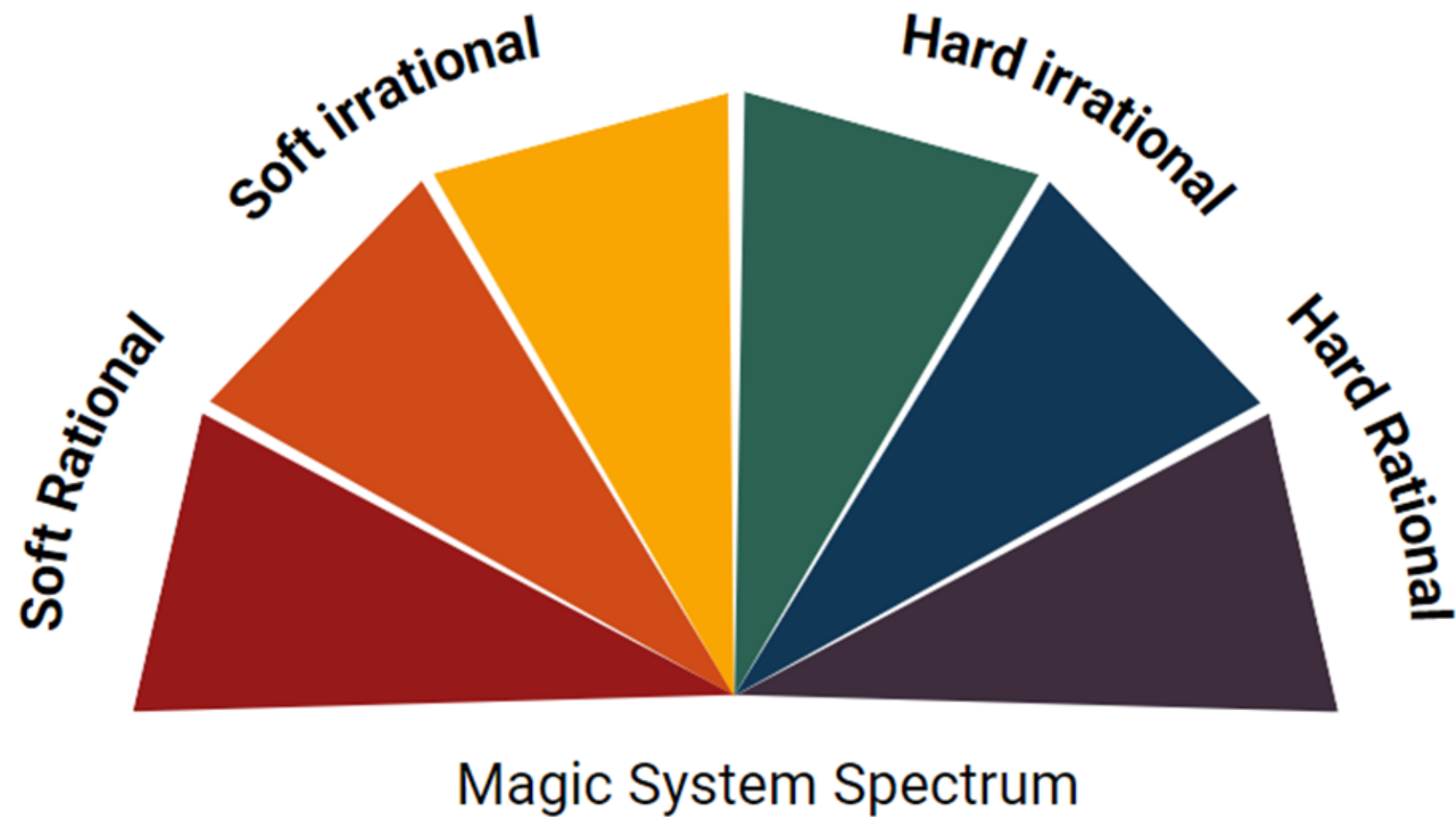
Step 2: Depth

- Hard rational
 - Hard irrational
 - Soft rational
 - Soft irrational
- 
- 



Magic System Spectrum





- How much do you want your readers to know?
- Do you want magic to create problems (soft) or solve them (hard)?
- How much wonder or mystery do you want in your story?
- How much time and effort are you willin or able to put into creating the depth of your magic system?



Magic System Recipe



Step 1: Source

- Inherited
- Objects or substances
- Environment
- Faith

Step 2: Depth

- Hard rational
- Hard irrational
- Soft rational
- Soft irrational

Step 3: Accessibility

- Who can use magic?
 - Can they lose or gain magic?
- 
- 



Magic System Recipe

Step 1: Source

- Inherited
- Objects or substances
- Environment
- Faith



Step 2: Depth

- Hard rational
- Hard irrational
- Soft rational
- Soft irrational

Step 3: Accessibility

- Who can use magic?
- Can they lose or gain magic?

Step 4: Usability

- How?
 - To what extent?
 - Reliability
- 
- 



Magic System Recipe

- Would they go to a school, become an apprentice, or self-teach?
- Would they need to learn potion making, spells, hand gestures, or physical movements?
- How easy is it to learn to wield magic or long would it take?





Magic System Recipe



Step 5: Disadvantages

- Availability
- Skills
- Who can use it
- Situational
- Risk
- Opposites
- Counteractions

Step 6: Terminology

- Keep naming conventions similar to what the magic can do
- Use what exists
- Combine words

Step 7: Magical Effects

- Political strategy
 - War strategy
 - To heal
 - For power, wealth, or some other gain
 - etc.
- 
- 



Recap

- Create our magic system
- Make any necessary changes to our world based on what magic system we create

