

Elements of Fantasy

<u>The Prophecy</u>	<u>Otherworldly Settings & Creatures</u>	<u>Magic: Virtual & Metaphorical</u>
<u>Battle of Good & Evil</u>	<u>Unusual Birth of a Hero</u>	<u>Quest or Journey</u>
<u>Tutelary Figures</u>	<u>A Character Trio</u>	<u>Mythic Symbols</u>

Title & Comments

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The Three Facets

Escape	Recovery	Consolation
In the beginning there is some great upheaval (usually dark in nature) that confronts the protagonist. He or she faces countless odds and must escape from this great peril or danger. He or she seeks physical and spiritual sanctuary and asylum.	The protagonist seeks to recover from some deep despair or sadness—a pervading and unsettling darkness. Their journey is defined by loss and sacrifice as they face an imbalance in the natural order of their known world.	In the end the protagonist has transcended the bounds of one's humanity and finds order by restoring the natural balance. Their recovery culminates in growth, maturation, and coming to terms with their former self. They can now live in peace and happiness.

“Fairy tales are more than true: not because they tell us that dragons exist, but because they tell us that dragons can be beaten.”

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The Prophecy

A prophecy is a prediction or premonition of the future. It is foreseen or foretold. It is often vague and unclear and is usually misinterpreted. In a fantasy there is always an attempt to thwart or stop the fulfillment of said prophecy. Sometimes the prophecy is self-fulfilling in that whoever tries to stop the prophecy accidentally or unknowingly helps it come to pass.

Battle of Good & Evil

In a fantasy the driving conflict is the battle between the ageless duality of good and evil. Light and dark magic will clash and, as these polar forces collide, evil will appear to slowly consume and overpower good. The protagonist must take a stand against antagonist (usually the epitome or perfect example of evil) and forces of darkness. The duality of good and evil is the basis of a multitude of subsequent dualities.

Tutelarv Figures

A tutelarv figure is a mentor who instills words of wisdom and motivation. The tutelarv figure goal is to support and protect the protégé. The tutelarv figures does not provide a foolproof guarantee to get the protagonist out of every bind and is often cut down by dark forces or abandons the protagonist so he or she can take on responsibility and mature. The tutelarv figure is a guide who passes on his or her knowledge to the hero in hopes they will triumph against the forces of evil.

Otherworldly Settings & Creatures

Fantasy stories are populated with different races or species such as elves, dwarves, dragons, fairies, trolls, and other creatures of legend. The types are only limited by storyteller's imagination. Fantasy tales can be set in any span of time—past, present, or future. They can occur in any place real or imagined—on known planets or parallel universes or even in the confines of the human mind.

Unusual Birth of a Hero

A young and naive character is introduced and ultimately becomes the unlikely protagonist. Sometimes the hero is an actual child destined to grow up and save mankind or set some evil right. Quite often the hero is not of a fated birth but is created or molded.

Magic: Virtual & Metaphoric

Magical and supernatural occurrences are important in fantasy. There are two distinct types of magic: virtual magic and metaphorical. Virtual magic is external, visible magic that can be observed with the five senses. It is the magic that can alter the physical world. Metaphorical magic is internal, intangible magic. It's the magic of the heart—magic of personal, moral, and spiritual strength.

Quest or Journey

The protagonist has a main objective or goal to attain and a stirring motivation to press on. In order to set the world right the hero must embark on this journey. This quest is perilous and requires the completion of varying tasks as the protagonist faces countless conflicts and obstacles. On their journey the protagonist is guided by tutelary figures and assisted by allies. The characters display camaraderie and in trying to accomplish the main objective.

Mythic Symbols

Mythic symbols are physical objects that either possess a wide range of supernatural abilities or a specific power. A mythic symbol can help create the story's action as it can serve as the protagonist or antagonist's primary objective—the earthly center of their desire. Sometimes a mythic symbol is an object capable of destroying the world or an object that protects the protagonist against the forces of evil.

A Character Trio

In some fantasies there is a solid and endearing bond between three major characters. This is known as a character trio. These inseparable characters take on distinct roles: the protagonist is the lead character, hero, or champion of the story; the deuteragonist is the second most important and champion's best friend, side kick, or love interest; the tritagonist is the third most important character who is a close friend, love interest, or mentor the hero.