





Pages & Platforms presents

# The Essentials of Writing Fantasy



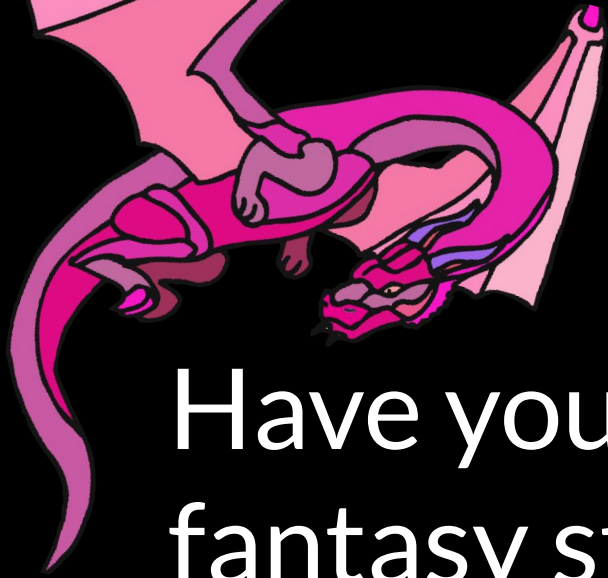
Before we get started:

Grab your copy of the Pages & Platforms Guide

# The 7 Essential Story Types

[storypath.me/pwa](http://storypath.me/pwa)





Have you drafted a  
fantasy story only to get  
stuck along the way?



Are you writing another draft with the same problem, not sure how to fix or even define it?



Have you...



Have you...

- Researched?



# Have you...

- Researched?
- Tried plotting?





# Have you...

- Researched?
- Tried plotting?
- Tried pantsing?

...and nothing has worked?



We're here  
to help.

A decorative frame with a gold border and purple and gold corner accents. The corners feature stylized scrollwork and geometric patterns in purple, gold, and white.

Today you'll  
learn how to:

A decorative frame with orange borders and purple and red geometric patterns in the corners. The word "Build" is centered in white text with a small white circle to its left.

○ Build

- 
- Build
  - Evaluate

- 
- Build
  - Evaluate
  - Improve

- 
- Build
  - Evaluate
  - Improve

*your fantasy story...*





Using Four Tools:



# Using Four Tools:

- Marketing Categories





# Using Four Tools:

- Marketing Categories
- Story Types




# Using Four Tools:

- Marketing Categories
  - Story Types
  - Essential Story Elements
- 
- 



# Using Four Tools:

- Marketing Categories
  - Story Types
  - Essential Story Elements
  - Worldbuilding
- 
- 



You will be able to:





# You will be able to:

- Evoke empathy for your characters.
- 
- 





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- Evoke empathy for your characters.
  - Create tension and excitement.
- 
- 







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  - Convey a thoughtful takeaway.
- 
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# You will be able to:

- Evoke empathy for your characters.
  - Create tension and excitement.
  - Provide emotional satisfaction for your reader.
  - Convey a thoughtful takeaway.
  - Meet reader expectations for your Story Type.
- 
- 



Fantasy isn't a  
Story Type.



Fantasy is:





# Fantasy is:

- A story milieu.



# Fantasy is:

- A story milieu.
- A marketing category.



A decorative frame with purple and yellow accents, featuring ornate scrollwork in the corners and a solid yellow border.

Fantasy as *Story Milieu*:



# Fantasy as *Story Milieu*:

- Requires readers to suspend disbelief.





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- May reflect myths, folklore, or fairy tales.





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# Fantasy as *Story Milieu*:

- Requires readers to suspend disbelief.
- May reflect myths, folklore, or fairy tales.
- May have magic or supernatural elements.
- May take place in this or other worlds.
- Is regarded as imaginative.
- Veers from the “facts” of the real world.

Tables K1 - S10  
Tables A1 - J26 →

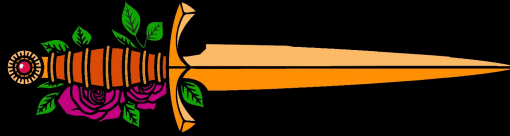
G1 to G26





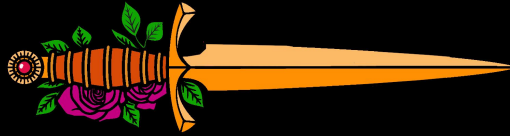
Noblebright  
MiddleGrade  
African LGBTQ  
Comic Viking  
Asian Supernatural  
Epic FairyTale  
Gothic Fable  
Grimdark YoungAdult  
Speculative Children's Science  
WonderTale Dystopian Urban  
MiddleEastern Desert  
Contemporary MagicalRealism  
Women's Arthurian Mythical  
Portal Dark Romance  
Sword&Sorcery Paranormal  
European

Fantasy categories are important.

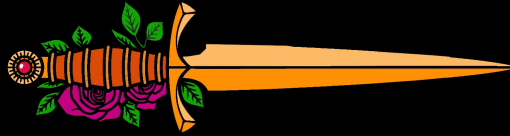


# Fantasy categories are important.

They may greatly influence a reader's  
decision to read your story.



So know your category.



BUT...

BUT...

Marketing categories can't  
tell you how to *construct* your story.

You may already know  
your category and still  
feel stuck.



These categories don't tell you:







# These categories don't tell you:

- What your protagonist wants—their **motivation**.
- 
- 





# These categories don't tell you:

- What your protagonist wants—their **motivation**.
  - What they have to lose or gain—the **stakes**.
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- What your protagonist wants—their **motivation**.
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  - What **emotion** your reader expects to feel.
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# These categories don't tell you:

- What your protagonist wants—their **motivation**.
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  - How they **change** through the story.
  - What **emotion** your reader expects to feel.
  - The **premise** or message of your story.
- 
- 

That's what Story Type is for.

Fantasy defines the milieu  
where your story takes place.



○ Love in a world of shapeshifters.





- Love in a world of shapeshifters.
- Horror at the bottom of the sea.



- Love in a world of shapeshifters.
- Horror at the bottom of the sea.
- Crime in a city where magic is real.







# Tools

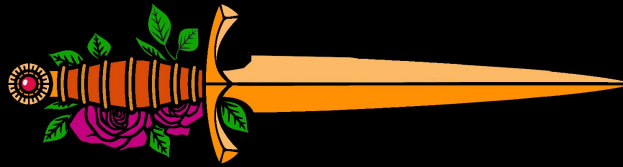


Tools,  
*not*  
rules.



The End.

Why are Story Types so  
important?





Story Type determines:





# Story Type determines:

- Your protagonist's **motivation** (wants and needs).
- 
- 





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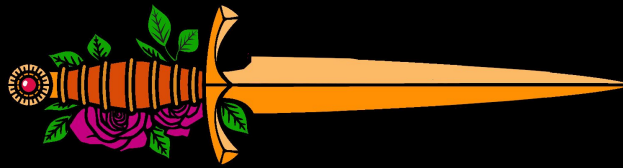
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# Story Type determines:

- Your protagonist's **motivation** (wants and needs).
- The **stakes**—what your protagonist has to gain & lose.
- The arc of **change** your protagonist goes through.
- What **emotions** your reader expects to feel.
- The basic **premise** or message of your story.

And those essential elements  
shape your story.





Story Types are:



## Story Types are:

- A way to understand the kind of story you're telling.





## Story Types are:

- A way to understand the kind of story you're telling.
- Different from marketing categories.



## Story Types are:

- A way to understand the kind of story you're telling.
- Different from marketing categories.
- For writers and editors.



# Essential Story Types



Essential Story Types  
each with its own:



# Essential Story Types

each with its own:

- Character motivation.



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each with its own:

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- Stakes.
- Change arc.



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- Reader emotion.





# Essential Story Types

each with its own:

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- Stakes.
- Change arc.
- Reader emotion.
- Premise.

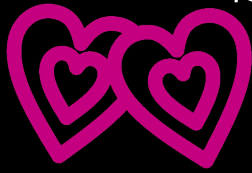


# The Seven Story Types





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# The Seven Story Types



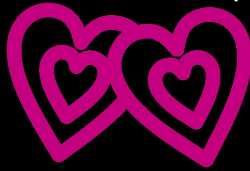


# The Seven Story Types





# The Seven Story Types





# The Seven Story Types







# The Seven Story Types





Let's look at them  
one by one.

Action



# Action



*Action stories teach us  
the importance of  
individual heroism in the  
face of danger.*

# Action

- Action stories are *plot-driven* and involve adventure, rescue, chase, quest, rebellion.



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- **Change** arc: life & safety to danger & death.
- The Action reader wants to **feel** excitement and a sense of bravery in the face of danger.



Premise

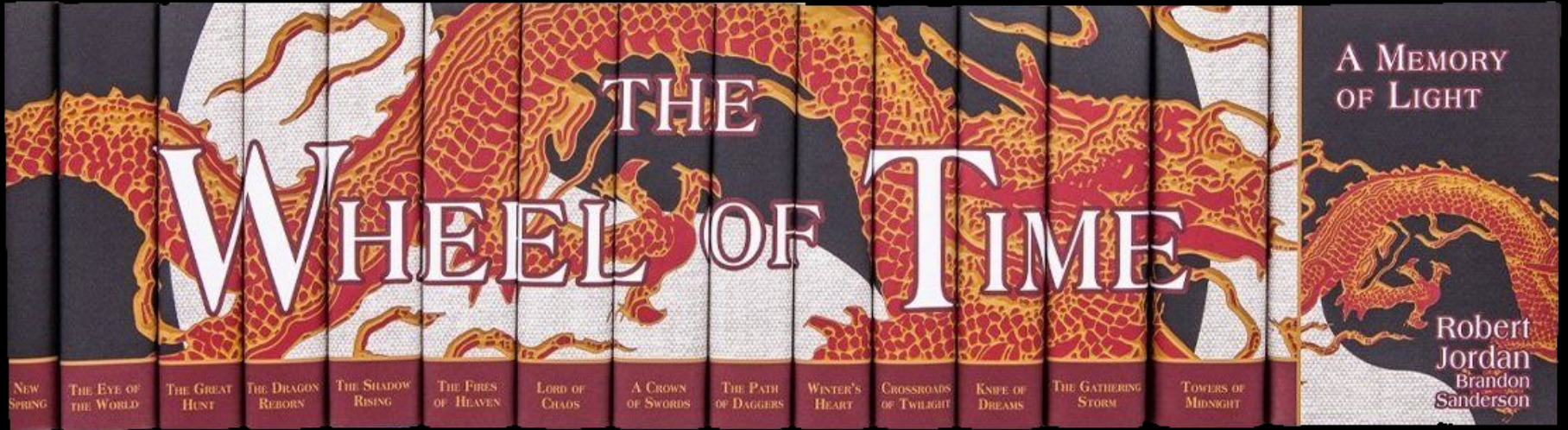


## Action's Essential **Premise**

Heroic action against villainous behavior leads to saving lives, whereas refusing to act heroically leads to loss of life and moral failure.



# Action Examples



# THE WHEEL OF TIME

NEW  
SPRING

THE EYE OF  
THE WORLD

THE GREAT  
HUNT

THE DRAGON  
REBORN

THE SHADOW  
RISING

THE FIRES  
OF HEAVEN

LORD OF  
CREAS

A CROWN  
OF SWORDS

THE PATH  
OF DAGGERS

WINTER'S  
HEART

CROSSROADS  
OF TWILIGHT

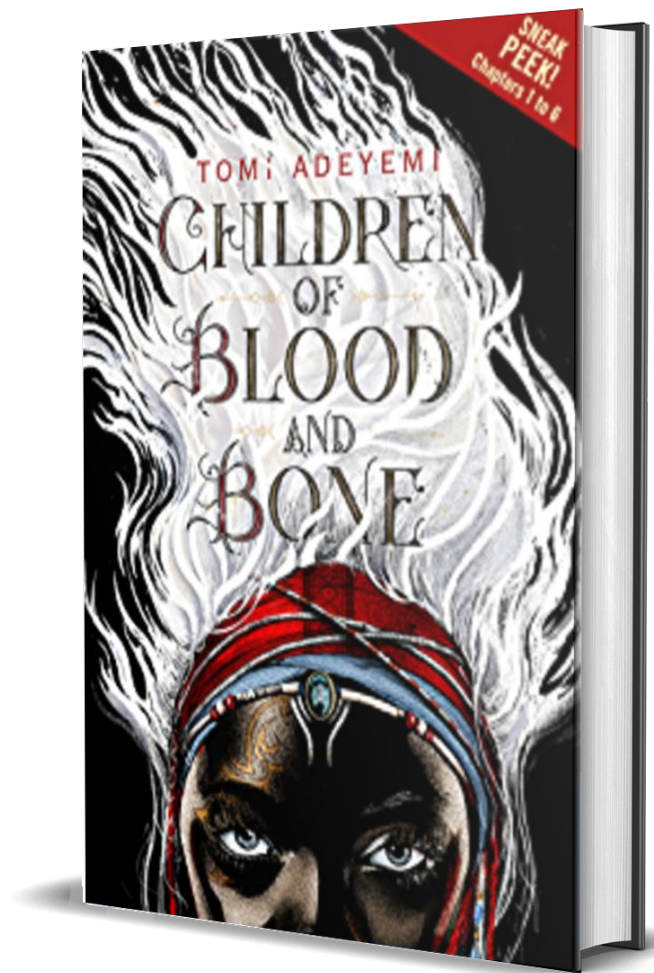
KNIFE OF  
DREAMS

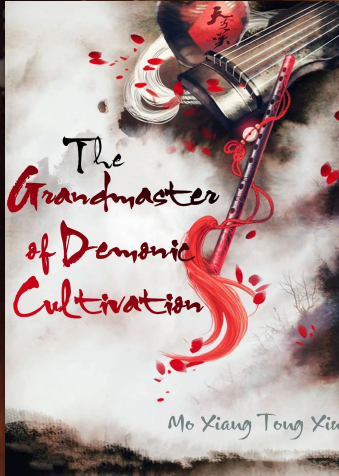
THE GATHERING  
STORM

TOWERS OF  
MIDNIGHT

A MEMORY  
OF LIGHT

Robert  
Jordan  
Brandon  
Sanderson





Crime





# Crime



*Crime stories teach us that  
social order & justice  
depend on clever people  
who outsmart chaotic  
wrongdoers.*

# Crime

- Crime stories are *plot-driven* and involve solving a puzzle, investigating a crime, or planning a heist.



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- The Crime protagonist is **motivated** by the desire to solve a puzzle or restore order.
- Crime **stakes** involve justice and order.
- **Change** arc: injustice & chaos to justice & order.
- The Crime reader wants to **feel** intrigue and the safety of seeing justice prevail.



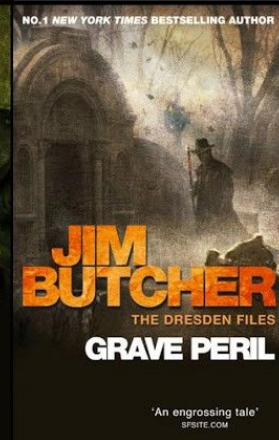
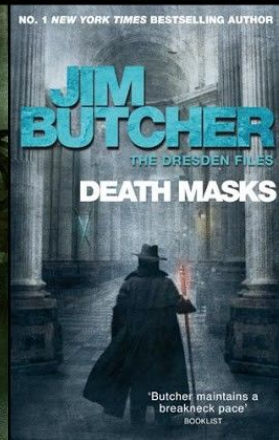
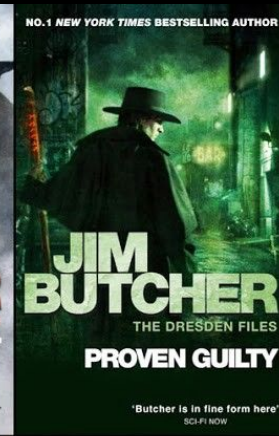
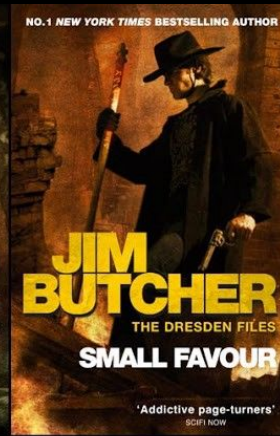
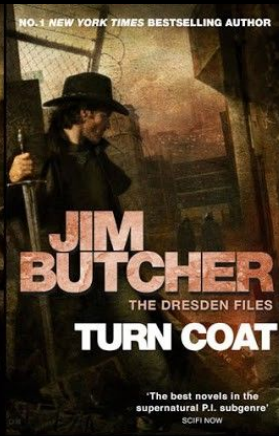
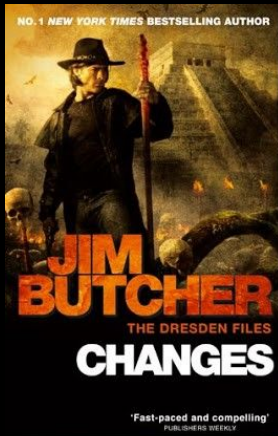
# Crime's Essential **Premise**

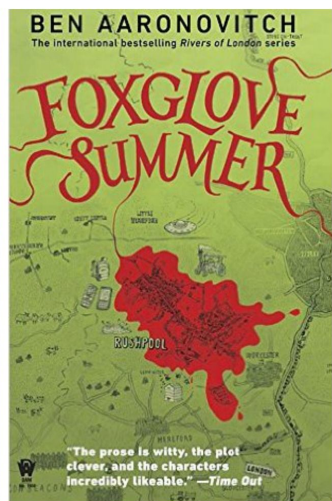
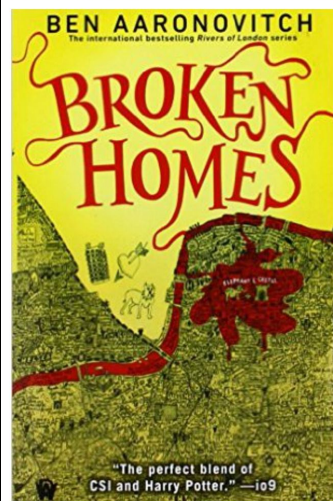
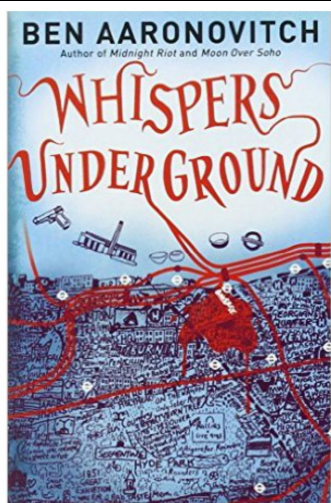
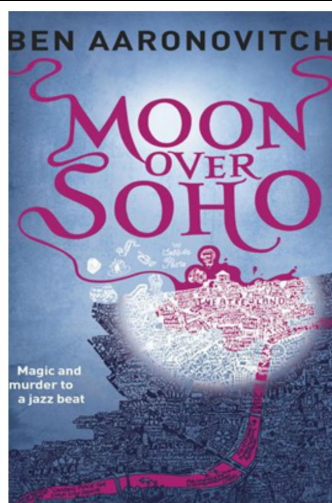
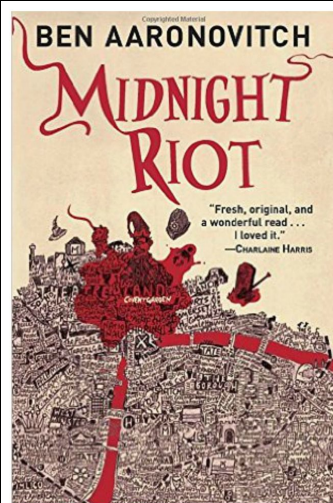
Criminal activity results in chaos, whereas  
pursuit of justice restores social order.



# Crime Examples









# THE & CITY

Horror





# Horror

*Horror stories remind us of the persistence of evil and show that only courage and eternal vigilance keep evil at bay.*

# Horror

- Horror stories are *plot-driven*, with a monster intent on destruction and a victim-protagonist.





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- Horror **stakes** involve life, escape, and torment.
- **Change** arc: safety to threat of death/torment, to escape.
- The Horror reader wants to **feel** terror and imagine their bravery in facing a monster.



## Horror's Essential **Premise**

Vigilance by ordinary people can keep evil at bay,  
whereas cowardice allows evil to thrive.



# Horror Examples







Love





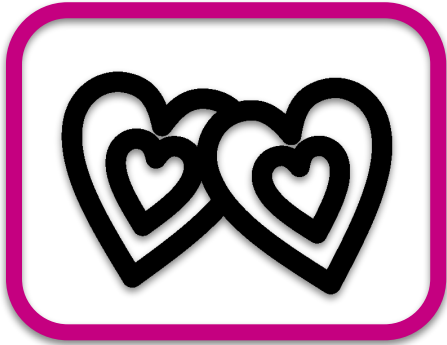
# Love



*Love stories show us how to  
earn the intimacy, love, &  
togetherness that help the  
human community thrive.*

# Love

- Love stories are both plot-driven and character-driven, and involve relationships of intimacy, vulnerability, and commitment.



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- The Love protagonist is **motivated** by a desire to win love or avoid vulnerability.
- Love **stakes** involve rejection, vulnerability, and intimacy.

# Love

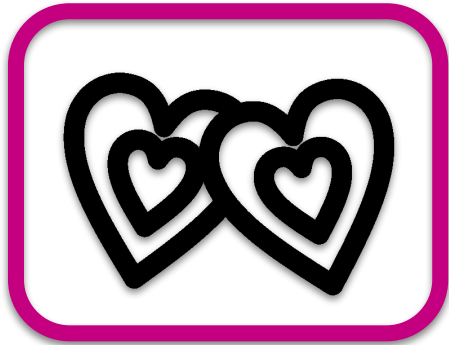


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- The Love protagonist is **motivated** by a desire to win love or avoid vulnerability.
- Love **stakes** involve rejection, vulnerability, and intimacy.
- **Change** arc: disconnected to connected.
- The Love reader wants to **feel** anticipation of intimacy and vulnerability without risk.



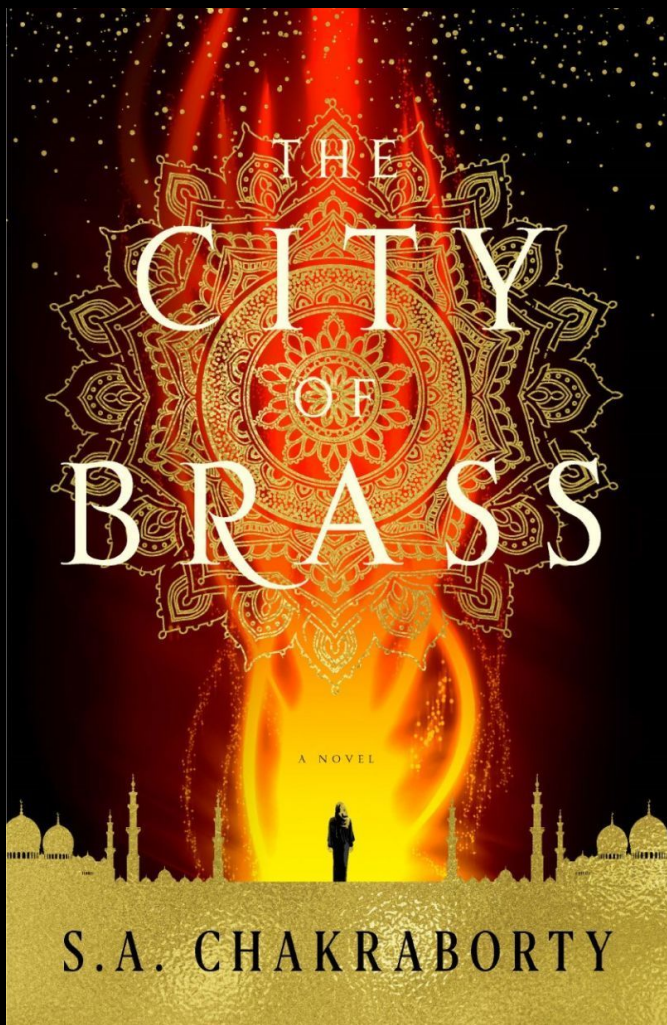
## Love's Essential **Premise**

A willingness to be vulnerable makes committed human connection possible, whereas an unwillingness to be vulnerable results in lack of connection.



# Love Examples








# OUTLANDER

"Utterly transporative."  
—RENÉE AHDIEH, *New York Times*  
bestselling author of *The Wrath & the Dawn*



# WICKED FOX

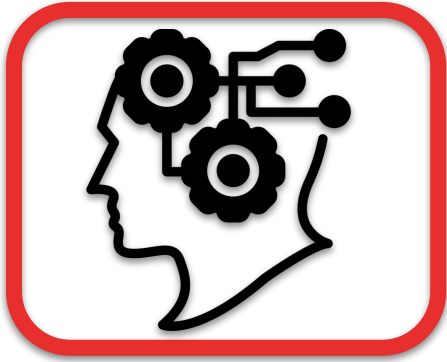
Her life is in his hands.  
His heart is in hers.

One hundred days to  
choose who lives.

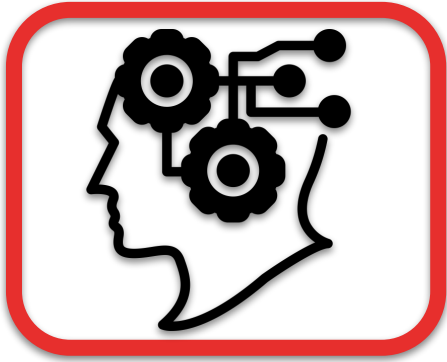
KAT CHO



# Worldview



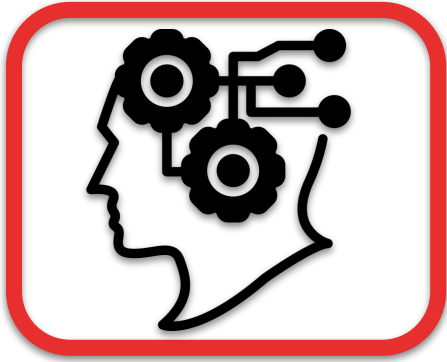
# Worldview



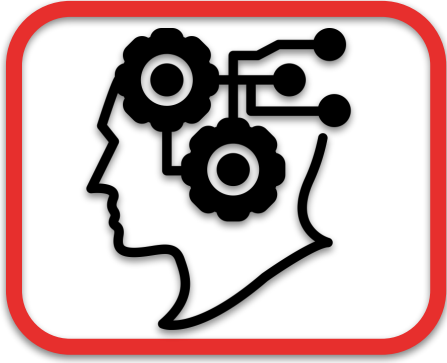
*Worldview stories show that the world is not a simple, black-and-white place, and teach us about accepting the nuance and complexity of other human beings and ourselves.*

# Worldview

- Worldview stories are *character-driven*, and involve naivete, disillusionment, and meaning.

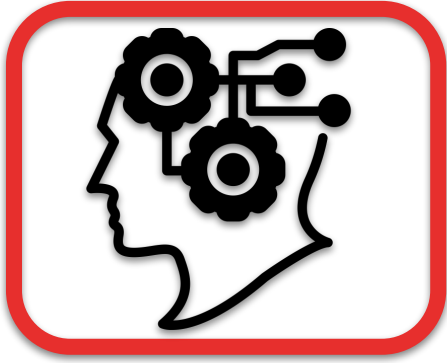


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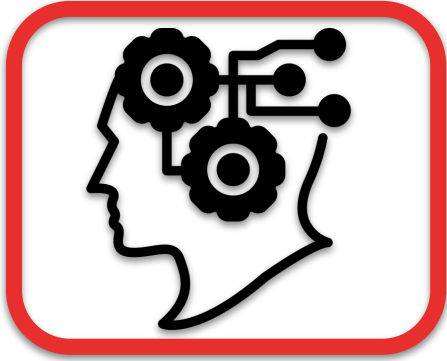
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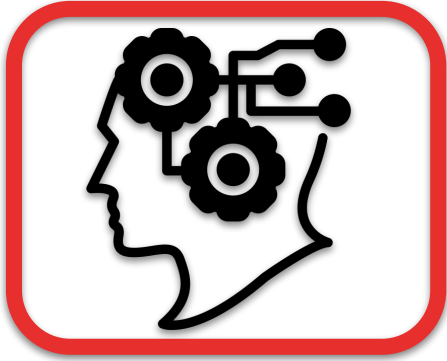


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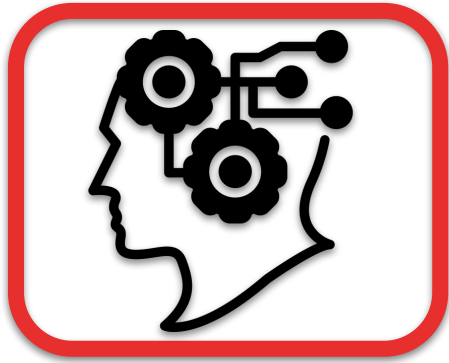


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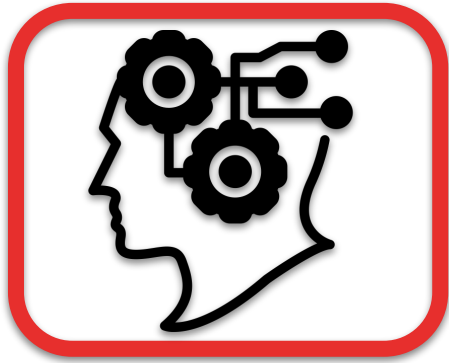


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- Worldview **stakes** involve ignorance and beliefs vs knowledge and wisdom.
- **Change** arc: naive to sophisticated, ignorant to knowing/wise.
- The Worldview reader wants to **feel** empathetic satisfaction or pity, and comparatively wise and mature.



## Worldview's Essential **Premise**

Open-mindedness leads to wisdom, whereas avoiding the truth results in self-deception.



# Worldview Examples



Oona

ADVANCE  
READING COPY  
FEBRUARY 2020  
NOT FOR SALE

*a novel*

Out  
of

Order

Margarita Montimore

Out of  
Margarita Montimore

LATINX  
POEZ

IN A SECRET WORLD OF FORBIDDEN KNOWLEDGE,  
POWER COMES AT A TERRIBLE PRICE ...

# *The* MAGICIANS

LEV GROSSMAN

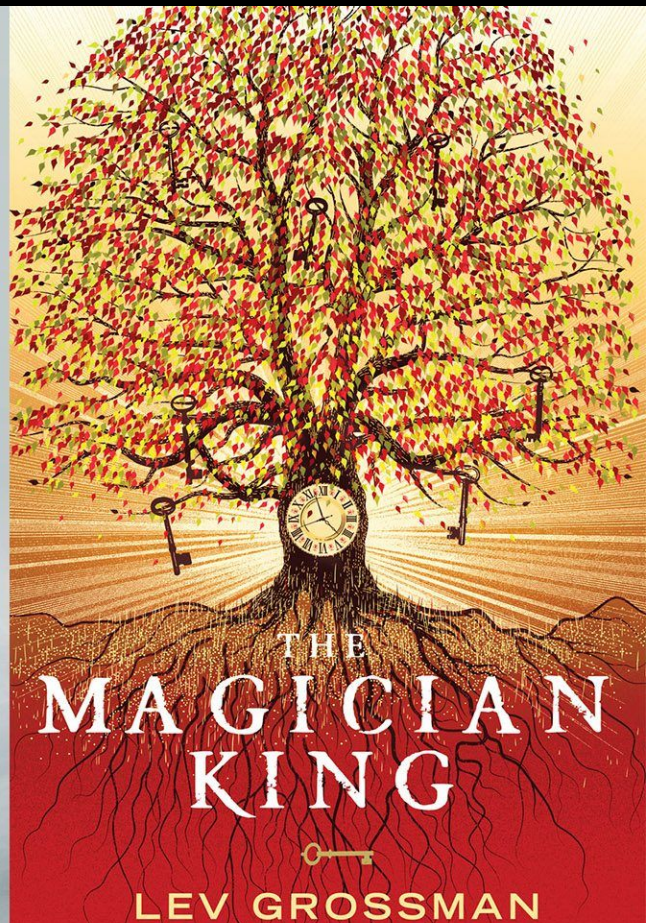
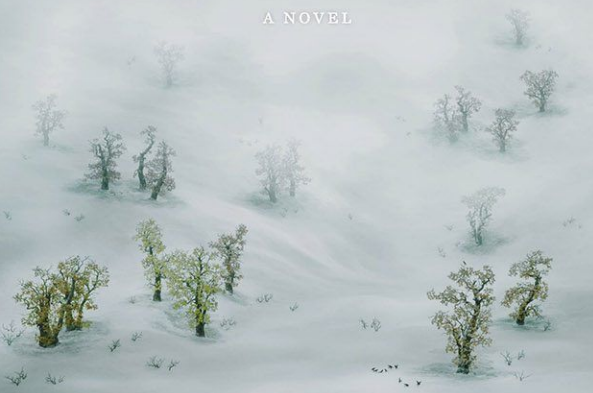
Bestselling author of CODEX

# LEV GROSSMAN

AUTHOR OF THE NEW YORK TIMES BESTSELLERS  
THE MAGICIANS AND THE MAGICIAN KING

## THE MAGICIAN'S LAND

A NOVEL



## THE MAGICIAN KING

LEV GROSSMAN



A NOVEL

# PIRANESI

# Validation





# Validation



*Validation stories remind us that the ultimate definition of success is remaining true to honorable values.*

# Validation



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- The Validation protagonist is **motivated** by a desire to attain success and honor.
- Validation **stakes** involve success, compromise, failure, and selling out.
- **Change** arc: failure to success.
- The Validation reader wants to **feel** admiration or pity, and a sense of moral superiority.



## Validation's Essential **Premise**

Ethical choices create true success, whereas unethical choices lead to true failure.



# Validation Examples



JONATHAN  
STRANGE



Mr NORRELL

a novel



Susanna Clarke



"The year's best debut" buzz around this one was warranted, it really is that good" —B&N SCI-FI AND FANTASY BLOG

# THE POPPY WAR



R. F.  
KUANG

**P.S.**  
INSIGHTS,  
INTERVIEWS  
& MORE...



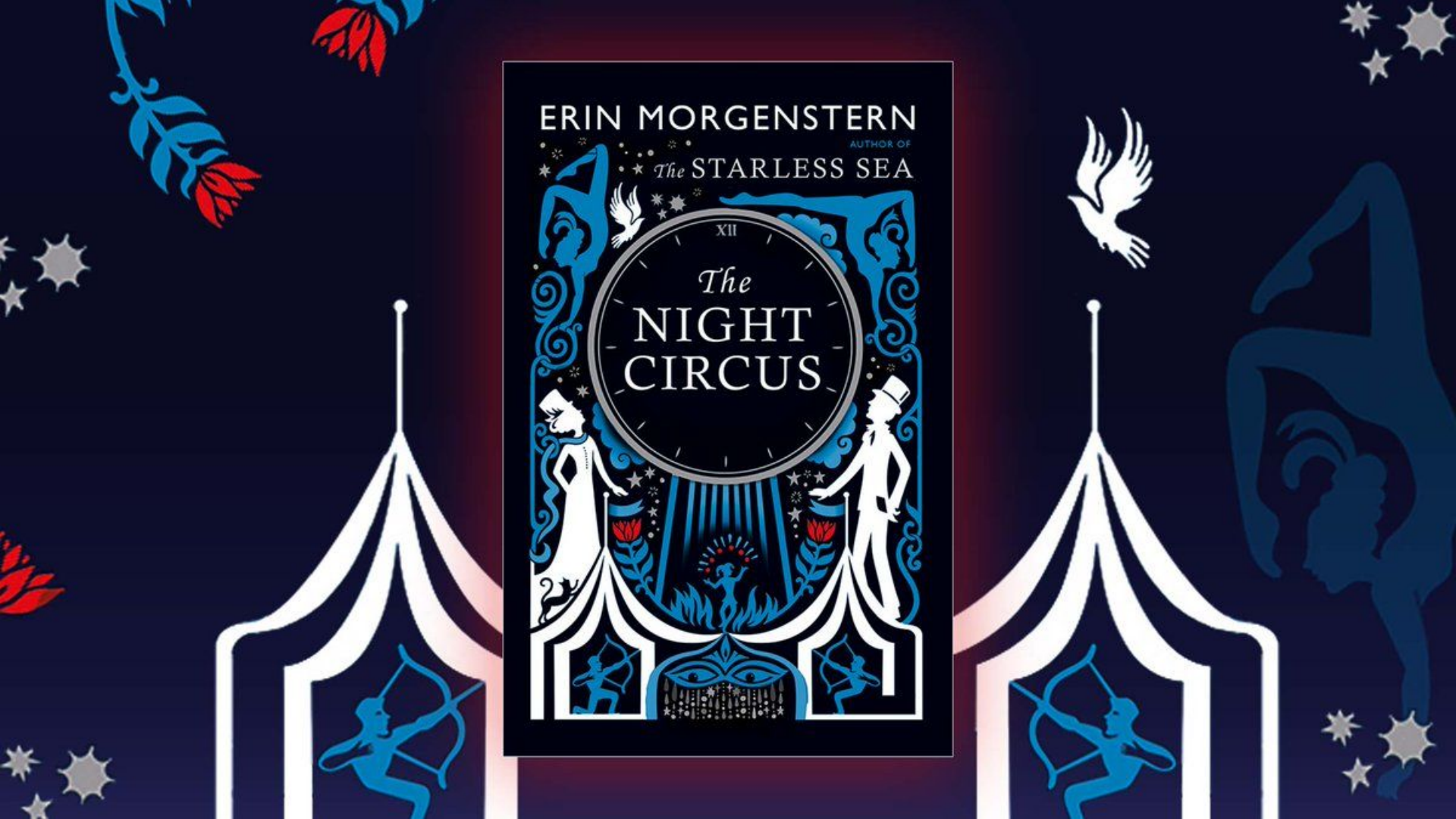
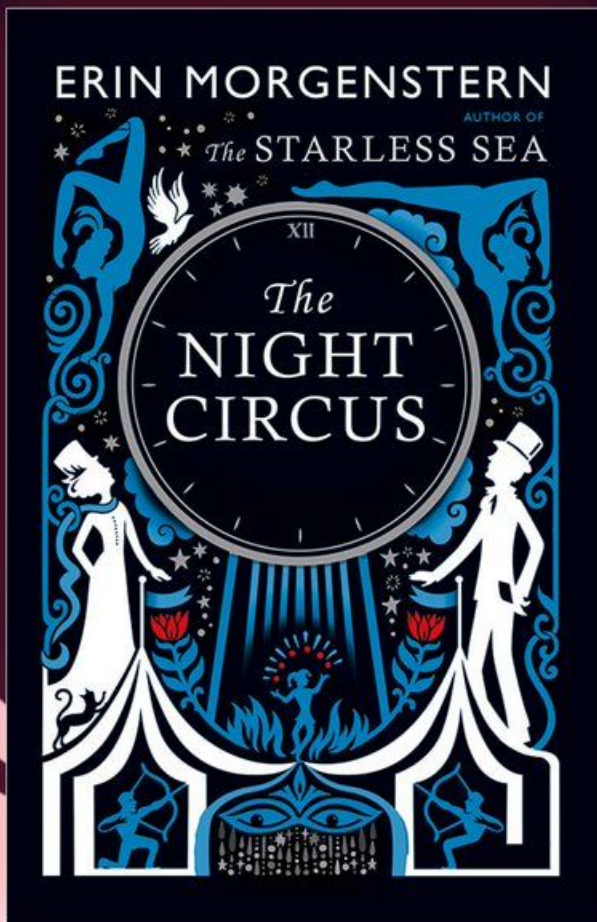
ERIN MORGENSTERN

AUTHOR OF

*The STARLESS SEA*

xii

*The*  
**NIGHT  
CIRCUS**



# Redemption



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*Redemption stories remind us that our wrongs can be forgiven if we take altruistic actions and sacrifice for the greater good.*

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- The Redemption protagonist is **motivated** by guilt, shame, and a desire for forgiveness.
- Redemption **stakes** involve shame, altruism, and sacrifice.
- **Change** arc: guilt to atonement to forgiveness.
- The Redemption reader wants to **feel** satisfaction, pity or contempt, and moral superiority.



# Redemption's Essential Premise

Altruistic action results in forgiveness, whereas selfishness leads to moral failure.



# Redemption Examples

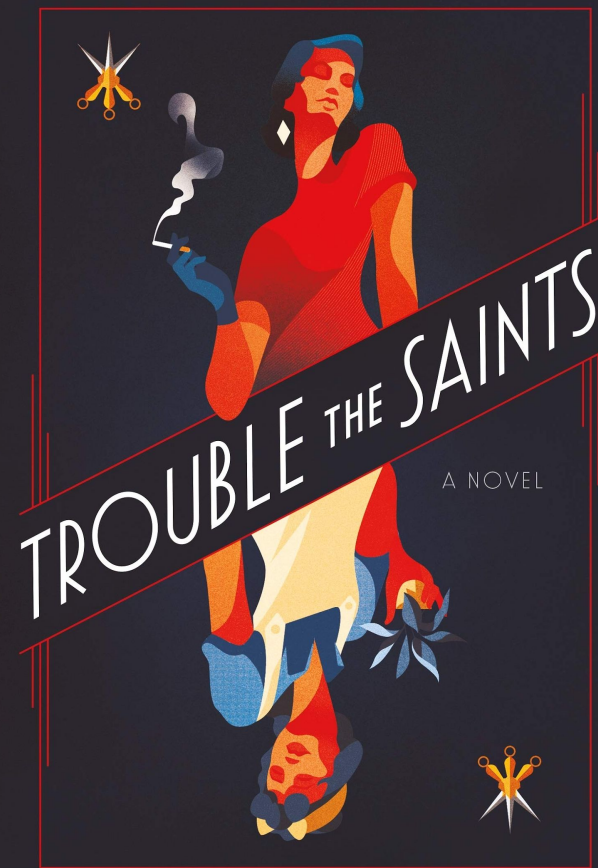


A  
CHRISTMAS  
CAROL



"Juju assassins, alternate history, a gritty New York crime story... in a word: Awesome."

—N. K. JEMISIN, *New York Times* bestselling author of *The Fifth Season*



ALAYA DAWN JOHNSON





And those are our  
Story Types.



# Innovate with story combinations



# Innovate with story combinations

- Plot-driven primary + character driven secondary



# Innovate with story combinations

- Plot-driven primary + character driven secondary
- Character driven primary + plot-driven secondary



# The plot-driven Story Types:



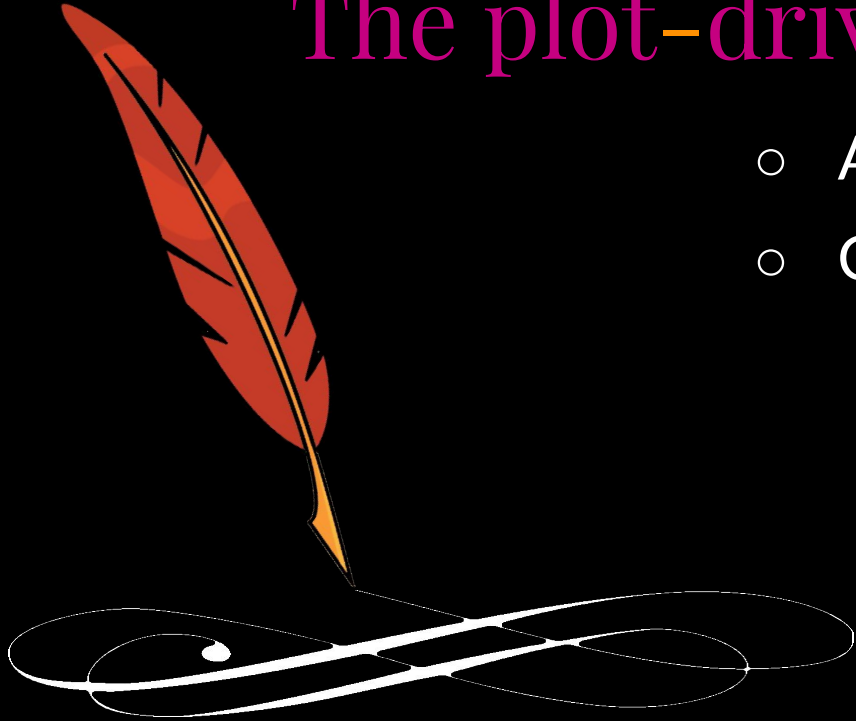
# The plot-driven Story Types:

- Action



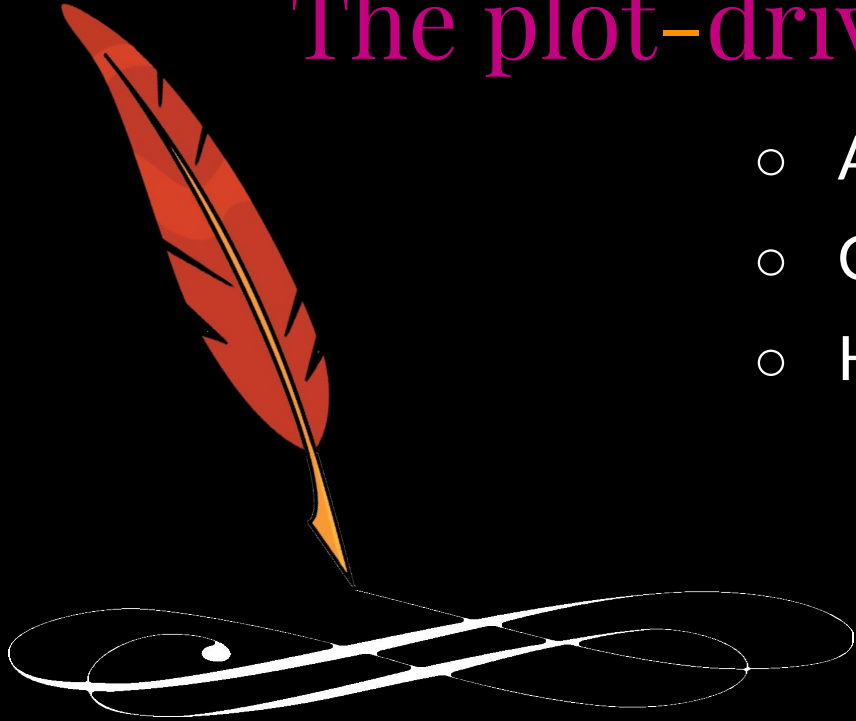
# The plot-driven Story Types:

- Action
- Crime



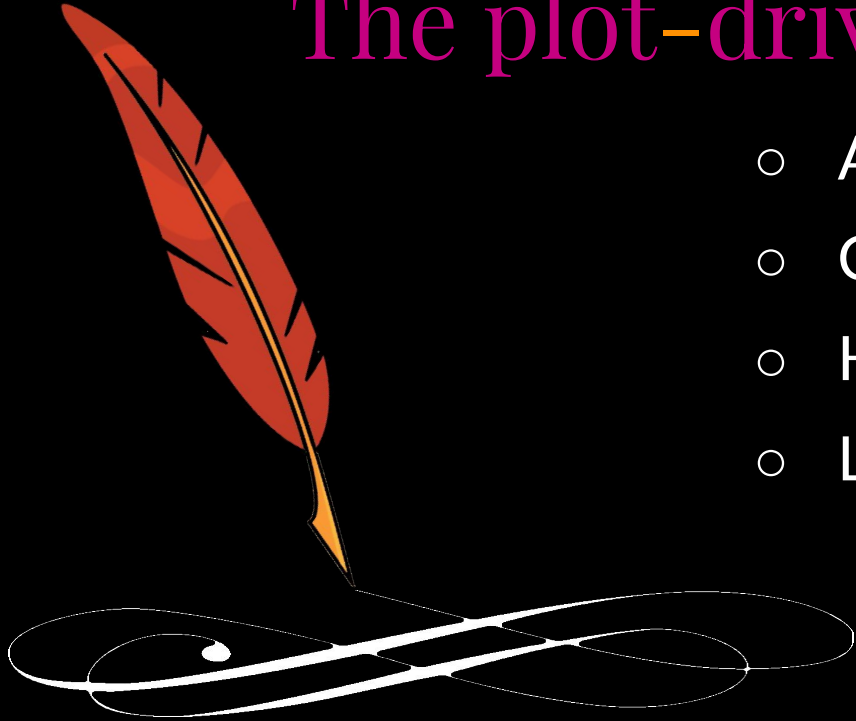
# The plot-driven Story Types:

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- Horror



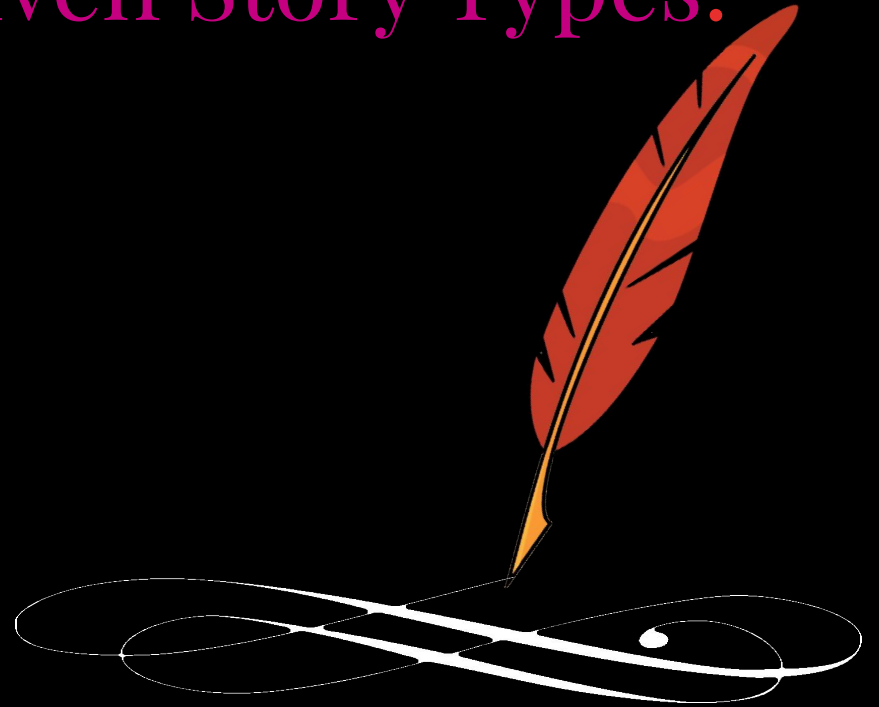
# The plot-driven Story Types:

- Action
- Crime
- Horror
- Love





# The character-driven Story Types:



# The character-driven Story Types:

- Worldview



# The character-driven Story Types:

- Worldview
- Validation



# The character-driven Story Types:

- Worldview
- Validation
- Redemption





Some fantasy combinations:



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- Worldview with Action (*The Magicians*)

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- Worldview with Action (*The Magicians*)
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- Redemption with Horror (*A Christmas Carol*)

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- Horror with Worldview (*Coraline*)
- Redemption with Horror (*A Christmas Carol*)
- Love with Action (*Wicked Fox*)



To recap...



Each Story Type has its own:



# Each Story Type has its own:

- Protagonist **motivation**.







# Each Story Type has its own:

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  - Protagonist **stakes**.
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- Reader **emotions**.
- Essential **premise**.

Which helps you, the author:





# Which helps you, the author:

- Meet the expectations of your intended reader.

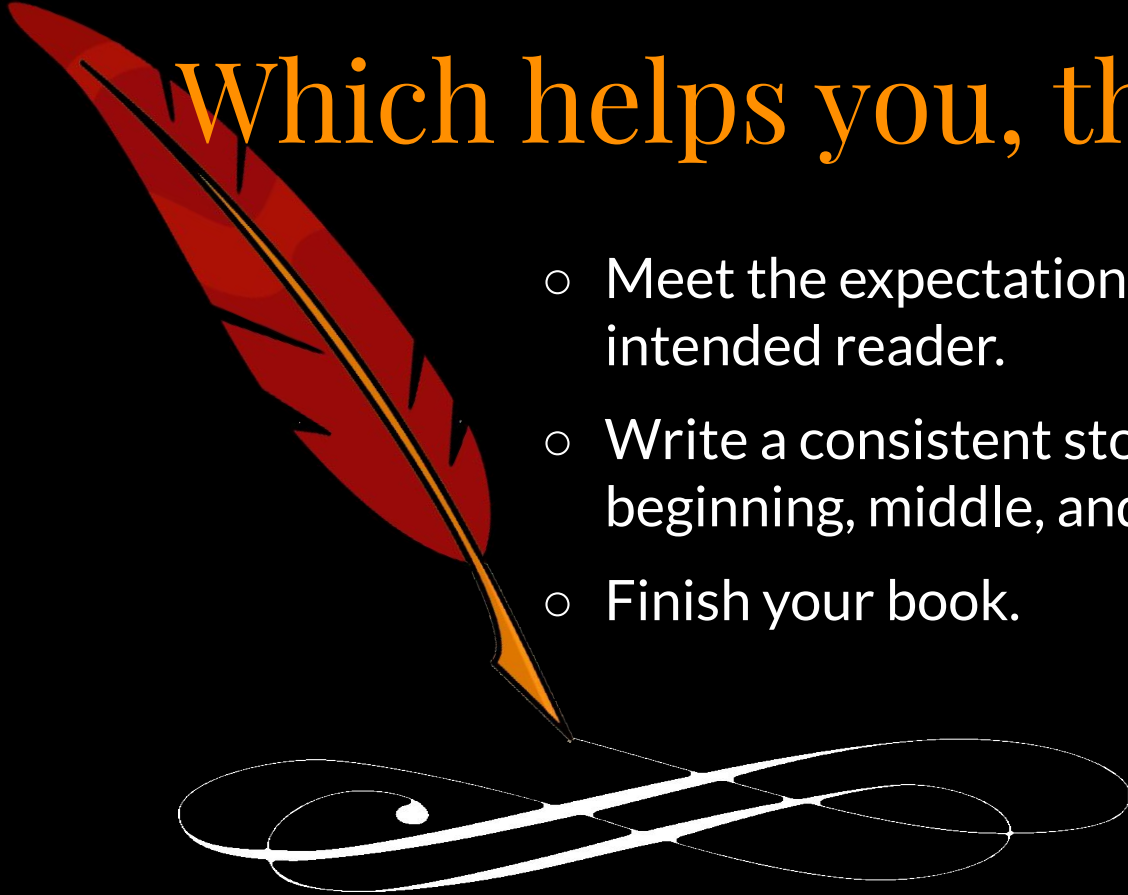


# Which helps you, the author:

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- Write a consistent story with a clear beginning, middle, and end.

# Which helps you, the author:

- Meet the expectations of your intended reader.
- Write a consistent story with a clear beginning, middle, and end.
- Finish your book.







Worldbuilding

# Three main questions







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- What obstacles & opportunities should the world present?



# Three main questions

- What obstacles & opportunities should the world present?
- What is your narrative device & point of view?

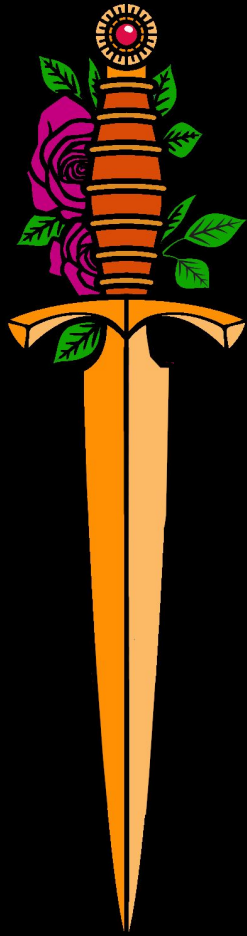


# Three main questions

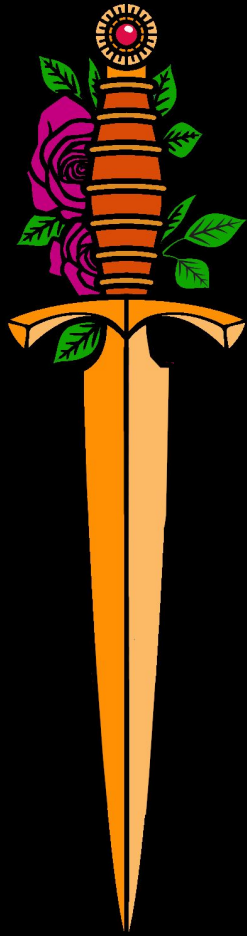
- What obstacles & opportunities should the world present?
- What is your narrative device & point of view?
- How much does your reader need to know to keep reading?





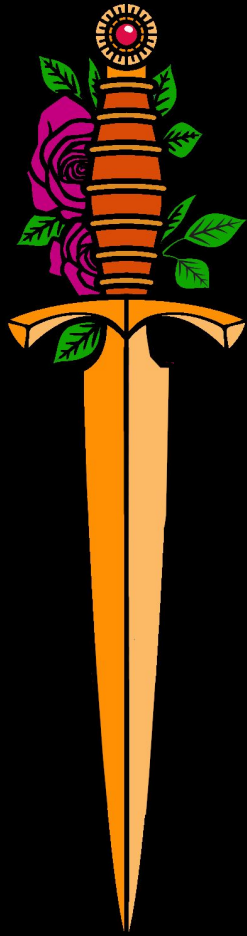


# Obstacles & Opportunities



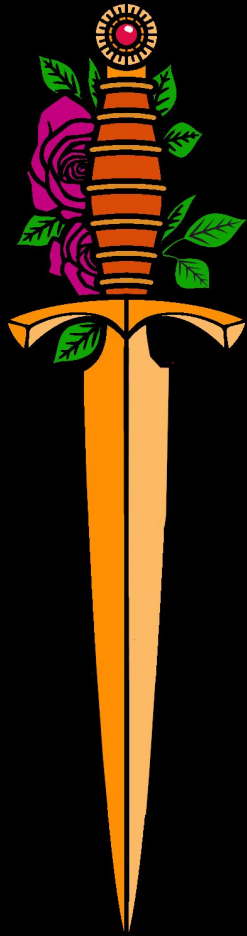
# Obstacles & Opportunities

- Climate, geography



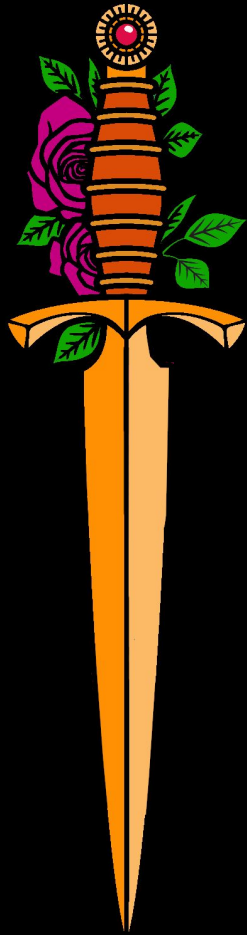
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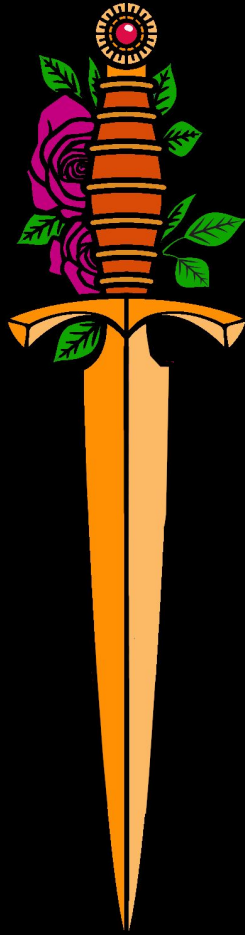
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- Climate, geography
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- Technology



# Obstacles & Opportunities

- Climate, geography
- Socioeconomics
- Culture
- Technology
- System of magic











BROWNS

BAKERY

CAKES PIES

&

SWEETS

FRESH BREAD

ROLLS

FANCY

BAKERY

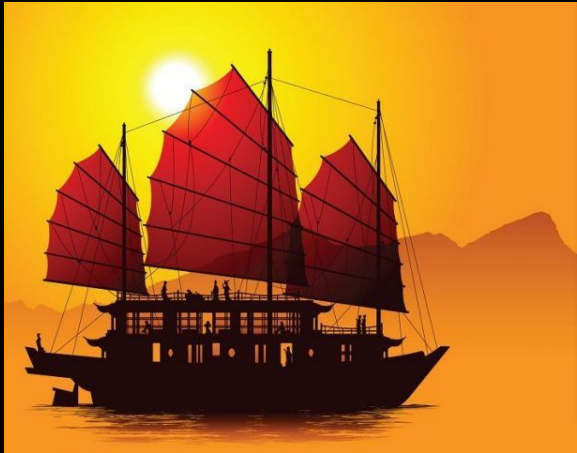
HEAD  
ICES

RIES







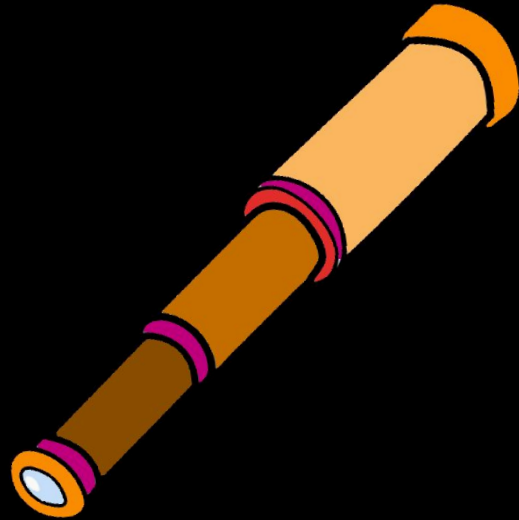






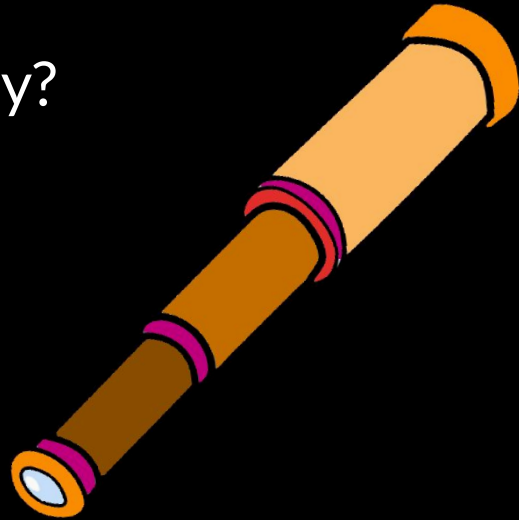


# Narrative Device & POV



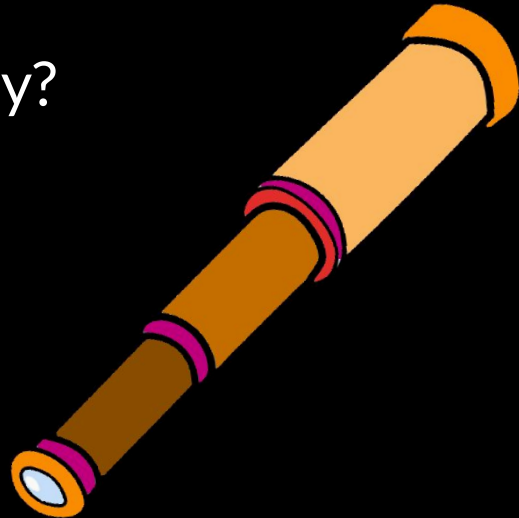
# Narrative Device & POV

- Who's telling the story?



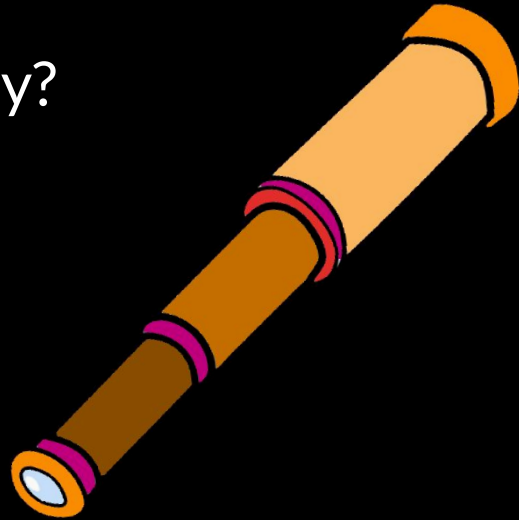
# Narrative Device & POV

- Who's telling the story?
- To whom?



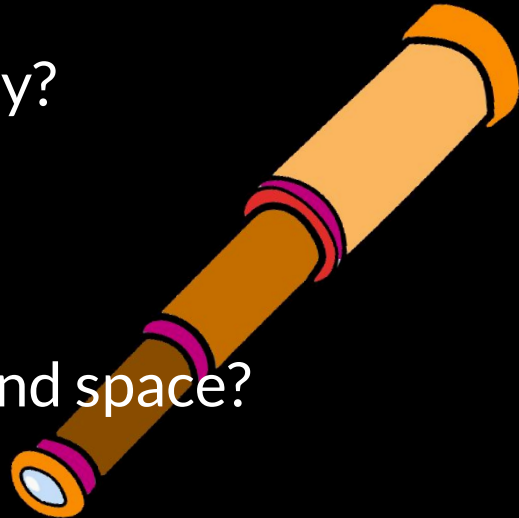
# Narrative Device & POV

- Who's telling the story?
- To whom?
- Why?



# Narrative Device & POV

- Who's telling the story?
- To whom?
- Why?
- From where in time and space?



the  
Watched my final sunrise,  
Didn't think the view could be any more fantastic  
until I saw the boat up tribby. Honestly, Sixsmith,  
as ridiculous as that thing makes you look, I don't  
believe I've ever seen anything more beautiful.  
I loved you for as long as I lived. I don't believe  
it was a fluke that I saw you first. I believe  
do not stay dead long. I was in another world  
waiting for us, Sixsmith








How much information?





A vibrant, futuristic city street scene, likely from the movie 'Blade Runner 2049'. The street is filled with a diverse crowd of people, including a young boy in a red jacket. In the center, a large, blue, futuristic vehicle is driving. The buildings are multi-storied and feature various signs and advertisements, some in a non-Latin script. The scene is bathed in warm, golden light, suggesting a sunset or sunrise. The overall atmosphere is one of a bustling, advanced urban environment.

What does your  
reader enjoy?













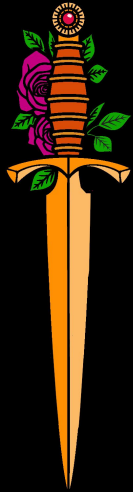




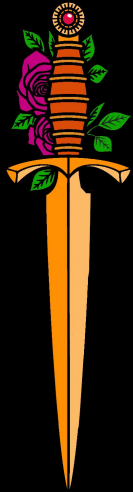


Just enough...

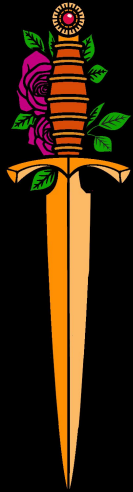
Three pretty good  
guidelines.



Less is more.



Describe a little,  
explain less, &  
don't interrupt  
action.



Select details  
that will pay  
off later.



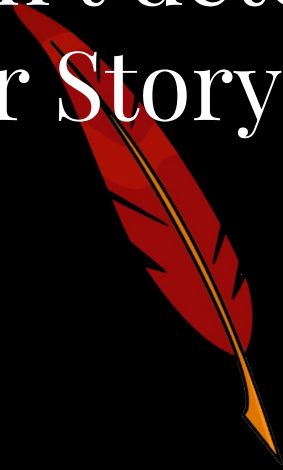


This has been a lot to absorb.



So let's recap.

Why the fantasy genre  
doesn't determine  
your Story Type.





The seven Story Types  
and their importance  
for fantasy writers.





The essential elements  
unique to each Story  
Type.



How Story Type  
helps you innovate  
& meet reader  
expectations.



Some  
worldbuilding  
insights.





We hope  
you're ready to  
write *your*  
fantasy story.



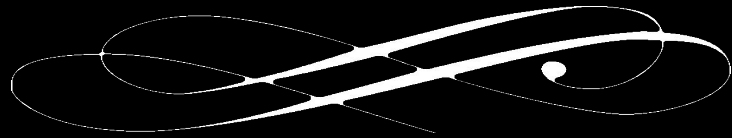


# Before the Q&A:

Grab your copy of the Pages & Platforms Guide

## The 7 Essential Story Types

[storypath.me/pwa](http://storypath.me/pwa)





# Questions & Answers





*Your fantasy story must:*



# Your fantasy story must:

- Show the protagonist's **motivation**.
- 
- 



# Your fantasy story must:

- Show the protagonist's **motivation**.
  - Create high **stakes** for your protagonist.
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- Deliver certain **emotions** to your reader.



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- Show the protagonist's **motivation**.
  - Create high **stakes** for your protagonist.
  - Cause your protagonist to **change**.
  - Deliver certain **emotions** to your reader.
  - Have a unifying **premise**.
- 
- 