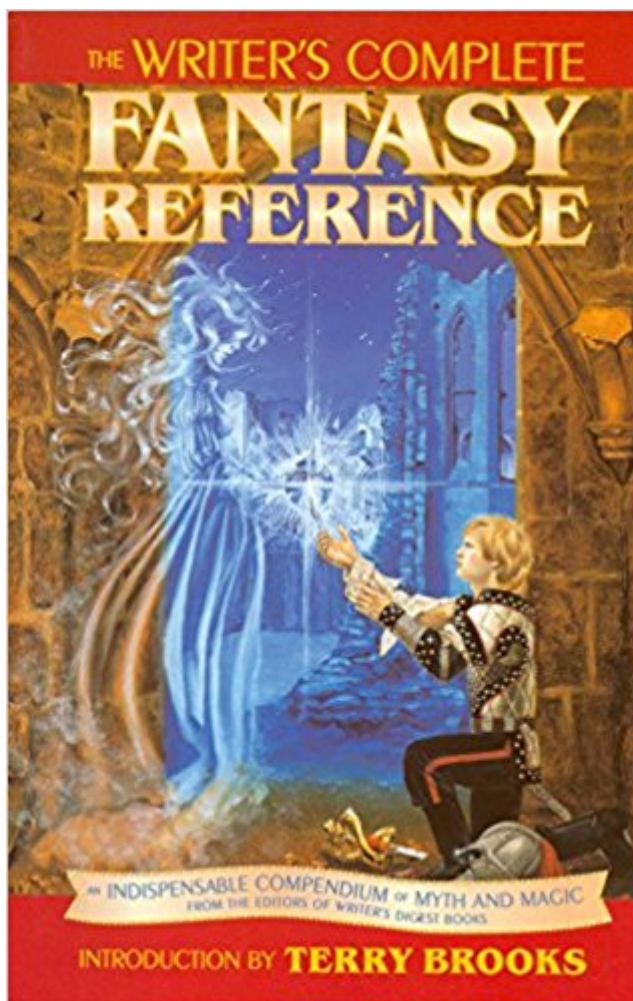




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The Writer's Complete Fantasy Reference



Synopsis

Do you know what a murder hole is? Or why a chimera is three times worse than most monsters? What would be better for storming castles, a trebuchet or a kopesh? To find the answers to these questions, you need this fascinating guide to transport yourself to fantasy's mysterious worlds. Featuring an introduction by mega-best-selling author Terry Brooks, the *Writer's Complete Fantasy Reference* reveals the facts behind the fantasy, giving you the details you need to make your fiction vibrant, captivating and original. From classic medieval witchcraft to ancient Mesoamerican civilizations, every chapter will spark your creativity. An invaluable resource, it will also help you fill your writing with inventive new ideas rooted in accurate descriptions of the world's most intriguing legends, folklore and mysticism. Take this guide, venture into the fantastic, and create magical realms alive with detail. Great stories await you!

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Customer Reviews

When I stumbled across this book on the internet, I had already begun work on an extensive mythological novel, reminiscent of Tolkien (young one goes on an adventure and comes back richer in more ways than one – if he/she comes back at all). High fantasy or high adventure genre could best describe this work and my inspiration was, duh! – The Lord of the Rings and The Hobbit books and especially Peter Jackson's blockbuster films. The *Complete Fantasy Writer's Reference* was and still is my essential and core source regarding the "world" of my book-in-progress. Divided into 10

chapters which detail everything you could possibly want to know about classical antiquity and the European Middle Ages — on which almost all fantasy is built as the primary setting (or milieu) as some professors insist. I cannot recommend this work enough. Let me sketch in a few details for the prospective buyer. Chapters 1 and 2 offer up cultures of the world for your consideration. Christianity (or religious foundations) political and economic systems (like feudalism and manorialism) are explained in detail. Church hierarchical titles — and only the Roman Catholic Church is covered — are provided in a convenient glossary along with some fascinating esoteric terminology. Knighthood is explained as well in minute detail. Chapters 3 and 4 cover something that nearly stopped me from buying this book — the occult. Yes, magic and witchcraft. However, much of the genre (not Robert Jordan, or the founding fathers: Lewis and Tolkien) but some authors (Stephen King, H.P. Lovecraft, and Terry Brooks) incorporate lots of “dark” magic and what TCFWR calls “occult sciences” into their stories with gaudy references to Yog Sothoth or Cluthlu. I don’t plan on going there, but it is true horror tropes are gradually making inroads into mainstream, magical realism, science fiction, and fantasy. Genre writing of the near future may end up a clouded and murky mélange of indistinguishable character and plot handles very soon. IF the trend continues to climb. Anyway, moving on — Chapters 5, 8, and 9 continue the unveiling of commerce and law, dress and costume (with a close to complete glossary!) and more glossaries of arms, armor, armies, and fantastic beasts. Speaking of beasts, let’s back up a bit. This is what makes fantasy, FANTASTIC in my book — the cool creatures. The use of magic, black or white, light or dark, is one definition of fantasy literature — witches, warlocks, wizards, sorcerers and the like. Science fiction-style creatures are another requirement. Goblins, trolls, dragons, giant bugs or bats, talking animals like birds or four-legged beasts like wolves or bears, tigers and lions. Even shape-shifters are creeping up, were-creatures and vampires feature in the Guide as well. The book ends with a meticulous, detailed look at the medieval castle, anatomy and siege. Italics and bold print highlight important terms throughout. Essentially this book is complete and definitive. But wait! There’s more!! If you purchase this book you may find as I have it is only a starting point. Other books you may want to sample in tandem with this one: 1. Everyday Life in the Middle Ages by Sherrilyn Kenyon The above book is another indispensable guide which addresses Heraldry (a subject TCWFR touches on) among other encyclopedic information of the Middle Ages. Together, these books will put you A LOT closer to brimming over in Medieval lore, and ready to write. If you must write a report or a high school or college thesis, I

recommend sneaking peeks at the DK Eyewitness children's series. A word on this: Children's nonfiction is a gold mine of information, all tailored to be as simple as possible to understand. Check these out at the local library. 1. Medieval Life 2. Knight 3. Castle 4. Any of the 150 additional titles: search they're great! I will certainly be picking up these titles in the coming months as I flesh out my manuscript. Consume all this and you'll be a bona-fide EXPERT on the Medieval time period: A.D. 500 to 1500, and more than ready to create your own fantasies, historical novels or that pesky term paper. So drink deeply, and go write away.

This book is exactly what it says... have a question about fantasy anything? This book will have the answer, or at the very least some useful insight. My only complaint was that the book does focus more on English/Irish/Scottish/Germanic/insert other north-western European culture here, rather than fantasy from around the world. In the beginning, the book admits this of fantasy in general - and they are not wrong. Great resource book. It is used often.

While I'd beg to differ a bit on the "Complete" aspect of the title, this book has been a valuable addition to my fantasy writing resource library. That Writer's Digest published the book was the major selling point for me, and they definitely didn't disappoint. I can't begin to even calculate the aspects of fantasy writing that I'd never considered, or, in some cases, was thinking about in the wrong way, with regard to writing fantasy fiction. I've never tried to publish in the fantasy genre, and tend to just write fiction for fun, but I'm starting to think about trying to write for the video game industry, and this book - though not specifically mentioned in the book itself - definitely contains suggestions and tips that are surprisingly applicable to creating a fantasy universe and stories within. So, whether you're writing just for yourself, for literary publication, or even for video game content, this book is absolutely worth reading and having as a permanent addition to your library. I bought this book back in 2005, so I'd be interested to see if WD updated it to reflect the video game side of fantasy writing.

I thought this book would cover ALL FANTASY topics as in creatures that could be within your novel. This book is more like a history lesson about castles, the dress that one would wear in a castle, what the people would be back then. And when we do get to the creatures it is like just throw in some of the basic creatures that one would see in a fantasy novel like a unicorn to a pegasus, nothing about how to create your own different creature or at least a suggestion on how to create

your own. I found it lacking in a lot of things. If I had known that it just contained the basic information, I would not have purchased this book but looked for another book that is more worthy of being in my reference library. I like it for the basic information if you are a beginner in writing fantasy novels, but this book is totally incomplete.

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