

CREATING FANTASY CREATURES AND RACES

Creatures

1. What do I want my creature to look like?

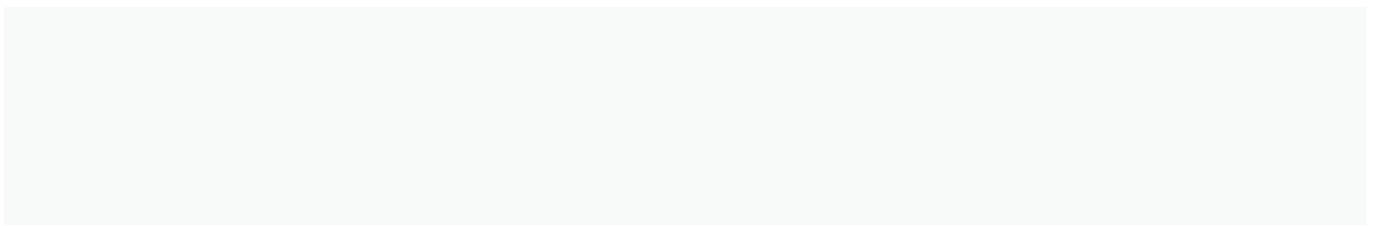
- A new combination of elements.
- A physical or magical twist on an animal.
- Classic mythological creature with a twist.

2. Physical description and name:

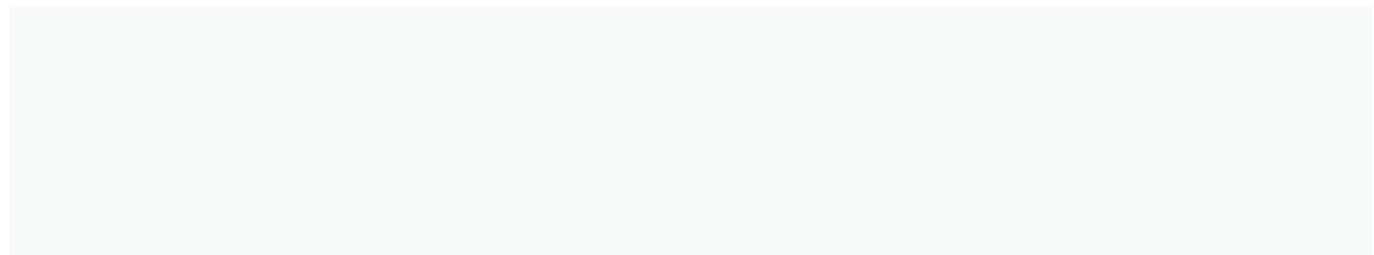
3. Magical capabilities:

4. Habitat:

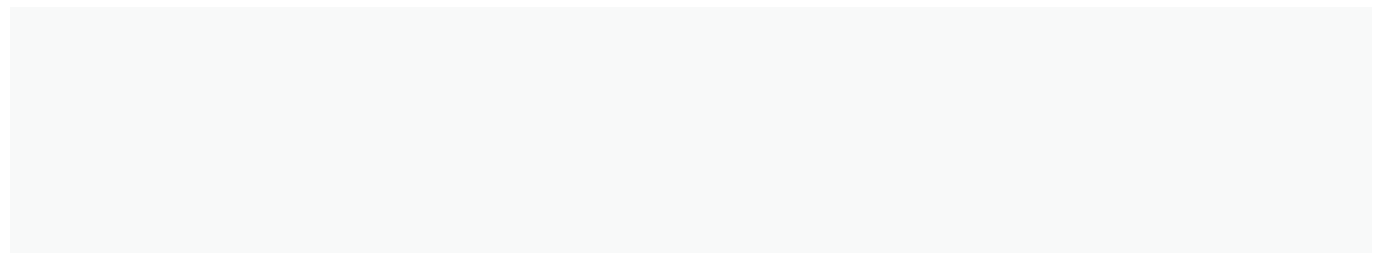
5. Diet:



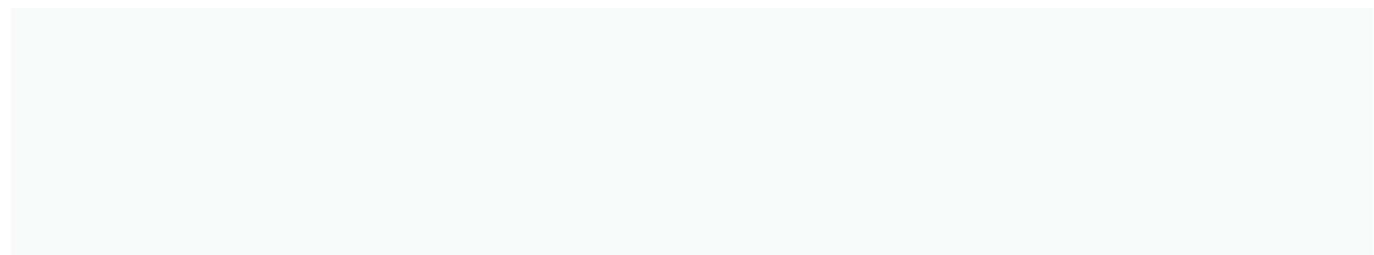
6. Is this creature hunted or used as a resource?



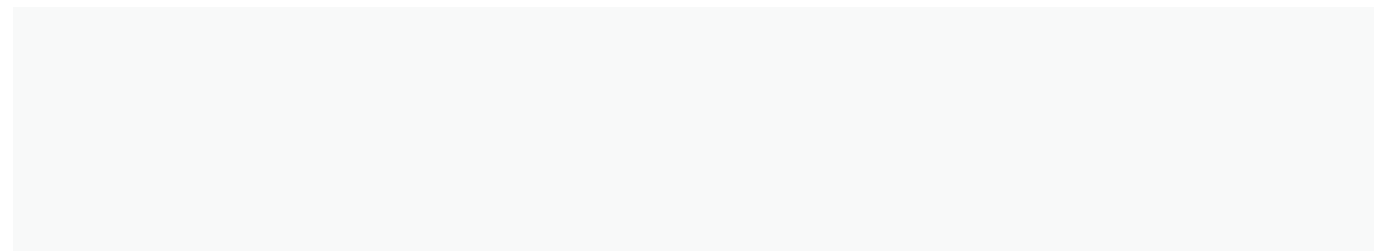
7. Is it worshiped, protected, or feared?



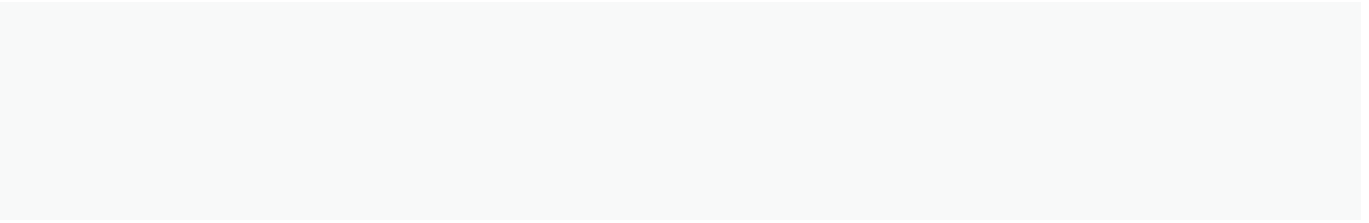
8. Is it active during the day or night?



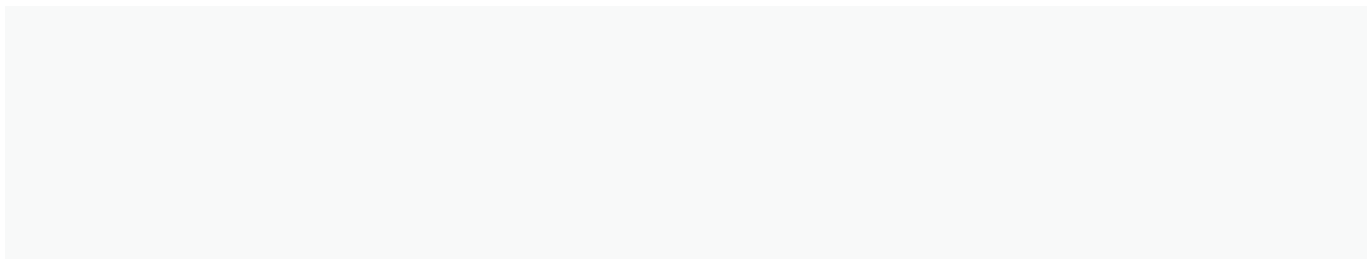
9. What does it do during the winter? Does it hibernate or migrate?



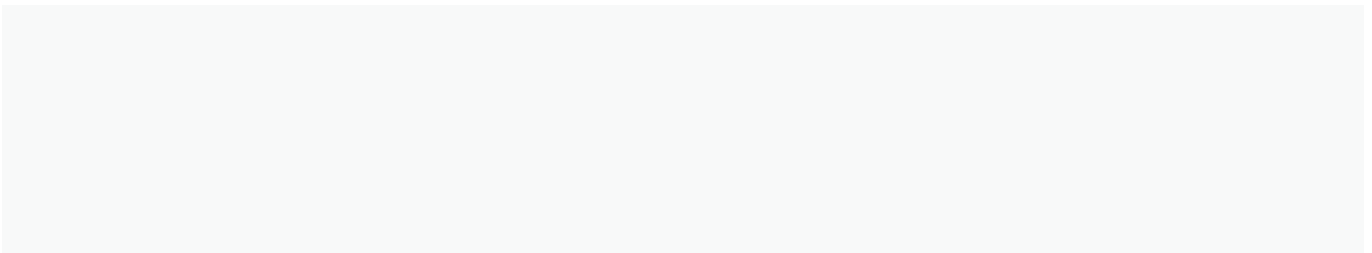
10. Is it friendly, shy, or aggressive towards humans?



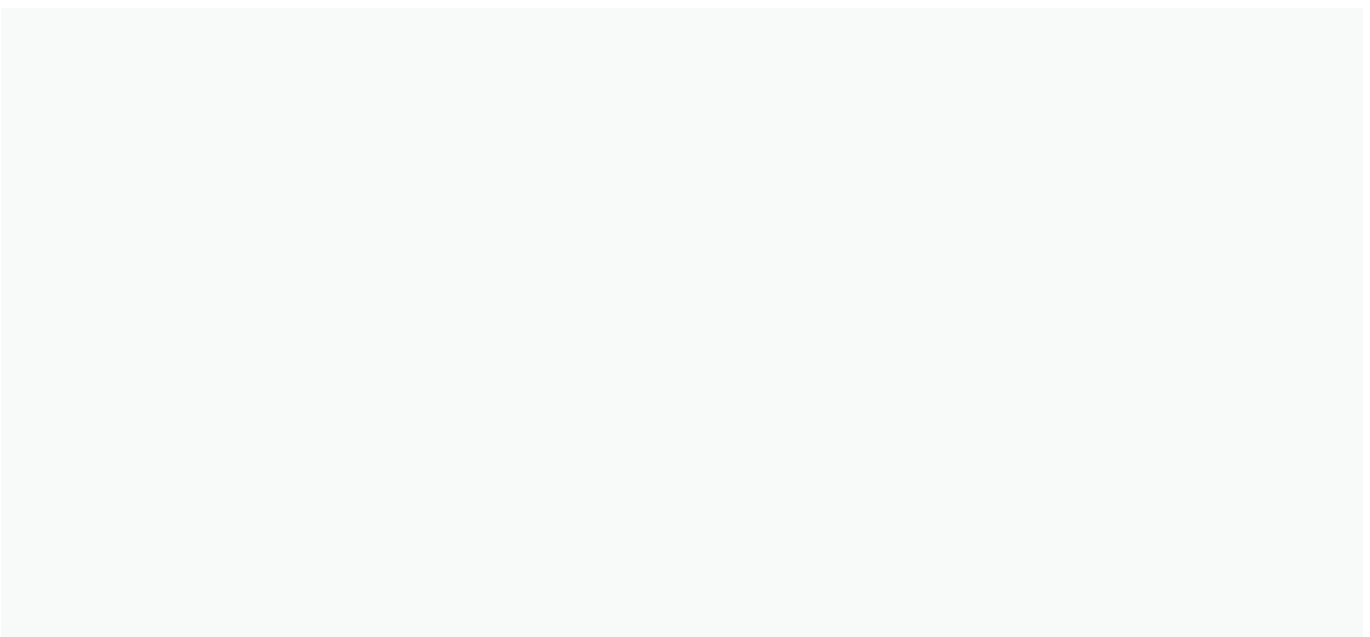
11. Is it hunted by other creatures? Where does it rank on the food chain?



12. How does it defend itself? Does it fight, flee, or use camouflage?



NOTES



Races

1. What do I want my race to look like?

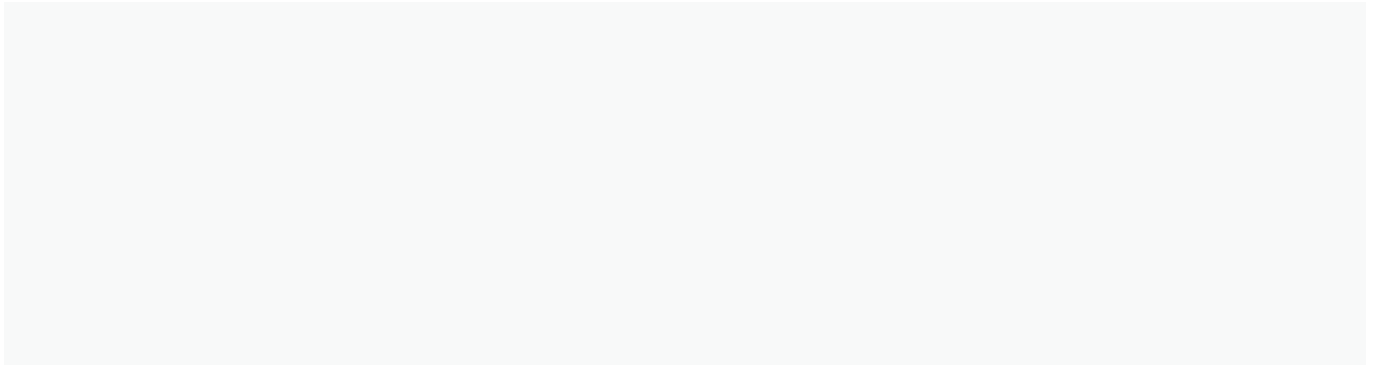
- A new combination of elements.
- A physical or magical twist on a human.
- Plain human beings with distinctive features.

2. Name and common physical traits of race:

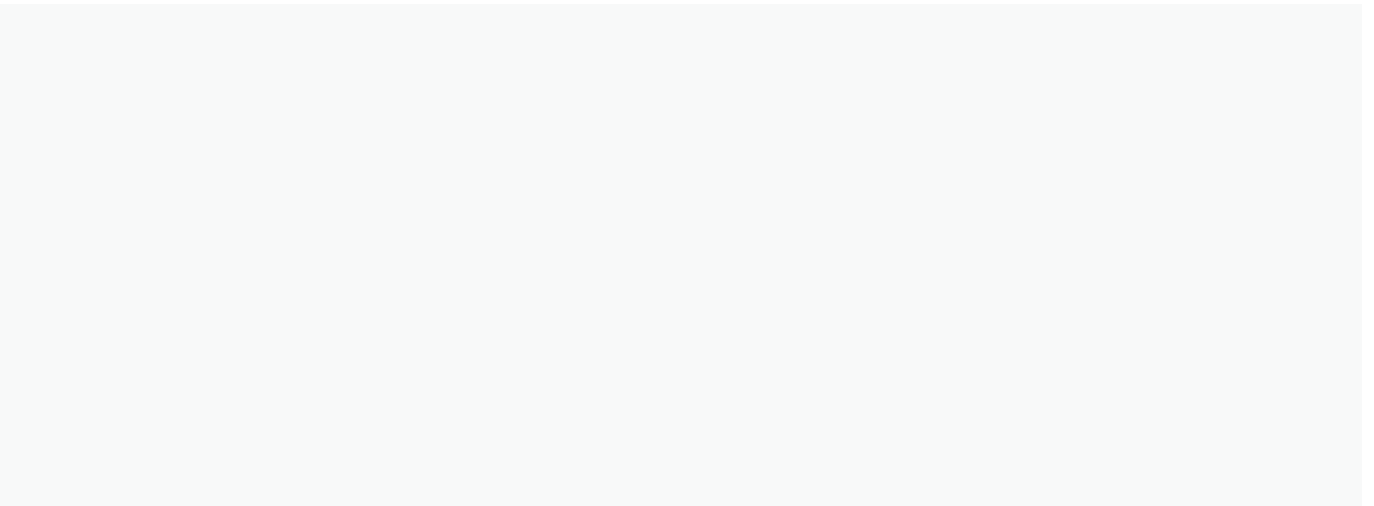
3. Magical capabilities:

4. Where does this race live?

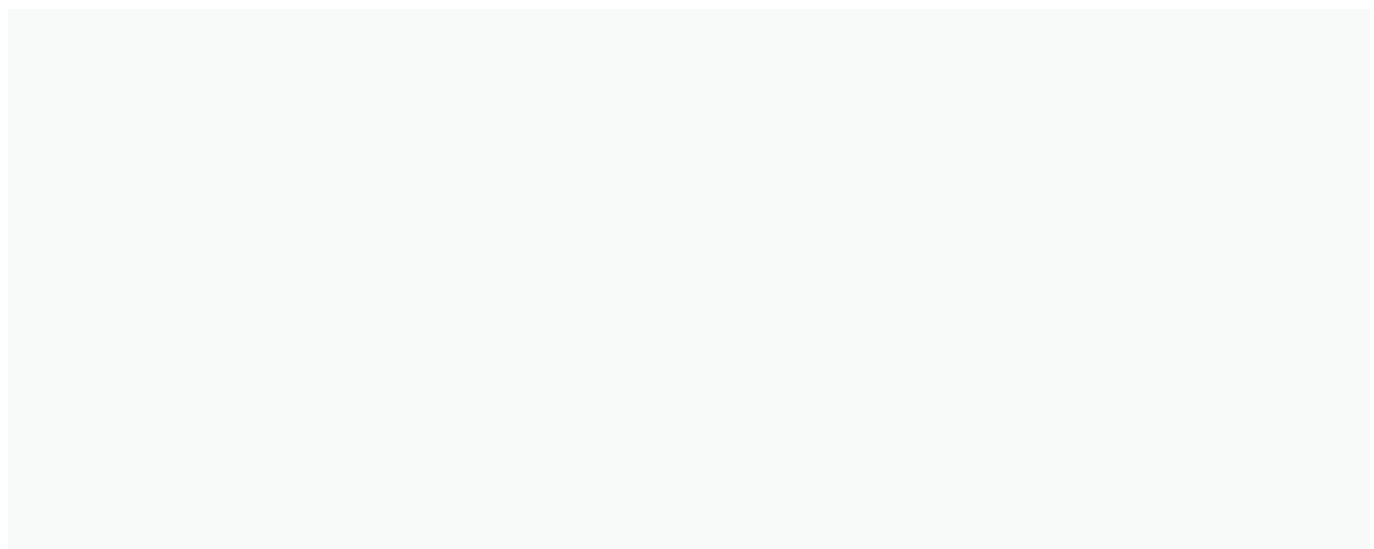
5. What is the geography, terrain, and climate like where they live?



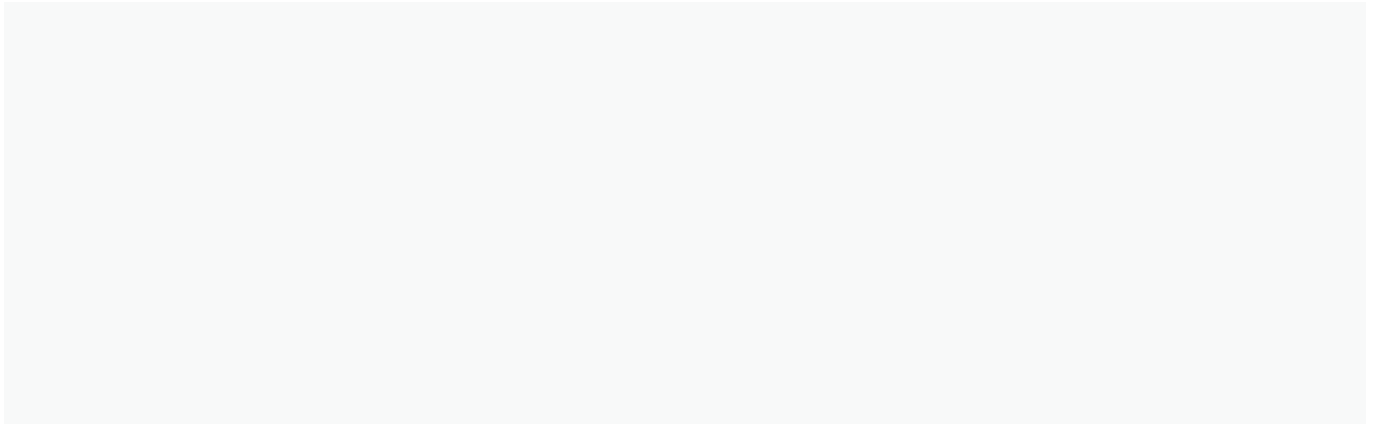
6. How does their environment impact the culture? (Food, clothing, shelter, resources, jobs, trade, etc.)



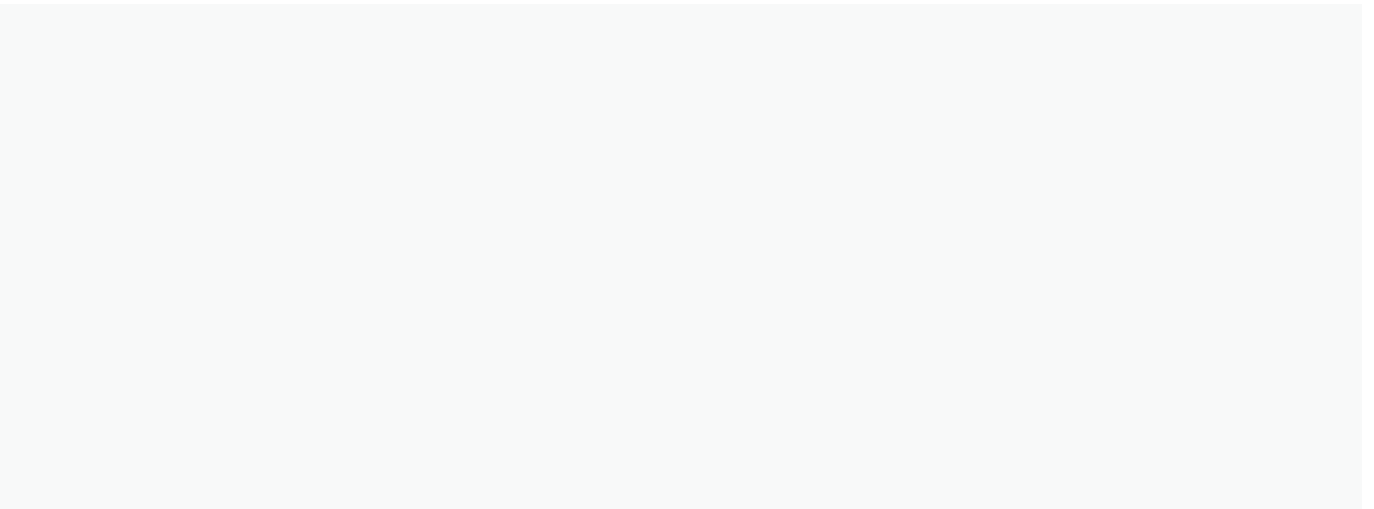
7. What is this race's social organization? (family/gender roles and social class).



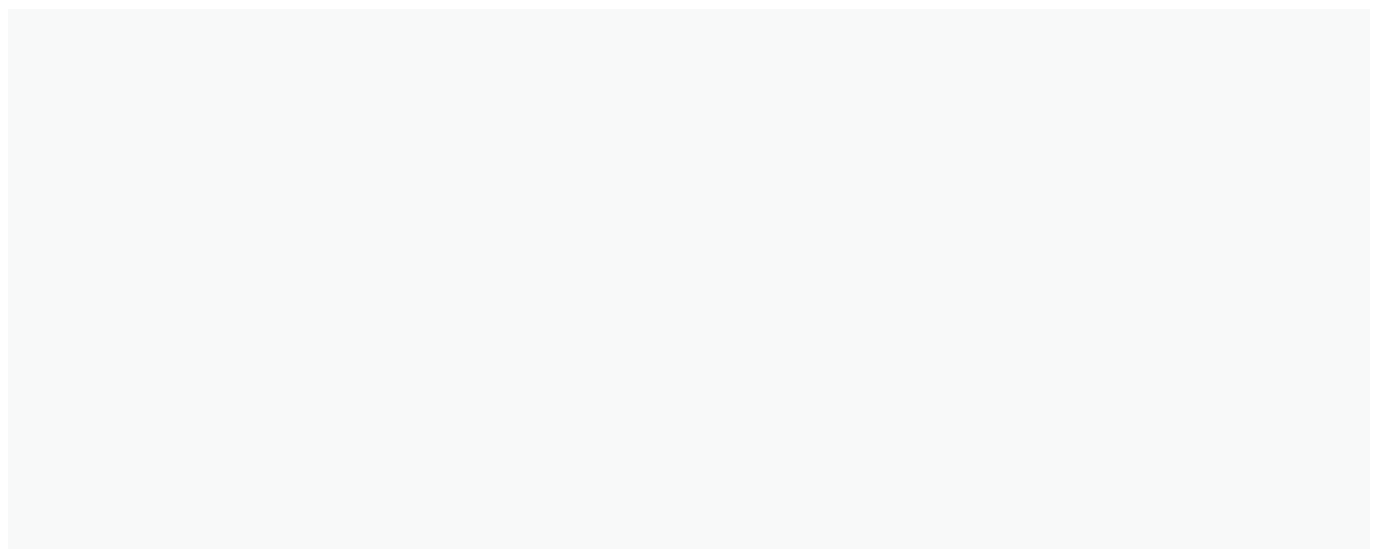
8. What are their customs, traditions, and laws?



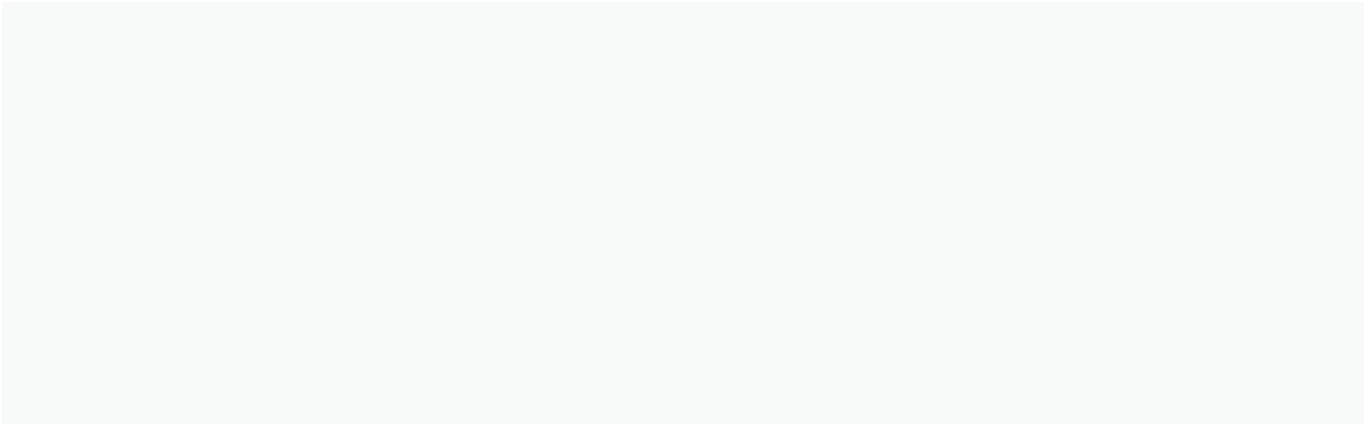
9. What about religion, beliefs, and values?



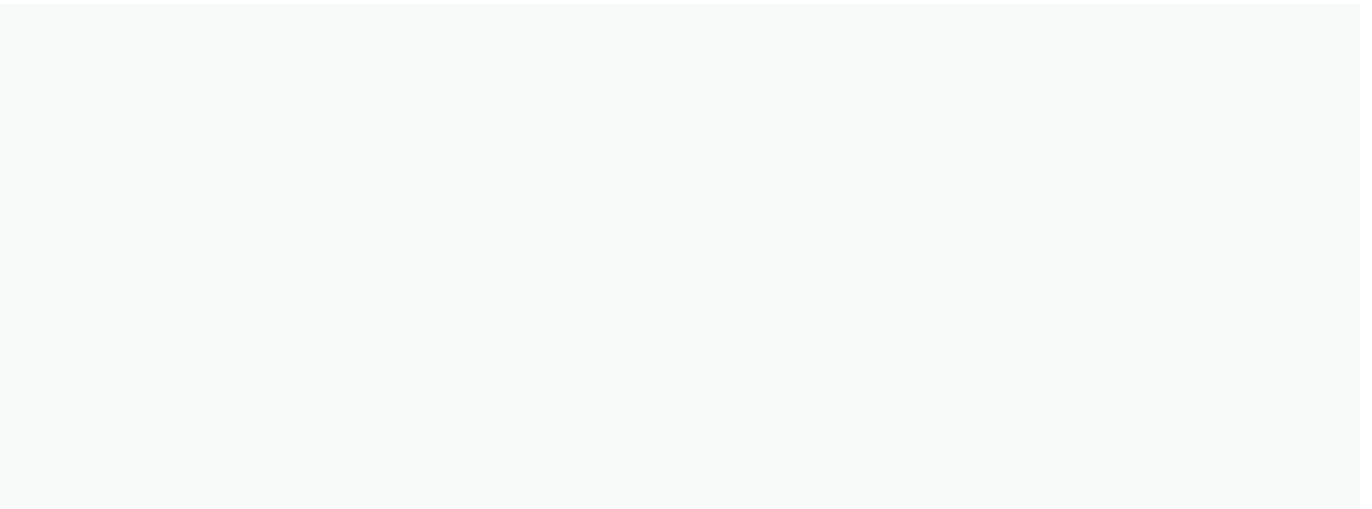
12. What about arts and literature? (music, folktales, entertainment, etc.)



13. What type of governing system do they have?



14. What about their economic system and currency?



NOTES

