Fantasy, a quick overview - Northern Lights

Characteristics of fantasy

* Stories and tales - supernatural events
* Adventure - made up world/characters (imaginary creatures)
* Magic (7-9-13)
* Numerous subgenres (sci-fi / urban fantasy)
* All things three
* Good vs Evil (Someone who needs saving)
* Extremes (sizes, actions)
* Personifications (live teapot/tree) good and evil (Sauron is a personification of evil)
* Point of no return / impossible odds
* Heroes (often innocent or child(like) and Villains (fate, prophecy) main quest
* Character development and realization
* Rich background story, rich and heavily described.
* Manifestations (Embodiments of good and evil)
* The grey gods / the old goods / many obstacles
* Metaphorical descriptions of inner conflicts
* Finds true love, fantasy commonly has a happy ending, but sometimes bittersweet
* Twists in the end

Structure and plot:

1. Conflict: Something is wrong. A conflict or a struggle between good and evil is breaking out, and signs of this may be that magic is beginning to fail

Children has been disappearing.

1. Point of no return: The hero/heroine realizes that something must be done = moment of recognition

Not read that far yet.

1. Quest: The hero/heroine sets out an impossible mission. The dangers he/she meets are not small, petty danger: not a normal snake, but a dragon; not a bossy teacher but a witch (or worse). What is at stake is not only the survival of the individual, but that of the whole world.
2. Happy Ending: The bigger and more imminent the disaster, the more hopeless the success of the quest seems, the more euphoric is the happiness of the Happy ending. It provides the reader with one moment of breathless joy. Tolkien calls it eucatastrophe: "the good catastrophe, the sudden joyous 'turn"