Once apone a time

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1 How to make a book

1.1 Tips

Name generators for inspiration

Do your research so you know what you write about

Don't make a perfect world, it needs to be fixed

Don't make a perfect character, some flaws involved Make a background story for every character whit a name.

force the character out of their comfortzone {makes them strugle and grow}

write down what you would do in a situation and compare it.

Start shaping things from the ground and add detail to them bit after bit.

1.2 why do i write this book, {makes me find motivation}

I really want to be the creator of a world. I like to try new stuff. .ui

1.3 Is the book in the past, the present or in the future?

"The past" or we don't need to connect it whit this world, but it should be medieval.

1.4 How did the world come to exist/ What past event have shaped it? i.e a timeline

The Pygmy-Trolls have for centuries lived in Harmony with/in the The forgotten forest. But the Cyclops have begun to raid and make chaos in this world.

1.5 How does your story ends. make a timeline

1.6 Answers to questions

Rules and punishment

Government/Ruler

What does the society value

Daily work/school

Food/eat

how do they play/enjoy themselves

how treat yung and old

relation to animals and plant

How do the plants and animals look

technology

transportation

communication

trades whit others

attitude towards other towns

Access to information/books

Wealth of the region

how does magic work Gained by saving an other beings life?

1.7 Create a pool of characters

1.8 –Name–

Role: ex. The protagonist
speeches:
sex, age, height, body type, face
Motivation:
Life experience:
Strengths:
Weaknesses:
Background story:
Relationship to family and what the family is like:
friends types:
Skills:
Fears and securities:

1.9 Make a map over the town/the area

1.10 Set a character free in the world an see what happens in a normal day

how does the world shape the characters in it

2 Plot line

2.1 Village raid

The pygmy tribe have been out and gathered food, everyone except Viska have returned when a band of Cyclops attacks the village to turn the villagers to slaves.

2.2 Leav the forest

Viska knows a lot about the Cyclops and understands that she can't save them all by her self. (Since she's not outgoing she this will be a problem)

2.3 Problem

Viska have problems surviving outside the forest because she don't know what is eatable and how to prepare the food. sees

3 The World

It is much vegetation which as consequence results in much higher oxygen levels. Which makes fires more intensive and it the "condition" of animals over all is better.
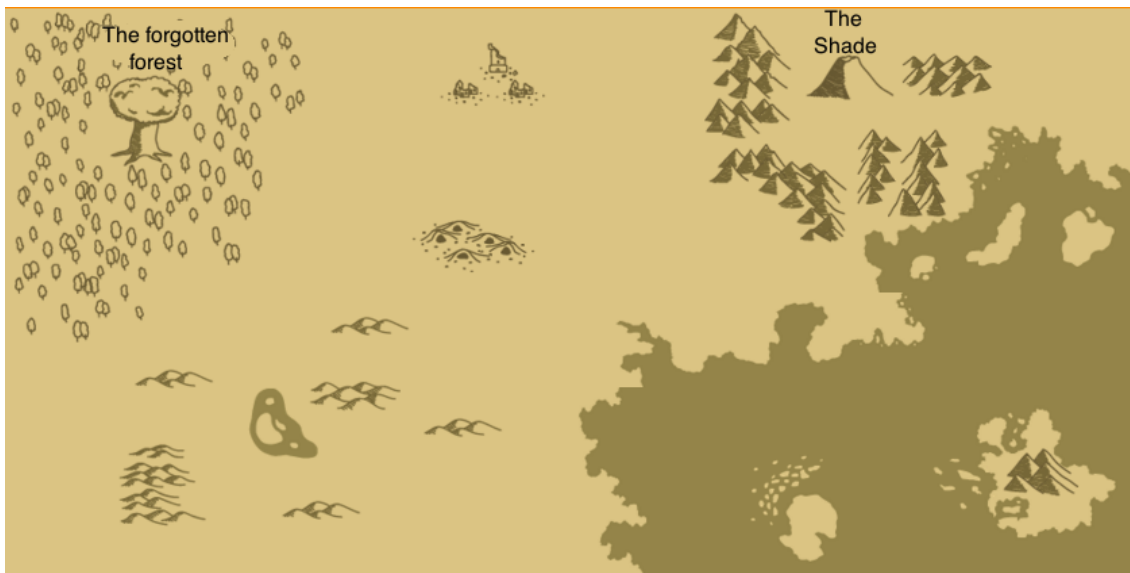
A map over the world with The forgotten forest in the top left corner and The shade in the top right corner.

4 Locations

4.1 The forgotten forest

Description: The forgotten forest is a old forest with many huge trees. The wind is whispering in the leafs for the inhabitants to hear. Most of the trees in The forgotten forest are deciduous and have vines dangling from the foliage. The ground is covered in a thick layer of grassgreen moss, and bunches of mushrooms in various colours are spread. In the middle of the forest is the Barda
Weather: This is played out in the summer when it's 35 $°C$ at noon and 30 $°C$ during the night. Due to all the trees that keeps the warmth. It rains a bit every morning, and the humidity is high.
Animals: Moose, bear, rabbits
Extra fact: In the skirts of The forgotten forest their lives a tribe of Pygmy-Trolls.
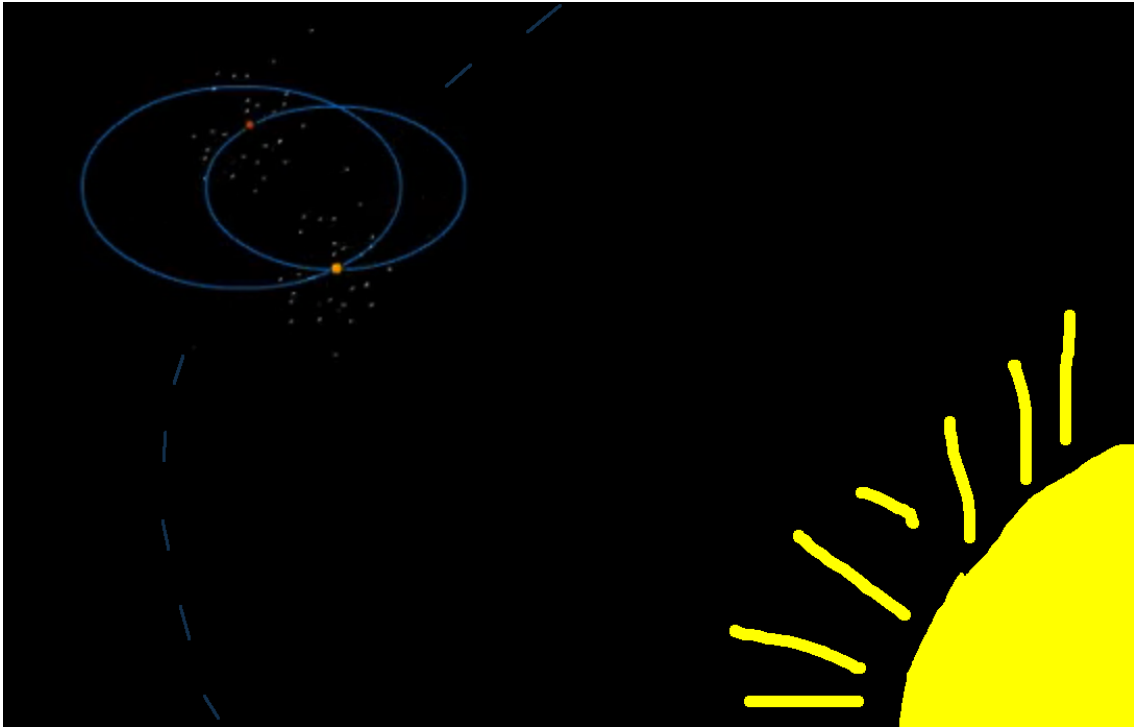
An disproportional sketch over the solarsystem

4.2 The shade

Description: The shade is a sky high active volcano with lavapools at its feet. The sky is hidden behind a thick sheet of smoke and the nose stings due to the smell of sulfur. The covering layer of soot makes that that there is only one living plant in this area, the Dust bush.
Weather: It rarly rains since the mountains around are so high.
Animals: Magma worm, Fagris, Cyclops
Extra fact: In large tunnel system the Cyclops have their site.

5 Animals

5.1 Pygmy-Troll

Description: The troll is a short, almost figure eighth being. The compact rubberlike torso in combination with their long tail make them excellent at bouncing as they please. they have short legs and unproportionally large feet. Their round nose, big eyes and big chins makes them lock very friendly, which they are. They have also a high intelect and thusly there is no need for rules in the tribe
Location: These trolls live in The forgotten forest.
Height: 140 cm as fully grown.
Diet: Herbivores. They eat fruits, leafs and shoots from trees and bushes, mushrooms
Movement: The fastest way for a Pygmy-Troll to move is to bounce in a waddleling-way back an forth. They use their big feet to gain both speed and height in their movement and steer whit the tail. They can also walk if they want to sneak, but it's a slow process since they have no legs.
Sleep: They only sleep 3 to 4 hours every night.
Communication: Via talk or if they lean their head angainst eatch other to enable the other troll to read their thoughts.
Attitude towards other speeces Non-hostile **Tribe leader:** The tribe leader is the oldest willingly woman. When a tribe leader decides to make unity with the earth (die). A new woman will take her place
Daily work Everyone gathers what food will be needed for that day, except for the youngest and the oldest. The oldest babysits youngest during this time and booth learn from and teach the young. When a young troll is old enough i.e learned to bounce properly and communicate without head contact, then their parents take them along to show them the forest where to gather fruits and other vegetables.

When the gathering is done it's up to each individual what they want to do. Many trolls at this time improve different skills or do what they enjoy (climbing and dropping from trees, interact whit other animals, experiment with food, write songs or tales, juggle, swim in the lake, practise a instrument, a trip in the forest {maybe to the Barda}). In the evening the tribe gather around a bonfire, sings, dances, tell stories and talk before they go to sleep.

Dying: When a troll decides it's time to leave this world the tribe walks to the Barda. They connect their heads too share the last goodbye of the troll. After the goodbye a wind is whispering trough the leafs, the troll fades a way and its spirit follows the wind.

5.2 Cyclops

Description: The cyclops could be mistaken for a tall muscular human at a large distance if it wasn't for their pointy bonewhite horns. At a close range one can easily see the veins pulsing on the defined muscles. With the long sharp teeth, claw like nails and thick skin, the cyclops is the most dangerous predator in The World. The stained blood on the skin makes the cyclops smell rotten. Cyclops livs and hunts in packs up to 12 but more comon is groups of 5 due to that a cyclop is easily iritated and have a hot temper.

Location: The cyclops have their origin at The shade, but cyclops have been plundering and kidnapping for many years in other parts of The World

Height: 210 cm as fully grown.

Diet: flesh and carcass. (Fagris when at The shade)

Movement: They move as humans.

Sleep: same sleep patterns as humans

Attitude towards other speeces Hostile

The alfa leader: Is the one best at cyclop vs cyclop

dying A cyclop gets often killed by other groups of cyclops if they look weak or crippled. The only exception is infants who is protected by younger mebers in a group/pack

5.3 Fagris

Description: Their hard scales are black whit red edges. They have a triangular head with rows of spikes that starts on the forehead and goes along to the tail. Their slim figure and sharp claws make them good at climbing in the mountains, or dig for Magma worm. The Fagris green eyes are only good at detecting motions during the night and too sensitive during the day.

Location: The shade

Diet: Magma worms or other animals

Length: 160 cm from tail to nose.

Movement: walks/runs on all for.

Sleep: Sleeps in holes during the day.

5.4 Magma worm

Description: A Magma worm is like a large maggot, the difference is mainly that the Magma worm have several teeth in their cylindrical mouth, sharp and strong enough to crush magma stones and dig tunnels

Location: The shade

Diet: Dust bushes and magma stones

Circumference: 30 cm and length 1 m.

Movement: They have small legs at the front but they manly move by contracting and expanding its body. It have a top speed at 5 km/h

Sleep: Is most active between dusk and dawn but can dig tunnels any time.

6 Plants

6.1 Blob

Description: It's a Four dimensions plant. It is green and like a 4D umbrella with the surfis like a cactus. Seen in The World it looks like one of the following:(a ball the size of a football when it's waiting. When a animal gets close enough it changes shape so that it adds eight balls in a half circle around itself whit radius 0.5 m. All the nine balls will expand at a high speed and fuse together. If

they have have something in their way they will apply a force equal to 1k N/m^2. After it has tried to transformed into a single blob with radius 1.5 m it cant continue to grow and will start to contract again. If a animal or plant is fully enclosed it will disappeare from it's 3D world and be absorbed by the Blob otherwise the blob will not be able to disappear the object and the object will be released) It has a sweet smell that tricks animals to get close enough for the Blob to enclose the animal.

Location: The forgotten forest

Height: A fully grown Blob will varies from 0.4 m up to 1.5 m

6.2 Dust bush

Description: They have gray leafs that can enclose and digest the soot coming from he volcano. And from the soot they extract all energy and minerals it needs. The bush have fruits like raisins hanging of its branches, which can grow to a new bush if they fall in a large enough pile of dust.

Location: The shade

Height: 130 cm as fully grown.

6.3 Barda

A huge ancient tree in the center of The forgotten forest. It caries sweet fruit and has leafs the size that of plates. The growth of the tree is due to when a Pygmy-Troll decides to die their energy merges whith the tree.

7 Characters

7.1 Viska

Role:protagonist **species:** Pygmy-Troll

Motivation:

Strengths: Smart, handy and good at feeling empathy

Weaknesses: Modest, shy and confide too much in others.

Personal description:

Background story: Viska isreflective and often preforms tasks a bit slow. this have resulted in that Viskas mom () disliked Viska and often complains about her. Thus Viska is shy and withdrawn.

7.2 Melbi

Role: Viskas mum **species:** Pygmy-Troll

Motivation:

Strengths:

Weaknesses:

Personal descrtiption:

Background story:

8 else

8.1 Gravitation

The gravitation is periodical so that it's 10 m/s^2 at night and 5 m/s^2 at day. I.e a sine-function. This is due to the effect of twin planets orbiting each other.

So what's the Effect: One thing is that you can jump higher during the night since the gravitation doesn't bring you down as fast.

Second thing is that the trees will be much taller, due to that the capillary force can bring the water higher.

Third the sea levels will shift. At this place the difference is 20 meters verticaly and the shift happens after the small sunami has rolled in.

8.2 Magic

Assume that we measure magic in M [J] Magic capacity. Then one can normally preform spells with total cost M=1, the manna pool takes R [s] seconds to reload.The energy of a event is determined by 2 different formulas where m is the objects mass, T stands for temperature, F is a force, d is the distance from the limb that activated the magic. The formulas does not count in the surrounding.

Move a object $M = \lceil d \rceil \cdot F = \lceil d \rceil \cdot m \cdot (\vec{v_2} - \vec{v_1})/t$ Applying a force that would change the speed from $\vec{v_1}$ to $\vec{v_2}$ over the time t, if the object was alone in universe.

Heat a object $M = \lceil d \rceil \cdot m \cdot (T_2 - T_1)/t$ The molecules in the object starts to move due to forces, which would change the temperature from $\vec{T_1}$ to $\vec{T_2}$ over the time t, if the object was alone in universe.

But at special occasions {when in fear} M can grow to become up to 10 maybe 20.
You must be able to see* the object and if it's attached to a object then the magic works on the whole thing. (Water isn't attached to itself because liquid works different)
∗ It's not able to target something behind a non-transparent object. But if parts of it is seen you can target the whole object. Light and air is not seen in the way i define it, but you can learn the art of targeting air or light.

8.2.1 usefully applications

move objects One can make a small object fly in to once hand/mouth.
Illusions One can make the light take an other path so you gets invisible except for your footprints. Or change the wavelengths of the light to make others see whats not there.
Attack One can make sand or soil target a opponents eyes. One can concentrate sunbeams to burn specific parts. One can heat the air to burn the opponent. One can make thorns fly at a opponent {if the thorns are lose from the beginning}
healing

8.3 Four dimensions

Description: This is not time as a fourth dimension but an extra space dimension. In order to think about four dimensions I (the creator) will compare 4D interacting with 3D, with 3D interacting with 2D. So, to the point. What i want to make with this is the possibility for a three dimensional object to pop out of "no ware".
If we imagine the 4D space as a finite number {>>1} of 3D sheets {, and The World is only one planet in one of those sheets.}, that would mean that if the 4D world has some extent then every 3D sheet must be a little bit 4D as well. But since there is so much void in our 3D world I will assume that there is much void in the other nearby worlds as well. This will in our case result in that the 4D objects have their refrence point on The World.