

Paracosm Possibilities

Inhabitants

Metal-winged creatures
Creatures who move in pairs
“Skin” is sandpaper texture
Limbs fall off but regenerate
Young are big and get smaller
Steal each other’s young
Beings are spherical
Only young inhabitants
Only aging inhabitants
No family units
Legs too weak to support standing
Live in a circus (costumes) to hide identities
Human-machine hybrid (mechanical)
Human-machine hybrid (electronic)

Characteristics of inhabitants

Move by exhaling
Words appear as they are said
Grow only blue food
Weave their own hair into fabric
Each being speaks a different language
Briefly turn into what they eat
Never need to bathe
Speak sentences backward
Communicate by song titles
Walk on tiptoes
Only certain inhabitants wear eyeglasses
Sleep in a dandelion
Save tears in a bottle
Cold-blooded
Speaks only in questions
Wear their houses
See only a limited part of the color spectrum

Environment

The dark side of a mountain
The light side of a mountain
Live in one big dwelling
Two suns in the sky
Live in soft drink machines
Underground
“Here there be dragons”
Moving, floating island
Rains comes up from the ground

Found in a section of an imaginary world
On another planet
Outside our solar system
Has not been fully explored
Collection of small worlds
All vertical world (or horizontal or diagonal)

Culture

Have outlawed technology
Have 28 as maximum age for leadership position
Written records/creations are in code
Doors are forbidden (can that be a positive?)
Extroverts (or introverts) are shunned
Hammers are symbols of power
Food is produced by a central authority
Every inhabitant has a secret place of their own
Inhabitants memorize the names of their ancestors
Each inhabitant hears a soundtrack of their life

Defining historic event of world

A battle
A flood
A birth
A collision
A seed
A game
An explorer’s discovery
A landslide
A stranger
Being plunged into darkness
A strange light in the sky

Random things for somewhere in your world

Base something on your favorite book/movie
Base something on a room from a house in your past
Add a landform (mountain, island, lake, etc.)
Base something on a street you know
Identify what an *apsimsoc* is in your world
Invent something that your world needs
Design a logo/symbol for
your world
Choose items for a time capsule
that tells the story of
your world

