

# Paracosm Possibilities

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## 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

