

Player Project: Week 2



# Create Your Island

THREE WAYS TO BRING YOUR ISLAND TO LIFE



## Part One: The environment

Picture what your island looks like ... Lots of towering trees, winding streams and a few hilltops like a forest? Or perhaps your island is a barren desert, with the occasional cactus and an active volcano, with lava flowing out its top ...

Common environments include ... Forest, jungle, icy tundra, desert, lots of villages or cities

**YOUR TURN:** Write down what your island looks like. What would you see looking from a boat circling your island and what would you see once you start walking around the island?

(Your answer goes here)



**How big is your island? ...** Islands vary greatly but for this, let's say your island is 10 acres. How big is an acre? Think about the size of a football field – that's about an acre. So you have 10 football fields to fill with your creativity!



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### Part Two: Who lives there? Think both people and creatures

The environment often plays a role in this... The people and creatures that live on your island often vary depending on the environment around them. Crocodiles, for example, live near rivers, not by a desert. However, your fantasy world could have magical areas that draw interesting creatures to it, like a magical pond that attracts Pixies, Sprites and other Fey creatures.

**Common environments & people combinations include ...** Elves in forests; dwarves in mountainous or underground areas; lizardfolk in jungles; humans are found pretty much in all areas.

**YOUR TURN:** Write down some of the people and creatures that live on the island and if there are specific areas on the island where they can be found.

(Your answer goes here)



Dinosaurs on your island? ... Sure, why not? But remember not all the creatures on an island will be aggressive or attack visiting Player-Characters.



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### Part Three: Secrets – think of at least one!

**Most fantasy settings have at least one surprise ...** What will yours be? It could be a witch's hut located in the middle of a dense forest. Or the leader of the lizardfolk tribe could be an incredibly huge ogre who stumbled upon a magic item that makes it incredibly smart. Think of one or two elements on your island that will surprise the Players-Characters when they visit it.

**Common secrets could be based around ...** Magic items; strange or unique settings (a vast underground cavern, for example); evidence or items from an ancient civilization; unusual people or creatures.

**YOUR TURN:** Write down what your island surprise (or two!) will be. Also consider how will Player-Characters experience this surprise? Will they see it? Or will they need to be directed to it?

(Your answer goes here)



**How will they find it? ...** If you have a true secret, you'll need some way for players to discover it. Maybe they find bootprints leading to it? Or they capture a goblin who tells them all about it?