

7 SIMPLE STORY PLOTS

For Writing Books That Sell



Overcoming the Monster

1. Monster Arrives.
2. The Hero is "Called" to fight.
3. The Hero prepares.
4. Monster beats hero.
5. Final Battle.
6. Success! The Hero defeats the monster.



Rags to Riches

1. Hero is unhappy, humble, and stuck.
2. The hero is "Called" into the world.
3. Initial success, status change, and/or love.
4. The Hero's world falls apart & love is lost.
5. Hero finds inner strength to overcome.
6. Success! Hero gets love/status/money.



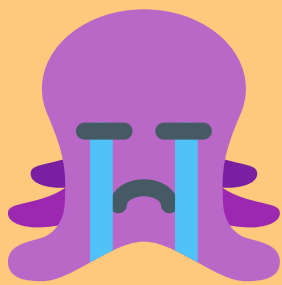
The Quest

1. Hero oppressed in "City of Destruction."
2. "Call" from higher power to go get power.
3. Adventure, friendships, & small successes.
4. With goal in sight, another problem appears.
5. Final ordeal, test, or ultimate challenge.
6. Success! Hero gets power and defeats evil.



Voyage and Return

1. The Hero is ready for adventure.
2. The Hero finds a strange, new world.
3. Fun and Games exploration of new world
4. The world turns dangerous & oppressive.
5. A serious threat arises.
6. Success! Hero manages a thrilling escape.



Tragedy

1. The Hero is unfulfilled.
2. The Hero tries and finds success.
3. Things go terribly wrong.
4. The Hero loses control.
5. Opposition closes in.
6. The Hero is destroyed.



Rebirth

1. The Hero falls under the shadow of evil.
2. Things go well and the evil recedes.
3. Evil returns and imprisons the Hero.
4. Evil seems to completely triumph.
5. Success! Miracle rescue.



Rebellion Against "The One"

1. The Hero is oppressed by "The One."
2. The Hero glimpses a better world.
3. The Hero feels alone in fight against power.
4. "The One" destroys the Hero's world.
5. "The One" starts destroying the Hero, too.
6. "The One" triumphs and the Hero is broken.