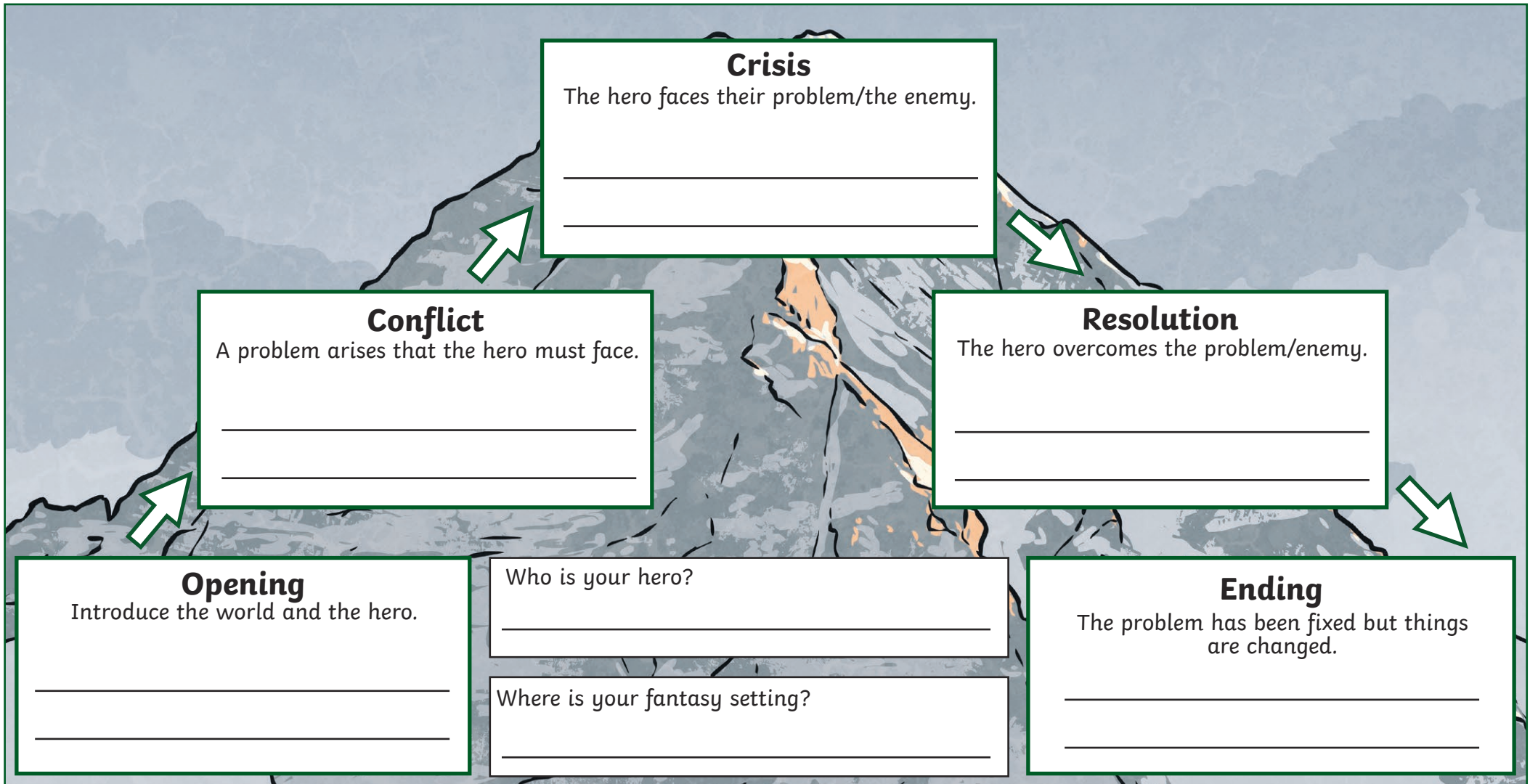


Adventure Story Mountain

Title: _____ Author: _____

The diagram is set against a background of a mountain range with a path leading up to a peak. The path is marked with green arrows indicating the flow of the story. The stages are as follows:

- Opening** (bottom left): Introduce the world and the hero. Includes two blank lines for writing.
- Conflict** (middle left): A problem arises that the hero must face. Includes two blank lines for writing.
- Crisis** (top center): The hero faces their problem/the enemy. Includes two blank lines for writing.
- Resolution** (middle right): The hero overcomes the problem/enemy. Includes two blank lines for writing.
- Ending** (bottom right): The problem has been fixed but things are changed. Includes two blank lines for writing.

Below the 'Opening' box, there are two additional boxes for character and setting details:

- Who is your hero?** (top): Includes one blank line for writing.
- Where is your fantasy setting?** (bottom): Includes one blank line for writing.

Adventure Story Mountain

Title: _____ Author: _____

The diagram is a mountain shape divided into six sections, each with a title and a description. The sections are arranged in three rows. The top row has two 'Crisis' sections. The middle row has a 'Conflict' section on the left, a 'Resolution' section in the center, and another 'Resolution' section on the right. The bottom row has an 'Opening' section on the left, a central box with the question 'Who is your hero and what do they need to overcome?', and an 'Ending' section on the right. Arrows indicate the flow of the story: from 'Opening' to 'Conflict', from 'Conflict' to the first 'Crisis', from the first 'Crisis' to the central 'Resolution', from the central 'Resolution' to the second 'Crisis', from the second 'Crisis' to the right 'Resolution', and from the right 'Resolution' to the 'Ending'.

Crisis
The hero faces their problem/the enemy.

Crisis
The hero faces their problem/the enemy.

Conflict
A problem arises that the hero must face.

Resolution
The hero overcomes the problem/enemy.

Resolution
The hero overcomes the problem/enemy.

Opening
Introduce the world and the hero.

Who is your hero and what do they need to overcome?

Ending
The problem has been fixed but things are changed.

