Ordinary Inciting Crossing the World Incident Threshold

- It will be a D&D fantasy story
- The story can start in any prime material world (Dragonlance, Forgotten Realms, etc.)
- At the end of the third fragment, the protagonist will find himself either in Arborea or Abyss (Planescape)

[ The First Doorway ]

Lead's normal world, a place of safety and rest. Problems may happen here, but they don't threaten great change. Lead is content to stay here. Something has to happen to push him through the door.

The outside world, the great unknown, the dark forest. A place where the Lead is going to have to dig deep inside and show courage, learn new things, make new allies, etc.