The Whole Story

One hundred years before now. The world was covered with violent nations. Each nation was always at war ready to take back land, gain wealth or for revenge. But one day a powerful nomad necromancer was searching and found for the legendary cursed black diamond which grants immortality and an army of undead giants humans goblins. With this army the necromancer conquered half of the world because of the river of life which instantly kills any of the undead who dare to pass. Today the undead army wanders around the lands killing any trespassers. This half of the world is called the underworld and can be restored only if the black diamond is destroyed. Today three powerful monsters enhanced by the black diamond guard the gem, The Tongueslic, a powerful monster whose tongue is as sharp as a sword and is able to cut mountains. The Smelly is another monster who breathes green fire which fumes have a toxic/smelly smoke and lastly the Nanospider which is a million small spiders which combine into one powerful monster. Today the kingdoms of the world, the humans, the goblins and the elves are at peace. The story starts off at the human kingdom king Herald whose dream was to restore the underworld. Herald: I have sent the commander to scout out the area and to see how we can destroy the black diamond. Blade: I have returned to come to tell you about the underworld. Their forces are extremely powerful with thousands of skeletons, soldiers and the three guards monsters. I am afraid that we are nowhere near powerful enough to attack them. I'd say that we only have one fourth of their strength. There is no way we can win. Herald: We will never give up, we have to get the aid of the two kingdoms, the elves who are masters of magic and their master wizard "Baron" and the goblins who are masters of building and their chief Bernard. Two years have passed of negotiations and training for the war against the underworld. The war has started and the plan is to destroy the army of skeletons with the armies of goblin tanks and turrets first and have the army of wizards be shielded by the goblins. While the human army of knights will surround the enemy with their speed and the generals Baron Blade and Bernard will have to kill the guards and destroy the diamond. When they got there the goblin Bernard fought and defeated the smelly with his robot suit and the wizard Herald also defeated the smelly with his advanced fireballs and Blade defeated the tongsling with his legendary sword. Because of the poison from the Smelly, Baron and Bernard have been knocked out. That leaves Blade to defeat the necromancer and destroy the diamond. The necro had many attacks, fireballs, thorns lighting and lastly earth attacks. Blade struggled to defeat the necro but eventually defeated it and destroyed the diamond, restoring the underworld.

Write a short story using the table below. Put each of the parts of your story in the correct box.

Hero's Journey description and characters in the Hero's Journey storytelling.

- Breaks down characters and events into archetypes.
- Events unfold in a prescribed sequence.
- Hero Blade
 - The protagonist
 - Lead character
 - The one the story is being told.
 - Heroes don't have to be good or brave.
 - They have to go on a journey:
 - Physical
 - Emotional
 - Spiritual
 - It doesn't matter as long as they reach their goal and have some sort of revelation.

Mentor king Herald

- A benefactor who guides the hero and imparts knowledge to them.
- o Traditionally represented as a wise old man.
- o Star Wars: A New Hope, who was the mentor.

Herald Blade

- The person who announces the hero or brings the message that sets the hero on the quest.
- o Can also be a person, such as a lover, who drives the hero to do what is necessary.

• Threshold Guardian how big the enemy army was

- A person or an object blocking the hero's path.
- o It can be a subtle force such as self-doubt.

Shapeshifter

o A person who appears to be one type of personality but turns out to be another.

Trickster

 This is the comic relief, the one who breaks the tension in the story by playing the fool or causing chaos.

• Antagonist The necromancer

- The person who is opposed to, struggles against, or competes with the Protagonist
- The adversary
- Shadow Tongueslic, Smelly, Nanospider
 - All that is negative and has to be defeated by the hero.
 - Even if it is the hero's own neurosis.
 - It is the dark side.

The important thing is to convey your idea as clearly and concisely as possible.

- Ask yourself: what elements do I need to tell the story and what can I leave out?
- How much of the story or characterization can I "show" rather than tell?

| Act 1: Introduce your character's premise and | One hundred years before now. The world was covered with violent |
|---|--|
|---|--|

settings. The hero is forced into action.

- Ordinary World
- Call to Adventure
- Confrontation
- Mentor
- Threshold

nations. Each nation was always at war ready to take back land, gain wealth or for revenge. But one day a powerful nomad necromancer was searching and found for the legendary cursed black diamond which grants immortality and an army of undead giants humans goblins. With this army the necromancer conquered half of the world because of the river of life which instantly kills any of the undead who dare to pass. Today the undead army wanders around the lands killing any trespassers. This half of the world is called the underworld and can be restored only if the black diamond is destroyed. Today three powerful monsters enhanced by the black diamond guard the gem, The Tongueslic, a powerful monster whose tongue is as sharp as a sword and is able to cut mountains. The Smelly is another monster who breathes green fire which fumes have a toxic/smelly smoke and lastly the Nanospider which is a million small spiders which combine into one powerful monster. Today the kingdoms of the world, the humans, the goblins and the elves are at peace.

Act 2: This is when the conflict and action take place. There is a crisis of some sort that drives the protagonist on.

- Test, Allies, Enemies
- Crisis
- Ordeal
- Reward
- The Road Block

The story starts off at the human kingdom king Herald whose dream was to restore the underworld. Herald: I have sent the commander to scout out the area and to see how we can destroy the black diamond. Blade: I have returned to come to tell you about the underworld. Their forces are extremely powerful with thousands of skeletons, soldiers and the three guards monsters. I am afraid that we are nowhere near powerful enough to attack them. I'd say that we only have one fourth of their strength. There is no way we can win. Herald: We will never give up, we have to get the aid of the two kingdoms, the elves who are masters of magic and their master wizard "Baron" and the goblins who are masters of building and their chief Bernard. Two years have passed of negotiations and training for the war against the underworld.

Act 3: This is when the story is resolved. The story

The war has started and the plan is to destroy the army of skeletons with the armies of goblin tanks and turrets first and have the army

reaches a climax just before the end, where everything can be resolved to give you a Hollywood happy ending.

- Resurrection
- Return

of wizards be shielded by the goblins. While the human army of knights will surround the enemy with their speed and the generals Baron Blade and Bernard will have to kill the guards and destroy the diamond. When they got there the goblin Bernard fought and defeated the smelly with his robot suit and the wizard Herald also defeated the smelly with his advanced fireballs and Blade defeated the tongsling with his legendary sword. Because of the poison from the Smelly, Baron and Bernard have been knocked out. That leaves Blade to defeat the necromancer and destroy the diamond. The necro had many attacks, fireballs, thorns lighting and lastly earth attacks. Blade struggled to defeat the necro but eventually defeated it and destroyed the diamond, restoring the underworld.