

# How to Write the Adventure Novel!

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## WHAT IS ADVENTURE FICTION?

\*A fast paced tale full of danger with a hero, villain and sidekicks

## WORLDBUILDING

- \*Genre fiction
- \*Speculative fiction

## A FAST-PACED TALE!

- \*Moving the plot forward is as, if not more, important as character and relationships
- \*If your story is sagging, take a look at the 'event' of each scene. What MUST be revealed in the scene to move the story forward? Something about character, relationship, or plot.

## FULL OF DANGER!

- \*"Heap hazards on your character's heads." - Kurt Vonnegut
- \*Always throw your characters into escalating danger, but a 'specific' danger that's relevant to the story. Your hero then has to make choices about how to overcome the obstacles

## HERO, VILLAIN AND SIDEKICKS!

- \*Create a hero who your reader can root for.
- \*Create a villain who is somehow entwined with the hero, and vice versa, so that they are invested in fighting against each other
- \*Archetypal sidekick represents faith and support. They should complement your hero by being different in terms of skills and personality

# SIMPLIFIED HERO'S JOURNEY

## OPENING CHAPTER OF ACTION

\*Not part of traditional Hero's Journey, more a modern storytelling technique. Start story with a scene of action that doesn't have to do with main conflict

## THE ORDINARY WORLD

\*We see the hero in their normal everyday life before the adventure begins

## THE CALL TO ADVENTURE

\*Also known as the 'inciting incident.' An event that propels the hero into the main action/conflict of the story.

\*Creates the Hero's WANT: An **external** goal that is created from the call to adventure (find the treasure, save the princess, blow up the Deathstar)

## THE FIRST THRESHOLD

\*This is where the hero leaves their 'ordinary world' and ventures into the 'unknown world'

## THE ROAD OF TRIALS

\*This is the middle of the story. Your hero may go through tests that prepare them for the challenges ahead, and then hazards get heaped on their heads!

## THE SUPREME ORDEAL

\*This is where the hero is faced with something that they need to understand about their own inner-emotional journey before they can succeed. They can't get their **external** want until they meet their **internal** need

## **TRANSFORMATION**

\*Your hero comes to a realization that changes them internally and allows them to continue going after their want

## **APOTHEOSIS**

\*The climax of the story where the hero is victorious against the villain

## **THE RETURN**

\*The hero returns to their Ordinary World, but a changed person who was not only outwardly victorious, but also learned something about themselves along the way

## **HERO'S WANT VS. NEED & THEME**

\*Hero's want: Their *external* goal that is created from the call to adventure and sets them on their adventure (find the treasure, blow up the Deathstar, rescue the prince)

\*Hero's need: An *internal* lesson the hero has to learn. If they don't learn their internal lesson, they can't accomplish their external goal

\*Theme: An idea you want to explore in your story. Usually relates to your hero's need. Helps to give the story heart!

## **BASIC STRUCTURE**

\*Opening chapter of action

\*Ordinary World

\*The Call to Adventure

\*The First Threshold

\*The Road of Trials

\*The Supreme Ordeal

\*Transformation

\*Apotheosis

\*Return to the Ordinary World

## ADDITIONAL RESOURCES

### SUB-GENRES OF FANTASY -

Allegorical Fantasy  
Alternate History Fantasy  
Alternate World Fantasy  
Anthropomorphic Fantasy  
Arcanepunk Fantasy  
Arthurian Fantasy  
Assassin Fantasy Books  
Bangsian Fantasy Books  
Christian Fantasy  
Celtic Fantasy  
Comic/Humorous Fantasy  
Coming-of-Age Fantasy  
Court Intrigue Fantasy  
Crossworlds Fantasy  
Dark Fantasy  
Dying Earth Fantasy  
Epic Fantasy  
Erotic Fantasy  
Fables/Fairy Tale Books  
Fantastic Romance  
Fantasy of Manners  
Futuristic Fantasy  
Gaslamp Fantasy  
Gritty Fantasy  
Hard Fantasy  
Heroic Fantasy  
High Fantasy  
High Historical Fantasy  
Historical Fantasy  
Juvenile Fantasy  
Legend-Retelling Fantasy  
Literary Fantasy  
Low Fantasy  
Media-tie-in  
Magic Realism  
Medieval Fantasy  
Military Fantasy  
Mundane Fantasy  
Mythic Fantasy

New Weird Fantasy  
Paranormal Fantasy  
Political Fantasy  
Portal Fantasy  
Quest Fantasy  
Romantic Fantasy  
Science Fantasy  
Series Fantasy  
Steampunk Fantasy  
Super Hero Fantasy  
Swashbuckling Fantasy  
Sword and Planet Fantasy  
Sword and Sorcery Fantasy  
Urban Fantasy  
Vampire Fantasy  
Weird West Fantasy  
Wuxia Fantasy  
Young Adult Fantasy  
Grimdark Fantasy  
Arabian Fantasy  
Prehistoric Fantasy  
Flintlock Fantasy  
Gunpowder Fantasy  
Classical Fantasy  
Dragon Fantasy

## **HERO TROPES IN TELEVISION**

- Accidental Hero
- The Ace
- Action Dad
- Action Genre Hero Guy
- Action Girl
  - o Action Mom
  - o Faux Action Girl
  - o Lady of War
- Action Hero
  - o Hollywood Action Hero
  - o Nerd Action Hero
- Action Pet
- Action Survivor
- Adaptational Heroism

- Adaptational Nice Guy
- Adventurer Archaeologist
- The All-American Boy
- All-Loving Hero
- Always Lawful Good
- Amnesiac Hero
- Anti-Anti-Christ
- Anti-Hero
- o Anti-Hero Substitute
- o Byronic Hero
- o Classical Antihero
- o Heroic Comedic Sociopath
- o Knight In Sour Armor
- o Nominal Hero
- o Pragmatic Hero
- o Sociopathic Hero
- o Unscrupulous Hero
- Arc Hero
- The Atoner
- Badass Biker
- Badass Bookworm
- Badass Unintentional
- Bad Powers, Good People
- Barbarian Hero
- Beacon of Hope
- Beauty Equals Goodness
- Benevolent Mage Ruler
- Big Good
- The Big Guy
- Blue Is Heroic
- Broken Hero
- Brother-Sister Team
- The Cape
- The Captain
- Celibate Hero
- Character Alignment:
  - o Lawful Good
  - o Neutral Good
  - o Chaotic Good
- Chaste Hero
- The Chick
- The Chosen One
- o The Chosen Zero

- Chronic Hero Syndrome
- Comedic Hero
- Comes Great Responsibility
- Commanding Coolness
- Contrasting Sequel Main Character
- Cool Uncle
- The Cowl
- Create Your Own Hero
- Creepy Good
- Crusading Lawyer
- Damsel in Distress
- Dark Is Not Evil
- Defends Against Their Own Kind
- Designated Hero
- Determinator
- Deuteragonist
- Doomed Moral Victor
- Dork Knight
- The Drifter
- Eternal Hero
- Experienced Protagonist
- Extraordinarily Empowered Girl
- Face
- Face of a Thug
- Failure Knight
- Fallen Princess
- Farm Boy
- The Fettered
- First-Person Smartass
- Five-Man Band
- Folk Hero
- The Fool
- Genius Bruiser
- Gentle Giant
- Gentleman and a Scholar
- God of Good
- Good All Along
- Good-Guy Bar
- Good Is Not Nice
- Good Is Not Soft
- The Good King
- Good Parents
- Good Versus Good

- Great White Hunter
- Greater-Scope Paragon
- Guile Hero
- The Gunslinger
- Hair of Gold, Heart of Gold
- The Heart
- Heel–Face Turn
- Henshin Hero
- The Hero
- Heroes Act, Villains Hinder
- Hero Academy
- Hero Antagonist
- Hero Protagonist
- Heroes Love Dogs
- Heroic Albino
- Heroic Bastard
- Heroic Build
- Heroic Dog
- Heroic Dolphin
- Heroic Russian Émigré
- Heroic Sacrifice
- Heroic Seductress
- Heroism Won't Pay the Bills
- Hero Secret Service
- "The Hero Sucks" Song
- A Hero to His Hometown
- Hero with an F in Good
- Hero with Bad Publicity
- Hollywood Nerd (Hollywood Geek)
- Homeless Hero
- Honest Corporate Executive
- Hope Bringer
- Horrifying Hero
- Horseback Heroism
- Hurting Hero
- Ideal Hero
- Idiot Hero
- Incorruptible Pure Pureness
- Index with a Heart of Gold
- Intrepid Reporter
- Iron Lady
- Iron Woobie
- Jerk with a Heart of Gold



- Kid Detective
- Kid Hero
- o Kid Hero All Grown-Up
- King in the Mountain
- Knight in Shining Armor
- Lady of Adventure
- The Lancer
- Lantern Jaw of Justice
- The Last DJ
- Light Is Good
- Little Old Lady Investigates
- Lord Error-Prone
- Lovable Alpha Bitch
- Lovable Coward
- Magician Detective
- Magnetic Hero
- Martial Pacifist
- o Reckless Pacifist
- Messianic Archetype
- Mighty Whitey
- Monster Adventurers
- Mr. Vice Guy
- My Girl Back Home
- Mystery Writer Detective
- Naïve Everygirl
- Nature Hero
- Nazi Hunter
- Nice Guy
- Noble Savage
- Outdated Hero vs. Improved Society
- Outside-Context Problem, when they are the good guys
- The Paragon
- Part-Time Hero
- Pet the Dog
- Pink Heroine
- Plucky Girl
- A Polite Index
- Polite Villains, Rude Heroes
- Politically Incorrect Hero
- The Poorly Chosen One
- Prodigal Hero
- Propaganda Hero
- Proto-Superhero

- Punch-Clock Hero
- The Quarterback
- Rebellious Rebel
- Red Is Heroic
- Red Shirt Army
- Retired Badass
- Right Man in the Wrong Place
- Righteous Rabbit
- Rude Hero, Nice Sidekick
- Science Hero
- Scrap Heap Hero
- Sealed Good in a Can
- Secular Hero
- The Sixth Ranger
- Small Steps Hero
- The Smart Guy
- Smith of the Yard
- Snooping Little Kid
- Socially-Awkward Hero
- Spanner in the Works
- Spoiled Sweet
- Stock Shonen Hero
- Stock Shoujo Heroine
- Summon Everyman Hero
- Super Zeroes
- Supporting Leader
- Technical Pacifist
- Teen Superspy
- Terror Hero
- Token Good Teammate
- Token Heroic Orc
- Took a Level in Kindness
- Tragic Hero
- Trenchcoat Brigade
- Tsundere
- Underhanded Hero
- Unfazed Everyman
- Unlikely Hero
- Wake Up, Go to School, Save the World
- The Wise Prince
- The Wonka