

Part Four

Resolution – Hero as Martyr

- No new information introduced here, unless foreshadowed, referenced, or already in play
 - No newcomers, even characters
- Hero steps up, takes the lead, passes final test, proves he is changed, saves the day, does whatever is necessary to prevail
- Demonstration that hero's demons are conquered
 - Apply inner demon defeat towards attack on exterior conflict blocking path
- Hero needs to be the primary catalyst for the story's conclusion
 - Cannot observe or narrate, be supporting character, or be rescued (MUST take lead)
- Make reader cry, cheer, applaud, remember, FEEL
- Tie up major loose ends
 - Leave some minors flapping in the wind (sequel? something to keep reader thinking?)

END!