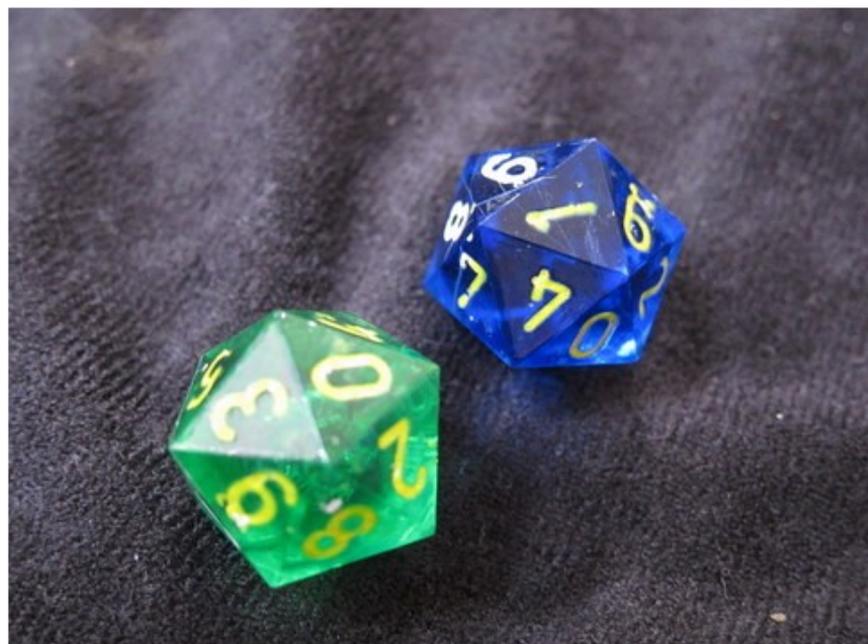
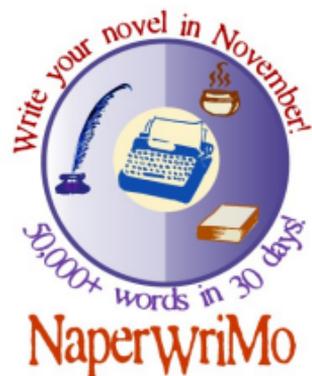


# Writer's Die



*A valuable tool for writing novels in November and beyond !*

*Plot twists contributions from the Municipal Liaison community ; 71-100 from Polti, Georges, [The Thirty-Six Dramatic Situations](#). [Writer's Die](#) by NewMexicoKid is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License](#)*

## Writer's Block

- 00: Look around you, focus on something interesting (might be the **absence** of something); close your eyes for a moment, then open your eyes and freewrite to get your literary juices flowing again
- 01: Scenes are based on conflict, decisions, reactions and change. What can you do to make your MC's world more complex, dangerous/sad/angry/hurt/difficult?
- 02: Write a letter to one of your characters
- 03: Eat some dark chocolate!
- 04: Past is prologue. Write a flashback backstory for a character
- 05: Pretend your story is a maze and you've encountered a maze wall. Retrace your steps to find a different path forward
- 06: Take a long walk or exercise or go for a drive or take a shower - keep a notebook nearby to jot down notes!
- 07: Use the **plot twist table!**
- 08: Draw or doodle and see where your artwork takes you.
- 09: Listen to some music that would be appropriate soundtrack to the scene you are trying to write.

## Plot Twist Table

*Roll twice to get a percentage: first roll will do the tens digit; second will do the ones digit: 00-99*

00: Hero returns in triumph only to find...  
tragedy!

01: It comes to life...

02: It comes to life again!

03: But he escaped!

04: And then it spoke...!

05: But he hid how badly he was hurt...

06: Hero makes a bad decision but it proves  
to have hidden benefits.

07: Hero's mentor was secretly working for  
the Adversary.

08: Hero is scarred by encounter with  
Adversary.

09: Adversary gets to the clue holder before  
Hero.

10: Hero is constrained not to reveal true  
identity and therefore loses face with  
his/her true love/family.

11: Hero's good friend has a nervous  
breakdown at a critical juncture.

12: Adversary kills Hero's mentor

13: Adversary makes Hero choose between  
a large group and his/her beloved.

- 14: Hero learns a new truth that dismays him/her.
- 15: Hero encounters a perfect double.
- 16: Hero creates a \_\_\_\_\_ machine.
- 17: Hero discovers that he/she has been spied upon.
- 18: Levees break in the storm.
- 19: Hero discovers lost city.
- 20: The Adversary rigs the election.
- 21: Hero is faced with a challenge that is reminiscent of one he/she failed before
- 22: Hero experiences a Vision
- 23: Adversary decides to become a Hero but no one will trust him/her
- 24: Hero's belief system is compromised
- 25: Hero has been poisoned
- 26: Hero's lover accidentally betrays him/her
- 27: Hero has pursued the wrong villain
- 28: Hero is blinded by vengeance
- 29: He sacrifices himself/herself
- 30: A flu strikes.
- 31: Adversary discovers plot by Hero and kills one of the Hero's friends.
- 32: Hero's intended misguidedly marries Adversary.
- 33: Hero's allies despair of all hope, ending in tragedy.

- 34: Hero must choose between mentor and true love.
- 35: It was all just a dream.
- 36: Character dies.
- 37: Someone gets kidnapped.
- 38: Someone fakes their own death.
- 39: Surprise visit from former lover.
- 40: Character has an accident and slips into a coma.
- 41: A ghost appears with dire warnings.
- 42: Villain's beautiful daughter falls in love with Hero (or vice versa).
- 43: Hero is struck blind.
- 44: Cubs win world series.
- 45: True villain was Hero's father.
- 46: Critical machine is sabotaged.
- 47: Hero's best friend is in jeopardy and only the Adversary can save him.
- 48: A secret identity is revealed.
- 49: Hero and Adversary are stranded together and must work together to survive.
- 50: The Hero's goal would adversely impact sympathetic allies.
- 51: Character is betrayed by a friend.
- 52: Hero gets amnesia.
- 53: It wasn't an accident.
- 54: There is a new addition to the family.

- 55: Someone is sued, but it is a case of mistaken identity.
- 56: Someone's identity is stolen.
- 57: A close friend dies.
- 58: A character is diagnosed with a terrible disease.
- 59: A character develops strange powers but can't tell others about it.
- 60: Hero is framed by Adversary
- 61: Hero falls in love with Adversary
- 62: Hero is maimed, disfigured.
- 63: Friends and/or lover believe that Hero acted out of cowardice
- 64: Hero is exposed to the bigger picture
- 65: Unforeseen disaster threatens all
- 66: Hero requires the Adversary's help to save the city/village/his friends
- 67: The Adversary needs the Hero's help against a new threat
- 68: She is dying of an incurable disease but hides this from everyone
- 69: Hero is fired
- 70: Hero has a mental breakdown
- 71: Supplication (hero must beg)
- 72: Deliverance
- 73: Crime Pursued by Vengeance
- 74: Vengeance taken for kindred upon kindred

- 75: Pursuit
- 76: Disaster
- 77: Falling Prey to Cruelty of Misfortune
- 78: Revolt
- 79: Daring Enterprise
- 80: Abduction
- 81: The Enigma (temptation or a riddle)
- 82: Obtaining
- 83: Enmity of Kinsmen
- 84: Rivalry of Kinsmen
- 85: Murderous Adultery
- 86: Madness
- 87: Fatal Imprudence
- 88: Involuntary Crimes of Love (example:  
discovery that one has married one's  
mother, sister, etc.)
- 89: Slaying of a Kinsman Unrecognized
- 90: Self-Sacrificing for an Ideal
- 91: Self-Sacrifice for Kindred
- 92: All Sacrificed for Passion
- 93: Necessity of Sacrificing Loved Ones
- 94: Rivalry of Superior and Inferior
- 95: Adultery
- 96: Crimes of Love
- 97: Discovery of Dishonor of a Loved One
- 98: Obstacles to Love
- 99: An Enemy Loved
- 100: Ambition

## **Writer's Die of Doom**

Apply as needed!

### **Time periods:**

- 01: 5 minutes
- 02: 10 minutes
- 03: 15 minutes
- 04: 20 minutes
- 05: 30 minutes
- 06: 45 minutes
- 07: One hour
- 08: Two hours
- 09: Three hours!

### **Number of words:**

- 01: 100
- 02: 250
- 03: 500
- 04: 750
- 05: 1000
- 06: 1200
- 07: 1500
- 08: 2000
- 09: 3000

## **Plot doctoring**

- 00: Free write to come up with new ideas
- 01: Add a new terrible challenge for MC
- 02: Have your MC become very ill
- 03: Introduce a betrayal of your MC
- 04: Add a twist to help your MC grow
- 05: Give your MC a revealing dream
- 06: Send your MC on the run
- 07: Have innocents get caught up in the crossfire; MC feels responsible
- 08: Write to a desired emotion
- 09: Introduce a rival to the MC

## **Care for the writer!**

*Do this after meeting your daily goals*

- 00: take a \*short\* nap.
- 01: take a walk outside. feel the wind in your hair. open yourself up to ideas
- 02: read a short story
- 03: give yourself a small reward for reaching a major writing milestone
- 04: get/give a hug to a close friend
- 05: smile at someone you don't know
- 06: take a break and visit the NaNo forum
- 07: go out to lunch with a friend
- 08: treat yourself to a long soak in a hot bath surrounded by candles
- 09: read a book by a favorite author

## Outside NaNo

*This is for the time outside November*

- 00: brainstorm new story ideas
- 01: use a mindmap to explore story ideas
- 02: edit an existing story you have written
- 03: critique a story (e.g., through critiquecircle.com)
- 04: submit one of your stories for critiquing
- 05: summarize one of your written novels
- 06: write a query letter
- 07: make plans to attend a writer's workshop or organize one of your own
- 08: re-read a favorite book, analyzing it critically for techniques it uses
- 09: find and read a book on writing (continued growth is important!)

