

# Subgenre: Cozy Mystery

Will the amateur sleuth identify the killer and bring the criminal to justice?

- Subgenre** Cozy focuses on preserving safety by bringing the killer to justice.
- Tropes** Animal, Antique Store, Beach/Seaside, Bed-and-Breakfast, Campground, Contemporary, Craft/Hobby, Cruise Ship, Culinary, English Village, Farm, Historical, Humorous, Paranormal, Pet Store, Southern, Travel.
- Expectations** **Focus:** The protagonist restores **safety** by bringing killer to justice.  
**Values:** Shows how values range between **injustice and justice**.  
**Emotions:** Readers feel the **intrigue** to solve the puzzle.  
**Climax:** The protagonist preserves "safety" by **exposing the killer**.
- Conventions**
- Solves a mystery of a murder occurring near the start of story.
  - Off-stage crime, plausible MacGuffin, and all clues visible.
  - Red herrings distract, twists surprise, and sleuth justifies investigation.
  - No profanity, sex, or violence but many obstacles and rising stakes.
  - Crime occurs within community and killer is from the community.
- Scenes**
- Murder victim discovered
  - Sleuth states external theme
  - Event bonds readers to sleuth
  - MacGuffin is hinted
  - Sleuth chases true/false clues
  - Sidekick states internal theme
  - Praise of killer's strengths
  - Sleuth discovers MacGuffin
  - Sleuth exposes killer
  - Killer is brought to justice\*
- Characters** **Protagonist:** Amateur Sleuth (usually a female).  
**Antagonist:** Killer unknown but is a member of the community.  
**Others:** Victim(s); Suspects; Sidekick; Quirky Characters.
- Plot** **A:** Murder(s) in community with multiple suspects (i.e, a puzzle to solve).
- Subplot\*\*** **B:** A helper or mentor helps protagonist learn internal theme.  
**C:** The protagonist's change creates a classic character arc.  
**D:** A local community conflict intrigues readers.  
**E:** The setting creates a story world readers want to visit.
- Theme** **External:** Justice vs. Injustice (Protagonist wins by outwitting Killer).  
**Internal:** Good vs. Evil (Sleuth wins by doing good).  
**Philosophical:** Unselfish vs. Selfish (Sleuth acts unselfishly despite risks).

*\*Killer gets his or her due in a Cozy to create a satisfying end. \*\*Subplots B through E are optional.*

