



THE END

1. **ORDINARY WORLD**

What's the hero's world like at the beginning?

2. **CALL TO ADVENTURE**

What prompts the hero to step into the adventure?

3. **REFUSAL OF THE CALL**

Does the hero refuse to go? If so, why?

4. **MEETING THE MENTOR**

Who helps the hero gain wisdom?

12. **RETURN WITH THE ELIXIR**

What knowledge/wisdom does the hero bring back?



11. **RESURRECTION OF THE HERO**

What is the final test?



10. **THE ROAD BACK**

How does the hero attempt to return to normal life?



HERO'S JOURNEY

• NORMAL WORLD •

• UNKNOWN •

5. **CROSSING THE FIRST TRESHOLD**

When does the hero cross the path of no return?

6. **TESTS, ALLIES, ENEMIES**

How do other characters affect the hero?

7. **APPROACH**

Does the hero try and fail? How so?

8. **ORDEAL**

What happens when the story reaches a life-or-death point?

9. **REWARD**

What does the hero receive as a reward, if any?





1. ORDINARY WORLD

What's the hero's world like at the beginning?

2. CALL TO ADVENTURE

What prompts the hero to step into the adventure?

3. REFUSAL OF THE CALL

Does the hero refuse to go? If so, why?

4. MEETING THE MENTOR

Who helps the hero gain wisdom?

12. RETURN WITH THE ELIXIR

What knowledge/wisdom does the hero bring back?

11. RESURRECTION OF THE HERO

What is the final test?

10. THE ROAD BACK

How does the hero attempt to return to normal life?

HERO'S JOURNEY

◦ NORMAL WORLD ◦

◦ UNKNOWN ◦

5. CROSSING THE FIRST TRESHOLD

When does the hero cross the path of no return?

6. TESTS, ALLIES, ENEMIES

How do other characters affect the hero?

7. APPROACH

Does the hero try and fail? How so?

8. ORDEAL

What happens when the story reaches a life-or-death point?

9. REWARD

What does the hero receive as a reward?

