



# The Hero's Journey

## Ordinary Life

How will you start your story? Jot some quick notes or draw a picture of the scene so you can see the entire shape of your story over the next few pages. Your first scene shows your character's personality, and tells your reader what your character needs on their journey.

A large rectangular area enclosed by a dotted line, intended for drawing or writing notes related to the 'Ordinary Life' section.

## The Invitation

How will you introduce the adventure to your character? Is it an invitation he/she wanted to accept? Or did your character have to?

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## Crossing the Threshold

This moment is the one when your character takes action that starts the adventure. What was your "Down the Rabbit Hole" scene?

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## The Hero's Journey Continues

### Meeting a Wise Advisor

Next, your character will likely meet someone who shares important information to help on the quest. Think Hagrid from Harry Potter and the Sorcerer's Stone.

### Trial One

This is the first true test your character faces on his or her journey. This is often the high point after a collection of difficulties at the beginning of the adventure.

### Trial Two

This is the second test, or the high point of the middle collection of complications and difficulties.

### Trial Three

Now it's time for the third test, the last before the climax (or most challenging situation for your character) of the story.

# The Hero's Journey Continues

## Wrestling the Dragon

This is the climax of the story. Bring as many elements of the story together in this moment as possible. In the best climaxes, we're not sure if the character will win in the end. Think about how you might surprise your reader.

## The "Boon"

After the climax, your character has something to bring home. It might be something invisible, such as courage, but the boon works best when your character has a physical object to represent their success and newfound gift.

## The Journey Home

Often the journey home from a quest involves danger that requires the main character to use their new gift.

## Home Again

Now that your character is home, show how he/she has changed on the adventure, and if possible, how he/she can share what's been learned with others.

