**Your Hero Journey: Self-Introduction (Storyboard)**

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Hero Journey Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |
| --- | --- |
| **Stages in the**  **Hero’s Journey** | **Hero Journey Notes** |
| Ordinary World  The hero’s normal world  Before the journey begins. |  |
| Call to Adventure  The hero is presented with a problem, challenge or adventure to undertake. |  |
| Refusal of the Call  The hero refuses the challenge or journey, usually out of fear. |  |
| Meeting with the Mentor  The hero meets a mentor to gain confidence, advice or training to face the adventure. |  |
| Crossing the First Threshold  The hero crosses the gateway that separates the ordinary world from the special world. |  |
| Tests, Allies, Enemies  The hero faces tests, meets allies, confronts enemies & learns the rules of the Special World. |  |
| Approach  The hero has setbacks during tests & may need to reorganize his helpers or rekindle morale with mentor’s rally cry. Stakes heightened. |  |
| Ordeal  The biggest life or death crisis – the hero faces his greatest fear & only through a symbolic “death” can the hero be “reborn” experiencing even greater powers to see the journey to the end. |  |
| Reward  The hero has survived death, overcome his/her greatest fear and now earns the reward he/she sought. |  |
| The Road Back  The hero must recommit to completing the journey & travel the road back to the Ordinary World. |  |
| Resurrection  The hero faces the most dangerous meeting / challenge / obstacle – this shows the hero can apply all the wisdom he’s brought back to the Ordinary World. |  |
| Return with Elixir  The hero returns from the journey with the “elixir”, so everyone in the world can use to heal physical or emotional wounds. |  |