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

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

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

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| **Stages in the** **Hero’s Journey** | **Hero Journey Notes** |
| Ordinary WorldThe hero’s normal worldBefore the journey begins. |  |
| Call to AdventureThe hero is presented with a problem, challenge or adventure to undertake. |  |
| Refusal of the CallThe hero refuses the challenge or journey, usually out of fear. |  |
| Meeting with the MentorThe hero meets a mentor to gain confidence, advice or training to face the adventure. |  |
| Crossing the First ThresholdThe hero crosses the gateway that separates the ordinary world from the special world. |  |
| Tests, Allies, EnemiesThe hero faces tests, meets allies, confronts enemies & learns the rules of the Special World. |  |
| ApproachThe hero has setbacks during tests & may need to reorganize his helpers or rekindle morale with mentor’s rally cry. Stakes heightened. |  |
| OrdealThe 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. |  |
| RewardThe hero has survived death, overcome his/her greatest fear and now earns the reward he/she sought. |  |
| The Road BackThe hero must recommit to completing the journey & travel the road back to the Ordinary World. |  |
| ResurrectionThe 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 ElixirThe hero returns from the journey with the “elixir”, so everyone in the world can use to heal physical or emotional wounds. |  |