

















# Hero's Journey Plot Outline

For more information about plot outlines, go to: <https://www.novel-software.com/genrestorytemplates>

## Act 1



The Ordinary World	To begin with, you set the scene and introduce the main character. This is the place to establish what's missing from the main character's life, and give hints about the story to come.	 
Call to action	An external force appears which challenges the main character. This is usually an invitation or a threat.	 
Refusal of the Call	The protagonist often expresses reluctance to answer the Call to Action. They may be afraid or feel poorly equipped for such a challenge. Sometimes the reluctance is expressed by a supporting character, rather than the hero themselves.	 
Meeting the Mentor	Readers want to see a character develop into a real hero who can overcome the odds. Everybody needs help sometimes. Mentors provide advice, encouragement and sometimes useful equipment. The Hero usually meets the mentor fairly early on, and they are usually a recurring character.	 
Crossing the threshold	In order to ensure your lead has the pressure on and therefore your readers are hooked into wondering how they'll ever get out of this mess, it's good if your hero crosses some kind of threshold that is difficult, if not impossible, to get back to normal life from. It may be a physical journey across land, the removal of allies, self-inflicted isolation or becoming wanted and on the run.	 

## Act 2



Tests, Allies and Enemies	Although this is listed as a single stage, it really represents most of the middle act. You might want to start by creating extra stages, each one to represent a challenge of increasing difficulty. Your hero will win some challenges and lose others, and they will make friends, but also enemies.	 
Approach to the innermost cave	The pressure, stakes and jeopardy should be continually ramping up. As well as external challenges, reader will often be more gripped if you can demonstrate internal, emotional challenges. You could think of the innermost cave as the hero's psyche, in which can be found demons which must be defeated. During this section the demons sense they are in danger and go all out in the forms of the hero's worst traits, such as self-doubt, fear and self-interest.	 
The Ordeal (Temptation)	In this stage your hero should face death (either actually or metaphorically) realise they are going to have to face their greatest fears. It can be very powerful to present them with a terrible choice: they can have everything they've dreamed of - but at the expense of their integrity, humanity or loved ones.	 



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The Reward	Having completed the ordeal, the hero will emerge changed and stronger than ever before. They now have the tools - emotional or physical - to face the ultimate enemy in the Final Conflict.	 
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## Act 3

The Road Back	The hero is a new person, and can see the light at the end of the tunnel, but there are still obstacles to be overcome before they can return home safely.	 
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Final conflict	This is the final battle, where the hero is tested by a powerful enemy and proves that they have changed from the person they were in the beginning.	 
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Return home with the Elixir	The 'elixir' is the new self knowledge the hero has gained. Once your climax is completed the hero returns to their original home complete and recognised as a hero. There are often celebrations, and the closing images contrast with the opening ones, in order to show how the hero has changed.	 
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