

Act 1

## Hero's Journey Worksheet

**Ordinary World:** Describe what your main character's everyday life looks like. Setting, occupation, routine, relationships, etc.

Hobbits in the Shire: unobtrusive, peaceful beings - most of Middle Earth doesn't know they exist. Agricultural society, prefer simple vs complex ways - not fond of machinery, skilled with tools, fat and unhurried, closely tied to the earth, prosperous, generally joyous, love bright colors, laughter, eating, drinking, smoking pipe-weed, telling jokes. Hospitable. Eat six meals a day. Love to give and receive presents. Magic is not part of their world. They avoid war and conflict.

**Call to Adventure:** What happens that shakes up your character's day to day life? It may be a good or bad thing, but something they can't ignore.

Bilbo leaves his ring to Frodo. Gandalf tells him to keep it hidden and safe while he learns more about the ring. Returns years later telling Frodo that Gollum had told the Dark Power that a Baggins had the ring and was from the Shire. Ring proves to be The One. It must be destroyed in the Cracks of Doom. It cannot remain in the Shire.

**Refusal of the Call:** Why might your character refuse the call to adventure?

Frodo insists he's not made for perilous quests. Offers ring to Gandalf. Gandalf reiterates the danger of seeing the ring in the Shire, but leaves decision up to Frodo who then decides to at least take it away and leave to preserve his beloved homeland and people.

**Meet the Mentor:** Who comes into your character's life to offer advice? How do they meet? What is their relationship in the ordinary world? May offer good or bad advice.

Gandalf offers to help Frodo bear the burden of taking the ring out of the Shire. Suggests they go to Rivendell.

## Act 2

**Crossing the threshold** from the ordinary world to a new reality (special world): Compare contrast between ordinary and special worlds.

Gandalf doesn't show up as promised, so Sam and Frodo set out. They come across wood elves. Frodo hopes to take the ring away to Rivendell, perhaps, and return. Gildor says, "Neither stay or turn back; for the Shire is no longer any protection to you." (book)

In the movie, Sam pauses at the end of a field and reflects on how he's never been out of the Shire. They cross a physical line.

**Tests, Allies, Enemies:** Who are your character's friend and foes? What new skills must he or she learn to survive? What obstacles will arise to test him/her?

Hobbits meet Strider in Bree, he offers advice for a price, seems shady, wants to travel along, Frodo stabbed with Nazgul blade, taken to Rivendell, Council of Elrond, Balroc, Shelob, Gollum, Mirkwood Forest, Ents, Saruman the White, Orcs, Helms Deep - pretty much everything in Fellowship through Return of the King

**Approach:** What is the plan your character and friends have to achieve the end goal? How do they prepare / regroup / reorganize?

Frodo makes decision that he and Sam will set out to destroy ring, using Gollum as a guide through Mordor.

**The Ordeal:** Describe how your main character will face his or her greatest fear. What in his/her life has to "die" in order for success?

When faced with the task of tossing the ring into the fires of Mt. Doom, Frodo discovers he can't go on with it. The ring is heavy. A burden that doesn't want to be cast off. Sam offers to take ring. Frodo recoils, "No! It's Mine!", in a Gollumesque manner. He builds resolve. Determine it's his burden to bear and he will continue on.

**Reward:** Because your main character faced a greatest fear THIS happens...

Ring is destroyed.

### Act 3

**Road Back:** Your character faced a great fear, it may have been an interruption, but time to refocus. How does your character rally the troops, or psych himself up to meet that goal. There needs to be a great sense of urgency.

As fire consumes ring, mountain crumbles and erupts. Sam and Frodo face certain death - It's the end of all things, they will never return to the Shire. "We are lost in ruin and downfall, there is no escape." Frodo loses consciousness.

**Resurrection:** What is the final conflict your character must survive to win? What must he or she sacrifice to reach the objective/goal?

Frodo and Sam wake up in Gondor. A holiday is declared (new year begins) on the day Sauron fell. Frodo summoned by the King who sang of their quest. Both hobbits were dressed in clean linens, then cloaked with elven cloaks. Silver circlets placed on their heads.

**Return with the Elixir:** What wisdom, skills, etc does your main character gain from this adventure that can be shared with others to make their lives better?

Frodo returns to Shire a widened hero. Writes of his adventures, leaves his stuff to Sam (book) Goes off to the Havens with the elves and Bilbo.

**Additional Notes about your story:**