

A WRITER'S NOTEBOOK FOR
PLOTTING THE
HERO'S JOURNEY
SELFISHLY



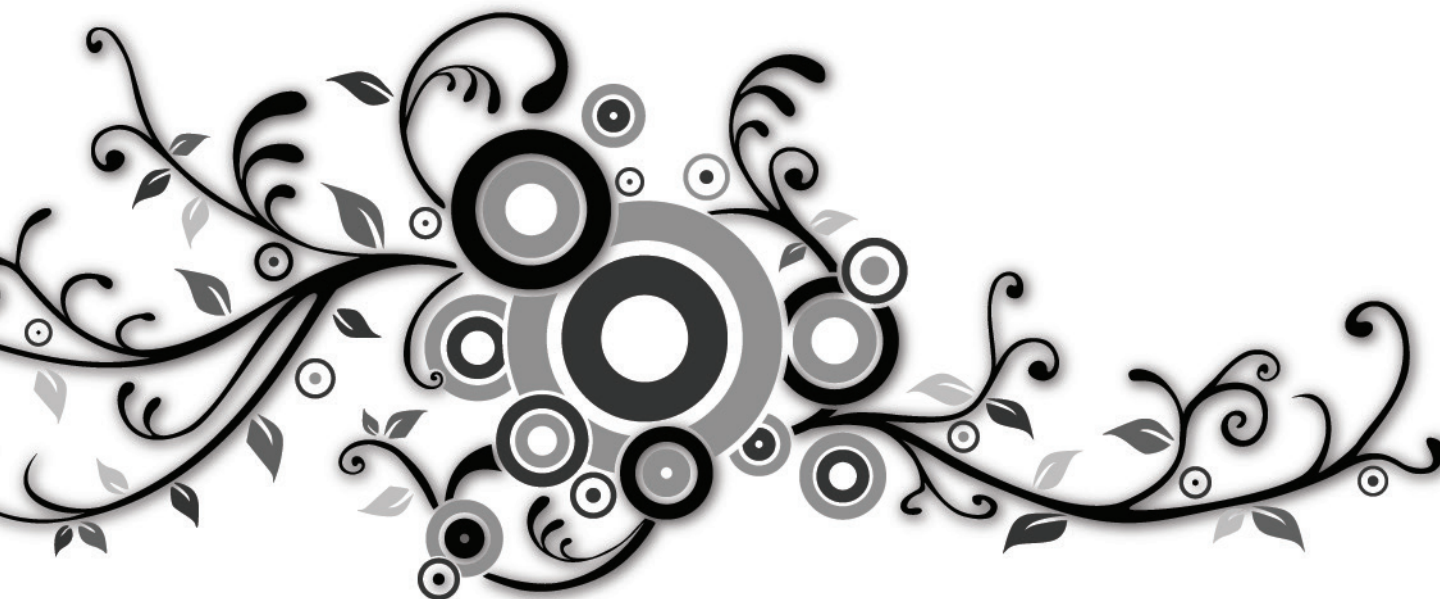
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ISBN: 978-1-948754-34-7



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FOREWORD

Stories aren't just about heroes and villains and beautiful new and fascinating worlds.

They're about change.

What was the world like before your hero entered it? How did they change it? What struggles did they endure in order to make the world a better place?

For every problem, there is a solution. And when those two meet, you get a story.

Story changes every reader, but first it must change the writer. So think about what makes your story yours, and hold onto that. What ideas are you putting into the world? How has this story changed you?

There are innumerable stories to tell. We decided to narrow this book down to the most common story structure out there: the hero's journey. Of course, if your book is different and you're using a more obscure structure, this might help in keeping track of your chronological details as you lay them out. Not every detail slot has to be filled out. Not every character has to be included.

It's your story; you write how you want to.

If you're a pantsner, this may be helpful in keeping track of your ideas when you're not writing. If you're a plotter, filling this book out before you start will help you make sure you always have a direction to write. Either way, staying consistent and having notes about what happens in the story will help you keep consistent as you write and have an invaluable resource when you edit.

Keep this notebook on you to help you write the story only you can tell.



IN THE FIRST ACT, YOU GET YOUR HERO UP A TREE.
IN THE SECOND ACT, YOU THROW ROCKS AT HIM.
FOR THE THIRD ACT, YOU LET HIM DOWN.

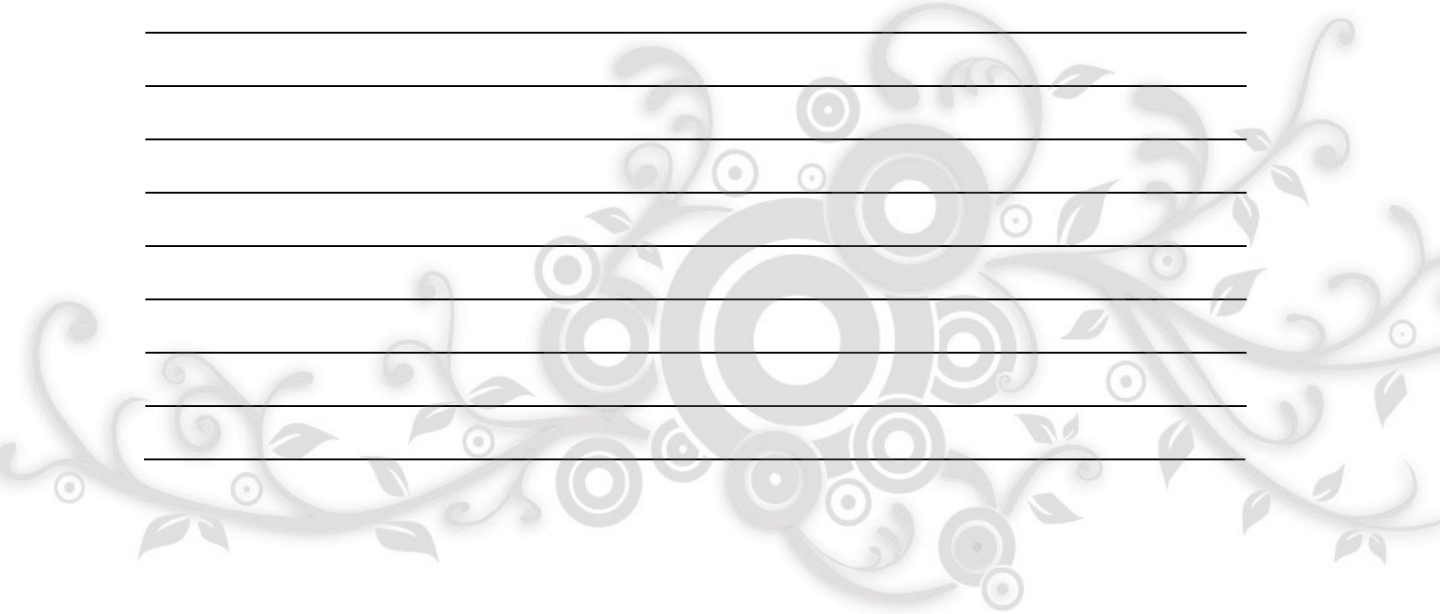
GEORGE ABBOTT 



CONFLICT

SUBPLOT CONFLICTS

TICKING CLOCK





CHARACTERS

THE HERO

THE VILLAIN



THE MENTOR

THE SIDEKICK





THE PLOT



CROSSING THE FIRST THRESHOLD

“BELLY OF THE WHALE”





ACT I

TARGET WORD COUNT (AT THE END OF ACT I): _____

INTRODUCE HERO'S LIE AND FLAW

INCITING ACTION



QUEST IS GIVEN

INTRODUCE MENTOR



JOURNEY BEGINS

FIRST TRIAL/FAILURE



ACT II



ACT III

