



1. What is wrong for them in the 'ordinary world'?



2. What is their 'call to adventure'?



3. Do they refuse this adventure at first?



4. How does a 'mentor' change them?



5. Do they cross a line and there is no turning back?



6. What tests do they face? Do they gain allies?



7. Why do they fear the ordeal they must face?



8. What is their ordeal, and how do they beat it?



9. What did they gain from their ordeal?



10. How is the road back to their world difficult?



11. How are they different when they get back?



12. How does their reward benefit others?