**Last Book in the Universe - Hero’s Journey**

Fill out the chart as we go through the novel, and as Spaz passes through each stage of the Hero’s Journey

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| **Time** | **Description** | **Spaz’s Journey** |
| **12:00** | ***Status Quo:*** where we start the journey |  |
| **1:00** | ***Call to Adventure:*** hero receives a mysterious message. An invitation? Challenge? |  |
| **2:00** | ***Assistance:*** the hero needs some help. Probably from someone older and/or wiser |  |
| **3:00** | ***Departure:*** hero crosses from safe world/home and enters a new world of adventure |  |
| **4:00** | ***Trials:*** hero solves a puzzle, slays a monster, escapes from a trap |  |
| **5:00** | ***Approach:*** the hero faces their biggest ordeal, or their worst fear |  |
| **6:00** | ***Crisis:*** the hero faces death or even dies, only to be reborn. It’s most important struggle |  |
| **7:00** | ***Treasure:*** as a result of the crisis, the hero gains some treasure...special power, recognition |  |
| **8:00** | ***Result:*** the monsters chase or bow down to the hero |  |
| **9:00** | ***Return:*** the hero returns to his ordinary world |  |
| **10:00** | ***New Life:*** The quest has changed the hero. He has outgrown his old life |  |
| **11:00** | ***Resolution:*** all the tangled plot lines get straightened out |  |
| **12:00** | ***Status Quo (Upgraded):*** a new level of status quo - nothing is quite the same when you’re a hero. |  |