Mythical Archetypes
Protagonist
Antagonist
Mentor
Sidekick
Gatekeeper
Trickster
Allies & Enemies
Temptress
Messenger
Story Structure
12 Stages of Protagonist’s Path

1. Life at Home
2. Calling
3. Denial of the Call
4. Aid from the Mentor
5. Crossing Over
6. The Other World
7. Series of Battles
8. Climatic Battle
9. False Death
10. Rebirth
11. Return Home
12. Teachings
Home
Calling
Denial of Call
Aid From Mentor
Crossing Over
The Other World
Series of Obstacles & Battles
Major Battle
False Death
Rebirth
Return Home