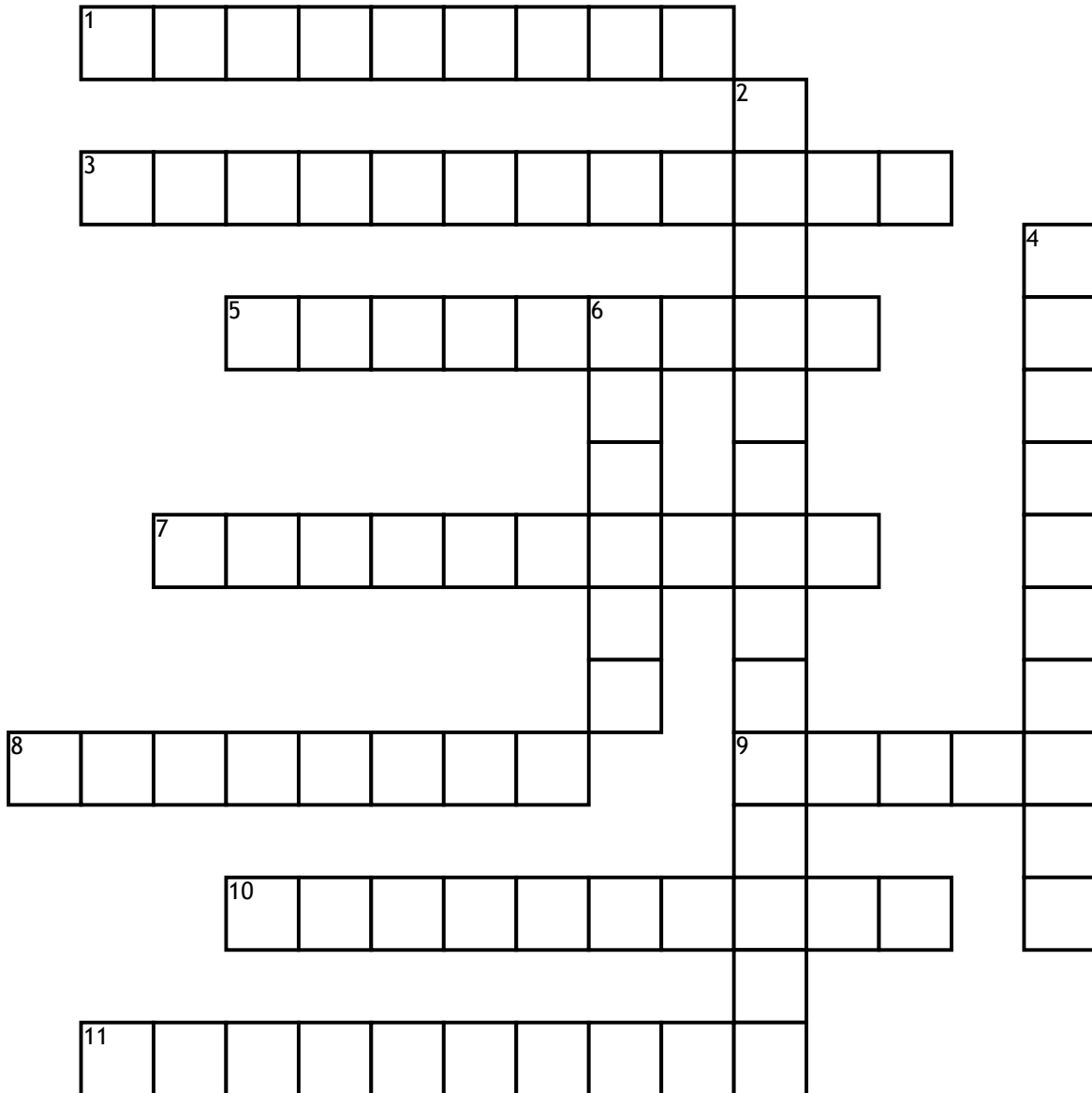


Name: _____

Vocab Creation Activity



Across

1. The starting point for a new state or experience
3. Not able to be explained by physical laws
5. The act of making amends for sin or wrongdoing
7. The act of influencing by exciting hope or desire. This is often done by the god-tempter archetype
8. Another name for the Hero's journey, a monomyth is the basic story pattern found in narratives from all over the world

9. Often the greatest challenge of the journey, where the hero must face death and /or overcome her/his greatest fears

10. The act of making something evident

11. The action of beginning something

Down

2. The act of changing in form or shape or appearance

4. The perfect form or example of something

6. The most important helper to the hero. This is also known as the god-teacher archetype