

THE HERO'S JOURNEY

THE CALL TO ADVENTURE -

Something shakes up the situation, either from external pressures or from something rising up from deep within, so the hero must face the beginnings of change.

MEETING WITH THE MENTOR - The hero comes across a seasoned traveler of the worlds who gives him or her training, equipment, or advice that will help on the journey. Or the hero reaches within to a source of courage and wisdom

CROSSING THE THRESHOLD - The hero commits to leaving the Ordinary World and entering a new region or condition with unfamiliar rules and values.

TESTS, COMPANIONS AND ENEMIES - The hero is tested and sorts out allegiances in the Special World

THE ORDEAL - Near the middle of the story, the hero enters a central space in the Special World and confronts death or faces his or her greatest fear. Out of the moment of death comes a new life.

THE REWARD - The hero takes possession of the treasure won by facing death. There may be celebration, but there is also danger of losing the treasure again.

THE ROAD BACK - About three-fourths of the way through the story, the hero is driven to complete the adventure, leaving the Special World to be sure the treasure is brought home. Often a chase scene signals the urgency and danger of the mission.

THE RESURRECTION - At the climax, the hero is severely tested once more on the threshold of home. He or she is purified by a last sacrifice, another moment of death and rebirth, but on a higher and more complete level. By the hero's action, the polarities that were in conflict at the beginning are finally resolved.

