

I. Departure

1. The World of Common Day

START/FINISH

"the ordinary world is the context, home base, and background of the hero..."

2. The Call to Adventure

"establishes stakes of game and makes clear the hero's goal..."

3. Refusal of the Call

"[the hero is] not yet fully committed to journey, some other influence required to get past turning point of fear..."

4. Meeting with the Mentor

"introduce Mentor(s) to prepare hero to face the unknown"

5. Crossing the First Threshold

"hero commits to adventure, fully enters Special World, no turning back"

6. Tests, Allies and Enemies

"[the hero] begins to learn rules of Special World"

7. Approach to the Inmost Cave

"[the hero] comes to edge of [a] dangerous place where object of quest is hidden"

8. The Supreme Ordeal

"fortunes of hero hit bottom in direct confrontation with greatest fear...brought to brink in battle with hostile force with possible death"

12. Return with Elixir - "Freedom to Live"

"the elixir may be treasure, love, freedom, wisdom, or knowledge that the Special World exists and can be survived...unless something is brought back from the Inmost Cave, the hero is doomed to repeat the adventure"

11. Threshold Crossing - "Resurrection"

"the hero [is] transformed by moments of death and rebirth and is able to return to ordinary life reborn as a new being with new insights"

10. The Road Back

"the hero deals with consequences of confronting dark forces of Supreme Ordeal"

9. Reward - Seizing the Prize

"[the hero] celebrates surviving death and taking possession of reward [sought]: treasure, knowledge, experience"

The Known World

"[the]hero's problems and conflicts are already present...waiting to be activated"

The Threshold of Adventure

The Unknown World

"The Undiscovered Country" - William Shakespeare

The Hero's Journey
Based on "A Practical Guide to The Hero With a Thousand Faces" by Christopher Vogler

II. Fulfillment

III. Return

