

THE HERO'S JOURNEY

Introduction: The hero of the story and their Known World are introduced to readers for the first time.

Call To Adventure: The hero receives a Call to Adventure but initially refuses, fearing the dangers of the Unknown World or their own inadequacy.

Supernatural Aid: A supernatural force or figure arrives and encourages the hero to take up the Call, either by acting as a mentor or by destroying something the hero holds dear in their Known World.

Acceptance of the Call: The hero decides to accept the Call to Adventure and passes through the Threshold from the Known World to the Unknown World.

Rising Action: The hero faces trials and challenges as they begin their journey, learning slowly but surely that they must take action against a greater evil.

Death and Rebirth: The hero experiences a radical transformation—often through facing a life-or-death situation—that forces them to confront their fears and flaws. The hero may also defeat the villain in this moment.

Atonement: The hero must right their wrongs and atone for the suffering they have caused on their journey. If they haven't yet defeated the villain, this is where that moment will occur.

Crossing the Threshold: The hero returns to their Known World.

Reward: The hero receives an extraordinary or supernatural gift as a reward for completing their journey.

Return to Normal: The hero adapts to their Known World or their New Normal, though they have been forever changed by their journey.