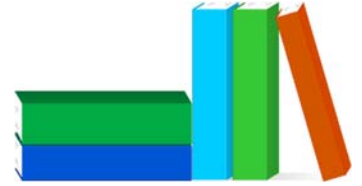


The Hero's Journey



The hero's journey is a story structure that recurs in various cultures all over the world. The Journey has four main parts:

- The hero is living a normal life. They then receive a **call to adventure** to leave their normal life to accomplish something. The hero commonly refuses the call, but ultimately sets out on the journey because there is something important at stake.
- A **mentor or helper** usually helps the hero to **cross the threshold**. The threshold is the point at which there is no turning back. Once across the threshold, the hero must face **tests, allies and enemies**, usually with the help of the mentor.
- With initial obstacles overcome, the hero and his allies reach the **approach** and prepare for a major challenge. At this point, an **ordeal** threatens the hero's life. The hero is typically required to face his greatest fear. After passing this test, the hero has a new strength, as if they have been reborn. The hero's **reward** always represents some new knowledge or understanding.
- The hero and their companions then **return** to normal life with their treasure. The climax of the story occurs as the hero tries to cross the threshold back into normal life and must face a final test or challenge and risk losing all they have gained. When the hero passes this test, they have come full circle, solved the main problem of the story, and they are able to begin a new life as a leader or well respected person in their ordinary world.

Track how the main aspects of the hero's journey occur in two different stories.

The Call to Adventure		
Crossing the Threshold		
The Ordeal		
The Return		