

Joseph Campbell's Hero's Journey



Project Title: _____ Genre: _____

<p>1. Ordinary World: This is the hero's everyday life and routine before the story begins.</p>	<p>7. Approach to the Inmost Cave: The hero approaches the center of the new world, where the object of their quest is located.</p>
<p>2. Call to Adventure: The hero is presented with a problem, challenge, or adventure to undertake.</p>	<p>8. The Ordeal: The hero faces a major challenge or crisis. This is the midpoint of the journey, where the hero must face death or their greatest fear.</p>
<p>3. Refusal of the Call: The hero, feeling fear or insecurity, initially refuses the call to adventure.</p>	<p>9. Reward (Seizing the Sword): The hero overcomes the ordeal and receives a reward, which could be an object, revelation, reconciliation, or transformation.</p>
<p>4. Meeting with the Mentor: The hero meets a mentor who provides advice, training, or a crucial piece of info.</p>	<p>10. The Road Back: The hero must return to the ordinary world, often while being pursued by forces from the new world.</p>
<p>5. Crossing the Threshold: The hero leaves the ordinary world and enters a new, unfamiliar one.</p>	<p>11. Resurrection: The hero faces a final test or battle, where they must use everything they've learned.</p>
<p>6. Tests, Allies, and Enemies: The hero encounters new challenges and obstacles and makes allies and enemies in the new world.</p>	<p>12. Return with the Elixir: The hero returns to the ordinary world, but they've changed, grown, or transformed.</p>

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