

THE CALL TO ADVENTURE: STEPS OF THE HERO

(Adapted from Joseph Campbell's *Monomyth*)

Everything is Normal	The hero and his friends are Introduced to the reader.
Herald of Change	Something changes in the life of the hero.
Call to Adventure	Something happens that calls the hero to adventure.
Meeting the Mentor	The hero meets a mentor. (This mentor often gives the hero a magical item, knowledge, or training.)
Bestowing the Gift	The hero is given a gift to face future adventures.
Preparing for the Journey	The hero practices with the gift and gets ready to start the journey. (This sometimes means being trained by the mentor.)
Journey Begins	The hero begins his journey.
Trials of Resolve	The hero overcomes many obstacles. (Each obstacle tests the hero in some new way, such as his courage or fighting skills.)
The Darkest Hour	Things get really dark and dangerous and the hero begins to lose hope. (Often this means entering some deep, dark, dangerous cave.)
Confronting Evil	The hero confronts the big bad villain.
The Final Fight	The hero has a huge fight and barely wins. The hero gets the reward they were looking for. (Sometimes this means stopping the bad guy.)
Back Home Again	The hero returns to the regular world. Loose ends of the story are wrapped up. (The world is safe once again.)

Optional Additions to the Story	
Last Minute Rescue	The hero and the bad guy fight again. This time, the hero wins once and for all, but only because of a sacrifice someone makes. Another option is to have the hero arrive just in the nick of time to save the day.
Love or Friendship	The hero might fall in love or become friends with someone they have hated throughout the story.
Authority Figure	The hero often has to deal with an authority figure in some manner. (This might sometimes be a parent.)
The Big Change	The hero changes in the story. Sometimes it happens gradually and sometimes it happens suddenly.

