

## THE HEROE'S JOURNEY

Here is Vogler's own recap of Joseph Campbell's "hero's journey," which I quote in full from page 30 of *The Writer's Journey*, together with one word names I've given to each of the twelve steps to show parallels to the 24 story system. Remember, heroes are both Positive and Negative. This gives us an overall picture of a life span, seldom approximated where our focus in on episodes, but the schema allows us to conceive of the context within which a given episode may occur.

**My one word names                      Quotation from Vogler                      24 story parallels**

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|----------------|--|--|
| 1. PARTICIPATE | "Heroes are introduced into the ORDINARY WORLD, where"   |  |
| 2. CALLED      | "they receive the CALL TO ADVENTURE."  |  |
| 3. HESITATE    | " They are RELUCTANT at first, or REFUSE THE CALL,"  | 3. tempted                                     |
|                | 2. threatened; 5. puzzle; confuse  | 3. tempted                                     |
| 4. LISTEN      | "but are encouraged by a MENTOR to"  |  |
|                | [first role transition]  | 4. discover; 6. appeal                         |
| 5. RISK        | "CROSS THE THRESHOLD, and enter the special world"   |  |
|                |  | 17 venture; 20. nurture                        |
| 6. RELATE      | "where they encounter TESTS, ALLIES and ENEMIES."  |  |
|                |  | 24. love; 23. connect                          |
| 7. INITIATE    | "They APPROACH THE INMOST CAVE, crossing a 2nd threshold"  |  |
|                |  | 16. pursue; 15. sacrifice                      |
|                | [second role transition]   |  |
| 8. PREVAIL     | "where they endure the SUPREME ORDEAL."  |  |
|                |  | 15. sacrifice; 13.avenge                       |
| 9. SEIZE       | "They take possession of their REWARD and"   |  |
|                |  | 19. rescue; 18. succeed; 12. rival             |
| 10. ESCAPE     | "are pursued on THE ROAD BACK to the Ordinary World."  |  |
|                |  | 19. rescue; 14. controlled                     |
|                | [third role transition]  |  |
| 11. LIBERATE   | "They cross the 3rd threshold, experience a RESURRECTION, and" are transformed by the experience." |  |
|                |  | 1. liberate; 20. mature                        |
| 12, CELEBRATE  | "They RETURN WITH THE ELIXIR, a boon or treasure to benefit the ordinary world."                   |  |
|                |  | 23. celebrate, praise; 21. healed, transformed |