

Plot Plan 5 – Monomyth (The Hero’s Journey)

<http://en.wikipedia.org/wiki/Monomyth>

Departure	The Call to Adventure	Everyday life interrupted by a call to the unknown.
	Refusal of the Call	Refuses because of duty, obligation, fear, inadequacy, etc.
	Supernatural Aid	Hero seeks guidance or helper, could be magical item.
	The Crossing of the First Threshold	Hero crosses into field of adventure.
	Belly of The Whale	Final separation from the known world.

Initiation	The Road of Trials	Series of tests, tasks, or ordeals.
	The Meeting With the Goddess	Hero experiences all-powerful, all-encompassing, unconditional love.
	Woman as Temptress	Hero faces temptations that may lead him/her to stray or abandon.
Center point of the journey	Atonement with the Father	Confrontation with person that holds ultimate power over the hero.
	Apotheosis	Period of rest, peace and fulfillment before beginning the return.
	The Ultimate Boon	Achievement of the goal of the quest.

Return	Refusal of the Return	Hero resists returning home.
	The Magic Flight	Hero may need to escape with the boon.
	Rescue from Without	Guides and rescuers assist the hero's return.
	The Crossing of the Return Threshold	The struggle to retain the boon and perhaps share it at home.
Master of Two Worlds	Achieving a balance between the physical and the spiritual.	
Freedom to Live	Mastery, which leads to freedom from fear of death.	