

Hero Cycle/Hero's Journey:

Call to Adventure

Refusal of the Call

1st call for help

Battle of the Guard

Tests (minor skirmishes)

2nd Call to Help
(and Supernatural Aide)

Belly
of the
Whale

No way
out but
forward

Hero brings back the boon/treasure/magical elixir,

Whose purpose is to save
himself or save his world

Master of Two Worlds

Point of Return

Threshold struggle

Magical Flight

Refusal to Return

Realm of the Known

Threshold of Adventure

Realm of the Unknown

As a result,
the hero
experiences:

apotheosis

illumination

magical elixir

sacred marriage

father atonement

Supreme Ordeal