

4

TRIALS

Upon entering the special world, the hero will encounter a number of trials. These trials will test the hero and can be based on a number of different elements e.g. solving a riddle, overcoming a physical or mental hurdle.

5

APPROACH

This stage forces the hero to confront their fears.

6

CRISIS

Following the confrontation of their fear, the hero enters a stage of crisis. This is the darkest hour for the hero where they are facing defeat or failure in their pursuit.

7

TREASURE

The hero overcomes the crisis and as a result claims recognition, a special power, a physical reward.

8

RESULT

Do the fears confronted by the hero bow down or chase the hero from the special world?

9

RETURN

The hero returns to the ordinary world from the special world marking the end of the adventure and the beginning of adaptation to the previous environment.

3

DEPARTURE

The hero crosses the threshold from the ordinary world into the special world in order to begin the journey.

2

ASSISTANCE

In order to assist the hero on their adventure they will receive wisdom, guidance or help from a mentor who has an understanding of the special world that the hero is about to enter.

1

CALL TO ADVENTURE

A call to adventure occurs, perhaps through an invitation or a challenge. This call can be either welcome or unwelcome, but it will call the hero to move beyond the status quo and their ordinary world.

10

NEW LIFE

This experience and adventure has changed the hero, who begins a new chapter in their life based on the experience.

11

RESOLUTION

The hero's storyline is resolved, with them living in the ordinary world again, but with the benefit of having learnt from their adventure.

PARASPORTS ADVENTURER

