

The 12-Steps of the Hero's Journey

based on Joseph Campbell's *Hero with a Thousand Faces*

12- Steps	Wizard of Oz	Lord of the Rings
1. The Ordinary World <i>The ordinary world is the hero's home base (setting) and the character's background.</i>	Dorothy lives in Kansas, a boring world in which people around her don't understand her.	Frodo lives in a small village of Shire, isolated from the outside world
2. The Call to Adventure <i>The hero learns what he/she has to do. There is a clear goal for the hero.</i>	Miss Gulch threatens to have Toto killed; Toto escapes and runs back home. Dorothy needs to leave to protect him.	Gandalf the wizard arrives and urges Frodo to set out to destroy the ring.
3. Refusal of the Call <i>The hero has not yet fully committed to the journey. The hero may be reluctant to go or express a reason that he/she refuses to go.</i>	Dorothy does not run away from home; instead, she returns home (abandoning the first journey) when she hears Auntie Em is very sick.	Frodo does not want to leave the comforts of the Shire initially.
4. Meeting with the Mentor <i>A new character is introduced to help the hero face the journey of the unknown world.</i>	Glinda, the Good Witch of the North, explains the world of Oz to Dorothy, giving her advice and magic shoes.	Gandalf introduces Frodo to the Fellowship, a group of trusted allies, who set off with him.
5. Crossing the First Threshold (Unknown World) <i>The hero finally commits to the journey and takes the first steps toward the world of the unknown.</i>	Dorothy begins her journey to Oz on the yellow brick road.	Frodo begins his journey to Mt. Doom with the Fellowship
6. Tests, Allies, and Enemies <i>The hero meets various characters and has different experiences on his/her journey, which help the hero learn the rules of the Unknown World.</i>	<u>Allies:</u> Glinda the Good Witch, Tin Man, Scarecrow, Cowardly Lion <u>Enemies:</u> Wicked Witch of the West	<u>Allies:</u> Gandalf, Samwise Gamgee, The Fellowship, Elves <u>Enemies:</u> Balrog, Saruman, Gollum
7. Approach to the Inmost Cave <i>The hero comes to the edge of a dangerous place where the goal of the quest is near, but not yet within reach.</i>	Dorothy enters the haunted forest and encounter's the flying monkeys.	Frodo and Sam separate from the Fellowship and continue on their own to Mount Doom.
8. Supreme Ordeal <i>The hero is faced with the direct confrontation of his/her greatest fear; this is the final force to face, which may lead to the hero's death.</i>	Dorothy defeats the Wicked Witch of the West.	Frodo throws the ring into the molten lava of Mount Doom.
9. Reward <i>The hero celebrates the fact that he/she has survived death and takes possession of what he/she was seeking (treasure, knowledge, experience, destruction of evil).</i>	Dorothy literally receives the witch's broomstick, which symbolizes her victory over evil	Frodo has destroyed the ring and has won victory over evil forces of Sauron.
10. The Road Back <i>The hero deals with consequences of confronting the issues related to the Supreme Ordeal.</i>	Each member of the team gets what he/she wanted (home, courage, heart, brain).	Frodo and Sam are rescued by Gandalf and his eagles; they return to the Shire.
11. Threshold Crossing (Resurrection/Rebirth) <i>The hero may have been on the brink of death, but now returns to ordinary life, "reborn" with new insights and outlook on life</i>	Dorothy returns to Kansas with the help of Glinda the Good Witch.	Frodo awakens weeks after his exhausting ordeal; he is living again in the Shire, but has new world experiences.
12. Return with Elixir (Freedom to Live) <i>The elixir may be treasure, love, freedom, wisdom, or knowledge that the unknown world exists and can be survived. If there is no elixir brought back to the Ordinary World from the Inmost Cave, the hero is doomed to repeat the adventures.</i>	Dorothy has a new appreciation for her life in Kansas and of her loved ones.	Frodo, unlike other hobbits, has a new understanding of the outside world.