

A CHICK LIT HERO'S JOURNEY
Or It's Not Just about the Shoes
 By Eileen Rendahl

STAGE	TITLE	KEY CONCEPTS
One	The Ordinary World	Baseline. Static yet unstable. Limited awareness of problem.
Two	The Call to Adventure	Inciting incident. Catalyst. Increased awareness of problem.
Three	Refusal of the Call	Threshold. Establish level of risk. Reluctance to change.
Four	Meeting with the Mentor	Guidance. Source of wisdom. Magical equipment. Overcoming reluctance.
Five	Crossing the First Threshold	Whole-hearted commitment to change. Passing guardians into Special World. No gentle landing.
Six	Tests, Allies and Enemies	Team-forming. New rules. Experimenting with change. Base Camp.
Seven	Approach to the Inmost Cave	Heart of the Special World. Reconnaissance and reorganization. New tests. Shaman's territory. Preparing for big change.
Eight	The Supreme Ordeal	Deepest chamber of inmost cave. Death and rebirth. Crisis (NOT CLIMAX). Death of the ego. Attempting big change.
Nine	Reward	Relief. Reflection. Taking possession. New perceptions. Consequences of the attempt.
Ten	The Road Back	Taking lessons learned back to Ordinary World. Rededication.
Eleven	The Resurrection	Climax (NOT CRISIS). Catharsis. Sacrifice. Cleansing. Final attempt at change.
Twelve	Return with Elixir	Reward and punishment. Full circle (or not). Final mastery of change.