



The Call to Adventure

“This first stage of the mythological journey—which we have designated the 'call to adventure'—signifies that destiny has summoned the hero [heroine] and transferred his [her]...center of gravity from within the pale of his [her] society to a zone unknown. This fateful region of both treasure and danger may be variously represented: as a distant land, a forest, a kingdom underground, beneath the waves, or above the sky, a secret island, lofty mountaintop, or profound dream state; but it is always a place of strangely fluid and polymorphous beings, unimaginable torments, superhuman deeds, and impossible delight. The hero [heroine] can go forth of his own volition to accomplish the adventure...or he/she may be carried or sent abroad by some benign or malignant agent... The adventure may begin as a mere blunder ... or still again, one may be only casually strolling when some passing phenomenon catches the wandering eye and lures one away from the frequented paths of man [woman].”

—Joseph Campbell