Why the Hero’s Journey?

Here's how the Hero's Journey can be understood in the context of the Sanctuary System and the meta journey:

**1** The various stages of the Hero's Journey, such as the call to adventure, the road of trials, and the return with the elixir, can be seen as allegorical representations of the challenges and transformations we encounter on our own life journeys.

**2** The Hero's Journey can be used as a map for navigating the landscape of consciousness, with its highs and lows, challenges and triumphs, mirroring the wastelands and sanctuaries discussed in the sixth video idea.

**3** Just as the hero in the archetypal story undergoes profound transformation, we too can use the Hero's Journey framework to understand and facilitate our own personal and spiritual growth.

**4** The Hero's Journey can be seen as a microcosm of the larger meta journey of life, death, and rebirth. Each stage of the Hero's Journey can be understood as reflecting a stage in the larger cycle of existence.

**5** By understanding the Hero's Journey and its connection to the Sanctuary System, individuals can gain valuable insights into their own life experiences and find guidance for navigating challenges and achieving personal and spiritual growth.

The Map To Your Mind Is The Hero’s Journey

1. Types of obstacles in daily life map RELATIVELY to the hero’s journey. What does that mean?
   1. It means that for every type of situation, there is a stage of the hero’s journey that it will map to, in relation to the dream outcome of the situation and what type of obstacle this is in relation to the total journey
   2. Before we start we should address MAIN CHARACTER SYNDROME
      1. This is the idea that someone always thinks they are the MAIN CHARACTER in every situation they are in. That is not the way the Hero’s Journey works. They are different things. What’s being talked about in MAIN CHARACTER SYNDROME is a type of behavior, and the point of the Hero’s Journey is how to go from being just a character in lots of stories that are going on, to becoming your own main character INSIDE OF AN ARC where that makes sense because that’s a MODE of how you fit in the world. What I’m saying is that in the hero’s journey, the main character, the hero, IS NOT THE MAIN CHARACTER OF THE STORYWORLD at the beginning of the story. They aren’t even the main character until THE RESOLUTION, when they bring the elixir back and everyone finds out. Even then, they’re just accepted INTO society. That is just another story of another instance of a regular person coming-of-age, or empowerment, or romance, or saving the world or whatever it may be.
   3. Types of total journeys
      1. There are two types
         1. Types where you already know how to do the journey and so it’s easy to map it
         2. Types where you don’t already know how to do the journey and nobody is going to map it for you, so you have to try to do it yourself (and hopefully with the help of other peoples’ maps)
   4. The hero’s journey DOES map to your life but it doesnt map to your entire life in a clear way until you are dead
      1. So until then you can only apply it to different accomplishments you are trying to navigate towards, journeys you are trying to go on and complete
   5. At any point in any journey, you can map it and get a read on where you think you are
      1. This is not a guaranteed mapping
      2. But because you are doing it and because the Hero’s Journey DOES fit the archetype of knowledge discovery journeys, you will actually DISCOVER what you are searching for, as long as you keep looking and keep trying to map it, and it exists, and you’re going the right way
   6. How do you tell you’re going the right way?
      1. Heroes have mentors.
         1. People who already did some version of the journey that make it obvious to the hero that it IS possible, even if they’re the only one who thinks so
      2. Sometimes these mentors are true mentors and sometimes they are false mentors
         1. True Mentors: mentors who actually did achieve the same goal the hero is trying to achieve and help the hero via an example relationship that provides the correct external story
            1. This relies on another character to provide a different worldview than the hero originally has, so that they are opening up over the course of the story
            2. They usually are resistant whether consciously or not to the catalyst worldview, so this is called the DIRECT catalyst worldview
         2. False Mentors: False Mentors ultimately turn out NOT to have achieved the same goal as the hero, whether it seemed like it or not
            1. But they still help the hero by providing a wrong perspective
            2. The hero has no resistance to this because their own flaw matches the mentor’s flaw and so the mentor here creates an INDIRECT type of catalyst worldview
         3. Additionally, there has to be a character that is involved in another aspect of the hero’s life, their internal arc where they discover how their mentor/mentee relationship relates to the problem plaguing their society, and *THE DIRECTION OF THE SOLUTION*, but not the *ACTUAL SOLUTION*
            1. THE ACTUAL SOLUTION: is discovered by the hero AFTER they attempt to the general public (or its representation in the storyworld, which could be an institution or a power figure) to present the solution they came up with based on their naive relationship with the B story character.
            2. The reason it’s discovered AFTER this is because they first have to fail in order to realize WHAT ABOUT THEM, SPECIFICALLY is UNIQUE inside the capsule of their WORLD and how the SOCIETY ITSELF is growing and what role they COULD play in it.

Then, only AFTER they have FAILED to do it themselves the way they THOUGHT it was going to be, CAN they realize the power of SOCIETY and working together to DISCOVER what they can MAKE out of the situation, which is what this is really about, and that’s when the HERO goes to GATHER THEIR ALLIES

The ALLIES agree to join the team, and bring their own FLAIR, and that is what actually causes the transformation, because on the way to fight the big bad, there are lots of minor obstacles that the Hero would be overwhelmed by if they had to deal with all of them on their own. So, they must rely on others, on the work of others, and on the potential of others. They have to believe in the people they want to help, and those people have to believe in them.

Not only that but also the hero has to EARN that respect, that position, by coming to understand the worldview that the hero is the absolute proof of concept for. The hero’s story in the storyworld, their journey, IS THE MISSING LINK that REIFIES the entire NEW WAY OF SEEING THE PROBLEM that allows the society to OVERCOME IT, and this is PROVEN by the ALLIES.

How? The fact that the ALLIES can finally GET WHAT THE HERO HAS BEEN INTUITING ALL ALONG and BECOME IT, themselves, without giving up their STATUS QUO IDENTITIES, is the point

At this exact stage, the ALLIES are given a CALL TO ADVENTURE by the Hero, and it is clear to them that the hero can’t do it alone and IS ONLY A HERO if the others join them, and it is clear that if they join, they can be HEROES as WELL.

They go and conquer the big bad TOGETHER

It’s important to note that this can be configured in all kinds of ways. It is NOT a linear process, necessarily. The fact is: whatever way you construct it, when we look at it again from an audience point of view, we just have to be able to map it back to the Hero’s Journey, but you can actually move these beats around inside the stages as you plan, because every stage has all the stages inside of it, every stage is a minor hero’s journey so-to-speak, and so is every sequence and scene, etc.

In that sense you can scope out whatever length of journey you want and see if you can detect a hero’s journey you’re involved in there and which stage it could be at. Just be careful because you can overshoot it if you haven’t been through the midpoint yet, because until you go through it it’s really unclear what we’re even doing, since we’re just in Act 2 part 1. I’ll get into that in the video on Act 2 part 1.

This is really important

Why People Get Lost In Act 2 Of The Hero’s Journey