Journey of the Hero Vocabulary

involved in the main action. The person who <u>learns the lesson</u> of the story and is changed by it. The hero commands the most <u>interest</u> and <u>sympathy</u> from the reader.
Story= metaphor for the <u>human Condition</u> , with characters (archetypes) who embody <u>Universal</u> qualities that are a part of every human being.
Myth= a special kind of <u>Story</u> that deal with the forces of creation and the relationship of those forces to human beings-a metaphor for a <u>mystery</u> beyond human comprehension that helps us to understand, by analogy, some aspect of the mysterious universe we live in - not an untruth, but a way of reaching or getting at a <u>profound</u> truth.
Epic = a long story or poem set in a remote time and place, and dealing with heroic characters, deeds, and legends
Archetype= characters or <u>energies functions</u> that repeatedly occur in the dreams, stories, and mythologies of <u>all people</u> , of <u>all cultures</u> - they reflect aspects of the human personality.
Mentor = a <u>feacher</u> who aids the hero in her journey.
Foreshadowing= an element introduced early in a plot to indicate possible <u>future events</u> .