

Act III

Stage 10: The Road Back

- A few heroes stay in the Special World, but most head back
- Story's energy is revved up again (push back up to light)
- Return to Ordinary World and implement lessons learned in Special World
- Hero may fear that wisdom and magic of Ordeal could evaporate in the harsh light of the common day – Fear, skeptics,
 - Hero shares anyway
- Hero is rededicated to adventure
- Threshold from Act II to Act III
 - May change aim of story
 - Motivation can be inner or outer
- Finish the enemy – or they may rise up again, angrier than ever
 - May be a chase scene
 - Pursuit by an admirer can be an interesting twist
 - Pursuit of escaped villain
 - Possible catastrophic reversal of Hero's good fortune – reality
 - Could be *Delayed Crisis* spoken of earlier
 - Road back could be a brief moment or an elaborate sequence