

Act I

Stage 5: Crossing the First Threshold

- Threshold to the Special World, or Act II
- Crossing Threshold = Plot Point or Turning Point
 - Could be a quick moment or longer scene
- Crossing over is a pure act of will – wholeheartedly committing to the Adventure
- Stakes suddenly higher
- No turning back!
- Threshold Guardians, able to appear anywhere, tend to cluster around doorways, gates, and narrow passages of threshold crossings
 - Some must be ignored or pushed through
 - Some must be absorbed or their hostile energy must be reflected back at them
 - Some just need to be acknowledged or recognized
- Crossings should be noticed as a shift in energy
 - Possibly an actual crossing – river, gorge, ocean, door, bridge, etc.
 - Possibly a mood change or visual contrast
 - Single moment or extended passage – doorway vs. ocean - either are acceptable
 - Leap of faith needed (courage) – *Irrevocable act!*
- Adventure begins in earnest
- Story is like an airplane in flight
 - Act I is process of loading, fueling, taxiing and rumbling down runway
 - First Threshold is the moment the wheels leave the ground
 - It may take a while to adjust to being in the air, but we're there!