

Act II

Stage 9: Seizing the Reward

- Survival of Death - Big Deal!
- Taking possession of whatever hero was seeking – Seizing the Sword
 - Not passive – generally active, aggressive even
 - Sword is image of hero's will, forged in fire, broken, remade, sharpened
 - Could also be Holy Grail, Ultimate Boon, Jewel, etc...
 - Elixer – secret to life and death – often needs to be stolen
- Celebration, rest, recuperation, refueling
 - Campfire-type scenes – gathering, reviewing, jokes, boasting
 - Nostalgia, remembrance
 - Catch breath (reader too)
 - Emotional, quieter moment (slowed from frantic pace)
 - Possible Love Scene (well-earned)
- Initiation – Act III is new beginning in new rank – *new creature*
 - Death sharpens perception of life
 - Seeing through deception, seeing clearly
 - Self-realization
 - Epiphany – realization of divinity – seeing the cure
- Conquest of death *can* create distortions instead of clarity (ego, etc)