Chapter XII

MUST a been close onto one o’clock when we got below the island at last, and the raft did seem to go mighty slow. If a boat was to come along, we was going to take to the canoe and break for the Illinois shore; and it was well a boat didn’t come, for we hadn’t ever thought to put the gun into the canoe, or a fishing-line or anything to eat. We was in ruther too much of a sweat to think of so many things. It warn’t good judgment to put everything on the raft.

If the men went to the island, I just expect they found the camp fire I built, and watched it all night for Jim to come. Anyways, they stayed away from us, and if my building the fire never fooled them it warn’t no fault of mine. I played it as low-down on them as I could.
Huck Finn is so enduring because of the extraordinary ambition of the work and Twain’s skill in execution

- Huck’s voice – both realistic and literary
- Dealing with race and slavery head on
- Adventure and satire
- Told from one character’s POV
- One other reason!
Huck Finn as a prototypical American myth

- Two misfit characters thrown together
- One reluctant participant
- On the run from the law (and others)
- Often travelling south or west
- Facing danger and even death
- Help along the way
- Coming to see your co-traveler as a full human being
- Transcendent moment / apotheosis
- Showdown / climax / ultimate test
- Returning home a new person
The Hero's Journey

ACT THREE: UNIFICATION

World Dancer/Wrap-up
- Master of Two Worlds
- Incorporation

Resurrection

Showdown / Catharsis / Climax

ACT ONE: SEPARATION

FOURTH THRESHOLD

Ordinary World and Call to Adventure / Hook /
Bargain without Knowing or Refusal of the Call

Meeting the Mentor / Supernatural Aid / Meeting the White Spirit

Road of Trials / Tests:
- Whale's Belly
- Enemies
- Allies
- Obstacles

ACT TWO: SUPREME ORDEAL

SECOND THRESHOLD

Crossing the Second Threshold: New Rules / Midpoint / Reversal

(p. 200)

ElUIth Theft / Ultimate Boon
- Reward

ONDEASCENT:
The Abyss

DESCENT:
The Abyss

ASCEST:
Magic Flight

Refusal of the Return / Apotheosis / Realm of the Wild Woman or Man

Rescue from Without

THIRD THRESHOLD

Crossing the Third Threshold: Sacrifice / Action / Plot Point #2
(p. 300)

Death of Dreams / Black Moment / Dark Night of the Soul (Realization)

WORLD NAVAL

ORDINARY WORLD

FIRST THRESHOLD

Crossing the First Threshold: Final Test / Plot Point #1
(p. 80-100)

Approach to the Inmost Cave

SPECIAL WORLD

Heiros Games (Sacred Marriage) / Meeting the Shadow Self
- Wild Bride & Bridegroom
- Meeting the Goddess / God
- An-One-More with Father / Mother
- Finding Love in the Underworld


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How to recognize a myth

- Retold in different forms over and over again
- One character’s journey
- Descent to the Underworld
- The road of trials
- Daddy (or mommy) issues
- A theme of death and rebirth
## Elements of the Hero’s Journey

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<th>ACT ONE</th>
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<td>1. Tests, Allies, Enemies</td>
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<td>2. Approach to Inmost Cave</td>
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<td>3. Refusal of the Call</td>
<td>3. Transcendence/apotheosis</td>
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<td>4. The Ordeal</td>
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<td>5. Crossing First Threshold</td>
<td>5. Reward (Seizing Sword)</td>
<td>5. Return with the Elixir</td>
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What makes a myth compelling from the start

- Hero is compassionate, smart, funny
- Hero is “stuck” – isn’t growing
- The relationship with the “mentor”
- Bravery in undertaking dangerous journey in pursuit of a goal
- Single POV
What makes an ending emotionally cathartic and satisfying

- Hero confronts a dark part of himself
- Hero takes decisive action to right the wrongs
- The Obligatory Scene (Robert McKee) – Hero has the promised confrontation with his enemy
- Inner journey and outer journey (“head” plot and “heart” plot) resolve at the same time
- The enemy is vanquished, and the hero returns home reborn
Why the Huck Finn ending works... and doesn’t

**Internal journey**

- Huck has confronted (and conquered) the dark part of himself
- Huck has returned to where he began – torn between society and the Territory

**External journey**

- The wrong has been righted – Jim is free
- He ain’t a-comin’ back no mo’ – Pap has been vanquished
THE BALLAD OF HUCK & MIGUEL
A NOVEL

Tim DeRoche
illustrated by Daniel González
Updating Twain’s myth for the modern-day

- Huck is the same unwashed kid – son of the town drunk
- Huck and his father Pap travel west to California to seek their fortune
- Drug deal goes bad, and Huck is the hero
- Huck is fostered out to a lesbian couple in the Valley, where he befriends Miguel, who works in the stables
- Pap returns with violence, and Huck goes on the run with Miguel
- They escape via a storm drain which takes them to the LA River