

Appendix 1: Table Analysis of The Hunger Games's Hero's Journey

No	Narration and (or) Dialogue	Hero's Journey	Analysis
1	Our part of District 12, nicknamed the Seam, is usually crawling with coal miners heading out to the morning shift at this hour. (p. 5, par. 4)	Ordinary World	The heroine Katniss is one of the people from District 12. The sigil of the district is coal mine. Her father was a coal miner.
2	Our house is almost at the edge of the Seam. I only have to pass a few gates to reach the scruffy field called the Meadow. Separating the Meadow from the woods, in fact enclosing all of District 12, is a high chain-link fence topped with barbedwire loops. (p. 5, par. 5)	Ordinary World	Description of Katniss's house in District 12 which is near the Meadow, where she always trespasses through a high chain-link fence to hunt.
3	"District Twelve. Where you can starve to death in safety," I mutter. (p. 7, par. 2)	Ordinary World	Katniss's monologue in describing her district under the Capitol power.
4	Leave? How could I leave Prim, who is the only person in the world I'm certain I love? (p. 9, par. 1)	Ordinary World	Katniss's thought when asked by Gale to leave District 12 with him. She finds herself not able to leave her beloved sister, Prim.
5	With both of us hunting daily, there are still nights when game has to be swapped for lard or shoelaces or wool, still nights when we go to bed with our stomachs growling. (p. 10, par. 7)	Ordinary World	Katniss has to hunt daily in order to feed her family. It became her duty since her father died and her mother went ill.
6	When I was younger, I scared my mother to death, the things I would blurt out about District 12, about the people who rule our country, Panem, from the far-off city called the Capitol. Eventually I understood this	Ordinary World	It is known that the heroine's nation is Panem which is ruled by the people live far-off city called the Capitol. The narration indicates the heroine's

	would only lead us to more trouble. (p. 7, par. 3)		country which is in trouble.
7	So I learned to hold my tongue and to turn my features into an indifferent mask so that no one could ever read my thoughts. Do my work quietly in school. Make only polite small talk in the public market. Discuss little more than trades in the Hob, which is the black market where I make most of my money. (p. 7, par. 3)	Ordinary World	Understanding how the Capitol run Panem by punishing every district who rebels the Capitol, Katniss chooses to keep silent about the things related to the government, and carefully do the hunt and illegal trade in the Hob to keep her family fed.
8	The Treaty of Treason gave us the new laws to guarantee peace and, as our yearly reminder that the Dark Days must never be repeated, it gave us the Hunger Games. (p. 19, par. 1)	Ordinary World	The twelve districts live in distress since the Capitol applying the new law, 75 years ago, by holding the annual televised event known as The Hunger Games, in which they randomly selected the 24 tributes from all districts to battle in the arena.
9	Effie Trinket crosses back to the podium, smooths the slip of paper, and reads out the name in a clear voice. And it's not me. It's Primrose Everdeen. (p 21, par. 3-4)	Call to Adventure	Effie is one of the Hunger Games committees whose job is to select the tributes from District 12. Katniss is shocked knowing her sister being chosen as tribute.
10	"Prim!" The strangled cry comes out of my throat, and my muscles begin to move again. "Prim!" I don't need to shove through the crowd. The other kids make way immediately allowing me a straight path to the stage. I reach her just as she is about to mount the steps. With one sweep of my arm, I push her behind me. (p. 23, par. 2)	Call to Adventure	Shocked knowing her sister being chosen as tribute, she moves forward through the crowd to protect her beloved sister, intended to volunteer for her as tribute from District 12. This leads to the call to adventure.
11	"I volunteer!" I gasp. "I volunteer as tribute!" (p. 23, par. 2)	Call to Adventure	Katniss offers herself to volunteer for Prim.

12	"I bet my buttons that was your sister. Don't want her to steal all the glory, do we? Come on, everybody! Let's give a big round of applause to our newest tribute!" trills Effie Trinket. (p. 24, par. 7).	Call to Adventure	Effie accepts Katniss's offer and finally stated Katniss as the tribute from District 12 to the whole Panem. There is no turning back for Katniss.
13	"How odd you two find it amusing. You know your mentor is your lifeline to the world in these Games. The one who advises you, lines up your sponsors, and dictates the presentation of any gifts. Haymitch can well be the difference between your life and your death!" (p. 47, par. 5)	Meeting with the Mentor	Effie's dialogue to Katniss and Peeta, another tribute from District 12, which leads the tributes to finally meet the mentor, Haymitch, the only Hunger Games winner remains in District 12.
14	"So, you're supposed to give us advice," I say to Haymitch. "Here's some advice. Stay alive," says Haymitch. (p. 56, par. 4)	Meeting with the Mentor	Katniss finally met Haymitch and asked his advice to survive in the games.
15	"Stand over here. Both of you," says Haymitch, nodding to the middle of the room. (p. 58, par. 2)	Meeting with the Mentor	
16	We obey and he circles us, prodding us like animals at times, checking our muscles, examining our faces. (p. 58, par. 2)	Meeting with the Mentor	
17	"Well, you're not entirely hopeless. Seem fit. And one the stylists get hold of you, you'll be attractive enough." (p. 58, par. 2)	Meeting with the Mentor	
18	Peeta and I don't question this. The Hunger Games aren't a beauty contest, but the best-looking tributes always seem to pull more sponsors. (p. 58, par. 3)	Meeting with the Mentor	
19	"All right, I'll make a deal with you. You don't interfere with my drinking, and I'll stay sober enough to help you," says Haymitch. "But you have to do exactly what I say."	Meeting with the Mentor	

	(p. 58, par. 3)		The dialogues and narrations of Haymitch's mentoring Katniss and Peeta and their responses on how to survive in the Hunger Games since they left District 12 until the Hunger Games begin.
20	<p>"So help us," I say. "When we get to the arena, what's the best strategy at the Cornucopia for someone —"</p> <p>"One thing at a time. In a few minutes, we'll be pulling into the station. You'll be put in the hands of your stylists. You're not going to like what they do to you. But no matter what it is, don't resist," says Haymitch.</p> <p>"But —" I begin.</p> <p>"No buts. Don't resist," says Haymitch.</p> <p>(p. 58, par. 10)</p>	Meeting with the Mentor	
21	Then I remember Haymitch telling me to do exactly what the stylists tell me to do. (p. 87, par. 4)	Meeting with the Mentor	
22	"So, let's get down to business. Training. First off, if you like, I'll coach you separately. Decide now." (p. 88, par. 3)	Meeting with the Mentor	
23	"You've got the top training score. People are intrigued, but no one knows who you are. The impression you make tomorrow will decide exactly what I can get you in terms of sponsors," says Haymitch. (p. 116, par. 5)	Meeting with the Mentor	
24	I know Haymitch and Effie will not be going with us. As soon as they leave here, they'll be at the Games Headquarters, hopefully madly signing up our sponsors, working out a strategy on how and when to deliver the gifts to us. (p. 137, par. 2)	Meeting with the Mentor	
25	<p>"Any final words of advice?" asks Peeta.</p> <p>"When the gong sounds, get the hell out of there. You're neither of you up to the blood bath at the</p>	Meeting with the Mentor	

	<p>Cornucopia. Just clear out, put as much distance as you can between yourselves and the others, and find a source of water,” he says. “Got it?”</p> <p>“And after that?” I ask.</p> <p>“Stay alive,” says Haymitch.</p> <p>(p. 137-138, par. 6)</p>		
26	<p>“Remember what Haymitch said. Run, find water. The rest will follow,” he says.</p> <p>(p. 145, par. 5)</p>	Meeting with the Mentor	
27	<p>Sixty seconds. That’s how long we’re required to stand on our metal circles before the sound of a gong releases us. Step off before the minute is up, and land mines blow your legs off. (p. 147, par. 1)</p>	Crossing the first Threshold	All the tributes are gathered in an open space near the Cornucopia and have to run after the 60 seconds is up or they will get themselves killed by the pedestal explosion.
28	<p>But the sun’s in my eyes, and while I’m puzzling over it the gong rings out. (p. 149, par. 1)</p>	Crossing the first Threshold	Katniss puzzling over on taking the bow at the Cornucopia till the gong rings out.
29	<p>And I’ve missed it! I’ve missed my chance! Because those extra couple of seconds I’ve lost by not being ready are enough to change my mind about going in. My feet shuffle for a moment, confused at the direction my brain wants to take and then I lunge forward, scoop up the sheet of plastic and a loaf of bread. (p. 149, par. 2)</p>	Crossing the first Threshold	Katniss finally landed on the first threshold and missed the chance of taking the bow and became confused on which direction she should take. The heroine scoops up the sheet of plastic and a loaf of bread.
30	<p>A boy, I think from District 9, reaches the pack at the same time I do and for a brief time we grapple for it and then he coughs, splattering my face with blood. I stagger back, repulsed by the warm, sticky spray. Then the boy slips to the ground. That’s when I see the</p>	Crossing the first Threshold	The tense of crossing the first threshold is peaking when Katniss reaches the pack and another tribute reaches the same pack as she does, but suddenly he coughs and splatters blood to her face.

	knife in his back. Already other tributes have reached the Cornucopia and are spreading out to attack. Yes, the girl from District 2, ten yards away running toward me, one hand clutching a half-dozen knives. I've seen her throw in training. She never misses. And I'm her next target. (p. 149, par. 3)		She notices someone just killed him and now she is being the next target.
31	All the general fear I've been feeling condenses into at immediate fear of this girl, this predator who might kill me in seconds. Adrenaline shoots through me and I sling the pack over one shoulder and run full-speed for the woods. I can hear the blade whistling toward me and reflexively hike the pack up to protect my head. The blade lodges in the pack. Both straps on my shoulders now, I make for the trees. Somehow I know the girl will not pursue me. That she'll be drawn back into the Cornucopia before all the good stuff is gone. A grin crosses my face. <i>Thanks for the knife</i> , I think. (p. 149-150, par. 4)	Crossing the first Threshold	Katniss runs to the wood to survive herself yet she can hear the girl from District 2, the first villain she encounters in the Special World, tries to throw her knives. She climbs up the tree and sheltered, pleased looking at the knife that lodged on her pack. She finally has something to arm herself.
32	A few hours later, the stampede of feet shakes me from slumber. I look around in bewilderment. It's not yet dawn, but my stinging eyes can see it. It would be hard to miss the wall of fire descending on me. (p. 170, par. 4)	Tests, Allies, Enemies	Remembering the Hunger Games as a televised event, the Gamemakers
33	The heat is horrible, but worse than the heat is the smoke, which threatens to suffocate me at any moment. I pull the top of my shirt up over my nose, grateful to find it soaked in sweat, and it offers a thin veil of protection. And I run, choking, my bag banging against my back, my face cut with branches that	Tests, Allies, Enemies	The heroine is facing the first test, where she is driven to move from the tree by the Gamemakers. They are launching fireball to Katniss, and the hero has to find a way out to survive herself.

	materialize from the gray haze without warning, because I know I am supposed to run. (p. 171, par. 3)		
34	It's not hard to follow the Gamemakers' motivation. There is the Career pack and then there are the rest of us, probably spread far and thin across the arena. This fire is designed to flush us out, to drive us together. It may not be the most original device I've seen, but it's very, very effective. (p. 172, par. 2)	Tests, Allies, Enemies	The fireball test is meant to drive the other tributes to be closer to each others . This tactic is used by the Gammakers to make the game more interesting to watch since it is a televised annual event.
35	I sit on the ground, a few yards from the blaze set off by the fireball. My calf is screaming, my hands covered in red welts. I'm shaking too hard to move. If the Gamemakers want to finish me off, now is the time. (p. 175, par. 3)	Tests, Allies, Enemies	Ktaniss's thought indicates that she is ready for greater ordeals though she got her calf burnt. But this obstacle does not have the maximum life-and-death quality yet.
36	Still, they are closing in, just like a pack of wild dogs, and so I do what I have done my whole life in such circumstances. I pick a high tree and begin to climb. If running hurt, climbing is agonizing because it requires not only exertion but direct contact of my hands on the tree bark. I'm fast, though, and by the time they've reached the base of my trunk, I'm twenty feet up. (p. 179, par. 4)	Tests, Allies, Enemies	The trials are not done yet. Feeling that the Career tributes are getting closer to her, she initiates to climb up the tree again with her burning calf slowing down her movement. She is survived on time, because by the time the Career tributes arrive she is already sheltered in the highest tree.
37	In the last dim rays of light, I make her out, watching me silently from between the branches. Rue. For a while we hold each other's gaze. (p. 182, par. 3)	Tests, Allies, Enemies	Katniss gets the first aid from Rue, tribute from District 11.
38	Then, without even rustling a leaf, her little hand slides into the open and points to something above my head. (p. 183, par. 1)	Tests, Allies, Enemies	She is pointing at the tracker jacker's nest above Katniss, notifying her to make use of it to attack the Careers tribute below her.
39	In the faint light of the Careers' torches, I inch back	Tests, Allies,	The mentor has sent Katniss a

	down to my fork to find the best surprise I've ever had. Sitting on my sleeping bag is a small plastic pot attached to a silver parachute. My first gift from a sponsor! Haymitch must have had it sent in during the anthem. The pot easily fits in the palm of my hand. What can it be? Not food surely. I unscrew the lid and I know by the scent that it's medicine. Cautiously, I probe the surface of the ointment. The throbbing in my fingertip vanishes. (p. 186-187, par. 4)	Enemies	medicine by sending a parachute contained of ointment to heal her burning calf. This indicates that Haymitch has gained sponsors who are betting on Katniss in order to win the game.
40	There's no sense in putting it off. I take a deep breath, grip the knife handle and bear down as hard as I can. <i>Back, forth, back, forth!</i> The tracker jackers begin to buzz and I hear them coming out. <i>Back, forth, back, forth!</i> (p. 171, par. 3)	Tests, Allies, Enemies	After feeling a little bit better, the heroine decides to drop the tracker jacker's nest from the branch by cutting it from the tree so that she could finish off with the Careers tribute.
41	I feel a second sting on the cheek, a third on my neck, and their venom almost immediately makes me woozy. I cling to the tree with one arm while I rip the barbed stingers out of my flesh. Fortunately, only these three tracker jackers had identified me before the nest went down. The rest of the insects have targeted their enemies on the ground. (p. 189, par. 2)	Tests, Allies, Enemies	In attempt to finish them off the heroine also gets three stings from the tracker jackers which venoms are deathly. She succeeds her mission and then steal the bow from the dead tribute.
42	"Get up! Get up!" I rise, but he's still pushing at me. What? What is going on? He shoves me away from him hard. "Run!" he screams. "Run!" (p. 192, par. 4)	Tests, Allies, Enemies	Peeta, her fellow tribute from District 12, came to her demands Katniss to run away, as he will block Cato from chasing her.
43	Sick and disoriented, I'm able to form only one thought:	Tests, Allies, Enemies	The heroine finally realizes that Peeta is on her side and can be trusted in this

	<i>Peeta Mellark just saved my life.</i> (p. 193, par. 2)		game.
44	“You know, they’re not the only ones who can form alliances,” I say. (p. 198, par. 4)	Tests, Allies, Enemies	Katniss offers Rue to be her ally because she had helped her by letting her know the weapon to trap the Career tributes.
45	“You want me for an ally?” “Why not? You saved me with those tracker jackers. You’re smart enough to still be alive. And I can’t seem to shake you anyway,” I say. She blinks at me, trying to decide. “You hungry?” “Come on then, I’ve had two kills today.” (p. 199, par. 1-2)	Tests, Allies, Enemies	Katniss judges Rue as a good character and a smart one to still be alive and she finally makes friend with Rue to gather some information about the other remaining tributes by sharing her food to her.
46	And for the first time, I have a plan. A plan that isn’t motivated by the need for flight and evasion. An offensive plan. (p. 205, par. 14)	Tests, Allies, Enemies	Rue shares information about the Career’s food which is being piled up near the Cornucopia and being set with some traps.
47	“Ready to do it?” I say, pulling on my pack. “Do what?” says Rue. “Today we take out the Careers’ food,” I say. “Really? How?” (p. 208, par. 5-8)	Tests, Allies, Enemies	After hearing the information from Rue, the heroine came up with an idea of taking out the Career’s food. This dialogue then continues with the planning to destroy the Career’s food.
48	At the last minute, Rue decides to teach me her mockingjay signal, the one she gives to indicate the day’s work is done. (p. 211, par. 4)	Tests, Allies, Enemies	To support Katniss, Rue teaches her to make mockingjay signal to indicate the accomplished mission.
49	“Okay, then. If all goes according to plan, I’ll see you for dinner,” I say. (p. 211, par. 7)	Tests, Allies, Enemies	The heroine hopes that her ally succeeds the plan and able to save herself from the enemies.
50	<i>Remember</i> , I tell myself. <i>You’re the hunter now, not them.</i> I get a firmer grasp on my bow and go on.	Tests, Allies, Enemies	Approaching the enemies’ den, Katniss convincing herself to stay brave by

	(p. 212, par. 4)		suggesting that she is the hunter now.
51	The first arrow tears through the side of the bag near the top, leaving a split in the burlap. The second widens it to a gaping hole. I can see the first apple teetering when I let the third arrow go, catching the torn flap of burlap and ripping it from the bag. For a moment, everything seems frozen in time. Then the apples spill to the ground and I'm blown backward into the air. (p. 218, par. 4-5)	Tests, Allies, Enemies	The plan of destroying the Career's food went well. Katniss passes this test with a bow and three arrows.
52	Panic begins to set in. I can't stay here. Flight is essential. But I can neither walk nor hear. I place a hand to my left ear, the one that was turned toward the blast, and it comes away bloody. Have I gone deaf from the explosion? The idea frightens me. (p. 220, par. 1)	Tests, Allies, Enemies	After succeeding destroying the Career's food, the heroine blown backward into the air and suddenly went deaf and paralyzed. But she is still okay and able to steady herself.
53	<i>Let the Seventy-fourth Hunger Games begin, Cato, I think. Let them begin for real.</i> (p. 223, par. 3)	Tests, Allies, Enemies	Katniss's thought indicates that she is ready to face Cato, her real enemy, in the Ordeal.
54	Some of the rocks form small cavelike structures. I set my sights on one about twenty yards above the stream. When Peeta's able to stand, I half-guide, half-carry him up to the cave. (p. 255, par. 9)	Approach to the Inmost Cave	Soon as she heard the changing of the rule that two tributes from the same district are able to win the game, she looks for Peeta and sheltered in a cave.
55	I cover the floor of the cave with a layer of pine needles, unroll my sleeping bag, and tuck him into it. (p. 256, par. 2)	Approach to the Inmost Cave	The wounded Peeta is laid inside the cave, and Katniss rest with him there.
56	Then he just lies there, his eyes trained on my face as I build a sort of blind out of vines to conceal the mouth of the cave. (p. 256, par. 2)	Approach to the Inmost Cave	To protect them, Katniss camouflages the mouth of the cave by building a sort of blind out of vines to conceal it.
57	In the remaining hours before nightfall, I gather rocks	Approach to the	Being invited to the feast by the

	and do my best to camouflage the opening of the cave. It's a slow and arduous process, but after a lot of sweating and shifting things around, I'm pretty pleased with my work, The cave now appears to be part of a larger pile of rocks, like so many in the vicinity. (p. 274, par. 1)	Inmost Cave	Gamemakers to get what she needs in facing the ordeal, she left the sleeping Peeta in the cave. To save her partner from danger she camouflages the cave looking like a larger pile of rocks.
58	Impulsively, I lean forward and kiss him, stopping his words. (p. 256, par. 10)	Approach to the Inmost Cave	Peeta feels grateful as Katniss is saving his life by attending the deadly feast near the Cornucopia to get his medicine.
59	I can still crawl in to Peeta through a small opening, but it's undetectable from the outside. (p. 274, par. 1)	Approach to the Inmost Cave	The heroine is making sure the cave is undetectable from the outside.
60	"How long do you think we'll have before the Gamemakers drive us together?" I ask. "Well, Foxface died almost a day ago, so there's been plenty of time for the audience to place bets and get bored. I guess it could happen at any moment," says Peeta. (p. 321, par. 4-5)	Approach to the Inmost Cave	The dialogues of Peeta and Katniss predicting the day to face the greater ordeal.
61	"Yeah, I have a feeling today's the day," I say. I sit up and look out at the peaceful terrain. "I wonder how they'll do it." (p. 321, par. 6)	Approach to the Inmost Cave	Katniss's feeling that the ordeal is getting closer and closer.
62	"Well, until they do, no sense in wasting a hunting day. But we should probably eat as much as we can hold just in case we run into trouble," I say. (p. 321, par. 6)	Approach to the Inmost Cave	Katniss and Peeta prepare for the life-and-death struggle by stuffing themselves first.
63	Leaving the cave has a sense of finality about it. I don't think there will be another night in the arena somehow. One way or the other, dead or alive, I have the feeling I'll escape it today. (p. 322, par. 1)	Approach to the Inmost Cave	The finality of the game is felt since they leave the cave. This signals a ticking clock or a heightening of the stakes.

64	I still have yet to kill Cato. And really, wasn't he always the one to kill? Now it seems the other tributes were just minor obstacles, distractions, keeping us from the real battle of the Games. Cato and me. (p. 323, par. 2)	The Ordeal	The heroine finally is getting closer to finish off her real enemy, Cato. The tests she faces before have made her stronger to kill Cato.
65	The mockingjays' voices rise up in a shrieking cry of alarm. We're on our feet, Peeta wielding his knife, me poised to shoot, when Cato smashes through the trees and bears down on us. He has no spear. In fact, his hands are empty, yet he runs straight for us. My first arrow hits his chest and inexplicably falls aside. (p. 325, par. 3-4)	The Ordeal	Soon as Katniss and Peeta notice something is wrong inside the wood they arm themselves, till they see Cato running toward them. Katniss tries to shoot the arrow on his chest but it falls aside.
66	"He's got some kind of body armor!" I shout to Peeta. (p. 325, par. 5)	The Ordeal	Katniss informs to Peeta that Cato wear body armor.
67	Just in time, too, because Cato is upon us. I brace myself, but he rockets right between us with no attempt to check his speed. I can tell from his panting, the sweat pouring off his purplish face, that he's been running hard a long time. Not toward us. From something. But what? (p. 325, par. 6)	The Ordeal	Cato comes closer to them but he is having no intention of killing Katniss and Peeta, instead of running from something that scaring and chasing him from inside the woods.
68	My eyes scan the woods just in time to see the first creature leap onto the plain. As I'm turning away, I see another half dozen join it. Then I am stumbling blindly after Cato with no thought of anything but to save myself. (p. 325, par. 7)	The Ordeal	Katniss observes the woods and she suddenly notices that some creatures leaping into the plain chasing the rest of the three tributes.
69	Mutations. No question about it. I've never seen these mutts, but they're no natural-born animals. They resemble huge wolves, but what wolf lands and then balances easily on its hind legs? What wolf waves the	The Ordeal	The heroine faces the other deadly enemy villains, mutations of wolves, sent by the Gamemakers to make the final of the game more tense. The

	rest of the pack forward with its front paw as though it had a wrist? These things I can see at a distance. Up close, I'm sure their more menacing attributes will be revealed. (p. 326, par. 1)		wolves are designed bipedal, another menacing attribute from the Gamemakers.
70	Cato has made a beeline for the Cornucopia, and without question I follow him. If he thinks it's the safest place, who am I to argue? Besides, even if I could make it to the trees, it would be impossible for Peeta to outrun them on that leg — Peeta! My hands have just landed on the metal at the pointed tail of the Cornucopia when I remember I'm part of a team. (p. 326, par. 2)	The Ordeal	Seeing Cato at the Cornucopia, Katniss also tries to shelter near the deadly villain, Cato, because she cannot think of the safest place around. She also realizes that Peeta could not make to the tree with his wounded leg. So they shelter at the Cornucopia as well.
71	Now's my chance to finish him off. I stop midway up the horn and load another arrow, but just as I'm about to let it fly, I hear Peeta cry out. I twist around and see he's just reached the tail, and the mutts are right on his heels. (p. 327, par. 2)	The Ordeal	Planning to take the chance of finishing Cato off with her bow, Katniss has to help Peeta first to get on the Cornucopia, because the mutts get his heels.
72	Cato stands before me, almost at the lip of the horn, holding Peeta in some kind of headlock, cutting off his air. (p. 330, par. 3)	The Ordeal	Cato gets Peeta on his arm.
73	Cato just laughs. "Shoot me and he goes down with me." (p. 330, par. 5)	The Ordeal	Knowing that Peeta is helpless in his arm, Cato threatens Katniss to bring Peeta to death with him.
74	As if in a last-ditch effort, Peeta raises his fingers, dripping with blood from his leg, up to Cato's arm. Instead of trying to wrestle his way free, his forefinger veers off and makes a deliberate X on the back of	The Ordeal	Peeta hints Katniss to draw a bead on Cato's arm. He makes a deliberate X on the back of Cato's hand. Cato is one second too late because, by that time,

	Cato's hand. Cato realizes what it means exactly one second after I do. I can tell by the way the smile drops from his lips. But it's one second too late because, by that time, my arrow is piercing his hand. He cries out and reflexively releases Peeta who slams back against him. (p. 333, par. 4)		Katniss's arrow is piercing his hand. He cries out and reflexively releases Peeta who slams back against him. He falls off the Cornucopia.
75	"I think he's closer now. Katniss, can you shoot him?" Peeta asks. "My last arrow's in your tourniquet," I say. "Make it count," says Peeta, (p. 335, par. 3)	The Ordeal	Katniss and Peeta think that the mutts will finish Cato off but he wears a body armor so Peeta asks Katniss to finish him with an arrow used as Peeta's tourniquet.
76	It takes a few moments to find Cato in the dim light, in the blood. Then the raw hunk of meat that used to be my enemy makes a sound, and I know where his mouth is. And I think the word he's trying to say is <i>please</i> . (p. 335, par. 8)	The Ordeal	Katniss finally has the moment to really finish him off. In the dim of light she finds Cato's mouth.
77	Pity, not vengeance, sends my arrow flying into his skull. (p. 335, par. 9)	The Ordeal	Cato is finally dead, defeated by Katniss. An arrow flying into his skull.
78	"Hey!" I shout into air. "What's going on?" (p. 336, par. 3)	The Ordeal	Katniss and Peeta puzzling over the arena because they have not heard the announcement of the winner yet.
79	"Greetings to the final contestants of the Seventy-fourth Hunger Games. The earlier revision has been revoked. Closer examination of the rule book has disclosed that only one winner may be allowed," he says. "Good luck and may the odds be ever in your favor." (p. 337, par. 2)	The Ordeal	The Gamemakers suddenly changes the rule telling that only one victor can return to home. They demand Katniss and Peeta to battle.
80	Yes, they have to have a victor. Without a victor, the whole thing would blow up in the Gamemakers' faces.	The Ordeal	Katniss considers that the Gamemakers should have a winner or they will fail

	They'd have failed the Capitol. Might possibly even be executed, slowly and painfully while the cameras broadcast it to every screen in the country. If Peeta and I were both to die, or they thought we were . . . (p. 338, par. 8-9)		the entire Capitol. So Katniss must die in order to reborn, experience a resurrection that grants greater powers to complete her mission.
81	He holds my gaze for a long moment then lets me go. I loosen the top of the pouch and pour a few spoonfuls of berries into his palm. Then I fill my own. (p. 338, par. 2)	The Ordeal	Katniss and Peeta decide to kill themselves with poisonous berries so that the 74 th Hunger Games will have no victor.
82	I spread out my fingers, and the dark berries glisten in the sun. I give Peeta's hand one last squeeze as a signal, as a goodbye, and we begin counting. (p. 339, par. 6)	The Ordeal	Katniss thinks that they both have to reap the consequences of having cheated death. She convinces the audience with this action and realizes the consequences she will take. This also ends the ordeal in the Hunger Games arena.
83	I lift my hand to my mouth, taking one last look at the world. The berries have just passed my lips when the trumpets begin to blare. (p. 339, par. 6)	The Ordeal	
84	"Stop! Stop! Ladies and gentlemen, I am pleased to present the victors of the Seventy-fourth Hunger Games, Katniss Everdeen and Peeta Mellark! I give you — the tributes of District Twelve!" (p. 339, par. 7)	Reward	Hearing the announcement Katniss and Peeta spew the berries from their mouth. They finally claim the reward of becoming the winners of the 74 th Hunger Games.
85	"Congratulations, Katniss. How are you faring?" "Fine. Nervous about the interview," I say. "Don't be. We're going to have a fabulous time," he says, giving my cheek a reassuring pat. (p. 359, par. 4-6)	Reward	The heroine receives the felicitation of the reclaimed reward in her journey in the Hunger Games arena.
86	And I think, <i>Oh, Caesar, if only that were true. But actually, President Snow may be arranging some sort of</i>	Reward	This state of mind is realized by Katniss because the consequences of having cheated death must be

	<i>"accident" for me as we speak.</i> (p. 359, par. 9)		confronted by her as the president of the Capitol may force to reclaim the elixir, Peeta and Katniss's victory.
87	"Well, there's just this and we go home. Then he can't watch us all the time," says Peeta. (p. 360, par. 3)	Reward	Claiming the reward Peeta tells Katniss that he is ready to go home with her.
88	The train begins moving and we're plunged into night until we clear the tunnel and I take my first free breath since the reaping. Effie is accompanying us back and Haymitch, too, of course. We eat an enormous dinner and settle into silence in front of the television to watch a replay of the interview. (p. 363, par. 7)	The Road Back	As the train moving away from the Capitol, the heroine finally feels free again. The tense she felt from the reaping is over. She has accomplished her mission by winning the game for her beloved daughter and family. She also succeeds keeping herself and Peeta alive so that they can go home.
89	With the Capitol growing farther away every second, I begin to think of home. Of Prim and my mother. Of Gale. I excuse myself to change out of my dress and into a plain shirt and pants. As I slowly, thoroughly wash the makeup from my face and put my hair in its braid, I begin transforming back into myself. (p. 363, par. 7)	The Resurrection	The heroine that was once being manipulated under the Capitol power in order to win the game is now transforming back into the real herself. She changes her dress into a plain shirt and pants.
90	"Great job, you two. Just keep it up in the district until the cameras are gone. We should be okay." I watch him head back to the train, avoiding Peeta's eyes. "What's he mean?" Peeta asks me. "It's the Capitol. They didn't like our stunt with the berries," I blurt out. "What? What are you talking about?" he says. "It seemed too rebellious. So, Haymitch has been	The Resurrection	Haymitch dialogue to Katniss indicates the danger of the elixir theft that the Capitol did not like Katniss and Peeta's stunt with the berries. The Capitol sees that as an act of rebellion because president Snow, the head of the Capitol, did not like the result of the game. He wanted Katniss and Peeta to just die with the poisonous berries at

	coaching me through the last few days. So I didn't make it worse," I say. (p. 364-365, par. 6-10)		the arena but the Gamemakers let them alive.
91	So we just stand there silently, watching our grimy little station rise up around us. Through the window, I can see the platform's thick with cameras. Everyone will be eagerly watching our homecoming. (p. 366, par. 4)	Return with the Elixir	Katniss and Peeta finally arrived at District 12 with their victories, as the heroine's elixir, in hand. They return to the Ordinary World.

Appendix II: Table Analysis of Stardust's Hero's Journey

No	Narration and (or) Dialogue	Hero's Journey	Analysis
1	The tale started, as many tales have started, in Wall. The town of Wall stands today as it has stood for <i>six</i> hundred years, on a high jut of granite amidst a small forest woodland. (p. 1, par. 3-4)	Ordinary World	The narration indicates where the story started. It is the background of the hero's hometown called the Wall that has been stood for six hundred years, on a high jut of granite amidst a small forest woodland.
2	The houses of Wall are square and old, built of grey stone, with dark slate roofs and high chimneys; taking advantage of every inch of space on the rock, the houses lean into each other, are built one upon the next, with here and there a bush or tree growing out of the side of a building. (p.2, par. 1)	Ordinary World	The description of the Wall environment is then introduced in which the houses are square and old, built of grey stone, with dark slate roofs and high chimneys, with here and there a bush or tree growing out of the side of the houses.
3	The inhabitants of Wall are a taciturn breed, falling into two distinct types: the native Wallfolk, as grey and tall and stocky as the granite outcrop their town was built upon; and the others, who have made Wall their home over the years, and their descendants. (p. 2, par. 3)	Ordinary World	The story about the inhabitants of the Wall also being introduced as a part of the hero's Ordinary World. It is known that there are two distinct types of them: the native Wallfolk, and the others.
4	Tristan Thorn, at the age of seventeen, and only <i>six</i> months older than Victoria, was half the way between a boy and a man, and was equally uncomfortable in either role; he seemed to be composed chiefly of elbows and Adam's apples. (p. 33, par. 3)	Ordinary World	The hero of the story is known as Tristan Thorn, whose dad was once dated a girl from the Faerie, a world beyond the Wall. Now he is seventeen and madly in love with his father's fellow daughter named Victoria

			Forester.
5	He was painfully shy, which, as is often the manner of the painfully shy, he overcompensated for by being too loud at the wrong times. (p. 33, par. 4)	Ordinary World	Personal description of Tristran is also introduced. Tristran was painfully shy; he overcompensated for by being too loud at the wrong times.
6	Most days Tristran was content—or as content as a seventeen-year-old youth with his world ahead of him can ever be—and when he daydreamed in the fields, or at the tall desk at the back of Monday and Brown's, the village shop, he fancied himself riding the train all the way to London or to Liverpool, of taking a steamship across the grey Atlantic to America, and making his fortune there among the savages in the new lands. (p. 33, par. 4)	Ordinary World	The hero is an employee at Monday and Brown shop which is selling daily food. The hero is happened to be a daydreamer. He is so good at dreaming big. Even when he is working he often dreams about traveling around the world and betting on his fate in the new lands he visited.
7	And, at those times, Tristran Thorn's daydreams were strange, guilty fantasies, muddled and odd, of journeys through forests to rescue princesses from palaces, dreams of knights and trolls and mermaids. And when these moods came upon him, he would slip out of the house, and lie upon the grass, and stare up at the stars. (p. 34, par. 3)	Ordinary World	Sometimes if he is in a good mood he would slip out of the house, and lie upon the grass, and stare up at the stars. And then he dreams himself in the journeys through forests to rescue princesses from palaces, also dreams of knights and trolls and mermaids.
8	"Kiss me," he pleaded. "There is nothing I would not do for your kiss, no mountain I would not scale, no river I would not ford, no desert I would not cross." (p. 63, par. 2)	Call to Adventure	This dialogue is taken from the evening he escorted Victoria Forester from Monday and Brown. He pleads a kiss from the girl which then will lead him to an adventure.
9	He gestured widely, indicating the village of Wall below them, the night sky above them. In the constellation of Orion, low on the Eastern horizon, a	Call to Adventure	The fallen star is a sign of the hero's adventure in which he is daring to prove himself to Victoria that he would do

	star flashed and glittered and fell. (p. 63, par. 3)		anything to please her and to win her kiss.
10	“For a kiss, and the pledge of your hand,” said Tristran, grandiloquently, “I would bring you that fallen star.” (p. 63, par. 3)	Call to Adventure	Tristran is willing to offering himself to bring the fallen star to Victoria to win a kiss from her.
11	“Go on, then,” said Victoria. “And if you do, I will.” “What?” said Tristran. (p. 63, par. 6-7)	Call to Adventure	The dialogues trigger Tristran’s adventure on catching the star that has just fallen before them. Victoria agrees to give him a kiss if he succeeded bringing the star to her.
12	“If you bring me that star,” said Victoria, “the one that just fell, not another star, then I’ll kiss you. Who knows what else I might do. There: now you need not go to Australia, nor to Africa, nor to far Cathay.” (p. 64, par. 1)	Call to Adventure	
13	“And if I brought you the fallen star?” asked Tristran lightly. “What would you give me? A kiss? Your hand in marriage?” (p. 64, par. 8)	Call to Adventure	Victoria promises Tristran to give anything he wanted if he is able to bring the star for her. Tristran even demands Victoria’s hand in marriage.
14	“Anything you desire,” said Victoria, amused. “You swear it?” asked Tristran. (p. 65, par. 1-2)	Call to Adventure	
15	“Of course,” said Victoria, smiling. (p. 63, par. 4)	Call to Adventure	The hero finally decides that he will go to the East, the spot where the star has fallen, and leaves his Ordinary World.
16	“I shall leave you here, my lady,” said Tristran Thorn. “For I have urgent business, to the East.” (p. 63, par. 8)	Call to Adventure	
17	“Go on with you, boy. Go, and bring back your star, and may God and all His angels go with you.” (p. 70, par.11)	Call to Adventure	Tristran tells his father about his plan to the Faerie and his father supports him.
18	Turning, he looked back at the three men, framed in the gap, and wondered why they had allowed him through. (p. 71, par. 4)	Meeting with the Mentor	With the help of his father whom had a talk with the threshold guardians Tristran is able to pass the Wall.
19	Then, his bag swinging in one hand, the object his	Meeting with the	Tristran’s father gave him the glass

	father had pushed into his hand in the other, Tristan Thorn set off up the gentle hill, toward the woods. (p. 71, par. 5)	Mentor	flower that he once bought from the mother of Tristan as a symbol of his origin to help his journeying.
20	“Now then,” said the little hairy man. “This is what you got to do. Take up the candle in your right hand; I’ll light it for you. And then, walk to your star. You’ll use the chain to bring it back here. There’s not much wick left on the candle, so you’d best be snappy about it, and step lively— any daw-dlin’ and you’ll regret it. <i>Feet be nimble and light, yes?</i> ” (p. 131, par. 3)	Meeting with the Mentor	The little hairy man also gives Tristan magical chain to tie up the star. He then explains to Tristan on how to use the magical candle and the chain.
21	“You are a tree,” said Tristan, putting his thoughts into words. (p. 186, par. 1)	Meeting with the Mentor	The hero is tested again. Puzzling over with the way to find the star again, the hero meets a tree, which is known as a nymph, who happens to support his journey by giving him three things how to get the star back.
22	“A nymph. I was a wood-nymph.” (p. 186, par. 7)	Meeting with the Mentor	
23	He told the tree of his journeyings, of the little hairy man and of the small fair folk who stole his bowler hat; he told her of the magic candle, and his walk across the leagues to the star’s side in the glade, and of the lion and the unicorn, and of how he had lost the star. (p. 188, par. 1)	Meeting with the Mentor	
24	“I will tell you three true things. Two of them I will tell you now, and the last is for when you need it most. You will have to judge for yourself when that will be. (p. 188, par. 2)	Meeting with the Mentor	The hero is told three things that the star is in danger, and a carriage will cross the path and he should figure out the way to get on that carriage, and the last is that he has to hold out his hands.
25	“Keep it safe. And listen to it, when you need it most. Now,” she told him, “the coach is nearly here. Run! Run!” (p. 189, par. 7)	Meeting with the Mentor	
26	And Mr. Bromios and Harold Crutchbeck, the guards	Crossing the First	Mr. Bromios and Harold Crutchbeck,

	on the gate, stood aside to let him pass. (p. 70, par. 2)	Threshold	who happen to be the threshold guardians of the Wall let Tristran passes the gap in the Wall into the Faerie.
27	Tristran walked through the gap, with the stone wall on each side of him, into the meadow on the other side of the wall. (p. 71, par. 3)	Crossing the First Threshold	Tristran approaches the threshold, reaches the border of the two worlds, and starts his journeying into the meadow to chase the fallen star.
28	Breakfast,” said a voice close to his ear. “It’s mushrumps, fried in butter, with wild garlic.” (p. 97)	Tests, Allies, Enemies	Tristran encounters his first ally one morning, offering him breakfast. His ally is a little hairy man who is also has business in the Faerie.
29	The little man—if man he was, which Tristran found rather unlikely—sighed mournfully, and reached into the pan sizzling on the fire, with his knife, and flicked two large mushrooms into Tristran’s tin bowl. (p. 98-99, par.6)	Tests, Allies, Enemies	
30	“Now we’re for it,” said the hairy man, in a small voice. (p. 107, par. 3)	Tests, Allies, Enemies	The hero finds that the path is tricky that he and the little hairy man keep walking on the same path, unable to find a way out and there is no use of running either.
31	“Not much point,” he said. “We’ve walked into the trap, and we’ll still be in it even if we runs.” (p. 107, par. 5)	Tests, Allies, Enemies	
32	“Before they <i>come</i> ? Why—they’re <i>here</i> , you puddenhead. It’s the trees themselves. We’re in a serewood.” “Serewood?” (p. 108, par. 5-6)	Tests, Allies, Enemies	The hero’s company, the little hairy man tells Tristran that they are trapped in a serewood. The little hairy man is blaming himself for he has taken and showing the wrong way as he had known the conditions of the woods in the Faerie.
33	“It’s me own fault—I should’ve been paying more attention to where we was goin’. Now you’ll never get your star, and I’ll never get my merchandise. One day some other poor bugger lost in the wood’ll find our skellingtons picked clean as whistles and that’ll be that.” (p. 108, par. 7)	Tests, Allies, Enemies	

34	Something stung his left hand. He slapped at it, expecting to see an insect. He looked down to see a pale yellow leaf. It fell to the ground with a rustle. On the back of his hand, a veining of red, wet blood welled up. The wood whispered about them. (p. 109, par. 1)	Tests, Allies, Enemies	Another test faced by Tristran. The trees in the woods drop their leaves and stings Tristran's hand. Tristran's hand is bleeding.
35	<i>"Can I get there by candlelight? There and back again. Only it's the candle-wax, you see. Most candles won't do it. This one took a lot of findin'."</i> (p. 133, par. 7)	Tests, Allies, Enemies	After surviving from the trap, the little hairy man listens to Tristran's intention of chasing the fallen star. He is giving the rest of his magical candle to Tristran as his gratitude to Tristran for having found a way out from the trap.
36	And he pulled out a candle-stub the size of a crabapple, and handed it to Tristran. (p. 133, par. 7)	Tests, Allies, Enemies	
37	"Now then," said the little hairy man. "This is what you got to do. Take up the candle in your right hand; I'll light it for you. And then, walk to your star. You'll use the chain to bring it back here. There's not much wick left on the candle, so you'd best be snappy about it, and step lively— any daw-dlin' and you'll regret it. <i>Feet be nimble and light, yes?"</i> (p. 134, par. 8)	Tests, Allies, Enemies	The little hairy man also gives Tristran magical chain to tie up the star. He then explains to Tristran on how to use the magical candle and the chain.
38	"You're the star," said Tristran, comprehension dawning. (p. 138, par. 7)	Tests, Allies, Enemies	Tristran finally finds the fallen star. The hero is a bit surprised knowing that the fallen star is a woman.
39	This went through his head as he walked; but another voice spoke to him also, pointing out that if he had not unchained her then, he would have done it sometime soon, and she would have run from him then. (p. 178, par. 4)	Tests, Allies, Enemies	He chains the star since he found it, but when he went looking for some food, he unchained her because he thinks that the star's foot is broken that she is not able to walk away. Then he looses the star. The star has runaway with the unicorn

			they encountered in the woods.
40	"You are a tree," said Tristran, putting his thoughts into words. (p. 186, par. 1)	Tests, Allies, Enemies	The hero is tested again. Puzzling over with the way to find the star again, the hero meets a tree, which is known as a nymph, who happens to support his journey by giving him three things how to get the star back.
41	"A nymph. I was a wood-nymph." (p. 186, par. 7)	Tests, Allies, Enemies	
42	He told the tree of his journeyings, of the little hairy man and of the small fair folk who stole his bowler hat; he told her of the magic candle, and his walk across the leagues to the star's side in the glade, and of the lion and the unicorn, and of how he had lost the star. (p. 188, par. 1)	Tests, Allies, Enemies	
43	"I will tell you three true things. Two of them I will tell you now, and the last is for when you need it most. You will have to judge for yourself when that will be. (p. 189, par. 2)	Tests, Allies, Enemies	The hero is told three things that the star is in danger, and a carriage will cross the path and he should figure out the way to get on that carriage, and the last is that he has to hold out his hands.
44	"Keep it safe. And listen to it, when you need it most. Now," she told him, "the coach is nearly here. Run! Run!" (p. 189, par. 7)	Tests, Allies, Enemies	
45	"Yes, you can come with me," he said. "The runes seem certain of that. Although there will be danger. But perhaps there <i>will</i> be more fallen branches to move. You can sit up front, if you wish, on the driver's seat beside me, and keep me company." (p. 192, par. 4)	Tests, Allies, Enemies	Tristran makes it to get on the carriage. He meets Lord Primus, one of Stormhold's heirs who is looking for the gem which holds Stormhold power. Stormhold is the most powerful kingdom in the Faerie. Both Tristran and Primus do not realize that they are uncle and nephew. Primus offers Tristran to sleep inside the coach because he has a feeling that Tristran has the right to rest in his carriage.
46	"...If you wish, you may sleep inside the coach; I, myself, shall sleep beside the fire." (p. 199, par. 4)	Tests, Allies, Enemies	
47	"Tristran. Tristran Thorn," he said, feeling that the man had, somehow, earned the right to know his true name. (p. 200, par. 6)	Tests, Allies, Enemies	

48	The light of the inn was the happiest and best thing Tristran had seen on his journey through Faerie. (p. 212, par. 1)	Tests, Allies, Enemies	The hero and his ally halt in an inn.
49	“Primus!” called Tristran, running in. “They have tried to poison me!” (p. 217, par. 5)		Something is happen; Tritsan is given a tankard of poisonous ale when he is leading the horses into the stables.
50	The Lord Primus reached for his short-sword, but even as he went for it the witch-queen took the longest of the knives, and drew the blade of it, in one smooth, practical movement, across his throat... (p. 217, par. 6)	Tests, Allies, Enemies	Soon as Primus hears Tristran, he tries to reach his short-sword, but he is too late because the witch-queen gets him first. He hero witnesses the death of an ally.
51	For Tristran, it all happened too fast to follow. He entered, saw the star and Lord Primus, and the innkeeper and his strange family, and then the blood was spurting in a crimson fountain in the firelight. (p. 217, par 7)	Tests, Allies, Enemies	The hero is shocked of what he had just seen. He then realizes that the innkeeper and his strange family his enemies now. The innkeeper’s wife just killed his ally.
52	Tristran had thrown himself onto his hands and knees, and had crawled toward the fireplace. In his left hand he had hold of the lump of wax, all that remained of the candle that had brought him here. He had been squeezing it in his hand until it was soft and malleable. (p. 218, par. 7)	Tests, Allies, Enemies	The hero suddenly remembers the magical candle given by the little hairy man. He is figuring a way out to escape himself from the inn and save the star as well.
53	“ <i>Stand, or you die now?</i> ” echoed the witch-queen. “Oh, you die now, children, standing or sitting. It is all the same to me.” She took another step toward them. (p. 220, par. 7)	Tests, Allies, Enemies	He asks the star to stand. The witch-queen repeated Tristran’s voice and approaching him and the star.
54	“Now,” said Tristran, one hand gripping the star’s arm, the other holding his makeshift candle, “now, <i>walk!</i> ”	Tests, Allies, Enemies	Tristran passes this test by burning the candle into the fireplace and then walks with the star. They finally made it,

	And he thrust his left hand into the fire. (p. 220-221, par.8, 2)		escape from that horrible inn.
55	There was pain, and burning, such that he could have screamed, and the witch-queen stared at him as if he were madness personified. Then his improvised wick caught, and burned with a steady blue flame, and the world began to shimmer around them. (p. 221, par. 3)	Tests, Allies, Enemies	The hero burns his hand in that attempt. He could see the witch-queen went mad seeing them leaving the inn.
56	They left the inn behind them, the howls of the witch-queen ringing in their ears. (p. 221, par. 6)	Tests, Allies, Enemies	The hero manages to pass the test and escapes from the enemy.
57	“Ahoy!” came a voice from far above them. “Ahoy down there! Parties in need of assistance?” (p. 238, par. 10)	Tests, Allies, Enemies	The candle is run out, it is not enough to take Tristran and Yvaine anymore. They are stranded on a cloud then suddenly came a ship approaching them offering a help.
58	“Was that you, young feller-me-lad, a-leaping and cavorting just now?” (p. 239, par. 2)	Tests, Allies, Enemies	
59	“It was,” said Tristran. “And I think we are in need of assistance, yes.” (p. 239, par. 3)	Tests, Allies, Enemies	
60	“Right-ho,” said the man. “Get ready to grab the ladder, then.” (p. 239, par. 4)	Tests, Allies, Enemies	The captain of the ship throws him a ladder so that they could climb. Another assistance met by the hero. Tristran told that the star cannot make it to the ship because of her broken foot. The captain has a huge heart. He offers Tristran and the star to just get on the ladder so that he and his crew could pull them up.
61	“I’m afraid my friend has a broken leg,” he called, “and I’ve hurt my hand. I don’t think either of us can climb a ladder.” “Not a problem. We can pull you up.” (p. 239, par. 5)	Tests, Allies, Enemies	
62	“This is the Free Ship <i>Perdita</i> , bound on a lightning-hunting expedition. Captain Johannes Alberic, at your service.” (p. 240, par. 3)	Approach to the Inmost Cave	The hero finally approaches the inmost cave. The name of the inmost cave is the Free Ship <i>Perdita</i> .
63	“Meggot! Meggot! Blast you, where are you? Over here! Passengers in need of attention. There lad, Meggot’ll see to your hand. We eat at six bells. You	Approach to the Inmost Cave	The captain of <i>Perdita</i> sends his crew to heal Tristran’s hand, as well as the star’s foot. Assistance is received.

	shall sit at my table.” (p. 240, par. 3)		
64	Soon a nervous-looking woman with an explosive mop of carrot-red hair—Meggot—was escorting him belowdecks, and smearing a thick, green ointment onto his hand, which cooled it and eased the pain. (p. 241, par. 2)	Approach to the Inmost Cave	Meggot, the care who is sent to heal Tristran’s hand, is doing the working.
65	Tristran often found himself looking back on his time on the <i>Perdita</i> , during the rest of his journey through Faerie, as one of the happiest periods of his life. (p. 242, par. 2)	Approach to the Inmost Cave	This is where the hero feels Perdita is the safest place he found in his journeying since the first time he landed in the Faerie.
66	On the seventh day they made port. Tristran and Yvaine said their good-byes to the captain and the crew of the Free Ship <i>Perdita</i> . (p. 245, par. 5)	Approach to the Inmost Cave	Tristran and Yvaine, the star, stay for a week in Perdita. They say goodbye to the captain and the crew and then continuing his journey home, the Wall.
67	The old woman laughed so hard and so suddenly that Tristran thought that she was choking. (p. 258, par. 4)	The Ordeal	In returning to the Wall, Tristran would like to take a ride with Madame Semale. He offers the old woman a glass flower his father gave to him before his journeying. She promises Tristran not to be harmed, and he shall be boarded and lodged on his journey to Wall.
68	“It is a frozen charm,” she said. “A thing of power. Something like this can perform wonders and miracles in the right hands. Watch.” (p. 258, par. 4)	The Ordeal	
69	She held the snowdrop above her head then brought it slowly down, so it brushed Tristran’s forehead. (p. 258, par. 4)		The old woman knows the power of the glass flower that she brushes Tristran’s forehead in purpose.
70	For but a heartbeat he felt most peculiar, as if thick, black treacle were running through his veins in place of blood; then the shape of the world changed. Everything became huge and towering. It seemed as if the old woman herself was now a giantess, and his	The Ordeal	The old woman has turned Tristran into a dormouse. This transformation makes his vision blurred and the hero gets confused.

	vision was blurred and confused. (p. 259, par. 2)		
71	“ ‘Tain’t the biggest of caravans,” said Madame Semele, her voice a low, slow liquid boom. “And I shall keep to the letter of my oath, for you shall not be harmed, and you shall be boarded and lodged on your journey to Wall.” (p. 259, par. 3)	The Ordeal	In trading the glass flower as a payment to ride with the old woman toward the Wall, Tristran has proposed two things; that he shall not be harmed and be boarded and lodge on his journey to the Wall. But the old woman is cunning, turning him into a dormouse so that her caravans still feel big. The old woman inserts him into her pocket and then places him into a wooden cage. She even takes a handful of nuts and berries and seeds from a wooden bowl and places them inside the cage. The old woman thinks she is keeping her oath to Tristran even she is turning him into a dormouse.
72	And then she dropped the dormouse into the pocket of her apron and she clambered onto the caravan. (p. 259, par. 3)	The Ordeal	
73	Madame Semele bent down and pulled a wooden cage from the cluttered space beneath her bed, and she took the blinking dormouse from her pocket and placed it into the cage. Then she took a handful of nuts and berries and seeds from a wooden bowl and placed them inside the cage, which she hung from a chain in the middle of the caravan. (p. 260, par. 2)	The Ordeal	
74	Yvaine would open up his cage, and stroke him, and talk to him, and, on several occasions, she sang to him, although she could not tell whether anything of Tristran remained in the dormouse, who stared up at her with placid, sleepy eyes, like droplets of black ink, and whose fur was softer than down. (p. 262, par. 2)	The Ordeal	The poor hero is being taken care by Yvaine, the star. The hero’s condition is so bad. The hero looks totally like a dormouse. With his sleepy eyes, like droplets of black ink, and whose fur was softer than down.
75	And so the weeks passed, in a rattling, bone-jarring sort of a way, in the witch’s caravan, for the witch, and the bird, and the dormouse, and the fallen star. (p. 263, par. 2)	The Ordeal	The old woman happens to be another wicked witch in the story. She bewitches Tristran into a dormouse in her way to the Wall for weeks. Lucky for the star because the witch-queen had

			been spelled by the wicked witch who owns the inn to not to be able to see and feel the presence of the star, and that she should speak the truth to her.
76	“Who rides with you? Tell me truly, or I shall set harpies to tear you limb from limb and hang your remains from a hook deep beneath the world.” “And who would you be, to threaten me so?” (p. 274, par 5-6)	The Ordeal	The wicked witch comes approaching the old woman and demanding answers. She asks the old woman about the others who ride with her in the caravan. But the old woman once being spelled that she could not see and feel the presence of the star. Too bad for the witch-queen for believing the old woman’s words. The old woman speaks the truth about inside her caravan. And lucky for Yvaine again for cannot be seen by the witch and the witch-queen allows the old woman to pass.
77	“There are the two mules who pull my caravan, myself, a maid-servant I keep in the form of a large bird, and a young man in the form of a dormouse.” (p. 274, par. 8)	The Ordeal	
78	“Anyone else? Anything else?” “No one and nothing. I swear it upon the Sisterhood.” The woman at the side of the road pursed her lips. “Then get away with you, and get along with you,” she said. (p. 275, par. 1, 2, 3)		
79	Madame Semele went into the inside of the caravan and unhooked the cage from its chain. (p. 276, par. 4)	The Ordeal	The witch is about to release the hero by turning him out into a human again now that they are close to the Wall.
80	“Out you come,” she said. (p. 277, par. 1)	The Ordeal	
81	The dormouse rubbed its liquid black eyes with its forepaws, and blinked at the fading daylight. (p. 277, par. 1)	The Ordeal	With a daffodil the witch turn Tristran into a human. He blinks sleepily, and then he yawned. He runs a hand through his unruly brown hair. He feels betrayed by the witch by turning him into a dormouse.
82	The witch reached into her apron and produced a glass daffodil. With it she touched Tristran’s head. (p. 277, par. 2)	The Ordeal	
83	Tristran blinked sleepily, and then he yawned. He ran a hand through his unruly brown hair and looked	The Ordeal	

	down at the witch with fierce anger in his eyes. (p. 277, par. 3)		
84	“Why, you evil old crone—” he began. (p. 277, par. 3)	The Ordeal	
85	“Hush your silly mouth,” said Madame Semele, sharply. “I got you here, safely and soundly, and in the same condition I found you. I gave you board and I gave you lodging—and if neither of them were to your liking or expectation, well, what is it to me? Now, be off with you, before I change you into a wiggling worm and bite off your head, if it is not your tail. Go! Shoo! Shoo!” (p. 277, par. 4)	Reward	The witch had brought him near the Wall safely and soundly although the hero seems unhappy about it. And again, the transformation and the spell given by the queen-witch to Madame Semele had helped Tristran and the Star through their travel to the Wall. Tristran finally made it to the Wall with the star coming with him to be presented to Victoria Forester.
86	Tristran counted to ten, and then, ungraciously, walked away. He stopped a dozen yards away beside a copse, and waited for the star, who limped down the side of the caravan steps, and came over to him. (p. 277, par. 5)	Reward	
87	They walked together through the meadow, toward the gap in the wall. (p. 279, par. 3)	The Road Back	After riding in Madame Semele’s caravan, Tristran And Yvaine walk together to the meadow.
88	Well and all, he would burn that bridge when he came to it, he decided, and for now he would take Yvaine into the village, and deal with events as they came. (p. 279, par. 4)	The Road Back	Tristran will take Yvaine into the village and ready to deal with events as they come.
89	The sun was huge and red behind the rooftops of Wall when Tristran and Yvaine crossed the meadow and looked down on the gap in the wall. (p. 280, par. 2)	The Road Back	They come closer to the Wall and see the sun is huge and red behind the rooftops of the Wall as they across the meadow.
90	Hand in hand the young man and the fallen star	The Road Back	

	approached the gap in the wall. (p. 281, par. 2)		They are approaching the gap in the Wall.
91	Tristan Thorn approached the gap in the wall, from the Faerie side, for the second time since his conception eighteen years before, with the star limping beside him. (p. 283, par. 2)	The Road Back	
92	He nodded politely to the guards on the gap as he approached, recognizing them both. (p. 283, par. 2)	The Road Back	Tristan nods to the guards of the Wall. As he comes closer to the gap but suddenly the guards block the gap. One of the guards is pointing the end of his staff at Tristan's chest.
93	Mr. Brown raised his staff and pointed the end of it at Tristan's chest, nervously. Wystan Pippin put down his ale, picked up his staff, and blocked the gap with it. (p. 284, par. 3)	The Road Back	
94	"Stay where you are!" said Mr. Brown, gesturing with the staff, as if Tristan were a wild beast that might spring at him at any moment. (p. 284, par 4)	The Road Back	The guard demands Tristan to stay where his is still blocking the way to the gap.
95	"Even if you are that good-for-nothing Thorn," he said, "I see no reason to let either of you people through. We guard the wall, after all." (p. 285, par. 1)	The Road Back	The guards argue with Tritran because they have rules to not let people cross the gap in the Wall into the Faerie. Tristrans tries to remind the guards that no rules about not letting people through from this direction. Only from the village.
96	Tristan blinked. "I, too, have guarded the wall," he pointed out. "And there are no rules about not letting people through from this direction. Only from the village." (p. 285, par. 2)	The Road Back	
97	"Exactly," he said. "There was no rule against it because it doesn't happen. No one comes through from the other side. Not while <i>I'm</i> on duty, any road. Now, be off with you, before I take my stick to your head." (p. 285, par. 5)	The Road Back	One of the guards states that he will not allow Tristan to cross the Wall. He will not allow anyone to cross it while he is on duty because he sticks to the rules.
98	Tristan said nothing. Then he turned, without a word, and together they walked back up the slope of the meadow. (p. 286, par. 3)	The Road Back	Trsitran gives up in arguing this conversation. So he walks back to the meadow disappointedly.

99	He pulled on his boots, washed his face and rinsed out his mouth in the meadow stream, and then ran pell-mell through the meadow, toward the village. (p. 292, par. 8)	The Road Back	The next morning he tries to cross the wall again, leaving the star in the meadow because he does not want to confuse Victoria that the fallen star he finds turn out to be a woman. Lucky for him, his sister Louisa comes to the gap telling Tristran that his father had a talk with the guards last night and the guards who are on duty right now is knowing the problem so they let Tristran cross the gap.
100	“But none of the ones who were for making you wait are on Wall duty this morning,” said Mr. Bromios. “Which took a certain amount of jiggy-pokery to organize—and on a day when I should have been seeing to the refreshment stand, I could point out. Still, it’s good to see you back. Come on through.” (p. 294, par. 5)	The Road Back	
101	He looked upon the lights of Wall for what he knew (it came to him then with certainty) was the last time. He stared at them for some time and said nothing, the fallen star by his side. And then he turned away, and together they began to walk toward the East. (p. 325, par. 2)	The Road Back	This is where the hero committed wholeheartedly to continue his adventure into the Faerie to rule the kingdom of Stormhold. He and the star are leaving the Wall for good.
102	“To be honest,” he said, “I think that I am responsible for all that I have done, not you. And it is hard to regret a moment of it, although I missed soft beds from time to time, and I shall never be able to look at another dormouse in quite the same way ever again. But you did not promise me your hand if I came back with the star, Vicky.” (p. 302, par. 3)	The Resurrection	Tristran’s arrival in the Wall makes Victoria Forester responsible of his journeying to the Faerie. She allows Tristran to marry her for that although she has engaged with Mr. Brown that time. But Tristran has changed as he has learned the lesson along the way to the Wall. He is not the boy he was before, who loved Victoria. He does not want Victoria feeling obliged to marry him. Knowing this Tristran allows Victoria to marry Mr. Brown and promised to
103	“I’m sure that nothing could give me greater pleasure than to be there,” said Tristran, although he was sure of no such thing.(p. 304, par. 4)	The Resurrection	

			come to the wedding.
104	Tristran raised the matter that had been vexing him, which was the question of his birth. His father answered him as honestly as he was able to during the long walk back to the farmhouse, telling his tale as if he were recounting a story that had happened a very long time ago, to someone else. A love story. (p. 305, par. 6)	The Resurrection	Tristran finally finds out why his father let him go to the Faerie. He tells Tristran a story that had happened a very long time ago, to someone else. A love story between his father and a fairy that gave him the glass flower.
105	"I have said my good-byes to my family," said Tristran to the star, as they walked. "To my father, and my mother—my father's wife, perhaps I should say—and to my sister, Louisa. I don't think I shall be going back again. Now we just need to solve the problem of how to put you back up again in the sky. Perhaps I shall come with you." (p. 312, par. 4)	The Resurrection	After knowing his true origin Tristran decides to continue his journey, saying goodbye to his family and figuring a way out to put the star back up again in the sky.
106	"I was happy to discover that you are not marrying Victoria Forester." "So was I," he confessed. "You know," she said, "a star and a mortal man ..." "Only half mortal, actually," said Tristran, helpfully. "Everything I ever thought about myself— who I was, what I am— was a lie. Or sort of. You have no idea how astonishingly liberating that feels." (p. 313, par. 4, 5, 6, 7)	The Resurrection	The star is happy for Tristran not marrying Victoria, as the feeling has grown in her heart. She is fond of Tristran and so does Tristran to her. Tristran feels that everything he ever thought about himself— who he was, what he was— was a lie. He feels relieved knowing the truth about him. He feels blessed of having a journey to the Faerie.
107	She looked puzzled; then she reached inside her robe, fumbled discreetly, and produced a large topaz stone on a broken silver chain. (p. 317, par. 8)	Return with the Elixir	When the star fell from the sky she found herself wearing the gem of the Stormhods which is then known as the hero's elixir to heal the wounded land,
108	"It was your grandfather's," said the woman to	Return with the	

	Tristran. “You are the last male of the line of Stormhold. Put it about your neck.” (p. 317, par. 9)	Elixir	in Stormhold. Lady Una, the girl who once was a crow in the caravan tells
109	Tristran did so; as he touched the ends of the silver chain together they knit and mended as if they had never been broken. (p. 317, par. 10)	Return with the Elixir	Tristran that he is the last male of the line of Stormhold. Soon as Tristran touches the gem it knit and mended on his neck.
110	“It’s very nice,” said Tristran, dubiously. (p. 318, par. 1)	Return with the Elixir	The hero seems liking it. Lady Una later is known to be the hero’s mother. She is
111	“It is the Power of Stormhold,” said his mother. “There’s no one can argue with that. You are of the blood, and all of your uncles are dead and gone. You will make a fine Lord of Stormhold.” (p. 318, par. 2)	Return with the Elixir	telling Tristran that the gem is the power of Stormhold and that he is the last heir who has the power to rule the kingdom.
112	He looked upon the lights of Wall for what he knew (it came to him then with certainty) was the last time. He stared at them for some time and said nothing, the fallen star by his side. And then he turned away, and together they began to walk toward the East. (p. 325, par. 2)	Return with the Elixir	This is where the hero committed wholeheartedly to continue his adventure into the Faerie to rule the kingdom of Stormhold. He and the star are leaving the Wall for good.
113	And then Death came in the night, and whispered her secret into the ear of the eighty-second Lord of Stormhold, and he nodded his grey head and he said nothing more, and his people took his remains to the Hall of Ancestors where they lie to this day. (p. 331, par. 3)	Return with the Elixir	The hero’s history is known until the day he dies. He was the eighty-second Lord of Stormhold. He died in peace and his remains buried in the Hall of Ancestors.

Appendix III: Table Analysis of The Hobbit's Hero's Journey

No	Narration and (or) Dialogue	Hero's Journey	Analysis
1	In a hole in the ground there lived a hobbit. Not a nasty, dirty, wet hole, filled with the ends of worms and an oozy smell, nor yet a dry, bare, sandy hole with nothing in it to sit down on or to eat: it was a hobbit-hole, and that means comfort. (p. 1, par. 1)	Ordinary World	The narration introduces the hero's ordinary world which is known as a hobbit. He lives in a racy hole in the ground. The door is some kind of a porthole, painted green, with a shiny yellow brass knob in the exact middle. The hero's house is very comfortable. From the description he likes visitors that making him having lots of pegs for hats and coats. The hero lives in a place called The Hill. He has many rooms in his house. He even categorized the best rooms on the left-hand side; the only ones to have windows, deep-set round windows looking over his garden and meadows beyond, sloping down to the river.
2	It had a perfectly round door like a porthole, painted green, with a shiny yellow brass knob in the exact middle. (p. 1, par.2)	Ordinary World	
3	The door opened on to a tubeshaped hall like a tunnel: a very comfortable tunnel without smoke, with panelled walls, and floors tiled and carpeted, provided with polished chairs, and lots and lots of pegs for hats and coats - the hobbit was fond of visitors. (p. 1, par. 2)	Ordinary World	
4	The tunnel wound on and on, going fairly but not quite straight into the side of the hill - The Hill, as all the people for many miles round called it - and many little round doors opened out of it, first on one side and then on another. (p. 1, par. 2)	Ordinary World	
5	The best rooms were all on the left-hand side (going in), for these were the only ones to have windows, deep-set round windows looking over his garden and meadows beyond, sloping down to the river. (p. 1, par. 2)	Ordinary World	

6	This hobbit was a very well-to-do hobbit, and his name was Baggins. The Bagginses had lived in the neighbourhood of The Hill for time out of mind, and people considered them very respectable, not only because most of them were rich, but also because they never had any adventures or did anything unexpected: you could tell what a Baggins would say on any question without the bother of asking him. (p. 1, par. 3)	Ordinary World	The narration introduces the background of the hero's origin that is known as a hobbit descendant which last name is Baggins. The Baggins are much respected family. They are rich and never do anything unexpected like experiencing adventure.
7	This is a story of how a Baggins had an adventure, found himself doing and saying things altogether unexpected. (p. 1, par. 3)	Ordinary World	Another introduction from the author about the hero in the story, a hobbit, who is summoned to unexpected adventure.
8	The mother of our particular hobbit ... what is a hobbit? I suppose hobbits need some description nowadays, since they have become rare and shy of the Big People, as they call us. They are (or were) a little people, about half our height, and smaller than the bearded Dwarves. Hobbits have no beards. (p. 1, par. 4)	Ordinary World	Description of a hobbit as the author characterized as a little people, about half our height, and smaller than the bearded Dwarves, and having no beards.
9	There is little or no magic about them, except the ordinary everyday sort which helps them to disappear quietly and quickly when large stupid folk like you and me come blundering along, making a noise like elephants which they can hear a mile off. (p. 1, par. 4)	Ordinary World	Hobbits are known for their ability to disappear quietly and quickly when big things like human come approaching to them making noises which they can hear a mile off.
10	They are inclined to be at in the stomach; they dress in bright colours (chiefly green and yellow); wear no shoes, because their feet grow natural leathery soles	Ordinary World	This kind of species has a bloated stomach. They love to dress in bright colors, having feet which grow natural

	and thick warm brown hair like the stuff on their heads (which is curly); have long clever brown fingers, good-natured faces, and laugh deep fruity laughs (especially after dinner, which they have twice a day when they can get it). (p. 1, par. 4)		leathery soles and thick, warm brown hair like the stuff on their heads (which is curly); have long clever brown fingers, good-natured faces, and laugh deep fruity laughs.
11	That was, of course, absurd, but certainly there was still something not entirely hobbit-like about them, - and once in a while members of the Took-clan would go and have adventures. (p. 2, par. 1)	Ordinary World	It is known that the hero is one of the Took descendants who once would go and have adventures. The hero's mother is Belladonna Took. She married his father, Bungo Baggins, and has only son named Bilbo Baggins.
12	Not that Belladonna Took ever had any adventures after she became Mrs. Bungo Baggins. (p. 2, par. 1)	Ordinary World	
13	Bilbo Baggins was grown up, being about fifty years old or so, and living in the beautiful hobbit-hole built by his father. (p. 2, par. 1)	Ordinary World	The narration introduces the full name of the hero known as Bilbo Baggins who is now fifty years old or so, and living in the beautiful hobbit-hole built by his father.
14	"But I have no time to blow smoke-rings this morning. I am looking for someone to share in an adventure that I am arranging, and it's very difficult to find anyone." (p. 2, par. 6)	Call to Adventure	This dialogue is taken from once morning when Gandalf passes Bilbo's house and then Bilbo offers him tobacco to smoke. Gandalf reveals his purpose of coming to The Hill looking for someone to share in an adventure.
15	"Yes, you have! Twice now. My pardon. I give it you. In fact I will go so far as to send you on this adventure. Very amusing for me, very good for you and profitable too, very likely, if you ever get over it." (p. 3, par. 9)	Call to Adventure	Gandalf misunderstood Bilbo's intention on apologizing and that he is intended to ask Bilbo to join his arranged adventure which he believed is very good and profitable for Bilbo.
16	"That leaves you just ten minutes. You will have to run," said Gandalf. (p. 17, par. 13)	Call to Adventure	The next morning Bilbo wake up, he finds his house is empty and left in

17	To the end of his days Bilbo could never remember how he found himself outside, without a hat, walking-stick or say money, or anything that he usually took when he went out; leaving his second breakfast half-finished and quite unwashed-up, pushing his keys into Gandalf's hands, and running as fast as his furry feet could carry him down the lane, past the great Mill, across The Water, and then on for a whole mile or more. (p. 18, par. 1)	Call to Adventure	such a mess after last night's party. He thinks that the dwarves did not really need him in their adventure yet in fact Gandalf is up to his house telling him that the dwarves left him a message. Gandalf summons him to join the others who have waited for him to start the journey to the Mountain at 11 am.
18	"Good morning!" he said at last. "We don't want any adventures here, thank you! You might try over The Hill or across The Water." (p. 3, par. 2)	Refusal of the Call	Bilbo politely refuses Gandalf's offer by giving him a suggestion to look that someone over The Hill or across The Water.
19	"Sorry! I don't want any adventures, thank you. Not today. Good morning! But please come to tea - any time you like! Why not tomorrow? Come tomorrow! Good-bye!" (p. 4, par. 2)	Refusal of the Call	Bilbo still refuses Gandalf's offer but because he is a good hobbit and does not want to hurt Gandalf's feeling, he is making sure that Gandalf is welcome to his house.
20	With that the hobbit turned and scuttled inside his round green door, and shut it as quickly as he dared, not to seem rude. Wizards after all are wizards. (p. 4, par. 3)	Refusal of the Call	
21	Mr. Baggins, who was feeling positively flummoxed, and was beginning to wonder whether a most wretched adventure had not come right into his house. (p. 6, par. 9)	Refusal of the Call	This state of mind reflects Bilbo's disinterest of the call.
22	"Don't be a fool, Bilbo Baggins!" he said to himself, "thinking of dragons and all that outlandish nonsense at your age!" (p. 16, par. 7)	Refusal of the Call	The morning after last night's party reminds him of his disinterest in joining the adventure. The hero wishes to turn away from it.

23	"This was made by Thrór, your grandfather, Thorin, he said in answer to the dwarves' excited questions."It is a plan of the Mountain." (p. 12, par. 2)	Meeting with the Mentor	The hero is trapped over Gandalf's plan, so he listens to Gandalf's explanation about the map he is carrying.
24	"There is one point that you haven't noticed," said the wizard, "and that is the secret entrance. You see that rune on the West side, and the hand pointing to it from the other runes? That marks a hidden passage to the Lower Halls. (p. 12, par. 5)	Meeting with the Mentor	Gandalf is telling the dwarves and the hobbit the secret entrance to the Mountain that guarded by a dragon who had stolen the dwarves' treasure.
25	"Also," went on Gandalf, "I forgot to mention that with the map went a key, a small and curious key. Here it is!" he said, and handed to Thorin a key with a long barrel and intricate wards, made of silver. "Keep it safe!" (p. 12, par. 11)	Meeting with the Mentor	Gandalf also gives the key which will help Thorin and 13 other men entering the Mountain. The mentor asks them to keep it safe.
26	"Now things begin to look more hopeful. This news alters them much for-the better. So far we have had no clear idea what to do. We thought of going East, as quiet and careful as we could, as far as the Long Lake. After that the trouble would begin." (p. 12, par. 12)	Meeting with the Mentor	The mentor tutors the 14 men of going East, as quiet and careful as they could, and as far as the Long Lake. He also warns them the trouble they will face as they pass the Long Lake.
27	"We might go from there up along the River Running," went on Thorin taking no notice, "and so to the ruins of Dale-the old town in the valley there, under the shadow of the Mountain. But we none of us liked the idea of the Front Gate. The river runs right out of it through the great cliff at the South of the Mountain, and out of it comes the dragon too-far too often, unless he has changed." (p. 13, par. 3)	Meeting with the Mentor	The head of the dwarves discussing the plan with the mentor and predicting the worse possibility of the journey.
28	"That is why I settled on burglary-especially when I	Meeting with the	The mentor gives Thorin the answer of

	remembered the existence of a Side-door. And here is our little Bilbo Baggins, the burglar, the chosen and selected burglar. So now let's get on and make some plans." (p. 13, par. 4)	Mentor	why he is recruiting Bilbo in the dwarves' journey. Bilbo is the chosen and selected burglar that will be useful to them at the right time.
29	"Well, your father gave me this to give to you; and if I have chosen my own time and way of handing it over, you can hardly blame me, considering the trouble I had to find you. Your father could not remember his own name when he gave me the paper, and he never told me yours; so on the whole I think I ought to be praised and thanked. Here it is," (p. 8, par. 12)	Meeting with the Mentor	The mentor was assigned by Thorin's father to pass the map and the key to Thorin and that he is giving it to him to help the dwarves getting the treasure back.
30	"Never you mind. I was finding things out, as usual; and a nasty dangerous business it was. Even I, Gandalf, only just escaped. I tried to save your father, but it was too late. He was witless and wandering, and had forgotten almost everything except the map and the key." (p. 15, par. 6)	Meeting with the Mentor	Gandalf tells the 14 men that Thorin's father was witless and had forgotten almost everything except the map and the key. The mentor is obliged to help the dwarves to get their treasure back.
31	Now they had gone on far into the Lone-lands, where there were no people left, no inns, and the roads grew steadily worse. Not far ahead were dreary hills, rising higher and higher, dark with trees. (p. 18, par. 8)	Crossing the First Threshold	This is the state where the hero commits to the adventure wholeheartedly. The hero with the 13 dwarves are crossing the first threshold, leaving their Ordinary World.
32	Everything seemed gloomy, for the weather that day had taken a nasty turn. Mostly it had been as good as May can be, even in merry tales, but now it was cold and wet. (p. 18, par. 8)	Crossing the First Threshold	The crossing is not always good because the weather could block their way to the Special World.
33	Wind got up, and the willows along the river-bank bent and sighed. (p. 19, par. 2)	Crossing the First Threshold	

34	"Now scuttle off, and come back quick, if all is well. If not, come back if you can! If you can't, hoot twice like a barn-owl and once like a screech-owl, and we will do what we can." (p. 20, par. 2)	Crossing the First Threshold	When the dwarves seen the light, they send Bilbo to check on the light and ask him to give some code to report the situation.
35	But they were trolls. Obviously trolls. Even Bilbo, in spite of his sheltered life, could see that from the great heavy faces of them, and their size, and the shape of their legs, not to mention their language, which was not drawing-room fashion at all, at all. (p. 20, par. 3)	Crossing the First Threshold	Bilbo finds that there are three trolls. He does not really know what to do, but since he is called burglar by Gandalf and the dwarves, he tries to steal the coins in one of the Troll's pocket but he is caught by the troll named William.
36	William turned round at once and grabbed Bilbo by the neck, before he could duck behind the tree. (p. 21, par. 4)	Crossing the First Threshold	The troll intends to cook him after consulting with his friends.
37	"And please don't cook me, kind sirs! I am a good cook myself, and cook bet-ter than I cook, if you see what I mean. I'll cook beautifully for you, a perfectly beautiful breakfast for you, if only you won't have me for supper." (p. 22, par. 2)	Crossing the First Threshold	The hero faces the first test of his journey that he has to find a way to get away from those trolls. He offers the trolls his ability in cooking telling that he is a cook.
38	Trolls simply detest the very sight of dwarves (uncooked). Bert and Bill stopped fighting immediately, and "a sack, Tom, quick!" they said, before Balin, who was wondering where in all this commotion Bilbo was, knew what was happening, a sack was over his head, and he was down. (p. 22, par. 10)	Crossing the First Threshold	Balin comes out looking for Bilbo but apparently he got caught up too. The other dwarves show up and they also got caught up by the trolls. The trolls are arguing on how to cook them. When they agree to roast the dwarves suddenly a voice imitating the trolls' voice heard from the woods. Bilbo finds out that it is Gandalf's voice. He comes to help the 14 men. The trolls are tricked and then turn to stone as
39	The trolls had just decided to roast the dwarves now and eat them later-that was Bert's idea, and after a lot of argument they had all agreed to it. (p. 23, par. 7)	Crossing the First Threshold	
40	Then Bilbo understood. It was the wizard's voice that	Crossing the First	

	had kept the trolls bickering and quarrelling, until the light came and made an end of them. (p. 25, par. 2)	Threshold	they are struck by the sunlight.
41	They were nearly suffocated, and very annoyed: they had not at all enjoyed lying there listening to the trolls making plans for roasting them and squashing them and mincing them. (p. 25, par. 3)	Crossing the First Threshold	The dwarves that are packed in the sack is now relieved for they were nearly suffocated and afraid of the trolls' plans for roasting them and squashing them and mincing them.
42	They followed the tracks up the hill, until hidden by bushes they came on a big door of stone leading to a cave. But they could not open it, not though they all pushed while Gandalf tried various incantations. (p. 25, par. 7)	Crossing the First Threshold	The hero and his companions find a cave where the trolls hide in the noon. There they find some weapons to arm themselves in the journey.
43	When that was done, they all mounted once more, and jogged along again on the path towards the East. (p. 26, par. 3)	Crossing the First Threshold	Leaving the cave and stuffing themselves with the food reserves in the cave, the fourteen men and Gandalf continue the journey.
44	And so at last they all came to the Last Homely House, and found its doors flung wide. (p. 30, par. 6)	Tests, Allies, Enemies	The hero and the 13 dwarves arrive at the faerie's house, Elrond's, a friend of Gandalf.
45	His house was perfect, whether you liked food, or sleep, or work, or story-telling, or singing, or just sitting and thinking best, or a pleasant mixture of them all. Evil things did not come into that valley. (p. 30, par. 8)	Tests, Allies, Enemies	Elrond seems to be a good fellow in the hero's journey. He offers the 14 men food and making sure that his house is a safe place.
46	All of them, the ponies as well, grew refreshed and strong in a few days there. Their clothes were mended as well as their bruises, their tempers and their hopes. Their bags were filled with food and provisions light to carry but strong to bring them over	Tests, Allies, Enemies	In a few days the 14 men become strong again and ready to continue the journey. They have foods in their bags and their ponies are ready as well.

	the mountain passes. (p. 31, par. 2)		
47	Now they rode away amid songs of farewell and good speed, with their hearts ready for more adventure, and with a knowledge of the road they must follow over the Misty Mountains to the land beyond. (p. 32, par. 9)	Tests, Allies, Enemies	The 14 men are given information about the road they should take. Elrond is a good ally because he wants to share information and supports their journey.
48	It was a hard path and a dangerous path, a crooked way and a lonely and a long. (p. 32, par. 11)	Tests, Allies, Enemies	The tests in their journey are not ended yet because they have to face bad weather again and the road seems not very friendly to them.
49	All was well, until one day they met a thunderstorm - more than a thunderstorm, a thunder-battle. (p. 25, par. 3)	Tests, Allies, Enemies	
50	Out jumped the goblins, big goblins, great ugly-looking goblins, lots of goblins, before you could say rocks and blocks. There were six to each dwarf, at least, and two even for Bilbo; and they were all grabbed and carried through the crack, before you could say tinder and flint. (p. 33, par. 3)	Tests, Allies, Enemies	As they find a cave that looks safe enough to shelter, they fell asleep without worry but suddenly when the hero dreams about bad things it turns out to be real that there are goblins jump out of the crack of the cave and catch the fourteen men. They all laughed when the dwarves come running in, while the goblin-drivers whooped and cracked their whips behind.
51	They all laughed and stamped and clapped their hands, when the dwarves (with poor little Bilbo at the back and nearest to the whips) came running in, while the goblin-drivers whooped and cracked their whips behind. (p. 36, par. 3)	Tests, Allies, Enemies	
52	The goblins chained their hands behind their backs and linked them all together in a line and dragged them to the far end of the cavern with little Bilbo tugging at the end of the row. (p. 36, par. 4)	Tests, Allies, Enemies	The hero is running out of option because he is chained with the dwarves. They are linked in a line and dragged by the goblins to the far end of the cavern.
53	Suddenly a sword flashed in its own light. Bilbo saw it go right through the Great Goblin as he stood	Tests, Allies, Enemies	Bilbo finds that Gandalf is trying to save them again with the sword they

	dumbfounded in the middle of his rage. He fell dead, and the goblin soldiers fled before the sword shrieking into the darkness. (p. 38, par. 2)		found in the troll's cave. He kills the Great Goblin. He lit his wand and sets free the dwarves, asking Dori to help Bilbo to get on his back.
54	Then Gandalf lit up his wand. Of course it was Gandalf; but just then they were too busy to ask how he got there. (p. 38, par. 6)	Tests, Allies, Enemies	
55	Quite suddenly Dori, now at the back again carrying Bilbo, was grabbed from behind in the dark. He shouted and fell; and the hobbit rolled off his shoulders into the blackness, bumped his head on hard rock, and remembered nothing more. (p. 39, par. 8)	Tests, Allies, Enemies	On their way out, Dori runs following the others but suddenly his feet are caught by the goblin chasing them making Bilbo falls out and bumps his head on hard rock.
56	When Bilbo opened his eyes, he wondered if he had; for it was just as dark as with them shut. No one was anywhere near him. Just imagine his fright! (p. 39, par. 9)	Tests, Allies, Enemies	Bilbo wakes up the next minutes and he finds nobody around him. The hero is surrounded by darkness. When he crawls he suddenly finds a tiny ring of cold metal lying on the floor of the tunnel which then will be useful for his journey.
57	He guessed as well as he could, and crawled along for a good way, till suddenly his hand met what felt like a tiny ring of cold metal lying on the floor of the tunnel. (p. 40, par. 1)	Tests, Allies, Enemies	
58	"So it is a pool or a lake, and not an underground river," he thought. (p. 41, par. 4)	Tests, Allies, Enemies	When Bilbo finds out that there is a lake and the creature living in there named Gollum whispering to him, he avoids his presence but Gollum demands his body to be eaten if he rejects playing the riddle with him.
59	Deep down here by the dark water lived old Gollum, a small slimy creature. (p. 41, par. 5)	Tests, Allies, Enemies	
60	He put his left hand in his pocket. The ring felt very cold as it quietly slipped on to his groping forefinger. (p. 50, par. 3)	Tests, Allies, Enemies	The hero wins the riddle but Gollum did not want to show him a way out instead of striking him, but suddenly

61	A pang of fear and loss, like an echo of Gollum's misery, smote Bilbo, and forgetting even to draw his sword he struck his hands into his pockets. And there was the ring still, in his left pocket, and it slipped on his finger. (p. 53, par. 5)	Tests, Allies, Enemies	Bilbo finds his left forefinger slips into the ring. Seeking in the dark Gollum unable to find Bilbo. Since then it is known that the ring has a power to make the user become invisible. Bilbo finally finds a way out from the cave, but when he finds it there are goblins waiting for him. He realizes that he is not using the ring anymore. Soon he sees the goblin begin to strike, he slips his finger again to the ring and succeeds escape from them.
62	Of course they soon came down after him, hooting and hallooing, and hunting among the trees. But they don't like the sun: it makes their legs wobble and their heads giddy. They could not find Bilbo with the ring on, slipping in and out of the shadow of the trees, running quick and quiet, and keeping out of the sun; so soon they went back grumbling and cursing to guard the door. Bilbo had escaped. (p. 54, par. 4)	Tests, Allies, Enemies	
63	"And here's the burglar!" said Bilbo stepping down into the middle of them, and slipping off the ring. (p. 55, par. 9)	Tests, Allies, Enemies	Having escaped from the cave of goblins the hero got lost. He follows the road and able to make a way which leads him to his allies. The hero reunited again with the 13 dwarves and the wizard.
64	Bless me, how they jumped! Then they shouted with surprise and delight. Gandalf was as astonished as any of them, but probably more pleased than all the others. (p. 55, par. 10)	Tests, Allies, Enemies	
65	After what seemed ages further they came suddenly to an opening where no trees grew. (p. 59, par. 4)	Tests, Allies, Enemies	As the hero and his allies entering an opening in the woods they hear a howl away down hill. And suddenly they are surrounded by wolves who happen to be the allies of the goblins who come to demand their lives for having murdered the Great Goblin.
66	All of a sudden they heard a howl away down hill, a long shuddering howl. It was answered by another away to the right and a good deal nearer to them; then by another not far away to the left. (p. 59, par. 5)	Tests, Allies, Enemies	
67	"What shall we do, what shall we do!" he cried. "Escaping goblins to be caught by wolves!"	Tests, Allies, Enemies	
68	"Up the trees quick!" cried Gandalf (p. 59, par. 8)	Tests, Allies,	Knowing this Gandalf, the mentor,

		Enemies	commands them to climb the tree.
69	Now it seemed that a great goblin-raid had been planned for that very night. The Wargs had come to meet the goblins and the goblins were late. The reason, no doubt, was the death of the Great Goblin, and all the excitement caused by the dwarves and Bilbo and the wizard, for whom they were probably still hunting. (p. 61, par. 1)	Tests, Allies, Enemies	The death of the Great Goblin causes the lateness of the goblins in joining the wolves known as Wargs to besiege the hero and his allies.
70	Tonight the Lord of the Eagles was filled with curiosity to know what was afoot; so he summoned many other eagles to him, and they flew away from the mountains, and slowly circling ever round and round they came down, down, down towards the ring of the wolves and the meeting-place of the goblins. (p. 62, par. 5)	Tests, Allies, Enemies	There the Lord of the Eagles comes to see what is happening down the woods. He summons his fellows to find out what causes the noise down there. These eagles are then flying toward the woods. The Lord of the Eagles talks with Gandalf and helps him to escape from the tree. Some eagles are also helping the dwarves to escape from the tree, while the others are fighting with the goblins and the wolves. Bilbo is the last one who is saved.
71	Just at that moment the Lord of the Eagles swept down from above, seized him in his talons, and was gone. (p. 64, par. 3)	Tests, Allies, Enemies	
72	Other birds flew to the tree-tops and seized the dwarves, who were scrambling up now as far as ever they dared to go. (p. 64, par. 4)	Tests, Allies, Enemies	
73	As Bilbo listened to the talk of Gandalf he realized that at last they were going to escape really and truly from the dreadful mountains. (p. 65, par. 6)	Tests, Allies, Enemies	Later Bilbo realizes that the eagles are meant to help him and his allies.
74	"Very well," said Gandalf. "Take us where and as far as you will! We are already deeply obliged to you. But in the meantime we are famished with hunger." (p. 65, par. 8)	Tests, Allies, Enemies	The mentor has made a deal with the eagles to fly them as far as they wanted to take them.
75	Then the great spider, who had been busy tying him	Tests, Allies,	Another test faces by the hero. He finds

	up while he dozed, came from behind him and came at him.	Enemies	himself lonely in the woods and has to fight the spiders that snares him and traps the dwarves. Bilbo fights the spiders bravely with the magical ring on his finger.
76	Bilbo came at it before it could disappear and struck it with his sword right in the eyes. (p. 91, par.8)	Tests, Allies, Enemies	
77	"What a mess we are in now! We! I only wish it was we: it is horrible being all alone." (p. 92, par. 5)	Tests, Allies, Enemies	
78	He had taken off his ring when he rescued Fili and forgotten to put it on again, so now they all began to splutter and hiss: (p. 96, par. 1)	Tests, Allies, Enemies	The hero fights the spiders. He darts backwards and forwards, slashing at spider-threads, hacking at their legs, and stabbing at their fat bodies if they came too near.
79	He darted backwards and forwards, slashing at spider-threads, hacking at their legs, and stabbing at their fat bodies if they came too near. (p. 97, par. 6)	Tests, Allies, Enemies	
80	The day after the battle with the spiders Bilbo and the dwarves made one last despairing effort to find a way out before they died of hunger and thirst. (p. 100, par. 4)	Tests, Allies, Enemies	The hero passes the test. He wins the battle with the spiders and tries to find a way out.
81	Such day as there ever was in the forest was fading once more into the blackness of night, when suddenly out sprang the light of many torches all round them, like hundreds of red stars. (p. 100, par. 4)	Tests, Allies, Enemies	In finding the way out, suddenly out sprang the light of many torches all round them, like hundreds of red stars. The hero finds out that his companions are being surrounded by elves that will take them to the prison of the elves. Knowing this Bilbo make use of his invisible ring to escape.
82	That is why, when the elves bound the dwarves in a long line, one behind the other, and counted them, they never found or counted the hobbit. (p. 100, par. 6)	Tests, Allies, Enemies	
83	It had not been a-bit too soon. Only a minute or two after Balin's lid had been fitted on there came the sound of voices and the flicker of lights. (p. 105, par. 5)	Tests, Allies, Enemies	The invisible hero has arranged a brilliant plan to help the dwarves escaping the elves' prison. Bilbo sends them to empty kegs to be float in the river. That is the only way out for it is
84	"Well! Here we are!" said Thorin. "And I suppose we	Tests, Allies,	

	ought to thank our stars and Mr. Baggins. I am sure he has a right to expect it, though I wish he could have arranged a more comfortable journey. Still-all very much at your service once more, Mr. Baggins. No doubt we shall feel properly grateful, when we are fed and recovered. In the meanwhile what next?" (p. 112, par. 7)	Enemies	the safest way. Bilbo almost left behind in his own mission. But he succeeds his plans though the dwarves find themselves a bit uncomfortable when they are floated. The dwarves thank Bilbo for this escape.
85	"Well, thief! I smell you and I feel your air. I hear your breath. Come along! Help yourself again, there is plenty and to spare!" (p. 127, par. 5)	Tests, Allies, Enemies	Being able to find the nest of the treasure in the Mountain, the next day Bilbo tries to observe the dragon's den.
86	The wizard and the hobbit pushed open the heavy creaking gate and went down a wide track towards the house. (p. 70, par. 3)	Approach to the Inmost Cave	The mentor has ordered the others to follow him to one of his fellow's house.
87	"A very good tale!" said he. "The best I have heard for a long while. If all beggars could tell such a good one, they might find me kinder. You may be making it all up, of course, but you deserve a supper for the story all the same. Let's have something to eat!" (p. 74, par. 8)	Approach to the Inmost Cave	Beorn, Gandalf's fellow, seems liking the story they had experienced although he is not so sure that it is real. He offers the 14 men and the mentor supper for that.
88	The other ponies came in rolling round drum-shaped sections of logs, smoothed and polished, and low enough even for Bilbo; so soon they were all seated at Beorn's table, and the hall had not seen such a gathering for many a year. (p. 75, par. 1)	Approach to the Inmost Cave	The hero and his allies are resting at Beorn's house. They are well-served by Beorn's helpers who seem to be his pets.
89	There they had a supper, or a dinner, such as they had not had since they left the Last Homely House in the West and said good-bye to Elrond. The light of the torches and the fire flickered about them, and on the table were two tall red beeswax candles. (p. 75, par.	Approach to the Inmost Cave	The 14 men finally have a good and proper rest after being chased by the goblins. They remembered the last time they had this was in Rivendell, Elrond's house.

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90	"It is time for us to sleep," he said, "-for us, but not I think for Beorn. In this hall we can rest sound and safe, but I warn you all not to forget what Beorn said before he left us: you must not stray outside until the sun is up, on your peril." (p. 76, par. 2)	Approach to the Inmost Cave	The mentor advises the others to go to sleep for they may not ask the origin of Beorn. They are commanded not to stray outside until the sun is up.
91	"Not eaten up by Wargs or goblins or wicked bears yet I see"; and he poked Mr. Baggins' waistcoat most disrespectfully. "Little bunny is getting nice and fat again on bread and honey," he chuckled. "Come and have some more!" (p. 78, par. 5)	Approach to the Inmost Cave	Beorn arrives the next day he left the house which are full of his guests. He was out looking for the truth of their stories. Now that he already know the truth. He is more pleased to have guests like them. He is fond of the hero for gaining weight under his care and offer himself to help and take care of the rests.
92	As it is, I can only say that I have hurried home as fast as I could to see that you were safe, and to offer you any help that I can. I shall think more kindly of dwarves after this. (p. 78, par. 7)	Approach to the Inmost Cave	
93	They thanked him, of course, with many bows and sweepings of their hoods and with many an "at your service, O master of the wide wooden halls!" But their spirits sank at his grave words, and they all felt that the adventure was far more dangerous than they had thought, while all the time, even if they passed all the perils of the road, the dragon was waiting at the end. (p. 79, par. 3)	Approach to the Inmost Cave	
94	"It is true that we were wrongfully waylaid by the Elven-king and imprisoned without cause as we journeyed back to our own land," answered Thorin. (p. 114, par. 3)	Approach to the Inmost Cave	Having escaped from the elves' prison the 14 men are asked by the people in the Lake-town.
95	Soon afterwards the other dwarves were brought into the town amid scenes of astonishing enthusiasm.	Approach to the Inmost Cave	The people in the Lake-town are friendly. They help the 14 men

	They were all doctored and fed and housed and pampered in the most delightful and satisfactory fashion. (p. 115, par. 2)		wholeheartedly, sing about them, and support their journey to the Mountain.
96	"Well, thief! I smell you and I feel your air. I hear your breath. Come along! Help yourself again, there is plenty and to spare!" (p. 127, par. 5)	The Ordeal	Being able to find the nest of the treasure in the Mountain, the next day Bilbo tries to observe the dragon's den.
97	To hunt the whole mountain till he had caught the thief and had torn and trampled him was his one thought. (p. 124, par. 6)	The Ordeal	Smaug, the dragon, is out looking for the thief. Suddenly a whirring noise was heard. A red light touches the points of standing rocks and then he dragon comes. Smaug is in wrath for he is unable to find the thief.
98	A whirring noise was heard. A red light touched the points of standing rocks. The dragon came. (p. 125, par. 5)	The Ordeal	
99	This was the outburst of his wrath when he could find nobody and see nothing, even where he guessed the outlet must actually be. (p. 133, par. 7)	The Ordeal	
100	"The Eagles!" cried Bilbo once more, but at that moment a stone hurtling from above smote heavily on his helm, and he fell with a crash and knew no more. (p. 163, par. 7)	The Ordeal	From the Ravehill the hero notices the arrival of the Eagles who once helped him. They come to help the warriors who fight the goblins and the Wargs. But the hero falls out knocked down by the stone dropped by the Eagles unseen.
101	When Bilbo came to himself, he was literally by himself. He was lying on the flat stones of Ravenhill, and no one was near. (163, par. 8)	The Ordeal	
102	"A nasty knock on the head, I think," said Bilbo. "But I have a helm and a hard skull. All the same I feel sick and my legs are like straws." (p. 164, par. 10)	The Ordeal	This is where the hero must dies so that he can reborn experiencing a resurrection that grants greater powers to complete his mission.
103	"A mercy it is," he said at last to himself, "that I woke up when I did. I wish Thorin were living, but I am glad that we parted in kindness. You are a fool,	The Ordeal	The hero magically survives this death and is literary or symbolically reborn to reap the consequences of having

	Bilbo Baggins, and you made a great mess of that business with the stone; and there was a battle, in spite of all your efforts to buy peace and quiet, but I suppose you can hardly be blamed for that." (p. 165, par 6)		cheated death. Bilbo witnesses the death of his ally, Thorin, in the Battle of Five Armies.
104	Suddenly Bilbo's arm went towards it drawn by it enchantment. His small hand would not close about it for it was a large and heavy gem; but he lifted it, shut his eyes, and put it in his deepest pocket. (p. 136, par. 1)	Reward	The hero steals the magic thing in taking the possession of the treasure. Bilbo steals the Arkenstone from the dragon's den in the Mountain.
105	"You may see it!" said he. "It is this!" and he drew forth the Arkenstone, and threw away the wrapping. (p. 155, par. 10)	Reward	The elixir theft is needed to heal every ill or the wounded land, the magical substance (Arkenstone) that can restore the life of those that have been sacrificed to help Thorin in getting his treasure back since he did not want to share it with them. Bilbo tries to make things clear between Thorin and the people in the Lake-town. He hopes that the theft of the Arkenstone will make Thorin realize that sharing his treasure for those who had helped him will be favorable for everyone.
106	"This is the Arkenstone of Thrain," said Bilbo, "the Heart of the Mountain; and it is also the heart of Thorin. He values it above a river of gold. I give it to you. It will aid you in your bargaining." (p. 155, par. 12)	Reward	
107	"It isn't exactly; but, well, I am willing to let it stand against all my claim, don't you know. I may be a burglar-or so they say: personally I never really felt like one-but I am an honest one, I hope, more or less. Anyway I am going back now, and the dwarves can do what they like to me. I hope you will find it useful." (p. 155, par. 14)	Reward	
108	"perhaps I shall see them on the way home. I suppose I shall be going home soon?" (p. 166, par. 5)	The Road Back	The hero wished to the Eagles before he goes back to his home.
109	"Farewell, Balin!" he said; "and farewell, Dwalin; and farewell Dori, Nori, Ori, Oin, Gloin, Bifur,	The Road Back	The hero returns to the starting point and driven to complete his adventure,

	Bofur, and Bombur! May your beards never grow thin!" And turning towards the Mountain he added: "Farewell Thorin Oakenshield! And Fili and Kili! May your memory never fade!" (p. 167, par. 4)		leaving the Special World to be sure the wisdom and lesson learned along his journey are brought home. He wishes his former allies goodness.
110	Then the elves turned towards the Forest, and Bilbo started on his long road home. (p. 168, par. 7)	The Road Back	The hero returns accompanied by the elves and Gandalf, his mentor.
111	He had many hardships and adventures before he got back. (p. 168, par. 8)	The Road Back	The hero still has to face the hardship in the road back.
112	Bilbo left with regret, for the flowers of the gardens of Beorn were in springtime no less marvellous than in high summer. (p. 168, par. 8)	The Road Back	On his road back the hero makes a visit to his fellow who had supported him in his journey, Beorn.
113	The Tookish part was getting very tired, and the Baggins was daily getting stronger. (p. 168, par. 9)	Resurrection	The hero must shed the personality of the journey and build a new one that is suitable for return to the Ordinary World.
114	"It is drawing towards dawn, and you have slept now since the night's beginning. Tomorrow, perhaps, you will be cured of weariness." (p. 171, par. 3)	Resurrection	The hero is reborn for he has slept almost a whole day. The hero will be cured of weariness after taking a break.
115	"A little sleep does a great cure in the house of Elrond," said he; "but I will take all the cure I can get. A second good night, fair friends!" (p. 171, par. 4)	Resurrection	Bilbo is taking the gift his friend, Elrond, has given him, the medicine to make Bilbo fit again to continue his journey home.
116	"My dear Bilbo!" he said. "Something is the matter with you! You are not the hobbit that you were." (p. 172, par. 5)	Resurrection	Gandalf's statement of seeing the hero that has been transformed by the lessons from the characters that he has met along the road.
117	Not far from the road they found the gold of the trolls, which they had buried, still hidden and untouched. (p. 171, par. 8)	Return with the Elixir	The hero has buried the gold of the trolls when he passes the threshold guardians.

118	"I have enough to last me my time," said Bilbo, when they had dug it up. "You had better take this, Gandalf. I daresay you can find a use for it." (p. 171, par. 8)	Return with the Elixir	Bilbo brings back the treasure and show the benefit with the mentor who has contributed so much in his journey.
119	"Indeed I can!" said the wizard. "But share and share alike! You may find you have more needs than you expect." (p. 171, par. 9)	Return with the Elixir	Having survived the ordeals, lived through the deaths, and earned the reward he sought, the hero brings back the wisdom he has learned along the way.
120	So they put the gold in bags and slung them on the ponies, who were not at all pleased about it. (p. 172, par.2)	Return with the Elixir	