



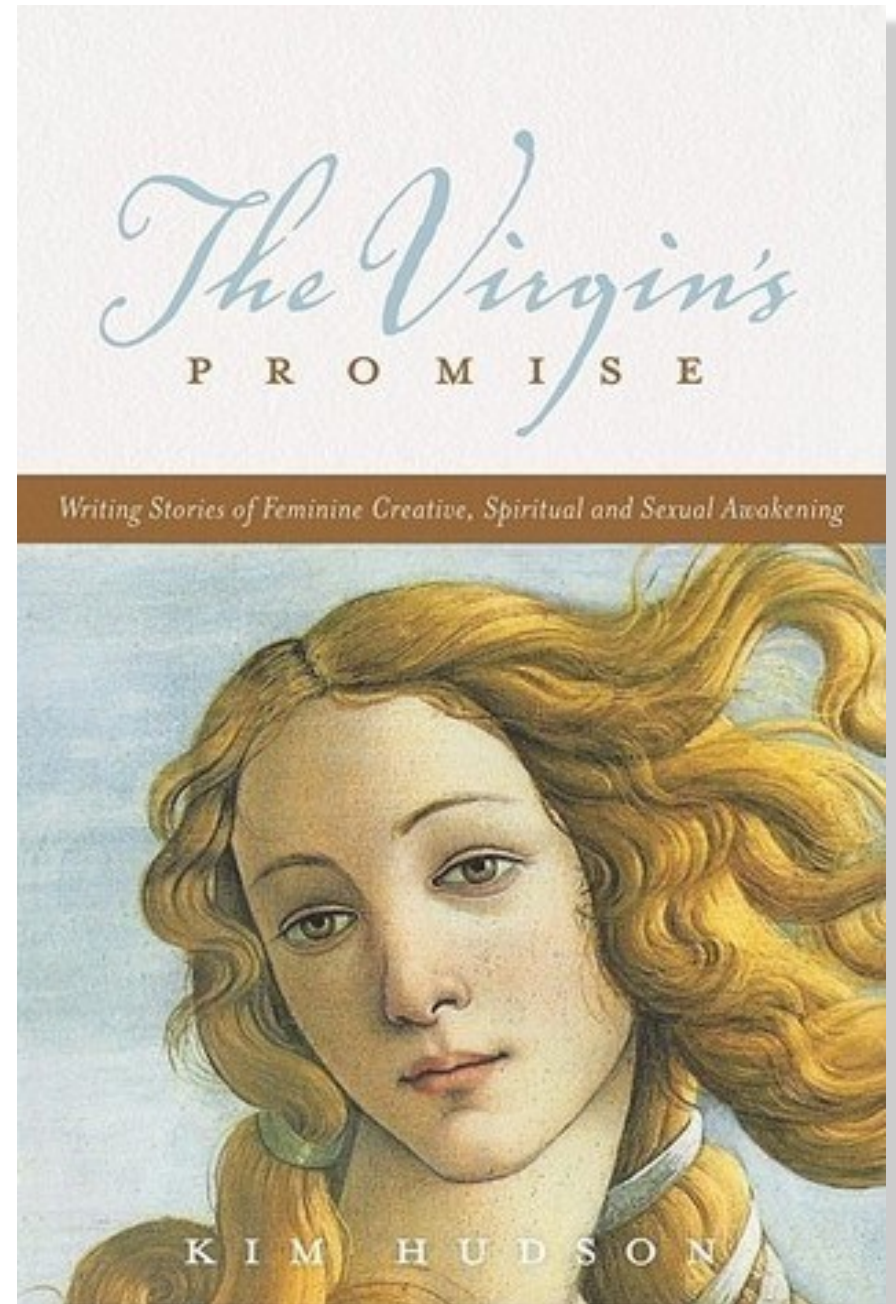
THE HEROINE'S JOURNEY

Fiona Harper

The Virgin's Promise

Writing Stories of Feminine Creative, Spiritual,
and Sexual Awakening

KIM HUDSON



HEROES & VIRGINS



The Hero's Journey

The realm of **myths**.

Journey of **physical independence**.

Drive: **overcoming his fear of death**.



The Virgin's Promise

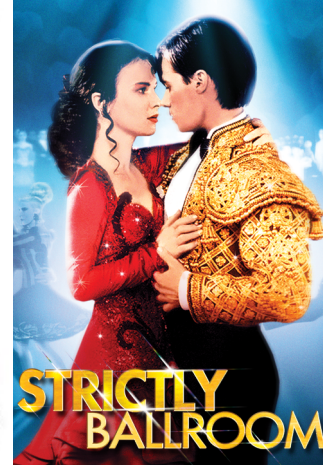
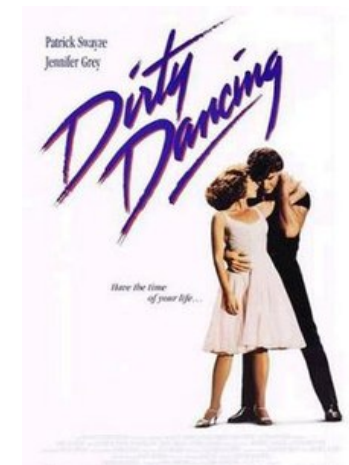
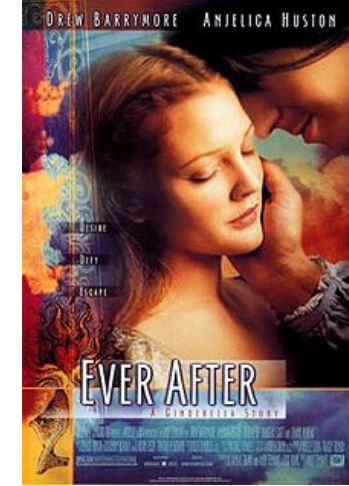
The realm of **fairy tales**.

Journey of **psychological independence**.

Drive towards **joy**.

THE VIRGIN'S PROMISE - STAGES

1. Dependent World
2. Price of Conformity
3. Opportunity to Shine
4. Dressing the Part
5. Secret World
6. No Longer Fits Her World
7. Caught Shining
8. Gives Up What Has Been Keeping Her Stuck
9. Kingdom Goes Into Chaos
10. Wanders in the Wilderness
11. Chooses Her Light
12. Kingdom Re-orders
13. The Kingdom is Brighter





1 DEPENDENT WORLD

- Others control her future
- Dependent on external authority for her existence
 - Material survival
 - Social convention
 - Protection
 - Conditional Love
- Others may be dependent on her
- Stops her journey of self-realisation



2 PRICE OF CONFORMITY

- Sleeping through her life
- Agrees to live within restrictive boundaries
- Living a life of servitude
- Facing psychological danger



3 OPPORTUNITY TO SHINE

Opportunity that reveals her:

- True self
- Potential/talent
- Dream

She believes it won't threaten her dependent world.

Common scenarios:

- Directed by fate
- Actively pursued
- Wish fulfilment
- Response to someone in need



4 DRESSES THE PART

- Becomes beautiful
- Receives a physical object
- Participates in a fashion show
- Undresses

5 SECRET WORLD

- She creates a safe space where she can pursue her dream.
 - Physical space
 - State of mind/idea
- Juggles the two worlds
- Why must it be secret?
 - A step towards claiming personal authority
 - She doesn't want to upset the balance of the Dependent World





6 NO LONGER FITS HER WORLD

- Discomfort with the dependent world
- Can't juggle the two worlds forever
- Common scenarios:
 - Becomes reckless
 - Becomes confused
 - Attracts attention
 - Declares the task too hard!

- The two worlds finally collide and the secret is out
- Common scenarios:
 - Grows too big
 - Circumstances change (fate)
 - Recognised by her dependent world
 - Betrayed



7 CAUGHT SHINING



8 GIVES UP WHAT HAS BEEN KEEPING HER STUCK

- To realise her dream, she must give something up
- Common fears:
 - Being hurt
 - Loss of love
- Major step on character arc
- She chooses herself above the needs of the dependent world



9 KINGDOM IN CHAOS

- Her actions now impact others
- The old order begins to crumble
- There is a reaction to her asserting her authority
- The dependent world will pull out all the stops to maintain the status quo

- The “all is lost” moment
- Is she strong enough to follow through on her convictions?
- Fork in the road:
 - Go back — make others happy
 - Go forward — make herself happy



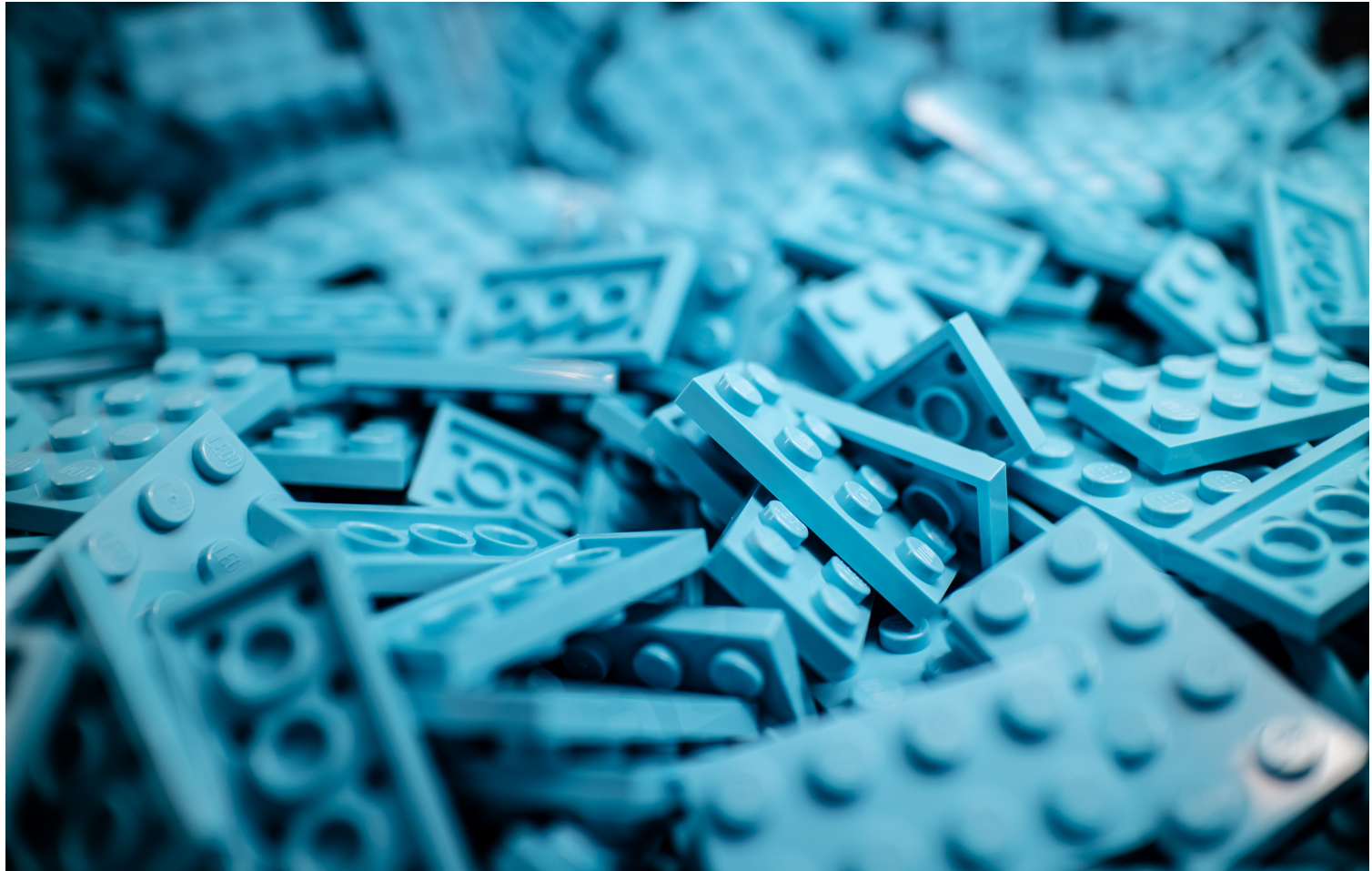
10 WANDERS IN THE WILDERNESS



Her inner dream and actions in the outer world are integrated as she makes the choice to follow her heart.

11 CHOOSES HER LIGHT

- She brought chaos to the kingdom, now it's time to put it back together
 - Others have a change of heart
 - Evil is defeated
- Two essential elements:
 - Her true value is recognised as she fulfils her dream
 - She is reconnected with the community



12 RE-ORDERING



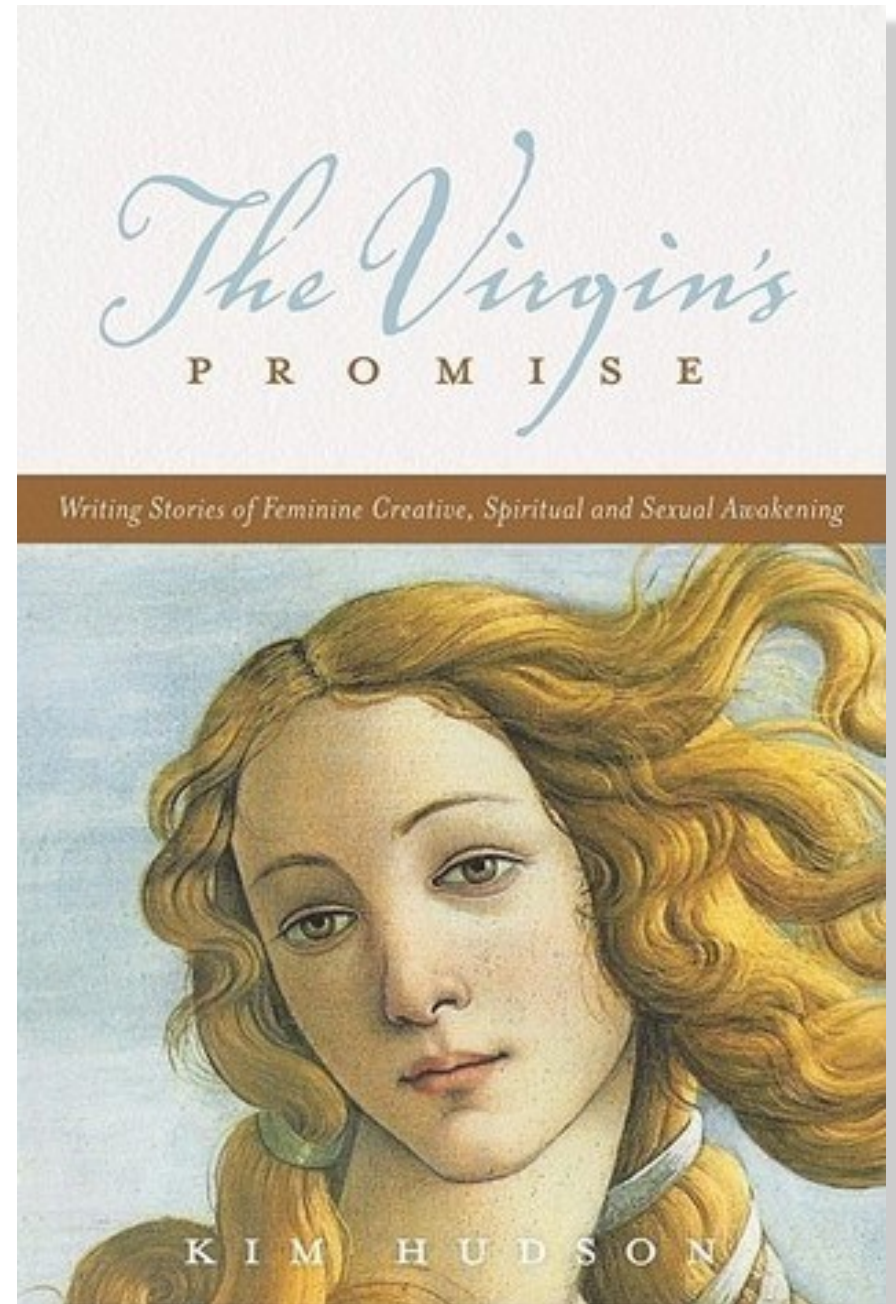
13 KINGDOM IS BRIGHTER

- The kingdom benefits from the changes:
 - More vibrant, tolerant or creative
- Common scenarios:
 - Evil is uncovered and is removed
 - New life injected into the kingdom
 - Unconditional love binds the kingdom

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Notes at www.fionaharper.com

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