

JOSEPH CAMPBELL'S MONOMYTH

STAGES OF THE HERO'S JOURNEY



1. THE ORDINARY WORLD

- **The hero lives in a non-adventurous world.**
- **This ordinary world is boring to the hero, who often dreams of adventure.**

1. THE ORDINARY WORLD



2. THE CALL TO ADVENTURE

- **An event or character comes along that presents the hero with a quest**

2. THE CALL TO ADVENTURE



3. REFUSAL OF THE CALL

- **Sometimes the hero is reluctant to go on the quest.**
- **The hero cites his or her own weakness or fear as a reason to avoid the quest.**
- **In some stories another event must happen to force the hero on the path to adventure.**

3. REFUSAL OF THE CALL



4. MEETING WITH THE MENTOR

- A wiser and often older character presents the hero with important wisdom.
- The mentor also gives the hero the tools that he or she will need to succeed on the quest.
- **TALISMAN:** A special item or ability that the HERO has.

4. MEETING WITH THE MENTOR



5. CROSSING THE THRESHOLD, ENTERING THE UNKNOWN

- **The hero usually faces a minor obstacle right as the adventure begins. This obstacle encourages the hero to turn back.**
- **This obstacle is called THE THRESHOLD GUARDIAN.**
- **Defeating the THRESHOLD GUARDIAN makes the hero stronger and more dedicated to the quest.**

5. CROSSING THE THRESHOLD, ENTERING THE UNKNOWN



6. TESTS, ALLIES, & ENEMIES

- The hero faces a variety of tests that increase the hero's strength and prepare the hero for the SUPREME ORDEAL.
- The hero faces ENEMIES that try to stop the quest but is assisted by ALLIES, who fight alongside him or her.

5. CROSSING THE THRESHOLD, ENTERING THE UNKNOWN



7. APPROACHING THE INMOST CAVE

- The hero finally reaches the most dangerous part of the journey.
- **THE INMOST CAVE** is where the hero faces **THE SHADOW**, the main antagonist.
- While the hero must face his greatest fears in the **INMOST CAVE**, this is also where the hero will prove his or her worth.

7. APPROACHING THE INMOST CAVE



8. THE SUPREME ORDEAL

- **The HERO battles and defeats THE SHADOW.**
- **At some point during this battle, it may seem that the HERO has lost or even died.**
- **But in the end the HERO is victorious.**

7. THE SUPREME ORDEAL



9. THE REWARD

- **The HERO receives a reward for defeating the SHADOW.**
- **It is usually something that will help the HERO make his world a better place.**

9. THE REWARD



10. THE ROAD BACK

- Although the SHADOW is defeated, the HERO must return home.
- Sometimes the road home presents the HERO with minor challenges. But the HERO is stronger now and overcomes these challenges easily.
- Sometimes it simply gives the HERO time to reflect on the Journey.

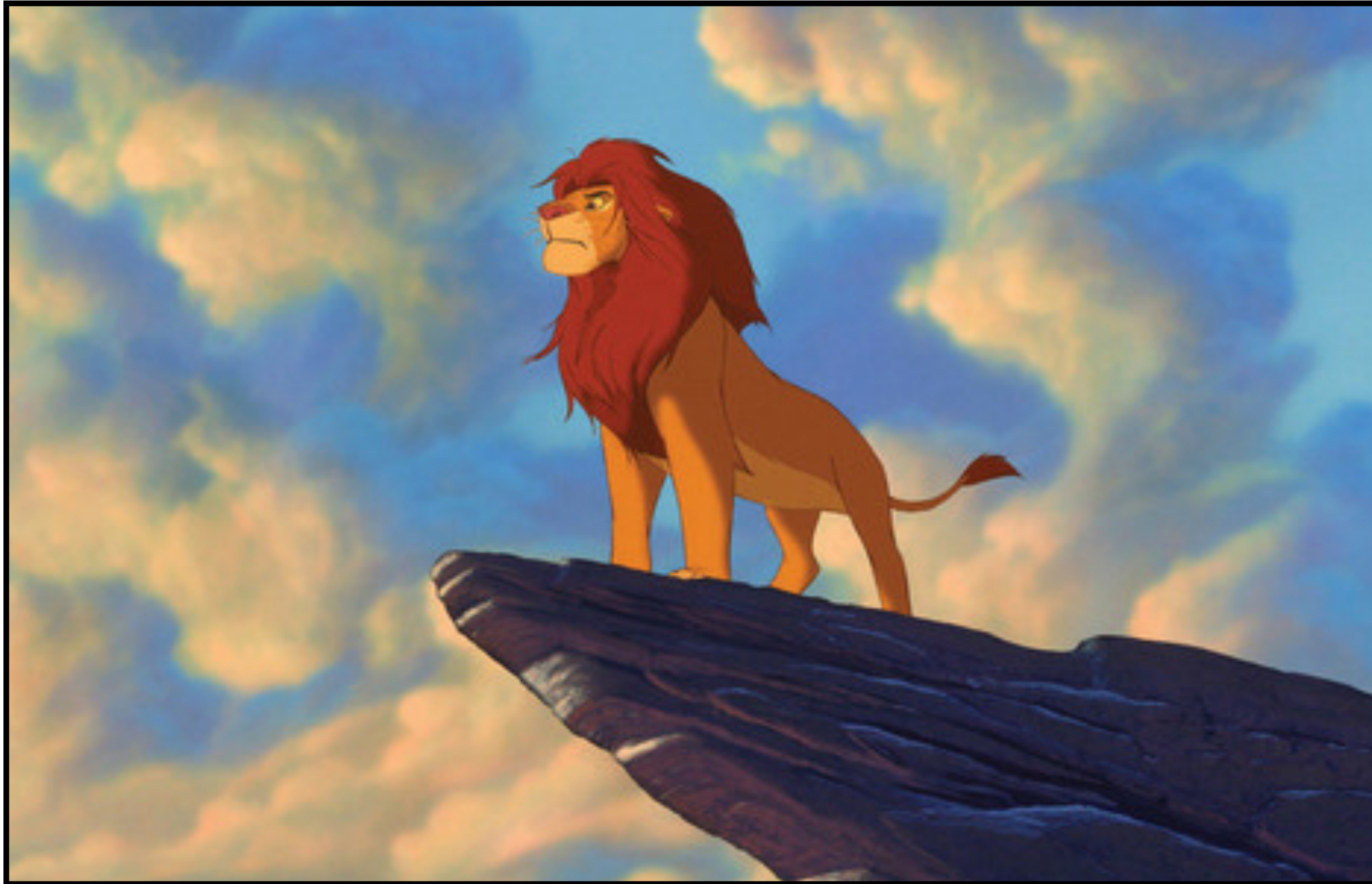
10. THE ROAD BACK



11. RESURRECTION

- **By the time the HERO returns home, he or she has become stronger than ever before.**
- **The HERO is not the same person that left home before.**
- **The HERO returns with the power to make the world a better place.**

11. RESURRECTION



12. RESTORING THE WORLD

- **The HERO's journey has solved the problem, the world has become a better place.**

12. RESTORING THE WORLD

