The Hero Journey

Question: What is a hero?



The Hero Journey is a paradigm. A paradigm is a model or standard form that governs our experience and sense of reality. The Hero Journey is both a physical as well as a psychological or emotional experience. The following paradigm is the most common paradigm in mythology.

Note: not all hero journeys will follow this paradigm *exactly*.

Stage 1:

THE ORDINARY WORLD

- Get to know and identify with the Hero's drives, urges, and problems
- Identify the problem (outer or inner) which disrupts the Ordinary World
- This is the Hero's home, the safe haven from which he must leave and seek to return to

Stage 2:

THE CALL TO ADVENTURE

- Disrupts the comfort of the Hero's Ordinary
 World
- · Often delivered by the Herald archetype
- May come in different forms (a message, an action, an arrival, etc.)

Stage 3:

REFUSAL OF THE CALL

- · The Hero has fears or insecurities
- The Hero prefers the safe haven of the Ordinary World
- The refusal demonstrates the risks involved in the Journey
- Each call and refusal escalates the stakes until the Hero has no choice but to accept

Stage 4:

MEETING THE MENTOR

- The Mentor provides confidence, insight, advice, training, or magical gifts
- The Mentor may not be a person. It could be an object or an inner force such as a code

Stage 5:

CROSSING THE THRESHOLD

- Signifies that the Hero has finally committed to the journey
- The threshold separates the Ordinary World from the Special World
- There is no turning back

Stage 6:

TESTS, ALLIES, ENEMIES

- The Hero learns the rules of the Special World
- · The Hero must learn who can be trusted
- The Hero needs this stage to test his skills and powers

Stage 7:

APPROACH TO THE INMOST CAVE

- The Inmost Cave leads to the journey's heart or central Ordeal
- The Hero has survived his descent into the Special World
- The Hero often takes a respite before facing the
 Ordeal

Stage 8:

THE ORDEAL

- · The central life-or-death crisis or crises
- The Hero faces his greatest fear; experiences "death"
- · Only through "death" can the Hero be reborn
- The resurrection grants greater powers or insight

Stage 9:

REWARD

- Having survived "death", the Hero receives what he sought
- It comes in many forms (a magical sword, an elixir, knowledge, reconciliation)
- This allows the Hero to replenish himself and the audience to "catch its breath"

Stage 10:

THE ROAD BACK

- The Hero must accept the Road Back to Ordinary World
- Like crossing the threshold, the Hero needs an event that will push him back (a force to chase him out of the Special World)

Stage 11:

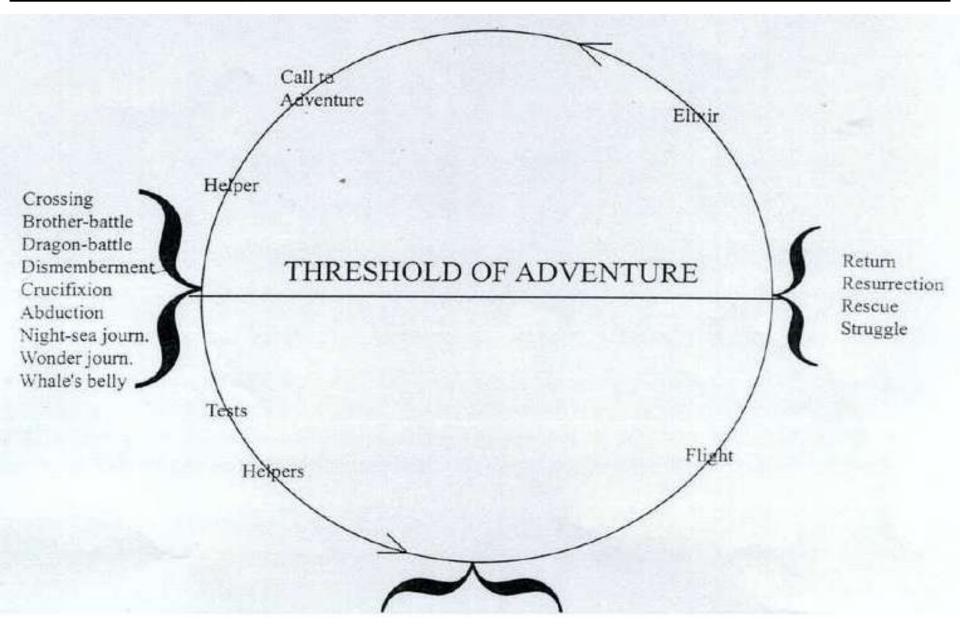
THE RESURRECTION

- · The Hero's most dangerous meeting with death
- · A cleansing or purification that must occur
- · The Hero is reborn or transformed
- It may be a physical Ordeal with the entire world at stake
- Must prove he has reached Heroic Status and accept his sacrifice for the benefit of the Ordinary World

Stage 12:

RETURN WITH THE ELIXIR

- The final Reward
- The Hero has been resurrected and purified and has earned the right to be accepted back into the Ordinary World
- The Hero shares the Elixir of the journey with others or heals a wounded land
- · All celebrate the journey's end with revelry or marriage
- Harmony and balance are restored to the Ordinary
 World



The Archetypes

Archetypes describe the function or role the characters play in a story. Think of an Archetype as a mask a character wears. In a story, characters may change masks with other characters from time to time. The following slides list the Archetypes that occur most frequently and their functions.

https://www.youtube.com/watch?v=KGV1
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