

The Hero's Journey

Title of Text: _____

Phases & Steps of the Hero's Journey

Evidence of Characteristics in Text

DEPARTURE PHASE	<p>Call to Adventure <i>The future hero is first given notice that his or her life is going to change.</i></p>	
	<p>Refusal of the Call <i>The future hero often refuses to accept the call. The refusal may stem from a sense of duty, an obligation, a fear, or insecurity.</i></p>	
	<p>Beginning of the Adventure <i>The hero actually begins the adventure, leaving the known limits of his or her world to enter a dangerous realm where the rules and limits are unknown.</i></p>	

INITIATION PHASE	<p>Road of Trials <i>Series of tests, tasks, or challenges hero must undergo as part of his or her transformation. Often the hero fails one or more tests, which usually occur in threes.</i></p>	
	<p>Experience with Unconditional Love <i>The hero experiences unconditional love and support from a friend, mentor, or family member. This love often drives the hero to continue on the journey, even when the hero doubts him/herself.</i></p>	
	<p>Ultimate Boon <i>The goal of the quest is achieved. All the previous steps serve to prepare and purify the person for this step.</i></p>	

RETURN PHASE (Seldom do all four apply)	<p>Refusal of the Return <i>When the goal has been accomplished, the hero may refuse to return with the boon or gift, either because the hero doubts the return will bring change, or because the hero prefers to stay in a better place rather than return to a normal life of pain and trouble.</i></p>	
	<p>Magic Flight <i>The hero may experience adventure and perhaps danger as he or she returns to life as it was before the adventure (one last mad chase).</i></p>	
	<p>Rescue from Without <i>The hero may need powerful guides and rescuers to bring him or her back to everyday life, especially if the hero has been wounded or weakened by the experience. Or, perhaps the hero doesn't realize that it is time to return, that he or she can return, or that others need his or her gift.</i></p>	
	<p>Crossing the Return Threshold <i>At this final point in the adventure, the hero may retain the wisdom gained on the quest, integrate that wisdom into his or her previous life, and perhaps decide how to share the wisdom with the rest of the world.</i></p>	