

# The Hero's Journey: Stages and Archetypes

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Reading Movies

# Joseph Campbell

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- 1904-1987
- American Mythologist, professor, and writer
- Published *The Hero with a Thousand Faces* in 1949
- Internationally respected as an authority on mythology

# Stage 1: The Ordinary World

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- Birth
  - Fabulous circumstances surrounding conception, birth, and childhood establish the hero's pedigree
- Ordinary World
  - Everyday world, common and regular

## Stage 2: Call to Adventure

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- External call: some event or message
- Internal call: stirring from within the hero, a need for change
- Archetype: Herald - one who delivers the call to adventure (positive, negative or neutral figure)

## Stage 3: Refusal of the Call

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- Sometimes the hero accepts the call reluctantly
- This refusal emphasizes the risks involved in the journey

# Stage 4: Meeting With the Mentor

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- Hero often receives aid from a protective figure
- The helper commonly gives the hero a protective amulet or weapon for the journey
- Archetype: Mentor

# Stage 5: Crossing the Threshold

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- The hero must undergo some sort of ordeal in order to pass from the everyday world into the world of adventure.
- This trial may be painless or violent
- Archetypes: Threshold Guardians - ones who block the hero's way and test him

# Stage 6: Tests, Allies, Enemies

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- Tests

- The hero must undergo a series of tests
- Often include violent encounters with monsters, sorcerers, warriors, or forces of nature
- Each successful test further proves the hero's ability
- They advance the journey toward its climax



# Stage 6: Tests, Allies, Enemies

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- Allies

- Singular or a hero team may be formed
- Archetypes: Allies

- Enemies

- Archetypes: Shadow

# Stage 7: Approach to The Inmost Cave

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- Hero must make preparations to approach the Inmost Cave or Central Ordeal
- Time may be used for jokes or romance or an increase in stress (heightening the stakes)

# Stage 8: Ordeal

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- Hero's central life-or-death crisis (climax)
- Hero faces:
  - greatest fear
  - most difficult challenge
  - "death"
- "Death" is necessary for "resurrection" to gain new insight

# Stage 9: Reward

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- Seizing the Sword
  - Reward comes in many forms
  - Magical sword, greater knowledge, love
- Elixir Theft
  - Sometimes the prize is not earned but stolen

# Stage 10: The Road Back

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- After the ordeal, the hero must return to the ordinary world
- This event reestablishes the Central Dramatic Question
- The return usually takes the form of an awakening, rebirth, resurrection, or a simple emergence from a cave or forest

# Stage 11: Resurrection

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- The most dangerous meeting with death
- Represents a “cleansing” or purification
- Hero is transformed
- Battle is to save others’ lives or the world

# Stage 12: The Return with the Elixir

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- The hero comes back from the adventure with the power to bestow boons on his fellow man
- Circular or closed story - narrative returns to its starting point
- Open ended story - narrative continues

# Introduction to Archetypes

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Reading Movies



# Definition of Archetype

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- An archetype is an original model from which copies are made
- It is more than a stereotype
- Archetypes are ancient patterns of personality and relationships that are shared heritage of the human race (Jung)

# Hero

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- “To serve and sacrifice”
- A protagonist who is marked by action
- The hero’s ordinary purpose is to separate from the Ordinary world and sacrifice himself for the service of the journey.
- He/she has universal qualities and emotions
- He/she is a unique individual with flaws

# Types of Heroes

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- Destined hero
- Child hero
- Reluctant hero
- Tragic hero
- Anti-hero
- Examples:
  - Frodo, Superman, Batman, Neo, Harry Potter

# Mentor / Wise old (Wo)Man

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- Usually a positive figure who trains or guides the hero
- Serves as a teacher but can also learn from the hero
- Sometimes a Gift-giver and often the gifts must be earned
- May act as the conscience, as a reminder of morals and values
- Is often a Motivator who encourages the Hero to take action

# Types of Mentors

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- Mentor
- Sage
- Magician
- Shaman
- Fallen Mentor
- Examples:
  - Gandalf, Alfred, Dumbledore, The Oracle, Morpheus

# Warrior

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- Represents physical strength
- Has the ability to protect and defend
- Regulates violence and aggression
- Susceptible to the shadow aspect (dark side)

# Types of Warriors

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- The Cowboy
- The Samurai
- The Knight
- The Rebel
- The Mercenary
- Examples:
  - Sirius Black, Morpheus, Aragorn, The Terminator

# The Allies

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- Companions who bring needed qualities or traits for the hero's journey
- May be “parts” needed for the “whole”
  - Bravery
  - Humor
  - Fear/Doubt
  - Mistakes
  - Support



# Types of Allies

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- Loyal Companion
- The Sidekick
- Robot
- The Clown
- Examples:
  - The Terminator, Ron Weasley, Hermione, Legolas, Samwise

# Shadow

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- The Antagonist (not all antagonists are villains)
- The Villain (all villains are shadows)
- The dark side of the Hero
- A worthy opponent to bring out the best in the Hero

# Types of Shadow

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- The Villain
- The Devil
- The Opponent
- The Rival
- The “dark side”
- Examples
  - Voldemort, Batman’s anger, Gollum, The Joker, Agent Smith, Mr. T

# Other Archetypes

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- Great Mother
- Damsel in Distress
- Trickster
- Bad girl with a heart of gold
- The “good” robbers
- The Shape Shifter