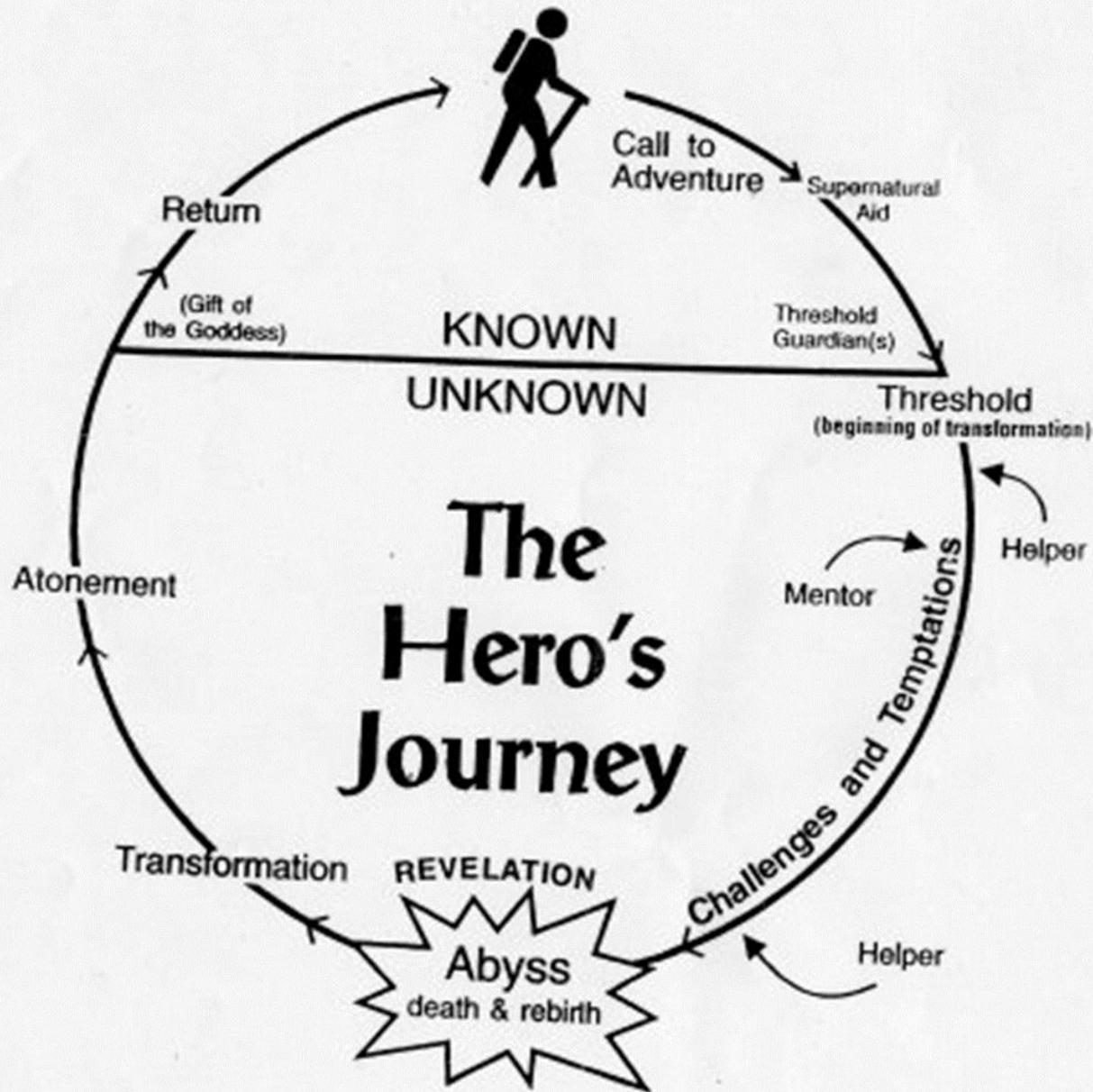
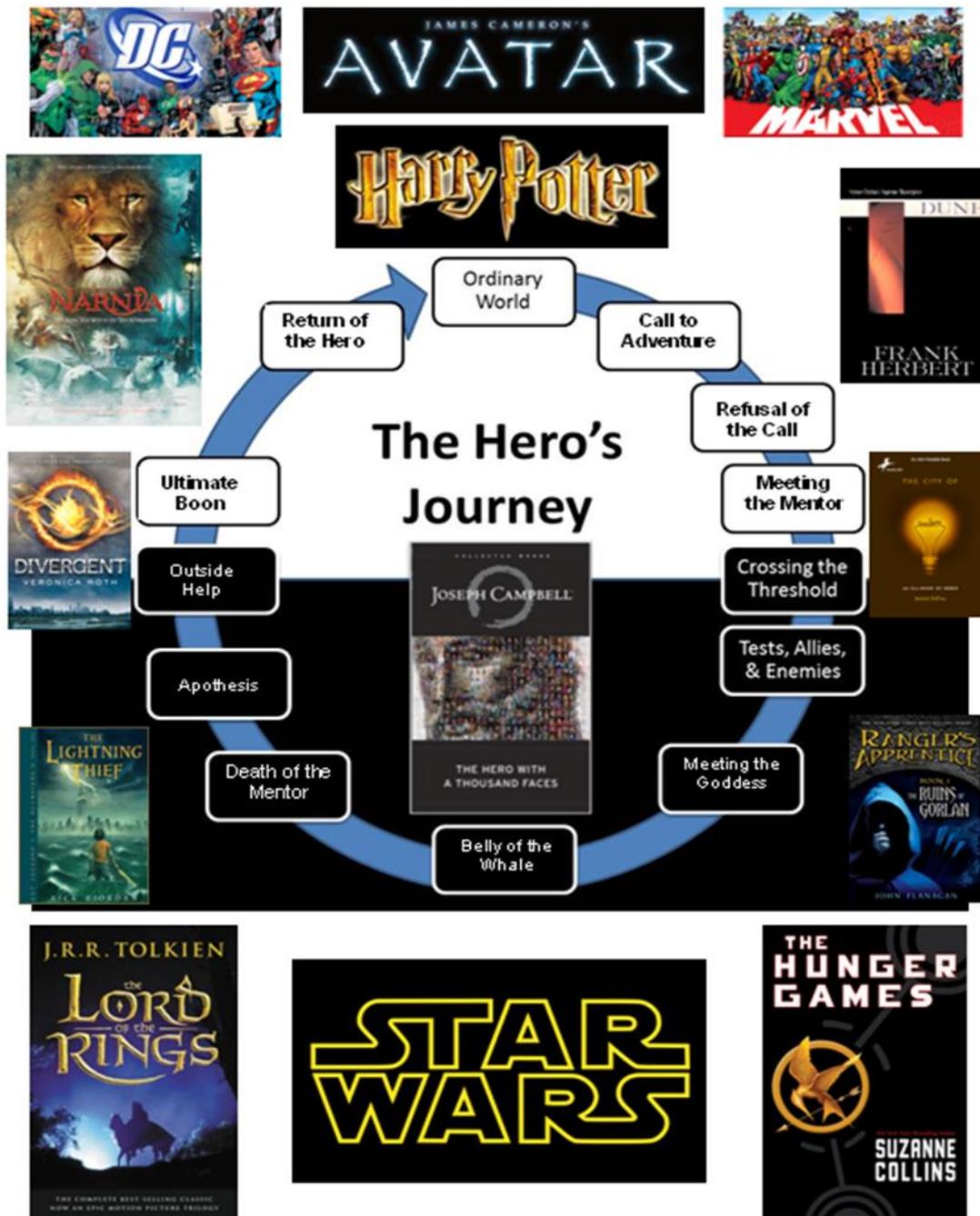




The Hero's Journey

WHAT DO HARRY POTTER, LUKE SKYWALKER, SIMBA, MOSES, FRODO, AND WILLIAM WALLACE ALL HAVE IN COMMON?





Jung and Campbell

- ▶ Carl Jung and Joseph Campbell developed the idea of the archetype
 - ▶ Archetype: A recurring pattern of images, situations, or symbols found in the mythology, religion, and art of cultures around the world

Joseph Campbell



Carl Jung



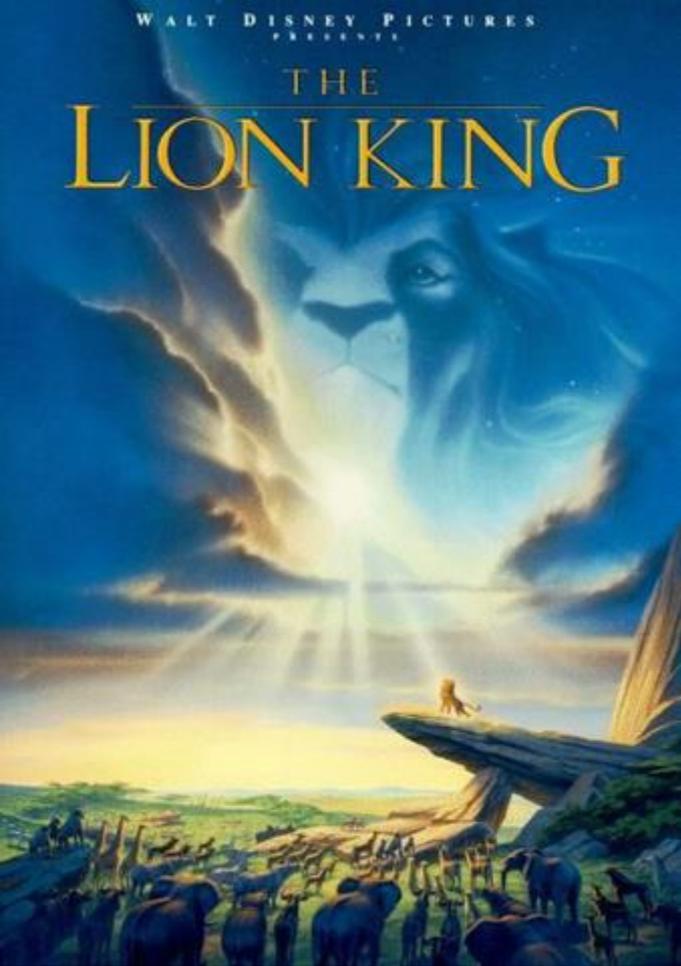
Event Archetypes: Stages of the “Hero’s Journey”



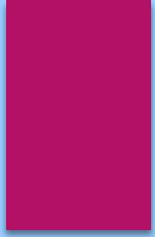
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- ▶ The Call
 - ▶ The Shadow or Other
 - ▶ The Journey & Initiation
 - ▶ Helpers and Guides
 - ▶ The Treasure & Return
 - ▶ The Transformation
 - ▶ * Atonement with the Father
 - ▶ (*not in every story)

The Call (part one): The Ordinary World VS The Sacred World

- ▶ The first stage of the journey is when the hero/main character gets the call or “itch” to do something new.
- ▶ We have to understand who he is and the world he lives in. The hero usually begins in an ordinary, mundane world. He may seem like a common man and often will not have any particular signs of greatness.
- ▶ He is comfortable in this world and these surroundings. It is only in leaving this **ordinary world** for the **sacred world** that he can gain new experiences and change.



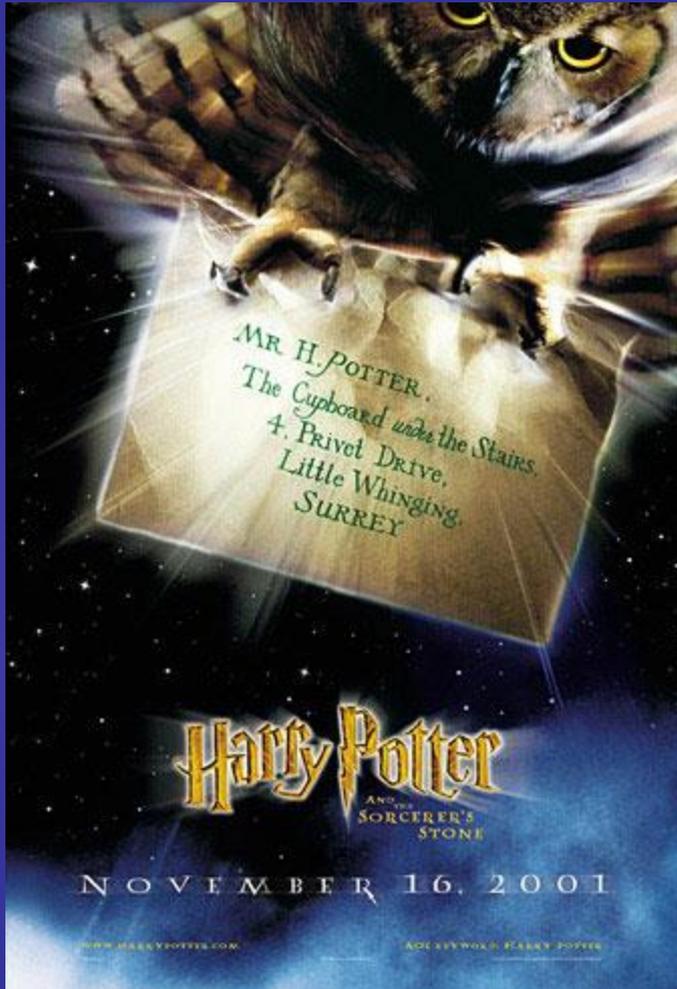
Ordinary World



The Call (part two):

- ▶ **The call** is when the hero is either asked (often by a **herald**) to leave the ordinary world and try something new, or when he realizes that he must do this. Heroes can have several “calls” in a story.
- ▶ Calls are requests or impulses to do something. For the hero to begin a journey, he must first receive or experience a call.
- ▶ **The Refusal:** Sometimes the hero will refuse his mission at first, but he usually accepts it eventually.

The CALL



Archetypal Hero Traits

- ▶ Unusual Circumstances of Birth
- ▶ Leaves Family and Lives with Others
- ▶ Traumatic Event Leads to Quest
- ▶ Special Weapon
- ▶ Supernatural Help
- ▶ Proves Himself on Quest
- ▶ Journey and Unhealable Wound
- ▶ Atonement with Father
- ▶ Spiritual Apotheosis

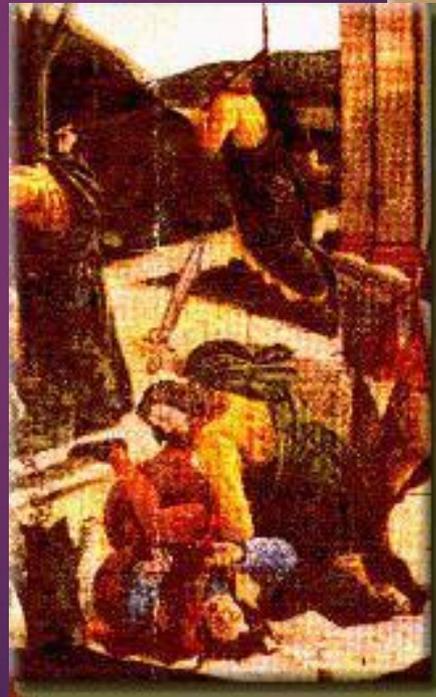
Unusual Birth

- ▶ Often in danger or born into royalty
 - ▶ Luke w/ aunt and uncle
 - ▶ Simba born a prince
 - ▶ Moses put in basket



Leaves Family

- ▶ Raised away from his people
 - ▶ Luke w/ aunt and uncle
 - ▶ Simba w/ Timon and Pumbaa
 - ▶ William Wallace with uncle
 - ▶ Moses w/ Pharaoh's daughter



Traumatic Event

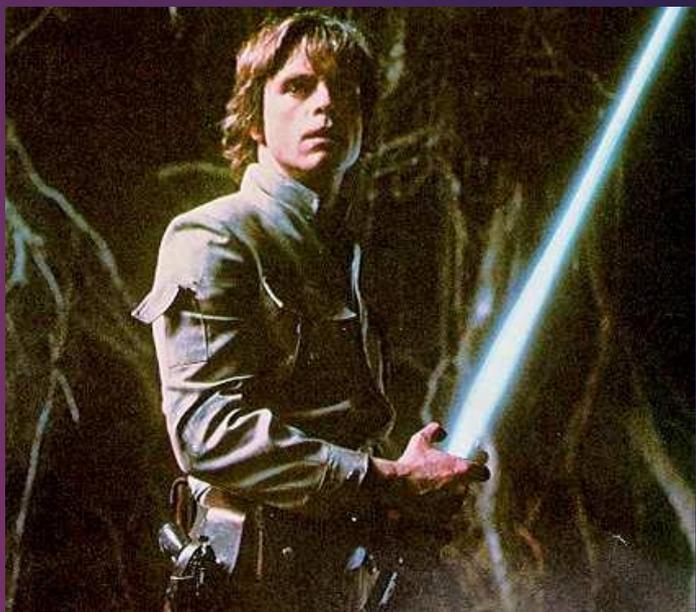
- ▶ A hero's life is changed forever
 - ▶ Luke's aunt and uncle's death
 - ▶ Wallace's wife is killed
 - ▶ Simba is told father's death is his fault
 - ▶ Yahweh appears to Moses



The Shadow or Other

- ▶ The hero will encounter his **other** or **shadow** at some point.
- ▶ The other/shadow is his opposite, the flip side of the coin, and is a reminder of what the hero may yet become if he is not careful.
- ▶ These two characters are foils for one another: they define each other through comparison and contrast.





- ▶ The other may be a friend, enemy, or stranger, but his personality is, in every crucial respect, the exact opposite of the hero's personality.
- ▶ By meeting the other, the hero is forced to examine these aspects about himself, to face his fears, and this aids in his self-discovery.

The Journey & Initiation

- ▶ The hero must face many challenges in the **sacred world**. His **initiation** into this **sacred world** will cause him to change and grow.
- ▶ The trials serve as catalysts for inner change and may be steps in his training, preparing him for his eventual confrontation with X (to succeed in his main goal).
- ▶ In some cases, the hero is tried by forces within himself: forces that tempt him to give up, to seek safety, to rest, to settle for less, to go back to the old life or the old ways of perceiving and experiencing things. In other stories, the hero faces external enemies that he must overcome.

Crossing a Threshold

- ▶ Hero's usually have to cross some kind of threshold/barrier when they start the journey.
- ▶ It could be an obvious physical dividing point/marker or may be an internal struggle.
- ▶ There is usually a Threshold Guardian who is there to try and stop the hero from going beyond this point.



Helpers and Guides

- ▶ Often the hero will have a guide or an older, wiser, person to give him advice on the journey.
- ▶ This **mentor** may be a teacher, spirit, god, shaman, wizard, or just somebody who has valuable knowledge and experience.
- ▶ This relationship echoes that of the parent and child, teacher and pupil, god and man.



▶ The mentor may give the hero a gift (weapon, amulet, knowledge, power) to aid the hero in his quest.

▶ At some point in the journey, the hero must be separated from the mentor (sometimes by the death of the mentor) so that he must stand-alone and prove himself.



Special Weapon

- ▶ Only the hero can wield his weapon
 - ▶ Luke's light saber
 - ▶ Moses' staff
 - ▶ Wallace's sword
 - ▶ Neo's power over the matrix



Supernatural Help

- ▶ Hero often has spiritual guidance
 - ▶ Luke hears Obi-Wan Kenobi
 - ▶ Yahweh guides Moses
 - ▶ Wallace dreams of his dead father
 - ▶ Simba sees Mufasa in the sky and has Rafiki help him



Proves Himself

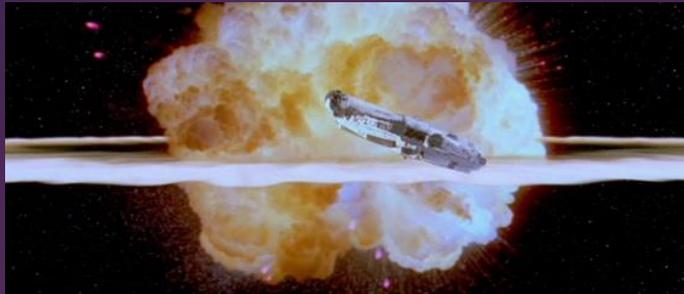
- ▶ Hero performs feats while on Quest
 - ▶ Luke blows up Death Star, leads the rebellion
 - ▶ Moses performs miracles
 - ▶ Simba contemplates his life and defeats Scar
 - ▶ Wallace leads his men against British



The Treasure

- ▶ The **treasure** is whatever the hero is seeking.
- ▶ It can take a wide variety of forms and may not even be a tangible object.
- ▶ The hero will probably have to pass through another major threshold in order to find the treasure.



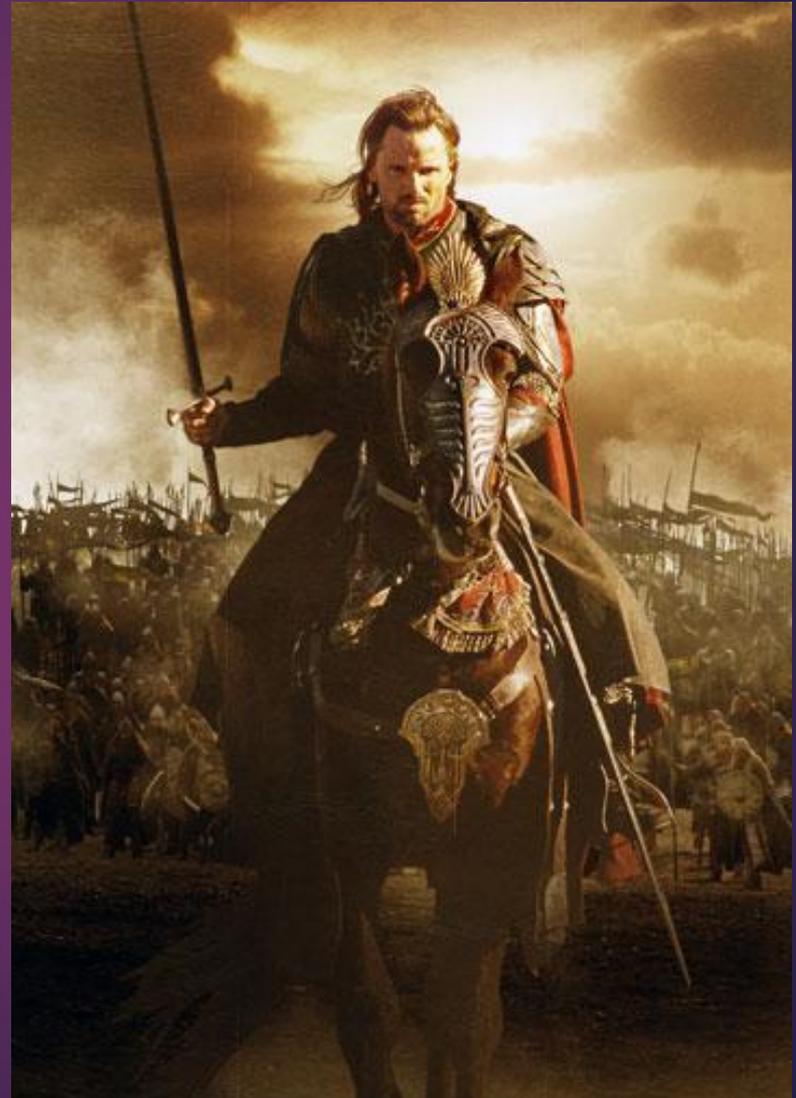


- ▶ The reward or treasure may be an object of great monetary value or something important in some way.
- ▶ It may be something like “knowledge” (about the world, the answer to a mystery, etc.).



Transformation

- ▶ The hero **MUST** change during the course of his journey.
- ▶ The change is usually gradual and is a natural occurrence.
- ▶ Sometimes the change is very dramatic and the hero will transform physically or will die and be reborn as a new and better person.
- ▶ The real victory comes when he learns about humanity and has true understanding.



- ▶ These stories are about **change**.
- ▶ The hero goes through a **Transformation**, often through a **death/rebirth** sequence (signifying the new person that emerges). The **death and rebirth** can happen anywhere in the story and is usually symbolic (though it can be literal).



Journey to Hell/Death & Rebirth

- ▶ Hero descends into a hell-like area (land of the dead?).
- ▶ His return is like returning from the dead. Symbolically goes where normal humans can't and finds truth about self.
- ▶ The hero may just die symbolically or people may think he's dead for a while.



Unhealable Wound

- ▶ The hero may suffer a wound that will never heal.
- ▶ This may occur in his main fight, but could happen anywhere in the story/journey.
- ▶ The wound may be emotional or psychological.



Apotheosis

- ▶ Hero is rewarded spiritually at the end of his life
- ▶ He has a better understanding of the world and has a sense of fulfillment and peace.

