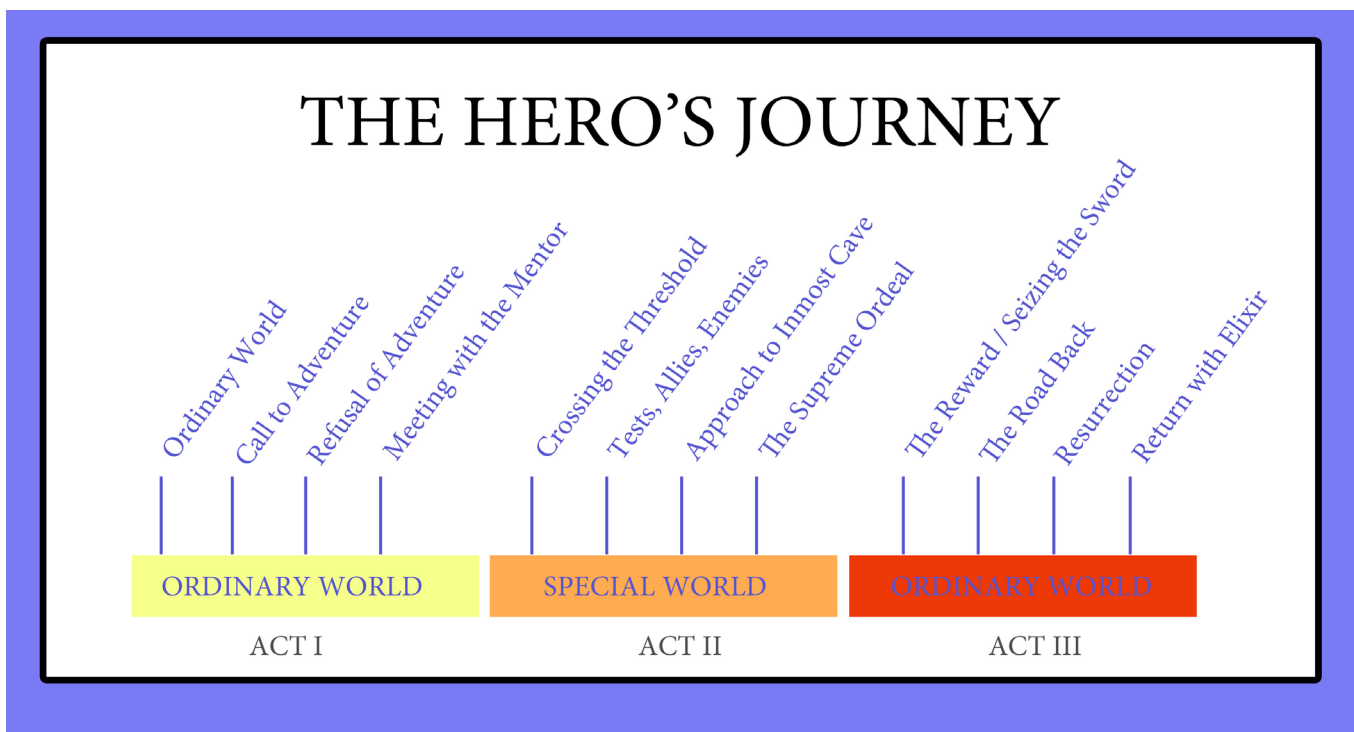


# THE HERO'S JOURNEY

The Hero's Journey is a story pattern that appears in many traditional adventure stories. Taking its roots in classical mythology, the hero's journey describes the typical adventure of a character who is usually the protagonist known as the hero - the person who goes out and achieves a great deed or deeds. The Hero's Journey story pattern was first identified by American Mythological scholar, Joseph Campbell. Campbell suggested that all modern stories are patterned after the journeys of ancient heroes like Hercules, Theseus, and Perseus (to name a few). Furthermore, Campbell theorized that the more closely a modern story (or movie) follows the twelve stages of the hero's journey pattern, the more popular the story or movie becomes. This popularity, he claims, can be traced to the classic "rule of three" or basic plot development wherein a story has a beginning (Act I) - in which the hero is introduced, a climax (Act II) - in which the hero is in jeopardy, and an end (Act III) - in which the conflict is resolved. Campbell breaks these three stages down into twelve distinct steps or stages that most heroes in any story will go through:























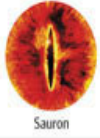









The Hero's Journey can also be described as a cycle, with each stage of the journey represented as the hours on a clock. It is important to remember that the hero may not always complete each of the twelve steps in the journey. Of equal importance is to note that one character may fulfill many roles.



Archetype: In literature, an archetype is a typical character, an action or a situation that seems to represent such universal patterns of human nature. An archetype, also known as universal symbol, may be a character, a theme, a symbol or even a setting. Many literary critics are of the opinion that archetypes, which have a common and recurring representation in a particular human culture or entire human race, shape the structure and function of a literary work.

### Archetypes in Characters:

The hero, the mother figure, the mentor/teacher, the villain, the innocent, the orphan, the explorer, the rebel, the lover, the creator/inventor, the jester/joker, the sage/truth-seeker, the magician, the ruler. Of course there are many more, but these archetypes are the most common.

	<b>The Hero</b> "More or less human in character, through whom the world destiny is realized"	<b>The Ancient Mystagogue</b> "The Wise Old Man... whose words assist the hero through the trials and terrors of the weird adventure"	<b>The Enemy</b> "Great and conspicuous in the seat of power"	<b>The Threshold Guardian</b> "The first problem of the hero to surpass"	<b>The Shape-Shifter</b> An ambiguous character whose loyalties and values are not always clear	<b>The Trickster</b> Comic relief, to offset the dramatic tension
"Harry Potter" series	 Harry Potter	 Dumbledore	 Voldemort	 Quirrell	 Snape	 Ron Weasley
"Star Wars" series	 Luke Skywalker	 Obi-Wan	 Darth Vader	 Stormtroopers	 Han Solo	 C-3PO and R2-D2
"The Matrix" series	 Neo	 Morpheus	 The Matrix	 Agent Smith	 Cypher	 There's not much to laugh at in "The Matrix."
"Lord of The Rings"	 Frodo	 Gandalf	 Sauron	 Aragorn	 Boromir	 Merry and Pippin
"Finding Nemo"	 Marlin	 Crush	 Darla	 Bruce	 Gill	 Dory

SOURCES: Joseph Campbell, "The Hero With a Thousand Faces"; Internet Movie Database

NOTE: Your opinion may vary.

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