

## **Joseph Campbell's "Stages of the Hero"**

### **The Call to Adventure**

**The Hero begins the adventure in some way or another**

Options:

- A) Lured
- B) Forced
- C) Volunteers

### **Tests/Obstacles to Overcome**

**The Hero must go through a series of tests, ordeals, or obstacles during the adventure.**

Options:

- A) Monster/Enemy Battle
- B) Rescue
- C) Journey of Peril
- D) Puzzle/Riddle
- E) Death/Descent into Underworld (death of innocence)

### **The Return/Reward**

**The last part is a return home or a re-emergence into the living world by the hero. The hero usually gains a reward of some type either before returning or upon his return.**

Options (The Return):

- A) Fleeing opposing Forces
- B) Safe return in which higher powers favor the hero
- C) A rescue of some sort
- D) Resurrection/Ascent into the living world (with new wisdom/knowledge and maturity)

Options (Reward):

- A) Elixir
- B) Medal
- C) Treasure
- D) Artifact

Please note that this is the hero's journey in its most primitive form.