

## The 17 Stages of the Monomyth

Campbell first proposed this 17 stage breakdown in his book The Hero with a Thousand Faces (1949).

The stage definitions here are summaries and are in no way definitive.

### Departure

- **The Call to Adventure**  
The hero receives a call to leave his or her normal life and face adventure.

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- **Refusal of the Call**  
Often the hero will initially reject the call to adventure due to the changes it would cause in his or her life.

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- **Supernatural Aid**  
A mentor will present the hero with one or more talismans or artifacts that will aid them later in their quest.

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- **The Crossing of the First Threshold**  
The hero leaves the familiar behind and enters the unknown.

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- **Belly of The Whale**  
The hero willingly crosses the point of no return.

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### Initiation

- **The Road of Trials**  
The road of trials is a series of tests, tasks, or ordeals that the person must undergo to begin the transformation.

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- **The Meeting With the Goddess**  
The hero finds his or her true love or companion.

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- **Temptation**  
The hero is tempted to stray from his or her quest by some offer of personal gain.

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- **Atonement with the Father**  
The hero succeeds his or her master/father figure.

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- **Apotheosis**  
This stage is marked by the death or transition to a different plane of a major character. (For Example: The death of Obi Wan in Star Wars: A New Hope)

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- **The Ultimate Boon**  
The hero reaches the final goal, gaining the final reward.

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### Return

- **Refusal of the Return**  
Holding the reward, the hero does not want to return to his or her old life.

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- **The Magic Flight**  
Escaping with the reward may not be simple, or the reward may hinder the act of returning.

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- **Rescue from Without**  
After the long ordeal of the quest or refusal to return, the hero may need to be rescued.

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- **The Crossing of the Return Threshold**  
The journey has changed the hero and he or she must learn to integrate this new knowledge with his or her old life.

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- **Master of Two Worlds**  
The hero accepts his or her new place in the world and the responsibility that comes with it. Often this is responsibility the hero initially feared.

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- **Freedom to Live**  
With the journey complete and the hero integrated back into the world, he or she is now free to live his or her life as he or she sees fit.

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Story Examined: \_\_\_\_\_

Total Stages Utilized: \_\_\_\_\_ of 17

#### **Notes:**

*"Campbell describes some 17 stages or steps along this journey. Very few myths contain all 17 stages — some myths contain many of the stages, while others contain only a few; some myths may have as a focus only one of the stages, while other myths may deal with the stages in a somewhat different order. These 17 stages may be organized in a number of ways, including division into three sections: Departure (sometimes called Separation), Initiation, and Return. "Departure" deals with the hero's adventure prior to the quest; "Initiation" deals with the hero's many adventures along the way; and "Return" deals with the hero's return home with knowledge and powers acquired on the journey."*

From the *Monomyth* article on Wikipedia

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