

Hero's Journey Archetype

<p>6. The Ultimate Boon</p> <p>The goal of the quest is achieved. The boon can be a physical object or an intangible item such as knowledge, courage, or love. The Road of Trials makes the hero strong enough to achieve this goal.</p>	<p>The story reaches the climax as the hero gains what he or she set out to achieve.</p> <p>The Call to Adventure (what the hero is asked to do), the Beginning of the Adventure (what the hero sets out to do), and the Ultimate Boon (what the hero achieves) must connect.</p>	
<p>Stage 3: Return</p>		
<p>7. Refusal of the Return</p> <p>When the goal of the adventure is accomplished, the hero may refuse to return with the boon or gift, either because the hero doubts the return will bring change or because the hero prefers to stay in a better place rather than return to a normal life of pain and trouble.</p>	<p>The falling action begins as the hero begins to think about the Return. Sometimes the hero does not want to look back after achieving the boon. Sometimes the hero likes the "new world" better.</p> <p>This step is similar to the Refusal of the Call (in both cases, the hero does not take action right away).</p>	
<p>8. The Magic Flight</p> <p>The hero experiences adventure and perhaps danger as he or she returns to life as it was before the Call to Adventure.</p>	<p>For some heroes, the journey "home" (psychological or physical) can be just as dangerous as the journey out. Forces (sometimes magical or supernatural) may keep the hero from returning.</p> <p>This step is similar to the Road of Trials.</p>	
<p>9. Rescue from Without</p> <p>Just as the hero may need guides and assistance on the quest, oftentimes he or she must have powerful guides and rescuers to bring him or her back to everyday life. Sometimes the hero does not realize that it is time to return, that he or she can return, or that others are relying on him or her to return.</p>	<p>Just as it looks as if the hero will not make it home with the boon, the hero is "rescued." The rescuer is sometimes the same person who provided love or support throughout the journey.</p>	
<p>10. The Crossing or Return Threshold</p> <p>At this final point in the adventure, the hero must retain the wisdom gained on the quest, integrate that wisdom into his or her previous life, and perhaps decide how to share the wisdom with the rest of the world.</p>	<p>The final step is the story's resolution, when the hero returns with the boon. The theme is typically revealed at this point.</p> <p>To determine theme, think about the hero's struggles, transformation, and achievement. The reader is expected to learn a lesson about life through the hero's experience.</p>	