

Hero's Journey Worksheet

Basic Construct of the Hero's Journey



Notes:

- Three main stages: 1) Departure, 2) Ordeal, and 3) Return.
 - $\circ~$ The call to adventure leads the hero to depart the familiar.
 - The crossing of the threshold into the unknown leads to an ordeal, an encounter with a dangerous foe (often represented as a dragon).
 - The return allows the hero to share the reward or gift received with the world.

For a more academic review of the Hero's Journey concept, please visit the Joseph Campbell Foundation's website: <u>https://www.jcf.org/</u>.



Personal Reflection Questions

- 1. What's the call to adventure in my life?
- 2. Who are the people presenting themselves in my life as "aids" who can support my journey? These people are often thought of as guides, allies, and even tricksters.
- 3. What's my ordeal to face? What's my dragon? What is the person, process, or experience that represents maximum challenge or struggle?
- 4. What gift or reward has come or can come from completing the ordeal?
- 5. How can I the gift or reward I've acquired or will acquire with important people around me?