

The Heroic Quest

From ancient times to today, one of the main types of stories is the heroic quest. The person, who has already shown some special qualities, either skills or knowledge, leaves his or her home and follows a **regular series of steps in an adventure** and becomes a hero along the way.

Quest: a long adventure in search of a special treasure or to accomplish a special deed.



7 Steps in the Heroic Quest

- 1. The Call to Adventure:** An emergency or great challenge arises in the hero's world, and the hero is asked or decides to undertake a **special mission**. The hero by the time of the challenge **has already developed special skills and knowledge** that make or her **particularly suitable** to respond to the crisis.
- 2. Getting the "tool kit":** From the time of the Call to Adventure, the hero begins to accumulate new (1) **knowledge and skills**, a (2) **mentor** and (3) **tools and gadgets** that help him or her to find safe passage through the monstrous world. Some pieces of the "tool kit" are not found until the hero enters the Monstrous World.
- 3. Entry into the Monstrous World:** The hero leaves home and enters a monstrous world. When the hero enters the monstrous world, he or she **takes on a new identity**. The monstrous world does not have to be a fantasy world, but it is a world that is very different from the hero's community, a world **where (1) behaviours and customs and (2) people, and the (3) physical surroundings seem bizarre and strange and dangerous**. The hero shows his or her worthiness by **finding ways to add items from the monstrous world to the tool kit in** order to accomplish the goal of the quest.
- 4. Test and Trials:** The hero faces grave dangers and risks. There may be monsters to face or difficult situations to escape. Many times, he or she has **to prove himself or herself worthy** by meeting the challenge.
- 5. Supreme Ordeal:** An **ultimate special task** will prove the hero's worth. The ordeal might be **mental** or **physical** or both.
- 6. Reward:** The hero's **triumph in the special task** is acknowledged and rewarded. The rewards might be **objects** (a trophy or special item). The reward could also be **knowledge**. The best reward is the hero's own **development to a better person**. Going through the quest has made a loser into a winner.
- 7. Return Home/ Recognition:** Having become part of a new community of friends along the way, the hero returns to his or her original community. The community **recognizes the hero's accomplishments** and shows respect and love.