

17 Stages of the Monomyth

Initiation

6. The Road of Trials

The road of trials is a series of tests, tasks, or ordeals that the hero must undergo. There are many adventures along the way and the road may be long, but the hero grows in confidence and capability.

7. Meeting with the Goddess

The male hero may meet a powerful female figure. She could be a beautiful woman, an old hag, or a supernatural being. The hero bonds with the goddess and gains her support. The goddess may be the hero's romantic love interest or a mother figure.

8. Woman as Temptress

The male hero may meet temptation in female form. Giving in to this temptation could lead him to abandon or stray from the quest. The female temptress is a metaphor for the physical or material temptations of life.

9. Atonement with the Father

The hero may need to reconcile a difficult relationship with a father-figure. Perhaps the father-figure must be defeated, persuaded, or whose approval must be earned. He is often a man with great authority or incredible power (i.e. king, god, immortal).

10. Apotheosis

The hero gains a deep understanding of himself, and may even die. In a symbolic death, it is a death of "self," allowing the full hero to emerge. In a literal death, the hero is reborn. Both deaths are marked by a change in appearance. Apotheosis can also be a period of rest.

11. Ultimate Boon

The hero finally achieves the goal of the quest. The ultimate villain has been defeated. The damsel has been rescued. The prize has been won.