

# 17 Stages of the Monomyth

## Return

### **12. Refusal of the Return**

Having achieved the Ultimate Boon, the hero wants to stay in the other world and may not want to return to the ordinary world.

### **13. The Magic Flight**

Sometimes the hero must escape after the Ultimate Boon. This may be a mad dash away from the remaining enemy forces or bandits along the way. Perhaps there is a time constraint and a treasure must be returned to some place. It can be just as adventurous and dangerous to return from the journey as it was to go on it.

### **14. Rescue from Without**

The hero is rescued from a final predicament by an unexpected source. The rescuer may be someone who had previously abandoned the hero, a god, or even someone the hero does not know. This is especially needed if the hero was wounded or weakened by the quest.

### **15. The Crossing of the Return Threshold**

At last, the hero returns home. This may not be an easy task, and may involve one last challenge. The key is to retain the wisdom gained on the quest, to integrate that wisdom into a human life, and perhaps share that wisdom with the rest of the world.

### **16. Master of Two Worlds**

The hero is now a master of both the known and unknown worlds. The hero has achieved balance, and is now comfortable in both worlds.

### **17. Freedom to Live**

Having conquered the demons without and within, the hero has earned the right to live life and he or she chooses. There is freedom from the fear of death, which in turn is the freedom to live. The hero may become a ruler, a teacher, adviser, or may get married and settle down. Or, the hero may decide to go adventuring again.