MONOMYTH PATTERN
Students of the art of storytelling/narrative have consistently tried to come up with an all-inclusive pattern of the narrative process.

- Pattern that would link the earliest examples of myth with the most recent examples of novels.
MONOMYTH PATTERN

- The MONOMYTH PATTERN is the most powerful and informative of the theories derived.
  - Term coined by James Joyce
  - Popularized by Joseph Campbell
    - *The Hero With A Thousand Faces*
MONOMYTH

- Refers to the **Initiation** stages through which we all pass in our lives
  - Marks the important “Passages” which section off our existence
MONOMYTH PATTERN

- **QUEST**
  - the core of the monomyth

- Standard pattern of mythological adventure of hero is a magnification of the formula represented in the rites of passage:
  - **SEPARATION**
  - **INITIATION**
  - **RETURN**
Call to adventure
Helper
Tests
Flight
SEPARATION
Elixir
ININITIATION
RETURN
THRESHOLD of ADVENTURE
• Circle representation
  - never-ending cycle of sequence of initiatory activities
The Quest

- The **hero** (savior, deliverer) undertakes some long journey during which he must perform impossible tasks in order to save the kingdom
  - battle with monsters
  - solve unanswerable riddles
  - overcome insurmountable obstacles
Initiation

- The hero undergoes a series of excruciating ordeals in passing from ignorance and immaturity to social and spiritual adulthood, achieving maturity and becoming a full-fledged member of his social group.
  - Separation
  - Transformation
  - Return
Return

- Hero, having achieved his goal/overtaken his foe/etc., brings back to his society the elixir of life, the boon for which the quest was made.
Adventure of the Hero

• CALL TO ADVENTURE
  – Signs of the hero’s quest are presented
    • Refusal of Call
Adventure of the Hero

- SUPERNATURAL AID
  - Hero is guided on his journey by helper(s) who impart some type of supernatural aid to him
    - Wizard
    - Old man
    - Fairy godmother
      - Aid
        - Amulet
        - Weapon
• **BEYOND THE THRESHOLD**
  - Entering darkness or unknown
  - Hero enters the regions of the unknown
    • Desert
    • Jungle
    • Deep sea
    • Alien land
**BELLY OF THE WHALE**
- Passage of magical threshold symbolized in womb image
- Instead of conquering, the hero is swallowed into the unknown
- Can be seen as the hero going inward to be born again
- May appear to have died
  - Little Red Riding Hood-swallowed by wolf
  - Maui (Polynesian lore) – swallowed by great-grandmother
  - Jonah- swallowed by great fish
ROAD OF TRIALS

- Hero
  - moves in a dream-like landscape
  - Must survive a succession of trials, test, and ordeals
  - Covertly aided by the advice (amulet, secret agent) of the supernatural helper whom he met before his entrance into this region.
● MEETING WITH THE GODDESS
  – Mystical “marriage” of the triumphant hero with Queen/Goddess of world
    ● Assurance that the bliss that was once known will be known again
    ● Comforting, nourishing “good mother”
      – young, beautiful
      – incarnation of promise of perfection
● WOMAN AS TEMPTRESS
  – Four types of “bad mother”
    ● Absent, unattainable
    ● Punishing, forbidding
    ● Smothering, overprotecting
    ● Desired, but forbidden, whose presence is a lure to dangerous desire
      – Oedipal
● CLIMAX/FINAL BATTLE
  – Critical point in the adventure
  – Usually a final battle with monster, wizard, warrior that precipitates decisive resolution
APOTHEOSIS

- Hero attains god-like stature/divine state when he goes beyond the last terrors of ignorance
- Becomes free of all fear
  - Release of the potential within us all
THE ULTIMATE BOON
- Her is a superior man
- Uninterrupted residence in paradise
- Does not go without
  - Childish blissfulness (Jung)
● RETURN
  – When hero-quest has been accomplished, the adventurer must return with his “life-transmuting trophy”
  – Full round of monomyth requires that the hero begin the labor of bringing the runes of wisdom, the Golden Fleece, his sleeping princess, etc., back into the kingdom, where the boon can renew the community, nation, planet, etc.
● REFUSAL OF RETURN
  - Sometimes the hero refuses to leave his blissful paradise
MAGIC FLIGHT

- If the hero in his triumph wins the blessing of the god or goddess, and is explicitly commissioned to return to the world with some elixir for the restoration of society, the final stage of his adventure is supported by all the powers of his supernatural patron.
- If his trophy has been attained against the opposition (and he is resented by the gods or demons), the last stage becomes a lively, often comical, pursuit.
• RESCUE FROM WITHOUT
  – Hero may have to be brought back from his supernatural adventure by assistance from without.
    • May have to be rescued himself
● CROSSING OF THE RETURN THRESHOLD
  – Return to everyday world
● ELIXIR
  - Elixir obtained is put to use in the everyday world
    ● Often has restorative or healing functions
    ● Defines hero’s role in society
MASTER OF TWO WORLDS

- Hero has freedom to pass back and forth across the world division
- Does not contaminate the principles of one with those of the other
● FREEDOM TO LIVE
  – Ultimate boon
    ● Hero lives “happily ever after”
    ● Hero cannot come to terms of returning to normal life