

Teaching Harry Potter To Creative Writers

An Educator's Guide

S.P. Sibal

Dalton Perkinson

Hero's Journey Charts

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Twelve Steps of the Hero's Journey: Student Handout

(modified from Christopher Vogler's *The Writer's Journey*)

Ordinary World—The home base of the hero, his normal everyday world. The Ordinary World should be in sharp contrast to the world he's getting ready to venture into, the Special World. Usually, the problem the hero will face already exists in his Ordinary World, but lies dormant.

Call to Adventure—A discovery or arrival that hints at a new world and calls the heroine within, a challenge or wrong done that must be answered. The Call to Adventure prompts the heroine to leave her Ordinary World for the Special World. It could be something that threatens the peace of the Ordinary World if the heroine does not go off to deal with it.

Refusal of the Call—The moment in which the hero hesitates, not sure whether he wants to change. By refusing the Call, the hero shows that he fully understands the serious nature of the Adventure, that his life will be threatened or seriously altered. Does he want to take that risk, or stay safe with the status quo? Can he truly make a difference?

Meeting with the Mentor and Gift—The mentor serves as the guide for the Hero's Journey. He's the old wise wizard who trains and tests the hero, and gives gifts to enable the completion of the hero's quest (not do it for him).

Crossing the First Threshold—The portal from the Ordinary World to the Special World, usually guarded by a Guardian or Gatekeeper. It is symbolic of the heroine having made a firm commitment by taking that first major step to begin her quest. Gatekeepers serve to test whether the heroine is worthy to pass.

Tests, Allies, Enemies—This is where the hero is prepared for the Ordeal to come by developing skills and facing tests, meeting and accepting allies, and learns who his enemies are. A hero cannot simply enter the Special World and triumph. There would be no growth arc. He must be challenged, learn, and grow in order to succeed. This is where you get to truly torture your hero!

Approach to the Inmost Cave—As the heroine approaches the Inmost Cave, the place of her greatest challenge, she will face new and more difficult obstacles and guardians to overcome to prove herself worthy for that ultimate battle. The Inmost Cave represents the classic Underworld, and the heroine must be prepared to journey through it, face death, and be reborn. Often, the heroine may pause, tempted to turn back, knowing the horrors she's about to face.

The Ordeal—In the Inmost Cave the heroine must face her deepest fears. Using all the skills she's learned up to now, she confronts the antagonist/villain and faces the ultimate test, the culmination of the trials that have prepared her for this final battle. Here she faces either literal or symbolic death. She must face some form of death in order to experience resurrection.

Reward (Seizing the Sword)—The reward is something the hero wins or steals from the Ordeal that is a trophy of sorts, marking his triumph over the antagonist. The Reward is personal, and most powerful as a symbol of the book's theme or central question. It may not always be material, but could be presented as a celebration or a love scene.

The Road Back—The bridge from the Special World to the Ordinary World. Here the hero crosses another threshold that may include a reassessment and rededication of goals. The Hero must decide whether to return to the Ordinary World rather than to remain in the Special World. Oftentimes, the hero may be chased out of the Special World by those he opposed, or may find the defeated Villain rallying for a second round.

Resurrection—That moment when either literally or symbolically the heroine is reborn. This may be brought about by a rebounding villain who must be conquered once more. The heroine awakens to a new world and a transformed life. Generally speaking, it happens on the Road Back because a bit of reflection is usually necessary to understand the transformation that occurred as a result of the Ordeal. It conveys the idea of cleansing, of baptism. The stench of the Ordeal, of death, must be washed away for the heroine to reenter the community.

Return with the Elixir—The Elixir is like the reward except it benefits someone beyond the hero. Sometimes the two may be combined, but the Elixir is usually a gift that has the power to heal the hero's wounded community. It can also heal or benefit an individual. The important aspect is that it is something the hero has gained from the Special World that benefits others beyond himself (whereas the Reward after the Ordeal benefited the hero, or was a trophy of the hero's triumph).

Twelve Steps of the Hero's Journey: Page 2

Journey	Stone	Secrets	Azkaban	Goblet	Phoenix	Half-Blood	Hallows
Guiding Theme; Central Desire or Question	Power; Desire to know parents	Bravery; Where do I belong?	Identity; Who am I, & where do I come from?	Self-worth; Am I worthy?	Love; Desire to be included	Compassion and trust; How can I trust and understand others?	Resolve and self-sacrifice; How can I do what I am called to do?
Step 1 Ordinary World	Muggle World; #4 Privet Drive, locked in cupboard	Muggle World; #4 Privet Drive, in bedroom pretending he's not there	Muggle World; #4 Privet Drive; doing homework in secret in bed	Muggle World; #4 Privet Drive; asleep in bed, dreaming of the Riddle house	Muggle World; #4 Privet Drive; lying on back in flowerbed listening to the news	Muggle World; #4 Privet Drive; sitting in chair by bedroom window waiting for Dumbledore	Muggle World; #4 Privet Drive; packing, preparing to leave it forever
Step 2 Call to Adventure	Letters from Hogwarts; Hagrid's hand delivery	Dobby's warning: Harry must not go back to Hogwarts	News report on Muggle TV about escaped convict Sirius Black	The dream of Voldemort and Wormtail in the Riddle house; Harry's scar hurting	Dementors in alley between Magnolia Crescent and Wisteria Walk	Dumbledore's arrival at #4 Privet Drive; announced by a letter ahead of time	Arrival of Harry's bodyguards (the Order); all willing to risk their lives for him
Step 3 Refusal of the Call	Vernon Dursley's withholding letters; "I don't think I can be a wizard." (p. 58, <i>Stone</i>)	Denies Dobby and tries to shut him up	Blows up Aunt Marge; denies he's seeing anything important with Sirius	Refuses to write to Dumbledore about his scar; denies its importance	Uses his Patronus on Dementors; denies how the Ministry will look at his actions	Refuses to prepare himself for Dumbledore's arrival so he won't be disappointed	Harry refuses to give hairs for the Polyjuice, does not want to endanger his friends
Step 4 Meeting with the Mentor and Gift	Hagrid: knowledge of Fluffy ; Dumbledore: knowledge of Erised, Invisibility Cloak	Riddle through Diary: diary, Parseltongue ; Dumbledore: hat and sword	Lupin: ability to cast Patronus; belief in himself	Mad-Eye: ability to throw off Imperius Curse	Sirius: two-way mirror; love; knowledge and connection with his parents	Dumbledore: understanding of Voldemort, faith in Snape ; Snape: Potions book	Aberforth via fragment of mirror; feeling of Dumbledore watching; gifts from his will
Step 5 Crossing the First Threshold; Guardian	Diagon Alley as an initial dip; Tom/The Leaky Cauldron ; Platform 9 ¾ the full commitment; the train guard	Ford Anglia; Dobby, Whomping Willow	Knightbus; Stan Shunpike	Dursley's boarded up fireplace via Floo Network; George, Mr. Weasley, Fred, Ron ; Portkey to Quidditch World Cup; Amos & Cedric Diggory	Grimmauld Place; the Advanced Guard and Dumbledore	Slughorn's home; Slughorn	Tonks' family home; Tonks' mother and father, the mother a sister to Bellatrix and Narcissa

Twelve Steps of the Hero's Journey: Page 3

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Step 6 Tests; <i>Allies;</i> ENEMIES	Troll, Mirror of Erised, Nicolas Flamel; <i>Ron & Hermione;</i> QUIRRELL & SNAPE	Polyjuice Potion, Aragog, learning Parseltongue ; <i>Moaning Myrtle & Dobby;</i> LOCKHART, GINNY, RIDDLE	Dementors, Patronus lessons; <i>Fred & George;</i> PETTIGREW, W, DEMENTORS	Triwizard Tournament; <i>Sirius, Pseudo Mad-Eye, Cedric;</i> BARTY CROUCH JR.	Occlumency lessons, Thestrals; <i>DA especially Neville, Luna, Ginny;</i> UMBRIDGE	Riddle/ Pensieve lessons, Felix Felicis; <i>Slughorn, Ginny;</i> DRACO, RUFUS SCRIMGEOUR	Wandering through wilderness, hunt for Horcruxes; <i>Ron, Hermione, Snape;</i> VOLDY, UMBRIDGE, BELLATRIX
Step 7 Approach to the Inmost Cave	The labyrinth of tests miles under Hogwarts; the final chamber	From the bathroom, down the pipes; Chamber of Secrets	Through the Whomping Willow; Shrieking Shack, the lake	The Maze; Graveyard	Department of Mysteries; Atrium	Tom Riddle's Cave; the island in the underground lake	Back to Hogwarts, Shrieking Shack; the Dark Forest
Step 8 Ordeal: Opponent faced; <i>Triumph over opponent;</i> DEATH EXPERIENCE (MAY BE SYMBOLIC)	Quirrell / Voldemort; <i>Denies Voldemort's demand to join him, prevents him from getting Philosopher's Stone;</i> DEATH AT HANDS OF QUIRRELL	Riddle, Basilisk; <i>Prevents Riddle from taking over Ginny, kills Basilisk;</i> DEATH AT BITE OF BASILISK	Marauders, Dementors; <i>Learns personal history and corrects wronged history, saves godfather;</i> DEATH BY DEMENTORS	Voldemort, Death Eaters; <i>Overcomes Imperius curse and stands proud, maintains wand connection until claims portkey;</i> CEDRIC'S DEATH AND HIS DUEL WITH VOLDEMORT	Bellatrix. Lucius, Death Eaters, Voldemort; <i>Prevents them from obtaining prophecy, "loves" Voldemort out of his body;</i> SIRIUS' DEATH, DEATH BY VOLDY'S POSSESSION	Voldemort's Horcrux, Death personified by blood offering, Inferi, Dumbledore's weakness; <i>Breaks through Voldy's defenses and takes locket;</i> INFERI ATTACK	Death and Voldemort; <i>Sacrifices self, then travels through Death (King's Cross) and chooses life to save others;</i> KING'S CROSS
Step 9 Reward (Seizing the Sword)	Philosopher's Stone	Sword of Gryffindor	Godfather: Sirius Black	Cedric's body; Triwizard Cup	Knowledge of the prophecy	Locket and Dumbledore's trust: "I am with you." (p. 540, Bloomsbury)	Claims the Elder Wand through Expelliarmus
Step 10 The Road Back	Hospital	McGonagall's and Dumbledore's Offices	Time-turner sequence	Mad-Eye's office/ hospital	Dumbledore's locked office	McGonagall taking charge	From King's Cross back to the forest, then to the castle.
Step 11 Resurrection	At Dumbledore's hands; talk with Dumbledore	Fawkes' tears	Harry's Patronus	Fawkes' song	Harry's heart, his ability to love	Fawkes' lament	Narcissa's hands on his chest; Portrait: Dumbledore's tears
Step 12 Return with the Elixir	Feast; earned back points lost for Gryffindor	Dobby's freedom	Pettigrew's life saved (life debt), Sirius' as well	Galleons for Fred and George	Alerting the world to the return of You-Know-Who	Dumbledore's funeral: for a moment, the union of the magical world	The celebration and mourning in the Great Hall; Voldemort's dead body