

WORTHY and The Hero's Journey By Carla G. Harper

The hero's journey, also called the monomyth, was made popular in modern times by Joseph Campbell, the American Mythologist and author of *The Hero of a Thousand Faces* in 1949.

The monomyth is the story line of some great books, movies (Star Wars, Lord of the Rings, Harry Potter, King Arthur).

The story line goes like this - the hero goes on an adventure, meets with a crisis, is victorious, and comes home changed or transformed.

The first among the best of these stories is Homer's *The Odyssey*, composed near end of the 8th century BC. It is considered one of the greatest stories of all time with powerful influence on European literature, which of course heavily influenced all of Western culture.

The poem focuses on the Greek hero [Odysseus](#) (or [Ulysses](#), as he was known in Roman myths) and his long journey home to Ithaca following the fall of Troy.

Characters of the Hero's Journey and WORTHY

*If you are the Hero, who in your life fills the other roles?

Journey Character	Purpose	WORTHY
Hero	Take the journey	Worthy
Mentor	Guide the hero	Frances Johnson
Ally	Befriend and help the hero	Ellayner Goins
Herald	Point toward the need for change	Sheriff Malloy
Trickster	Keep Hero on their toes	Frankie
Shapeshifter	Can be ally or enemy	Ruby
Guardian	Tests the hero before they face challenges, always block an entrance or border Message to hero is "go home and forget your quest."	Bud Goins
Shadows/Villan	Mirrors the Hero in some way	Alexander Goins

Whether building up or tearing down, they all represent a challenge and choice to either persevere or give up. Until Worthy was willing to literally die for the truth, she was just another poor, beaten down girl with hollow dreams.

To seek truth requires that we live in a tension between mature judgement and child-like curiosity and trust.