



Beowulf Example Following the Hero's Journey Structure

Stage	Summary
Ordinary World	Beowulf's ordinary world was Geatland
Call to Adventure	Beowulf heard stories of a monster named Grendel who was hunting the warriors Grendel killed more than 30 of King Hrothgar's men. The people needed a hero of epic proportions, so they called upon Beowulf.
Refusal	(No Refusal) Beowulf could not refuse the plight of King Hrothgar, so he gathered his best men and set off for Denmark.
Mentor/Helper	King Hrothgar becomes Beowulf's mentor, though his influence is not seen at first. Beowulf uses the incident with Grendel as a guide when he becomes king. Through Hrothgar, Beowulf learns that a king who cannot fight is useless to his people.
Cross the Threshold	Beowulf and his men cross the sea from Geatland to Denmark.
Test/Allies/Enemies	Beowulf battled Grendel, and outsmarts the monster; He takes Grendel's arm as a trophy, mortally wounding him. Later, he also battles the swamp hag(Grendel's mother) and the dragon. An important ally against the dragon is Wiglaf.
Approach	Thinking he has ended the battle, the Geats throw a great feast in his honor. However, they learn there is a new foe: Grendel's mother. Beowulf's work is not yet done.
Ordeal	Beowulf must defeat the evil swamp hag to save the Danes. To defeat her, he swims into her underwater lair and stabs her with a sword made for a giant.
Reward	King Hrothgar gives Beowulf his finest horses and a massive treasure.
Road block	Upon returning home, Beowulf ascends to the throne of his homeland where he rules wisely for over 50 years.
Atonement	Years later, his heroic deeds are again needed. When a would-be thief disturbs a dragon, it threatens his land. Knowing he has lived a full life and seeing his death before him, Beowulf charges into the action and defeats the dragon, but not before he is bitten in the neck and poisoned.
Return	According to legend, Beowulf's body and a massive treasure were burned on a funeral pyre overlooking the sea. He dies a hero's death, and his stories are told over generations.

