

Archetypal Characters

- HERO – circumstances of birth may be _____, some attempt is made at birth to kill him; raised by foster parents, returns to his kingdom to right wrongs, marries a princess, becomes king, meets a mysterious death, body is burned rather than buried
- THE INITIATE—young heroes or heroines who go through training; usually innocent and wear white
- MENTOR—_____ or counselor to the initiate; often are father or mother figures to the hero or heroine
- VILLAIN—An antagonist that fights against the hero
- OUTCAST—figure _____ from a social group for some crime against his fellow man (could be falsely accused of a crime or could choose to banish himself from guilt)
- EARTHMOTHER—offers spiritual and emotional nourishment to those she meets; shown in earth colors and has physical features symbolic of her childbearing capabilities
- TEMPTRESS—sensuous beauty; brings about the hero's downfall because he is physically attracted to her
- PLATONIC IDEAL—female figure who provides _____ stimulation for the hero; he is not physically attracted to her
- STAR-CROSSED LOVERS—two lovers _____ to be together because of the rules of society or family; often ends _____
- CREATURE OF NIGHTMARE—animal or creature disfigured or mutated; _____ who are the antagonists in the story
- HUNTING GROUP OF COMPANIONS—loyal companions willing to face any number of dangers to be together
- LOYAL RETAINERS—somewhat like servants to the hero who are heroic themselves; their duty is to protect the hero and reflect the nobility of the hero; they are _____
- FRIENDLY BEAST—a beast on the side of the hero shows that nature sides most often with the forces of good
- DEVIL FIGURE—evil incarnate; offers worldly goods, fame, or knowledge to the hero in exchange for possession of the _____
- SCAPEGOAT—animal or human who is unjustly held responsible for others' _____; sacrificed but they often become more powerful force dead than alive

Archetypal Settings

- _____, or ideal place where people live without strife or fear
- Universe made up of opposites
- Landscape that emerges from dark or watery emptiness or confusion
- Circle that symbolizes completion
- Giant tree that connects _____ and _____
- Great flood and a ship that survives it
- An underworld that people go to after they die

Archetypal Symbols

- LIGHT and DARKNESS—light suggests hope, renewal, or intellectual illumination; darkness suggests the unknown, ignorance, or despair.

- WATER and DESERT—water is necessary to life and growth and so it appears as a birth or rebirth symbol; the appearance of rain in a work can suggest spiritual birth or rebirth; characters who live in the desert are often “dead” to morals or the “good side”
- HEAVEN and HELL—gods live in the _____ or mountaintops; evil forces live in the bowels of the earth
- NUMBERS- look for repeating numbers, especially 3 and 7
- COLORS- characters may be wearing certain colors. White= purity/goodness, black= evil, blue= peace/heaven etc.
- SUPERNATURAL INTERVENTION—the gods most often intervene on the side of the hero to assist him in his quest
- HAVEN VS. WILDERNESS—for the hero, places of _____ are required for time to regain health and resources; these hideouts are often in unusual places
- FIRE VS. ICE—fire can represent knowledge, light, life, and rebirth while ice can represent ignorance, darkness, sterility, and death
- MAGIC WEAPON—some object used to fight the forces of evil that has magical properties

Archetypal Situations

- THE QUEST—search for someone or some object, which when it is found and brought back will restore life to a wasted land, the desolation of which is shown by a leader’s illness and disability
- THE TASK—to save the kingdom, to win the fair lady, to identify himself so that he may assume his rightful position, the hero must perform some nearly impossible deed.
- THE INITIATION—this usually takes the form of an initiation into adult life. The adolescent comes into his/her maturity with new awareness and problems along with a new hope for the community. This awakening is often the climax of the story.
- THE JOURNEY—the hero goes in search of some truth or information to restore life to the kingdom; he must descend into a real or _____ hell and is forced to discover the blackest truths often concerning his faults; once the hero is at his lowest point, he must accept personal responsibility to return to the world of the living; this could also appear as a group of isolated people (trapped on a boat, island) to represent _____
- THE FALL—describes a descent from a higher to a lower state of being. The experience involves a defilement and/or a loss of innocence and bliss. The fall is often accompanied by expulsion from a kind of paradise as a _____ for disobedience and moral transgression.
- DEATH AND REBIRTH—grows out of a parallel between the cycle of nature and the cycle of life. Thus, morning and springtime represent birth, youth, or rebirth; evening and winter suggest old age or death.
- NATURE VS. MECHANISTIC WORLD—Nature is good while _____ and society are often evil.
- BATTLE BETWEEN GOOD AND EVIL—The battle between two primal forces. Mankind shows eternal optimism in the continual portrayal of good triumphing over evil despite great odds.
- THE UNHEALABLE WOUND—The wound is either physical or psychological and cannot be healed fully. This wound also indicates a loss of _____. These wounds always ache and drive the sufferer to desperate measures.
- THE RITUAL—The actual ceremonies the initiate experiences that will mark his rite of passage into another state (weddings, funerals)