**Archetypes & The Quest**

**Archetypes**

* Simply put, an archetype is a recurring \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of character, symbol, or situation found in mythology, religion, and stories of all cultures.
* They are unconscious…meaning humans didn’t “invent” them.

**Carl Jung**

* Believed that these archetypes were the result of a collective unconscious. This collective \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ was not directly knowable.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: That is, we, as individuals, have these archetypal images ingrained in our understanding even before we are born.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: These archetypes can be found all over the world and throughout history. The specifics of the idea may be different, but the idea itself is the same.

**Archetypal Character Examples**

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: When everything seems lost, the Hero saves the day. Tough and courageous, this archetype sets goals, overcomes obstacles, and persists in difficult times.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: governs all kinds of love—from parental love, to friendship, to spiritual love—but we know it best in romance.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: seeks the truths that will set us free.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: protects and defends against all enemies, operating on the premise that strength and power overcome any injustice.
* *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

**The Heroic Journey Archetype**

* There are 6 stages to the Hero Quest Monomyth
* Can be visualized as a cycle.

Stage 1: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* The hero is called to adventure by some external event or messenger. The Hero may accept the call willingly or reluctantly.

Stage 2: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* During the early stages of the journey, the hero will often receive aid from a protective figure. This supernatural helper can take a wide variety of forms, such as a wizard, and old man, a dwarf, a crone, or a fairy godmother.

Stage 3: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* Upon reaching the threshold of adventure, the hero must undergo some sort of ordeal in order to pass from the everyday world into the world of adventure.
* This trial may be as painless as entering a dark cave or as violent as being swallowed up by a whale. The important feature is the contrast between the familiar world of light and the dark, unknown world of adventure

Stage 4: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* **Tests**: The hero travels through the world of adventure where he must undergo a series of tests. These trials are often violent encounters with monsters, sorcerers, warriors, or forces of nature. Each successful test further proves the hero's ability and advances the journey toward its climax.
* **Helpers**: The hero is often accompanied on the journey by a helper who assists in the series of tests and generally serves as a loyal companion. Alternately, the hero may encounter a supernatural helper in the world of adventure who fulfills this function.

Stage 5: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* **Climax/The Final Battle**: This is the critical moment in the hero's journey in which there is often a final battle with a monster, wizard, or warrior which facilitates the particular resolution of the adventure.

Stage 6: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* **Flight:** After accomplishing the mission, the hero must return to the threshold of adventure and prepare for a return to the everyday world. If the hero has angered the opposing forces by stealing the “elixir” or killing a powerful monster, the return may take the form of a hasty flight.

Stage 7: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* **Return:** The hero again crosses the “threshold of adventure” and returns to the everyday world of daylight. The return usually takes the form of an awakening, rebirth, resurrection, or a simple emergence from a cave or forest.

Stage 8: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* **Elixer:** The object, knowledge, or blessing that the hero acquired during the adventure is now put to use in the everyday world. Often it has a restorative or healing function, but it also serves to define the hero's role in the society.

**What is a mythological/ archetypal approach?**

* Looking for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ throughout literature, cultures, people
* Myths are repeated throughout history in cultures
* Example

- Every culture has a creation story

- A life after death belief

- A reason for human failings

* When we study different texts across different cultures, we see \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Look for general \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ themes, characters, situations

**Three main points to study:**

1.Archetypal characters

2.Archetypal images

3.Archetypal situations

1. Archetypal Characters

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* Larger than life
* Search for self-identity results in self-destruction
* Death of him/her leads toward some ideal
* Modern superheroes (Superman)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* Innocent character
* Situation is blamed on this character
* Character assumes the blame for a situation
* Is punished in place of the truly guilty party
* He/she removes the guilt from the culprit and society

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* Character separated from society
* Impaired physically, emotionally, physiologically
* Ex. – Jesus goes into the desert to discern his destiny

- Buddha leaves society to come to terms with his philosophy

- Victor Frankenstein travels to remote locales to avoid people when he realizes he has created a monster

- Heroes can be loners or outcasts too

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* Female
* She wants what the male desires
* She uses his desire (intentionally or unintentionally) to achieve his destruction
* Ex. Eve, Juliet, Lady Macbeth

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* Mother Nature
* Mother Earth
* Nurturing, life-giving aspect of femininity

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* Often-unidentified
* Feminine inspiration
* Ex. Dante’s Beatrice (Dante’s *Inferno*)  
   - Shakespeare’s Dark Lady

2. Archetypal Situations



The Quest

* Hero’s endeavor to establish his/her identity or
* fulfill his/her destiny
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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* Death and rebirth
* Resurrection as seen in the cycle of the seasons
* Phases of the day, sleeping and waking
* Ex. “Sleeping Beauty,” “The Secret Garden”

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* Coming of age
* Rites of passage
* Ex. First hunt, weddings, teenage angst films, *To Kill A Mockingbird -* Scout

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* Any event that marks a loss of innocence
* A devolution from a paradisiacal life and viewpoint to a tainted one
* Ex. Gatsby’s realization that he will never have Daisy in Chapter 8

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* Any voluntary loss
* Especially loss of life that results in another’s gaining or regaining a desired state

3. Archetypal Images

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* **Red** = blood, passion, violence
* **Gold**=greatness, value, wealth
* **Green**-fertility, luxury, growth
* **Blue** (the color of the sky)=God-like holiness, peace, serenity
* **White**=purity
* **Black**=death

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* Three = light, spiritual awareness, and unity (eg: The Holy Trinity)
* Four = circle, life cycle, four seasons, female principle, earth, nature, 4 elements (earth, air/wind, fire, water)
* Seven = union of 3 and 4, the completion of the cycle, perfect order.
* Twelve=months of the solar year, etc

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* Source of life and sustenance
* Cleansing or purification
* Fertility and growth
* Baptism

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* Natural abundance
* Easy, beautiful life, paradise
* Unspoiled beauty
* Fertility
* New birth, hope
* Eden, the original Paradise from which humankind was expelled

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* Symbol of energy, pure force
* Evil
* Corruption
* Sensuality
* Destruction
* Mystery

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* Triangle = the trinity
* Circle = perfection and eternity, wholeness, union

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* Sun = MALE - creative energy, wisdom, father, passage of time and life (rising sun = birth, creation, hope / setting sun = death, sorrow)
* Moon = FEMALE - symbol of life, death, and then rebirth. Moon controls course of human events. Light within darkness.
* Ex. Seedtime, harvest, etc., are all determined more by the phases of the moon than the phases of the sun