

Archetypes

Storytelling for
Survival and Hope

How many stories do you encounter daily?

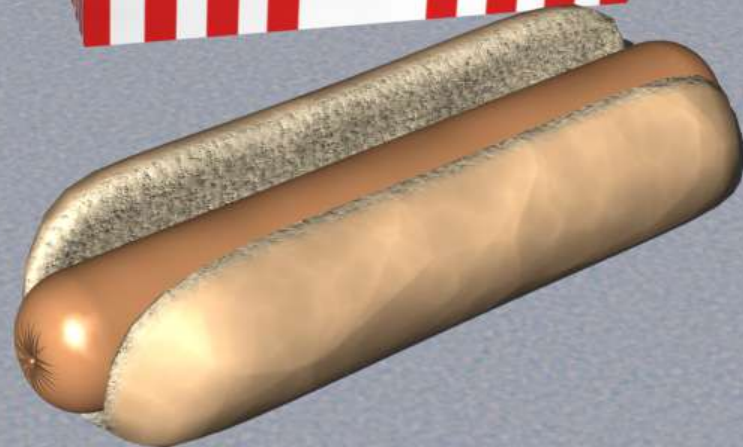
- **Think about the number of stories you encounter daily either reading, viewing, or listening. This would include all of the following categories:**
 - books, short stories, newspaper stories, movies, sitcoms, tv shows, video games, news reports, magazine stories, music.
- **Write down this number in your notes, as well as what categories apply to you.**
- **Write down what percentage of the stories you encounter are fictional.**



Do you agree with the following statements?

- Storytelling is essential for the survival of humanity and provides hope for humanity.
- Without stories, mankind would slowly go mad and become suicidal.

Storytelling for Survival and Hope



Why do we need stories?

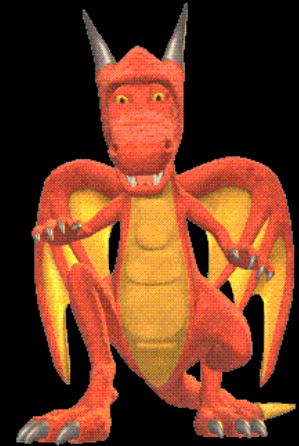
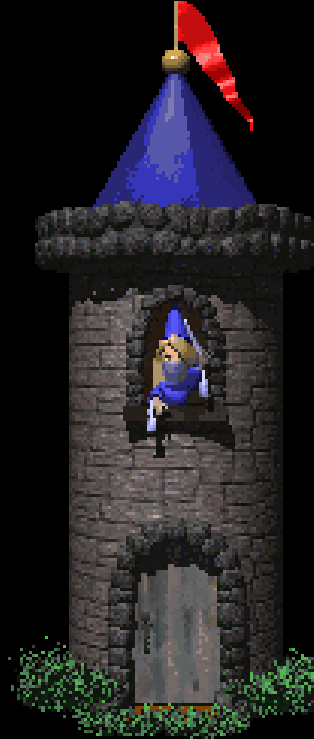
- To explain natural phenomenon such as great floods and the creation of the world
- To answer such questions such as why we are born and why we die
- To help us escape reality by entering a world where the good guy wins, the forces of evil are defeated, and love conquers all
- To help define the roles of good and evil such as the hero and the villain so that we might recognize them in reality

What are archetypes?



- They are the basic building blocks of stories that all writers use to create a world to which readers can escape.
- Without communicating about archetypes, all cultures around the world use them to build their stories. This is called the Collective Unconscious (term coined by Carl Jung).
- Examples of archetypes are: the hero, the damsel in distress, the battle between good and evil, etc.

Recognizing Archetypes



_____ upon a _____, a _____ on a _____
horse set out on a _____ to rescue a
_____ from an _____

Recognizing Archetypes



The _____ who is in _____
with the _____, carries
her after she has



The _____
lumbered back to his
_____ master.

Recognizing Archetypes



The _____ has
caught the _____.



Decisions between
_____ and _____ are
not always easy.

Character Archetypes



- **THE HERO**—mother is sometimes a virgin, circumstances of birth are unusual, 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

- **YOUNG MAN FROM THE PROVINCES**—hero is taken away as a young man and raised by strangers; when he returns home, he can view problems objectively and can solve them easier



- **THE INITIATE**—young heroes or heroines who go through training; usually innocent and wear white

- **MENTOR**—teacher or counselor to the initiate; often are father or mother figures to the hero or heroine

- **FATHER-SON CONFLICT**—father and son are separated and do not meet until the son is an adult; often the mentor is loved and respected

Character Archetypes



- **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 expendable



- **FRIENDLY BEAST**—a beast on the side of the hero shows that nature sides most often with the forces of good

Character Archetypes



- **DEVIL FIGURE**—evil incarnate; offers worldly goods, fame, or knowledge to the hero in exchange for possession of the soul



- **EVIL FIGURE WITH GOOD HEART**—redeemable evil figure saved by the nobility or love of the hero.

- **SCAPEGOAT**—animal or human who is unjustly held responsible for others' sins; sacrificed but they often become more powerful force dead than alive

Character Archetypes



- **OUTCAST**—figure banished 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 large breasts and hips symbolic of her childbearing capabilities

- **TEMPTRESS**—sensuous beauty; brings about the hero's downfall because he is physically attracted to her



Character Archetypes

- **PLATONIC IDEAL**—female figure who provides intellectual stimulation for the hero; he is not physically attracted to her



- **DAMSEL IN DISTRESS**--a female character who needs the hero to rescue her from either emotional or physical danger

- **STAR-CROSSED LOVERS**—two lovers forbidden to be together because of the rules of society or family; often ends tragically



- **CREATURE OF NIGHTMARE**—animal or creature disfigured or mutated; monsters

Situational Archetypes



- **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



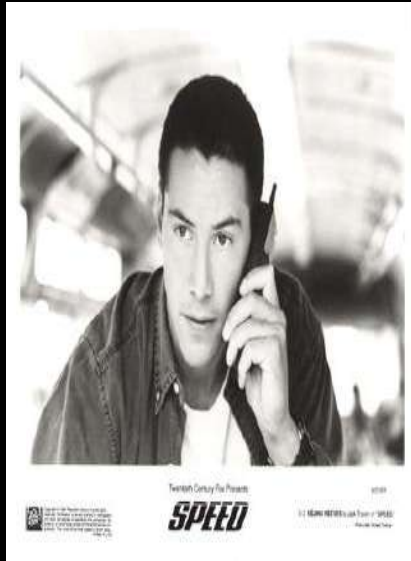
- **THE TASK**—to save the kingdom, to win the fair lady, to identify himself so that he may assume his rightful position, the hero must perform some nearly superhuman deed.

Situational Archetypes

- **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



Situational Archetypes



• **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 psychological hell and is forced to discover the blackest truths quite 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, bus, island) to represent society



Situational Archetypes



•**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 penalty 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 technology and society are often evil.

Situational Archetypes



• **BATTLE BETWEEN GOOD AND EVIL**— Obviously 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 innocence. 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)

Symbolic Archetypes



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



- **WATER VS. 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”

Symbolic Archetypes



- **HEAVEN VS. HELL**—gods live in the skies or mountaintops; evil forces live in the bowels of the earth



- **INNATE WISDOM VS EDUCATED STUPIDITY**—uneducated characters can often be wise using their common sense while some very educated characters have no common sense

Symbolic Archetypes



- **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 safety are required for time to regain health and resources; these hideouts are often in unusual places

Symbolic Archetypes



• **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