ARCHETYPES

Introduction

- Researchers have been able to collect and compare myths, legends, and religions of cultures from all around the world.

- They discovered that for centuries, people who had NO contact with each other had passed down stories through generations that were similar to the stories of other cultures.

- The basic elements of these stories are called ARCHETYPES.

What is an archetype?

- A character, action, or situation that is a prototype (or pattern) of human life generally
- A situation that occurs over and over again in literature
  - Quest
  - Initiation
  - Attempt to overcome evil

Archetypal Characters

Character	Description	Example
The Hero	•A larger-than-life character that often goes on some kind of journey or quest •In the course of his journey, the hero demonstrates the qualities and abilities valued by his culture	• King Arthur • Luke Skywalker (*Star Wars*) • Frodo (*The Lord of the Rings*) • Harry Potter

Archetypal Characters

Character	Description	Example
The Father Figure	The protector and leader	• Mufasa (*The Lion King*)
The Mother Figure	The protective nurturer and gentle provider	• Mrs. Weasely (*Harry Potter*) • Fairy Godmother (*Cinderella*)
The Temptress	A woman who uses her power (intellect, magic, beauty) to make men weak	• The White Witch (*The Lion, the Witch, and the Wardrobe*)

Archetypal Characters

Character	Description	Example
Monster/Villain	The antagonist (opposes the protagonist)	• The Giant (*Jack and the Beanstalk*)
The Innocent	An inexperienced character that is exposed to the evils in the world	• Dorothy (*The Wizard of Oz*)
The Damsel in Distress	Woman who needs to be rescued	• Rapunzel • Sleeping Beauty

Archetypal Characters

Character	Description	Example
Helpers (Wise Old Woman, Man, or Animal; Teacher or Mentor)	Characters that assist or guide the protagonist	• Merlin *(King Arthur)* • Yoda *(Star Wars)*
The Trickster/The Fool	Characters who trick others to get them to do what he/she wants—they can be both virtuous or evil	• Fred and George Weasely *(Harry Potter)* • Road Runner
The Underdog	Characters who are always in the wrong place at the wrong time, but who usually win something of value in the end	• The Ugly Duckling • Neville Longbottom *(Harry Potter)*

Archetypal Settings

Place	Description
The Crossroads	The place of suffering and decision
The Underworld	The place where the hero encounters fear or death
The Maze or Labyrinth	Represents a puzzling dilemma or great uncertainty
The Castle	The strong place of safety; holds the treasure or the princess; may be bewitched or enchanted

Archetypal Journeys

Patterns
The Quest to Know Who You Are
The Quest to Find Knowledge
The Quest to Find the Promised Land or to Build a Beautiful City
The Warrior's Quest to Save the People and Rid the Land of Danger
The Quest to Get Revenge
The Quest for Fame and Fortune
The Fool's Quest (a silly person saves the land because of his innocence or foolishness)
The Search for Love (to rescue the princess)