

Archetypes – Journey of the Hero

- Central character is naïve and callow
- Meets monsters or monstrous men
- Has a strange wise being as a teacher (mentor)
- Yearns for a beautiful lady (can be guide/inspiration)
- Must go on a journey, learn a lesson, change in some way, and return home
- Can cross a body of water/travels on a bridge
- Born and raised in rural setting

Archetypes – Journey of the Hero

- Origin is mysterious or loses parents at a young age, will be raised by animals or wise guardian
- Returns to the land of his birth in disguise or as an unknown
- Hero is special, one of a kind – could represent whole nation or culture
- Struggles for something valuable/important
- Has help from divine or supernatural forces

Archetypes – Journey of the Hero

- Often has a guide/guides
- Undergoes some type of ritual after initiation/rite of passage
- Is given magical protective devices
- Has a loyal band of companions
- Makes stirring speech to followers
- Engages in tests/contests of strength (physical/mental) and shows pride in his excellence

Archetypes – Journey of the Hero

- Goes through a “rite of passage” or “initiation” (changes/matures as story goes on)
- Suffers an unhealable wound (not always physical; sometimes emotional/spiritual)
- Goes to a dark, terrible place; sometimes descends into the underworld where he learns an important lesson. This is a symbol for facing death.
- Wins what he fights for/ is united or re-united with what he cares for

Archetypes – Journey of the Hero

- Emerges to right a wrong of society/people
- Reminds people of lost or corrupted values
- Behaves to excess
- Prepared to die at any moment
- Fights for glory
- Sees beyond the vision of the present
- Chooses the short/glorious life of battle or the long life of the maturing journey

Archetypes – Journey of the Hero

- Standard of excellence exceeds the ordinary
 - Must be tested and **MUST** suffer
- 

Archetypes – The Epic

- Story begins in medias res (middle of action)
- Takes place in early stages of a nation's history
- Good/evil struggle to win hero
- Long journeys, wars, obstacles to overcome
- Is very long, may span a generation or more
- Has a multiplicity of characters from all walks of life
- Contains contests of physical or mental strength

Archetypes – Symbolic Places

- The threshold: gateway to new world the hero must enter to change and grow
- The underworld: the encounter with the dark side of the self; fear of death
- The wilderness (passion, lawlessness; the id; the subconscious; chaos)
 - happy forest-prairie/frontier-sea (mother of all life);
 - Haunted forest-jungle
 - Hearth-primeval forest infinity; imagination

Archetypes – Symbolic Places

- River: the stream of time and flow of circumstance
purity regained; sin washed away
- Garden (productive/idyllic state of innocence/
reconciliation, peace, harmony with nature,
- Wasteland (sterility, infertility, dearth of inspiration,
hopelessness; lack of creativity; product of industrial
technology and spiritual deprivation in modern world
- City (order; law, harmony; rigidity; civilization; in the
fallen world, corruption and hypocrisy)

Archetypes – Symbolic Places

- Rock – stony place of suffering
- Crossroads – place of decision, penance, self-denial
- Desert-place of purity; self-awareness, deprivation; solitude; loneliness; place of lonely quest for meaning
- Maze/labyrinth (puzzling dilemma or great uncertainty; the search for the dangerous monster inside the self; journey to the heart of darkness)
- Winding stair: arduous and dangerous way to unknown

Archetypes – Symbolic Places

- Wheel (fortune; circle of life; death and rebirth, cycle of nature)
- Castle (strong place of safety; holds treasure or princess; may be enchanted or bewitched)
- Tower (strong place of evil or isolation of self)

Archetypes – Symbolic People

•Hero: characterized by self-sacrifice, will endure separation and hardship for the sake of his people. He must pay a price to attain his goal. He takes the path from the self as it is to a new way of being. The hero's journey often involves separating from the familiar to enter a new, unfamiliar, challenging world, then a return to the ordinary, but now expanded world. The pattern of the heroic journey is often

- Fight
- Flight
- Learn
- Return

Archetypes – Symbolic People

- Mentor/counselor: teaches the hero; gives him gifts(weapons, food, magic, information); older; wiser; can serve as a conscience
- Threshold guardian: tests the hero's courage and worthiness to begin the journey; shows the journey will be difficult
- Herald : announces the challenge which begins the hero's journey (can be a person or a piece of information which puts "time out of joint" and upsets the balance of the hero's world)

Archetypes – Symbolic People

- Shadow: worthy opponent with whom the hero must struggle in a fight to the end/must be destroyed, neutralized, or assimilated
- Trickster: clown, mischief-maker; sometimes ally or companion of the hero/represents the force of cunning pitted against opponents who are stronger or more powerful
- Scapegoat: hero who must die in order to atone for the people's wrongdoing and to restore the nation to health
- Stranger

Archetypes – Symbolic People

- Prisoner/outcast
- Monster: the hero's dark self; the prince who has been turned into the beast; the other; the double
- Demonic adversary: a villain, represents the forces of evil, Satan, chaos, and darkness; almost as strong as the hero; may take monstrous form (Grendel)
- Dwarf
- Country bumpkin/simpleton/holy fool: a moral innocent in a world of shady operators
- orphan

Archetypes – Symbolic People

- self-made man
- frontier hero (at ease in the wilderness)
- Demon lover
- Faithful companion (or group of companions)/confidant
- Animal companion
- Warrior
- Blind seer/the one-eyed gambler
- La belle dame sans merci/temptress/siren/femme fatale

Archetypes – Symbolic People

- Unfaithful wife (Guinevere)
- Great mother; earth mother; protector of good, home, and family; associated with warmth, security, growth, and fertility
- Terrible mother; wicked stepmother, the witch, associated with evil, fear, death
- Avenging mother (Demeter/Persephone)
- Harpy
- Fury
- Harlot
- Ruined maiden

Archetypes – Symbolic People

- Virgin sacrifice
- Soul mate/beautiful lady
- Damsel in distress
- Princess in the tower (unattainable, therefore desirable, beauty)
- Platonic ideal
- Star-crossed lovers (Lancelot/Guinevere; Romeo/Juliet)

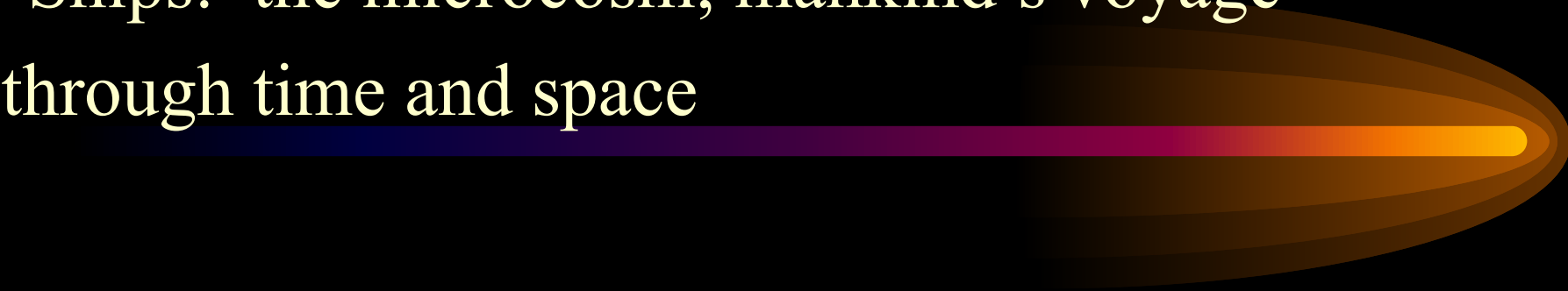
Archetypes – Symbolic Actions

- Task – action which the hero must perform in order to save his people/marry the princess/find himself, etc.
- Initiation – ordeal undergone by the hero in order to attain full status/maturity
- Journey – representative of journey of life, hero's path, and leads through danger, hardship, ordeals and other tests of strength, maturity, and wisdom on the way to the goal. The hero encounters both people and tasks on the journey which teach and strengthen him.

Archetypes – Symbolic Things

- Unhealable wound
- Magic weapon
- Water: the mystery of creation; birth/death, resurrection/purification; fertility and growth (rain=grace, growth, restoration of life)
- Whirlpool: destructive power of fate/nature
- Fire: creativity; passion
- Light: intellect; grace
- Wind: soul; spirit; inspiration

Archetypes – Symbolic Things

- Fog: uncertainty
 - Ice; snow: rigidity, death, lack of feeling
 - Ships: the microcosm; mankind's voyage through time and space
- 

Elements of the Hero's Journey

- Hero's call to adventure
- Refusal of the call
- Supernatural aid
- Crossing the threshold/guardian of the threshold
(going into a new world/external change)
 - By force
 - By chance
 - Through a mistake or blunder
 - By choice

Elements of the Hero's Journey

- Belly of the whale (rebirth of the hero/inward change)



Types of the Journey of the Hero

- Quest for identity
- Journey of knowledge (quest of kings)
- Epic journey to find the promised land/find the good city
- Tragic quest: journey to the crossroads
- Quest for vengeance
- Quest to rid the land of danger
- Warrior's journey to save his people
- Fool's errand
- Search for love (rescue the princess)

Types of the Journey of the Hero

- Grail quest (quest for human perfection)



Universal Patterns

- Cycles in Nature

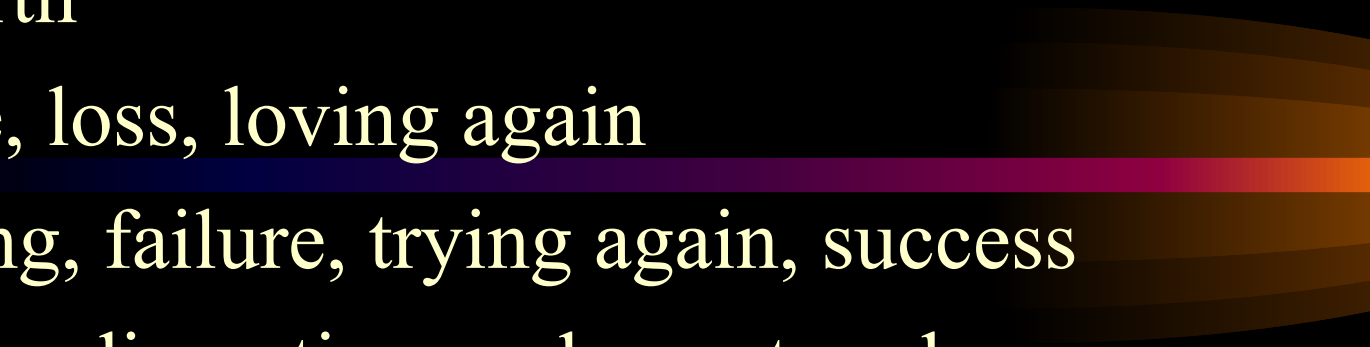
- waxing/waning of the moon
- seed, plant, decay, new seed
- birth, life, death, rebirth
- spring, summer, fall, winter
- day and night

- Cycles in Human Life

- birth, youth, maturity, aging, death, spiritual rebirth

-

Universal Patterns

- Cycles in Human Life
 - birth, youth, maturity, aging, death, spiritual rebirth
 - love, loss, loving again
 - trying, failure, trying again, success
 - order, disruption, order restored
- 

Universal Patterns

- Patterns in Art and Nature
 - faced with the inevitability of failure, loss, and death, fearful humans seek reassurance from the cyclical patterns we observe in nature, which all, end in rebirth. We hope our human lives follow that same pattern.
 - Stories we tell, songs we sing, the paintings and dances we create express our desire to find meaning in our lives and immortality after our deaths. They reflect the basic conflict we see in human experience:

Universal Patterns

What is forces of evil

vs.

Or vs.

What ought to be desired for civilization/
progress

- Stories speak of our universal human quest to find or recapture the lost goodness of our lives.

Colors and Archetypes

- Black (darkness): chaos; death; the unconscious; evil; melancholy
- Red: blood sacrifice; violent passion; disorder
- Green: growth; sensation; hope
- Yellow: corruption
- White: purity and innocence