

Name: _____

SITUATIONAL ARCHETYPES

- The Quest-** The Search for someone or some talisman which, when found and brought back, will restore fertility to a wasted land.
Examples: The Lion King, Indiana Jones,
- The Task-** To save the kingdom, to win the fair lady, to identify himself so that he may reassume his rightful position, the hero must perform some nearly superhuman deed. This is not the same as the quest where the ultimate goal is to restore fertility to the land. In many myths and stories, the hero must per complete multiple tasks.
Examples:
- The Journey-** The journey sends the hero in search for some truth or information necessary to restore fertility to the kingdom. Usually the hero descends into a real or psychological hell and is forced to discover the blackest truths, quite often concerning his own faults. Once the hero is at this lowest point, he must accept personal responsibility to return to the world of the living.
Examples: The Odyssey, The Fellowship of the Rings, Brave Heart,
- 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 the new hope for the community. This awakening is often the climax of the story.
Examples: Huckleberry Finn,
- The Ritual-** The actual ceremonies the initiate experiences that will mark his rite of passage into another state. The importance of ritual rites cannot be over stressed as they provide clear sign posts for the character's role in society as well as our own position in this world.
Examples: weddings, baptisms, coronations, graduations,
- The Fall-** This archetype describes a descent from a higher to lower state of being. The experience involves the loss of innocence and is often accompanied by banishment from a kind of paradise as penalty for disobedience.
Examples: Adam and Eve, Lancelot and Guinevere,
- Death and Rebirth-** The most common of all situational archetypes, this motif goes out of the parallel between the cycle of nature and the cycle of life. Morning and springtime represent birth, youth, or rebirth; evening and winter suggest old age or death.
Examples:
- Nature vs. Mechanic World-** Nature is good while science, technology, and society are often evil
Examples: Jurassic Park, The Secret of N.I.M.H., The Terminator,
- 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.
Examples: Disney's Little Mermaid, Sleeping Beauty, and Beauty and the Beast,
- The Unhealable Wound-** This wound is either physical or psychological and cannot be healed fully. This wound also indicates a loss of innocence. These wounds always ache and often drive the sufferer to desperate measures.
Examples:

11. **The Magic Weapon-** this symbolizes the extraordinary quality of the hero because no one else can wield the weapon or use it to its full potential. It is usually given by a mentor figure.

Examples: Excalibur, Odysseus's bow,

CHARACTER ARCHETYPES

1. **The Hero:** A **hero** (masculine) or heroine (feminine) is a person or main character of a **literary** work who, in the face of danger, combats adversity through impressive feats of ingenuity, bravery or strength, often sacrificing his or her own personal concerns for some greater good.

Examples: Moses, Robin Hood, Hercules,

2. **The Young Man or Woman from the Provinces-** This hero is spirited away as a young man or woman and is reared by strangers. He/She later returns to his home and heritage where he is a stranger who sees new problems and new solutions.

Examples: Tarzan, Dorothy from The Wizard of Oz, Mary Lennox in The Secret Garden

3. **The Initiates-** These are young heroes or heroines who, prior to their quest, must endure some training or ceremony. They are usually innocent and often wear white.

Examples:

4. **Mentors-** These individuals serve as teacher or counselors to the initiates. Sometimes they work as role and often serve as a father or mother figure.

Examples: Gandalf, Jim in Huckleberry Finn.

5. **Mentor-Pupil Relationship-** The mentor teaches by example the skills necessary to survive the quest.

Examples:

6. **Father-Son Conflict-** Tension often results from separation during childhood or from an external source when the individuals meet as men and where the mentor often is closer to the son than the natural parent.

Examples: Romeo and Lord Montague,

7. **Hunting Group of Companions-** Loyal companions willing to face any number of perils in order to be together.

Examples: Robin Hood and his Merry Men, The Knights of the Round Table

8. **Loyal Retainers-** Servants who are somewhat heroic themselves. Their duty is to protect the hero and reflect the nobility of the hero.

Examples:

9. **Friendly Beast-** This shows that nature is on the side of the hero.

Examples: Tigger, Lassie, Toto,

10. **The Devil Figure-** evil incarnate; offers worldly goods, fame, or knowledge to the hero in exchange for possession of the soul

Examples:

11. **The Evil Figure with the Ultimately Good Heart-** A redeemable devil figure saved by the nobility or love of the hero.

Example: Scrooge

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

Example:

13. **The Outcast-** A figure who is banished from a social group for some crime (real or imagined) against his fellow man. The outcast is usually destined to become a wanderer from place to place.

Example:

The Woman Figure

14. **The Earthmother-** symbolic of fertility, this character traditionally offers spiritual and emotional nourishment to those with whom she comes in contact.

Example: Godberry in Lord of the Rings,

15. **The Temptress-** Characterized by sensuous beauty, this woman is one to whom the protagonist is physically attracted and who ultimately brings about his downfall.

Examples: Guinevere, The Sirens

16. **The Platonic Ideal-** This woman is a source of inspiration and a spiritual ideal, for whom the protagonist or author has an intellectual rather than a physical attraction.

Examples:

17. **The Unfaithful Wife-** a woman married to a man she sees as dull or distinct and attracted to a more interesting man.

Examples: Guinevere,

18. **The Damsel in Distress-** The vulnerable woman who must be rescued by the hero. She is often used as bait to trap the unsuspecting hero.

Examples: Guinevere, Snow White, Sleeping Beauty,

19. **The Star Crossed Lovers-** These two characters are engaged in a love affair that is gated to end tragically for one or both due to the disapproval of their society, friends, or family, or some tragic situation.

Examples: Romeo and Juliet, Lancelot and Guinevere,

20. **The Creature of Nightmare-** A monster usually summoned from the deepest, darkest part of the human psyche to threaten the lives of the hero or heroine.

Examples: Werewolves, vampires,

SYMBOLIC ARCHETYPES

- 1) **Light vs. Darkness** – Light usually suggests hope, renewal, OR intellectual illumination; darkness implies the unknown, ignorance, or despair.
- 2) **Water vs. Desert** – Because water is necessary to life and growth, it commonly appears as a birth or rebirth symbol. Water is used in baptism services, which solemnizes spiritual births. Similarly, the appearance of rain in a work of literature can suggest a character's spiritual birth.
- 3) **Heaven vs. Hell** – Humanity has traditionally associated parts of the universe not accessible to it with the dwelling places of the primordial forces that govern its world. The skies and mountaintops house its gods; the bowels of the earth contain the diabolic forces that inhabit its universe.
- 4) **Haven vs. Wilderness** – Places of safety contrast sharply against the dangerous wilderness. Heroes are often sheltered for a time to regain health and resources.
- 5) **Supernatural Intervention** – The gods intervene on the side of the hero or sometimes against him.
- 6) **Innate Wisdom vs. Educated Stupidity-** Some characters exhibit wisdom and understanding of situation instinctively, as opposed to those supposedly in charge.

7) **Fire vs. Ice** – Fire represents knowledge, light, life, and rebirth while ice like desert represents ignorance, darkness, sterility, and death.

8) **Colors**

- a. **Black (darkness)** – chaos, mystery, the unknown, before existence, death, the unconscious, evil
- b. **Red** – blood, sacrifice; violent passion, disorder, sunrise, birth, fire, emotion, wounds, death, sentiment, mother, Mars, the note C, anger, excitement, heat, physical stimulation
- c. **White (light)** – purity, peace, innocence, goodness, Spirit, morality, creative force, the direction East, spiritual thought
- d. **Violet** – water, nostalgia, memory, advanced spirituality, Neptune, the note B
- e. **Gold** – Majesty, sun, wealth, corn (life dependency), truth
- f. **Silver** – Moon, wealth

9) **Nature:**

- a. **Air** – activity, creativity, breath, light, freedom (liberty), movement
- b. **Ascent** – height, transcendence, inward journey, increasing intensity
- c. **Center** – thought, unity, timelessness, spacelessness, paradise, creator, infinity,
- d. **Descent** – unconscious, potentialities of being, animal nature
- e. **Duality** – Yin-Yang, opposites, complements, positive-negative, male-female, life-death
- f. **Earth** – passive, feminine, receptive, solid
- g. **Fire** – the ability to transform, love, life, health, control, sun, God, passion, spiritual energy, regeneration
- h. **Lake** – mystery, depth, unconscious
- i. **Crescent moon** – change, transition
- j. **Mountain** – height, mass, loftiness, center of the world, ambition, goals
- k. **Valley** – depression, low-points, evil, unknown
- l. **Sun** – Hero, son of Heaven, knowledge, the Divine eye, fire, life force, creative-guiding force, brightness, splendor, active awakening, healing, resurrection, ultimate wholeness
- m. **Water** – passive, feminine
- n. **Rivers/Streams** – life force, life cycle
- o. **Stars** – guidance
- p. **Wind** – Holy Spirit, life, messenger
- q. **Ice/Snow** – coldness, barrenness
- r. **Clouds/Mist** – mystery, sacred
- s. **Rain** – life giver
- t. **Steam** – transformation to the Holy Spirit
- u. **Cave** – feminine
- v. **Lightning** – intuition, inspiration
- w. **Tree** – where we learn, tree of life, tree of knowledge
- x. **Forest** – evil, lost, fear

10) **Objects:**

- a. **Shadow** – our dark side, evil, devil
- b. **Masks** – concealment
- c. **Boats/Rafts** – safe passage
- d. **Bridge** – change, transformation
- e. **Right hand** – rectitude, correctness
- f. **Left hand** – deviousness
- g. **Feet** – stability, freedom
- h. **Skeleton** – mortality
- i. **Heart** – love, emotions

SHREK ARCHETYPES

HERO—Shrek...literally doing superhuman deeds (fighting a fire breathing dragon)



QUEST—to find and rescue Princess Fiona

TASK—to get his swamp back from the fairy creatures

HUNTING GROUP OF COMPANIONS—Donkey is there to make Shrek's humanity come out and show that he is not just an ogre at heart

FRIENDLY BEAST—Donkey

DAMSEL IN DISTRESS—Princess Fiona in the highest tower

HEAVEN VS. HELL—glowing embers and fire are shown to be the habitat of the dragon.



LIGHT VS. DARKNESS—the castle is dark to represent evil; Fiona is first seen in a ray of light; as soon as they escape, they emerge into daytime since they have escaped evil

DEATH AND REBIRTH—when they escape the dragon, morning is dawning suggesting hope and rebirth

BATTLE BETWEEN GOOD AND EVIL—Shrek and Donkey vs the Dragon

STAR-CROSSED LOVERS—Dragons and Donkeys aren't supposed to be together

EVIL FIGURE WITH A GOOD HEART—Dragon appears at first as an Evil Figure, especially with the remains of the knights, but Donkey saves her and converts her to good

CREATURE OF NIGHTMARE—Dragon before she falls in love with Donkey

THE JOURNEY—Shrek and Donkey face their fears and conquer the dragon, finding Fiona to accomplish their task

