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| The Quest | What the Hero must accomplish in order to bring fertility back to the wasteland, usually a search for some talisman, which will restore peace, order, and normalcy to a troubled land. | In the Disney movie “The Twitches” the twins must defeat the darkness in order to restore life to their kingdom |
| The Task | The nearly superhuman feat(s) the Hero must perform in order to accomplish his quest. | When Eragon discovers that he knows certain words of a dead language that unite him and his dragon.  |
| The Journey | The journey sends the Hero in search of some truth that will help save his kingdom.  | When Harry discovers the mirror and sees his parents and they give him courage to complete his mission and defeat voltimor |
| The Initiation | The adolescent comes into his maturity with new awareness and problems.  |  *i*n Furn Gully the guy is forced to grow up and take responsibility for his actions in destroying the forest. |
| The Ritual | The actual ceremonies the Initiate experiences that will mark his rite of passage into another state. A clear sign of the character's role in his society | When Percy from Percy Jackson and the olympians crosses into the portal to the half blood camp. He proves that he is part god. |
| The Fall | The descent from a higher to a lower state of being usually as a punishment for transgression. It also involves the loss of innocence. | Everytime professor snape punishes Harry. He is annoyed by Harry because he believes that Harry thinks that he is exempt from the rules. |
| Death and Rebirth | The most common of all situational archetypes, this motif grows out of a parallel between the cycle of nature and the cycle of life. Thus morning and springtime represent birth, youth, or rebirth, while evening and winter suggest old age or death. | When John Proctor from the crucible rises out of the water a new cleansed man. |
| Battle between Good and Evil | Obviously, a battle between two primal forces. Mankind shows eternal optimism in the continual portrayal of good triumphing over evil despite great odds. | When Harry beats those preventing him from succeeding....generally the defense against the dark arts teacher |
| The Unhealable Wound | Either a physical or psychological wound that cannot be fully healed. The wound symbolizes a loss of innocence. | Harry Potter and the lose of his parents and the cruelty of his aunt and uncle. |

**SITUATIONAL ARCHETYPES**

 **CHARACTER ARCHETYPE**

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| The Hero | The Hero is a protagonist whose life is a series of well-marked adventures. The circumstances of his birth are unusual, and he is raised by a guardian. He will have to leave his kingdom, only to return to it upon reaching manhood. Characterized by courage, strength, and honor, the hero will endure hardship, even risk his life for the good of all. Leaves the familiar to enter an unfamiliar and challenging world. | Beowulf holds himself to a higher authority when determining whether or not he was victorious. As though he was not as happy with just the arm, as a hero he should have got the arm. |
| The Initiates | The Initiates are young heroes or heroines who must go through some training and ceremony before undertaking their quest. | Percy Jackson must go through the camp training |
| Mentor | The Mentor is an older, wiser teacher to the initiates. He often serves as a father or mother figure. He gives the hero gifts (weapons, food, magic, information), serves as a role model or as hero’s conscience. | Merlin was mentor to king author |
| Father - Son Conflict | In this relationship, the tension is built due to separation from childhood or some other source when the two meet as men. | Percy Jackson is seperated from his father at the age of two months |
| Hunting Group of Companions | These are loyal companions willing to face hardship and ordeal in order to stay together. | King Arthur, Knightstale |
| Friendly Beast | An animal companion showing that nature is on the side of the hero | Brother Bear |
| The Devil Figure | This character is evil incarnate.  | Grendel |
| The Evil Figure with Ultimately Good Heart | A devil figure with the potential to be good. This person is usually saved by the love of the hero. | Tom in Made of Honor |
| The Creature of Nightmare | A monster usually summoned from the deepest, darkest part of the human psyche to threaten the lives of the hero/heroine. Often it is a perversion or desecration of the human body. | Batman, the man has a mask that causes the ppl to halucinate and freak out.  |
| The Scapegoat | An animal, or more usually a human, whose death in a public ceremony expiates some taint or sin of a community. They are often more powerful in death than in life. | John Proctor in the Crucible or Reverand Dimesdale in the Scarlet Letter.  |
| The Outcast | A character banished from a social group for some real or imagined crime against his fellow man, usually destined to wander form place to place. | The curious Incident of the dog in the Nightime  |
| The Platonic Ideal | A woman who is a source of inspiration to the hero, who has an intellectual rather than physical attraction to her | Made of Honor  |
| Damsel in Distress | A vulnerable woman who needs to be rescued by the hero. She is often used as a trap to ensnare the unsuspecting hero. | bella from twilight  |
| The Earth Mother | Symbolic of fruition, abundance, and fertility, this character traditionally offers spiritual and emotional nourishment to those with whom she comes in contact. Often depicted in earth colors, has large breasts and hips symbolic of her childbearing capacities. | Angie from Baby Mama  |
| The Temptress or Black Goddess | Characterized by sensuous beauty, this woman is one to whom the protagonist is physically attracted and who ultimately brings about his downfall. May appear as a witch or vampire |   |
| The Unfaithful Wife | A woman married to a man she sees as dull or distant and is attracted to more virile or interesting men. | The other couple in Date Night. They are getting a divorce because they have grown tired of one another and consider themselves really great roomates.   |
| Star-Crossed Lovers | Two characters engaged in a love affair fated to end tragically for one or both due to the disapproval of society, friends, family, or some tragic situation. | Romeo and Juliet |

**SYMBOLIC ARCHETYPE**

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| Light vs. Darkness | Light usually suggests hope, renewal, or intellectual illumination; darkness implies the unknown, ignorance, or despair. | Twitches  |
| Supernatural Intervention | Spiritual beings intervene on the side of the hero or sometimes against him.  | Harry Potter when thespirits hold off voltimor  |
| Fire and Ice | Fire represents knowledge, light, life, and rebirth, while ice, like the desert, represents ignorance, darkness, sterility, and death. |   |
| Nature vs. Mechanistic World | Nature is good while technology is evil. | ferinheit 451  |
| The Underworld | A place of death or metaphorically an encounter with the dark side of the self. Entering an underworld is a form of facing a fear of death. | hercules  |
| Haven vs. Wilderness | Places of safety contrast sharply against a dangerous wilderness. Heroes are often sheltered for a time to regain health and resources |   |
| Water vs. Desert | Because Water is necessary to life and growth, it commonly appears as a birth symbol, as baptism symbolizes a spiritual birth. Rain, rivers, oceans, etc. also function the same way. The Desert suggests the opposite. | holes  |
| Heaven vs. Hell | Man has traditionally associated parts of the universe not accessible to him with the dwelling places of the primordial forces that govern his world. The skies and mountaintops house his gods, the bowels of the earth contain diabolic forces. |  |
| The Magic Weapon | The weapon the hero needs in order to complete his quest.   | beowulf kills grendels mother with the magical sword  |

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| **COLOR** | **POSITIVE** | **NEGATIVE** |
| White | wisdom, peace ,knowledge, goodness, purity(the ancient humans found comfort in the daylight)examples: white dove, white beard(wisdom), wedding dress, white flag surrender | Sterile, cold, sickly(the ancient humans saw whiteness in body at times of death or sickness)examples: drs. office, hospital, KKK robes, ghosts, storm troopers( anonymous killers) |
| Black | rich, healing, peaceful, quiet, birth(ancient humans saw that the baby came from womb (dark place)examples: dark soil, midnight sky, night cooling hot, Rest In Peace | evil, death, bondage, ignorance (ancient humans feared the unknown of the dark) examples: color of grim reapers robes, color of mourning, daemons in dark places, Grecian creation myths |
| Green | life, nature, birth, fertility, growth, youth, new life(ancient humans observed nature, spring, etc. as the time of birth)examples: new trees/plants, new/fresh | naive, jealousy, envy, decay(ancient humans seeing green faces for sickness) examples: mold, mildew, yellow, green eyed monster: jealousy, rookie green: inexperienced |
| Red | Love, rich, wealth (ancient humans saw heart is physically red and also red dye was very expensive)examples: roses/hearts, red lips, blood | evil, war, blood, death, danger(ancient humans were afraid of injury bleeding which would lead to death)examples: Darth Vader’s light saber, fires of hell, devil, mars: red planet |
| Gold | peak time, harvest, wealth, fulfillment (ancient humans observed reward from harvest, etc.)examples: wheat, gold medal, golden years | greed ( ancient humans made war for gold, land, wealth) examples: King Midas, ring: LOTR, pirate treasure |
| Blue | calm, peace, contemplation, loyalty, faith, purification(ancient humans, observed the blue sky and cool, calm, watersexamples: baptism w/ water cleansing/redeeming, idea of heaven, midnight blue sky: infinity | sorrow, grief, depression ( ancient humans associated this with tears) examples: tears, rain, flooding: stormy/cloudy weather |
| Orange | Balance, creative expression, pride and ambition, luxury—as the color of fire can burn away impurities | Cruelty, ferocity, |
| Pink | Romance and love from the heart, sensuality, emotions, the material | Emotions, the material |
| Purple | Royalty, imperial power, pride, justice, intuition, wisdom, truth, authority, power—Eastern thought: the third eye chakra | Death, pain, disease |
| Silver | Moon, magic, the Goddess, psychic nature, emotions, intuition—the preciousness of self | Betrayal: Judas betrayed Jesus for 30 silver coins |
| Yellow | Sun, illumination, intellect and generosity, maturity—the color of fire and thus the purification of flame | Sickness, weakness |

**COLOR ARCHEYTPES**

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| **NUMBER** |  **POSITIVE** | **NEGATIVE** |
| **ONE** | unity; superiority, the beginning and end of all things, the source and mystic center, wholeness, individuality—the number of the divine in all things | loneliness |
| **TWO** | duality; balance, healing, the number of opposites married into a whole | conflict; |
| **THREE** | trinity; family and generations; earth-man-god; time (past, present, future or beginning, middle and end), forward movement, the three fold nature of man: mother, father, child; the number of the completion of a phase of growth, the first number that can enclose itself thus symbolizing protection; the Trinity, power and strength |  |
| **FOUR** | a symbol of order; all-embracing; the directions of the four corners of the earth (originally people thought the earth was flat and square); the four directions (N-S-E-W); the four elements (air, fire, earth, water), eternity, represents synthesis in alchemy |  |
| **FIVE** | perfection (stems from humans born with 5 fingers, 5 toes, etc); the five senses, eternity and transformation, life/death, birth/rebirth | witchcraft; |
| **SIX** | universal harmony; stability; balance, feminine power, the completion of a creative process |  |
| **SEVEN** | the completed earthly, natural cycle; cosmic order, victory, the number of the mystic side of man, the highest stage of illumination and perfect order, associated with magic, psychic and healing power, the seven days of the week—seven stages of man—seven colors of the rainbow |  |
| **EIGHT** | a symbol of universal order and greatness, regeneration and achievement of a spiritual goal, eternity and infinity, higher consciousness |  |
| **NINE** | the divine number three multiplied by itself; completion; eternity; incorruptibility, the number of truth and wisdom resulting from the completion of a cycle before a new one begins, synthesis of the mind, body and spirit |  |
| **TEN** | perfection (also stemming from ten fingers and toes on a newborn- just like five), the law of heaven and earth (the Ten Commandments), balance, unity or a return to unity of opposites, including male and female, the number of returning to the beginning point of a cycle, therefore completing and beginning anew |  |
| **ELEVEN** | holy in some instance | negative associations (one more than ten) |
| **TWELVE** | the completed heavenly cycle, symbol of the cycles of the passage of time, Cosmic order and perfection of things, the twelve signs of the Zodiac, the twelve year cycle of the Chinese Zodiac, the twelve Disciples of Jesus |  |
| **THIRTEEN** | in American Indian tradition, the number is sacred | betrayal; death; negative associations |
| **TWENTY-FOUR** | number of daily completion; order |  |
| **FOURTY** | the completed human cycle; a number of totality and generations; an elevated form of four |  |
| **ONE HUNDRED** | completed century; perfection |  |

**NUMBER ARCHEYTPES**