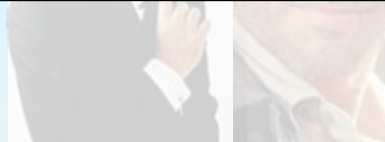


Archetype: *an image, motif, or thematic pattern that has recurred so regularly in history, literature, religion, or folklore as to have acquired a transcendent symbolic force*

Situational Archetypes **Beowulf** **Movie or Story**
Write the lines that convey this archetype *Explain the archetype*

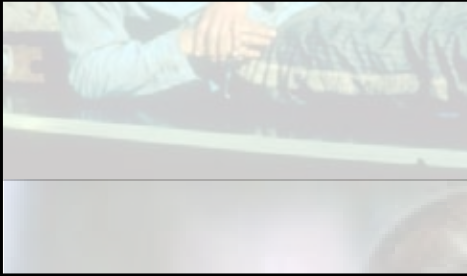
The Quest - describes the search for someone or some object which when found and brought back, will restore balance in a community, life to the waste land, or a person's health. It is the ultimate end.



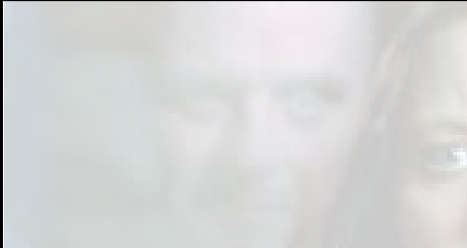
The Task - refers to what superhuman feat must be accomplished in order to fulfill the ultimate goal. It is the specific test of challenging actions



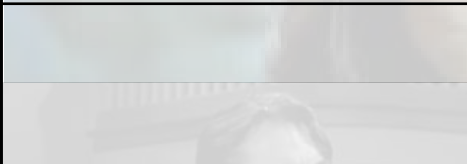
The Journey - sends the hero in search of some truth of information necessary to restore life, justice, and/or harmony to the kingdom. The journey includes a series of trials the hero/heroine faces along the way. Usually, s/he descends into a real or psychological hell and is forced to discover the blackest truths, quite often concerning his/her own faults. Once the hero/heroine is at this lowest level, s/he must accept personal responsibility to return to the world of the living.



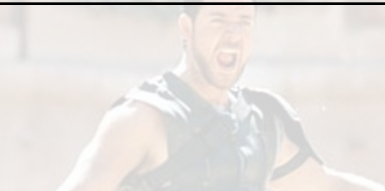
The Initiation - refers to a moment, usually psychological, in which an individual comes into maturity. S/He gains a new awareness into the nature of circumstances and problems and understands his or her responsibility for trying to solve the dilemma. Typically, a hero/heroine receives a calling, a message, or a signal that he or she must make sacrifices and become responsible for "getting involved" in the problem.



The Fall - describes a descent in action from a higher to a lower state of being, an experience which might involve defilement, moral imperfection, and/or loss of innocence. This fall is often accompanied by expulsion from a kind of paradise as a penalty for disobedience.



Death & Rebirth - the most common of situational archetypes grows out of the parallel between the cycle of nature and the cycle of life. It refers to situations in which someone or something, concrete and/or abstract dies, yet is accompanied by some sign of birth or rebirth.



The Battle of Good & Evil - forces that represent good and evil battle against each other. Typically, good ultimately triumphs over evil despite the great odds.



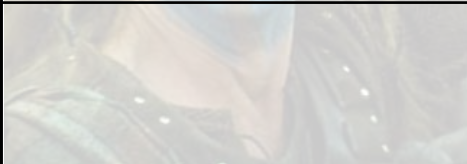
The Unhealable Wound - this wound, physical or psychological, cannot be fully healed. This would indicate a loss of innocence and purity. Often these wounds' pains drive the sufferer to desperate measures of madness.



The Magic Weapon - sometimes connected with the Task, refers to a skilled individual hero's/heroine's ability to use a piece of technology in order to combat evil, continue a journey, or prove his/her identity as a chosen individual.



Supernatural Intervention - the gods often intervene on the side of the hero/heroine.



CHARACTER ARCHETYPES



The Hero / Heroine

This one character is the one ultimately who may fulfill a necessary task and who will restore fertility, harmony, and/or justice to a community. This character is the one who typically experiences and initiation, quest, task, etc

Example:

The Mentor

These individuals serve as teachers or counselors to the initiates. Sometimes they work as role models and often serve as mother figures. They teach by example the skills necessary to survive the Journey and the Quest.



Example:



The Devil Figure

This character represents evil incarnate. S/He may offer worldly goods, fame, or knowledge to the protagonist in exchange for possession of the soul or integrity. This figure's main aim is to oppose the hero in his/her quest.

Example:

Young person from the provinces

This type of hero/heroine is taken away as an infant or youth and raised by strangers. S/He later returns home as a stranger and able to recognize new problems and new solutions.



Example:



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 has a higher place in the affections of the hero than the natural parent. Sometimes the conflict is resolved in atonement.

Example:



Hunting Group of Companions

These loyal companions are willing to face any number of perils in order to be together.

Example:



The Temptress

She is the one whose physical beauty may be the downfall of the hero.

Example:



The Initiates

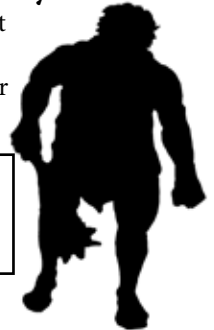
These are young heroes who, prior to the Quest, must endure some training and ritual. They are usually innocent at this stage.

Example:

The Friendly Beast

These creatures assist the hero and reflect that nature is on their hero's side.

Example:



The Damsel in Distress

This woman must be rescued by the hero. She may also be used as a trap, by the evil figure, to ensnare the hero.



Example:

Others to Consider

The Evil Figure with the Ultimately Good Heart
The Outcast
Earth Mother
The Creature of the Nightmare