**Situational Archetypes**

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| **Archetype**  | **Description**  |
| 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.  |
| The Task  | The nearly superhuman feat(s) the Hero must perform in order to accomplish his quest.  |
| The Journey | The journey sends the Hero in search of some truth that will help save his kingdom. |
| The Initiation  | The adolescent comes into his maturity with new awareness and problems.  |
| 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 |
| 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.  |
| 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. |

Character Archetypes

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| **Archetype** | **Description**  |
| The Hero  | The Hero is a protagonist whose life is a series of well-marked adventures. Characterized by courage, strength, and honor, the hero will endure hardship, even risk his life for the good of all.  |
| The Initiates  | The Initiates are young heroes or heroines who must go through some training and ceremony before undertaking their quest.  |
| 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. |
| Mentor - Pupil Relationship  | In this relationship, the Mentor teaches the Hero/pupil the necessary skills for surviving the quest.  |
| The Threshold Guardian | Tests the hero’s courage and worthiness to begin the journey |
| Hunting Group of Companions  | These are loyal companions willing to face hardship and ordeal in order to stay together.  |
| Loyal Retainers  | The Retainer's duty is to reflect the nobility and power of the hero.  |
| The Shadow | A worthy opponent with whom the hero must struggle in a fight to the end. Must be destroyed or neutralized. Psychologically can represent the darker side of the hero’s own psyche. |
| The Evil Figure | This character is evil incarnate. |
| 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. |
| 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. |
| 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 Trickster  | A clever, mischievous man or creature, who tries to survive the dangers and challenges of the world using trickery and deceit as a defense. He also is known for entertaining people as a clown does. |
| 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. |

**Symbolic Archetypes**

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| **Archetype** | Description |
| Light vs. Darkness | Light usually suggests hope, renewal, or intellectual illumination; darkness implies the unknown, ignorance, or despair. |
| Innate Wisdom vs. Educated Stupidity | Some characters exhibit wisdom and understanding of situations instinctively as opposed to those supposedly in charge. Loyal retainers often exhibit this wisdom as they accompany the hero on the journey.  |
| Fire and Ice | Fire represents knowledge, light, life, and rebirth, while ice, like the desert, represents ignorance, darkness, sterility, and death. |
| The Threshold | Gateway to a new world which the hero must enter to change and grow |
| 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. |
| The Crossroads | A place or time of decision when a realization is made and change or penance results |
| The Maze | A puzzling dilemma or great uncertainty, search for the dangerous monster inside of oneself, or a journey into the heart of darkness |
| Fog | Symbolizes uncertainty. |