

Archetypes

- First used by psychologist Carl Jung in reference to literature
- Universal patterns in stories and myths regardless of culture or historical period
- Shared “collective unconscious” that all people tap into – the recognition of these universal patterns and stories
- Joseph Campbell applied the term exclusively to world mythologies



Archetypes in Mythology

Universal Themes, Stories, and Characters

Archetypes can refer to...

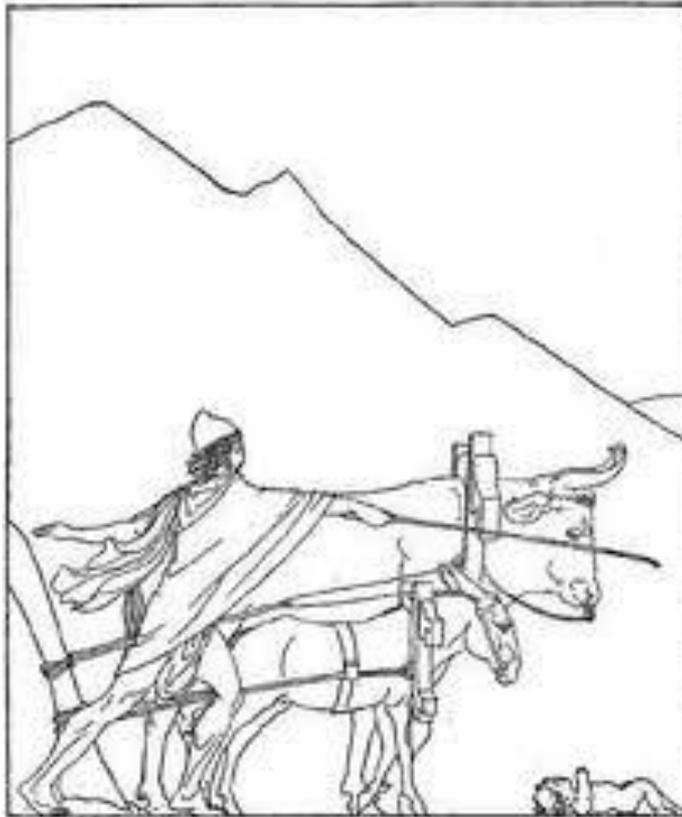
- images
- themes
- symbols
- character types
- story/plot structures

Hero's Journey (Monomyth)

- 1) Departure
- 2) Initiation
- 3) Road of Trials
- 4) Innermost Cave
- 5) Return

The Departure

- The hero is called to adventure though he is reluctant to accept it.



To avoid his quest, Odysseus feigns madness by sowing his fields with salt. The Greek messenger foils his scheme by placing Odysseus's son Telemachus in front of the plow.

Initiation

- The hero crosses a threshold into a new, more dangerous world that will change his perspective

Luke Skywalker leaves his home planet and learns the ways of the Jedi in order to fight the Empire.



Road of Trials

- The hero receives given supernatural aid, endures tests of strength, and tests his/her resourcefulness and endurance.

Due to her faithlessness, Psyche must perform a number of difficult tasks devised by Venus as punishment.



The Innermost Cave

- The hero descends into the innermost cave or underworld – another place of great trial. Sometimes this place can be within the hero's own mind. Through this experience, the hero is reborn or transformed.

Aeneas must visit his father Anchises in Hades to learn about his future founding of Rome.



The Return

- The hero uses his/her new wisdom to restore fertility and order to the land/kingdom.

Perseus returns with the head of Medusa and turns King Polydectes and his allies to stone.



Types of Heroes

- Unwilling (Achilles, Bilbo Baggins)
- Warrior (Perseus, Odysseus, Hercules)
- Emperor and Tyrant (Darth Vader)
- Lover (Prince Charming)
- Sacrificial/Redeemer hero (Prometheus, Orestes)
- Tragic (Macbeth, Oedipus)
- Gothic (Mr. Rochester)
- Anti-hero (Batman, most Clint Eastwood characters)

Types of Archetypal Quests

- for identity
- for the promised land/founding of kingdom
- for a people (to save them)
- for vengeance
- for penance (tragic)
- for knowledge
- for love
- for perfection (grail quest)

Archetypal Situations

- The Quest
- The Task
- The Fall
- Father-Child Conflict
- Death and Rebirth
- Battle between Good and Evil
- The Mortal or Lasting Wound

Archetypal Characters

- Hero
- Mentor/Shaman
- Shadow
- Villain with a good heart
- Temptress
- Damsel in distress
- Outcast/Wanderer
- Threshold Guardian
- Fool
- Shape shifter
- Star-crossed lovers

The Monomyth (Joseph Campbell)

A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man.

from The Hero with a Thousand Faces