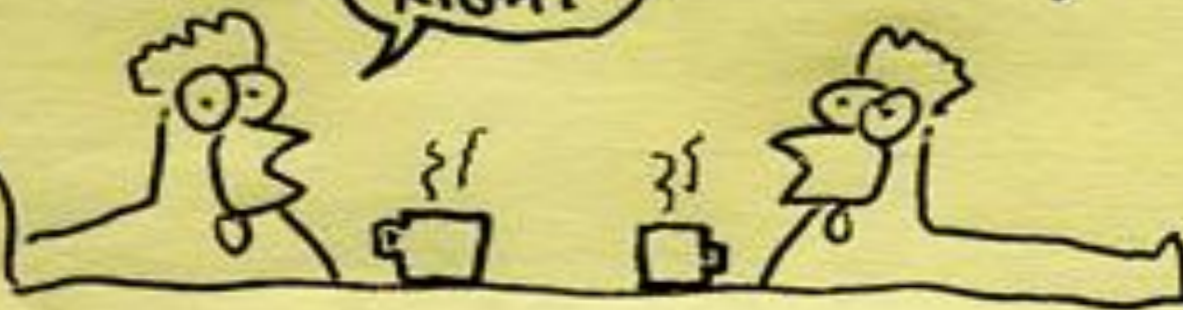


WHY'D THE CHICKEN CROSS THE ROAD?  
WELL I THINK WE'RE DEALING WITH  
THE ARCHETYPAL CROSSROADS, THE  
ROAD LESS TRAVELLED AS IT WERE...

INDEED. I THINK THE ROAD  
IS A VARIATION ON HAMLET'S  
"UNDISCOVER'D COUNTRY"

QUITE  
RIGHT



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# Archetypal Genres

<i>TERM</i>	<i>DEFINITION</i>	<i>EXAMPLES</i>
Allegory		
Archetype		
Fairytale		
Folktale		
Myth		
Legend		



# DEFINITION

- Represents common patterns of human life
- Common meaning across cultures
- Contains emotional resonance and power
- Recurs in myth, folklore, fairytales, dreams, artwork, and religious rituals.
- Stories we all immediately recognize because we've heard the simplified fairytale versions of them as children.



# RECURRING:

- CHARACTERS
- SETTINGS
- JOURNEYS



# ARCHETYPES

- **Recognizable/typical patterns of behavior**
- **You can already predict outcomes**
- **Important in ancient mythology and modern stories because they represent the various peoples/values in society.**

# **Archetypal Characters**



## THE DEVIL/SATAN

A deal-maker who seduces by using whatever tactic represents your greatest want. A dark force at work, whose win usually results in the loss of soul, innocence, or morality.



## MAIDEN

Represent virginal purity wherein dreams, innocence, and potential are still alive.

## INNOCENT

An inexperienced individual exposed to the evils of the world: child, baby, or young animal.

## WISE MAN OR WOMAN

Has life experience from which to teach a youngster – father, mother, grandparent, mentor.

## CRONE/WIZARD

Elder who can employ magic or other special powers in order to help, guide, or protect: fairy godmother, crone, priestess, wizard



# Archetypal Characters

## THE ANIMAL COMPANION

Represents that side of nature that helps man, is friendly to him.



## THE SCAPEGOAT

Innocent character blamed and punished in place of the truly guilty. Removes guilt from the culprit/society

## THE UNDERDOG

The non-favored who may win something in the end.



## HERO/HEROINE

A savior/rescuer, warrior, knight. They are awakened to their own inner strength to overcome great obstacles. Requires great bravery.

## ANTI-HERO

An unlikely or seemingly opposite character who fulfills the role of hero.

## THE TRICKSTER/JESTER

Clown, mischief maker. Provides comic relief to offset heavy dramatic tension. Keeps things in proportion. Can be an ally or companion of the hero, or may work for the villain. Represents the force of cunning, and is pitted against opponents who are stronger or more powerful.



# Archetypal Characters



## CAREGIVER/MOTHER FIGURE

A life-giver, source of nurturing, caregiving, patience, and unconditional love.



## TEMPTRESS/FEMME FATALE

Possesses what males desire and uses that to destroy them.



# Archetypal Characters



**WOODS** can be protective and sometimes dangerous. Those who enter often lose their direction or rational outlook and thus have to tap into their inner direction.

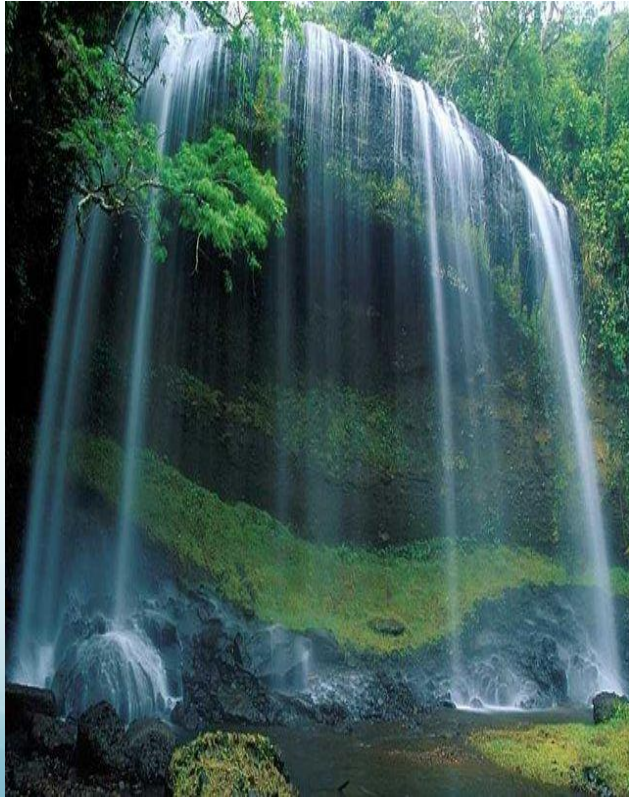
**GARDENS** are cultivated, carefully planned. Often represent a paradise which is lost or unachievable.



# Archetypal Settings



**FOUNTAINS** stand for purification, the sprinkling of water washes away sin. Water of a fountain gives new life.



**TREE** represents life and knowledge

**CROSSROADS** the place of suffering and decision.



# Archetypal Settings





**SEA** is vast, alien, dangerous, chaos. Represents eternity or infinity. Waves symbolize measures of time.

**DESERTS** are hostile challenges. They are vast, often deadly. Overcoming these obstacles may provide insight, but at a cost.



# Archetypal Settings



**MOUNTAINS and PEAKS**  
represent the highest place to  
“see” or stretch  
understanding.



**CAVE** represents deep down  
where the character delves into  
self. It is the place where the  
character goes to be “invisible,”  
think, or symbolically, die.

# Archetypal Settings

## OTHER ARCHETYPAL SETTINGS

Wasteland

Underworld

Wilderness

River

Maze or labyrinth

Castle

Tower

Winding stair

Threshold



Digital  
Spirit





### **Hero's Journey**

The hero endeavors to create his identity through multiple challenges – fulfills his/her destiny.

### **Coming of Age**

Transition from one life stage to the next. Innocence “fades” away through some benchmark event but is replaced by experience or knowledge of the world. It signifies that we cannot hide from time.

### **The Fall**

(a.k.a. The Expulsion from Eden)  
The main character is expelled because of an unacceptable action.

# **Archetypal Journeys**



## Birth/Death/Rebirth

Through pain and suffering the character overcomes feelings of despair, and through a process of self-realization is reborn.

## Quests

- To know who you are
- Find knowledge
- Find the promised land
- Save the people
- Rid the land of danger
- Fame and fortune
- Search for love
- The grail
- Revenge



# Archetypal Journeys