



Archetypes

Carl Jung, a pioneer in the field of psychology, focused on the psychoanalytic features of the archetype. He defined an archetype as "a universal and recurring image, pattern, or motif representing a typical human experience." Archetypes are patterns and behaviors; are primordial images which are part of our psyche and social systems.

When we dream, we form images unconsciously. These dream images corresponds to the sacred images, stories and myths of primitive people. Thus, these remains from a primitive people are called primordial images or archetypes. The form of the archetype endures in all people.

Archetypes are similar to instincts and they reveal themselves to our consciousness by powerful symbolic images.

Archetypes can bring people under their spell – they have a vitalizing force when people allow themselves to experience them.

Archetypes are collective, they are held in common by a social group.

Archetypes appear simple on the surface, but are complex.

The identification of archetypes is a relatively modern phenomenon. They are both images and emotions and both have to be present to radiate. Archetypes are connected to the individual by the bridge of emotions.

The Social Outcast

Includes outcast and the scapegoat

Definition

Banished from a social group for some real or imagined crime

Characteristics

restless traveler – wanderer must go from place to place

Alienated

outsider

view the world as hostile

may be associated with sorcery, black magic and demons

Banishment as a result of a curse or for blasphemy



Can also be viewed as a Scapegoat

Definition - a sacrificial offering to placate the gods or purge society of its aggressiveness.

Origin

Were purification offerings made by primitive agricultural societies. These offerings were made to appease “the power.” Of the seasonal cycles of nature

Characteristics

human or animal

Assumes the blame for the plight afflicting society

Pays a terrible price to rectify social ills

For different reasons – bad luck or poor judgment – the scapegoat must be sacrificed

The sacrifice atones for society’s sins and order is returned

death in a public ceremony cleans the sin or evil that has visited upon a community.

The death of the scapegoat often makes him/her more powerful than in life.

Recognized member of society who is destroyed because society is not ready for what he/she has to offer

Examples of Outsiders

old women, beggars, Ishmael, Cain, the Ancient Mariner, Grendel and his mother, characters in the YA novels of Katherine Paterson, Shirley Jackson’s *The Lottery*, William Wallace’s bride in *Braveheart*, Simba in the *Lion King*, Cassandra, Snowball from *Animal Farm*, characters in *Easy Rider*, Heathcliff in *Wuthering Heights*, Holden Caulfield, Huck Finn, Hester Prynne, Lord of the Flies.

Doppelganger

Definition

It is the double or mirroring or split personality or good/evil

It is the duplicate of an individual or part of a divided individual

Versions of the doppelganger are found in dreams, myths, rituals of primitive people, folklore and literature and other art forms

Can have many names including the Other, the alter ego, the second self

Origin

Source of the double come from the mathematical functions of multiplication and division. The double as duplication is based on the superstitious fear of the birth of twins. This eventually evolved into twin mythology as in Romulus and Remus. Eventually the twins birth was the result of being fathered by a human and a god. The double as division comes from Freud idea of an immortal soul and based on infantile narcissism or superstition. Included in this archetype is the shadow and the anima or animus.

Characteristics

- Contrasting counterpart
- Thing of visual fascination or terror
- Can be visible or invisible or material or spiritual
- Appropriates the sound and image of the person
- Identical in appearance, but opposite in temperament
- Uncanny harbinger of death, when associated with repressed infantile complexes or primitive beliefs

Examples

Marlowe's Dr. Faustus, Joseph Conrad's The Secret Sharer, Poe's William Wilson, King Kong, Frankenstein, Dr. Jekyll and Mr. Hyde Picture of Dorian Gray Snow White and Step Mother (good/evil mirror) In the Pygmalion and Galatea Tale in Ovid's Metamorphoses, The Other (Tom Tyron), Invasion of the Body Snatchers, Poe's William Wilson, Frido and Gallum in Lord of the Rings

The Monster

Definition

The word monster is derived from a Latin word monstrum, which means a sign of the future events. Nightmare creatures that stand in the way of a hero's progress or that plague societies

Origin

The development of the monster archetype has changed through time. The myths of nearly every ancient culture have monstrous creatures. The Greek and Roman gods battled monstrous race of creatures. The Middle Ages saw the introduction of the "freak" or an individual suffering from a hideous birth defect. Also folklore created the animal monsters of hydra, griffin centaur, and dragon. The romanticism of the 19th century saw monsters as products of man's scientific progress and erring vision. Monsters could also be ghostly, mystical beings. In the 20th century, science fiction and fantasy writers created monsters who were symbols.



Characteristics

Unnatural - Aberrations of the nature order (human, animal, plant or mineral) or the artificial order (machine) - they should not exist

Not human – even those that look and act like people are not fully human

Hostile to people

Strange mythical beasts

Inspire dread and embody evil

As the unknown or outsider, delineates the known

Represent impossible barriers and to instills flight in the hero

Can be judged as good/evil or beautiful/bad

heroes receive their first fame after slaying a monster

Examples

Cyclops (Odysseus), Medusa, H. G. Wells' The Island of Dr. Moreau, Stevenson's The Strange Case of Dr. Jekyll and Mr. Hyde, Mary Shelley's Frankenstein. Washington Irving's The Legend of Sleepy Hollow, King Kong, the giant worms in Frank Herbert's Dune, Jason in Friday the 13th Nightmare on Elm Street, monsters in Stephen King's novels (It), Moby Dick, Alien (the movie), Bates in Psycho

The Villain

Definition

"A cruelly malicious person who is involved in or devoted to wickedness or crime; scoundrel; or a character in a play, novel, or the like, who constitutes an important evil agency in the plot."



Characteristics

Person guilty or capable of crime or wickedness

Has human like motivations

The person or thing responsible for specified problems, harm, or damage

Represents things we don't like and would like to eliminate

Opponent with whom the hero must struggle

Negative force – break laws of nature -

Cunning

Madness is frequent in comic-book villains (Lex Luther)

Examples

Sauron Lord of the Rings, Villains from James Bond such as Dr. No, Oddjob, Goldfinger

Modred in King Arthur, The witch in C.S. Lewis' The Lion, The Witch and the Wardrobe, Witches: Snow White, Wicked Witch of the West, Neal Gaiman's American Gods, villains of Dickens's novels, Darth Vader from Star Wars, Bluebeard, Gangsters in film.

Trickster (also can be the Villain)

Definition

He plays malicious jokes on people only to fall victim in his turn to the vengeance of those whom he has injured. He is described "as a soul in hell."

The trickster has a cycle. The lowest level of this cycle is the shadow, which is the lowest level of consciousness; it is brutal, savage and inferior. The trickster goes through a civilizing process where he no longer blindly adheres to evil and his behavior becomes sensible and useful. The trickster never quite loses the ability to play malicious jokes.

Origin

Developed from the medieval carnivals and the concept of the simpleton or fool

Characteristics

Fondness for sly jokes and malicious pranks

Unpredictable behavior

Not really evil, but does the most atrocious things

Can be a destroyer and a creator

Impulsive, selfish, grotesque character.

Duality of character – half animal, half divin or human

Does not recognize the rules of society

Appetites dominate behavior

Cruel, cynical and unfeeling.

May assume the form of an animal such as a coyote or rabbit

Collective shadow – dark part of people's psyche

Examples

Comic book characters such as the Joker and the Riddler, Mr. Mxyzplk, Bart Simpson, Alien Q from Star Trek Universe, Puck, Pam, the fool or simpleton in fairy tales, Charlie Chaplin's The Tramp, Aang from Avatar, Eric Carman from South Park, V from V is Vendetta, Ferris Bueller from Ferris Bueller's Day Off, cartoon characters such as Wiley E. Coyote, Wood Woodpecker, Bugs Bunny, and Heekyll and Jekyll.

In mythology: coyote in Native America literature, spider in African folklore, monkey in Chinese myths and Hermes in Greek mythology, Scheherazade, Wakdjunkaga in Winneago myth cycle

Toni Morrison's Pilate and Tyler Durden in Palahnuik's The Fight Club

The Great Mother

Encompasses the personal mother, grandmother, step-mother, mother-in-law, nurses, governess. Also includes the goddess.

There is a dual nature to the Mother archetype meaning that the Mother can have ambivalent aspects – can be both positive and negative – also known as the loving and terrible mother

Has three forms: the good, the terrible and the good-bad mother

Characteristics

Positive Qualities of the Mother Archetype

Maternal solicitation and sympathy

Life giving

Magic authority

Wisdom and spiritual

Encompasses all that cherishes and sustains

Fosters growth and fertility

Place of magical transformation and rebirth



Negative Qualities of the Mother Archetype

Secret, hidden, dark, the abyss

The world of the dead

Anything that devours, seduces and poisons

Is terrifying and inescapable similar to fate

Symbols Associated with the Mother Archetype

Represents the goal of longing for redemption and the symbols are heaven, earth, woods, sea, still water, and moon

Often associated with things and places standing for fertility such as cornucopia, a plowed field, tree, vessel shaped flowers like a rose or lotus, and hollow objects

Implies protection and is represented by the magic circle or mandala.

Animals associated with the archetype are the cow, hare and helpful animals

There are also evil symbols associated with the mother archetype such as the witch, dragon or devouring and entwining animals such as a large fish or snake, death, the grave, sarcophagus, deep water and nightmares.

Examples

Fairy tales characters such as the stepmother in Cinderella, fairy godmothers, Mother Goose, Little Red Riding Hood, Briar Rose, Pocahontas

Mythology: Persephone, Demeter, Hecate, Gorgon, Medusa

Literature: Gladriel from Lord of the Rings, Glinda from the Wizard of Oz, Dante's Beatrice, Faulkner's Light in August, Woolf's To the Lighthouse

Movies: the Dad in Mr. Mom, the mother in Flowers in the Attic, Ripley with Newt in Aliens

The Hero

Definition

According to Joseph Campbell in *The Hero with a Thousand Faces*, “a hero is any male or female who leaves the world of his or her everyday life to undergo a journey to a special world where challenges and fears are overcome in order to secure a quest, which is then shared with other members of the hero’s community.”

Origin

The development of the hero has changed with time. In its earliest form, heroes were associated with religion or god-directed. Later they were more secular or military as seen in *Beowulf*. Then with realism, they were realistic representations of their society. Today, many are anti-heroes.

There are subdivisions of the classic or epic hero such as epic hero, tragic hero, gothic hero or romantic hero that developed overtime

Characteristics of the Epic Hero

1. His/her mother is a royal virgin
2. His/her father is king
3. The circumstances of his conception are unusual
4. He/she is reputed to be the son of a god
5. At birth an attempt is made, often by his/her father, to kill him/her, but
6. He is spirited away and
7. Reared by foster parents in a far country
8. Is victorious over a king and /or a giant, dragon, or wild beast
9. Marries a princess/prince
10. Becomes king
11. For a time reigns uneventfully
12. Is driven from the throne and city and meets with a mysterious death
13. The hero is naïve and inexperienced
14. The hero meets monsters or monstrous men
15. The hero has a strange, wise being as a mentor
16. The hero yearns for the beautiful lady who is sometimes his guide or inspiration
17. The hero often crosses a body of water or travels on a bridge
18. The hero is born and raised in a rural setting away from cities
19. The origin of the hero is mysterious or the hero loses his/her parents at a young age
20. The hero is special – has gifts whether superpowers or luck or cleverness
21. The hero struggles for something valuable and important
22. The hero has a guide or guides
23. The hero has help from divine or supernatural forces
24. The hero goes through a rite of passage or initiation
25. The Hero undergoes some type of ritual or ceremony
26. The Hero has a loyal band of companions
27. The Hero makes a stirring speech to his/her companions
28. The Hero engages in tests or contests of strength

29. The hero suffers a wound, sometimes emotional or spiritual from which the hero never completely recovers

There is a **hero cycle motif** – hero's journey is a path from the ego, the self, to a new identity. Hero must learn in order to grow.

Various types of journeys:

Search for identity

Epic journey to find the promise land

The quest for vengeance

The warrior's journey to save his/her people

The search for love

The tragic quest: penance or self denial

The quest to rid the land of danger

The grail quest – the quest for human perfection

The fool's errand

The **hero of a fairy tale** achieves a domestic triumph. The hero is usually the youngest or despised child who becomes the master of extraordinary power and triumphs over his/her personal oppressors and brings back from the adventure the means to regenerate society



Heroic Archetypes

Hero as Warrior, Hero as lover, Hero as scapegoat, Transcendent Hero, Romantic Gothic hero, Proto-Feminist Hero, Apocalyptic Hero, Anti-Hero, The Super hero

Examples

Antigone, Achilles, Aladdin, King Arthur, Beowulf, Robert Bruce, El Cid, Dorothy (Wizard of Oz), Fairy Tale characters, Galahad, Gilgamesh, Hercules, Jason, Lancelot, Odysseus, Penelope, Robin Hood, Roland, Samson, Parzival, Roy Hobbs in *The Natural*, Luke Skywalker in *Star Wars*, Simba in *the Lion King*, Harry Potter, Dunbar in *Dances with Wolves*, Mulan, Joyce's Ulysses, Super heroes, Neo in *The Matrix*, James Bond, Bilbo Baggins from *The Hobbit*, Buffy from *Buffy and the Vampire Slayer*, Ripley from the movie *Aliens*, Casey Becker from the movie *Scream*, Clarice Starling from *The Silence of the Lambs*

Other Types of Heroes

There are subdivision of the classic or epic hero such as tragic hero, gothic hero or romantic hero

The Gothic Hero

The Gothic hero is also called the Byronic hero whose originates with the Greeks' Prometheus. The hero is an outsider, is antisocial, in part because he doesn't like himself. He feels remorse for some mistake, but refuses to repent. The hero intertwines love and hate in all relationships and this can lead to tragedy in love.

Can be a heartbreaker, predator, or reckless, the gothic hero has extremes of behavior. Is a lone wanderer usually with great appeal, good looks and charm.

Examples Heathcliff in Bronte's *Wuthering Heights*, Edward Rochester in *Jane Eyre*, Dr. Faustus, Captain Ahab in *Moby Dick*, Maxim de Winter in Du Maurier's *Rebecca*, Jack Schaefer's *Shane*, Woodrow Call in McMurtry's *Lonesome Dove* and Clin Eastwood in *High Plains Drifter*, The vampires in Anne Rice's *Vampire Chronicles*, Edward Cullen in *Twilight*

The Tragic Hero also called the anti hero in modern literature

The tragic hero has a fatal flaw which dooms him to fail. He understands his fate and knows that it was caused by his own actions, but is not wholly deserved, yet his suffering has meaning. He has flaws that lead to his downfall. Sometimes the supernatural serves as a harbinger of doom

Examples: Jay Gatsby, Willy Loman from *Death of a Salesman*, Macbeth, Hamlet, Othello, King Lear, Cleopatra, Frederic Henry *A Farewell to Arms*, Tony Soprano, Arthur Dimsdale in *The Scarlet Letter*, Bigger Thomas in *Native Son*, Jack from *Lost* and Jack Bauer from *24*, Hancock



The Sage

Definition

The sage is a wise or holy figure who guides the hero

Can appear as an oracle, a mentor, guide, teacher

Characteristics

Often an older man or woman

Possesses insight or understanding beyond that of ordinary people

Serves as a guardian of special knowledge or a helper or advisers to heroes

Serves as an example of wisdom, virtue, and goodness

Many times live in deep forests, on mountaintops or in other places that are withdrawn from the world

Helps the hero to see the world objectively

Some are divine beings or demigods



Examples

wizards, Merlin from King Arthur, Utnapishtim, from the Epic of Gilgamesh, Prospero, Virgil from the Divine Comedy, Gandalf from Lord of the Rings, Rupert Giles from Buffy the Vampire Slayer, Morpheus from The Matrix, Yoda from Star Wars, Sam Fathers in Faulkner's The Bear, The Once and Future King.

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