Archetypes

The concept of the archetype relies on the work of three men Carol Jung, Joseph Campbell and Northrup Frye. 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.
Doppelganger
aka, Double, mirror image, evil twin, multiple personality

“The opposition between good and evil is the essence of the double, or doppelgänger, an archetype found in mythology and literature. Good and evil are often personified in mythology as twins” (Garry).

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 comes 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” (Peternel)

“Doubleness is indicated in fictional characters the same way as in mythology and fairy tales. The use of reflection, as in water or a mirror, is common” (Peternel). An example of this is Snow White in her coffin and the evil queen looking in her mirror.

“In German folklore, a doppelganger is a wraith, or apparition, of a living person as distinguished from a ghost. The concept of the existence of a spirit double, an exact but usually invisible replica of every person is an ancient and widespread belief. To meet one’s double is a sign that one’s death is imminent (“Doppelganger”).

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
Classic or from Literature
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)  The Other (Tom Tyron), Invasion of the Body Snatchers, Poe’s William Wilson, Frido and Gallum in Lord of the Rings, Man in the Iron Mask.

Modern
The Hulk, Green Goblin, Atlantean Lara (Lara Croft), Metalhead(Ninja Turtles)
Evil
Female Archetypes

The Mother
aka earth mother, old hag, mother goddess, stepmother

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

The Mother archetype has both positive and negative representations – also known as the loving and terrible mother. They are associated with things and places standing for fertility and fruitfulness (Jung 15). 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. (Jung 16)

Examples

Classic or from Literature
Fairy tales characters such as the stepmothers in fairy tales such as Cinderella, fairy godmothers, Mother Goose, Little Red Riding Hood, Briar Rose, Pocahontas, wicked witch from the Wizard of Oz, Mythology: Persephone, Demeter, Hercate, Gorgon, Medusa Literature: Gladriel from Lord of the Rings, Dorothy from the Wizard of Oz, Dante’s Beatrice, Faulkner’s Light in August, Woolf’s To the Lighthouse

Modern
Movies: the Dad in Mr. Mom, the mother in Flowers in the Attic, Ripley with Newt in Aliens. Elphaba from Wicked, Glinda the Good Witch in Wicked Cruella De Vil

Other Female Archetypes

The Temptress
This woman is one to whom the protagonist is physically attracted to and who ultimately brings about his downfall. “Lured man on till her sensuous beauty had fully captured and weakened him. Is sometimes seen as representing an alien culture or the unknown (Burrows).

Examples: Delilah, Helen of Troy, Circe, Cleopatra

Princess Archetypes

Damsel in Distress
Aka Passive female hero
Definition - a vulnerable woman who needs to be rescued by the hero. She is often used as a trap to ensnare the unsuspecting hero.

Examples: Cinderella, Snow White, Sleeping Beauty

The Female Hero
Aka princess hero, maiden hero
Has the qualities of the male hero - Is individualistic, intellectual, independent
Unhappy with the status quo
Assertive
Pro active
Rejecting of the suitor

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

(Underberger)

The **hero of a fairy tale** achieves a domestic triumph. The hero is usually a simpleton or 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 (Huang).

**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**

**Classic or from Literature**
- 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, Joyce’s Ulysses,

**Modern**
- Super heroes, Neo in The Matrix, James Bond, 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, Mulan, Kyle Reese from the Terminator, King Leonida

**Other Types of Heroes**
There are subdivision of the classic or epic hero such as tragic hero, gothic hero or romantic hero

**Byronic Hero or The Gothic or Tragic**
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 (Snodgrass).

**Characteristics of the Byronic or Gothic Hero**
- Is alienated
- Has a fatal flaw
- Is a rebel
- Has extremes of behavior – can be heartbreaker, predator, or reckless (“Byron”).
- Is an outcast
- Has great appeal, good looks, and charm (“byron”)

“In his total alienation he now actively assumes the tragic fatality which turns natural instinct into unforgivable sin, and he deliberately takes his rebellious stance as an outcast against all accepted notions of the right order of things”

“fatal flow 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” (“Byron”).

**Examples**

**Classic or from Literature**
- 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, The vampires in Anne Rice’s Vampire Chronicles, characters of Shakespeare, Bilboa Baggins from The Hobbit, Dracula, Rick from Casablanca, Hamlet, Frankenstein, Macbeth, Hamlet, Othello, King Lear, Cleopatra

**Modern**

**The Anti Hero** can also be seen as the reluctant hero

“The antihero is a character who lacks the traditional qualities associated with heroes, but must carry out the hero’s task anyway.

**Characteristics of the Anti Hero**
“Can be puzzled, cross, mocking, frustrated, and isolated.
Tries to establish his own personal social codes
Has foolhardy, but attractive personal courage
Always a displaced person in terms of society – doesn’t fit in
Never sees a pattern in life
Idea of freedom is breaking away from what is accepted (the pattern) thus is unpredictable
Has no motive for acting” (Seigneuret)
sullen and resentful, unattractive, fearful, dull-witted, disrespectful, ill-groomed, clumsy, and awkward, or any other combination of characteristics that do not elicit spontaneous admiration(Gajdusek).
The character is called upon to resolve the conflict at the heart of the plot.
An antihero is not doomed to failure nor guaranteed of success” (Gajdusek).

Examples
Classic or from Literature
Thersites, Greek conquering Troy, Jay Gatsby, Willy Loman from Death of a Salesman, Yossarian in Catch 22, Murphy in One Flew Over the Cuckoo’s Nest, Roy Hobbs from the Natural, Frederic Henry A Farwell to Arms, Arthur Dimsdale in The Scarlet Letter, Bigger Thomas in Native Son, characters of Tennessee Williams, Ernest Hemingway, Kurt Vonnegut, Achilles, Hercules
Modern
Tony Soprano, Jack and Sawyer from Lost and Jack Bauer from 24, Hancock, Jack Sparrow
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. “Monsters are nightmare creations that stand in the way of the hero’s progress or plague societies” (“Monsters). 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

Classic or from Literature
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, Smaug the dragon in Beowulf, Washington Irving’s The Legend of Sleepy Hollow, the giant worms in Frank Herbert’s Dune, Grendel, Alex DeLarge in A Clockworks Oranage, Wicked Witch of the West, Jadis (The Lion, Witch and the Wardrobe), Lady MacBeth

Modern
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 Terminator, Godzilla, Patrick Bateman (American Psycho), Scar (The Lion King) Gruela DeVille
The Sage (aka mentor, guide, wise man, soothsayer)

Definition
The sage is a wise or holy figure who guides the hero
Can appear as an oracle, a mentor, guide, teacher, wise old man/woman
Provides gifts to the hero
Role model for the hero’s conscience or good behavior

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

Classic or from Literature
wizards, Merlin from King Arthur, Utnapishtim, from the Epic of Gilgamesh, Prospero, Virgil from the Divine Comedy, Gandalf from Lord of the Rings, Sam Fathers in Faulkner’s The Bear, characters in The Once and Future King, Asian from the Chronicles of Narnia, Jimminy Cricket

Modern
Rupert Giles from Buffy the Vampire Slayer, Morpheus from The Matrix, Yoda from Star Wars, Albus Dumbledore from Harry Potter, Obi Wan-Kenobi, Glinda, the good witch in the Wizard of Oz, Obi Wan Kenobi, Mr. Miagi (Karate Kid)
The Social Outcast

Aka the scapegoat or outcast or cursed

Definition
Banished from a social group for some real or imagined crime or left it voluntarily. Is alienated, the outsider, the criminal

Characteristics
restless traveler – wanderer must go from place to place
Alienated and an outsider and views the world as hostile
Is alone
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. Seem as a threat and must be destroyed. Sometimes, the scapegoat is a member of society and his destruction is brought about because society is not ready for what he has to offer (Burrows). “Scapegoat can also be considered the evil double of the entire tribe from which it is driven. The ills are expelled from the people or the village when they are loaded on the scapegoat” (Peternel). Scapegoats get blamed for everything whether they actually are responsible. such as Snowball in Animal Farm.

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

Characteristics of Scapegoat
human or animal
Assumes the blame for the plight afflicting society and 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
Classic or from Literature
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, Snowball from Animal Farm, Heathcliff in Wuthering Heights, Holden Caufield, Huck Finn, Hester Prynne, Piggy in Lord of the Flies, Cassandra, Monster in Frankenstein, Grendel, Gollum

Modern
William Wallace’s bride in Braveheart, Simba in the Lion King, characters in Easy Rider, Cady Herrin (Mean Girls), Juno (movie), Bella Swan (Twilight), Mumble, Grinch, Shrek

**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 wanders through the world with humor and carelessness rather than fear. Behind the trickster’s laughter and jokes is wisdom of the world (Indick).

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 (Jung, 147).

**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

A manifestation of the Trickster is the **Shadow**
The shadow is the lowest level of consciousness; it is brutal, savage and inferior. In fairy tales and dreams may appear as “a wolf, serpent, lion or whales and represents the ego’s fear of being devoured” (Jung 32).
As villains and enemies they want to destroy or defeat the hero in his/her quest. May not be totally evil and may have some human characteristics

**Examples**

**Classic or from Literature**
In mythology: coyote in Native America literature, spider in African folklore, monkey in Chinese myths and Hermes in Greek mythology, Scheherazade, Wakdjunkaga in
Winnebago myth cycle, Cheshire Cat in Alice in Wonderland, Puck, Pam, the fool or simpleton in fairy tales, Toni Morrison’s Pilate and Tyler Durden in Palahnuik’s The Fight Club

**Modern**

Comic book characters such as the Joker and the Riddler, Mr. Mxyzplk, Bart Simpson, Alien Q from Star Trek Universe, 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 Hekyll and Jekyll.
The Villain

aka Trickster

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

Classic or from Literature
Modred in King Arthur, The witch is C.S. Lewis’ The Lion, The Witch and the Wardrobe, Witche in Snow White, Wicked Witch of the West, villains of Dickens’s novels, Sauron Lord of the Rings, Cat Woman,

Modern
Villains from James Bond such as Dr. No, Oddjob, Goldfinder, Neal Gaiman’s American Gods, Darth Vader from Star Wars, Bluebeard, Gangsters in film, Freddy Krueger,
Works Cited


