

HERO'S STORY ARCHETYPES – From Christopher Vogler, The Writer's Journey

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HERO

Representative of Freudian ego searching for identity or wholeness.

“That personal identity which thinks it is separate from the rest of the group”.

“Heroes are symbols of the soul in transformation, and of the journey each person takes through life.” Who learns (from others) or grows the most during the course of the story.

Perform the decisive act of the story – taking the most risk/responsibility.

MENTOR (Wise Old Man or Woman)

Positive figure who aids or trains the hero. Often inspired by divine wisdom. Represent the Self, the god within us, the connection with all living things. Our conscience.

Teacher or Gift-giving (though these might need to be earned) such as a magic weapon, computer code, etc

THRESHOLD GUARDIAN

From Joseph Campbell – unfamiliar yet strange intimate forces, some of which could be severely threatening. Pop up at narrow and dangerous passages from one stage to the next. Heroes learn to outwit them or join forces with them, absorbing their energy rather than attacking them or being destroyed by them. Successful heroes see Threshold Guardians as allies and gain strength from their obstructions.

HERALD

Issue challenges and announce the coming of significant change – generally in act 1.

Provide motivation and energy – get the story rolling. Could be a force (storm, earthquake, wildcard, phone call)

SHAPESHIFTER

Appear to change constantly from the hero's point of view. Elusive. Catalyst for change – symbol of the psychological urge to transform. Brings doubt and suspense to a story.

Could be femme fatale. The male in the female or the female element in the male conscious. Natural attribute of other archetypes like Mentors and Tricksters.

SHADOW

The energy of the dark side. Home of the suppressed monsters of the inner world. All our dark secrets. Villains, antagonists, enemies. If the Threshold Guardian represents neuroses, Shadow are psychoses that hamper and threaten to destroy us.

Create conflict with Hero – bring out their best to rise to the challenge.

TRICKSTER

Energies of mischief and desire for change. Clowns, Comical sidekicks.

Cut big egos down to size. Point out folly and hypocrisy. Bring about healthy transformation by drawing attention to imbalance or absurdity. Natural enemies of the status quo. Provides perspective if be too serious.

The Hero's JOURNEY

(from The Writer's Journey – Christopher Vogler – page 30)

The pattern of the Hero's Journey is universal, occurring in every culture, in every time. It is as infinitely varied as the human race itself and yet its basic form remains constant.

Such stories are accurate models of the workings of the human mind, true maps of the psyche. They are psychologically valid and emotionally realistic even when they portray fantastic, impossible, or unreal events. This accounts for the universal power of such stories.

The structure should not call attention to itself, not should it be followed too precisely. The order of the stages given here is only one of many possible variations. The stages can be deleted, added to, and drastically shuffled without losing any of their power.

ACT 1 (Departure, Separation)

- Heroes are introduced in the **Ordinary World**, where
- They receive a **Call to Adventure**
- They are reluctant at first or **Refuse the Call**, but
- Are encouraged after **Meeting with the Mentor**
- To **Cross the first Threshold** and enter the special world, where

ACT 2 (Descent, Initiation, Penetration)

- They encounter **Tests, Allies, Enemies**
- They **Approach (to the Inmost Cave)** crossing a second threshold
- Where they endure their **Supreme Ordeal**
- They take possession of their **Reward** and

ACT 3 (Return)

- Are pursued on the **Road Back** to the ordinary world
- They cross the third threshold experience a **Resurrection** and are transformed by the experience
- They **Return with the elixir**, a boon or treasure to benefit the ordinary world.