

ARCHETYPAL SETTING ELEMENTS

- **The Threshold:** a gateway to a new world the hero must enter to change and to grow
- **The Underworld:** the place where the hero encounters fear or death
- **The Wilderness (forest):** the place where rules don't apply, and people and things run wild
- **The River:** the place representing the flow of time
- **The Garden:**
 - The place of harmony with nature, innocence, union, imagination
 - Sometimes the garden can be ruined or poisoned, or the hero has to leave it
- **The Wasteland:**
 - The opposite of the garden
 - The place of loneliness, desolation, despair
 - The place where there is no growth
- **The Desert:** the place of purity, reflection, solitude, the lonely quest for meaning
- **The Crossroads:** the place of suffering and decision
- **The Maze or Labyrinth:**
 - represents a puzzling dilemma or great uncertainty
 - sometimes the search for a monster within yourself
- **The Castle:**
 - the strong place of safety
 - holds the treasure or princess
 - may be bewitched or enchanted
 - may represent home or some other safe place
- **The Tower:** The strong place where evil resides or where the self is locked away from society and fellowship
- **The Winding Stair:** the long and difficult way into the unknown

EXAMPLES IN _____

Remember: not all these settings may appear, while some may appear in more than one form.

- **The Threshold:**
- **The Underworld:**
- **The Wilderness (forest):**
- **The River:**
- **The Garden:**
- **The Wasteland:**
- **The Desert:**
- **The Crossroads:**
- **The Maze or Labyrinth:**
- **The Castle:**
- **The Tower:**
- **The Winding Stair:**

ARCHETYPAL CHARACTERS

- † **The mentor or teacher:**
 - ☞ Teaches the hero
 - ☞ Gives valuable gifts (weapons, food, magic, information)
 - ☞ Is older, wiser, and can serve as the hero's conscience
- † **The Shadow**
 - ☞ Worthy opponent with whom the hero must struggle in a fight to the end
 - ☞ Must be destroyed, neutralized, or brought into society
- † **The Monster or Dragon:**
 - ☞ The hero's dark self
 - ☞ The forces of evil
 - ☞ The scary part of life
- † **The animal companion:**
 - ☞ Represents that side of nature that helps man and is friendly to him
- † **The blind seer:**
 - ☞ Mysterious figure who can see into the nature of life though he or she cannot see physically.
- † **The witch:**
 - ☞ The scary or angry aspect of women
- † **The goddess/old crone / wise woman:**
 - ☞ May represent the frightening knowledge and wisdom of experience and age
- † **The damsel in distress:**
 - ☞ Woman who need to be rescued
- † **The Princess in the tower:**
 - ☞ Women who are unattainable

EXAMPLES IN _____

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- † **The mentor or teacher:**
- † **The Shadow**
- † **The Monster or Dragon:**
- † **The animal companion:**
- † **The blind seer:**
- † **The witch:**
- † **The goddess/old crone / wise woman:**
- † **The damsel in distress:**
- † **The Princess in the tower:**