Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Define archetypes on separate paper

Date \_\_\_\_\_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_ Group # \_\_\_\_\_

Hero’s Journey. King Arthur

|  |  |  |
| --- | --- | --- |
| **Archetype** | **Chara.Situatn.Symb** | **Explanation** |
| The Hero |  |  |
| Call to Adventure |  |  |
| Supernatural Aid |  |  |
| Threshold Guardian |  |  |
| Quest |  |  |
| Threshold to Quest (starting adventure) |  |  |
| Helper/s |  |  |
| Mentor |  |  |
| Challenges/Tasks |  |  |
| Abyss/Fall/Hell |  |  |
| Revelation |  |  |

|  |  |  |
| --- | --- | --- |
| Transformation |  |  |
| Atonement |  |  |
| Returned changed |  |  |
| The Quest to Know Who You Are |  |  |
| The Quest to Find Knowledge |  |  |
| The Quest to Find the Promised Land or to Build a Beautiful City |  |  |
| The Warrior’s Quest to Save the People and Rid the Land of Danger |  |  |
| The Quest to Get Revenge |  |  |
| The Quest for Fame and Fortune |  |  |
| The Fool’s Quest |  |  |
| The Search for Love |  |  |