

Hero/Quest Archetypal Story

Hero/Quest Archetype is an analogy for the never-ending cycle of birth, life, and death. (Joseph Campbell)

Archetype means pattern, so an *archetypal story* is one that follows a pattern.

The HERO/QUEST Archetype typically has five parts (in this order):

For each of the five parts, write an example from *Huck Finn*. Fill in the parts on the back, too.

SEPARATION

INITIATION

BELLY OF THE BEAST

DISCOVERY

RETURN

The following items are common elements which sometimes appear in the hero/quest story.

extended search

supernatural forces

decisive victories (usually triumphing over evil)

acts of selflessness

rescue of the princess (or other helpless person)

call to adventure

wise and helpful guide

into the unknown