

Archetypes in *The Lion, The Witch, and The Wardrobe*

Character/Plot Archetype	Definition	Example	Textual Evidence
Hero	The Hero is a protagonist whose life is a series of well-marked adventures. He leaves the familiar to enter a dangerous and unfamiliar world.		
Anti-Hero	An antihero is a central character of a story, but one who doesn't act like a typical hero. <i>Antiheroes</i> are often a little villainous.	Edmund	He doesn't have a pure heart. He betrayed everyone, but then he destroyed the witch's wand.
Mentor	The Mentor is an older, wiser teacher. He often serves as a father or mother figure.		
Friendly Beast	An animal companion showing that nature is on the side of the hero		
Damsel in Distress	Needs to be saved by the hero		

The Mother Figure	The protective nurturer and gentle provider		
The Temptress/Villain	A woman who uses her power to make others weak		
Scapegoat	A character who takes the blame for pretty much all wrongdoings or bad things that happen, even if it's completely out of anyone's control.		
Magical Animal Helper	Helps the hero on his/her quest.		
Loyal Companions	Characters who accompany the hero on his quest.		
Evil Minions	Helpers of the villain.		
The Quest	A difficult journey towards a goal, often symbolic or allegorical.		
Good Vs. Evil			

Color Symbolism	Red: blood, sacrifice, passion, disorder Green: growth, hope, fertility Blue: highly positive, security, tranquility, spiritual purity Black: darkness, chaos, mystery, the unknown, death, wisdom, evil, melancholy White: light, purity, innocence, timelessness (negatives: death, horror, supernatural) Yellow: enlightenment, wisdom		
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