



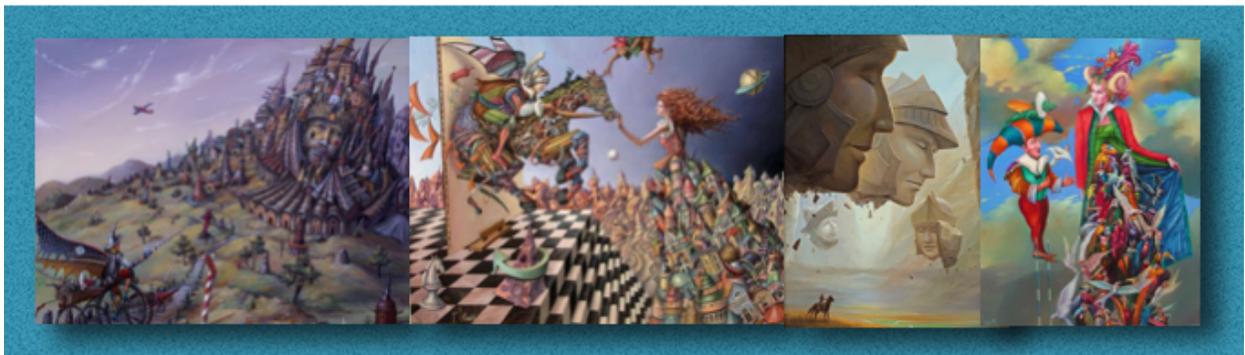
the journey of the self

Through the Archetypal Landscape Part 3

The Return Home

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The Journey of the Self consist of the final four archetypes: *The Ruler, The Magician, The Sage and The Jester*
THESE FOUR ARCHETYPES MEDIATE THE RETURN TO THE KINGDOM.
 In the process they help us learn to express our true selves and transform our lives.
 They take us beyond heroism into freedom and joy.



When the Self is awakened, we know who we are,
 all of the disjointed parts of our psyche come together, and we experience wholeness and integrity.

Our task then depends on finding adequate ways to express ourselves in the world, and in so doing make contributions we alone can make to bring joy to our own lives and help the wasteland bloom.

Carol Pearson in her work, *"Awakening the Heroes Within"* states that the "Self" is the "end point of the individuation process." Her statement isn't wrong, but it could be misleading. Do we ever really reach an "end point?" Self is the essence of paradox, for it is the epitome of our uniqueness, and yet, it connects our Ego to the identity of the community. The many deaths we experience and the change those deaths engender creates a fullness leading to an "entry point into a whole new way of living." Just as epochs and eras are defined with change, so too is the reign of Self. A shedding takes place with each "era" and "epoch" of our life. With each new era we are reinitiated into life and the shedding process, while painful, continues to

be our reward. As Carol relates the story of the Fisher King, we can see a critical aspect of our journey. A wounding, a disconnection from Self, a kingdom that is reflecting an inner state... We close our eyes and "Count to 10," in the lyrical poetry of Tina Dico, "...when I open them again everything will make sense to me then..." This is the metaphorical reincarnation of vision. To go inside of yourself and emerge again with a new perspective.

Carol articulates the path to wholeness as, "painful conflict between our Soul and Ego, our masculine and feminine natures, and our inner mandate and outer responsibilities and limitations," she explains it "creates the suffering that forges and births the Self."

"The greatest paradox of all: that to live we have to die."
 -Parker Palmer

This edition of *INsightOUT* will cover the third set of four archetypes associated with the development of Self. The following descriptions are excerpts from: *Awakening the Heroes Within. Twelve Archetypes to Help us Find Ourselves and Transform our World.*

The Ruler archetype inspires us to take responsibility for our own lives. If the Ruler overcomes the temptation to dominate others, the developed Ruler creates environments that invite in the gifts and perspectives of all concerned. The wise Ruler knows that if they are harsh they will either make an enemy of those they dominate or subdue them and make them a wasted resource thereby draining the kingdom. The Ruler's quest is to create order and structure and hence, an effective society in which the subjects of the kingdom can live productive and happy lives.

Goal	Order
Fear	Chaos
Gift/Virtue	Responsibility, control, sovereignty, savvy

The *Shadow Ruler* insists on their own way and banishes creative elements of the kingdom to gain control. When the Ruler feels a need to control themselves or others they harbor an inability to trust the process. *Shadow Rulers* operate out of a scarcity mentality believing that there is not enough, so *"my gain must be their loss."*

The Magician can be thought of as a Healer. While the power of the Ruler is to create and maintain a prosperous and peaceful kingdom, the power of the Magician is to transform reality by changing consciousness. *Without the Magician who heals the wounded Ruler, the kingdom cannot be transformed.*

Goal	Transformation
Fear	Evil sorcery
Gift/Virtue	Personal power, catalytic, healing

The *Shadow Magician* is an evil sorcerer, diminishing what is good through reductionistic sorcery. The *Shadow Magician* engages in evil sorcery anytime he or she belittle themselves or others, or detracts from options and possibilities, resulting in diminished self-esteem. The shadow Magician is also capable of making themselves and others ill through negativity.

The Sage archetype seeks the truths that will set us free. He or she can help develop wisdom, to see the world and themselves objectively, and to course-correct based on objective analyses of the results of actions and choices. Rulers and Magicians want to control reality, transforming negative circumstances into positive ones. Sages have no need to control or change reality; they just want to understand it. The Sage's path is the journey to find the truth about themselves, their world, and the universe. The Sages highest goal is to obtain wisdom.

Goal	Truth
Fear	Deception
Gift/Virtue	Wisdom, non-attachment, skepticism

The *Shadow Sage* becomes the unfeeling judge who is cold, rational, heartless, dogmatic, often pompous in evaluating us or others.

The Jester archetype urges us and others to enjoy the process of life. The Jester invites everyone out to play, demonstrating how to turn work, interactions with others, and even the most mundane tasks into FUN. The goal of the Jester is perhaps the wisest goal of all, which is just to enjoy life as it is, with all its paradoxes and dilemmas. Jesters have a license to say what others would be hanged for, to puncture the Ruler's Ego when the Ruler is in danger of hubris, and to generally provide balance to the kingdom by breaking rules and thereby allowing an outlet for forbidden insights, behaviors, and feelings.

Goal	Enjoyment
Fear	Non-aliveness
Gift/Virtue	Freedom, humor, in the moment

The *Shadow Jester* is a glutton, sloth, or lecher wholly defined by the lusts and urges of the body without any sense of dignity or self-control.



We will continue with the granular stages of the Heroes Journey in the next issue of *INsightOUT*.

Please contact us if you would like to discover or explore your own personal journey. We will assist as professional guides and allow your own story to emerge. Just text or call us for more information regarding the Heroes Journey: 402-598-8511.

Vigilantly,