

## “Escaping” the Archetypes

We need to create new archetypes.

Some would say that this is impossible, that even a new 'Tier 2' archetype would of necessity have to spring from an existing 'Tier 1' Archetype, for example, If you want to build a Druid archetype, you might need to spring from the 'Green Man of the Forest' archetype, which might spring from the 'Nature archetype' and dotted line over to the Wise man archetype.

I hope you see that all these archetypes are just parts of a large hyperobject, and that ultimately they are all parts of one master archetype, that being the set of properties and interactions between properties that are currently real, or could be real and in the future will be real.

Well, I say FUCK many of those archetypes, they have not served us well.

I mean, I truly believe that say CJ Jung WAS a new Archetype that the world had never seen before, a truly metaphysical psychological analyst, and psychological analyst was a new archetype too.. I suppose it springs from a wise man or wise woman archetype...

Now even if one COULD 'escape the archetypes' (well after all they are primary walls in Plato's cave, many of them)

I do acknowledge that even new Archetypes would have feelers coming off of them bidirectionally like in this picture:

<https://platonicism.com/a-picture-of-reality-awareness-and-monads-in-potentiality/>

Still worth doing.

When you come to realize that you are PURE AWARENESS personally, no more, no less, and that we let the 'noumena' (US) get swallowed up by phenomena WILLINGLY, then we still try to play the victim card, many of us (glaring at Gnosticism here),

Really, AWARENESS itself is beyond ALL archetypes.  
For example you can be fully AWARE, whether  
you are currently living as Plato or the dog catcher  
Or the president of the United States.

That's how you escape the Archetypes.

You play them as full AWARENESS, as its in your nature that you must play, but you are doing it willingly, and even sometimes creating a new game to play (a new archteype).