

# Chapter-By-chapter TL;DR

1. Quests contain 5 things:
  - A person who goes on a quest (AKA a "quester")
  - A place to go
  - A stated reason to go there: typically in the form of someone telling the quester to go somewhere to do something
  - Challenges and trials along the way
  - A real reason to go there AKA what the quester does after failing the original task because they lack self-knowledge(think about Oedipus screwing up which leads him to fulfilling the prophecy)
2. Due to difficulty of writing meal scenes (*there's not many different ways to describe the consumption of pancakes without going into 50 shades territory*), authors only use them if there's a reason behind it.
3. Vampire effect: using what others for personal wants, denying someone else's right to live in the face of our overwhelming demands, and placing our desires(particularly our uglier ones) above the needs of others demonstrate
4. Shorter poems take more time to write, so when you see one in literature, read it extremely carefully
5. Intertextuality: ongoing interaction between poems or stories that enriches meaning and raises awareness to similarities to other texts
6. Authors rework, explore changes or various era attitude continuities, recall parts of an earlier work to highlight features of a newly created one, or draw associations the reader holds to fashion something new and ironically original
7. Resonance test: if something in the text seems to be beyond the scope of the story's or poem's immediate dimensions or if resonates outside of self, probably a biblical allusion
8. Literary canon: most representative or central works in a period or genre. Because authors can't assume a common body of

- Knowledge from their readers, they often go to childhood literature because it often resonates with larger groups due to repetition.
9. Rain, snow, fog: extremely symbolic b/c of lasting effects to characters & setting
  10. B/c violence is one of the most personal & intimate acts b/n humans, can be cultural & societal in implications
  11. Symbolism: doesn't work as well as allegories b/c not reducible to a single statement & don't lay on novel surface to protect other parts of the novel
  12. To have a better understanding of a work, know about social & political situations of time it was written
  13. Remember to stay analytical & don't hold onto any religious beliefs too firmly
  14. Flight: wonder & fascination or freedom where also refers to general burdens that tie us down
  15. When males write about sex, may symbolize: espionage, personal sacrifice, psychological headings, or desire for power over someone else but when females write about sex, typically in a political or liberation setting
  16. Water: typically means Baptism in the literal sense of rebirth (such as surviving a deadly situation), symbolic rebirth (such as born into a new identity of Christ), drowning, or restoration of life (think Noah's Ark)
  17. Geography: physical land features, economics, politics, & history that play in a role of story development. Low terrain suggests "hell" while high terrain suggests "heaven"
  18. Connect the season to archetypes assimilated with that season
  19. Physical imperfections: draws attention & signifies some psychological or thematic point the author wants to make
  20. Blindness: once noted, hints there's more to the story than meets the eye b/c may hint prior repercussions or suggest divine powers
  21. Heart ailments hint an emotional disturbance with the character
  22. Illnesses: metaphorical and imagery dense to connect with time frame and cause reader to compare/contrast disease with modern trending ailments
  23. Avoid a fixed position out of current time frame to enable sympathy w/ story's historical moment that understands the text in its own social, historical, cultural, & personal background

24. Irony: doesn't work for everyone b/c multifocal simultaneousness may not register w/ readers inclined toward univocal utterances