

## Eris' role in the mythological story about the marriage of Peleus and Thetis

This story tells about the encounter of the 5<sup>th</sup> Archetype with the 6<sup>th</sup> Archetype. Eris was not invited to the wedding, because she is the goddess of strife and discord. Her Latin name is **Discordia**. When she found out that the goddesses Hera (Juno), Athena (Pallas) and Aphrodite (Venus) had been invited, she was enraged and decided to go the wedding anyway.

She brought the *golden apple* and hurled it into the banquet with the words “*to the fairest*”. Each of the goddesses wanted the golden apple. Thus, the quarrelling among them began. Therefore, Zeus (Jupiter) chose Paris, a young boy, to give the apple to the goddess who he considered to be the most beautiful. Typically for the goddesses, they tried to sway Paris' judgment by offering him a gift.

Paris had fallen in love with Helene, who had the reputation to be the most beautiful woman on Earth. The love goddess Aphrodite (Venus) of course had promised him Helene if he would choose her and so he did. With Aphrodite's help Paris seduced Helene (who was a queen) and abducted her to Troy, which led to the Trojan War.

Here, we have an invitation to a wedding, a festivity, a golden apple – gold is related to the Sun and Pluto (whoever touches it is consumed by its power and must sell their soul for it) – a young boy (Paris!!!), who is in love and feels honoured to have been entrusted with this task by the highest of the gods plus some vain goddesses, offering gifts. All of this is related to the 5<sup>th</sup> Archetype – moreover, the answer of each goddess to the question who is the fairest was literally “**I AM**”.

The enamoured boy was too young as well as too egoistic to consider the consequences of his decision. He was honoured, instead of being *humble* and *smart*, i.e. “*how can I as a mortal choose among the goddesses?*”

Like a child he went for the prize, not realizing that the question was a no-win question (*bad judgment, lack, failure, erring, mistake*). Had he used *careful analysis* or *objectivity* he would have come to the conclusion that no matter which of the goddesses he'd choose his decision would inevitably insult the others.

That's why *self-criticism* and *self-perfection* are the ultimate goal of the 6<sup>th</sup> Archetype, before we enter the world of others with the 7<sup>th</sup> Archetype, where we work on creating win-win situations or else we will make enemies.

Eris' role in this mythological story is the role of the tester. She wasn't invited, but appeared anyway – indicates that we are dealing here with a *cosmic principle*. **Discord** (6<sup>th</sup> Archetype) is antagonistic as well as confirmative and complementary to **accord** (7<sup>th</sup> Archetype) and **concord** (12<sup>th</sup> Archetype). **Dissonance** (6<sup>th</sup> Archetype) and **resonance** (12<sup>th</sup> Archetype) are two expressions of vibration. **Analysis** and **synthesis** are two complementary mental processes.

Thus, it is in human nature (need/urge) to create discord, discussions, disagreements, disapproval, disharmony, disputes etc. as a way of dialogue and which is based on the ego that provides us with boundaries in order to enable us to individuate (become a Self).

So, Eris has always been there and always will be. As she joined the astronomers during their conference she posed the question "*who of the gods deserves to be a planet?*" We know how that ended. The mortals chose again among the gods.

However, Uranus too has always been present, because he is associated with the cosmic principle of reversal or enantiodromia, corresponding to the need for change. But we made him into a new sky father, a human creator god, who is tuning the sound waves from the Neptunian realm for us.

Therefore, I suggested we could also add another dimension to Eris in the hope to alter the vibration a bit so that we may be able to deal effectively with discord by resolving it, instead of getting consumed by it.

Eris has not only correlations to the 6<sup>th</sup> Archetype – she is also the 10<sup>th</sup> planet.

Note:

Eris is furthermore associated with "healthy competition" in form of "*stirring up even the shiftless to toil, for a man grows eager to work when he considers his neighbour, a rich man who hastens to plough and plant and put his house in good order; and neighbour vies with his neighbour as he hurries after wealth. This Strife is wholesome for men. And potter is angry with potter, and craftsman with craftsman, and beggar is jealous of beggar, and minstrel of minstrel.*" (Hesiod in "Work and Days")

Reference is made to labour, work, order, conscientiousness, craftsmanship etc. – all related to the 6<sup>th</sup> Archetype.

Currently, Eris is positioned at the 21<sup>st</sup> degree of Aries, holding a sextile with Neptune in Aquarius. At the time of the Iraq invasion she was in a partile trine with Pluto.

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