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Character Development in the *Faerie Queene*: Beasts, and Fairytales

When we think of character development, we often see it as when the characters are described by their physical attributes or another character is guiding them along, sort of dragging them into their own development. In the *Faerie Queene* however, Spenser uses different techniques in order to guide the numerous characters in his allegorical epic. The first device he uses is the usage of beasts in the epic, these beasts are the key that shape the characters, the beasts are used as plot devices in order to guide the characters into something more real, with more depth. Each character that faces a beast gains courage, strength, and new personality traits that they did not have before. Another way that the characters are enhanced is by the use of fairytale elements. We have fairytale elements like magic, that shape characters, and this magic also takes form in places too, like the House of Busirane for instance, where there are enchanted trees and gates, and you cannot get in unless someone let you in, just like the famous French fairytale “La Beaute et La Bete.” These fairytale elements show that these characters can develop in many different ways, including through the use of magic.