

Situation Archetypes

Battle of Good and Evil - Good ultimately triumphs

Death and Rebirth - Shows the circle of life

Innate Wisdom vs. Educated Stupidity - A character will have intuition and knowledge that is better than those in charge

The Initiation - A character matures and takes responsibility

The Journey - The hero confronts trials along the way

The Magic Weapon - The hero has the ability to use this to be successful in the quest or to prove he or she is the chosen one

Nature vs. Mechanistic World - This has nature as being good and technology as bad

The Quest - The search for someone or something

The Task - Something that must be done

Coming of Age – Young adult grows through struggle

Setting Archetypes

The Garden - Symbolizes love and fertility

The Forest - Can be a wild place with dangers and beasts. It can also be a place to reconnect with nature.

The River - Water symbolizes life and the river can show life's journey or boundaries.

The Sea - Can be both good and evil, with dangers and treasures. It can also show infinity.

The Island - Symbolizes isolation

The Mountain - Climbing up can represent a spiritual journey.

The Wasteland - A place for cleansing and finding inner strength

The Tower - Represents worship or power

The Small Town - This is where everyone knows everyone and judges them, so it represents intolerance.

Symbolic Archetypes

Light - Hope or renewal

Dark - Despair or ignorance

Water - Birth and life

Haven - Safety

Wilderness - Danger

Fire - Knowledge, rebirth

Ice - Death, ignorance

Black - Evil, mystery

Red - Passion, blood

Green - The earth, growth

White - Purity, peace, innocence

Three - Trinity; mind, body, spirit

Four - Seasons, elements

Square - Stability

Circle - Heaven, perfection, eternity

Spiral - Cosmic motion, growth

Clouds - Mystery

Crescent moon - Change

Lightning - Inspiration

Hourglass - Time passing

Heart - Love

Character Archetypes

The Bully - Intimidates others

The Creature of Nightmare - Threatens the hero's life

The Damsel in Distress - The hero rescues her

The Devil Figure - Tempts the hero

Dreamer - Wants to be something else

The Evil Genius - Seeks revenge and hates all

Friendly Beast - Assists the hero

The Hero - Main character who may fulfill a task or bring justice

The Initiates - Need training to become heroes

Martyr - Willing to die for a cause

Mentors - Train and counsel the initiates

The Outcast - Exiled for a crime and becomes a wanderer

The Star-Crossed Lovers - The pair usually meet tragedy

Survivor - Never gives up and always pulls through

The Temptress - A beautiful woman who seduces the hero

Tyrant - Wants to be in charge

Wizard - Has special powers

There are many different kinds of archetypes; but, they all have one thing in common. They are all models after which other things are patterned.

Located on 181116 at <http://examples.yourdictionary.com/archetype-examples.html>