**Archetype** a character, symbol, or pattern that appears throughout all forms of storytelling. Some archetypes may even transcend cultural differences in stories. Because an archetype speaks to the basic human experience, it communicates meaning and emotion in all forms of literature - from folklore to the classics.

The use of archetypical characters and situations gives a literary work a universal acceptance, as readers identify the characters and situations in their social and cultural context. By using common archetype, the writers attempt to impart realism to their works, as the situations and characters are drawn from the experiences of the world.

**Character Archetypes**:

Hero

Innocent youth

Mentor

Wise old man

mother-figure

temptress

the savior

**Situational Archetypes**:

Journey (quest)

fall from grace

good vs. evil

creation

flood

**Symbolic Archetypes:**

Tree

Water

Sun (rising, setting)

Garden

Desert

Serpent

Colors: red, blue, green, white, black

Since stories communicate truths about who we are (identity) and where we're going (destination), the most common archetypes are: character and symbolism/situation. Let's discuss these through some examples.

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* The term "archetype" has its origins in ancient Greek. The root words are *archein*, which means "original or old"; and *typos*, which means "pattern, model or type"
*

**Joseph Campbell-- Joseph John Campbell** (March 26, 1904 – October 30, 1987) was an American [mythologist](http://en.wikipedia.org/wiki/Mythologist), writer and lecturer, best known for his work in [comparative mythology](http://en.wikipedia.org/wiki/Comparative_mythology) and [comparative religion](http://en.wikipedia.org/wiki/Comparative_religion). His work is vast, covering many aspects of the human experience. His philosophy is often summarized by his phrase: "Follow your bliss.

**Monomyth**

