

Setting Archetypes

- Human-made structures and the natural world represent many subconscious ideas which authors use to suggest ideas.
- The following archetypes may show up in literal form (especially in fairy tales, fantasy books, and mythology) or in figurative form (a man's home is his castle, for example, or a flower shop or produce department might be an implied garden).

Buildings

- Castle: the king's power
- Threshold (gateway): a test or obstacle, a rite of passage, a stage on a journey
- Tower: power, safety, shelter, stability (male)
- Bridge: connection, communication

Water

- In general, water represents opposing ideas of life and death (and rebirth)
- Rivers: journeys, time everlasting
- Ocean: eternity, subconscious

Deserts, Wilderness & Wastelands

- Desert: spiritual quest (has anyone read *Stargirl*?)
- Wilderness: soul-searching, meditation, test
- Wasteland: infertility, impotence, sinfulness, the failure of the ruler(s)

Forests

- old wisdom, being lost, the unconscious

Gardens

- Eden/paradise, innocence, unspoiled beauty

Mazes and Caves (Underground)

- Maze: a journey into ourselves before rejoining the world
- Cave: confronting fears and one's true self