



View every cliché you write as a missed opportunity for creativity.

Clichés should be easy to spot. They're simply expressions and phrases that have been so overused that they bore readers and make us writers lazy.

I've listed 160 of them below, but work at adding your own—because that's where they belong: in a list and not in your novel or nonfiction book.

Sometimes I wonder if there is no limit to the number of clichés that exist.

The key is to remind ourselves of them so they jump out at us when they creep into our work.

I once worked under a newspaper editor who liked to joke, "Avoid clichés like the plague." And, "The most well-worn cliché is well-worn cliché."

## THE DIFFERENCE BETWEEN CLICHÉS AND TROPES

Be careful not to mistake a trope for a cliché. A trope is a convention writers use to convey certain ideas. These can encompass elements such as character archetypes, plot structures, symbols, motifs, and more. Unlike clichés, tropes are not inherently bad, depending on how they're executed.

Examples of tropes include "the hero's journey," "love triangle," "the chosen one," "damsel in distress," and "redemption arc"—common frameworks in countless stories. Tropes become tiresome when overused or poorly executed, leading to predictability or lack of originality.

Clichés on the other hand evidence uncreative writing because they bring nothing new or fresh to the narrative. They can lead to predictability and a lack of engagement for the reader.

Clichés can also refer to situations or character traits that have become so familiar that they no longer provoke genuine emotional responses from readers. While tropes can sometimes become clichés if used too frequently without innovation, not all tropes are inherently clichéd.

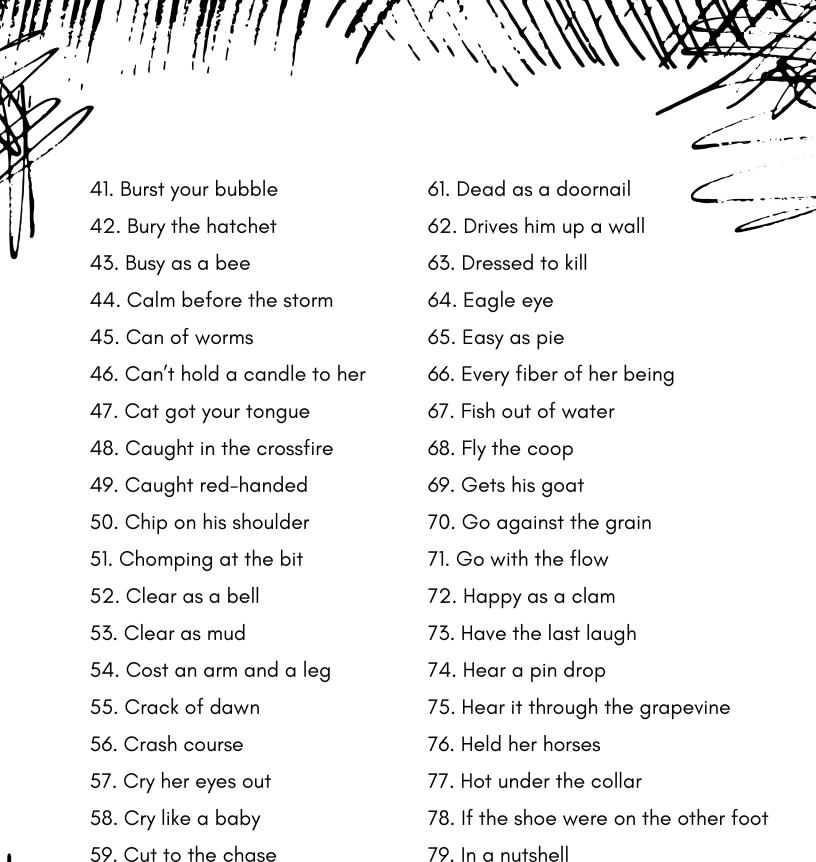
In summary, tropes can be effective when used creatively, while clichés should be avoided.

Naturally, characters might speak in clichés, and including them in dialogue can add realism. But otherwise, when one on this list emerges in your prose, root it out, wax creative, and find a new way to express an old truth.

## LIST OF CLICHES

- 1. At long last
- 2. An uphill battle
- 3. A dark and stormy night
- 4. A pain in the neck (or other places!)
- 5. An ace up his sleeve
- 6. Add insult to injury
- 7. A far cry
- 8. All her eggs in one basket
- 9. As old as time
- 10. Avoid like the plague
- 11. As luck would have it
- 12. Back in the saddle
- 13. Back to the drawing board
- 14. His bark is worse than his bite
- 15. Beat around the bush
- 16. Bend over backwards for her
- 17. Better late than never
- 18. Better safe than sorry
- 19. Big fish in a small pond
- 20. Bite the bullet

- 21. Bite the dust
- 22. Bite the hand that feeds you
- 23. Bitten off more than he can chew
- 24. Black as coal
- 25. Black as pitch
- 26. Blind as a bat
- 27. Blind ambition
- 28. Blind leading the blind
- 29. Blow off steam
- 30. Blood, sweat, and tears
- 31. Boils down to
- 32. Bone to pick
- 33. Bored to tears
- 34. Bored stiff
- 35. Bright and early
- 36. Bull by the horns
- 37. Bull in a china shop
- 38. Burn the midnight oil
- 39. Burning the candle at both ends
- 40. Burning question



79. In a nutshell

80. In hot water

60. Dark before the dawn

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	81. In his element	101. No stone unturned
	82. In the gutter	102. No use crying over spilled milk
	83. In the thick of it	103. Nose to the grindstone
	84. In the nick of time	104. Not written in stone
	85. In this day and age	105. Old as dirt
	86. Joined at the hip	106. Old hat
	87. Keep his chin up	107. On thin ice
	88. Kill two birds with one stone	108. One in a million
	89. Kiss of death	109. Once upon a time
	90. Knock it out of the park	110. Open a can of worms
	91. Know the ropes	111. Out of the frying pan and into the fire
	92. Leaps and bounds	112. Out on a limb
	93. Light as a feather	113. Perfect storm
	94. Lighter than air	114. Pitter patter of little feet
	95. Like clockwork	115. Plain as day
	96. Like taking candy from a baby	116. Play your cards right
	97. Like a kid in a candy store	117. Playing with fire
	98. Make her blood boil	118. Pleased as punch
	99. Moment of truth	119. Plenty of fish in the sea
	100. Never say never	120. Pot calling the kettle black

121. Put the cart before the horse	141. Spilled the beans
122. Put his foot down	142. Stick in the mud
123. Quick as a bunny	143. Strong as an ox
124. Quick as a wink	144. Stubborn as a mule
125. Quick as lightning	145. Sweating bullets
126. Quiet as a mouse	146. Take the bull by the horns
127. Rags to riches	147. Thick as thieves
128. Raining buckets	148. Think outside the box
129. Raining cats and dogs	149. Throw in the towel
130. Red as a beet	150. Touch with a ten-foot pole
131. Rubbed the wrong way	151. Tough as nails
132. Scared stiff	152. Two peas in a pod
133. Scared to death	153. Ugly as sin
134. Sharp as a tack	154. Until the cows come home
135. Sick as a dog	155. Went belly up
136. Since the dawn of time	156. White as a sheet
137. Sigh of relief	157. Whole nine yards
138. Slept like a log	158. Wild goose chase
139. Slept like a baby	159. Work like a dog
140. Slow as molasses	160. Wrong side of the bed

## CLICHÉD PLOT POINTS

My favorite clichés to hate are situational ones that have been done to death (see what I did there?). Avoid such tired, overdone scenes—your readers will thank you!

- Starting your story with your character waking to an alarm clock; this is usually followed by their smacking it to the floor, then walking past a full-length mirror, before which they describe themself.
- Future lovers literally bumping into each other upon first meeting; she drops her groceries or her library books, he apologetically helps her, and love becomes inevitable.
- Beginning a dramatic and evocative scene, only to have the character wake up and realize it was all a dream; if your character has a dream, just say so. Don't try to surprise the reader with that fact.
- A character dying mid-sentence, just as they were about to reveal a secret.
- Beginning a story with "Hello, my name is..."
- A character responding to a question with, "Yes. No. I don't know."
- A character hearing someone screaming and suddenly realizing, "It was me."



- Two characters are traveling, and one asks the other to remind them where they are going and why. People usually don't need to be reminded of these things mid-journey.
- Ending a story with the main character dying for shock value.
- The bad guy has the drop on the good guy and attempts to easily kill him when a shot rings out and the bad guy falls. Someone offscreen we're supposed to have forgotten has saved the day. I still see this in otherwise great movies and novels. Please...
- Having your villain explain his whole plan and backstory to your captive hero. This is usually a convenient way to give the offscreen hero time to get there and "surprise" us by shooting the bad guy just in time.
- The villain or the monster has apparently been killed, but just as the potential victims are celebrating or sighing with relief, he or it surges back to life and attacks again.