THE JOURNEY OF MAGNUS CHASE’S CHARACTER AS MYTHICAL HERO IN THE SWORD OF SUMMER NOVEL BY RICK RIORDAN

Hera Erliani, Singgih Daru Kuncara, Indah Sari Lubis
English Department, Faculty of Cultural Sciences, Mulawarman University
Email: heraerliani10@gmail.com

ABSTRACT
This research focuses on the journey of Magnus Chase’s character as the mythical hero in The Sword of Summer novel by Rick Riordan. This research has two purposes. The first is to identify the stages of Monomyth that appear in the journey of Magnus Chase’s character in The Sword of Summer novel. The second is to identify kind of Mythoi of The Sword of Summer novel. The researcher applied Joseph Campbell’s theory of Monomyth and Northrop Frye’s theory of Mythoi to answer the research questions. There are two results of this research. First, Magnus Chase’s character undergoes fifteen out of seventeen stages that proper with Campbell's Monomyth. These fifteen stages are The Call to Adventure, Refusal of the Call, Supernatural Aid, The Crossing of the First Threshold, The Belly of the Whale, The Road of Trials, The Meeting with the Goddess, Woman as Tempress, Atonement with the Father, Apotheosis, The Ultimate Boon, Refusal of the Return, The Crossing of the Return Threshold, Master of Two World and Freedom to live. Second, the kind of Mythoi of The Sword of Summer novel is The Mythos of Summer: Romance. That is because Magnus Chase undergoes all the phases of The Mythos of Summer: Romance. These phases are the emerge of the hero, the innocent youth of the hero, the completion of an ideal, the theme of maintaining the hero’s integrity, the innocent youth of the hero and the end of the adventure.

Keywords: monomyth, mythoi, hero, mythical hero

ABSTRAK
The Mythos of Summer: Romance. Hal tersebut terjadi karena karakter Magnus Chase mengalami semua fase dari The Mythos of Summer: Romance. Fase-fase ini adalah the emerge of the hero, the innocent youth of the hero, the completion of an ideal, the theme of maintaining the hero’s integrity, the innocent youth of the hero dan the end of the adventure.

Kata Kunci: monomyth, mythoi, pahlawan, pahlawan mitos

A. INTRODUCTION

Over the whole inhabited world, heroes of many kinds have always been present in literature. Their journeys have been retold time and again. Joseph Campbell, an American mythologist argues that all forms of narratives involving the hero’s journey acquire universal structural pattern (Campbell 30). The same thought is expressed by Hourihan, he said that the story of the hero and his quest is always essentially the same and it is ubiquitous, it appears in countless legends, folktales, children’s stories and adult thrillers (Hourihan 2). It means that the stories which involving heroes for over the time have a pattern that has same thing in common or it could be said that they have the same structure. The same structure of hero’s journey is believed by many scholars as archetype. One of the prominent researchers who had studied about archetype and hero’s journey is Joseph Campbell. He believes that all stories are fundamentally the same story that they all have similar kind of basic phases in the journeys of their main heroes. Campbell calls this basic phases of hero’s journey as Monomyth (Campbell 28). The atmosphere of hero’s journey is also experienced by Magnus Chase, the hero in The Sword of Summer novel by Rick Riordan. The novel tells a story about Magnus Chase as a 16-year-old homeless and orphan boy. After his mother's death, he lives on the street in Boston. He always tries to survive and run away from the cops and social workers. Until one day, a man tells him a strange secret that he is a son of god. After his death and arrival in the Norse afterlife, Magnus finds that he is the son of Norse God named Frey. Magnus then has to face a Norse mythological creature that wants to end the world. Since The Sword of Summer novel was written based on Mythology, the researcher also aims to find the kind of myth of the novel by using the theory of Mythoi by Northrop Frye. In the third essay of his book, Frye shares his idea about Mythoi. Frye argues that all literary works are derived from four mythoi; The Mythos of Spring: Comedy, The Mythos of Summer: Romance, The Mythos of Autumn: Tragedy and The Mythos of Winter: Irony/Satire.

Based on the background above, the aims of this study are (1) To identify the stages of Monomyth that appear in the journey of Magnus Chase’s character in The Sword of Summer novel and (2) To identify kind of Mythoi of The Sword of Summer novel.

B. THEORETICAL FRAMEWORK

Monomyth or also known as the Hero’s journey is a concept that was popularized by Joseph Campbell in his book entitled The Hero with a Thousand Faces that was first published in 1949. Monomyth itself can be classified into seventeen stages. These stages are The Call to Adventure, Refusal of the Call, Supernatural Aid, The Crossing of the First Threshold, The Belly of the Whale, The Road of Trials, The Meeting with the Goddess, Woman as Tempress, Atonement with the Father, Apotheosis, The Ultimate Boon, Refusal of the Return, The Magic Flight, Rescue from Without, The Crossing of the Return
Threshold, Master of Two World and Freedom to live. Campbell then classified the seventeen stages of Monomyth into three primary categories: Departure, Initiation and Return. These seventeen stages are adjustable and flexible pattern that almost all hero's myths and folklores follow (Vogler 4). Campbell found that myth, folklore, legend and religion from around the world are basically have these sections.

Mythoi is a concept that was introduced by Herman Northrop Frye in his book entitled Anatomy of Criticism (1957). The third essay of his book entitled Archetypal Criticism: A Theory of Myths deals with a quest that relates to the kind of myth through some particular characteristics. Frye argues that all literary works are divided into four narrative pregeneric element which he calls as Mythoi or generic plots (Frye 162). Mythoi or Mythos is taken from the Greek word which means “Myth”. The four Mythoi consists of The Mythos of Spring: Comedy, The Mythos of Summer: Romance, The Mythos of Autumn: Tragedy and The Mythos of Winter: Irony/Satire. Furthermore, in each mythos, there are six phases which describe how the plot works on the mythos.

C. RESEARCH METHOD

1. Research Design
This research is a qualitative research by using library research. Library research is a method which is conducted in the library to get information about the object of research through some books (Semi 8). By using this method, the researcher obtains the data and information through some written sources, such as books, journals, and thesis. This study deals with descriptive way to analyze the data. The aims of descriptive method is to examine a phenomenon that occurs at the specific place and time (Lans 1). It means that by using descriptive method, the researcher is able to describe what is happening on the novel and examine the hero’s journey.

2. Research Instrument
The key instrument in this research is the researcher herself. As the key instrument, the researcher uses her own critical assessment to analyze the data and answer the research questions. The researcher does the observation, collection, analysis, identification and classification the data directly.

3. Data and Data Source
The data source of this research is The Sword of Summer novel by Rick Riordan. Data in this research are words, sentences, paragraphs and dialogues that contain the description of the hero's journey of Magnus Chase’s character.

4. Data Collection
In collecting the data, the researcher does some steps. First, the researcher reads The Sword of Summer novel repeatedly to gain deep understanding about the story of the novel. After that, the researcher writes notes to gain a clear description about Magnus Chase's journey, as the object of the analysis. The last step is the researcher selects and picks the data which are related with the research questions.
5. Data analysis

Data analysis is done through some steps. First, the data that are gained from novel The Sword of Summer is classified based on the stages of Monomyth by Joseph Campbell. Then, the researcher analyzes the connection between the data and the stages of Monomyth. After the description of Magnus Chase’s journey is obtained through the previous analysis, the researcher matches the description of hero’s journey with the phases of Mythoi. Then, the researcher determines which mythos The Sword of Summer belongs to. The last step is the researcher makes the conclusion.

D. FINDINGS AND DISCUSSION

There are three sections of Monomyth; Departure, Initiation and Return. Magnus Chase is the hero who experienced his journey with three sections of Monomyth. It happens due to the notion that those three sections signify the main stages of hero’s journey. Magnus undergoes 15 stages of hero’s journey that proper with Campbell's concept. It means that there are two stages that disappear from Magnus’s journey. These stages are The Magic Flight and Rescue from Without. The Magic Fight is the stage which occurs if the hero obtains his reward by force or stealing from the owner (Campbell 182). In the Sword of Summer novel, Magnus did not get his reward by force or stealing. He was blessed with a reward because of his deeds. Magnus’s reward was the Sword of Summer which Magnus gained from his father, the God Frey. Frey gave Magnus the sword because he believed by using the sword Magnus was able to protect the Nine Worlds. Thus, the Magic flight stage disappears from Magnus’s journey. Furthermore, Rescue from Without is the stage which occurs if the hero was too weak and hurt because of fighting with the owner of the reward (Campbell 192). Since the researcher found that the God Frey, the owner of the Sword of Summer gave Magnus his sword voluntarily, it signifies that Rescue from Without also disappears from Magnus’s journey.

By analyzing the journey of Magnus Chase's character, the researcher found that only the phases of The Mythos of Summer: Romance that work for the novel. Magnus as the hero experiences all the phases of the mythos. The most interesting finding is that the researcher also discovered that the phases of Mythos of Summer: Romance are similar to the stages of Monomyth. The first similar stages are the Belly of Whale stage of Monomyth and the Emerge of the Hero stage of the Mythos of Summer: Romance. The second similar stages are the Supernatural Mentor and the Youthful Companions. The third similar stages are the Road of Trials and the Completion of an Ideal. The last similar stages are freedom to live and the end of the story. The similar stages between Monomyth and The Mythos of Summer: Romance that the researcher discovered happen because Frye and Campbell hold the same fundamental of this research; means they have the same principle where ‘Archetype’ is the primary background in analyzing hero’s journey. Both Campbell and Frye defined the archetype as an image which recurs often enough in literature to be recognizable as an element of one’s literary experience as a whole. Therefore, the stages that exist in Monomyth also appear in the Mythos of Summer: Romance.

E. CONCLUSIONS

Based on the findings and discussion, there are two conclusions that can be drawn related to the research questions. First, Magnus Chase’s character completed all the sections of Monomyth; Departure, Initiation, Return throughout his journey. Magnus
undergoes fifteen out of seventeen stages that proper with Campbell’s Monomyth. These fifteen stages are The Call to Adventure, Refusal of the Call, Supernatural Aid, The Crossing of the First Threshold, The Belly of the Whale, The Road of Trials, The Meeting with the Goddess, Woman as Tempress, Atonement with the Father, Apotheosis, The Ultimate Boon, Refusal of the Return, The Crossing of the Return Threshold, Master of Two World and Freedom to live. Second, based on the previous analysis, the researcher concludes that the kind of Mythoi of The Sword of Summer novel is The Mythos of Summer: Romance. That is because Magnus undergoes all the phases of The Mythos of Summer: Romance. These phases are the emerge of the hero, the innocent youth of the hero, the completion of an ideal, the theme of maintaining the hero’s integrity, the innocent youth of the hero and the end of the adventure.

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