



**AN ANALYSIS ON THE MONOMYTH THROUGH RICK RIORDAN'S  
*PERCY JACKSON: THE LIGHTNING THIEF***

**THESIS**

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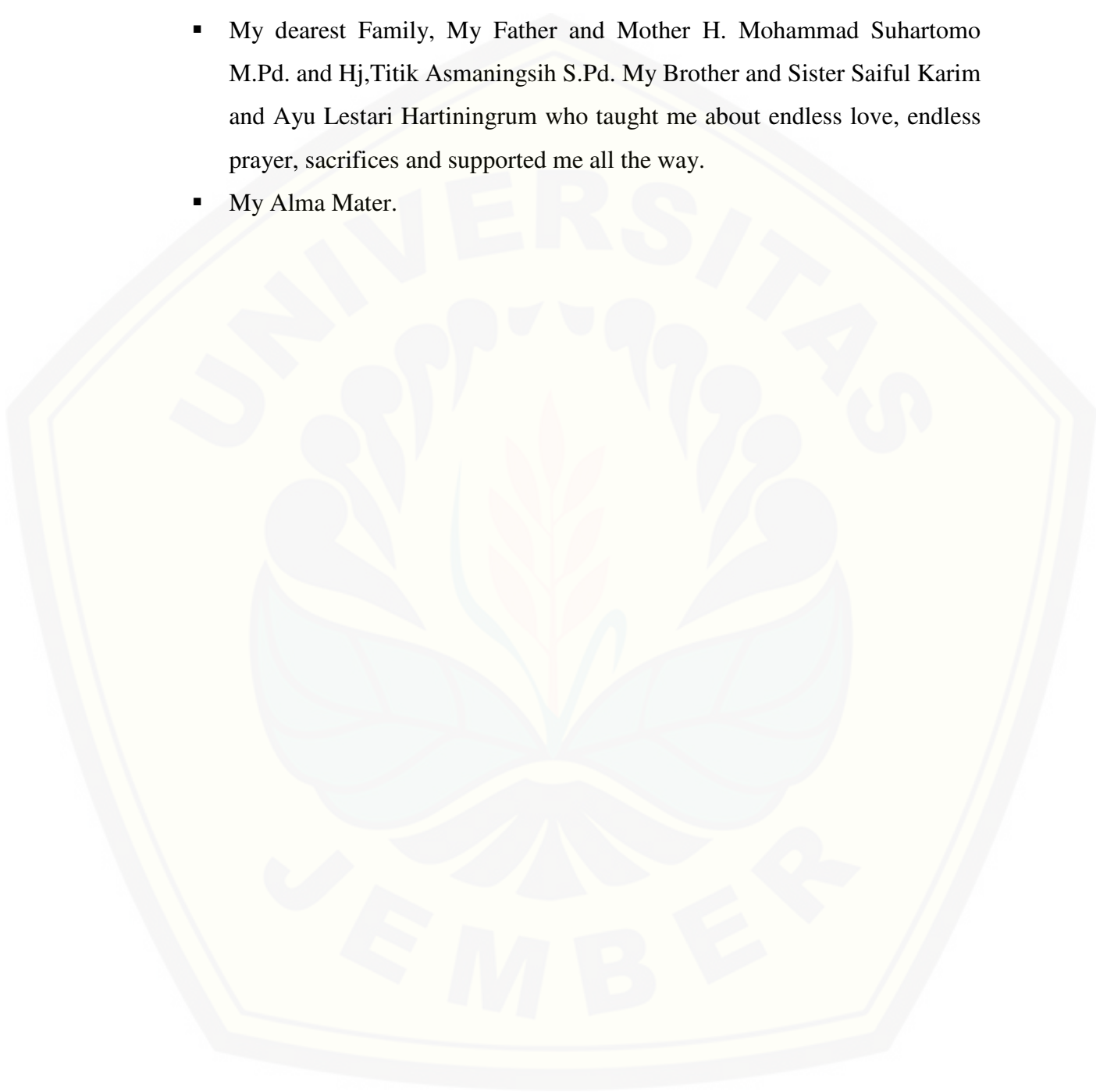
**ENGLISH DEPARTMENT  
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JEMBER UNIVERSITY**

**2015**

## DEDICATION

**This thesis is dedicated to:**

- My dearest Family, My Father and Mother H. Mohammad Suhartomo M.Pd. and Hj, Titik Asmaningsih S.Pd. My Brother and Sister Saiful Karim and Ayu Lestari Hartiningrum who taught me about endless love, endless prayer, sacrifices and supported me all the way.
- My Alma Mater.



**MOTTO**

“The cave you fear to enter holds the treasure you seek”

(Joseph Campbell)



**DECLARATION PAGE**

I hereby state that the thesis entitled “*An Analysis on The Monomyth Through Rick Riordan’s Percy Jackson: The Lightning Thief*” is an original piece of writing. I declare that the analysis and the result described in this thesis have never been submitted for any degree or any publications.

I certify to the best of my knowledge that all sources used any help received in the preparation of this thesis have been acknowledged.

Jember, Mei 1<sup>st</sup>, 2015

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Jember, 24<sup>th</sup> February 2015

**Mohammad Sugeng Rahman Hakim**

**SUMMARY**

**“An Analysis on The Monomyth Through Rick Riordan’s *Percy Jackson: the Lightning Thief*”. Mohammad Sugeng Rahman Hakim, 100110101134; 2010; Literature Majors, Faculty of Letters, University of Jember.**

*Percy Jackson: the Lightning Thief* is the first book of *Percy Jackson and the Olympians* serial novel written by Rick Riordan. In this novel, Rick Riordan shares his fantasy world about Greek mythologies but in modern ways. Since the story is born based on the hero of the ancient myth stories like *Hercules* and *Perseus*, many sources of Greek mythologies patterns are used in *Percy Jackson: the Lightning Thief*. This thesis discusses the journey patterns of the main character, Percy Jackson. In his journey, the researcher discovers that the story has similar reenactments of common pattern with the heroes of the ancient myth through the patterns order of how Percy’s journey is told. By using the theory of Monomyth (the Hero’s Journey) by Joseph Campbell *the Heroes with Thousand Faces*, this study aims to find out how the reenactment of common patterns of Monomyth applied through Rick Riordan’s *Percy Jackson: the Lightning Thief*.

This is a narrative research carried out qualitatively supported by secondary data analysis. The primary data are collected from the statements through *Percy Jackson: the Lightning Thief*. For depth analysis, the secondary data are collected from references such as the previous researches and internet sources. The first previous research is *Archetype of the Hero's Journey in Odyssey* by Mohammad Taheri and Ronak Jalaly M.A. The second is *Heroes of Middle-Earth: J. Campbell’s Monomyth in J.R.R. Tolkien’s the Lord of the Rings* written by Tutta Kesti.

The results of the research showed that Rick Riordan consciously or unconsciously uses the Joseph Campbell Hero’s Journey theory on his *Percy Jackson: the Lightning Thief*. It was proved by how the Separation - Initiation – Return of Monomyth is applied in his book and also how the archetype

characteristics of the Hero's Journey is clearly shown in this story. It shows that Percy as the Hero of the story meets herald when he is accused as the thief of Zeus master bolt in his ordinary world or Separation stages of the Hero's journey. Helped by mentor and allies through his journey, Percy has slain many Greek creatures during his road of trials, and he manages to conquer his fear of decision to save the world or his mother on Initiation stages. During the Return stages he faces Luke Castellan the Shadow that reveals himself as the thief of the Zeus master bolt and Hades Helm of Darkness. Percy manages to survive from the betrayer. And in the end Percy manages to return and stays with his beloved mother in his ordinary world.

Keywords : Hero, Mythology, Monomyth,



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## CHAPTER 1. INTRODUCTION

In the first chapter, an overview of the whole thesis is provided in order to give a comprehensible description about the topic being discussed. The subject matter is about the hero's journey of Percy Jackson as the main character in *Percy Jackson: The Lightning Thief*. Therefore, it is necessary to provide an introduction consisting of the background of the study, research topic, research problems, research questions, and the goals of the study. Each of which will be presented as follows.

### 1.1 Background of The Study

Fantasy fiction is an imaginative work which has the responsibility of creativity in creating a literary work. Every fantasy fiction has its own heroes. Those heroes exist in that world are often considered as an ordinary or odd people by the other. The Heroes Journey is about growth and passage. The journey requires a separation from the comfortable, known world, and an initiation into a new level of awareness, skill, and responsibility, and then a return home said Joseph Campbell in his theory of Monomyth (1949:28).

In the serial novel of *Percy Jackson and the Olympians*, it is the first book entitled *Percy Jackson: The Lightning Thief* written by Rick Riordan. He wants to share his fantasy world about Greek mythologies which in Percy as the hero of his world. The book of *Percy Jackson: The Lightning Thief* was adapted into a graphic and a motion picture novel in 2010.

Rick Riordan is the award-winning, bestselling author of the *Percy Jackson and the Olympians*. For Rick Riordan (<http://www.hypable.com/rick-riordan-percy-jacksons-greek-gods-interview/>), Percy has Riordan's sense of humor. Like Percy in the novel, Riordan was not always a good student on school. The characteristic of Percy is also based on many Riordan's students he taught before and partly on his son's own struggle with ADHD/dyslexia.

This thesis discusses the journey of the main character, Percy Jackson. In his journey, he discovers a world bigger than he has ever imagined, but he

immediately hands a quest to redeem himself from a crime he has never committed. He has a relationship to other gods, or other gods call him by family names. Hades is repeatedly called Percy's uncle, Poseidon refers to Zeus as Percy's uncle, and Ares calls Percy his cousin.

Percy Jackson is helped by his friends, a satyr (a half donkey and half man) called Grover and a daughter of Athena, Annabeth. Percy must journey across the United States to catch a thief who has stolen the original weapon of mass destruction – Zeus' master bolt. Along the way, he must face a host of mythological enemies determined to stop him. Most of all, he must come to a relation with a father he has never known, and an Oracle that has warned him of betrayal by a friend.

I am interested in analyzing Rick Jordan's novel, *Percy Jackson: The Lightning Thief*, because it offers the famous patterns of hero's journey which are similar with the other great story like *Star Wars*, *Harry Potter*, *Hunger Games*, *Lord of The Ring*, *Matrix* etc. Archetype in this thesis is reflected through how the author consciously or unconsciously writes the similar patterns of the hero's journey. Riordan is able to develop a modern wonderful journey based on the Olympians or the old Greek gods and creatures in his novels, which have similar patterns of journeys with the other stories of the ancient myth heroes like *Perseus* and *Hercules*.

According to the explanations above, in order to study the patterns of famous hero's journey, this thesis entitled "An Analysis on the Monomyth through Rick Riordan's *Percy Jackson: The Lightning Thief*."

## **1.2 Research Topic**

Most of ancient heroic stories we know are reenactments of a common pattern. More recently it has become clear that all literature is made up of repeated images and motives that are known as archetypes. An archetype is a kind of symbol, character type, or plot pattern that has ever recurred throughout literature. The research topic in this thesis as the writer explained before is about the reenactments of a common pattern through the journey of the hero in *Percy*

*Jackson: The Lightning Thief*. This research studies about the pattern and meaning of hero itself.

### **1.3 Research problems**

*Percy Jackson: The Lightning Thief* is one of the Percy series that are famous like the stories of *Harry Potter*, *Hunger Games*, etc. They have a similarity where the reenactments of common pattern occur in their journey. Their journey separates their life from the ordinary world to the unfamiliar special world for their quests, and then back to their home with an upgrade on their life. Those patterns also have a similarity with the journeys of hero of the ancient myth (e.g. Perseus, Hercules, etc). The writer is interested in how the authors of those famous stories consciously or unconsciously wrote the similar patterns of their heroes. This study will be related to any hero's fantasy fiction of literatures.

### **1.4 Research Questions**

Research question is used because this research used qualitative research as the type of research. There are two main questions will be showed in this research. In relation to the statement of research problem in number three, the research questions are:

1. What are the recurring patterns of human behavior symbolized by characters in *Percy Jackson: The Lightning Thief*?
2. How does the Monomyth theory occur to Percy's journey

### **1.5 The Goals of The Study**

The thesis is written with two main purposes. The first aim of this study is to find out the journey's pattern of the first main character Percy as the hero in Riordan *Percy Jackson: The Lightning Thief*. This study is hoped to give the readers a knowledge of Hero's Journey and can make a good story with the plot pattern of famous hero's stories as reflected in the *Percy Jackson: The Lightning thief* novel. The second is to find out the archetypes characteristics behind the hero's journey through Rick Riordan *Percy Jackson: The Lightning thief* novel.

## CHAPTER 2. LITERATURE REVIEW

The second chapter serves the literature review which consists of the previous researches and the explanation of the theory used for the thesis. Blaxter et.al (2010:121) state that the main functions of literature review are to discuss relevant research carried out on the same topic or similar topic, and to provide a conceptual and theoretical context in which suitable with the topic. Tyson (2006:2) also states that a theory has an important role as a tool and requirement before it is tested and provided in research. It is clear that the previous researches and a theory are essential in the process of making a thesis.

### 2.1 The Previous Research

The previous research gives contribution to fill the information needed that has a connection with this research. This thesis gets some contributions from two previous researches in form of journal and thesis. By using the same Heroes Journey theory by Joseph Campbell, the first journal is written by PhD. Mohammad Taheri and Ronak Jalaly M.A student of Department of Persian Language and Literature, Bu-Ali Sina University, Hamedan, Iran *The Archetype Of The Hero's Journey In Odyssey*. The second previous researches is written by Tutta Kesti (2007) Department of Languages in University of Jyvaskyla *Heroes of Middle-Earth: J. Campbell's Monomyth in J.R.R. Tolkien's The Lord of the Rings (LOTR) (1954-1955)*.

Taheri and Jalaly write that *The Odyssey* is a classic representation of an epic in literature. With that understand, it is no surprise that the main character of the story helps to define an epic hero. A character must express certain virtues to be considered such. Strength, courage, and nobility are almost prerequisites. Cleverness is an added bonus. Odysseus possesses many characteristics and virtues that make him a true representation of an epic hero. The Hero's Journey is never an easy one. This particular journey, as detailed in Homer's *The Odyssey*, is one of struggle, loss, heartache, pain, growth and triumph. It is comprised of many steps that Odysseus has to overcome and battle through in order to achieve his

final goal of reaching his home and his loved ones, from the Call to Adventure to the Freedom or Gift of living.

Their research helps this study to understand more about the stages of the hero's journey, and the archetype. *The 'Odyssey'* itself is a form of archetype, an epic journey with various conventions, the crossing of water, obstacles, supernatural elements. As for specific the recurring patterns of human behavior are symbolized by characters in *the odyssey*, it's best to simply consider it as archetypes characteristic. Most, if not all of the characters in the *Odyssey* follow an archetype, for example Odysseus himself, the gallant and intelligent hero, Athena as the mentor, and Poseidon as the antagonist or shadow.

In Tutta Kesti thesis, what she is interested to test in *LOTR* is; do other heroes have a Hero's Journey as well or does the hero have to be the main character? The other characters in *LOTR* are also great heroes even though the story does not concentrate on their journey to the same extent as Frodo's as the first main character. In addition to show her analysis for Frodo's Hero's Journey, she also investigates the heroes journey of some side characters in *LOTR*. She has chosen four side characters for her thesis: Aragorn, Sam, Eowyn and Gandalf. They are the characters who played quite big parts in the *LOTR*. She follows the three phases of the Hero's Journey theory of Joseph Campbell in *The Hero with a Thousand Faces* - Departure, Initiation and Return – and she describes in more detail the different stages that typically go through on all of those heroes.

The writer is interested in what Kesti discussed in their thesis. Her thesis gives a view that every character both the main character and the supportive character have their own journey. As the writer explain, before, Kesti looked at how the heroes journey of supporting characters beside the main character of *LOTR*, but the journeys of the other characters besides the main character mostly were not completely served in the story. The author usually just focused on explaining a few characters in his novel as the main characters of the story. This study entitled an analysis of the Monomyth in Rick Riordan: *Percy Jackson the Lightning Thief*. It just focused on the journeys of the Percy as the first main character or as the hero of the story.

## 2.2 The Monomyth theory by Joseph Campbell

Joseph Campbell was a student of the Swiss psychologist Carl Jung, and the ideas in *The Hero with a Thousand Faces* are often described as Jungian. The book is based on Jung's idea of the "Archetypes" constantly repeating characters who occur in the dreams of all people and the myths of all cultures. Joseph Campbell states about Monomyth in *The Hero With a Thousand Faces* that:

“A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man.” (Joseph Campbell, 1949:28)

A hero is someone who has given his or her life to something bigger than oneself. His journey is about growth and passage. The journey requires a separation from the comfortable zone, known world, and an initiation into a new level of awareness, skill, and responsibility, and then a return home. Each stage of the journey must be passed successfully if the initiation is to become a hero. If the hero refuses and turns back at any stage, he rejects the need to grow and mature of his own life.

There are three major phases to great stories in mythology, based on Joseph Campbell's work and documented in *The Hero with a Thousand Faces*. These phases are Separation, Initiation and Return.

### 2.2.1 The Separation

The hero begins his journey in the everyday world surrounded by familiar things. It is the 'Common World' to him, his society is a society that has nurtured and raised him. There comes a time, however, when the hero will leave his everyday world. A herald enters and brings the hero a 'Call to Adventure'. The hero may feel that he has outgrown the old ways, feeling restless, voluntarily enters the portal into another world. In myths this unknown place is represented as a dark forest, an underground kingdom, a mountain top, etc. Sometimes the unknown place into which the hero travels is literally a distant land.



The hero may sometimes reluctantly, cautiously enter into the strange new world. The strange world is both a place of treasures and troubles. Sometimes the hero 'Refuses the call' because of fear of the unknown. The troubles in the strange place, at this point for the hero, outweigh the treasures. Anxiety and uncertainty raise his ugly heads. The hero feels comfortable in his everyday world and is unwilling or perhaps unable to cut the connection to his mother-land.

"Often in actual life, and not infrequently in the myths and popular tales, we encounter the dull case of the call unanswered ; for it is always possible to turn the ear to other interests. Refusal of the summons converts the adventure into its negative."(1949:54).

According to Campbell, now is the time to 'Meet the Mentor'. mentor, visit the hero and give a supernatural aid. The mentor helps the hero get past his fears. The mentor builds confidence and gives guidance. The mentor may be one of who has been down the hero-path in the past and now offers wisdom from that experience. The mentor "provides the adventurer with amulets against the dragon forces he is about to pass"(1949:63). For example, in the modern day myth, in the *Harry Potter series*, Dumbledore served as Harry Potter's mentor.

Typically in myth, the mentor takes the hero only so far. The mentor provides the amulets or magical items, but then he steps back to let the hero 'Cross the First Threshold' on his own. The hero must face the unknown world on his own. At the threshold gates the adventurer meets the threshold guardians. The threshold guardians protect the passage and the hero must somehow encounters the monsters to enter the alien world. "With the personifications of his destiny to guide and aid him, the hero goes forward in his adventure until he comes to the [threshold guardian] at the entrance to the zone of magnified power" (1948:71).

## 2.2.2 The Initiation

"Beyond the threshold, then, the hero journeys through a world of unfamiliar yet strangely intimate forces, some of which severely threaten him (tests) some of which give magical aid (helpers)" (1949:89). The hero now heads down the 'Road of Trials' and faces many tests, but he does not always face them

alone. Helpers are found along the roads that teach the hero the ways of the new world. For example in myth story, Hercules did not have to face his 12 labors alone, Hermes and Athena served as his helpers with magical aid.

At the end of the road of trials is what Campbell calls the 'Supreme Ordeal'. In myths the supreme ordeal comes in a few standard forms, but "intrinsically [the supreme ordeal] is an expansion of consciousness" for the hero (1949:228). In some myths the supreme ordeal is symbolized as a sacred marriage of the hero to the goddess-mother, or as the hero finding atonement with the father-creator, or as the hero becoming god-like, or lastly simply as the hero taking a prize from the gods.

What is common to these four versions of the supreme ordeal is the transformation of consciousness for the hero. The hero gains enlightenment through her actions. He is transformed. He is initiated into a new realm. The initiation, however, is not easy.

"The agony of breaking through personal limitations is the agony of spiritual growth.... finally, the mind breaks the bounding sphere of the cosmos to a realization transcending all experiences of form - all symbolization, all divinities: a realization of the ineluctable void." (1949:176)

The hero is reborn. He has gained 'The Ultimate Boon'. The ultimate Boon is the benefit, favor, or blessing that is bestowed on the hero figure. There is a drive for the hero to share the boon with human kind, whether it is an elixir of immortality, true love, perfect knowledge, or the meaning of life.

### **2.2.3 The Return**

Now with the boon in hand or in the hero's mind, the hero contemplates the return.

"the labor of bringing the runes (words) of wisdom, the Golden Fleece, or his sleeping princess, back into the kingdom of humanity, where the boon may rebound to the renewing of the community, the nation, the planet, or the ten thousand worlds" (1949:179).

The return is a challenge. Why the hero must return? In some cases, the hero does not wish to flee the newfound world. This is his 'Refusal of the Return'.

"For the bliss of the deep abode is not lightly abandoned in favor of the self-scattering of the wakened state" (1949:192). Her new found world is far more attractive than the old. And what if he does not return? What good would his return have? Who would listen to her stories and share of her boon? "Even the Buddha, after his triumph, doubted whether the message of the realization could be communicated..."(1949:179).

Why attempt to make reasonable, or even interesting, to men and women consumed with passion, the experience of transcendental bliss? As dreams that were momentous by night may seem simply silly in the light of day, so the poet and the prophet can discover themselves playing the idiot before a jury of sober eyes. "The easy thing is to commit the whole community to the devil and retire again into the heavenly rock-dwelling, close the door, and make it fast" (1949:204). It may be difficult for hero, however, he must return to complete the cycle. Even if he does not want to return, his old world calls him home.

As the hero 'crosses the return threshold', returning from the "yonder zone" he eventually comes to the realization that :

"The two kingdoms are actually one. The realm of the gods is a forgotten dimension of the world we know... The values and distinctions that in normal life seem important disappear with the terrifying assimilation of the self into what formerly was only otherness." (1949:201)

The narrative now brings the hero full cycle of his adventure (ordinary world, special world and back to ordinary world). It is his destiny to depart from the mystical world he has discovered, and return to the banalities of life with his bounty. Symbolically, through this adventure, the hero has lost his life (self or ego), but by grace it is returned. The hero's task now is to share his enlightenment.

"Render back into light-world language the speech-defying pronouncements of the dark? How represent on a two-dimensional surface a three-dimensional form...? How translate into terms of "yes" and "no" revelations that shatter into meaninglessness every attempt to define the pairs of opposites? How communicate to people who insist on the exclusive evidence of their senses the message of the all-generating void?" (1949:202)

Crossing the return threshold is also not an easy task. The hero must resolve the two worlds – divine and human; known and unknown; yin and yang. Sometimes the hero returns and his world do not want what he brings. His old community finds it difficult to use what he brought back. He encounters many incapable of comprehending beyond their physical world. Apart from difficulties of the hero sharing his boon with his world, the hero recognizes that he can pass and walk in both worlds freely after crossing the final threshold, "Freedom to pass back and forth across the world division ... [and] not contaminating the principles of the one with those of the other, yet permitting the mind to know the one by virtue of the other- is the talent of the master." (1949:212). He is a 'Master of the Two Worlds'

## CHAPTER 3. RESEARCH METHODOLOGY

According to Blaxter et.al (2010:54) “The term method can be understood to relate principally to the tools of data collection or analysis: techniques such as questionnaires and interviews”. Method is very important in every research. Research is an investigation in order to discover the new fact and get additional information. It is an observation guiding the development and the result of the research. Therefore, research methodology is applied to get an objective result in this thesis. These subchapters deal with the procedure of the research. It includes type of research, type of data, data collection and also the method of analysis. Each of those subchapters will be described below.

### 3.1 Type of Research

Type of research of this study is qualitative research and the data are in the form of sentences or words. As stated by Djajasudarma (1993: 10) the research of qualitative methodology is a procedure which to result the descriptive data that in a form written or oral language of society. In this research, the data used are narrative.

Library research is also conducted in this study. “The library research is a simple and effective strategy for finding information for your research paper and documenting the sources you find” Based on Cornell (<http://guides.library.cornell.edu/c.php?g=32323&p=203722>). It means that the data and other information are taken from books. Books are very helpful as the data resources to expand the theoretical review and problems that will be analyzed. Besides, the internet research is also provided to support this study through browsing some related articles and journals. This research method is employed in this thesis to analyze the data from the novel *Percy Jackson: the Lightning Thief* by Rick Riordan.

## 3.2 Type of Data

“Quantitative research tends to involve relatively large-scale and representative set of data, and is often, falsely in our view, presented of perceived as being about the gathering of facts. Qualitative research, on the other hand, is concerned with collecting and analyzing information in as many forms, chiefly non-numeric, as possible” (Blaxter et al, 2010:64).

Quantitative data deals with data terms of quantity and in which numerical values are used and qualitative data deals with non-numeric data which is used to describe certain types of information. The data analyzed in this study are in the form of written texts which are taken from Rick Riordan novel *Percy Jackson: The Lightning Thief*, for example like an events and statements of how Percy start his Separation from his ordinary world to unfamiliar special world for his Initiation, then comes back to ordinary world as his Return. The data are also collected from some sources such as internet sites, and journal article. The used type of data in this thesis is qualitative since the collected data are not able to be counted nominally.

## 3.3 Data Collection

Documentary study is applied to this study as the technique of data collection. Blaxter states that:

“Documentary analysis proceeds by abstracting from each document those elements which we consider to be important or relevant, and by grouping together these findings, or setting them alongside others which we believe to be related. What you see or read in documents will be a product of your viewpoint, disciplines or focus.” (2010:208)

Documentary analysis is used to give classification about important or relevant information which are found from some references to be a material which supports the writer to the research. The data collection in this thesis is divided into two kinds: primary data and secondary data. The primary data are collected from Statements, narration spotted to the main hero from the novel *Percy Jackson: The Lightning Thief* by Rick Riordan. These primary data, in terms of statement and narration, are taken by focusing on the scene that represents the stages in the Heroes journey or Monomyth which Campbell thought. The secondary data are

used to support the analysis in order to obtain in-depth analysis. They are collected from references such as the previous research of the similar object like Greek mythology that the other thesis discussed and other resources from Google search engine or the other internet sources.

### **3.4 Data Processing**

There are several steps to write this thesis. First, the writer identifies and develops the topic, find the context which have the background information, books as data are needed like *The Hero of Thousand Faces* by Joseph Campbell, the novel of *Percy Jackson: the Lightning Thief* by Rick Riordan, the previous researches and the internet research are also provided to support this study through browsing some related articles and journals in order to complete and make the analysis more accurate. Second, close reading is needed to comprehend the topic to discuss. Then the data are classified and verified based on the theory which is used. Finally, all of the data and information are gathered and analyzed using the theory of Monomyth by Joseph Campbell which is suitable with the topic of the discussion. A theory is used as a tool to find the way of the writer's thought and ideology through the literary work.

After I get the whole of data which are taken from the materials in the form of sentences and words, those will be written in the discussion as the quotations to strengthen the explanation. It is also used as a proof of the study. The quotations can be direct which are from experts about the reenactments of hero's journey through Rick Riordan *Percy Jackson: The Lightning Thief*, and its archetype characters in the story and the journey's pattern to any hero's fantasy fiction of literatures.

### **3.5 Data Analysis**

From the problems I mentioned above, this research tries to comprehend the reenactments of common pattern of Greek hero's journey that are represented in Percy Jackson's journey. This research based on Monomyth or Heroes Journey of Joseph Campbell. This research uses inductive method in analyzing the data.

Inductive method tries to establish a general truth from the observation of facts. Shaw says that inductive method is a form of reasoning from specific to general (1972:201), it is discusses from particular problem then goes to general knowledge.

The writer is going to study how the stories of Percy as the hero and the main character of story follows the three phases of the Hero's Journey - Departure, Initiation and Return – and describing in more detail the categorized event in each of the three phases that Campbell has suggested in *The Hero with a Thousand Faces*. I will also leave out those categories that do not occur in the character's story. This is because Campbell himself has remarked that the Hero's Journey is very flexible when it comes to the order of the stages or how many times they occur in the hero's journey (1966: 246).



## CHAPTER 4. DISCUSSION

Based on the research question the writer mentioned before, this Chapter IV will discuss about the eight archetypes characters, like Hero, Herald, Mentor, Threshold Guardian, Allies, Shadow, Trickster, and Shapeshifter. The second is how the Heroes Journey Theory is discussed by Joseph Campbell *based on the The Hero with Thousand Faces*. This is applied in *Percy Jackson: The Lightning Thief*.

### 4.1 Archetype characters according to Campbell

#### 4.1.1 Hero

*The Hero with thousand faces* explains a lot about the similar patterns of main character 'hero' in almost every fables, stories, and legend. Because Campbell's theory concerns with heroes, it is important to define what Campbell himself considers a hero. Segal informs that according to Campbell's criteria, heroes are the persons who succeed where others would either fail or try, and one more important feature of the hero is that they serve their communities as well as themselves (1987:91, 24 and 4). He also tells us that "Campbell interprets heroism symbolically" (1987: 97). By this statement, Segal means that to a literal meaning for the action of a hero, there is always a symbolic one as well:

"If literally a hero discovers a strange external world, symbolically, or psychologically, he discovers a strange internal one. Literally, the hero discovers that there is more to the world than the physical world. Symbolically, he discovers that there is more to him than his consciousness. Literally, the hero discovers the ultimate nature of the world. Symbolically, he discovers his true identity. He discovers who he really is... Moreover, a hero is one who discovers the place he has always had...He discovers, not creates, a deeper side to his personality: his unconscious... If literally the "boon" he confers on them, can be anything, symbolically it is knowledge." (Segal 1987: 5)

Campbell also makes a different between the universal hero and fairy tale hero. Universal heroes are the ones who bring a change into the entire world. The fairy-tale heroes are the ones who operate on a smaller scale bringing change into their own communities and conquering their "personal oppressors" (Campbell 1966: 37-38)

The main character that the writer here talking is about the central figure of the story. The story focuses on the actions of this character from first to last, just like the story in Percy Jackson Stories is begun by focusing on Percy and it is ended when Percy returns the Zeus's lightning.

I have mentioned Campbell's conception of a 'hero' and I will give my reason to choose the character Percy as the hero in *Percy Jackson: The Lightning Thief*. What makes Percy as a hero? Most of the hero or the first main character is simply known by looking for the title of the story, especially for some movies, or stories that use the hero's name as the title of the story, for example like Beowulf, Hamlet, Hercules, Harry Potter. *Percy Jackson: The Lightning Thief* also uses the name of character Percy as the title of the story, so that why we can simply assume that the hero of this Riordan story is Percy Jackson. Percy Jackson named after the famous Greek hero Perseus by his mother for good luck because his name sake was one of the only heroes who had a happy ending and died in a peaceful death. In addition, Riordan uses the first person narration point of view in Percy Jackson stories to make the readers think that this is the story about Percy himself. "I" in this story prefers to Percy as the first main character of the story.

"Look, I didn't want to be a half-blood. If you're reading this because you think you might be one, my advice is: close this book right now. Believe what-ever lie your mom or dad told you about your birth, and try to lead a normal life." (Percy : 1)

According to Campbell, the hero should be able to do something that the other cannot and serve their communities as well. Percy is one of the sons of the Big three, Zeus god of sky, Hades god of underworld, and his father Poseidon god of sea. In *Percy Jackson: The Lightning Thief*, Percy is accused as the stealer of the Zeus's lightning bolt. Percy has ten days before summer solstice to find the bolt. In this story Percy is the only one that Zeus believes had stolen the bolt. Percy must find the bolt in order to save the world from the war of gods. He helps not only for his own community, but also the whole world.

"Zeus has demanded that Poseidon return the bolt by the summer solstice. That's June twenty-first, ten days from now. Poseidon wants an apology for being called a thief by the same date. I hoped that diplomacy might prevail, that Hera or Demeter or Hestia would make

the two brothers see sense. But your arrival has inflamed Zeus's temper. Now neither god will back down. Unless someone intervenes, unless the master bolt is found and returned to Zeus before the solstice, there will be war.” (Chiron : 143)

## 4.1.2 Mentor

When we see a wise old man or woman in a story, we think of him or her as a mentor. The mentor represents the connection between the parents and child, , doctor and patient, teacher and student, god and human. The purpose of the mentor in the story is to prepare the hero to face the unknown, to accept the adventure. The mentor is one of the most recognizable archetypes characters in all literature. Consider Dumbledore from *Harry Potter* series, and Gandalf from *Lord of The Ring*.

The main role of a mentor is to teach and guide the main character or protagonist. The mentor gives the hero the items or materials, knowledge, and confidence required to conquer his or her fear and face the adventure. Based on to what Christopher Vogler explains in *The Writer's Journey: Mythic Structure*, He explains that the mentor doesn't have to be a person. It can be the job that can be accomplished by experiences or maps from previous adventures.

In *Percy Jackson: The Lightning thief*, before Percy starts his quest as demigod, Mr. Brunner is Percy's favorite teacher, he teaches Latin at Yancy academy. Later after Percy at Half Blood Camp, Percy recognizes Mr. Brunner as Chiron, a very wise centaur who has a lot of experiences on trained many heroes before Percy came, including Hercules. At Yancy Academy, Chiron as Mr. Brunner helps Percy learn about Ancient Greece (the history of the gods and the Titans on Greek mythology). He tells Percy, "what you learn from me is vitally important. I expect you to treat it as such. I will accept only the best from you, Percy Jackson" (Percy:8). Percy explains Mr. Brunner or Chiron for us:

“Mr. Brunner was this middle aged guy in a motorized wheelchair. He had thinning hair and a scruffy beard and a frayed tweed jacket, which always smelled like coffee. You wouldn't think he'd be cool, but he told stories and jokes and let us play games in class. He also had this

collection of Roman armor and weapons, so he was the only teacher whose class didn't put me to sleep.” (Percy :3)

Chiron is very wise. His whole job at Half Blood Camp is to help and train demigods for the quest of a hero. He pushes Percy hard in Latin class and beyond, he sets with high confidence for him. Chiron is also good at explaining the Oracle's prophecies, he helps Percy to understand his own prophecy.

Percy is firstly given Riptide (a pen that can transform into a sword) to defeat the Fury, who was disguised as Percy's mathematics teacher at his school. “I snatched the ballpoint pen out of the air, but when it hit my hand, it wasn't a pen anymore. It was a sword Mr. Brunner's bronze sword, which he always used on tournament day” (Percy :15). After Percy slays the Fury, Chiron takes it back and tells Percy to bring his own writing pen next time. He is trying to convince Percy to think that the fight never happened. Later, just before Percy goes for his quest to search the Master bolt, Chiron gives the pen to him, saying that the sword has "a long and tragic past." Percy always uses the sword ever since against every monster and whoever else he battled.

### 4.1.3 Herald

Herald is the characters that issue challenges and announce the coming of significant change in the story. They can come anytime during a hero's journey, but generally appears at the beginning of the journey to announce the hero a Call to Adventure. A character may wear the Herald's mask or something that disguises his or her identity to report a news flash, to make an announcement or judgment, or simply delivers a message.

In *Percy Jackson: The Lightning Thief*, Mrs. Dodds becomes the herald of the story when she comes and accuses Percy as the thief of Zeus's master-bolt at the Metropolitan Museum of Art. "We are not fools, Percy Jackson, it was only a matter of time before we found you out. Confess, and you will suffer less pain” (Mrs. Dodds : 14) . She makes Percy realize that the world is bigger than he has ever imagined before. Mrs. Dodds turns into a Greek creature called the Fury.

“Then the weirdest thing happened. Her eyes began to glow like barbecue coals. Her fingers stretched, turning into talons. Her jacket melted into large, leathery wings. She wasn't human. She was a shriveled hag with bat wings and claws and a mouth full of yellow fangs, and she was about to slice me to ribbons.” (Percy :14)

The Furies are just some of the monsters that hang out in the Underworld and that watch Hades court. They are an ugly deadly trio. They are sisters. One of them poses as Percy's mathematics teacher at Yancy Academy, Mrs. Dodds.

“Mrs. Dodds was this little math teacher from Georgia who always wore a black leather jacket, even though she was fifty years old. She looked mean enough to ride a Harley right into your locker. She had come to Yancy halfway through the year, when our last math teacher had a nervous breakdown.” (Percy :5)

On the near middle of the story Percy meets Oracle. The Oracle can see into the future and can offer predictions or prophecies. She lives in the attic with a decaying mummy's mouth and her prophecies in a form of a magical mist. While she gives a valuable prophecy into the future, she also likes to speak in riddles and making it hard to understand what she really means. Percy is confused when she speaks that he will fail to save what matters most and that he will be betrayed by someone who calls him a friend. She informs Percy about the future that he must face through his journey.

“You shall go west, and face the god who has turned. You shall find what was stolen, and see it safely returned. You shall be betrayed by one who calls you a friend. And you shall fail to save what matters most, in the end.” (oracle:146)

Mrs. Dodds (fury) acts as the messenger of the Hades to search and kill Percy, and Naiad (the spirit water) acts as the messenger of Percy's father (Poseidon) to help and guide him. Percy sees the water spirit in the muddy waters of the Mississippi River. She has the color of water, and she has green eyes. She repeats to tell Percy that he must go to the beach in Santa Monica before he goes to Hades lair.

“Her shape became clearer. She had flowing black hair, a dress made of green silk. Light flickered around her, and her eyes were so

distractingly beautiful I hardly noticed the stallion-sized sea horse she was riding.” (Percy:281)

#### 4.1.4 Threshold Guardian

Threshold Guardians protect the special world and the secrets from the Hero, and provide essential tests to prove a Hero's commitment and responsibility. When the Hero reaches the Threshold Guardian he will not be permitted to pass easily. Some classic examples of Threshold Guardian are Charon the boatman of the river styx, or Cerberus as the guardian of Hades lair. To get further through his journey, the hero must somehow pass them both. Sometimes the Threshold Guardian is very recognizable because they are actually guarding a threshold. A good example of this is the Bridge-keeper in "Monty Python and the Holy Grail", the heroes must answer three questions before he will allow them to cross the bridge. It means that the Threshold guardian is not always bad or evil. But the Threshold Guardian's role can be said to always be antagonistic to the hero. The job of the Threshold Guardian is to get the hero to rethink whether or not he wishes to proceed on this adventure.

Minotaur that Hades sent to catch Percy is Percy's first Threshold Guardian. Minotaur is huge and horned. It attacks Percy, Sally Jackson and Grover as they try to get Percy safely to Half Blood Camp for the first time. The Minotaur catches Sally's neck and makes her disappear, making Percy enraged. Percy rips the Minotaur horn off and stabs him with it.

“His neck was a mass of muscle and fur leading up to his enormous head, which had a snout as long as my arm, snotty nostrils with a gleaming brass ring, cruel black eyes, and horns-enormous black-and white horns with points you just couldn't get from an electric sharpener.” (Percy :55)

Rick Riordan uses the classic or the ancient heroes story as his basis on writing this story. The other threshold guardians in *Percy Jackson: The Lightning Thief* come from the Greek creatures or classic stories, like Charon and Cerberus as the writer explains above. But in this story, Riordan draws those two creatures in form of modern style creatures to make the story more interesting.

Charon is the boatman of styx. In Greek mythology, he was the ferryman of the dead, an underworld spirit in the service of underworld god Hades. Charon transported the spirit in his skiff to a final resting place in Hades, the land of the dead. Riordan in *Percy Jackson : The Lightning Thief* draws Charon as a very suave guy and wears a fancy Italian suit and cool looking shades. There is a huge waiting list to get into the Underworld when Percy and his friends come to Charon's lobby, and the only way to get on Charon's boat is to bribe him. That is exactly what Percy does.

“He was tall and elegant, with chocolate-colored skin and bleached-blond hair shaved military style. He wore tortoiseshell shades and a silk Italian suit that matched his hair. A black rose was pinned to his lapel under his nametag.” (Percy:296)

Cerberus (or Kerberos) was the gigantic hound which guarded the gates of Hades. He was posted to prevent ghosts of the dead from leaving the underworld. Cerberus was described as a three-headed dog with a serpent's tail, a mane of snakes, and a lion's claws. Some say he had fifty heads, though this number might have included the heads of his serpentine mane. Riordan explains Cerberus as such a cute little puppy. Cerberus guards the entrance to the underworld. He's a ginormous doggy with three heads. His job is to sniff out the living who might be trying to sneak into the underworld as like what Percy and his friends do.

“I'd always imagined Cerberus as a big black mastiff. But he was obviously a purebred Rottweiler, except of course that he was twice the size of a woolly mammoth, mostly invisible, and had three heads.” (Percy:306)

#### **4.1.5 Allies or Sidekicks**

Every hero needs a helper, much like every superhero needs a sidekick. Without the assistance of their helpers and friends along the way, most heroes would fail miserably. Percy has a lot of friends during his adventure, but only two of them who help and support Percy through his journey.

Annabeth is Percy's friend and sometimes a competitor. Her mom is Athena. Like her mom, Annabeth is really good at strategizing, and she nearly always has a plan. That's why she is the captain of her Capture the Flag team. She knows how to anticipate what their weaknesses are and what the other team will do. She also loves to study architecture. When the trio visit the Gateway Arch in St. Louis, Annabeth is so excited. She has learned everything about how the Arch is constructed and why it is special. Her mother shares her passions for building, inventing, and crafting things. She helps Percy a lot with her wise plans through his journey.

Initially, Annabeth is introduced to Percy as "just a camper" who has been at Half Blood Camp "longer than just about anybody" (Annabeth :67). Percy describes her this way:

"She was probably my age, maybe a couple of inches taller, and a whole lot more athletic looking. With her deep tan and her curly blond hair, she was almost exactly what I thought a stereotypical California girl would look like, except her eyes ruined the image. They were startling gray, like storm clouds; pretty, but intimidating, too, as if she were analyzing the best way to take me down in a fight." (Percy :68)

Grover Underwood, or The G-man is Percy's best and only friend in the world. Grover had been stuck by Percy throughout sixth grade and Grover has kept watching over him. Percy meets Grover at Yancy Academy and spends much of the time protecting him:

"Grover was an easy target. He was scrawny. He cried when he got frustrated. He must've been held back several grades, because he was the only sixth grader with acne and the start of a wispy beard on his chin. On top of all that, he was crippled. He had a note excusing him from PE for the rest of his life because he had some kind of muscular disease in his legs. He walked funny, every step hurt him, but don't let that fool you. You should've seen him run when it was enchilada day in the cafeteria." (Percy :4)

This description tells us that Grover is similar to Percy that he is different from the other kids at school, making him an outsider, just like Percy. He looks older than the other kids too, making us wonder whether he's a bit more emotionally mature than they are.



According to the Council of Cloven Elders, Grover did not bring Percy safely back to Half Blood Camp the night the Minotaur attacked, Percy is the one who brought him (literally, he carried an unconscious Grover to the camp). And, in the Council's eyes, Grover also failed to bring Thalia to safety so many summers ago. That means that, technically, Grover has failed twice at being a keeper. Grover's last chance to win a searcher's license is to safely bring Percy and Annabeth home from their quest.

### 4.1.6 Shadow

The Shadow can represent hero's darkest desires, or even rejected qualities. It can also symbolize hero's greatest phobias and fears. Not all the shadow characters are bad, and may reveal admirable, even redeeming qualities. In Jungian psychology, the shadow is explained as the negative part of the psyche. It embodies the repressed or rejected qualities of the Self.

Anything the hero sees as a negative impulse: rage, greed, particular sexual impulses, cruelty, it may be something in their own personality that they repress. The impulses don't have to be that extreme for instance, they may repress healthy anger, or they may see ambition as a negative. Any or all of these may present in the shadow character (<https://www.psychologytoday.com/blog/evil-deeds/201204/essential-secrets-psychotherapy-what-is-the-shadow>).

It is not unusual for the hero's mentor and shadow to be connected in some way. Darth Vader, when he was young Anakin Skywalker, had Obi Wan Kenobi and Yoda as his mentors, Dumbledore was Tom Riddle's teacher, long before Tom became Voldemort, the same as Luke. Luke Castellan is a Greek demigod son of Hermes and the May Castellan, he is a counselor at the Hermes camp, is one of Kronos' pawns (the Lord of Titan). Luke trains Percy to use a sword and pretends to befriend him, but later he really wants to kill him.

On the near end of the story Luke reveals his story to Percy. When he was about seventeen, Luke was offered a quest by his father Hermes: to seek a Golden

Apple at the Garden of Hesperides from the tree. He was honored by this offer, but eventually began to question it, as it was done before by Hercules, and he didn't want to do a quest someone had already done. He went on this journey, but failed and was scratched (and given the scar on his face) by the dragon guarding the tree, Ladon. He returned to the camp and according to his words, was treated with "pity" by the campers. It was then that he began to hold a grudge against Olympus and his father, Hermes, who he felt that he didn't love him. He wanted to tear Olympus down (Luke:381).

He was later contacted in his sleep by Kronos, Lord of the Titans. The nature of this encounter is unknown, but he was convinced to join Kronos' cause out of a desire for revenge. He was assigned to steal the Master Bolt, Zeus' primary weapon, and the Helm of Darkness, Hades' godly weapon, in order to start a war between the gods.

When Luke was about nineteen, he was told in a dream from Kronos that another camper would be coming to Half Blood Camp, one who would willingly (but not knowing) take the stolen weapons of the gods down to Tartarus, therefore ensuring that there would be a war. Luke remembers this and finds this camper in the form of a twelve-year old boy named Percy Jackson.

Most heroes and shadows share the ability to inspire people and convince them to help them accomplish their goals. Shadows may need to use force to get others to do what they want, but not always. Sometimes they use their charisma to charm others to do their bidding something heroes may hesitate to do. By Knowing that Percy was the boy that Kronos was talking about, Luke befriends the boy and is successful in earning his trust and friendship. He welcomes him into the Hermes cabin, trains him in sword combat, and provides the moral support that Percy needed as a newcomer.

One night after a Capture the Flag game, Luke summons a hellhound (underworld's dog) to attack Percy in an attempt to make Chiron, the camp activities director, believe that the camp isn't safe for Percy. Before Percy goes on his quest, Luke gives him a pair of winged shoes as a gift. These shoes were actually cursed to drag him, along with the Master Bolt, down into Tartarus when

he neared it during his journey into the Underworld. However, this plan failed when Percy gave the shoes to Grover because Percy shouldn't fly in the skies because Zeus the Lord of the Skies does not like Percy. Grover managed to escape from the burden when the time came.

In order to prevent Percy from interfering again after Percy thwarting Kronos's plan, Luke takes Percy in the woods to "look for something to fight" (Luke: 376). While talking with Luke, Percy begins to slowly see Luke's dark side; Luke's words are bitter and he mentions his sword, Backbiter, which is able to kill both monsters and mortals. He says he will escape and then summons a pit scorpion to poison Percy. Luke tells Percy of his bitterness and desire for revenge, as well as his allegiance to Kronos, saying that there will be a new "Golden Age" (Luke: 382) that Percy won't be a part of before teleporting away. Though the assassination attempt on Percy fails, the scorpion does sting him and it leaves an asterisk shaped scar. Before losing consciousness, Percy kills the scorpion and the wood nymphs bring him back to camp for healing.

By making the hero and shadow character connected through similar qualities, both negative and positive, it personalizes the conflict, both internal and external. The hero has to deal with an external threat-usually personified by an antagonist and an internal conflict. The internal conflict can be the negative qualities he shares with the shadow character. By defeating the shadow, the hero is also dealing with his or her own internal issues.

### **4.1.7 Trickster**

Tricksters relish the disruption of the common world, turning the hero's common world into chaos with their quick turns of phrase and physical antics. Although they may not change during the course of their journeys, their world and its inhabitants are transformed by their antics. The Trickster uses laughter to make characters see the absurdity of the situation, and perhaps forces a change.

This is the most important function of the trickster in a story. They land in the middle of the mundane and shake things up. The trickster job is to make the

stories moving and makes the readers or the protagonist realize about the absurdity of the events. Grover befriended Percy when they were both learning together at Yancy Academy. Later during the school year, Percy overhears Grover talking about him with Mr. Brunner. Grover reveals that he is Percy's protector (Grover: 28), which irritates Percy as in Percy's eyes he has been the one protecting him "what exactly are you protecting me from?" (Percy:28), until he realizes that Grover does protect him later.

Grover is usually cheerful and upbeat, yet he used to make a ridiculous act that makes the readers laugh when he chews on furniture when he is nervous. He cries when he is upset, which makes him an easy target for bullies like what Nancy Bobofit did to him in early story of *Lightning Thief*. It also is mentioned in *The Lightning Thief* that two of the only songs he knows how to play on his reed pipes are "So Yesterday" by Hilary Duff and Mozart's 12 symphony (Percy:155) even though his race are expert in magical music. His reed pipe music is so bad it makes the strawberry plants try to strangle people. It is also mentioned that he has leporiphobia (fear of rabbits) and describes them as big bullies who always steal celery from defenseless satyrs. He is also terrified of Dionysus, Juniper's anger, and ghosts. Grover has a very strong sense of smell. He is able to tell when monsters, gods, demigods, or other creatures are nearby, this ability makes him find young Demigods like Thalia and Percy, and it also helps Percy a lot as the detector of Kindly one or the Greek creatures, even though sometimes he still fails or forget to remind Percy about Kindly one smells nearby. This ability does not work underworld, as everything smells the same.

### **4.1.8 Shapeshifter**

The Shapeshifter's mask misleads the Hero by hiding a character's intentions and loyalties through his journey. Shapeshifters may be antagonistic or benevolent. Some characters who may appear to be an enemy may actually turn out to be an ally at the end. An ally may eventually reveal himself as an antagonist

The obvious archetypes that also could be shadows are the shapeshifter, trickster, and the threshold guardian. Besides mentors, trickster and even heralds can also be shadow characters. A character can embody more than one archetypes.

“Luke’s the best swordsman in the last three hundred years” (Percy :115). He is the Hermes cabin counselor, and he helps Percy a lot in Percy’s first days at Half Blood Camp, showing him the ropes and explaining that everyone at the camp is family. Percy thinks Luke, who is seven years older, is perhaps the coolest guy he’s ever met.

Gradually, over the course of Percy’s time at camp, he realizes that Luke holds a grudge against his own dad, Hermes. Luke does a good job of covering this up, but Percy still observes a strain of sadness in Luke:

“I started to understand Luke’s bitterness and how he seemed to resent his father, Hermes.” (Percy : 114)

On the very last day of camp, Luke lures Percy into the woods and nearly kills Percy with a lethal scorpion. He confesses to Percy that he is the original thief of both the master bolt and of the helm of darkness. He tells Percy that he is helping Kronos to overthrow the Olympians. When Percy exclaims that the Olympians are their family, their parents, Luke responds,

“That’s supposed to make me love them? Their precious ‘Western civilization’ is a disease, Percy. It’s killing the world. The only way to stop it is to burn it to the ground, start over with something more honest.”(Percy: 379)

Luke feels rejected by his father, Hermes, and he wants to revenge. Hermes never really checks in on Luke, and once he embarrasses him by giving him a quest to retrieve a golden apple from the Garden of Hesperides, a quest that another more ancient hero had already successfully completed. Like Annabeth, Luke is a year rounder at Half Blood Camp, and so his life is pretty limited. He does not get to see the real world. His only chance at a quest was a repeat of another hero’s quest, making him feel like Hermes is mocking him and intentionally embarrassing him.

In his last few moments at Half Blood Camp, before leaving to serve Kronos full-time, Luke tells Percy that “all the gods know how to do is to replay

their past” (Luke:381). He is inspired by the idea of change, he craves revenge on Hermes

## **4.2 Percy Jackson Hero’s Journey**

Having explained the main terms and background for Campbell’s theory as well as the story, I am now going to focus on Percy’s Hero’s Journey. In this section I will analyze the first main character’s Hero’s Journey Percy Jackson based on the theory of Monomyth Campbell mentions on *The Hero with Thousand Faces*.

### **4.2.1 Common World**

Most stories of heroes take place in a special world, a world that is new and alien to its hero. For example, if we are going to tell a story about a fish out of his customary element, firstly we have to create a contrast by showing him in his mundane, common world. In *Harry Potter and the Sorcerer Stone* you see Harry and Vernon’s family in Harry ordinary worlds before Hagrid comes and brings Harry into magician worlds the muggles land into the magician world. In *Starwars* you see Luke Skywalker bored to death as a farmboy before he takes on the universe.

Growing up in a step family, Percy Jackson, real name Perseus Jackson was found out that he is a demigod at the age of twelve. It was also in that year when Percy first discovered his real father is Poseidon, god of the sea, earthshaker, strombringer and father of horses. Percy is a very troubled 12 years old boy who has been expelled from every school he has attended. Grover Underwood is the only one friend Percy has at Yancy Academy.

Percy has never been normal in his life. It refers to somebody who has attended six different schools in six years. Percy gets used for getting kicked out of school. It’s not his fault, though. Trouble seems to find him wherever he goes. He is a trouble magnet, no matter how hard he tries to keep cool and make himself invisible. For example, his school trip to the New York museum:

“I was trying to listen to what Mr. Brunner had to say, because it was kind of interesting, but everybody around me was talking, and every time I told them to shut up, the other teacher chaperone, Mrs. Dodds, would give me the evil eye.” (Percy:5)

Percy is used to become the outsider, the loner, and the dummy. He describes himself as “a troubled kid” (Percy :3). During his sixth-grade year, Percy attends Yancy Academy, a nice boarding school for students with learning disabilities. Most of his classmates come from families that do not need to scramble for money like Percy’s family does. While his classmates talk about what fun adventures they have lined up for the summer break (like travelling to Switzerland, taking a cruise to the Caribbean, etc.), Percy doesn’t tell them that he will spend his summer working various jobs “summer job walking dogs or selling magazine subscriptions” and figuring out where he will be able to go to school in the fall (Percy:25). Later on, when Percy presented with a free stay at a Vegas casino during his quest, Percy says,

“I couldn’t remember the last time I had so much fun. I came from a relatively poor family. Our idea of a splurge was eating out at Burger King and renting a video.” (Percy:270)

Growing up, Percy never knows the affection of his father. With his only humble mother that teach him how to be grateful for the simple pleasures in life. His mother eventually marries a seriously heinous dude name Gabe Ugliano, or Smelly Gabe with some reasons that Percy still not know yet. They live in an apartment in Queens, New York, and Gabe likes to make Percy’s life and Percy’s mom’s life a living hell. As a result of Percy hell experiences with Gabe, Percy’s life perspective can be a bit negative at times.

As if life weren’t rough enough, Percy is dyslexic and has lack of attention disorder. This makes learning in a mortal classroom a billion times harder for him. He describes what it’s like not being able to focus well in the classroom:

“I have moments like that a lot, when my brain falls asleep or something, and the next thing I know I’ve missed something, as if a puzzle piece fell out of the universe and left me staring at the blank place behind it. The school counselor told me this was part of the ADHD, my brain misinterpreting things.” (Pecy:12)

Studying for final exams is a complete nightmare for him. All the words in his textbooks go “swimming off the page, circling his head, the letters doing one-eighties as if they were riding skateboards” (Percy:20). Fortunately, his favorite teacher, Mr. Brunner is a really good teacher (Latin and Ancient Greek culture). He thinks that Percy is the bee’s knees. He sets very high expectations for Percy, saying, “I will accept only the best from you, Percy Jackson” (Mr.Brunner:8). Mr. Brunner is the only teacher who really believes in Percy’s abilities, so Percy tries hard to do well in his class.

## 4.2.2 The Call of Adventure

According to Campbell (1949), the ‘Call to Adventure’ signifies the moment when the hero encounters a first power that is going to bring a change to the life that he has so far accustomed. This power is called the ‘herald’, who may summon the hero, for example, to some high historical undertaking or some other task that will bring a change to the hero’s life, which will never be the same again for better or for worse (Campbell1949: 47). Campbell defines the herald to be typically regarded as “dark, loathly...judged evil by the world” (Campbell 1949: 48) and otherwise underestimated by appearance or, alternatively, the herald is an unknown, mysterious figure. In any cases, the shadow would show fabulous things to the one who followed him.

The call to adventure is the point in the hero’s life when he is first given notice that everything is going to change, whether he knows it or not. As the writer mentioned before, In *Percy Jackson: The Lightning Thief*, Mrs. Dodds becomes the herald of the story when she comes and accuses Percy as the thief of Zeus’s master-bolt at the Metropolitan Museum of Art. Mrs. Dodds, the scary math teacher leads him into the museum. Percy thinks that she was leading him to big time punishment. They go back to the Greek and Roman section where the class had just been, and then Mrs. Dodds starts to growl. “The look in her eyes was beyond mad. It was evil” (Percy:13). Then Mrs. Dodds tells Percy that, “It was only a matter of time before we found you out” (Mrs. Doods :14). Before



receiving this call to the adventure, the hero is typically immersed in the mundane of the ordinary world. At that time Percy has no idea what Mrs. Dodds is talking about. Then, Mrs. Dodds's eyes glow red. She grows wings and talons then she transforms into some kind of beast, "with bat wings and claws and a mouth full of yellow fangs, and she was about to slice me to ribbons" (Percy:14).

Mr. Brunner appears just as Mrs. Dodds lunges for Percy, Mr. Brunner throws Percy a ballpoint pen which transforms into a sword. Percy slices Mrs. Dodds right before she kills him. She vaporizes like "a sand castle in a power fan" (Percy:15). Suddenly, Percy is alone. The sword is a ballpoint pen once more. Things get stranger. When Percy returns to the front of the museum where the rest of the class is, nobody knows who Mrs. Dodds is. And there's a new teacher around who Percy has never even heard of. Even Mr. Brunner and Grover don't seem to know who Mrs. Dodds is.

Later, Percy meets another herald. She is the messenger of his father. Percy sees a spirit in the muddy waters of the Mississippi River. She has the color of water, and green eyes. The water spirit tells Percy she is simply a messenger. She says "your mother's fate is not as hopeless as you believe," (Naiad: 222) and tells him to go to the Santa Monica beach when he reaches Los Angeles. The water spirit messenger calls Percy "brave one" (Naiad : 223) and repeats that he must go to the beach in Santa Monica. As she's leaving, she warns him not to trust any gifts.

"It is your father's will. Before you descend into the Underworld, you must go to Santa Monica. Please, Percy, I cannot stay long. The river here is too foul for my presence." (Naiad : 223)

One of the features of the 'call to adventure' is that it is linked with destiny. "Destiny has summoned the hero" (Campbell 1949: 53). This is shown in conversations between Oracle and Percy. They are talking about the Prophecy of what's going to happen through Percy's first quest to retrieve the stolen master bolt.

Percy meets her in the attic in a decaying mummy's mouth and her prophecies take the form of a magical green mist. The attic is full of ancient stuff

“Greek hero junk” (Percy: 145) and pickled monster parts that smells like reptiles. Suddenly the mummy of a woman opens its mouth, and green smoke pours out. The green smoke forms the image of Smelly Gabe and his buddies playing poker. This is what the Oracle says:

“I am the spirit of Delphi, speaker of prophecies of Phoebus Apollo, slayer of the mighty Python. Approach, seeker, and ask” (Oracle:146).

Percy asks the Oracle what his destiny is. The smoke image of Smelly Gabe turns to Percy and says: “You shall go west, and face the god who has turned” Another smoke dude says: “You shall find what was stolen, and see it safely returned” (Oracle: 146). A third smoke dude says: “You shall be betrayed by one who calls you a friend”. And a fourth smoke dude says: “And you shall fail to save what matters most, in the end” (Oracle: 147). Then the mummy inhales the green mist, closes her mouth, Percy is left with tons of questions. What friend? What matters most? Percy reports back to Chiron and Grover about everything he heard except the part of being betrayed by a friend and the failing to save what matters most. Percy decides to keep this info from Chiron and Grover.

The other prophecy is in the end of the story, Chiron reveals a bit about Percy’s destiny ahead he heard from the Oracle a long time ago. With his sympathetic eyes, he said “You will be a great hero, child. I will do my best to prepare you. But if I’m right about the path ahead of you ...”. he want to tell Percy what is going to happen in his future but he can’t, Thunder boomed overhead, rattling the windows behind him signify the gods rage. He sighed in frustration. “The gods have their reasons, Percy. Knowing too much of your future is never a good thing.”. With what Chiron said in this event, makes him also become the herald, not the herald of *Percy Jackson: The Lightning Thief* but as the herald of his next adventures in Riordan’s *Percy Jackson and the Olympians* series.

### 4.2.3 Refusal of The Call

During the Call to Adventure heroes are given a task or quest which only they can complete. They are faced with a choice: accept the quest or deny it. Their

choice might seem like a no-brainer. Actually there are stories where heroes don't accept their destinies. When this happens, the stage is set for disaster. There's a reason why the powers have chosen a particular hero. A refusal of the quest only brings trouble.

The adventure calls upon Percy through his Mathematic teacher that suddenly becomes the monster and attacks him. Percy manages to destroy Mrs. Dodds using Mr. Brunner's pen, Riptide that transforms into a sword in his hand. However, the refusal of the call happens when Percy returns to the bus and asks his classmates, nobody remembers Mrs. Dodds because of a force known as the mist (a supernatural force controlled by the goddess Hecate that twists a mortal's sight from seeing mythical creatures and supernatural occurrences by replacing them with things the mortal mind knows about and can comprehend). The only person that may remember her is Grover, who has always hesitated before he answers. Everybody else believes her name is Mrs. Kerr. Percy is so confused about what happened before, and believes that Mrs. Dodds just happened through his crazy dyslexic mind.

Percy goes home and in response to his confusion, Percy's mom comes home, and suddenly everything is good to Percy. Sally Jackson (Percy's mom) loves Percy more than anything, she doesn't even talk about the fact that he has been expelled from Yancy. She just wants to know if he is doing well and how his year is. Percy lies about how horrible school has been and chooses to focus on the good things about Yancy like Grover and Mr. Brunner. Percy decides to refuse and not to tell his mom about what happened with Mrs. Dobbs or about the three old ladies at the fruit stand. He doesn't want to upset her.

When the hero starts to refuse the call of adventure, it may only bring troubles to the hero. The next thing Percy knows when he is on the Montauk with his mother, Grover is knocking on the front door. But instead of being crippled, Grover has furry legs and cloven feet. Grover is very worried "O Zeu kai alloi theoi!" he yelled. "It's right behind me! Didn't you tell her?" (Grover: 46). Sally realizes that Percy hasn't told her everything about his school year. Sally tells everyone to get into the car immediately to go to the half-blood camp to save

Percy. Sadly the monster that chases Percy grabs Sally's neck on the near of camp's gate. She is gone in light on the monster's hand. Percy is grief stricken thinking about his mom. His mother may be still alive if he is honest to her about what happened to him before.

One day, Percy was offered a quest to retrieve Zeus' Master Bolt by Chiron. Chiron explained to Percy that Zeus lost his master bolt, blames Percy. Zeus suspects that Percy's father (Poseidon) is attempting to dethrone him. Chiron said that if Zeus doesn't get his bolt back by that summer solstice, he would begin war with Poseidon. Percy does not fully accept the quest to search master bolt at Hades lair. On Percy's mind, if Greek mythologies are real, then the underworld where the souls of dead people go also exist. Much later, when Percy is deep in the heart of his quest, he confesses to Grover:

"I don't care about the master bolt. I agreed to go to the Underworld so I could bring back my mother." (Percy: 200)

Having special powers and being able to make blue cherry coke magically appear in a glass does not really matter to Percy. He really only cares about his mom and brings her back to the world of the living.

#### **4.2.4 Crossing The First Threshold**

I changed the order devised by Campbell (1949) between this stage and 'Meeting The Mentor' because I found that in *Percy Jackson: the Lightning Thief*, Percy receives supernatural aid more often after crossing the first threshold and only once before. It is more instructive to initially describe about the 'Crossing the First Threshold' because this order is more in keeping with the order of the events of the book.

According to Campbell, the hero leaves his familiar surroundings to cross the first threshold and steps into the unknown, where darkness and danger exist. Usually, people are afraid to pass the familiar boundaries, for example their land, dimension or universe. The stories and beliefs of the society gives the persons every reason to fear the unexplored. (1949: 71.)

In *Percy Jackson: the Lightning Thief*, it started on the night at Montauk. Percy has a vivid dream about a beautiful white horse and an eagle fighting to the death on the beach. When he wakes up, Percy and his mother are shocked to see Grover outside their cabin. Grover without pants coming to him and his mom, tell them to leave. Percy is confused at his friend's appearance, as he is a goat from the waist down. Grover revealed himself that he is a satyr. Nevertheless, his mother took them both in Gabe's prized possession, a 1978 Camaro. In the car Percy is confused about why no one ever told him this before.

"The less you knew, the fewer monsters you'd attract," Grover said, like that should be perfectly obvious. "We put Mist over humans' eyes. We hoped you'd think the Kindly One was a hallucination. But it was no good. You started to realize who you are." (Grover :49)

Sally and Grover need to escort Percy to the Half Blood Camp. They think that he will be safe there. No one can pass the gate of Half Blood Camp except demigods or gods. Half Blood Camp is where the half bloods like Percy are trained to become the great hero. This is the unknown special world for Percy, the world that will change Percy's life dramatically, from a dyslexia boy into a demigod. He can't return to his ordinary life unless he finishes the quest ahead.

Unluckily, when Sally was driving with speeds through a blinding hurricane to escort Percy, their car was blasted off the road by a bolt of lightning. As Grover, Percy, and his mom tried to get out, they saw the Minotaur, a half man, half bull monster, who had been chasing them. As the writer mentions before, at the threshold gates the hero meets the threshold guardians. Minotaur is sent to kill Percy before he passes the camp.

The three of them managed to dodge it by following Ms. Jackson's advice to jump out of the way at the last second, but Grover was too slow and the Minotaur injured him, but got distracted by Percy's mother. The Minotaur forgot Grover, grabbed Percy's mom by her neck, and she disappeared in a golden flash of light. Percy, in a surge of new power and anger, managed to defeat the Minotaur by breaking off its horn and stabbing the Minotaur in the chest. Percy dragged the unconscious Grover past a hill, then passed out when he reached the

porch of a house. He was cared for in the infirmary by Annabeth Chase, waking up three days later. He learned that he was at Half Blood Camp, a place where people were trained to survive against monsters. Percy has already passed his first threshold guardian, and now he is already inside his unknown special world.

### 4.2.5 Meeting with The Mentor

Percy meets and helped by his mentor firstly before he crossed the first threshold where he faces Minotaur and loses his mother. It exactly occurs when he is attacked by Hades furry at museum of art as like the writer mentioned before. Percy receives his amulet (magic weapon) riptide through his fight with that furry. But, in order to make Percy thinks that everything happens before it just happened on his crazy imagination, Brunner pulled a pen back from Percy's coat pocket "Ah, that would be my pen. Please bring your own writing utensil in the future, Mr. Jackson." (Brunner: 17) and he convinces Percy that it is just an ordinary disposable ballpoint, removable cap, black ink.

Later, once Percy enters Half Blood Camp, a camp for demigods, he meets Chiron, an immortal centaur who Percy knew as Mr. Brunner before, an old teacher who disguised his half-horse body in a wheelchair to keep Percy safe. He trains demigods to become great heroes. He provides physical training on how each demigod should use their gifts to their advantage. Being a wise centaur, Chiron advises Percy to stay in the camp for his own safety, until the hell hounds (underworld dogs) attack him then he realizes that the camp is not safe for Percy anymore.

Chiron instructs Percy on his journey by sending him to the Oracle for knowledge about what is going to happen through his quest and giving him a ballpoint pen that Percy has already used before to fight Mrs. Dodds. This is where Chiron truly bequeaths his riptide to Percy.

"Percy, that's a gift from your father. I've kept it for years, not knowing you were who I was waiting for. But the prophecy is clear to me now. You are the one." (Chiron : 159)

Percy took off the cap of the pen, it grew heavier and longer in his hand. In half a second, he held an awesome bronze sword with a double edged blade, a flat hilt riveted with gold studs and a leather wrapped grip. It was actually the first weapon that felt balanced in his hands. The pen's name is Anaklusmos written down in ancient Greek language in the middle of the sword. Chiron explained how to use it;

“Use it only for emergencies, and only against monsters No hero should harm mortals unless absolutely, of course, but this sword wouldn't harm them in any case. Chiron said.” (Chiron:159)

Chiron is not the only mentor Percy meets at Half Blood Camp. Luke Castellan is Percy first counselor at Hermes Cabin as well as the mentor that trains Percy to use a sword. Percy respects him a lot, Luke is like an idol for Percy and everyone in Camps except Ares camp. Luke pretends to be good friend with Percy, but in the end of the story, he really wants to kill him.

Luke may train Percy a lot with his sword skills but Percy is given a lot of advice from Chiron about how to proceed. Chiron is very trustworthy and kind, having had years of experience teaching heroes and sending them on quests. He is truly Percy's mentor.

#### **4.2.6 The Road of Trials**

After crossing the first threshold, the hero must go through many trials for his journey, where he is “aided by the advice, amulets, and secret agents of the supernatural helper” (Campbell 1949: 89). Campbell also describes how “dragons have now to be slain and surprising barriers-passed again, again, and again. Meanwhile there will be a multitude of preliminary victories, unretainable ecstasies, and momentary glimpses of the wonderful land” (1949: 100).

Some heroes in literary world will battle literal dragons guarding their treasure, but other heroes will battle their inner dragons, the doubts and fears they have about their own ability. Whether literal or figurative, the dragons must be slain in order for the hero to complete the journey. Often in the hero's journey, either the hero or someone close to the hero will be abducted and taken away. The

hero may transport to elsewhere. The hero may chase after the culprits or captors. The journey may take the hero over the sea or on a long night journey. Even if there is no abduction involved, most heroes are traveling great distances, so a sea journey or night journey is a common thing for the hero. Test and trials that the hero faces are designed to see if he should really be a hero. Is he really a match for the task? Can he overcome the dangers? Does he have the courage, the knowledge, the capacity to enable him to serve? In addition, the hero learns something about his own character through his adventures.

This road of trials begins when Chiron tells Percy that he must travel to the entrance of the Underworld in Los Angeles. He confronts Hades (Chiron accuses him as the thief), and returns the master bolt to Zeus before the summer solstice passes in order to prevent a war between the gods. Along the way, on this road of trials, the trio (Percy, Annabeth and Grover) learn to trust one another. Annabeth, the daughter of Athena is the rival of Poseidon (Percy's father). She must conquer her doubts about Percy. Grover the satyr must conquer his fear of underground places and monsters. He will grant his searcher's license (Grover's goal) only by showing courage and bringing back Percy and Annabeth from their quest. Percy must fight his suspicious feeling for his friends since Oracle said to him about the betrayal. Percy comes for the quest with his anger for his father, who has suddenly declared himself after ignoring Percy for twelve years. Percy does not really care of the world other than his mother. He just wants to go for the quest to save his mother that was abducted by Hades in the underworld.

There are actually no dragons that the hero must slay in *Percy Jackson: the Lightning Thief*. But there are several monsters or challenges that Percy Jackson faces in his journey: Percy encounters the three furies, Medusa, the Chimera and his mother (Echidna), Procrustes the Stretcher, and the Lotus Hotel or Casino (the Land of the Lotus Eaters).



### a. **The Furies**

Based on Kathleen N. Daly *Greek and Roman Mythology A to Z, Third Edition*, Erinyes are three avengers of wrong, they are commonly known by their Roman name, the Furies. They are also called Eumenides (Good Tempered Ones) by the wise and tactful Greeks, who feared their wrath (Kathleen :52).

Percy encounters Mrs. Doods and her sister three times on *Percy Jackson: The Lightning Thief*. As the writer mentioned before, Percy faces Mrs. Doods firstly on his Call of Adventure stage at museum of art. The second encounters is while Percy goes with a bus just as he is setting out on his quest, and wins with the help of Grover and Annabeth.

Later, after Percy beats Ares on duel, the three Furies hearing what really occurred with the theft of Zeus' master bolt and Hades' helm of darkness during Percy's fight with Ares, the Furies arrive once the battle has ended, and Percy gives them the helm to return to Hades.

### b. **Aunt Em The Medusa**

Medusa is one of the three Gorgons. She was once a beautiful maiden who was teased by the sea god, Poseidon, in a temple of Athena. Athena was angry at their violation of her shrine. She turned Medusa into a monster that can turn anyone who sees her became the stone. Perseus on ancient Greek story cut off Medusa's head and used it to turn Kraken into a stone (Kathleen :90).

Medusa in *Percy Jackson: The Lightning Thief* disguises as Aunty Em. She owns a shop that sells unique statues in the middle of the woods in New York. At one point the Trio are lured into her shop by the smell of foods when they are hungry. She feigns kindness, by giving them food and talking to them about her shop. The Trio do not seem to recognize her at first because she is completely veiled.

Medusa is able to make a lot of statues in her front yard and in her warehouse with his cursed eyes. Medusa had turned many creatures and people into statues, including Ferdinand (Grover's uncle). Grover mentioned the statue

looking like his uncle from the start, but he does not realize that it was actually him until Medusa revealed herself.

Interestingly, Percy remembers something in Greek mythology telling that Medusa was killed by a demigod named Perseus.

“But I couldn't think. Something told me that in the myth Medusa had been asleep when she was attacked by my namesake, Perseus. She wasn't anywhere near asleep now. If she wanted, she could take those talons right now and rake open my face.” (Percy :187)

Annabeth and Grover realize who Medusa really is when she persists to ask them to take a photo with her. Percy, however is only figures out that "Em" in Aunt Em means M for Medusa when it is too late to escape. After a struggle, Percy defeats Medusa by slaying her neck with his Riptide.

### **c. Echidna and her Chimera**

Echidna is a half serpent and half human. She once lived in a cave where she ate the flesh of men. With Typhon, another monster, Echidna had brood a lot of frightful children. In one story, the hundred-eyed Argus killed her while she slept. The offspring of Echidna and Typhon were;

“Cerberus the Hound of Hell, Hydra the many headed serpent of Lerna and Chimera a fire breathing goat with a lion's head and a serpent's body.” (Kathleen :49)

The writer doesn't know much about Echidna in this *Percy Jackson: The Lightning Thief*, except that she is Chimera's mother. She disguises herself as a human and rides the elevator with the Trio to the top of the Gateway Arch. She isolates Percy from his friends while he is waiting for a second empty elevator because the first elevator is full. She unleashes her pet Chihuahua that morphs into Chimera on Percy. Percy hardly manages to escape after being poisoned by the Chimera's snake tail. He chooses to dive into the water below. While in the water, his injury is healed. It is unknown where Echidna has gone after attacking Percy on the arch.

## **d. Procrustes The Stretcher**

Procrustes is also called Polypemon. He is the scourge of travelers. He would invite them into his house, where he had an iron bed. If the victim did not fit the bed, Procrustes would either chop off the victim's overhanging parts or stretch his limbs to fit the bed (Kathleen:139).

Procrustes, in *Percy Jackson: The Lightning Thief* introduces himself as Crusty as the owner of a Los Angeles mattress store. He also called The Stretcher because of his unfortunate habits to tie travelers to his special bed and stretch them until they are matched to the bed. For his stretching habit, all of the beds are rigged to snare anyone who lies down on them with ropes and extend them to exactly six feet. If they are over six feet, the excess is removed by Procrustes with his double bladed brass axe.

The Trio face Procrustes while searching for the gate to the underworld. He seems kind at first sight, although his appearance is frightening. He invites them to hide from some gang members in his store. Crusty tricks both Annabeth and Grover to try and lay on mattresses, thereby trapping them, but Percy remains free. He tries to convince Crusty to lie down himself. Once the snares have been triggered on Crusty, Percy releases his friends and cuts Crusty down to size with Riptide, thereby destroying him.

## **e. Lotus Hotel The Land of The Lotus Eater**

The Trio enter the Lotus hotel because they are looking for a place to rest. Percy senses something is wrong when Lotus Hotel worker are offered a nice suite. He goes against his better judgement, so they indulge themselves in Lotus casino. It is until Percy notices people from all different time periods then he realizes that he is being affected by the hotel. He snaps out of the trance. On her book Kathleen terms them as the lotus eaters. In *Percy Jackson: The Lightning Thief* symbolize the fruit of Lotus as the VIP cards .

“The food [Lotus fruits] made them forget their pasts, their families, and their futures, so that they lived in a state of dreamy bliss.”  
(Kathleen:88)

Percy searches his friends that become addicted to the VIP cards facilities. He grabs his friend, forcing them to wake to the reality. When they leave the hotel, they realized that they have been there for five days.

### 4.2.7 Supreme Ordeal

The supreme ordeal is a test in which the hero encounters the central crisis of the story. When we compare a bit to an action movie, it will be the big action sequence on the movie. In *Percy Jackson: The Lightning Thief*, the Supreme Ordeal is when Percy approaches his goal, meets Hades at underworld, retrieves the Zeus master bolt, and saves his lovely Mother. The key is that there is a central theme of death and change. The hero will be submitted to death in some way. It could be the failure of his quest, the end of a relationship, the loss of his mentor, or facing his greatest fears. Percy actually decides to leave his mother behind. He sacrifices his truly mission. It can be a means of death to Percy by leaving his world (Sally Jackson) at the underworld. This ordeal is usually where the hero will face the enemy for the first time in full form. Before coming to this stage, the hero has been battling minions (Furries, Medusa, Chimera, Procrustes) and Threshold Guardian (Charon and Cerberus).

During his journey, Percy Jackson once again needs to pass the Threshold Guardian to go to the next unfamiliar special world (underworld). The Trio encounter Charon by bribing him with drachma coins to let him pass and bring them to the underworld where only dead people can pass. When they come to underworld they still need to sneak out the monstrous three-headed dog that guards the Hades gate. Annabeth manages to "tame" Cerberus by using her red ball and some skills she learned at obedience school. Annabeth plays with Cerberus while her friends sneak past him. Annabeth sneaks him when he chomps the rubber ball.

They finally arrive in the underworld only to realize that they have been tricked. Percy himself thinks that Hades stole Zeus' Master Bolt. However, when Percy personally meets Hades, Hades also believes that Percy has stolen his helm of darkness and his brother's bolt. Hades saved Percy's mother right before she

died from the Minotaur and made her as a hostage to make Percy come to his place. Hades promises that he will release Percy's mother as a gift if Percy gives him his helm and Zeus's bolt but Annabeth warns him not to trust any promises and gift from the Lord of Death. Percy is confused between saving his mom or finishing the quest.

“They had both been with me through so much..... I had spent thousands of miles worried that I'd be betrayed by a friend, but these friends would never do that. They had done nothing but save me, over and over, and now they wanted to sacrifice their lives for my mom.”  
(Percy:330)

This is the time where Percy conquers his own ego to save his only Mother. Being surrounded by armies of the dead, Percy brings out his magic pearls that he received from Naiad. With only three, he must choose between saving his mother or the lives of his two friends. In the end, he can't sacrifice his friends for his own ego. He trusts his friend would never betray him like what Oracle said before. Promising his mother that he will return for her, Percy and his friends escape to the surface, where Percy battles the god Ares for possession of the bolt and the helm.

Percy returns from the Underworld, he finds out that the god of war Ares has the Helm of Darkness. Ares framed Percy by making it look like he stole Zeus's lightning bolt. Percy thinks hard about it, a god is forbidden to steal another god's symbol of power, however demigods are not affected by this rule. The culprit is not Hades, nor Ares, because both of them are gods, there must be another demigod that steals both the master bolt and helm of darkness.

There is a Kronos the Lord of Titans, who is trapped in the depths of Tartarus after defeated by his sons (Poseidon, Zeus, and Hades). He is still able to manipulate the dreams or nightmares of gods and men. Hoping to start a three-way war between his sons, Kronos instructs a demigod (the thief) whom Percy has not known yet to steal the Zeus's master bolt and Hades's helm of darkness. Kronos's demigod thief was unexpectedly captured by Ares. The thief successfully bent Ares who will make the magic items stay hidden for a while to make the three-way war happens in Olympus, because war is something that Ares

likes. Later Ares gives the master bolt to Percy, hidden within the magic backpack, so that the young hero might bring it to the Underworld for Kronos.

Percy challenges the god of war to a duel for the possession of the bolt and the helmet, in which he wins. A dark force, later revealed to be Kronos, stops Ares from killing Percy. Ares vanishes in his divine form, leaving the bolt and Helm of Darkness behind. Percy wins, gives the helm to the Furies to return to the Underworld, and travels back to New York with the bolt in time to prevent a war.

### 4.2.8 Ultimate Boon

The Ultimate Boon has to be acquired either by stealing it or by receiving it from the powers that hold it (Campbell 1949: 159-179). After the blessing has been acquired in some way the whole world of natural experience explodes, but “the miracle of miracles was that though all explodes, all was nevertheless thereby renewed, revived” (Campbell 1949: 177)

At Olympus, after Zeus retrieves his master bolt from Percy, Percy meets his father face to face for first time. The affection of his father is the only one that Percy never experiences and misses since he was born. Poseidon seems distant and sad, but says he is proud of his son. He says he fears Percy has been born for a hero’s tragic fate. Percy gets his recognition and affection from the one he misses “You did well, Perseus. Do not misunderstand me. Whatever else you do, know that you are mine. You are a true son of the Sea God” (Poseidon :359). He begins to understand his father’s reason why he never saw him once before.

Poseidon tells Percy that his mother is back, she has returned as a peace offering by Hades. Because Percy gives the Helm to the three Furies who return to the Underworld, Hades is able to uphold his end of the bargain by returning Sally back to her apartment unharmed. Percy receives his mother back from the one who captures his mother. This is the writer’s reason why he does not put Hades as the Shadow archetype or the antagonist character in the *Percy Jackson: The Lightning Thief*. Shadow archetype is the opposite of the Hero and Hades does not

represent Percy's darkness. He may send his troops to search and kill Percy at first time. He does that because he is being fooled and cornered with the loosing of his symbols of power.

“I have said nothing of the helm's disappearance, because I had no illusions that anyone on Olympus would offer me the slightest justice, the slightest help. I can ill afford for word to get out that my most powerful weapon of fear is missing. So I searched for you myself, and when it was clear you were coming to me to deliver your threat, I did not try to stop you.” (Hades: 326)

Even though Hades knows that he is the evil god and the symbol of darkness in Greek mythology, he still keeps his promises to Percy that he will release Sally Jackson if Percy can bring his helm of darkness back to him. Darkness is not always bad, it can be the meaning of sadness, loss and loneliness. His distrust for the justice of his two brothers is the proof that he feels alienated.

Percy rushes back to his family's apartment, where he finds Medusa's head is waiting for him. He realizes that he has the chance to petrify his stepfather and save his mother from a miserable marriage. His mother implores him not to do it, however. She must break away from Gabe herself. Percy respects her wishes, and thus breaks the mold of what the tragic hero might have done. The prophecy thus comes true in an unexpected way: Percy fails to save what matters most by allowing his mother to save herself.

The Ultimate Boon is the hero recuperation time of the hero. It is like the reward for every efforts and sacrifices the hero made before. Percy successfully saves the world by preventing the war of gods. He becomes a big hero on earth as well as to the gods. He earns his father recognition and he gets his world back (his beloved mother).

#### **4.2.9 Crossing The Return of The Threshold**

The writer actually skips the Refusal of the Return call stage before, because Percy does not refuse to return call. Percy goes back to Half Blood Camp, where everyone at the camp congratulates the Trio. At the end of the summer, Percy can't decide whether he lives with his mom or stays at camp to learn how to

be a hero at full year with Chiron. He finally decides to go to practice to clear his mind, where he sees Luke training at swordplay. Percy may not refuse to the return call, but not for Luke, he refuses Percy to continue his journey. As they drink Coke together in the forest, Luke reveals that he was the thief behind the vanishing of Zeus's master bolt and Hades's helm of darkness. He tells everything about his revenge to destroy Olympus and Kronos the lord of titans as his master where his idea to steal comes from. However, before he left, he does not want Percy to interfere with Kronos plans again in the future. He summons a pit scorpion to kill Percy. Percy manages to kill it, but the scorpion stabs its stinger into Percy's palm. He tries to reach the camp but he is collapsed. Fortunately, several forest nymphs carry him and after being fed ambrosia and nectar, Percy heals and decides to enroll in the seventh grade and comes back to camp next summer.

Being returned to the ordinary world is not the end of Percy Jackson's journeys. The journey is going to a new cycle like how the theory of Monomyth explained before. On the next cycle of Percy journeys, Percy has already known that there are more dangerous enemies ahead that he will face, for instance Kronos and his pawns. The Rick Riordan's next story will tell something about the "Golden Age" as Luke says in the end of the story.

"Good-bye, Percy. There is a new Golden Age coming. You won't be part of it." (Luke :382).

#### **4.2.10 Master of The Two World**

Percy already has cleared his first cycle quest to save the world. He is not partly the master of someone else in both worlds at the end of *Percy Jackson: The Lightning Thief* but he has been already a part of Half Blood Camp and as the only owner of Poseidon Cabin. Percy has "Freedom to pass back and forth across the world" (1949:212). He can choose to live in Half Blood Camp for a full year or return to his ordinary life and just comes back in summer holidays.

Successful in heroes' quest is life changing. By achieving his victory, Percy has changed or preserved his original world. He returns with an object or



personal ability that allows him to save his world. Percy can control the water as he wishes. He also can talk to any horses and sea creatures. Percy Jackson has learned much from his journey and has not only grown physically but mentally as well.



## CHAPTER 5. CONCLUSION

*Percy Jackson : the Lightning Thief* is one of Rick Riordan's Percy Jackson and the Olympians series. This story shows many Archetype characteristics of Joseph Campbell's 'The Hero's Journey'. Percy himself is the courageous and intelligent 'Hero'. He has an 'Allies or sidekicks' that accompany him during his journey, Grover Underwood and Annabeth. Grover is also the 'Trickster' used to make the readers laugh. Charon or Mr. Brunner as 'the Mentor' gives Percy an Anaklomos sword and a lot of advice during Percy's quest. Mrs. Dodds as 'the Herald' accuses Percy as the thief in the beginning of the story. Luke Castellan as the 'Shadow' and also the 'Shapeshifter', he acts befriend with Percy at Camp as his sword mentor, but really trying to kill Percy at the end of *The Lightning Thief*.

Rick Riordan consciously or unconsciously uses Joseph Campbell 'Heroes Journey' theory in his *Percy Jackson: the Lightning Thief*. It is proved by how the Separation - Initiation – Return of Monomyth is applied in his book.

Separation is the first section of the hero's journey. It is about the separation of the hero from the common world to unfamiliar special world. Firstly, Percy believes he is just a normal teen dealing with everyday problems and high school drama. He is being called to the adventure when the monster called Furry accuses and attacks him at museum.

Initiation is the main part of the story. The hero initiates his true heroic stature by various trials and problems. Through quest and battle, the true character emerges. Percy begins his journey with his friends Annabeth and Grover. During their quest, they encounter a lot of kinds of Greek creatures. They work together to conquer what they fear and face, especially when they encounter Hades in Underworld. Percy needs to decide the important choices between save his beloved mother or save his friends and the world.

Return is the last stage of the hero's journey cycle. Percy resumes his life in his original world with his mother and all things are restored to ordinary. The

hero returns but as a changed person. The hero is wiser, smarter and stronger than before. Percy has learned much from his journey and has not only grown physically but mentally as well.

Percy is Poseidon's son, the ruler of the sea. He has the power to control water as he wish, but Percy is not truly born as the hero. The oracle tells Charon about Percy destiny that he will become a great hero someday, but Percy knows nothing about it. Becoming the hero is a choice. Percy walks as his own choices on his journey. At first, Percy does not accept his hero's quest because of his own ego to get his beloved mother back. The story will have a different ending if Percy decides to save his mother and ignore the quest to save the world. What the writer is going to say is, being the hero is not about saving someone, slaying some monster or having a power to control water. The hero will not save or slay something if he does not dare to challenge his bravery to conquer his fears. Percy is able to save the world and he becomes the universal hero after he decides to leave his mother in underworld. Sally Jackson is everything for Percy, and she is the only thing that Percy is afraid to loose.

Every hero has something that they fear, just like a human being. The heroes journeys myth exist in our culture and keep getting updated because we as a human may experience in those two worlds becoming a hero. In the term of the Hero's Journey, any choices we face require us to leave the Common World; a world that is familiar although possibly unpleasant. Any fears or problems we encounter can be symbolized as a dragon that needs to be slain. Any experiences or transformations we have are the treasure we get from the journey.

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