

**ARCHETYPAL ANALYSIS ON RICK RIORDAN'S *THE
HEROES OF OLYMPUS: THE MARK OF ATHENA***

THESIS



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THE MARK OF ATHENA

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ABSTRACT

Fajariyah, L(2021). Archetypal Analysis on Rick Riordan's *The Heroes of Olympus: The Mark of Athena*. English Department, UIN Sunan Ampel Surabaya. Advisor: Dr. Wahyu Kusumajanti, M. Hum.

Keywords: archetype, demigod, myth

This study aims to analyze the archetypes on Rick Riordan's *The Heroes of Olympus: The Mark of Athena*. This study focuses on two research questions: How are the archetypal characters reappeared, and how are the main characters showing the four archetypes in *The Heroes of Olympus: The Mark of Athena*.

A descriptive qualitative method is used in the study. Jung's Archetype theory is used in both research questions. How are the archetypal characters reappeared, and how are the main characters show the four archetypes in *The Heroes of Olympus: The Mark of Athena*. The results of this study show that seven archetypal characters reappeared in the novel There are lover, Innocent, hero, outlaw, caregiver, sage, and ruler. While in the second research question, persona was appeared in 3 persons: Percy, Annabeth, and Leo. Anima/animus only appeared in Piper. Shadow appeared in 5 persons: Percy, Annabeth, Leo, Piper, and Frank. And self appeared in every main character in the novel.

ABSTRAK

Fajariyah, L (2021). Archetypal Analysis on Rick Riordan's *The heroes of Olympus: The Mark of Athena*. Program Studi Sastra Inggris, UIN Sunan Ampel Surabaya. Pembimbing: Dr. Wahyu Kusumajanti, M.Hum.
Kata kunci: Arketipe, setengah dewa, mitos,

Penelitian ini bertujuan untuk menganalisis arketipe pada *The Heroes of Olympus: The Mark of Athena* karya Rick Riordan. Penelitian ini berfokus pada dua pertanyaan penelitian; mereka; Bagaimana karakter arketipe muncul kembali dan bagaimana karakter utama menunjukkan empat arketipe di *The Heroes of Olympus: The Mark of Athena*

Metode deskriptif kualitatif digunakan dalam penelitian ini. Teori Arketipe Jung digunakan dalam kedua pertanyaan penelitian, yaitu Bagaimana karakter arketipe muncul kembali dan bagaimana karakter utama menunjukkan empat arketipe dalam *The Heroes of Olympus: The Mark of Athena*. Hasil penelitian ini menunjukkan bahwa tujuh karakter arketipe muncul kembali dalam novel yaitu: Bacchus, Narcissus, Echo, Eidolon, Nemesis, Aphrodite, Hercules, Phorcys, Chrysaor, Gaea, dan Arachne. Sedangkan pada pertanyaan penelitian kedua, persona muncul pada 3 orang: Percy, Annabeth, dan Leo. Anima/animus hanya muncul di Piper. Shadow muncul dalam 5 orang: Percy, Annabeth, Leo, Piper, dan Frank. Dan diri muncul di setiap karakter utama dalam novel

TABLE OF CONTENT

Cover Page	
Inside Cover Page	ii
Approval Sheet.....	iii
Examiner sheet.....	iv
Declaration	v
Acknowledgments.....	vi
Abstract	vii
Abstrak	viii
Table of contents.....	ix
 CHAPTER I INTRODUCTION	 1
1.1 Background of the Study.....	1
1.2 Statement of the Problem.....	3
1.3 Significance of the Study	4
1.4 Scope and Limitations.....	4
1.5 Research Method.....	4
1.5.1 Research Design.....	4
1.5.2 Data Source	5
1.5.3 Data Collection.....	5
1.5.4 Data Analysis	5
 CHAPTER II THEORETICAL FRAMEWORK	 7
2.1 Archetype	7
2.1.1 Primordial.....	8
2.1.2 Universal	8
2.1.3 Recurrent.....	8
2.2 Character Archetype.....	9

CHAPTER I

INTRODUCTION

1.1 Background of study

Archetypes are a collective heritage of common, conceptual forms that organize the individual acquisition of unique concrete materials. “It is important to find out again”, Jung (1969, p. 79) stated, “that archetypes are not decided in terms of their substance, but rather in terms of their shape and even only to a very restricted degree.” An archetype “is defined in terms of its substance when it has become aware and is then packed with substance of conscious experience.” By meaning, Jung implies photos. Archetypes, like forms, are merely the possibility of images. What is consciously encountered – and then imagined – is unconsciously notified by archetypes. A content, or image, has an archetypal, or typical, form. The example of a collective unconscious is the image of white as good and black as bad in yin-yang.

In psychology, archetypes are ancient or primitive images that originate from the collective unconscious. Carl Gustav Jung put forward the concept to explain the collective representation of a culture psychologically. This archetype gives all kinds of images in the human psyche, later giving birth to mythology and folklore (Jung, 1969). Mythology is the research and analysis of the sometimes religious tales or fables in a society regarded as myths or the compilation of these stories concerned with different facets of the human condition: bad and good; human origin; the nature of suffering; the origin of the place, names, creatures, the

The Heroes of Olympus: The Mark of Athena is an American fantasy action novel written by Rick Riordan, focusing on Greek and Roman myths. It was released on October 2nd, 2012, and is the following story of Percy Jackson Jackson and the Olympian story in the Heroes of Olympus series. *The Heroes of Olympus: The Mark of Athena* is the third in the collection. This novel is about demigods of greek and roman mythologies from the postmodern perspective. The story begins when

1.2 Statement of Problem

- As the researcher has mentioned in the statement of problems above, the objective of the study is as follows:

- [illegible]

1.5.2 Data source

1.5.3 Data collection

1. The researcher read the story several times to understand and determine the issue that The writer will analyze.
2. The researcher selected, collects the quotation, and compiles the data, which shows the archetypal characters and the four archetypes.
3. The researcher took notes and classifies the data based on the categories of the archetypal characters and the four archetypes.

1. The researcher portrayed the archetypal pattern revealed using Jung's theory of archetype.
2. The researcher explained the presence of archetypes in the characters by using the archetypal criticism approach.
3. The researcher drew conclusions based on the results of the analysis.

THEORETICAL FRAMEWORK

2.1. Archetype

The term archetype has been used for decades, meaning the template (original pattern) produced copies. Archetypal research, also referred to as myths critiques, is a form of study which strengthens human's vital images and scenarios that indicate recurring mankind circumstances. Jung (1942) stated that there are three primary features of archetypes that define the archetypes.

2.1.1. Primordial

The image is called primordial when it has an ancient character. Jung talked about ancient characters when the picture is matched well-known mythological motifs. This then reveals material which mainly originates from the collective unconscious, and shows at the same time that the factor that influences the current consciousness are collective rather than personal (Jung, 1942). Knowledge of the experience is essential to human life. Primordial is the very beginning shape of beliefs and symbols which present in many people's unconscious minds.

2.1.2 Universal

The second basic characteristic of archetypes is that they are timeless and not influenced by time or circumstance, society or history. So it means that archetypes are beliefs that consist in several humans or even tribes and spread hereditary. So it means that the primordial feature is constantly reappeared and used by people in timeless. It does not only appear in a single human mind. For example, many people in east Asia believe that number 4 brings bad luck, even when that thing cannot be proven right.

2.1.3. Recurrent

The third critical feature of the archetypes is recurrent. Many who have undertaken studies in sociology, mythology appeared to affirm comparative religion, parallels between cultures, thus showing that the variations that occur are primarily due to local adaptation. It means that the collective unconsciousness

2.2 Character Archetype

2.2.1 Archetypal Character

2.2.1.1 The Lover

[illegible]

us into a great human. Harmonizers, partners, pals, and matchmakers are all terms used to describe the lover.

2.2.1.2 The Innocent

The innocent's philosophy is "free to be you and me." Pearson and Mark (2001:50) The Innocent is like a charming young kid or a wise mystic, full of awe at the beauty of it all and still thinking that living in paradise right now is conceivable. Innocent is known by many other titles, including mystic, simple, dreamer, romantic, conservative, and utopian.

2.2.1.3 The Hero

“Where there is a will, there is a way,” the hero believes. According to Mark and Pearson, the Hero (typically shown as a Warrior) accepts a significant personal risk in order to vanquish bad forces in order to defend society or holy ideals (2001:103). Many legends depict The Hero defeating something bad in order to safeguard something great. The hero is recognized by various names, including superhero, dragon slayer, contender, warrior, and rescuer.

2.2.1.4 The Explorer

Explorers desire to see everything there is to see in this planet. As a result, the explorer's slogan is "Don't Fence Me In." Pearson and Mark (2001:51) Explorers have a nagging sense of discontent and restlessness, as if they're always looking for something better, yet they keep saying "not this" and hitting the road. That feeling of discontent drives the explorer to continue looking for answers.

2.2.1.5 The Sage

2.2.1.6 The Outlaw

2.2.1.7 The Caregiver

2.2.1.8 The Ruler

[illegible]

2.2.2 The Four Archetype

2.2.2.1 Persona

2.2.2.2 Anima or Animus

represents disorder, unpredictability, and the unknown. We can repress our desires or tendencies to please others or protect ourselves from emotional or physical harm. For example, a kid may learn to conceal strong emotions like anger or grief out of worry that they would be burdensome for other family members.

2.2.2.4 The Self

An archetype that reflects an individual's collective unconscious and consciousness is the self. Individualization is a method for self-creation in which the many aspects of identity are integrated. Jung has also depicted it as a circle, rectangle, or mandala.

The collective consciousness is reflected in the self-archetype. There are two distinct centers of personality, according to Jung. Although the ego is at the heart of consciousness, the self is at the heart of identity. Not just the conscious mind, but also the subconscious and unconscious mind, compensate somebody's personality. Consider a sphere with a line that runs through the center. The body is represented by the whole circle, with the ego represented by the little mark in the center. The ultimate goal, according to Jung, was for a person to acquire a feeling of self-coherence, which is similar to Maslow's theory of self-actualization in numerous ways.

2.3 Previous study

The researcher found some related previous related to both the issue and the novel. There are several studies related to the novel. First, a study by Andi Sasmiladewi Rukmana (2014) from Alauddin State Islamic University Makassar.

Second, a study from Muhammad Havist Mahfush (2015) from Universitas Brawijaya. His study analyzes Strive For Success of Four Main Character In Rick Riordan's Heroes Of Olympus; The Mark Of Athena Novel. The results show that the theory seeks to successfully dominate the characteristics of the four characters the author analyzes. All of these character models in Adler's theory struggle to succeed.

[illegible]

Then below are the previous study related to archetypes. The first is a study from A. Ria Puji Utami (2015) from Universitas Sanata Dharma Yogyakarta. Her study analyzes Studi Arketipe Terhadap Tokoh Arsena Dalam Novel Cermin Merah Karya Nanoriantiarno : Kajian Psikologi Sastra. The Result show all the four archetypes are found in Arsena.

[illegible]

3.1 Archetypal characters

Below are the findings and discussion of the archetypal characters found in *The Heroes of Olympus: The Mark Of Athena* using archetypes theory from Carl Jung.

3.1.1 The Hero

3.1.1.1 Percy Jackson

Percy Jackson is known as a kind and brave person. He always tries to solve problems, even if it's none of his business. He is even willing to sacrifice to solve any problems that are around him. In the novel, Percy bravely confronts Bacchus when he arrives and humiliates Percy.

‘Do you have any idea how hard it is to stay focused? Splitting headaches all the time! I never know what I’m doing or where I’m going! Constantly grumpy!’ ‘That sounds pretty normal for you,’ Percy said. The god’s nostrils flared. One of the grape leaves on his hat burst into flame. ‘If we know each other from that other camp, it’s a wonder I haven’t already’ (Riordan, 2012, p. 76)

that he knew it was hopeless. ‘Never,’ he said. He looked up at Nico, fifteen feet above. (Riordan, 2012, p. 363)

3.1.2 The Caregiver

3.1.2.1 Aphrodite

Aphrodite has a total and real trust in love, and she may be extremely charming, loving, and passionate. She can also be compassionate and courteous to those she likes, and she adores her children and their fathers. As she really care of her daughter Piper McLean when she came to Piper, and gave a advice on their adventure.

‘Yes, sorry,’ the goddess said. ‘To make the story short, I’m here to help You, girls. I doubt you’ll be seeing Hera much. Your little quest has hardly made Her welcome in the throne room. And the other gods are rather indisposed, as You know, torn between their Roman and Greek sides. Some more than others.’ Aphrodite fixed her gaze on Annabeth. ‘I suppose you’ve told your friends about Your falling-out with your mother?’ (Riordan, 2012, p. 147)

Aphrodite was happy to provide help and advice to Annabeth, even though she wasn't her daughter. Aphrodite points out the right path for Annabeth to follow in her quest to get back The Mark of Athena.

‘Hmm.’ Aphrodite looked politely bored. ‘I couldn’t say. I don’t believe Athena created the Mark consciously. If she knew where her statue was, she’d simply tell you where to find it. No...I’d guess the Mark is more like a spiritual trail of bread crumbs. It’s a connection between the statue and the children of the goddess. The statue wants to be found, you see, but it can only be freed by the most worthy.’ (Riordan, 2012, p. 148)

3.1.2.2 Nemesis

Nemesis is the goddess of vengeance, therefore she cares deeply for those who are oppressed and hope for vengeance, as well as those who are in disadvantaged situations. *In The Heroes of Olympus: The Mark of Athena*. The main characters are on a mission to defeat Gaea, but in this mission they are disadvantaged and in trouble, so Nemesis is helping with their mission this time.

‘So why are you here?’ he asked. ‘Why, to offer my help!’ Nemesis smiled wickedly. Leo glanced at Hazel. She looked like she’d just been offered a free snake. ‘Your help,’ Leo said. ‘Of course!’ said the goddess. ‘I enjoy tearing down the proud and powerful, and there are none who deserve tearing down like Gaea and her giants. Still, I must warn you that I will not suffer undeserved success. Good luck is ashamed. The wheel of fortune is a Ponzi scheme. True success requires sacrifice.’ (Riordan, 2012, p. 45)

information. Before capturing Percy and Frank, Phorcys was friendly, fooling about with them. He was always irritated with Keto because he believed that providing too much information would bore guests. Phorcys, like Keto, had no concerns about abusing sea creatures if it stopped them from performing acts.

‘But enough boring educational stuff!’ Phorcys said. ‘You’ve paid for the VIP treatment. Won’t you please let me finish the tour? The three denarii Entrance fee is nonrefundable, you know.’ Percy wasn’t excited about more fireworks, donut-scented smoke, or Depressing captive sea creatures. But he glanced at Frank and decided they’d Better humor the crabby old god, at least until they found Coach Hedge and gotgot Safely to the exit. Besides, they might be able to get more information out of Phorcys. (Riordan, 2012, p. 129)

3.1.3.2 Chrysaor

In the novel, Chrysaor is irritated by the lack of stories about him. As a result, he made the decision to establish a reputation for himself as a pirate. Over the ages, he has won the respect of his crew with his incredible abilities. However, he is not beyond the playing games with his opponents and will occasionally give them a chance to fight back. He recognizes when he is losing control of a situation fast and is ruthless when he is defeated.

‘Bah! Enchanted gold, yes. Later on, the Romans called it Imperial gold, But I was the first to ever wield such a blade. I should have been the most Famous hero of all time! Since the legend-tellers decided to ignore me, I became A villain instead. I resolved to put my heritage to use. As the son of Medusa, I Would inspire terror. As the son of Poseidon, I would rule the seas!’ (Riordan, 2012, p. 232)

He orders his dolphin soldiers to bind and blindfold the satyr so he may sell him to some cyclopes when they bring him out from below ship. He also

intended to sell Piper McLean and Hazel Levesque to Circe, assassinate Jason Grace, and then deliver Gaea Annabeth Chase and Percy Jackson for the bounty.

‘Ah, a satyr,’ Chrysaor mused. ‘A little old and stringy, but Cyclopes will Pay well for a morsel like him. Chain him up.’ ‘I’m nobody’s goat meat!’ Hedge protested. ‘Gag him as well,’ Chrysaor decided. ‘Why you gilded little—’ Hedge’s insult was cut short when the dolphin put A greasy wad of canvas in his mouth. Soon the coach was trussed like a rodeo Calf and dumped with the other loot—crates of food, extra weapons, even the Magical ice chest from the mess hall. ‘You can’t do this!’ Annabeth shouted. Chrysaor’s laughter reverberated inside his gold face mask. Percy wondered If he was horribly disfigured under there, or if his gaze could petrify people thethe Way his mother’s could. (Riordan, 2012, p. 238)

3.1.3.3 Gaea

Gaea, more than any other demigod, appears to strive to influence Percy. According to The Son of Neptune, she seemed to despise him and Jason more than the other members of the Seven. Perhaps this is due to the fact that they each sent one of their Titan sons to Tartarus, Hyperion, and Krios, respectively, as well as the fact that both of them were instrumental in Kronos' downfall. This demonstrates a strong sense of animosity, which many of her descendants have. She did, however, exhibit a reluctant affection for Percy when he compelled her to assist him in his fight against Phineas.

‘Y-yes,’ Ephialtes said. ‘But this girl is preferred. And the boy—the son of Poseidon. You can see why those two would be most suited for the task.’ Percy wasn’t sure what that meant, but he wanted to crack the floor and send These stupid gold-shirted twins down to oblivion. He’d never let Gaea spill his Blood for any task—and there was no way he’d let anyone hurt Annabeth. (Riordan, 2012, p. 42)

In a dream, she appears to Percy in a human-like shape, informing him that he would fall alone and that she intends to demolish Camp Half-Blood and leave it naked for all time to demonstrate that the demigods were helpless against her and the giants. Percy receives a message from her, telling him to enjoy Tartarus.

At the front of the room, the pater trembled—either from rage or fear, Annabeth wasn't sure which. His pope hat tilted sideways on his head like a gas Gauge dropping toward empty. 'Truly, you know much, big mother. Your Wisdom is great, but that is all the more reason why you cannot leave. The Weaver warned us you would come.' 'The weaver...' Annabeth realized with a sinking feeling what the pater Was talking about: the thing in the dark from Percy's dream, the guardian of the Shrine. This was one time she wished she didn't know the answer, but she tried to Maintain her calm. 'The weaver fears me. She doesn't want me to follow the Mark of Athena. But you will let me pass.' (Riordan, 2012, p. 40)

3.1.3.4 Arachne

When Annabeth entered Arachne's room, the spider lady intended to kill her in order to satisfy her desire to kill one of Athena's offspring. Arachne informed Annabeth that she was a far greater weaver than Athena, and she showed her her tapestries, which were so beautiful that even Annabeth was taken aback. Annabeth, who was severely damaged, realized she couldn't overcome Arachne in fight, so she used Arachne's Fatal Flaw, hubris, against her. Annabeth, as chief architect and designer of Olympus, enticed Arachne with the thought that she might arrange for her work to be shown on Mount Olympus, even in the Hall of the Gods itself, so that she could demonstrate her expertise and disgrace Athena.

Piper was incredibly caring and affectionate towards her ex-boyfriend Jason, and she was terrified, sad, and enraged at anything that threatened their relationship. When Annabeth asks her what Jason's last name is (which she doesn't know), she breaks down in tears. She also wants to grasp Jason's hand, lean on his chest, put head on his leg, wrap her arms around him, and have his arms about her, possibly because they were together in her Mist-manipulated memories.

Piper wished that he hadn't promised. The word only reminded her of the Prophecy of Seven: an oath to keep with a final breath. Please, she thought, wondering if her mom, the goddess of love, could hear her. Don't let it be Jason's final breath. If love means anything, don't take him away. (Riordan, 2012, p. 93)

Piper McLean is a calm yet feisty soul that is always loving and careful of her friends and isn't hesitant to defend them. Piper has always followed her heart, and she appears to have a warm spot in her heart for her buddies.

As she watched Jason work, she admired how easily he did each task, whether it was fixing a door or oiling saddles. It wasn't just his strong arms and his skillful hands, though Piper liked those just fine, but the way he acted so upbeat and confident. He did what needed to be done without complaint. He kept his sense of humor, despite the fact that the guy had to be dead on his feet after not having slept the night before. Piper couldn't blame Reyna for having a crush on him. When it came to work and duty, Jason was Roman to the core. (Riordan, 2012, p. 199)

3.1.4.2 Echo

Echo is a lovely and modest person. Despite the desires of the other nymphs, she is madly in love with Narcissus and hopes to be able to save him.

Despite Narcissus' lack of concern for her, she is passionately dedicated to him and does everything she can to aid and protect him.

‘Oh, not you again!’ Mrs. Narcissus tried to push Echo away, but she Misjudged where the camouflaged girl was and ended up shoving several other Nymphs. ‘You had your chance, Echo!’ said the nymph with the iPhone. ‘He dumped You four thousand years ago! You are so not good enough for him.’ ‘For him,’ Echo said bitterly. ‘Wait.’ Hazel clearly had trouble tearing her eyes away from the handsome Guy, but she managed it. ‘What’s going on here? Why did Echo bring us here?’ (Riordan, 2012, p. 76)

Echo stood up to a huge number of other nymphs to assist Leo escape by snatching the shield Narcissus was using as a mirror, demonstrating that she isn't afraid to put her life in risk as long as it benefits Narcissus. Despite Narcissus' lack of concern for her, Leo can see how terrific of a person she is.

‘We can’t leave Echo!’ Leo said. ‘Leave Echo,’ the nymph repeated. She smiled, and for the first time Leo could clearly see her face. She really Was pretty. Her eyes were bluer than he’d realized. How had he missed that? ‘Why?’ Leo asked. ‘You don’t think you can still save Narcissus...’ ‘Save Narcissus,’ she said confidently. And even though it was only an Echo, Leo could tell that she meant it. She’d been given a second chance at life, And she was determined to use it to save the guy she loved—even if he was a Moron. Completely hopeless (though very handsome) moron. (Riordan, 2012, p. 62)

3.1.5 The sage

3.1.5.1 Annabeth Chase

Annabeth, like her mother, is a brilliant thinker who is also smart and funny. Her eyes are calculating, as if she's evaluating whatever she's staring at during a first meeting, as if she's 'considering the best method to take the person down in a battle.' She is passionate about architecture and spends her leisure time

either developing new structures or touring national landmarks. She has a special spot for individuals who are eager to learn. She may be too philosophical at times, which causes Percy's eyes to glaze over.

‘Cutting-edge Ancient Greek technology,’ she said. ‘Okay, look. The Structure is a cylindrical biaxial braid, so it has excellent resilience.’ She Manipulated the image so it squeezed in and out like an accordion. ‘When you Put your fingers inside, it loosens. But when you try to remove them, the Circumference shrinks as the braid catches and tightens. There’s no way you can Pull free by struggling.’ (Riordan, 2012, p. 139)

Annabeth's hubris prompts her to ridicule Arachne after the weaver has already been caught in *The Mark of Athena*. Her insult to Arachne, on the other hand, causes the floor of her stratum to fracture and disintegrate, weakening the already frail structures. Annabeth and Percy, as well as Arachne, end themselves in Tartarus as a result of this.

Annabeth should've left it at that, but her fear was turning to anger and resentment. 'The artwork that I'll display most prominently on Mount Olympus? It won't be yours. The Athena Parthenos belongs there—right in the central park of the gods.' 'No! No, that's horrible!' 'Oh, it won't happen right away,' Annabeth said. 'First we'll take the statue with us to Greece. A prophecy told us it has the power to help defeat the giants. After that...well, we can't simply restore it to the Parthenon. That would raise too many questions. It'll be safer in Mount Olympus. It will unite the children of Athena and bring peace to the Romans and Greeks. Thanks for keeping it safe all these centuries. You've done Athena a great service.' (Riordan, 2012, p. 353)

3.1.6 The Ruler

3.1.6.1 Jason Grace

Many people thought Jason was too flawless and straight-laced from the outside. For the most part, he deferred to authority and adhered to rigid rules. People like Annabeth and Hazel lost faith in him as a result of this. Jason, on the other hand, sought to break the rules in order to create a difference.

Annabeth tried to hide it, but she still didn't completely trust the guy. He acted too perfect—always following the rules, always doing the honorable thing. He even looked too perfect. In the back of her mind, she had a nagging thought: What if this is a trick and he betrays us? What if we sail into Camp Jupiter, and he says, Hey, Romans! Check out these prisoners and this cool ship I brought you! (Riordan, 2012, p. 3)

However, owing to abandonment concerns, Jason eventually obeyed the guidelines. As his mother had done, Jason didn't want anyone to desert him or violate promises to him. He considers rules to be promises he has to follow.

As they were fixing up the stables, Piper thought about the night Annabeth and Percy had spent down here accidentally. Piper wished that she could talk with Jason all night—just curl up on the stable floor and enjoy being with him. Why didn't they get to break the rules? But Jason wasn't like that. He was hardwired to be a leader and set a good example. Breaking the rules didn't come naturally to him. No doubt Reyna admired that about him. Piper did too...mostly. (Riordan, 2012, p. 198)

3.1.7 The Innocent

3.1.7.1 Frank Zhang

Frank is a wonderful person. He is a wonderful buddy who believes in giving everyone a chance. He is hesitant to pass judgment on others because of his history, and he was the only one at Camp Jupiter who was not afraid of Nico. Like

many years in order to keep everyone he loves safe. He adopted the persona of "brave, reckless, and leader" and fought numerous fights while pursuing his ambition to enroll at New Rome's university and live peacefully with Annabeth there.

‘Annabeth,’ he said hesitantly, ‘in New Rome, demigods can live their whole lives in peace.’ Her expression turned guarded. ‘Reyna explained it to me. But, Percy, you belong at Camp HalfBlood. That other life - ‘ ‘I know,’ Percy said. ‘But while I was there, I saw so many demigods living without fear: kids going to college, couples getting married and raising families. There’s nothing like that at Camp HalfBlood. I kept thinking about you and me... and maybe someday when this war with the giants is over... ‘ (Riordan, 2012, p. 131)

3.2.1.2 Annabeth Chase

Annabeth Chase is the daughter of the goddess Athena and professor Frederick Chase, and she is a Greek demigod. As one of the seven demigods of the Prophecy of Seven, Annabeth is a major character in the Percy Jackson and the Olympians series and the Heroes of Olympus series. Annabeth is the former main advisor of the Athena cabin and the architect of Olympus. Percy Jackson's current girlfriend is Annabeth.

Although Annabeth is a diligent and intelligent person, she has doubts and is gloomy; yet, she conceals her flaws and worries with courage and strategy, and this is her persona. Annabeth is frightened of spiders, but she hides her fear to fulfill her task and win Athena's approval and blessing.

Above her in the gloom, a voice spoke. 'For ages, I have known that you would come, my sweet.' Annabeth shuddered. Suddenly she was seven years old again, hiding under her covers, waiting for the spiders to attack her in the night. (Riordan, 2012, p. 354)

Like all other Athenian half-bloods, Annabeth suffers from arachnophobia and freezes when she sees a spider or anything that looks like a spider. This phobia stems from Athena's troubled relationship with Arachne, the spider mother who challenges Athena to a rug-making competition. Both creations were equally beautiful, but Athena became enraged by the Olympians' criticisms and destroyed Arachne's rug, turning her into a spider. Since then, Athena's children have been terrified that each Spider they see would eat them, which is mainly accurate

The anima is a feminine image in the male psyche, whereas the Animus is a masculine image in the female psyche. The anima/animus is the primary conduit for connection with the collective unconscious, representing the "real self" rather than the persona we display to others. According to Jung, physiological changes and social factors played a role in the formation of sex roles and gender identities. The archetypes of Animus and anima were also engaged in this process. According to Jung, the Animus represents the masculine aspect in women, while the anima represents the feminine aspect in men. (Jung, 1942)

Even though Percy is one of the strongest demigods right now, with all his courage and kindness, Percy has been keeping his shadow, that is, his dark side, he could sacrifice the whole world just to save a friend, and this is dangerous even if it's for good.

‘Percy, let me go,’ she croaked. ‘You can’t pull me up.’ His face was white with effort. She could see in his eyes that he knew it was hopeless. ‘Never,’ he said. He looked up at Nico, fifteen feet above. ‘The other side, Nico! We’ll see you there. Understand?’ ‘Nico’s eyes widened. ‘But—’ ‘Lead them there!’ Percy shouted. ‘Promise me!’ (Riordan, 2012, p. 464)

Annabeth almost fell into endless darkness, but Percy tried to save her even though his actions could have made the whole team fall too.

3.2.3.2. Annabeth chase

Annabeth's fatal flaw is pride, often described as arrogance: she believes she can accomplish anything and do it brilliantly, even bettering the gods in their creation of the universe. As shown in *The Sea of Monsters*, he felt he could reclaim his parents, construct a massive monument, and save Luke. Annabeth stated she was glad she didn't have pride since she recognized it was a very hazardous deadly error because Percy felt the world he was leading would be horrible, demonstrating that she can identify and accept her mistake.

'Yes,' she said carefully. 'It's on the Tiber River. I think I can find it, but I should—' 'Take me along,' Percy finished. 'Yeah, you're right.' Annabeth glared daggers at him. 'That's not—' 'Safe,' he supplied. 'One demigod walking through Rome alone. I'll go with you as far as the Tiber. We can use that letter of introduction,

hopefully, meet the river god Tiberinus. Maybe he can give you some help or advice. Then you can go on alone from there.' They had a silent staring contest, but Percy didn't back down. When he and Annabeth started dating, his mother had drummed it into his head: It's good manners to walk your date to the door. If that was true, it had to be good manners to walk her to the start of her epic solo death quest.' Fine,' Annabeth muttered. (Riordan, 2012, p. 316)

In *The Mark of Athena*, Annabeth's arrogance leads her to mock Arachne after the weaver has been captured. However, his contempt for Arachne sent Arachne thrashing around in her prison, causing the floor layers to crack and shatter, weakening the already fragile structure. This eventually causes both Annabeth and Percy to fall into Tartarus, along with Arachne.

'Yes.' Annabeth should've left it at that, but her fear was turning to anger and resentment. 'The artwork that I'll display most prominently on Mount Olympus? It won't be yours. The Athena Parthenos belongs there — right in the central park of the gods. ' 'No! No, that's horrible! ' 'Oh, it won't happen right away,' Annabeth said. 'First, we'll take the statue with us to Greece. A prophecy told us it has the power to help defeat the giants. After that... well, we can't simply restore it to the Parthenon. That would raise too many questions. It'll be safer in Mount Olympus. It will unite the children of Athena and bring peace to the Romans and Greeks. Thanks for keeping it safe all these centuries. You've done Athena a great service. ' (Riordan, 2012, p. 456)

3.2.3.3. Leo Valdez

Hephaestus' demigod, Leo Valdez, is a Greek demigod. He is one of the seven heroes in the Seven Prophecy. In prophecy, he was one of the most significant figures. Leos are laid-back, mischievous, cheeky, lively, quirky, witty, flirtatious, and constantly tell jokes, even if they aren't amusing. He's a

troublemaker by nature since he often has problems with Coach Hedge for breaking his megaphone. Leo is clever and trustworthy, and he is concerned about his friends and family. He is prone to reacting without thinking and enjoys pranking others, particularly those he dislikes.

Leo's fatal weakness is that he shows inferiority complexes, making him feel unloved or untrustworthy, which no one wants. The two quickly encounter Nemesis, whom Leo mistook for his Aunt Rosa at first. Nemesis makes Leo feel inadequate by telling him that he will always be the seventh wheel.

‘And as for you, child of fire.’ She turned to Leo. ‘Your worst hardships are yet to come. You will always be the outsider, the seventh wheel. You will not find a place among your brethren. Soon you will face a problem you cannot solve, though I could help you... for a price.’ (Riordan, 2012, p. 59)

Leo continues to hide his inferior feelings by making jokes, teasing people, and acting careless, but when properly depressed, the feeling reappeared and made him insecure.

He'd spent months alone in Bunker 9 at Camp Half-Blood, working on his ship while his friends trained together and shared meals and played capture-the-flag for fun and prizes. Even his two best friends, Piper and Jason, often treated him like an outsider. Since they'd started dating, their idea of 'quality time' didn't include Leo. His only other friend, Festus the dragon, had been reduced to a figurehead when his control disk had gotten destroyed on their last adventure. Leo didn't have the technical skill to repair it. The seventh wheel. Leo had heard of a fifth wheel - an extra, useless piece of equipment. He figured a seventh wheel was worse. (Riordan, 2012, p. 61)

3.2.3.4. Piper McLean

She has insecurities about his own identity. As seen in The House of Hades, hers seems that she feels useless and not a hero at all without her friends. This was taken advantage of by Khione when he attacked the ship. However, that thought seemed to stop after he found confidence during the same confrontation.

Piper always feels doubt that he has a stick in this team. He always feels the weakest of the other six different demigods. It also makes it too late, because he always feels doubt that he can contribute to their mission.

Next to her, Jason drew his sword. ‘Stop!’ Piper ordered, but her voice quavered. She was rapidly losing faith in her plan. She’d made the eidolons appear, but what now? If she couldn’t persuade them to leave, any bloodshed would be her fault. In the back of her mind, she could almost hear Gaea laughing. (Riordan, 2012, p. 118)

Piper is always fast-despair and easily loses confidence, but piper's charmspeak interpret others to need great self-esteem to implement it.

‘Stop it!’ Piper screamed again, but there was no charm speak in her voice. She was shouting in sheer desperation. Percy raised Riptide over Jason's chest. Panic closed up Piper's throat. She wanted to attack Percy with her dagger, but she knew that wouldn't help. (Riordan, 2012, p. 107)

3.2.3.5. Frank Zhang

Frank Zhang (also known as Fai Zhang by his grandmother) is a Roman demigod and the heir of Poseidon and Chloris. He is the son of Mars and Emily Zhang. Frank is the current male Praetor of the Fulminata Twelve Legion and one of the seven gods described in the Prophecy of Seven.

Fire is a result of his low self-esteem. He'd be continuously worried about his lifeline after he found out, and he'd keep it a secret from everyone save Hazel, Percy, and then Leo and Nico. He develops a phobia of fire, compounded by the possibility that his grandma died in a fire. Throughout the narrative, he begins to overpower her, as when she decides to have Hazel carry her lifeline and when she burns her wand to rescue Thanatos. He is, however, nonetheless terrified, especially given Leo's firepower. When Leo provided him a fireproof bag in which to carry his lifeline, the fire began to have less of an impact on his life.

Frank fumbled for his bow. ‘Mars Almighty, that’s creepy! Get out of here, spirits! Leave our friends alone!’ Leo turned toward him. ‘You cannot command us, child of war. Your own life is fragile. Your soul could burn at any moment.’ (Riordan, 2012, p. 118)

Frank has a lot of fury and hatred inside of him since he is the son of Mars. Frank was prone to get enraged and agitated, leading him to pant like a bear. He was so upset when her mother died that he destroyed her Chinese furniture, despite knowing his grandma would punish him. He also wanted to bash Nico against the wall fiercely after he failed to protect Hazel and allowed her to be poisoned.

Frank doesn't remember much about the funeral. However, he remembered a few hours before the funeral—Frank's grandmother came out into the backyard and found Frank shooting arrows at the porcelain collection. Frank loaded some of his grandmother's porcelain onto the cart and pulled the cart out into the yard. There, he set his target on an old fence post on the edge of the property. long time archery once until his fingers felt numb. With each arrow shot, Frank imagined him solving the problem (Riordan, 2012, p. 239)

Percy pulled away and studied her face. 'Gods, I never thought—' Annabeth grabbed his wrist and flipped him over her shoulder. He slammed into the stone pavement. Annabeth put her knee on Percy's chest. She pushed her forearm against his throat. She didn't care what the Romans thought. A white-hot lump of anger expanded in her chest - a tumour of worry and bitterness that she'd been carrying around since last autumn. Jason cleared his throat. 'So, yeah. ... It's good to be back.' He introduced Reyna to Piper, who looked a little miffed that she hadn't gotten to say the lines she'd been practising, then to Leo, who grinned and flashed a peace sign. 'And this is Annabeth,' Jason said. 'Uh, normally she doesn't judo-flip people.' (Riordan, 2012, p. 10)

3.2.4.3. Leo Valdez

Hephaestus' demigod, Leo Valdez, is a Greek demigod. He is one of the seven heroes in the Seven Prophecy. In prophecy, he was one of the most significant figures. Leos are laid-back, mischievous, cheeky, lively, quirky, witty, flirtatious, and constantly tell jokes, even if they aren't really amusing. He's a troublemaker by nature, since he is often in problems with Coach Hedge for breaking his megaphone. Leo is clever and trustworthy, and he is concerned about his friends and family. He is prone to reacting without thinking and enjoys pranking others, particularly those he dislikes.

Leo is deeply affected by his mother's death despite his amusing demeanor and haunted by guilt that he may have contributed to her demise. Later, he learns that it wasn't his fault that he died, and he begins to open up to his pals more and more. He uses comedy to mask his grief and anger. Leos have been found to have a serious side, which comes out when they are enraged by someone

Piper McLean is a peaceful, rebellious spirit who is always loyal, defends her friends, and isn't afraid to speak up for them. In *The Blood of Olympus*, Piper always followed her heart, which led to her success. As Aphrodite's cabin adviser, Piper was also a leader. His dislike of the rite of passage and Drew's mistreatment of his brothers demonstrates that, unlike the majority of Aphrodite's offspring, he is unconcerned with his looks or personality and that Aphrodite's children are not cowards or gossipmongers as most people believe. He defends his ideas and fights to make his cottage a better place.

It was the first time they'd all sat down together - just the seven of them. Maybe their presence should've reassured Piper, but seeing all of them in one place only reminded her that the Prophecy of Seven was unfolding at last. They were no more waiting for Leo to finish the ship. No more easy days at Camp Half-Blood, pretending the future was still a long way off. They were underway, with a bunch of angry Romans behind them and the ancient lands ahead. The giants would be waiting. Gaea was rising. And unless they succeeded in this quest, the world would be destroyed. (Riordan, 2012, p. 86)

He seems to be more sensitive to other people's feelings than the other Argo II members. Of the seven demigods, Piper was the most compassionate and understanding.

Piper didn't want to say anything, but she felt obliged... and a little guilty. 'I don't suppose we should go back and try to reason with the Romans? Maybe - maybe I didn't try hard enough with the charm speak. ' (Riordan, 2012, p. 86)

3.2.4.5. Jason Grace

his time at Camp Half-Blood. He confronted her mother in Ithaca, he overcame his problem.

Jason cleared his throat. 'So, yeah. ... It's good to be back.' He introduced Reyna to Piper, who looked a little miffed that she hadn't gotten to say the lines she'd been practising, then to Leo, who grinned and flashed a peace sign. 'And this is Annabeth,' Jason said. 'Uh, normally she doesn't judo-flip people.' (Riordan, 2012, p. 10)

3.2.4.6. Frank Zhang

Frank is a fantastic actor. He is a wonderful buddy who believes in giving everyone a chance. He doesn't want to condemn anyone because of his background, and he's the only one at Camp Jupiter who isn't frightened of Nico. Frank is passionately devoted to his friends and genuinely cares about them, as he demonstrated when he saved Percy from committing a catastrophic mistake.

‘Frank,’ Percy said, ‘it’s up to you. Can you help them?’ Annabeth didn’t understand how Frank could do that all by himself, but he swallowed nervously. ‘Oh, gods,’ he murmured. ‘Okay, sure. Just get up the ropes. Now.’ (Riordan, 2012, p. 37)

Frank rises through the ranks of the series, from Probation to Centurion to Praetor. Frank assumes command of the House of Hades by commanding legions of ghosts and destroying hundreds of monsters. As a result, people's opinions of Frank began to shift, and instead of seeing him as a charming little panda bear, they began to perceive him as a courageous and terrifying leader..

He turned to Frank, who was trying to pull his fingers out of the Chinese handcuffs. ‘You should come too, Frank. We might need you. ‘Frank looked surprised. ‘Why? Not like I was much good at that aquarium. ‘ ‘You did fine,’ Percy assured him. ‘It took all

three of us to break that glass.' 'Besides, you're a child of Mars,' Jason said. (Riordan, 2012, p. 169)

3.2.4.7. Hazel Levesque

Hazel Levesque is one of the Prophecy of Seven's seven heroes. She is a fifteen-year-old Roman demigod who is the half-sister of Nico di Angelo and the daughter of Pluto and Marie Levesque. He currently serves as the Praetor of Camp Jupiter and was once a Centurion of the Fifth Cohort. Frank Zhang, a fellow praetor, is the man she is presently dating. Hazel is a bright and outgoing young woman who enjoys creativity and horseback riding but dislikes boats and swearing.

The three of them ran off, leaving Hazel at the cabin door. The ship listed again, and Hazel hugged her stomach like she was going to be sick. ‘I’ll just...’ She swallowed, pointed weakly down the passageway, and ran off. (Riordan, 2012, p. 85)

CONCLUSION

Four previous studies used this novel which has a different theory and two other previous studies used the Archetype Theory which has different literary works. This research used archetype Theory in analyzing the reappeared archetypal characters and four archetypes shown in the main characters. This study aims to analyze the reappeared archetypal characters and four archetypes shown in the main characters.

The result shows that there are seven archetypal characters reappeared in the novel, There are lover which are Piper McLean and Echo, Innocent which is Frank Zhang, hero which is Percy Jackson, outlaw which are Phorcys, Chrysaor, Gaea and Arachne, caregiver which are Aphrodite, and Nemesis, sage which is

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