

CHAPTER IV

DATA ANALYSIS AND INTERPRETATION

In this chapter the writer analyzed *The Chronicles of Narnia: Prince Caspian* movie to answer the problem formulation. The topic discussed in this chapter is to describe the archetypal patterns on two main characters. The characters are Peter and Prince Caspian.

4.1 Archetypal Patterns of Peter

In *The Chronicles of Narnia: Prince Caspian* the character of Peter represents five archetypal patterns. They are **Innocent to Orphan**, **Wanderer**, **Martyr**, **Warrior** and **Magician**. The first pattern, **Innocent to Orphan**, comes up when Peter first arrives in Narnia after a year. Peter is the oldest of the Pevensie children. He is the High King of Narnia and is known as King Peter the Magnificent. Peter is disappointed because he had not heard anything about Narnia and he is tired of being treated like a child by his schoolmates and the adults around him. He thinks that he is more than an ordinary kid because he is a king in Narnia. So, he is very happy when the underground station, where he and his siblings are chatting, suddenly turns into Narnia. As he is now in the beach, he starts playing with the water on the beach. He is playing on the beach without any worries and fears. Figure 4.1 prove that he is an Innocent.



Figure 4.1 Peter is playing in the beach happily

When he plays in the beach, Peter still does not know that Narnia has changed a lot and the Narnians are in danger. He is overflowing with joy that he can come back to Narnia that he thinks of nothing else. Peter does not sense that Narnia has changed; that Narnia is in trouble because the enemies plan to destroy Narnia and the Narnians. Peter only savors his happiness that his wish to come back to Narnia is granted. His innocent archetype tells him that as long as he is in Narnia then all is good.

Peter experiences the fall when suddenly Edmund points out the ruins up the hill. As long as Peter remembers, there are no ruins in Narnia when he lives there. This is when he turns from Innocent to Orphan. Pearson (1986) explains that Innocents will become Orphans when they experience The Fall. The fall occurs when our perfect world is no longer perfect and it is impossible to reenter paradise without suffering and sacrifice.

After Peter searches around the ruins, he can sense that there is something wrong in Narnia even though he is still unsure about the cause of destruction. Later on Lucy finds out that the ruins are actually Cair Paravel. It is the place where the Pavenie children lived when they became kings and queens in Narnia. Peter and his siblings walk

around the ruins to search for some clues and they find out that Cair Pavarel has been attacked. So, they search for their old belongings and decide to start finding who attacked Narnia.



Figure 4.2 Peter finds that something is wrong with Narnia

The second archetypal pattern found in Peter is the **Wanderer**. The Wanderer is a character who seeks something that will make life easier and better. Pearson says that to take the journey a wanderer needs to experience aloneness and loneliness. However, Peter does not experience that because he has his siblings. Peter starts his journey to find his quest together with his siblings. This is why during his journey he is never alone. Pearson (1986, p. 91) also claims that the good thing about Wanderers taking their journey is that “it has a ripple effect, allowing loved ones to take theirs as well”. This actually happens when Peter starts his journey as a wanderer. When he leads his siblings

to search the cause of Cair Pavarel's destruction. All of his siblings start to follow him because they need to find out the survivors.

Through some efforts, he encounters one of the old Narnians, the dwarf. However, it happens that the dwarf is a hostage because two Telmarine's soldiers try to drown him. After saving the dwarf, Peter asks about what happened in Narnia when they, the Pevensie's family, are not around. He finds out that even though it has only been a year in their world but it has been hundred years in Narnia. During those years, Narnia is controlled by the Telmarines who drive the Narnians into hiding.

After finding out about the Telmarines who conquer Narnia, Peter realizes that he must take back the power. Peter's ultimate goal is to restore peace in Narnia. After coming to that realization, Peter asks the dwarf to take him and his siblings to Prince Caspian. They need to find Prince Caspian because he is the one who blows the horn to call the Pevensies back to Narnia. Peter tries to remember the quickest way to get to the last place where the dwarf saw Caspian, the Shuddering Woods. However, going to Shuddering Woods is not easy because the roads have changed. Even the dwarf does not know which way to go. In one part, they need to cross the river Rush but they encounter a very deep cliff without a bridge so they cannot cross to the other side.





Figure 4.3 The road has already changed in Narnia

Lucy, the youngest of the Pevensie children, sees Aslan, a lion with magic power that can help them defeat Telmarines, across the cliff. She tells her siblings that Aslan wants them to follow him but because no one else sees Aslan except Lucy, so all of them are skeptical of Lucy's suggestion. The dwarf then suggests them to find different way to reach the other side; which is by swimming through a ford near Beruna. They soon find out that the Telmarines are gathering in the ford to build a bridge to cross over. Upon knowing that their plan to cross is failed, they return to the cliff. Then, Peter asks Lucy about the place where she saw Aslan. When Lucy is showing the others where she saw Aslan, the ground that she is stepping on suddenly collapses and reveals their way to cross the cliff.

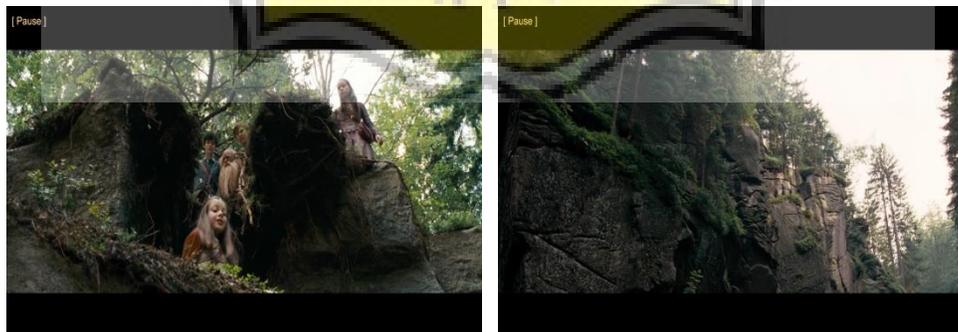




Figure 4.4 The Pevensies find a way to cross the cliff

Peter and his siblings meet the other Narnians and Prince Caspian accidentally in the wood when they are on their way to Shuddering Woods. At first Peter thinks Caspian is one of the Telmarine's soldiers and tries to attack him but later finds out that he is Prince Caspian. Together, they go to Narnian's headquarters.

Pearson (1986) says that Wanderer is someone who is ambitious in their quest and who often avoids support from others. We can see this in Peter's behavior. The example is when Peter wants to attack the Telmarine's castle immediately while a lot of the soldiers are still busy making weapons and building the bride. Peter does not want to waste time even though Caspian and Lucy disagree with Peter's idea because it is too dangerous. Lucy also says that they should search for Aslan to help them. Peter is so eager to fulfill his quest but he does not listen to the other opinion opposite him. Peter also rejects Lucy's idea to seek help from Aslan because Peter wants to return Narnia to its initial condition as soon as possible.

Peter: Our only hope is to strike them before they strike us.

Caspian: Well that's crazy. No one has taken that castle.

Peter: There is always a first time.

Caspian: But we have the advantage here.

Peter: Look. I appreciate what you have done here but this is not a fortress. It's a tomb.

Lucy: You're all acting like there are only two options. Dying here or dying there.

Peter: I'm not sure you've been listening.

Lucy: No. You're not listening. Or have you forgotten who really defeated the White Witch, Peter?

Peter: I think we've waited for Aslan long enough.

The Chronicles of Narnia: Prince Caspian 01:03:26 - 01:04:44

The third archetypal pattern is the **Martyr**. In this movie Peter becomes the Martyr when he sacrifices himself for Narnia. Pearson calls this kind of sacrifice as transformative sacrifice, a sacrifice in which people sincerely give their lives to make the world a better place. This Martyr archetype begins when Peter tells Susan and Lucy to go into the woods to search Aslan because Peter realizes that the Narnians need Aslan's magic power to defeat Telmarines. While Lucy and Susan in the woods, Peter, Caspian, Edmund and the Narnians need to hold the Telmarines off until Lucy and Susan get back with Aslan. So, Caspian gives idea to Peter to ask Miraz for a duel to buy them some time. The duel should not stop until one of them is dead and the reward is total surrender.

By doing the duel, Peter as the high king of Narnia sacrifices himself; he becomes a martyr so that Lucy and Susan have time to find Aslan. Peter knows that the action he takes poses a high risk action. If he loses in the duel, he will not only die but he also endangers the lives of the Narnians as well as his siblings. However, it is the only way that Peter can do to stop Miraz from starting the attack. Without Aslan, the Narnians do not have a chance to win the fight because Miraz's army outnumbered the Narnians.



Figure 4.5 Peter and Miraz have a duel

The fourth archetypal pattern of Peter is the **Warrior**. Warrior is the one who will save the others and who brings victory. In this movie, Peter has done many heroic actions because he is the High King of Narnia so he has big responsibilities towards the Narnians and also his siblings. One of those responsibilities is to protect the Narnians from harm. However, before Peter truly becomes a Warrior he needs to go through a phase called pseudo-warrior. Pearson (1986) says that pseudo-warriors will fight only to prove their courage and to cover their fear but they do not know what they are fighting for. This pseudo-warrior pattern is experienced by Peter when he leads the Narnians to attack the Telmarine's castle for the first time.

At that time the condition is not good because the Telmarines overpower them. Susan tells Peter that they still have time to call the attack off and retreat but Peter is stubborn and wants to continue. He wants to prove himself that he is indeed the High King of Narnia so he keeps going with his original plan. When Miraz tells his soldiers to

close the gate, Peter realizes that if the Narnians do not manage to get out then they will be trapped inside the castle. Peter tells the Narnians to fall back but it is too late. At the end there are still a lot of the Narnians who fail to get out.

The plan is not successful because Peter is too busy proving himself that he is worthy to be the king of Narnia and forgets his actual goal. Although he fails his first assignment, Peter's pseudo-warrior action is the first step to become a true warrior because it is the time when Peter learns that he does not need to prove anything for his own glory but save his people. According to Pearson (1986) the first step to become heroes is that the fear every time they come to face the villain. Their only action is to kill their enemies immediately before they can hurt their loved ones. So, Peter continues fighting mainly to protect his siblings and the Narnians.

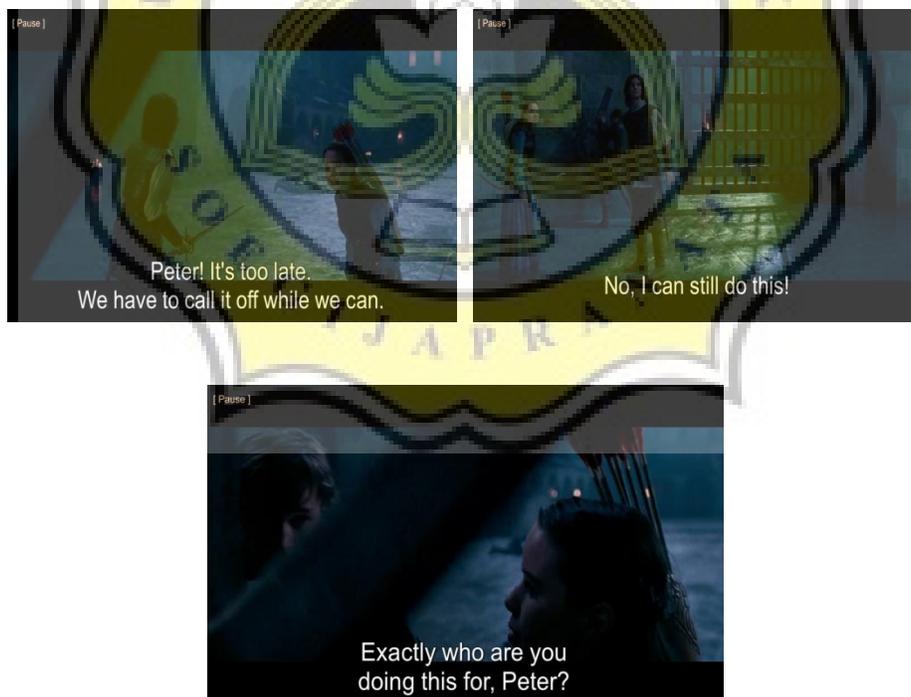


Figure 4.6 Peter insists on continuing with his plan

The next step to become a real hero is to see the villain not as someone to defeat but as someone to be saved. This step is shown when Peter and Miraz have a duel. Peter fights Miraz fairly. Even though he is knocked down several times, he keeps on getting up and trying so hard to win the duel. Through the fight Miraz shows no mercy towards Peter because he intends to win the duel. Miraz action is the opposite of Peter's. When Peter gets the upper hand and corners Miraz, he does not kill Miraz. Peter always gives Miraz time to get up and fight again.

At some points Peter has Miraz at his mercy as he can easily kill Miraz and win the duel. But when Miraz wants to take a break, Peter allows him. Miraz's attitude is opposite of Peter's. When Peter turns his back Miraz starts to attack Peter. Luckily, Edmund warns him to watch out and Peter can handle the situation. Once again Miraz is in Peter's mercy but Peter gives his sword to Caspian so that he can kill Miraz to avenge his father's dead. Peter is aware that it is not his right to kill Miraz and he personally does not have any problem with Miraz. Peter knows that his goal is not to eliminate Miraz, but to take back Narnian's kingdom. What Peter's doing is in line with Pearson who says that the stronger and the more confident warriors become, the less they must use violence.



Figure 4.7 Peter shows mercy to Miraz

On the last battle between the Narnians and Telmarines, Peter finally proves himself as the true king of Narnia. During the break of Peter and Miraz's duel, Peter tells Susan to go up with the rest of the archeries so that she can take a good aim towards the Telmarines. Peter starts thinking smart. He does not believe the Telmarines will hand over the power and the kingdom back to Narnia even if he wins the duel against Miraz. At this stage Peter only thinks about winning the fight to take back the kingdom. Unlike his previous action, here, he does not try to prove anything to anyone. His only goal is to give the Narnians their freedom.

Peter last archetype is the **Magician**. Pearson (1991, p. 150) says that magicians are "able to inspire hope in others because they know it is possible to have a peaceful, humane, just, and caring world". Throughout the journey Peter is the one who usually gives his idea on how to return Narnian's kingdom. Even though not all of his ideas are

successful but it gives hope to the Narnians. Peter shows that it is possible to return Narnia to its initial condition and to live in a peaceful environment.

According to Pearson (1991), the magician archetype teaches us about claiming our role as creators, to understand how to transform situation, influence people, and make visions into realities. Peter claims his role as one of the kings of Narnia by leading the Narnians and his siblings into the war with Telmarines. Peter understands that Narnia becomes an uncomfortable and dangerous place for the Narnians so he tries to return Narnia to its glory. Before the arrival of Peter and his siblings to Narnia, the Narnians have lost their hopes but Peter manages to convince them that they have to fight back and seize Narnia from the Telmarines. Finally, Peter brings the Narnians to victory and gives the Narnians their land back.

4.2 Archetypal Patterns of Prince Caspian

In *The Chronicles of Narnia: Prince Caspian*, the character of Prince Caspian represents four archetypal patterns. They are **Innocent to Orphan**, **Wanderer**, **Warrior**, and **Magician**. The first pattern, **Innocent to Orphan**, comes up when in the beginning of the movie, Prince Caspian is sleeping peacefully before his teacher comes into his room and smother his mouth to wake him up. Prince Caspian is startled. But when he realizes that his teacher is the one who wakes him, he starts to relax and asks for another five minutes to sleep. This scenes show us the innocent part of Prince Caspian. He still does not know that his uncle wants to kill him. Even when his teacher starts to drag him out of the bed he asks “Professor, what’s going on?” This also indicates that he does not have any clue on what is happening around him. We can see the scenes on figure 4.10:

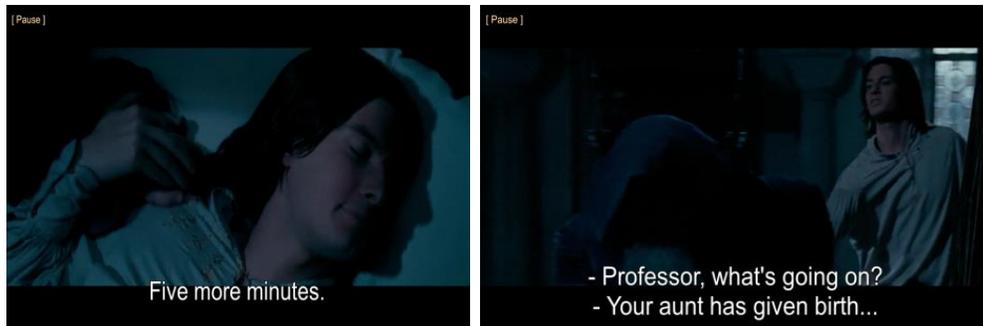


Figure 4.8 Caspian is enjoying his sleeping time

Pearson (1986) says that the fall occurs when our perfect world is no longer perfect. In this movie, Prince Caspian experiences the fall when his teacher informs him that his aunt just gave birth to a son. Because of the death of Caspian's father, his uncle Miraz wants his throne. The only thing yg menghalanginya is that Miraz does not have heir. However, with the birth of a son Miraz has an heir so he tries to kill Caspian. Prince Caspian's teacher tells him to flee the castle. At first Prince Caspian does not really understand why he needs to flee but he listens to his teacher. When his teacher tells him to enter a big chamber which is also a secret way out, he hides in there. From the secret chamber, Caspian sees his uncle's soldiers come to his room and start to shoot his bed with arrows.

Prince Caspian then realizes that he is no longer safe in the castle because his uncle wants him to die so that his son will be the heir of his throne. After Prince Caspian prepares all of his necessities to escape the castle, his teacher tells him to run into the wood and gives him a horn which comes with a warning that he must use it only when he is in great danger. He listens to his teacher's advices and accepts the horn even though he does not know what is actually for.

The second pattern is the **Wanderer**. Pearson (1986, p. 89) that Wanderers make a big leap by leaving their safety to discover what they are and what they want. Wanderer fears of losing someone or even a place that gives them comfort and a sense of security. Prince Caspian starts the wanderer archetype when he runs away into the wood from the Telmarine soldiers. He must leave his teacher, who is always beside him, to save his own life.

Initially, Prince Caspian hesitates to run alone because he is afraid of the world outside the castle. There are many things he does not know about the environment around him especially about Narnia. Caspian still needs to learn about a lot of things from his teacher but the circumstances force him to learn all of those new things alone. Prince Caspian starts his journey to find his identity and purpose in live. Inside the wood he meets the local Narnians, Nikabrik and Trumpkin. He is afraid of them and feels threatened so he blows up the horn. Later on, he finds out that the use of the horn is to call the Pevensie children who are currently in London to come to Narnia.

On the way to find the other Narnians, Caspian is chased by Telmarine soldiers. He is almost killed if he is not helped by Reepicheep, a noble mouse, who kills all the soldiers. After that, suddenly the rest of the Narnians who hide inside the forest shows up. The Narnians are very angry because Telmarines snatch their land and their freedom. Narnians start blaming Caspian because he is one of the Telmarines. However, Caspian tells them that he is actually a prince and if the Narnians can help him to claim back his throne then he will bring peace in Narnia and give their freedom back.

The Narnians are not easily convinced. They are still doubting Caspian and do not trust him. After the badger and one of the centaurs speaks up that it is the right time to fight back against the Telmarines, then the other Narnians let Caspian lead them all. Caspian finds his goal, which is to restore Narnia and to win back his throne. However, even though he has already found his goal, he is still unsure on how to fight back his uncle because he is still lack of confidence to lead the Narnians to the war with the Telmarines.



Figure 4.9 Caspian promises to the Narnians to give back their kingdom

After the trust the Narnians give to Caspian, he starts to lead them to the Narnians' safe place and to find more weapons so that they can go against Miraz and his soldiers. However, Caspian is not an experienced leader. In fact he never leads people or soldiers to go to war. So, he still lacks the ability to lead and he often doubts himself.

Caspian's inability to lead is shown when Prince Caspian meets Peter and his siblings. Peter is an experienced leader and he has lead the Narnians once before. That is why Caspian thinks that he is not capable enough to lead the Narnians and he is overshadowed by Peter's leadership. The first example of Caspian's lack experience as a leader is when their group finally arrives at the Narnian's refuge. Peter and his siblings walk with confident towards it Caspian seems to hesitate for a few second before he

follows Peter and his siblings. The other example is when Reepiceep asks Caspian about what they should do to Miraz's soldiers who keep spying on them. Peter and Caspian answer him at the same time, but then Caspian is relented. He cannot maintain an eye contact with Peter so he gives Peter a signal to continue. Those examples prove that Caspian is still unsure about himself; that he is still lack of confidence as a leader.

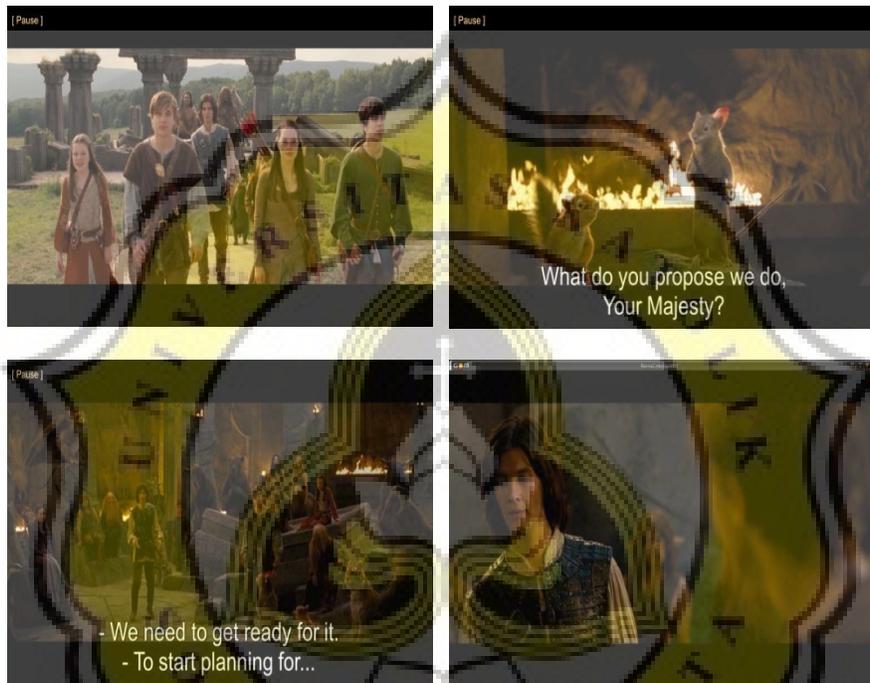


Figure 4.10 Caspian is overshadowed by Peter's leadership

The third archetypal pattern is **Warrior**. Pearson (1986) states that true warriors must know what they want, who they really are, whether they fight for themselves, and whether they eventually fight for others to make a better world. The same with Peter, Caspian also goes through some steps to become a real hero. The first step is the fear to meet the villain and the need to immediately kill the villain. In the surprise attack towards Telamrines, Caspian's mission is to open the gate so that the Narnians troops can get inside the castle. However, Caspian fails to do so because his teacher says that Miraz is the one who killed his father.

Caspian abandons anything else and rushes to Miraz's bedroom. Caspian demands the truth about the cause of his father death and threatens to kill Miraz. Peter and Susan try to stop him but he refuses to see reasons. He wants to kill Miraz and avenges his father death. His action makes them lose the surprise element for the attack. A lot of Telmarine's soldiers have been warned that there are intruders and their castle is under attack. This is the main reason the attack fails.

The next step is to see the villain not as someone to defeat but as someone to be saved. Pearson (1986) also says that warriors must realize that they are responsible for what happens and make it better for themselves and others. Peter gives his sword to Caspian so that Caspian can kill Miraz. However, Caspian decides to spare Miraz's life. He says that he does not want to be a leader like Miraz. If he kills Miraz then his action is not different from what Miraz has done so far. By allowing Miraz to live Caspian shows that he is more mature. He is not thinking about his own revenge but more concerned about the welfare of Narnians. Caspian accepts that he needs to let go of his past and moves on because he has a responsibility, which is to give Narnians their kingdom back.





Figure 4.11 Caspian spares Miraz's life

Caspian's last pattern is the **Magician** archetype. Pearson (1991) states that for a person to move into the magician archetype is to stop blaming themselves and embracing their shadow as part of them. This is shown after Caspian spares Miraz's life. In doing so Caspian starts to let go of his past and only focuses on his ultimate goal. Before this Caspian is lack of confidence, full of doubts and insecurities. He thinks that as a Telmarines himself, he is not worthy to lead the Narnians. He feels guilty because his own people are the one whos cause the damage. However, as a magician Caspian starts to accept that he is one of the kings of Narnia.

According to Pearson (1991, p. 150), magicians "do not try to force social changes" because people need to take their own journey so that they are able to live in a peaceful world. Caspian does not change who he is. He knows that he is a Telmarine but he accepts it. He also accepts his role as the king of Narnia. At the end of this movie Caspian is ready to lead the Narnians as their king.

From all archetypal patterns, there is one pattern skipped by Prince Caspian, it is the **Martyr** archetype. Prince Caspian does not go through the Martyr archetype because from the Wanderer he directly goes to the Warrior archetype. This can happen because Martyr archetype as suggested by Pearson (1986) is associated with women more than

men. So, it is not surprising if men usually skip this archetype and go directly to the Warrior archetype.

Pearson (1986) states that martyrdom is usually used to disguise cowardice, especially women's. In this movie we can see that Caspian does not go through this pattern. He feels insecure and lack of confidence as a leader but he is not a coward. When Caspian's perfect world crumbles down because his uncle wants him dead, he runs from the castle and goes to the forest alone. Caspian does not hesitate to take his journey even though he does not know about the world outside the castle. Caspian starts his journey without a leadership experience and a limited knowledge about Narnia. At the end he manages to be the king of Narnia.

