

The Voyage of A Heroic Pirate : Hero's Journey in Eiichiro Oda's *One Piece*

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Abstrak

Penelitian ini berfokus pada aspek perjalanan seorang pahlawan dan arketipe dari karakter karakter manga *One Piece* karangan Eiichiro Oda, berdasarkan tujuh belas langkah perjalanan pahlawan yang dikemukakan oleh Joseph Campbell. Untuk menganalisis perjalanan tokoh utama untuk menemukan sesuatu yang dimiliki dunia dan bagaimana bisa tokoh utama tersebut adalah seorang pahlawan sementara ia adalah seorang bajak laut yang mana secara keseluruhan bajak laut selalu dideskripsikan sebagai orang-orang barbar yang membahayakan. Karena permasalahan ini, penulis ingin meyakini bahwa tokoh utama *One Piece* masih bisa disebut sebagai seorang pahlawan karena pemikiran si tokoh utama yang berlawanan dengan dunia bajak laut. Serta, cerita pokok dari awal sampai tokoh utama mencapai tempat dimana harta karun yang ia cari berada dapat dianalisis dengan tujuh belas langkah perjalanan pahlawan berdasarkan buku karangan Campbell, *The Hero with A Thousand Faces*. Penulis menganalisis bagaimana *One Piece* bisa berkaitan dengan teori perjalanan pahlawan oleh Campbell dan menggabungkan ketujuh belas langkah tersebut dalam metode penelitian, yang mana objek-objek utama yang akan dianalisis adalah bab-bab pokok *One Piece* dari bab pertama hingga bab keseratus dan mencari objek-objek yang serupa dengan tujuh belas langkah oleh Campbell. Penulis juga meletakkan apa saja arketipe dari karakter-karakter *One Piece* itu dan seperti apa peran mereka secara beraturan berdasarkan apa yang mereka lakukan di dalam manga itu.

Kata Kunci: Pahlawan, Petualangan, Determinasi, Perjalanan, Ambisi

Abstract

This research focuses on the monomyth aspects and character archetypes of *One Piece* manga series by Eiichiro Oda, based on the seventeen steps of Hero's Journey that is developed by Joseph Campbell. In order to analyze the main character's journey to find the thing that the world had to offer and how can the main character a hero besides the main character is a pirate which pirates in general are always described as savage people who likes to harm the innocents. Because of the issues, the writer makes sure that the main character of *One Piece* still be able to be addressed as a hero because of the opposite traits from pirates in general that the main character has. And the main story from the beginning until the main character escapes to a place of the treasure be analyzed with the seventeen steps of Hero's Journey based on Campbell's book, *The Hero with A Thousand Faces*. The writer analyzes how *One Piece* correlated with Campbell's Hero Journey by putting the seventeen steps all together in the research method, where the main object to be analyzed is the main chapters of *One Piece* from the first chapter until the one hundredth chapter and seeking for the similar objects that are related on Campbell's seventeen steps. The writer also put what are the archetypes of the characters of *One Piece* are represented and describing their roles respectively, based on their actions in the manga.

Keywords: Hero, Adventure, Determination, Journey, Ambition

INTRODUCTION

Hero is a term for someone who is looked for his motives to saving the ones by sacrificing himself. This term especially used when it comes to the fictional stories with the power, strength and courage in the main character. Because of that, the word hero is started to be addressed for the one who is really famous and powerful, though actually this is inspired by the term "superhero", the fictional characters in the stories who have super powers to save the day. In normal usages, the word hero will always referred to the main characters or protagonists in

every fictional story, especially male. In fact, that the protagonists in "more realistic" fictional story are not doing heroic actions than the ones in the supernatural stories ones, but still be able to be addressed as heroes. A theory that is used for explain the journey of the main character is called as Hero's Journey or Monomyth which this theory was developed properly by Joseph Campbell, according to his book, *The Hero with a Thousand Faces* in 1949. The element contains the seventeen steps that is really explain how the main character or the hero will face from the beginning of his journey. Several mythological

elements are used to match the world of realm where the story takes place. Campbell (1949) states that the Hero's Journey when a hero ventures forth from the world of common day into a region of supernatural wonder. This statement really make sense for every fantasy story that the term "from zero to hero" is exist based on how the hero starts as nobody until he develops during the journey, seeing everything that he has never seen before.

And the theory of Hero's Journey will be used for analyzing one of the famous manga, *One Piece* (1997). *One Piece* is a long running shonen manga series that is written by Eiichiro Oda in 1997 until the present time. The story is about the world of pirates where people sails to the sea called the Grand Line to find the legendary treasure, the titular *One Piece* which was left by the King of the Pirates, Gold Roger. The main protagonist is a boy named Monkey D. Luffy who ate a cursed fruit called as the Gum Gum Fruit which can make his body as elastic as a rubber. Luffy sails to the sea to become the Pirate King and he starts his journey by finds some crewmates and defeats other pirates who are hampering his way to the goal. Along the way to the Grand Line, he recruits four crewmembers with different backgrounds including a former bounty hunter who wields three swords in the battle, a petty thief, a village liar and a sous chef of the sea restaurant. Being a pirate, Luffy's personality and trait is very far from pirates in general. As the characteristic of Luffy is just like shonen heroes in general, kind hearted, compassionate and strong but dumb. Along his journey especially in the first saga that the writer will analyze, Luffy's action is just like a hero who dressed as a pirate, for instance, he saves the place that he encounters from the ruthless pirate and he always stands for innocent people to not be harmed by the evils. This statement really explains that *One Piece* is suitable for the Hero's Journey theory. According to Jeppe von Platz (2016) in his work, *Robin Hood Justice : Why Robin Hood Took From The Rich and Give To The Poor (And We Should Too)*, it claims that the action of Robin Hood is to seek the justice of the needed people although he had done bad deeds by stealing the wealth of the rich people but with poor senses. The terms refers to the wealth of corrupt authorities who make their societies suffer so much. Just the way how Robin Hood gets several heroic actions with full of mistakes that can make him the most wanted person without knowing his actual heroic sides. This element is took in the main story of *One Piece*, just like how Luffy is claimed to be a pirate but with many heroic traits. Luffy himself starts as a commoner who aspired to be a pirated due to the influence of Shanks, the name of the pirate leader that comes to his hometown, which the mentioned person is the "herald" figure for the hero as the one who pushes the hero for doing a great

journey in order to become a great man either. And reminding that *One Piece* is a long-running series (1997 – present), the part that will be used by the writer as the main object of analysis is the East Blue Saga, which is the very first saga of *One Piece* from Chapter 1, where Luffy started to become a pirate until Chapter 100 where Luffy and his crewmates escape from the East Blue to enters the Grand Line.

METHOD AND ANALYSIS

The method that the writer used for analyzing the Hero's Journey element that contains in *One Piece* is by put the seventeen steps of Hero's Journey with the actual happenings in *One Piece* in the first saga, from when Luffy was young and dreams to be a pirate, until he escapes the East Blue to the Grand Line, where the titular treasure exists. The seventeen steps is divided into three parts, based on the situation that the hero faces, the first is Departure, that consists The Call to Adventure (1) where the hero is called for a quest, Refusal of the Call (2) where the hero refuses to do the quest with several reasons, Supernatural Aid (3) where the hero is help by an impactful figure and becomes the main reason for the Refusal of the Call part, then The Crossing of the First Threshold (4) is the part where the hero really begins his quest by himself and the last is Belly of The Whale (5) as the first obstacle that have to be faced by the hero. The second part of the steps is called as Initiation, where in this part, the hero faces with everything that he encounters during the daring quest. This consists The Road of Trials (6) where this is representing the more difficult obstacles for the hero and how can he survive in the tough world, then The Meeting With the Goddess (7) where the hero obtains an object that will be useful for himself on the next journey, Woman as the Temptress (8) where there is an interesting point that can make the hero hampering the journey by himself, Atonement with the Father (9), where there is some magical figure that gives the choice for the hero between the life and the death, Apotheosis (10) is the situation where the hero realizes all of his weakness and tries to be better in the upcoming journey, The Ultimate Boon (11), where the hero finds an object that he is looking for as one of the reason why the hero wants to do a quest earlier. The last part is Return, is the final part of Hero's Journey as the hero has to back to his normal world after he did a great adventure. The part consists Refusal of the Return (12), where the hero refuses to back to the real world, The Magic Flight (13), when there is an unpleasant beings that chase the hero after the latter achieves the boon, Rescue from Without (14) is the situation that the hero is helped by his reliable allies during the journey, The Crossing of Return Threshold (15) is the part where the

hero stuck in the situation that can make him hampered for returning home, Master of the Two Worlds (16), when there is no difference for the hero between the normal world and supernatural world as he has to be able to lives in the both worlds, and the very last step is Freedom to Live (17) where the hero can choose his live freely without any obstacles.

So, the main object that will be analyze is to put the aforementioned seventeen steps to the happenings that are happened during the first saga of One Piece, in order to match the Hero's Journey element and really make One Piece is a Hero's Journey story in the world of pirates based on the main characters' mind and ambition. To make match the objects that are happening in the story, the writer is not put the happenings chronologically as the story marches on due to the occasion based on Campbell's seventeen steps appears at random parts. And in order to create significant moments that appears in One Piece, the writer puts the main points of the story chronologically, but not put the objects that is not included in the storyline, for example when in Campbell's Hero's Journey where the main character is already achieving the boon or the treasure and returns to the normal world, in One Piece the main character is still not achieving the boon and has to go to the more dangerous place where this is the main point as the treasure is located there. Even when we see the additional objects like the inanimate thing that helps the hero during the adventure, the woman as the teaser and also a spiritual guardian that giving him some choices to live or die, One Piece loves these elements during the first saga, and this element are rarely found in the nowadays sagas as the theme become more violent and war-related as the main aspect of world domination is more highlighted than an ordinary seafaring voyage and pirate fights.

Not forget, the writer also put the archetypes of characters that are included in One Piece story during the first saga. And of course, the characters that should be included is from the Hero's Journey theory that is known in the current days. In general, Hero's Journey takes eight main archetypes of characters who have great impacts of the story. Including the hero, mentor, guardian, herald, ally, trickster, shapeshifter and at last but not least, the shadow. But, there are only seven archetypes that the writer use for analyzing the characters in One Piece, where the weak point is there is no mentor figure for the main character at the time, although many readers that the one who aspires the hero in One Piece would be the very first mentor, but the right speculation is the guy who aspires the hero is the herald. One Piece also put the big impacts for the allies themselves, because the allies that is represented by the crewmembers of the main character are having more moments aside from the main characters, as their dramatic

moments and pasts are being shown in their own specific recruitment arcs. While there are a lot of shadow archetype characters that are shown in One Piece, rather than in every Hero's Journey stories in general, where they tend to use one shadow only and sometimes becomes the one of the reason why the hero wants to do a great adventure.

a. Hero's Journey Element in One Piece

In the first chapter that is titled Chapter 1 : "Romance Dawn – The Dawn of the Adventure", we are introduced with the main character, Monkey D. Luffy who is seven years old. He aspires to be a pirate after he befriends the pirate crews that led by "Red-Haired" Shanks. He even begs Shanks to let him join the journey with them. But, due to his very young age, Shanks avoid him to join his journey, even Luffy has done everything that can make Shanks accept that he can be a pirate too. In this very first step of a monomyth, there are always something special that can make the hero lured to a great adventure and of course these can be impactful in the forwarding journeys that will be faced by the hero. Ten years pass by, Luffy has grown into a fresh-looking 17 years old youngster who sets off to the sea from his hometown with a small dinghy. With full of spirit, Luffy begins his voyage as a pirate to find the legendary One Piece. He demands by himself to starts all of these by looking for crewmates, and then he freely shouts that he wants to be the King of Pirates as the story starts. This really states that the hero finally starts his journey to see everything that he should see, choose to live freely and of course to be the greatest of all.

As Luffy sails alone without any crewmate at all, in the second chapter titled Chapter 2 : "They Call Him "Straw Hat Luffy", he finds a giant whirlpool. In the situation, Luffy who cannot swim has to be able to survive as that is the first disaster that found by him. Then, Luffy saves himself by entering a barrel as the boat crushes into the large whirlpool. Fortunately, later on he is found by a bunch of pirate crews and Luffy doesn't sports any wounds at all after hits the extremely large whirlpool. This is describing the first trouble for the hero while he leaves his hometown, reminding how tough the world is. And this are all just the beginning, as there are a lot of survival challenges that are waiting for the hero. Along his wonderful journey, Luffy has face several powerful enemies who are evil pirates who tries to causing chaos in the areas. And the enemies that he faced along the plot is stronger and stronger as the story progresses. Reminding that Luffy is one of the traditional shonen heroes, his true power is based on his own determination. This become the road of trials which is have to be done by the hero as the one who is in a long journey. Luffy also obtained a very precious object that is the representation of a Goddess when it comes to a true monomyth, which the object is the

Going Merry, a caravel type-ship from Syrup Village. Which a ship is a very important thing to the sailors and pirates, and of course, the ship will help Luffy in the next voyage. Also, the name of the ship is also pun using for this case, as the Going Merry has a meaningful name for a save and sound trip wherever there are a lot of riots in the world of pirates. The representation of a Goddess that is had by the characteristic of Going Merry is because the ship figuratively saved Luffy and his crews from the trouble, just like the one scene in the one hundredth chapter of the story as the marines chase Luffy from Loguetown, finally Going Merry can brought him flee and escape to the Grand Line where One Piece is waiting for him.

In the universe of One Piece, there is a legendary treasure that called as the One Piece which is owned by the Pirate King, Gold Roger who left all of his treasure in the Grand Line. As it is stated in the first chapter. At that time, many people all across the world compete with each other as pirates to sail away and find the legendary treasure. In the final chapter of East Blue Saga (Chapter 100), Luffy and his crews still not achieve the treasure yet as they have to enter the Grand Line where brand new adventures are waiting for them. As the titular treasure is completely mysterious and even the shape of it isn't shown at all, leading readers to use their imagination to think what kind of treasure the One Piece is. Is it a traditional pirates' treasure which includes golds, jewels and diamonds, or even it is a historical fossil, there is no clue that has been revealed. This is also referred as MacGuffin, as it is popularized and even it have been revealed by Hitchcock (1939) in his interview about his film, *The 39 Steps* (1935), that the MacGuffin term comes from the story of the two men in a train, as one man asks about what a MacGuffin is, the another man replies that it is used for trapping the lions in the Scottish Highlands. Then, the first man says that there is no lion in the Highlands at all, while he finally realizes after the second man implies that there is no MacGuffin. So, this is really refers that a MacGuffin is an imagery of a very precious item that is believed by someone and desired to find it.

b. Characters Archetypes in One Piece based on Hero's Journey Theory

The characters archetypes that are included in Hero's Journey are includes eight types of characters, including hero, mentor, guardian, herald, ally, shadow, trickster and shapeshifter. These eight major archetypes are having their roles respectively and divided into the "good" and "bad" characters based on how they are completely impactful for the primary protagonist, the hero himself. However in One Piece, each characters who are stated either a good or a bad

character, they are still having another role of characters based on the actions during the storyline.

Monkey D. Luffy, a boy from a small village who wants to be a pirate is the hero of the entire story. Not because he is the main character, Luffy is known for saving certain places from the pirate raids, although he is a pirate himself. This boy never sees pirates as bad guys and there is no reason for him to do pirate voyage by his own. Shanks, who is the only one who inspired Luffy to become a pirate taking the role as a herald. He is the main reason why the "Supernatural Aid" is being added in the story due to his sacrifice for Luffy from not being prey by a sea monster. Dragon is the guardian of Luffy in the last chapter of East Blue Saga, like in the part of "Atonement With The Father", he gives Luffy choices between life and death that will face him later in the Grand Line. There are also four major allies archetypes that follow the hero in the daring journey, including Roronoa Zoro who is a former bounty hunter, Nami who is a pirate thief, Usopp who is a village liar and Sanji who is a sous-chef from a sea restaurant. Nami, the only female member of the crews, on the other hand also taking the role of a shapeshifter for a while before it was implied that she was being tricked by a powerful pirate who raid her village in the past. There are five major shadows that faced by the hero during the quest to go to the Grand Line, first there is Buggy The Clown who taking the role of Orange Town and hates Shanks in the past, Captain Kuro, a pirate who disguised as a butler, Don Krieg, a don of a pirate armada and attempts to raid the Baratie floating restaurant, Arlong, a shark-man who threatens Nami and killed the latter's foster mother when she was a child and also Captain Smoker, a marine captain who taking the charge in Loguetown and hampering Luffy and his friends' way to the Grand Line.

RESULT AND DISCUSSION

(1) The discussion of this article is in order to demonstrate the correlations between Campbell's Hero's Journey and Eiichiro Oda's One Piece. From how the characters archetypes that are really exist in the story that the writer analyzed, and also the similar occasions that happened during the storyline that the pattern is similar to the seventeen steps of Hero's Journey. (2) The writer put several references including from the famous monomyth literatures and any book that are related to a journey of a hero. And the discussion chapters that are being the topics of discussion is the first saga of the One Piece manga series from that is start from the first chapter until the one hundredth chapter, which are also counted from the first until the twelfth volume. (3) The way that the writer observe and analyze is put all the seventeen steps of Hero's Journey in the line, and then searching for the parts of the

manga (from volume 1 to 12) that are completely related to the one of the steps, and in this section, the first five of the steps are related to the first chapter of the manga where the main character aspired to do a quest, refuse for a quest and finally sets off for a quest either.

a. Hero's Journey Element in One Piece

No.	Picture	Explanation
1.		Luffy aspires to be a pirate and wants to go on a seafaring journey, inspired by his idol named Shanks. In this case, the hero's upcoming journey is really influenced by a herald figure who makes him do several quests.
2.		Luffy is being saved by Shanks as he almost being eaten by a sea monster. This is really claims that the hero is still not be able to do a journey until the perfect time, as in Luffy's case, he is still too young and weak to face the dangers of the sea.

3.		A grown Luffy sets off to the sea with the desire to be the King of Pirates. This is the beginning of the journey of the hero itself, after facing several burdens that hampered him to do the quest which is also caused by himself in term of strength and willpower.
4.		Luffy recruits four crewmates along the voyage each arcs, started with Zoro, then Nami, Usopp and finally Sanji. The allies of the hero really represent the rescue from the without and the hero himself has several weaknesses that can be handled by the reliable allies.
5.		In the journey, Luffy faced several enemies in each arcs, including the pirate rivals and a marine captain. This is the road of trials for the hero that has to be faced by himself in order to survive in the tough world.

6.		<p>After defeating Arlong, one of the enemies, Luffy obtained a bounty as it really claims that he is officially a pirate that will be hated by the public, although his bounty is obtained by a heroic action instead of threatening the innocents. This makes Luffy refuses to go back to his hometown as he is being seen as a world enemy now and also the previous actions that he already faced are just the beginning of his great seafaring journey. The refusal of the return really represents that the hero could not go back to his normal world as he has to do brand new quests that has to be faced by himself.</p>
7.		<p>Luffy and his four crewmates enters the legendary sea, The Grand Line where the titular treasure, One Piece is being located. Before enters The</p>

		<p>Grand Line, the fives declaring their own dreams as they are really started for the most challenging journey in the Grand Line. The hero is still not achieved the boon yet, especially when the boon is very difficult to be found as it is located in a very far place. And this is one of the reasons why he has to do an upcoming journey freely without everything that can hampered him.</p>
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a. Characters Archetypes

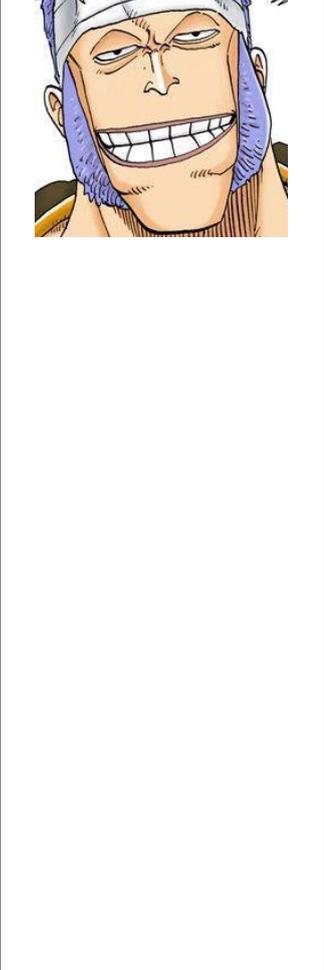
No.	Picture	Character Archetypes
1.		<p><u>Monkey D. Luffy</u> A young man who wants to become the King of the Pirates. He wears a signature straw hat that was given by Shanks and will return it to him someday. A very powerful rubber man. Luffy is the hero of the story, as he is the one who wanders around the sea to</p>

		<p>looking for the legendary treasure, One Piece. As the captain of the Straw Hat Pirates, Luffy taking the role of a leader figure who always protect his crewmates. And because of this, Luffy's imagery as a pirate captain in general is switched respectively.</p>			<p>sees pirates as bad people, while Luffy is emotional, cheerful, childish, does not fit traditional pirate tendency yet he sees pirates as the cool ones.</p>
2.		<p>Roronoa Zoro A former bounty hunter whose goal in life is to become the world's greatest swordsman. He is known by public as "Pirate Hunter Zoro". Zoro takes the role of the ally for the hero, as he is the very first crewmember that join Luffy's journey. Besides, Zoro is the primary contrast to Luffy in every side, both of them are powerful, loves a good battle, and lack of intelligence. However, Zoro tends to be more stoic, serious, mature, fits the traditional pirate tendencies and</p>	3.		<p>Nami She calls herself as a pirate thief due to her motive to steals from the pirates. The things that she hates the most are the pirates, caused by one of them was murdered her mother figure as a child. Nami takes the role both as an ally and also a shapeshifter, as she becomes an ally for Luffy but betrayed him in the middle of the story. Later on, she returns to the crew as an official navigator. Nami serves as the heart of the crews as besides she is the only female member of the crew, Nami also the one who puts the team in a line. She takes the role of the primary brain of the crew based on her</p>

		<p>knowledges in navigating and meteorologist.</p>
4.		<p>Usopp A village liar who calls himself as “The Honorable Usopp”. His father is one of the crewmates of Shanks’. Usopp takes the role as an ally for the hero, in his case, Luffy’s best friend. He is the crews’ sharpshooter who has an incredible aiming skills though just handles on his slingshot. Besides Nami, Usopp also serves the role of the brain in the deck as he is quite intelligent for crafting, inventing and this can covers all of his weaknesses in the battlefield.</p>
5.		<p>Sanji A sympathic chef from the sea restaurant who wants to find The All Blue. He loves ladies a lot. He takes the role as an ally for the hero, where he is the one who can handles Luffy's appetite. In the team of</p>

		<p>five, besides serving the role of the chef whose cooking skills is absolutely wonderful, Sanji serves as the team's third powerhouse behind Luffy and Zoro. It is justified in the time where he starts to show his true battle skills, he is the only one of the five main characters not fights with a weapon or a Devil Fruit power, instead of his pure kicking-based martial art ability.</p>
6.		<p>Red Haired Shanks The leader of the Red Hair Pirates. The one who taught Luffy about the toughness of the sea. Taking the role of the herald, since he is the only one to aspires Luffy to be a pirate and he is also having a big impact for a small role.</p>

7.		<p><u>Dragon</u> A mysterious figure who saves Luffy from being captured by Captain Smoker in Loguetown. He takes the role of the guardian for the hero, as besides the man who saves Luffy, he is also the one who gives Luffy chance to go to the Grand Line.</p>
8.		<p><u>Buggy The Clown</u> A clown-themed pirate captain who ate Chop Chop fruit. He has a personal revenge on Shanks. Buggy takes the role of the shadow archetype. Because he is the first major antagonist that faced by Luffy and hates Luffy a lot because the latter is related to Shanks due to the trademark hat. Because of he is a clownish pirate, he serves the second role as the trickster who not sees the situation for pulling pranks, especially when it comes to a battle.</p>
9.		<p><u>Captain Kuro</u> A former pirate captain who faked his death three years ago and disguises as a butler under the name of Klahadore. He is</p>

		<p>the shadow archetype in the Syrup Village Arc, as he tries to murder his young mistress to obtain her wealth and live in peace. And also a trickster, but played more seriously than what Buggy did until he is stated as a tricky villain. As Kuro is literally tricked his own mistress to seize her riches and he has many plans to gets his own way, like how when he fooled the entire world that he was executed by the marines.</p>
10.		<p><u>Don Krieg</u> A don of a great pirate armada in the East Blue. The shadow archetype of Baratie Arc due to his action to steal the floating restaurant after his galleon ship was being wrecked in the Grand Line. His actions in the fourth arc of the story is described as an ungrateful person who attacks the chef that is saving his live from starvation, even when his own crews is being saved by the owner of the restaurant. Instead of leaving the restaurant away,</p>

		Don Krieg and his army manages to raid the restaurant in case to replace the wrecked ship.
11.		<u>Arlong</u> A powerful shark fishman who rules the village where Nami was raised and treats the villagers like slaves. He is the shadow archetype of Arlong Park Arc and maybe the major shadow of the East Blue Saga, due to his actions for slaving the innocents, murdered Nami's foster mother and he is also the most powerful opponent that beaten by Luffy in the East Blue and his defeat makes Luffy becomes an official pirate with a bounty.
12.		<u>Captain Smoker</u> A lawful marine captain who is in the charge in Loguetown. He serves as the one who blocks Luffy's way for escape to the Grand Line. This makes Captain Smoker taking the role of the shadow archetype in the story, but he is not a complete villain like the previous opponents that

		Luffy faced in the previous arcs and he is also a marine who is responsible for arresting pirates like Luffy.
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CONCLUSION

Based on Hero's Journey that was developed by Joseph Campbell, One Piece storyline really represents this theory in the first saga of the story, even in the world of pirates. This is mainly caused by the main character's journey, personality and the way of life. In the world of pirates, a lot of seadogs tends to plunder, rob and killing. This become the main object that can be easily found in One Piece, for exception the main character, Monkey D. Luffy who is also a pirate but his trait is very far from the pirates in general as he is cheerful, good-natured and friendly. As he never see the pirates as bad guys, there is no reason for him to chase his dream in a journey to become the Pirate King. The components of Hero's Journey that is included in One Piece really shown based on the seventeen steps that was written by Campbell according to his book, The Hero With a Thousand Faces. The journey of a hero often starts with the main character with a big dream but often gets into obstacles, like how Luffy aspires to become a pirate like his idol figure, Shanks, but his way is blocked by the weaknesses that is still full in his figure.

In Hero's Journey theory, there are several character archetypes that are included to make a story in balance. Including a hero who is the main character, a mentor who is the experience giver for the hero, a herald who changes the hero's life and mindset, an ally who becomes the companion for the hero along his journey, a shadow or villain as the main enemy that had to be faced by the hero, a trickster who becomes the obstacle for the hero by tricking him, a shapeshifter or a traitor that becomes an ally but betrayed the hero as the story marches on, and finally a guardian who gives the hero several trials during the journey. In One Piece manga series during the East Blue Saga, there are four major archetypes that is impactful for the story and based on the Hero's Journey Theory.

Overall, the Hero's Journey theory really explains the relationship between a human hero, the societies and the nature. It consists how can people adapt in new society and seeing the toughness of the world that can make something like culture shock which is happened in the real life really occurred. And the steps is describing the path of life that people should pass gradually.

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