

CHAPTER IV

CONCLUSION

Cressida Cowell clearly shows heroism topic in her novel How to Train Your Dragon. She mentioned directly in the prolog page that the story is about a boy that passed through a hard way to be a hero, she also made the atmosphere of the story that is typical with heroic theme such as the existence of the dragons.

The writer concludes that Hiccup is a hero which suit with the type of the Hero as a Warrior. But Hiccup has some different aspects from Campbell's explanation which make Hiccup a unique hero. The differences include: Hiccup's cleverness to defeat dragons and save his people and Hiccup's ability as a Dragon Whisperer that makes him control dragons even to kill another dragons.

Hiccup's uniqueness is also can be seen from his heroic journey pattern. Hiccup follows all of the three main stages of the Monomyth Cycle which proposed by Joseph Campbell: the Departure, the Initiation, and the Return. From the 17 subsections, Hiccup faced 10 stages on his journey. The stages are: The Call to Adventure: Become a Hero or Exile, Supernatural Aid: The non-Magical Help, The Crossing of the First Threshold: The Angry Dragons, Belly of the Whale: Get Out or Get Bitten, The Road of Trials: Training Dragon in the Hard Way, Atonement with Father: The Forbidden Talent, and The Ultimate Boon: The Grateful Dragon, Rescue from Without: Two Days Later, Master of Two Worlds: Hiccup the Useful, and Freedom to Live: Full Member of Hairy Hooligan.

The writer also finds that Hiccup is unique because he was supported by 7 characters which are the projection of 7 archetypes in his heroic journey. The writer finds that there are 3 characters that have a role as helper (Gobber the

Belch, Old Wrinkly, and Thuggory the Meathead), 1 character that has a role as enemy (The Green Death), and 3 character that have a role to form the plot (Angry Dragons, Toothless, and Fishlegs).

