

## THE HERO'S JOURNEY OF STEPHEN STRANGE IN SCOTT DERRICKSON'S MOVIE: *DOCTOR STRANGE* (2016)

Tiya Nurlativah

English Literature Study Program, Faculty of Languages and Arts, Universitas Negeri Surabaya

[tiyanurlativah16020154024@mhs.unesa.ac.id](mailto:tiyanurlativah16020154024@mhs.unesa.ac.id)

### Abstrak

Banyak orang ingin menjadi pahlawan dan bisa menjadi pahlawan dalam masyarakat. Sebuah karakter yang diidentifikasi sebagai seorang pahlawan harus mengalami sebuah perjalanan untuk mendapatkan sesuatu yang berharga dan merubah keadaannya dari *Zero to Hero* dalam perjalanannya. Penelitian ini menjelaskan penggunaan konsep perjalanan pahlawan dalam film pahlawan milik Scott Derrickson, *Doctor Strange (2016)*. Penelitian ini bertujuan untuk menganalisis perjalanan heroik dari karakter utama film tersebut, seorang ahli bedah saraf bernama Stephen Strange yang berubah menjadi penyihir yang hebat melalui perjalanannya. Ada banyak sekali penelitian yang berkaitan dengan perjalanan pahlawan, namun banyak dari mereka menggunakan konsep *monomyth* milik Joseph Campbell daripada teori Vogler. Oleh karena itu, peneliti memilih menggunakan dua belas tahap perjalanan pahlawan milik Christopher Vogler karena lebih cocok dan relevan untuk menganalisis film pahlawan super. Hasil dari analisis menunjukkan bahwa Stephen Strange mengalami dua belas tahapan perjalanan Pahlawan seperti yang Vogler usulkan. Hal ini juga menunjukkan bahwa perjalanan Strange cocok dan memiliki relevansi akurat dengan teori perjalanan pahlawan milik Vogler.

**Kata Kunci:** Doctor Strange, film, pahlawan, perjalanan pahlawan

### Abstract

Many people want to be a hero and can be a hero in society. A character that identified as a hero should experience an adventure to gain something valuable and change his or her condition from zero to hero through the journey. This research explains the use of *Hero's Journey* concept in Scott Derrickson's superhero movie, *Doctor Strange (2016)*. The research aims to analyze the heroic journey of the main character of the movie, A neurosurgeon named *Stephen Strange* that changes into a fantastic sorcerer through his journey. Many kinds of research associated with the hero's journey, yet most of them using *Joseph Campbell's monomyth* concept rather than *Vogler's* theory. Therefore, this research use *Christopher Vogler's twelve stages of Hero's Journey* that is more suitable and relevant to analyze the superhero movie. The result of the analysis shows that Stephen Strange experienced the twelve stages of the hero's journey, as Vogler proposed. This conclusion also shows that Strange's adventure fits and has an accurate relevance to Vogler's theory of the hero's journey.

**Keywords:** Doctor Strange, movie, hero, hero's journey

### INTRODUCTION

People often see the concept of moral value in the hero's story, and many literary works contain the theme of *heroism*. Many people imagine themselves to become heroes because the hero character has an energizing function as an inspirational model (Allison & Goethal, 2016). People can fantasize about themselves to helping others who need help and saving the day from accidents. They will be happy about being adored, loved, and becoming an excellent example, like a hero. In society, the concept of heroism does not relate to the age of individuals, their social status, or their type of sex. Everybody can be a hero, and the story's category does not determine their story to be a hero. Be it the adventure story, fictional, fantasy, tragedy, and et cetera. A hero can

be born in every category when the individuals find the goal of their existence. However, in every category of story, there is exist a similar pattern that can be found from the heroic character. By this realization, the concept of *monomyth* or *hero's journey* exists. The basic idea of this concept is to explain the similar pattern of the journey in heroic characters when they try to find their goal of life in a story.

Joseph Campbell is famous for his concept that explains the shared several keys structure in every mythological narrative. Campbell explains The hero's journey using the word *monomyth* that he is borrowing from James Joyce. He argues that the standard way of the hero's mythological journey is to amplify the formula represented in the rites of phases: separation, initiation, and return as the central units of the *monomyth*

(Campbell, 2004). Campbell's works of the *monomyth* inspire many people and sector, besides the literature, his work also becomes a useful guide in film making development. Many scholars have applied the concept of monomyth by Campbell (1949) in many well-known movies. Donald Palumbo uses *The Terminator* (Palumbo, 2008) and *Star Trek* (Palumbo, 2013) as the subject of his study in *monomyth*. The other scholar is Christopher Vogler, a Hollywood Development executive, made a simplified version of Hero's Journey theory based on Joseph Campbell Hero's Journey, *monomyth* to examine many Hollywood movies.

In Vogler Hero's Journey Theory (2007), he simplified Campbell's seventeen stages of the hero's journey into twelve stages. Rather than divided three phases of the journey into *Departure, Initiation, and Return*, Vogler separated the phases as *Act One, Act Two, and Act three*. In Act One, The Hero experiences several stages called, *Ordinary World, Call to Adventure, Refusal of the Call, Meeting with the mentor, and Crossing the First Threshold*. In Act Two, Vogler explains that the hero experiences the stages of *Tests, Allies, enemies, Approach to the Inmost Cave, The Ordeal, and Reward*. As the continuation of Act Two, Vogler adds Act Three with several stages called *The Road Back, Resurrection, and Return with The Elixir* as the end of the journey. Besides the Twelve Stages of Hero's Journey, Vogler is also presenting eight archetypes as functions that performed tentatively to enhance and aim several effects in the story. The eight archetypes represented by Vogler are *Hero, Mentor, Threshold Guardian, Herald, Shapeshifter, Shadow, Ally, and Trickster*.

Salyer and Jeffrey (2009) in *Rocky Road: The Hero's Journey of Rocky Balboa through the Rocky Anthology* examine an American Movie series, *Rocky* using the combination of Joseph Campbell and Christopher Vogler's Hero's Journey theory. They use narrative analysis to analyze the Rocky Saga and identify both the stage and the archetypal Characters to show the hero's journey experienced by the main character of the movie, Rocky Balboa. Another research entitled *Representasi Hero's Journey pada Tokoh Chihiro Dalam Anime Spirited Away Karya Miyazaki Hayao*, conducted by Fajria Noviana (2019), focuses on identifying the Journey of Chihiro. She is a young girl who wants to save her parents from the mystical curse from the owner of the bathing place in the particular world. Using Christopher Vogler's twelve stages of the hero's Journey, Fajria reveals that Chihiro experience all the stages of Hero's Journey as the true hero without using physical strength. In her analysis, Fajria also found the features of Japanese god or Kamisama in Chihiro adventure.

In this study, the researcher would examine a film entitled *Doctor Strange (2016)*, a superhero movie made by Scott Derrickson. Doctor Strange (2016) is a very remarkable movie, yet there are only a few people who analysis this movie. Doctor Strange is also winning several awards around the times of the movie released in 2016. The story focuses on an arrogant and brilliant Neurosurgeon named Stephen Strange as the main character, who should fall into a journey to find a cure for his hands after a car accident ruins his career as a Doctor. In the end, Strange found a new goal to save the world from mythical creatures as a sorcerer.

This study would concentrate on the hero's journey experienced by Stephen Strange, and reveal how Stephen Strange undergoes several stages in his adventure to be a hero. The finding would be analyzed and discussed in detail using Twelve Stages of Hero's Journey by Christopher Vogler. for this reason, the study will discuss the Hero's Journey of Stephen Strange in Scott Derickson's movie, *Doctor Strange (2016)*.

## METHOD

The research applied the concept of monomyth based on Christopher Vogler's twelve stages of Hero's Journey. This study focuses on investigates and analyzes the main character of the movie, Stephen Strange in Scott Derrickson's movie Doctor Strange (2016). The data is collected through the watching and repeating the movie to find the proof that indicates the occurrence that may contain the hero's journey cycles. The data include the selected scenes, dialogues, monologues, and actions. In analyzing the data, the researcher would identify, categorized, and then elaborated the data with Vogler's Theory of Heroes Journey to understand the idea of the hero's journey in Doctor Strange movie (2016).

### Hero's Journey Theory By Vogler

The hero's journey Theory by Christopher Vogler as twelve stages that show the remodeling of a character from somebody who has nothing to someone whose presence is determined and gets signed for the storyline. the twelve stages are briefly clarified below :

#### 1. Ordinary World

This stage lets on the audience understand and identify the hero before the adventure begins in the special world. Usually, this is the starting point and the environment where the hero lives.

#### 2. Call of Adventure

The Call of adventure set to interfere with the hero's comfortable life in the ordinary world. This stage exists as a condition that should be fixed through adventure to back into the ordinary world.

#### 3. Refusal of the Call

This stage presented as the rejection of the Call of adventure in the beginning. This process exists to show the hero's unwillingness to answer the Call due to the fears or discomfort to face the danger in the particular world.

#### 4. *Meeting with Mentor*

The stage explains the meeting of the hero with somebody or something that willing to helping, guiding, or giving him items or advice that useful to face the adventure.

#### 5. *Crossing The First Threshold*

This stage shows the hero's activity to enter a new situation or field that is different from the ordinary world. This stage is the first time of the hero entering the special world to begin his adventure and reaching his goal.

#### 6. *Test, Allies, Enemies*

After crossing the first threshold, this stage presented to prepare the hero in his future adventure. The test to enhance the hero abilities, the Allies to help the hero, and the hero acknowledges his enemies in the extraordinary world.

#### 7. *Approach to the Inmost Cave*

This stage explains the hero preparation before facing the Ordeal or going into the heart of his journey. In some stories, the hero may not need the preparation, and this stage may only show how the hero is boldly facing the innermost cave.

#### 8. *The Ordeal*

The Ordeal Stage shows how the hero is facing a difficult obstacle or the enemy itself in the middle of the story. In this stage, the hero may experience death and rebirth, the taste of death, or witness death of another or his allies.

#### 9. *Reward*

After the Ordeal, the hero experience this stage. This stage explains that the hero gains something valuable or treasure after experiencing the taste of death.

#### 10. *The Road Back*

In this stage, The hero should finish his adventure in the extraordinary world. The hero usually makes an inner resolve to face the danger and finish the enemies that escaped from the Ordeal.

#### 11. *Ressurrection*

This stage explains the hero's meeting with the Greatest dangerous situation that led him to the last *taste of death*. This condition could be the final fight between the hero and the enemies or Shadow.

#### 12. *Return with Elixir*

This last stage explains the hero's return to the ordinary world, or the hero continues his journey. In this stage, the hero usually brings something valuable that has the power to change or to help the ordinary world.

## ANALYSIS

### The Ordinary World

The ordinary world was the stage when the hero character introduced and lives. Vogler explains that the initial moments are powerful to establish the pace and make the impression. The writer of the story can visualize a mood, an image, or a metaphor to create a better atmosphere (Vogler, 2007:84). The story is placed in the *Marvel Cinematic universe* when human life together with heroes called *Avenger*. However, in this *Doctor Strange (2016)* movie, the main focus of the ordinary world is a man who lived as a doctor in his normal circumstance. This stage exposed Stephen Strange's life background, the main character of this movie, and how his ordinary life works before he steps into the abnormal circumstance.

The background of Strange's life is a medical environment specifically at *Metro General Hospital*. He introduced as a very successful *Neurosurgeon* that has a pair of stable hands. He is well known as a person who never fails in his surgery. He has an arrogant behavior, but he is also brilliant. At the beginning of the movie, Strange is doing his surgery while chatting with the other supporting doctor. They are talking about music that being played in the surgery room (Derrickson, 2016, 00:05:05) this scene show his intelligence and the capability to do surgeon on patient easily.

This scene also continues to introduce Stephen Strange's love affair in ordinary world. He has a special relationship with a beautiful doctor named Christine Palmer, who worked in the *Emergency Room*. She asked him to help her surgery to one of her patients. The scene is finished by Strange and Palmer talking about Neurological Society Dinner and Strange that invite her to the party. Based on Vogler's explanation, this scene purposed to *make an entrance* of the hero. In the moment of *entrance*, the character's first action is an excellent opportunity to speaks volumes about his attitude, emotional states, background, strengths, and problems (Vogler, 2007:7). Doctor Palmer even saying in her conversation with Strange.

"No! You had fun, They weren't about us, they were about you..., Stephen Everything is about you" (Derrickson, 2016, 00:10:00)

The conversation above present and emphasize 'the *making an entrance*' of Stephen Strange the words "*everything is about you*" show that the story will be focused on Stephen Strange. It shows his ordinary lifestyle as the primary attention before the *Calling of Adventure*.

### The Call of Adventure

The second stage proposed by Vogler in his Hero's Journey theory is *The Call of Adventure*. In this stage, Vogler explains that a call of adventure is a form of loss or the lack of needs (Vogler, 2007:103). In this movie, Stephen Strange experienced a significant loss in his life. Strange got a call from his subordinate about his next appointment for his next surgery schedule while driving at high speed. After he found one case that interests him, he asks his subordinate to send the file and tried to examine the information on his tablet while driving. Unfortunately, his car nudges another car in front of him. The car becomes unstable, and in the end, Strange and his car going down to the valley. The scene is also zooming in at the condition of Strange. Both of his hands are crushed in the steering wheel while the car is rolling upside down. (Derrickson, 2016, 00:11:00)

After his medical fellow in the hospital rescued him, he found out both of his hands in abominable condition. Doctor Palmer explain that Strange Fingers are pinned by stainless, there are Multiple torn ligament and his hands suffer from severe nerve damage in both hands. The result of this accident is that both Strange's hands are unstable and shaking so much. It is also will end his career as a surgeon. (Derrickson, 2016, 00:12:30) This scene called the initiating incident in *the call of adventure*. This incident is automatically leading the hero character to search for fixation on his condition.

In his book, Vogler explains a condition called the *Herald of Change*. *Herald* is an archetype that brings the challenge to the hero (Vogler, 2007:55). This archetype also brings the Call of adventure through *motivation*. The herald that brings motivation is merely bringing the news to make the hero better. Strange meets with his *herald* when he has a session with a medical staff that helps him in his treatment and explaining about a patient who recovers from the severe nerve damage like Strange. After hearing the explanation from the staff, Strange, who still in disbelief to him, asked for the patient's medical record (Derrickson, 2016, 00:15:00). The medical record is lead Strange to Jonathan Pangborn. Pangborn then explains about his journey after Strange asked that he need Pangborn's information to find a way to recover his hands (Derrickson, 2016, 00:19:20). This scene is the start of Strange Journey to find the cure of his hands. He is trying to fixing the things that he lost in the ordinary world.

Vogler also points out that a hero story can have more than one *Call Of Adventure* because they can be work on more than one level. Then the second Call of adventure for Strange happens in *Act Two*. After the Ordeal, his mentor, Ancient One.

*Ancient One: "The London sanctum has fallen, only New York and Hongkong*

*remain now to shield us from the Dark Dimension. You defend the New York Sanctum from attack. With it's master gone, it needs another. Master Strange".* (Derrickson, 2016, 01:13:58)

This *Call Of Adventure* giving Strange a new goal to his life to be a hero beside his first called of adventure that having the goal to fix his hands in *Act One*.

### **Refusal of the Call**

Strange as the heroic character here experiences more than one *Call Of Adventure* in two different acts. In *Act One*, when he should start his *Call Of Adventure* to find a cure for his hand, he is willingly going to accept *the Call*. However, in Act Two, after the ancient One mentions his name as Master of New York *Sanctum* and protect the world, he is straightly *Refuse to The Call*.

*Doctor Strange: "No, it is Doctor Strange. Not Master Strange. Not Mister Strange. Doctor Strange. When I become a doctor, I swore an oath to do no harm. And I have just killed a man! I'm not doing that again. I become a doctor to save lives, not take them"* (Derrickson, 2016, 01:14:13)

Strange's answer above is to *Refuse The Call of Adventure* that proposed by his *Mentor*, the Ancient One. He is trying his best to avoid the call made by Ancient One by clearly explains his life in the ordinary world as a doctor who saved people. He just kills one of the members of *Zealot* to show that he just disavows his oath and swears he will never do it again. Strange refusing his *Call* to be a hero in the extraordinary world persistently and make a quarrel with his *Mentor* to emphasize this stage. However, Vogler already explains that *the persistent refusal* can lead to a misfortune (Vogler, 2007:109). In the end, this *refusal of the Call* leads him to the death of his *Mentor*. The death of Ancient One is the reason he answers his *Secondary Call*.

### **Meeting with Mentor**

Meeting with Mentor is a stage that used to help the hero to find some guidance. The hero will be meet with somebody or something that will help the hero to prepare himself before enterering the first threshold. In Doctor Strange movie (2016) Stephen Strange meeting with more than one mentor in different scene. Strange experience the meeting twice. He experience the meeting before and after crossing the first threshold.

#### **1. Meeting Mordo**

Right after several scenes shows his struggle to find The Threshold. A man is wearing black clothes and cloaks following him after hearing Strange talking about

*Kamar-Taj*. (Derrickson, 2016, 00:22:07) In the middle of his walk, Strange stopped by several thugs that aim his money. However, Strange does not seem willing enough to sacrifice the watch given by Doctor Palmer. He tried to deceive them and fight against them. Unfortunately, his hand is not recovering enough to fight back. After he got several punches from the thugs, he meets with the man in black clothes that following him before. He helps Strange, who is already laying in the ground to beat down the thugs until they running away, Then ask Strange if he is looking for *Kamar-Taj*. Strange stare at the man in disbelieves and start to follow him. When Strange sees the door of *Kamar-Taj*, he asks the man with his arrogance still lingering in his character.

*Strange: "really? Sure we got the right place? That One looks a little more Kamar-Tajey."*

*Mordo: "I once stood in your place. And I, too, was disrespectful. So, Might I offer you some advice? Forget everything you know"* (Derrickson, 2016, 00:24:02)

In the conversation above, the man named Mordo is the first mentor of Strange. He is helping Strange and leading him to the *First Threshold* and giving him advice before entering *Kamar-Taj*. In his book, Vogler clarifies that in mythology and folklore, the hero's preparation can be complete with the aid of the wise, protective figure of the *Mentor*, whose many services to the hero include protecting, guiding, teaching, testing, training, and providing magical gifts. Besides that reason, the hero also often makes touch with their *Mentor* as the *source of wisdom* before committing the adventure (Vogler, 2007:117-118). In the scene, Mordo not only guiding Strange to *the First Threshold*, but he is also giving Strange some wisdom advice by using his own experience as the example before Strange *Crossing the First Threshold*.

Besides help the hero *Crossing the Threshold*, Mordo also helps Strange in many ways as the mentor. In the movie, Mordo is the Character who tried to persuade Ancient One to accept Strange after She refused to accept him as his students because it reminds her of his previous student, trying to help Strange to go further in the adventure (Derrickson, 2016, 00:32:13) Mordo also guides Strange inside the *Kamar-Taj* and explains how to live there. (Derrickson, 2016, 00:33:26) He also educates the students in *Kamar-Taj*, including Strange, to use *the sling ring*, the essential item to make a teleport gateway (Derrickson, 2016, 00:40:02). Mordo also the One who is willingly helping him to do sparring and explain about the *relic* (Derrickson, 2016, 00:46:26). He gives much information for Strange to prepare himself

for future needs, including preparing the hero to face *The Ordeal*.

## 2. Meeting the Ancient One

After *Crossing The First Threshold*, Strange finally meets The Ancient One. The superior mentor explained by Pangborn as his teacher that helped him to elevate his mind, deepen his spirit, and his body becomes healed by the Teacher guide. For the storyteller, meeting with the mentor is a stage with abundant potential for conflict, involvement, humor, and tragedy (Vogler, 2007:118).

This scene is explaining how the first meeting between Strange and Ancient One is looking like a conflict. Strange arrogant and foul behavior toward Ancient One explanation of the universe reminds her of her former student, Kaecilius. The scene shows her annoyance toward Strange and makes her open Strange's mind with magical power, after experiencing something that out of his common sense, Strange asked Ancient One to teach him. Answering Strange's wish, Ancient One reject him directly because of the trauma to the previous student. (Derrickson, 2016, 00:25:20) After Mordo's persuasion of the potential of Strange in the future, She Accepts Strange as her Students.

The first guidance of Ancient One for Strange is simply to ask him to study and practice the magic (Derrickson, 2016, 00:35:30). She was encouraging him to use his damaged hands. Ancient One also help Strange to solve his problematic behavior through the study and test (Derrickson, 2016, 00:41:06). Slowly, Ancient One prepare and help Strange to become a better person and suitable candidat of hero.

## Crossing the First Threshold

Crossing the first threshold is the stage when the hero moving from the ordinary world into the special world.

This stage starts when Strange going to Nepal to find a place that Pangborn mention to him called *Kamar-Taj*. Vogler explains that A hero may run out of his option, and makes a choice before *Crossing The Threshold*. In Stephen Strange's case, Strange ran out of his option to heal his hand after his western medicine failed. Automatically, when he meets with Pangborn, Strange decided to answer the Call of the adventure. He headed to the east and ended up in Kathmandu, to find his cure set up in *Kamar-Taj*.

Before The hero *Crossing the Threshold*, He must *Approach the Threshold* first. In the movie, Strange is asking people where the location of *Kamar-Taj* as his step to *Approaching the Threshold*. The crossing of *the First Threshold* usually illustrates a significant border

that separated between the ordinary world and the special world. The border is existed as a particular barrier and can usually exist in the form of doors, gates, arches, bridges, deserts, canyons, walls, cliffs, oceans or rivers (Vogler, 2007:130). In the movie, *the Threshold* depicted as the door of *Kamar-Taj*. This door is the representation of the border that separated Katmandu's condition and the wizarding community condition inside the *Kamar-Taj*.

After Strange crossing the door and find the *kamar-Taj's hall*. He is successfully crossing the first threshold and move the condition of his surrounding into the special world.

### **Test, Allies, Enemies**

This stage use to help the story teller explaining about the preparation of the hero to face his future adventure. This stages presented to show the importance of the test for the hero and the hero meeting with his or her allies and enemies.

#### **Test**

*The Test* usually explained as the condition that set up for the hero to face obstacles. The obstacle is made for the hero to hone the hero's expertise in specific areas and to set him up for the more dangerous occasion or the Ordeal in the future. *The Test* also can be a continuation of the *Mentor* training (Vogler, 2007:136)

In the movie, Strange has difficulties in learning martial practices. After Mordo giving the students including Strange a practice to use *the sling ring*. Ancient One suddenly asks him for his times. After some comparison between his hand's condition and master Hamir's condition. Ancient One explains that the problem is not his hands. She explains that Strange should surrender to his ego, and then she asked Strange to follow him crossing the sling ring's gateway connected to the Everest mount. After that, Ancient One leaves Strange alone in Everest to test him if he can use his *sling ring*. As expected, Strange can open the gate by himself with his hands (Derrickson, 2016, 00:41:38).

This scene show how the test will help the hero to enhance his ability. After this test, Strange becomes better in using his magical power and show that the test help him enhancing his ability as the hero.

#### **Allies**

In the special world, the hero should adapt to a lot of new things in his new environment. The fastest way to adapt to the new environment is by collecting information, and the hero should use the information to help him understand and survive in the new condition. the only ways to gather information is to meet with the other person and find out new friends or *Allies* (Vogler, 2007:137)

In the Movie, After his martial and magical practices with Mordo together with Ancient One, Strange going to the library to studying. He brings out several books to the library and meets with the guardian of the *Kamar-Taj* library called Wong. Wong is one of the characters in the movie that become Strange's ally. He is the one who gathers many books for Strange to studying further and giving him much informations about the Stolen pages by Kaecilius (Derrickson, 2016, 00:35:39). He is also the person who is giving Strange warning about the danger of performing *mantra* (Derrickson, 2016, 00:51:35), and also the One who help Strange when he is facing *the Ordeal* in *The Resurrection* stage. (Derrickson, 2016, 01:35:05)

Besides, Wong Mordo also becomes Strange's ally. As part of Ancient One students, he is always helping Strange in his studies. He gives many pieces of information about the things that Strange should do and should not do. Mordo also helps him when they are facing Kaecilius in *the Ordeal*. Strange also believing Mordo as the character who will help him, so he asks Mordo to join him to fight Kaecilius and *Dormamu* together.

#### **Enemies**

*The Enemies* are the villain characters in the movie that should be defeated by the hero. In the Movie, Stephen learned about his enemies through the information that his mentor and allies passed to Him. He found out that Kaecilius is former students of Ancient One who betrayed her. After the attack on the Sanctum and the death of Ancient One, Strange Look Kaecilius as his Enemies.

Another Enemy is *Dormamu* from *the Dark Dimension*. As the other *dimensional being* who is greedy toward the Earth. Strange see Dormamu as the *Shadow* of his journey and as the hero, Strange should defeat *Dark Dimesion* to save the Earth. Shadow in the story is an Archetypes that has function as the representation of dark side's energy (Vogler, 2007:65). Both of Kaecilius and Dormamu are the *shadow* in the movie.

#### **Approach to the Inmost Cave**

On the ways of the journey, the hero will find another mysterious field with their other *Threshold Guardians*, Agendas, and test. In this stage, the hero is one step closer to the Ordeal, meeting the supreme wonder and terror (Vogler, 2007:143) this stage is called *The Approach to the Innermost Cave*.

The stage in the movie started when Strange found out about the purpose of people in the *Kamar-Taj* (Derrickson, 2016, 00:52:30). Wong explains their existence purpose, their enemies, and how they fight the

enemies. Suddenly, the alarm from the Sanctum ringing. Wong realizes that it is coming from London Sanctum and suddenly turn his head to the door Connected with the London Sanctum. When The Door opened, Strange, Mordo, and Wong can see the Master of London Sanctum running toward them and suddenly collapse because of an attack. Behind the collapsed Master, they found out Kaecilius gather magical power and blow up the Sanctum. The power of the explosion made Strange body fly away and go through the door connected to the New York Sanctum.

Strange who crossing a new mysterious zone, trying to explore the Sanctum only to find Kaecilius and his followers coming and fighting with the Master of the New York sanctum and stabbed him. (Derrickson, 2016, 00:56:45).

The scenes that show Stephen Strange going through the door and found kaecilius stabbed the master is the explanation of the approaching the inmost cave, in this scene. Strange as the hero going into new threshold called the New York Sanctum. He is also meeting with Kaecilius that can be described as the supreme wonder and terror. This scene successfully bring Strange as the hero approach the inmost cave of the movie.

### **The Ordeal**

In his book, Vogler describes that *The Ordeal* is the *Crisis* of the Hero's Journey. *The Ordeal* is a significant nerve core of the story. The hero should facing many difficult obstacles, many threads of possibility and changes lead out the other side. The hero may experience the taste of death or witness the other character's death. Nevertheless, this is not the climax of the story (Vogler, 2007:156). Besides that, *The Ordeal* also a high point where the tension is building for the story. The prime mover of a hero to start using his power. In the Doctor Strange Movie, there is two Ordeal in *the Ordeal Section* that Strange should face in his journey as a hero.

In the scene, When Kaecilius stab the Master of New York Sanctum, Strange screaming to him to stop Kaecilius, but it is too late. After that, Strange realizes that he just showed up from his hiding place. Knowing that there is another person, Kaecilius tried to provoke Strange by stabbing the master again. Due to his sense of danger, Strange conjures his weapon and makes Kaecilius and his followers attack him(Derrickson, 2016, 00:57:44). The battle between Kaecilius, The Zealot, and Strange is fierce. Unfortunately, the fight is out of balance, Strange is stabbed by Kaecilius' followers when he tricked by Kaecilius(Derrickson, 2016, 01:05:02). Strange who fight with Kaecilius is the explanation of the hero facing the Ordeal. In this first Ordeal, the scene also

show the audience a *taste of death* experienced by the hero when Strange stabbed by a Zealot.

The other *Ordeal* is happening in *Act Two*, after killing Kaecilius' follower, healing his stabbed by the help of Doctor Palmer and surviving from the taste of death. Strange comes back to the New York Sanctum and meeting with Mordo and Ancient One(Derrickson, 2016, 01:13:21).

After a quarrel with Mordo and makes Ancient One left in angry states, they heard a sound from the foyer of Sanctum. Kaecilius that already escaped from the trap coming back again to destroy the New York Sanctum. He is pushing Strange to Trap his power in the *Mirror dimension*(Derrickson, 2016, 01:16:47). In the end, Kaecilius, who is more robust than Strange and Mordo, tries to kill both of them in the mirror dimension.

After trying their best to escape, in the critical moment when Kaecilius catch him and almost killing him again, suddenly Ancient One showed up to help both of them(Derrickson, 2016, 01:20:13). However, in the end, Ancient One who fights with Kaecilius and his followers is tricked by him. Kaecilius kick her to the *sling ring gateway* and she falls from the high place. she died when Strange trying to help her in hospital(Derrickson, 2016, 01:26:17). This time, Strange *witnessed the death* of his mentor before *The Ordeal* stage is over.

The scene when Kaecilius almost stabbed him again is the proof that Strange once again facing the Ordeal as the difficult obstacle of his journey . However at this time, he should witness the death of the Ancient One as the consequence for facing the ordeal.

### **Reward**

After experiencing the series of terror and death in the *Innermost Cave* until *The Ordeal*, Hero should experience the consequences of having survived the death. There is exist some periods when hero should be discovered and rewarded for surviving from *The Ordeal* (Vogler, 2007:176).

In the movie, before Strange *Approaching The Innermost Cave*, he is trying to use the *Eye of Agamoto* while studying the *Book of Cagliostro*(Derrickson, 2016, 00:49:39). He still brought the *eye* when he was blown up by Kaecilius to the New York Sanctum until *The Ordeal* stage end. He is also using the *Eye of Agamoto* to save the Hongkong Sanctum from Dormamu using the power inside the *eye*(Derrickson, 2016, 01:31:34). Beside saving the Hongkong Sactum, *The Eye of Agamoto* also help Strange pushing Dormamu to agree with his bargain (Derrickson, 2016, 01:36:19). These scenes show that The Eye of Agamoto is a valuable things that he gain in his journey and rewarded indirectly for him because he is capable to using *The eye of agamoto's* magic.

Beside the *Eye of Agamoto*, when Strange fighting with Kaecilius in New York Sanctum. Kaecilius toss him into several showcases made from glass that containing some *relic*. When Kaecilius is trying to stab Strange after he broke the glass, suddenly, a cloak helps him to stop Kaecilius and his follower (Derrickson, 2016, 01:00:28). Until the end of the story, The cloak called *The Cloak of Levitation* is attached to Strange and helps him in many circumstances. *The Cloak of Levitation* is rewarded for Strange because *the relic* choose him.

The scene explained above shows that after *The Ordeal*, Strange got two *rewards* that will help him in the ways of his journey.

### The Road Back

*The Road back* can be a stage when the hero gains the *motivation* to finish his journey in the special world. It marks the time when the hero rededicates themselves to the journey. The hero has reached a plateau of comfort, yet the hero should leave the plateau. Either by their internal resolve or by the external force. Besides devoting the hero again to the journey, the Road back also shows the turning point. Like *crossing the First Threshold*, it could vary the aim of the story (Vogler, 2007:189). In this movie, a story about Strange trying to get medicine, change to a story of Change saving the world from Dormamu.

The section of *Road back* Started when the Ancient One in the verge of death. She makes Strange back to the hospital to save her. However, he could not perform the surgery and gives a chance to Doctor Nick. Before her death, Ancient One was going to the *Astral Dimension* (Derrickson, 2016, 01:23:02). She explains everything about her sight of the future and the reason why she draws the power from the Dark dimension to Strange. She saw that Strange has many possibilities in his life (Derrickson, 2016, 01:23:55). She said that Strange could go back to his Ordinary life or serve something greater than his profession as a neurosurgeon (Derrickson, 2016, 01:24:48). She also explains that Strange could stand a chance of stopping Dormamu by walking together with Mordo. However, Strange explains that he is not ready. Once again, Ancient One explains that no one is ready, including her (Derrickson, 2016, 01:25:20).

This conversation is the reveal of Strange's plateau of comfort because he knows that he has the choice to come back to his ordinary life or continue his journey in the special world. Fortunately, Ancient One's Death and Doctor Palmer words help him to makes his *inner resolve* to go back into his journey in special world. The scene when Strange facing a mirror and straighten the collar of his relic *The cloak of levitation* (Derrickson,

2016, 01:28:08) is showing that he ready to *go back* to the journey in special world to defeat Kaecilius and dormamu.

### The Ressurrection

*The Ressurrection* happens to show the *climax* of the Hero's Journey. This time, the hero should encounter the *Greatest Ordeal*, the last and the most perilous confrontation with death. This stage also shows The Hero's new personality after *the Road Back*. This stage shows the hero once again as new individuals who reflect on his past and the lessons that he gathered and learned along the way (Vogler, 2007:197). Having his *inner resolve* complete, Strange returned to *Kamar-Taj* to inform Mordo about Ancient One's death (Derrickson, 2016, 01:29:31). This time, Strange is the One who is standing up for the Ancient One when Mordo starts to disappointed toward her. At his second Call, Strange refused to be a master, yet he showed up in this stage and tried to persuade Mordo to help him guard the Hongkong Sanctum (Derrickson, 2016, 01:30:34). This scene show that Strange as the hero already reflect on his past and show that he has new personality after *The Road Back Stage*.

Vogler (2007) points out that, in the most straightforward way of The Ressurrection Stage, the hero directly facing The ordeal stage and confronting the death for the last time. It is also different from the previous encounter with death. This time, the danger is on the most significant scale in the entire story. In the Movie, Strange and Mordo arrive at Hong Kong Sanctum. They find out that the Hong Kong Sanctum already fallen, and Dormamu starts eating the Earth (Derrickson, 2016, 01:31:08). Knowing that Mordo and Strange arrived and trying to *cast the spell of reverse time* to Dormamu, Kaecilius and his followers attack him. Both of the sides are fighting with each other in the reversing condition (Derrickson, 2016, 01:32:33). In the critical moment when Kaecilius almost won the fight with Strange, and the spell stopped. Strange decided to makes a showdown directly with Dormamu after got an idea from Kaecilius' adoration toward Dormamu (Derrickson, 2016, 01:35:30). Strange flying to the Dark Dimension and casting a spell on his left hands. He is trying to makes a bargain with Dormamu by trapping him in the *endless loop of time* by sacrificing himself to the eternal iteration of dying. In the end, Dormamu cannot stand with the looping condition and accept Strange's bargain. Dormamu leaves the Earth and brings *The Zealots* and Kaecilius together with him. By this end, Strange winning the *Physical Ordeal* in the *Ressurrection* stage.

The scene above explain the Hero struggle and effort to defeat the *Greatest Ordeal* in the journey. As the

Hero, Strange choose to directly facing Kaecilius and Dormammu into a battle. Strange also trying to sacrifice himself to save the earth. In the end of battle Strange as the hero winning the battle and end *The Resurrection* Stage.

### Return with the Elixir

By winning *the Resurrection* Stage. The hero already survived all the *Ordeals* and death. Therefore, the hero can go back to his *Ordinary World* or remain in the special world and continue his adventure ( Vogler, 2007:215)

In this stage, Strange returns to *Kamar-Taj* as his new home(Derrickson, 2016, 01:42:56). Wong explains to him about The death of Ancient One, the information of her death will be spread to the *Multiuniverse* and attract another *mythical being* to the world. The world no longer has the *Sorcerer Supreme* to defend it from those threats. Besides Ancient One's Death, Mordo also leaves the *Kamar-Taj* because of his disappointment toward his mentor. For this reason, Wong said to the Strange that they must be ready to face those dangers as the substitute of Ancient One and Mordo(Derrickson, 2016, 01:43:42). This time, *the elixir of responsibility* to *The Kamar-Taj* possessed Strange as the substitute. He forsakes his possession to become a doctor again and choose to guard the New York Sanctum, helping the sorcerer in *Kamar-Taj* defending the Earth from the dangers(Derrickson, 2016, 01:44:12). The scene above explain that Strange as the hero choose to stay in the ordinary world by guarding *the New York Sanctum*. He also bring *the elixir of responsibility* to help and guard the ordinary world from the danger in the future and continue his journey as sorcerer.

### CONCLUSION

The hero's journey is a basic form of adventure story of a character called a hero. The adventure that conducted has the aim to achieve something valuable in a special world and help the hero in the future. The character of the hero also is undergoing several stages to be identified as a true hero. From the analysis and the discussion, the researcher reveals that the main character, Stephen Strange, experienced the twelve stages of hero's Journey by Christopher Vogler. in his Journey in *Kamar-Taj* and under the leading of his mentor, he changes his arrogant character into a true hero. He chose to save the world as sorcerer rather than comeback into his previous life as a *neurosurgeon*. It explains the compatibility between Stephen Strange and the Hero character explained by Vogler. The first stage of Strange adventure is the *ordinary world*. It shows Strange background and his ordinary condition. He experiences more than

one *Call of adventure*. The First Call is to finding a cure for his hand, and the second to be a master of the Sanctum and guard the Earth against *mystical being*. In the *Refusal of The Call*, Strange answers his *Call of Adventure* to find the cure, but he refuses to be the master, this refusal leads him to the death of his mentor. In the *Meeting of The Mentor*, he meets with Mordo and Ancient One as his mentors.

After meeting with his mentor, The stage *Crossing the First Threshold* happens when Strange entering the *Kamar-Taj* through the door. In the stage *Test, Allies, Enemies*, he going through tests to enhance his magical power, acknowledge Wong and Mordo as Allies, and found Kaecilius and Dormammu are his Enemies. When *Approach To The Inmost Cave*, he crossing Sanctum's Door that linked with *Kamar-Taj* and meets with Kaecilius. Strange facing and fight with Kaecilius two times in *The Ordeal*, Strange taste the death from himself and witness the death of his mentor in this stage. After the Ordeal, he got the eye of Agamotto and the cloak of levitation as his *Reward*. In *the Road Back*, Strange decided to dedicate himself to the journey in the special world. He is facing Kaecilius and Dormammu together with his allies in *The Resurrection*. In *Return with Elixir*, Strange brings back the Eye of Agamotto to the *Kamar-Taj* and continues his life as the sorcerer and becomes the guardian of New York Sanctum.

Based on the results of the analysis and discussion, the researcher expected this study to contribute to the literary analysis in any other field, including a post-modernist movie. This research is also expected to contribute as a reference for further research in Hero's Journey using Christopher Vogler's theory. The researcher also suggests that there are plenty of aspects that can be discovered and analyzed in Scott Derrickson's movie, Doctor Strange (2016), for instance, in Strange's literacy practice or Strange's Ego as a neurosurgeon Doctor. Future researchers can also analyze another journey using the different theories of study to enrich the character's journey analysis.

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