

## THE PORTRAYALS OF DECEPTION AND VANITY IN LEWIS'S *THE CHRONICLES OF NARNIA: THE LAST BATTLE*

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### Abstract

The work analyzed in this thesis is a novel entitled *The Chronicles of Narnia: The Last Battle* written by Clive Staple Lewis. The purpose of this research is to portrayals meaning those Deception and Vanity that appear in Lewis's *The Chronicles of Narnia: The Last Battle*. Descriptive qualitative method is applied in this research because this type of research is based on data expressed mostly in the form of words or phrases dealing with the issue analyze. The approach used in this thesis is the objective approach. This approach was chosen because the analysis on this novel is involved in the intrinsic elements contained in the artwork. To support the analysis and interpretation of this thesis, different sources of information such as books and the Internet will be used. In analyzing the data, the writer employs use theory of element of fiction prose that is intrinsic elements characterization, plot and setting that proposed. The results of this analysis the writer show some deception and vanity exist in Lewis described through novels *The Chronicles of Narnia: The Last Battle* Novel which characters Monkey, Donkey, Tirian King and Lion. The writer finds more of the consequences of Shift's actions on the puzzle and the people of narnia for his own benefit.

**Key words:** To-picture, Deception and Vanity. Not Good Character

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### INTRODUCTION

There are a lot of literary works produced by people such as novel, poem, tale, drama, and so forth. In this research, the writer is interested in analyzing a novel, because novel has some aspects that most interesting to be discussed, including intrinsic elements, moral value and any kinds of cultural knowledge that narrated in novel (Kardiansyah, 2017; Kardiansyah & Salam, 2020; Keanu, 2018). Basically, in the novel uses not only human being but it may also use animal as characters in narrating the plot of story (Heaverly & EWK, 2020; Liu et al., 2020; Mertania & Amelia, 2020).

In addition, the writer does the process in portraying characteristic of character that played, it called as characterization (Asia & Samanik, 2018; Fitri & Qodriani, 2016; Kardiansyah, n.d.). Characterization is one of intrinsic elements in novel that describes physical appearance, inner thought, behavior and attitude of characters (Laila Ulsi Qodriani & Kardiansyah, 2018; Samanik & Lianasari, 2018; Sasalia & Sari, 2020). Therefore, readers can recognize the characters's appearance or readers may stereotype whether the character has good or bad behaviour or attitude, so readers know character's personality through what an author characterized the characters used (Fakhrurozi & Adrian, 2020; Laila Ulsi Qodriani, n.d.; F. M. Sari, 2017).

Furthermore, the writer describes the characters objectively but it may also subjectively. By means of objectively is the writer describes the character based on what he or she look, touch and think, while subjectively means describing the character based on what others said or think (Journal & Kiranamita, 2021; S. N. Sari & Aminatun, 2021; Styawati &

Mustofa, 2019). For example, when an author wants to characterize a character who did such deception and vanity. Readers think automatically that such deception and vanity are kind of disorder personality, because they have bad behaviour in reader point of view (Handayani & Aminatun, 2020; Puspita & Pranoto, 2021; Schrape, 2018). Readers can know these bad behaviour through the situation that the author narrated. Therefore, these characterizations may cause a conflict between one character and another character that makes the story of the novel more interesting. Deception is defined as the deliberate attempt, whether successful or not, to conceal, fabricate, or manipulate in any other way, factual or emotional information, by verbal or nonverbal means, in order to create or maintain in others a belief that the communicator himself or herself consider false (Kardiansyah, 2019; Pranoto & Suprayogi, 2020; Yulianti & Sulistiyawati, 2020). It means that it is a kind of trick or strategy that used by charaters when they want to get what they want without thinking there are some effects to others. Meanwhile, vanity is the excessive belief in one's own abilities or attractiveness to others.

From the story, the writer would like to analyze further the portrayal of deception and vanity through one of best selling novel written by Clive Staple Lewis that is *The Chronicles of Narnia: The Last Battle*. The reason why the writer interested to analyze this topic because deception and vanity shows about bad personality of a person specially character inside of this novel. Deception is an act that is very harmful to others, likewise vanity or pride can make a person fall because he or she want to always maintain their prestige to be a perfect person and stand out from others. Both of these traits show a person living in lack of ethics. Therefore, to learn these behaviors or traits in character of someone is very useful so that people can live in the right way following the role of moral value.

## LITERATURE REVIEW

### Intrinsic elements

An intrinsic element is compiling a literature from within realizing structure of literature, such as character, plot, setting and theme (Ambarwati & Mandasari, 2021). Intrinsic elements there are the structure language in literary that can be identified by theme, plot, setting, character and point of view (Budiman et al., 2021; Pratiwi et al., 2020; Laila U Qodriani & Wijana, 2020). In analyzing the writer focus to analysis characterization in the novel. Because, based on the function of the character in the novel as a minor character and antagonist character. To find the character in the novel, the writer is constructed some intrinsic element such as theme, plot and setting, then correlate to the analysis of character.

### A. Character

Character is one of the important intrinsic elements in literature, because it plays as main role in the plot of story like fiction prose (Fadilah & Kuswoyo, 2021; Ngestirosa et al., 2020; Puspita et al., 2021). Chat character is the player in a narrative. It means the person represented in a dramatic or narrative work (Amelia, 2016). Character is developed through description, action, thought, speeches and direct statement of the author (Al Falaq & Puspita, 2021). Character in the fiction prose can be used not only human being but it may also use animal, as long as to depict what the reality about description of the world. There are two character types namely protagonist and antagonist.

### 1. Protagonists

Characters in fiction can be conveniently classified as major and minor, static and dynamic. A major character is an important figure at the center of the story's action or theme. The major character is sometimes called a protagonist or the main character of the story (Amelia, 2021). The story revolves around she or he which character becomes the driver of action in the story. The protagonist has conflict with an antagonist whose may spark the story's conflict.

## **2. Antagonists**

Antagonist is usually the character that stands constantly in opposition to the protagonist is the antagonist. Usually he or she opposes the protagonist or is pitted against him or her in many cases in story and situations (Nurmala Sari & Aminatun, 2021). The antagonist is sometimes referred to as foil. However, foil is also seen as the character that stands in contrast to the protagonist in a way that illuminates their personality or characteristics.

## **B. Characterization**

Characterization is often listed as one of the fundamental elements of fiction (EWK, 2018). It refers to the way an author creates and manipulates the characters in the work to explicate his or her theme. Characterization is image toward the characters based on time or its characters which could be known from the physiological, psychological and sociologic features. A character is a participant in the story and is usually a person, but it sometimes can be any personal identity, an animal or an entity whose existence originates from the fictional work (Amelia & Daud, 2020; Khasanah et al., 2017). The writer reveals the character in such a way that the reader becomes familiar with the character's nature through the character's words and actions. A character is also revealed through his relationship with other characters and reaction to situations and events. Sometimes the character's thoughts are revealed by the writer depending on the narrative mode or point of view (Kuswoyo, 2016; KUSWOYO et al., 2013; Samanik, 2019).

## **C. Plot**

Plot refers to the series of events that give a story its meaning and effect. In most stories, these events arise out of conflict experienced by the main character (An & Suyanto, 2020). Plot is the dynamic aspect of narrative, a progressive line of energies and tensions, compulsions, resistances and desires that holds the promise of ultimately delivering meaning and satisfaction. In this analysis, the progressive line like stated above focuses on the intrinsic element fields of the novel. There are three elements of plot (Suprayogi et al., 2021). They are beginning (exposition), middle (rising action, climax, falling action) and the ending (resolution).

## **D. Setting**

Setting in fiction comprises the location and time of a story and is often listed as one of the fundamental elements of fiction (Kuswoyo & Audina, 2020; Suprayogi et al., 2021). It is the place and time in which the story takes place. Sometimes setting is referred to as milieu, to include a context (such as society) beyond the immediate surroundings of the story.

## **The Concept of Deception**

In common sense, Deception explains what is going on when a person is self-deceived about a belief, analyzing the concept in terms of iterated beliefs, corrigible disavowals,

motivated rationalization of evidence, and self-covering intentions. The manipulation is one of the harmful actions. One can characterize this act as a good thing and some people also say that it is bad, so depends on the perception of the person concerned.

### **The Concept of Vanity**

Vanity is the excessive belief in one's own abilities or attractiveness to others. Prior to the 14<sup>th</sup> century it did not have such narcissistic undertones, and merely meant futility. The related term vainglory is now often seen as an archaic synonym for vanity, but originally meant boasting in vain, unjustified boasting (Adelina & Suprayogi, 2020; Laila Ulsi Qodriani, 2021). Although glory is now seen as having an exclusively positive meaning, the latin term Gloria from which it derives roughly means boasting, and was often used as a negative criticism. Vanity is inflated pride in oneself or one's appearance, something that is vain empty or valueless.

### **METHOD**

In collecting all the data needed, library research is used in this research since the data of the research and the theories that are used are taken from books and internet sites which relate to research. Descriptive qualitative research is the appropriate method to be applied in this research describes the data in written that descriptive method focus on the solving of the recent problems, actual problems, and the gathered data at first are arranged, explained, and then analyzed (Choirunnisa & Sari, 2021; Mandasari & Wahyudin, 2019). Qualitative or spoken words from people and attitude observed (Fithratullah, 2019; Novanti & Suprayogi, 2021). Qualitative research is concerned with qualitative phenomenon involving quality. Some of the characteristics of qualitative research/method are, it is non-numerical, descriptive, applies reasoning and uses words. Its aim is to get the meaning, feeling and describe the situation. Qualitative data cannot be graphed. It is exploratory. The data source is novel *The Last Battle Narnia* by C.S Lewis pMonkeyrback it consist of 224 pages published 2005 by Harper Collins Publishers. Those narrations and dialogues about deception and vanity character in the novel will be treated as data and analyzed in line with the discussion.

### **RESULTS AND DISCUSSION**

#### **Characterization analysis in *The Last Battle***

Characterization is a part of literary element, to finding the Characterization we have to interpret a story of the work as well, because characterizations are exist inside of the story. In analyzing motif we have to analyze some of the intrinsic elements, such as character, plot and setting. Character is a person who acts in a literary work, either as the protagonist or the antagonist Character, and it is created by the author. In a work there are some people who has a good character and bad character, there is also the character changes his or her character in a story. A protagonist character is a character that has a good attitude, nice people and sometimes he or she has the special thing. In this analysis, the writer put four characters, Shift, Puzzle, King Tirian and Aslan.

Shift as the deception and vanity character. He lived in far up to the west beyond Lantern Waste and close beside the great waterfall. He had a little house, built of wood and thatched with leaves, up on the fork of a large tree, and his name was Shift. Shift is the main protector of deception and vanity. He is the main antagonist of *The Last Battle*. Shift is

anMonkey who, like many animals in Lewis' work, can talk. He lives near his friend/servant Puzzle the donkey at the base of the Great Waterfall, next to the Caldron Pool where the Great River starts its course to the sea. Lewis describes Shift as, the cleverest, ugliest, most wrinkled Monkey you can imagine.

"Now, Puzzle, I understand what needs to be done better than you. You know you're not clever, Puzzle." And Puzzle always said, "No, Shift. It's quite true. I'm not clever."

From that quotation the characters can show up how the Shift character is the act as vanity. He is arrogance and can speak whatever he wants to puzzle as his friend. Shift always says if he is the best and he has all the skills while the puzzle is not. In this moment Shift tries to convince Puzzle all Shift ideas are for the good of Puzzle. Actually, Shift just wants to make Puzzle can wear Lion's skin for the sake of his dirty plans. The quotation proved that if Shift is lowered his friend Puzzle. Shift always said if he is more than from puzzle. This is when they wanted anything from the towns further down the river it was Puzzle who went down with empty panniers on his back and came back with the panniers full and heavy. Shift always uses the Puzzle for his own sake where only for his own happiness and this is proof of shift actions.

### **Plot analysis**

Plot is a process of the story in a work, it begin by exposition and ended by the resolution. Plot describes how the story begin, rising action, appear the conflict till climax, falling action and resolution. The exposition begin when Landon introducing his family and then he tells about Jamie who will become an angel on Drama project this year and Mrs. Garber also has been choose Landon as the one of the character on that project.

#### **1. The Beginning (exposition)**

The beginning the story star from introduce some character in the story. This aspect in story usually called exposition. Usually this aspects purpose as introduction story or character in order the reader knowing the beginning of the story. Exposition is provides for the reader with the essential information about who, what, where, when, he or she need to know before, commonly in fairy tale always began with words" once upon the time".

"Look! What's that?" "What's what?" said Puzzle. "That yellow thing that's just come down the waterfall. Look! There it is again, it's floating. We must find out what it is." "Must we?" said Puzzle. "Of course we must," said Shift.

One morning early in the year the pair of them was out walking along the shore of Caldron Pool. Caldron Pool is the big pool right under the cliffs at the western end of Narnia. The great waterfall pours down into it with a noise like everlasting thunder, and the River of Narnia flows out on the other side. The waterfall keeps the Pool always dancing and bubbling and churning round and round as if it were on the boil, and that of course is how it got its name of Caldron Pool. It is liveliest in the early spring when the waterfall is swollen with all the snow that has melted off the mountains from up beyond Narnia in the Western Wild from which the river comes. And as they looked at Caldron Pool Shift suddenly pointed with his dark, skinny finger and said,

"Perhaps I'd better do it after all, Puzzle." And when Puzzle heard that he said,  
"No, no. You promised. I'm in now," and in he went.

In the fantasy world of Narnia, an Monkey named Shift convinces his friend Puzzle the donkey to wear a lion skin. Shift pretends that Puzzle is Aslan, and all the talking animals start obeying Shift because they believe he is the servant of Aslan.

## **2. Middle (Rising Action, Climax, Falling Action)**

In the middle this aspect in the story usually includes rising action, climax and falling action. This aspect is where the story will be closer with conflict. The complication in story may be either external or internal. Usually this aspect the character control or they may stem internal from character change attitudes. The character which is the name is Shift will have conflict with other character's which is happens in the story.

"Out on the left, Jill, and try to shoot all you may before they reach us. Boar and Bear next to her. Poggin on my left, Eustace on my right. Hold the right wing, Jewel. Stand by him, Puzzle, and use your hoofs. Hover and strike, Farsight. You Dogs, just behind us. Go in among them after the sword-play has begun. Aslan to our aid!"

Jill and Eustace are English children from our world, suddenly appear and release Tirian from captivity. They gather supplies, disguise themselves as Calormenes and return to free Jewel. Jill also frees Puzzle, who has been held as a prisoner by Shift and the Calormenes. Puzzle says sorry for his role in deceiving the other Narnian's, Puzzles and Poggin the dwarf join with King Tirian. They need to make free Narnia's country from the Calormene invasion, but their situation seems hopeless.

## **3. Ending (Resolution)**

This aspect in the story is the ending of story, usually in story called Resolution. A story's ending will return the characters to another stable situation, usually, in fairy tale with ends happy ending. Many stories conclude with an indication of what the future holds for its characters. There are two kinds of the ending from each story in the novel happy ending and sad ending.

It was the Unicorn who summed up what everyone is feeling. He stamped his right fore-hoof on the ground and neighed, and then cried:

"I have come home at last! This is my real country! I belong here. This is the land I have been looking for all my life, though I never knew it till now. The reason why we loved the old Narnia is that it sometimes looked a little like this. Bree-hee-hee! Come further up, come further in!"

Based on the quotation above it can be concluding that sunlit land was different from the old Narnia. There are several beauties in Narnia's country Next, in this country there are some the walls in the room which is opposite to the window there may have been a looking glass. As you turned away from the window you suddenly caught sight of that sea or that valley, all over again, in the looking glass. Further the sea in the mirror, or the valley in the mirror, were in one sense just the same as the real ones: yet at the same time they were somehow different - deeper, more wonderful, more like places in a story: in a story you have never heard but very much want to know. The difference between the old Narnia and the new Narnia was like that. The new one was a deeper country: every rock and flower

and blade of grass looked as if it meant more. I cannot describe it any better than that if ever you get there you will know what I mean.

### Setting analysis

Setting explains detail element to make the reader imagine about the situation and the condition inside the story. In this research, the writer tried analyzing the setting of place, time, and environment in order to find a theme in this novel. The place or location of a story's action along with the time in which it occurs is its setting. Setting of Place is the first analysis.

"You'd better take a good brisk trot down river as far as Chippingford and see if they have any oranges or bananas.". Chippingford was a small town in the western part of Narnia, down-river of Cauldron Pool. The town had a small market, and a portion of its economy was derived from trade with the talking beasts who lived nearby and patronized the town on market day, Shift the Monkey and his friend puzzle among them. Little is known about the market's products, except that oranges and bananas could occasionally be purchased

"What does an ass like you know about things of that sort? You know you're no good at thinking, Puzzle, so why don't you let me do your thinking for you? Why don't you treat me as I treat you? I don't think I can do everything. I know you're better at some things than I am. That's why I let you go into the Pool; I knew you'd do it better than me. But why can't I have my turn when it comes to something I can do and you can't? Am I never to be allowed to do anything? Do be fair. Turn and turn about."

"Oh, well, of course, if you put it that way," said Puzzle.

Based on the quotation tells about deception from Shift statement about the pool. He said that to Puzzle "I don't think I can do everything. I know you're better at some things than I am" from this statement he trying to manipulate the puzzle to jump in the pool. But actually he want puzzle to take lion skin for his own idea. Furthermore, the pool name is Caldron Pool. Caldron Pool was where Shift found the skin of a lion, at the base of the Great Waterfall, which he made Puzzle retrieve in order to dress him up as the False Aslan. It was located of the western side of the Western March province of Narnia, beyond Lantern Waste, that was at the eastern border of the Western Wild region. It collected waters that ran from the same river that Beaver's Dam was built on. There were very few Talking Beasts or Men or Dwarfs, or people of any sort, in that part of the wood. One morning early in the year the pair of them was out walking along the shore of Caldron Pool. Caldron Pool is the big pool right under the cliffs at the western end of Narnia. The great waterfall pours down into it with a noise like everlasting thunder, and the River of Narnia flows out on the other side. The waterfall keeps the Pool always dancing and bubbling and churning round and round as if it were on the boil, and that of course is how it got its name of Caldron Pool. It is liveliest in the early spring when the waterfall is swollen with all the snow that has melted off the mountains from up beyond Narnia in the Western Wild from which the river comes. And as they looked at Caldron Pool Shift suddenly pointed with his dark. Where the first time to Shift start to do manipulate Puzzle to become Aslan.

### CONCLUSION

This research concerns dominantly about intrinsic element analysis especially characterization in a novel by C.S Lewis *the Chronicles of Narnia: The Last Battle* novel

firstly published in 1956. Based on how Lewis pictures the deception and vanity in his work *The Chronicles of Narnia: The Last Battle* mentioned in the previous chapter.

After completed doing a deep analysis, the researcher concludes that characterization in a novel could found by analyzing some intrinsic elements such character, plot and setting. Meanwhile characterization in a novel can be found by doing analysis from 4 characters; Shift, Puzzle, Tirian King and Aslan that Shift is categorize doing deception and vanity. Shift is Shows the attitude the deception and vanity started from its mind that uses puzzle using lion skin in Caldron pool, cutting trees in the forest and forcing the people to find delicious foods.

In a plot analysis from the beginning of the book, the Monkey uses his cunning over the donkey and sense an opportunity for them. He saw the lion skin and he want to try to use those things to the donkey. Shift deceives not only the donkey that he is looking out for his best interests, but also deceives the creatures of Narnia who are fooled into believing that Aslan is delivering its citizens to the enemy. Characterization is the shift that acts a false prophet. In the end the help of Aslan who actually came to the king of the statues and the people of Narnia and they returned to the true state of Narnia for those who believed the monkey they entered into the world of destruction. The last analysis is the setting place and time. Caldron Pool was where Shift found the skin of a lion, at the base of the Great Waterfall, which he made Puzzle retrieve in order to dress him up as the False Aslan and the time in the morning.

The researcher concluded from this analysis it can give some moral massage from moral value. People in this world if we do good in our environment people will respect to other people. The researcher believes if anyone who read this analysis will understand why the writer choses to analyze the character of the novel. So from the novel it can give the reader moral value to our environment.

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