

CHAPTER IV

CONCLUSION

The stories of *Norse Mythology* are one full of intrigue and excitement. It presents an interesting glimpse into the Norse cosmology as well as compelling characters that is full of individuality. It is unfortunate that there are not more academic paper studying the modern retelling of an old tale. This paper primarily studies the personality and behaviour of Loki as well as the archetypes that the said individual possesses based on Carl Jung's theory of archetypes.

Loki has an enthralling personality which is mischievous and tricky in nature. It manifests further with him doing practical jokes and prankish antics towards the gods of Asgard. This behaviour extends further, especially if his well-being is threatened with bodily harm. If Loki is making a deal with another person, he would make sure that he is at a great advantage once the deal is agreed. This can take form by him directly shapeshifting in the intention to sabotage his opponent or by finding a loophole within the wordings of the agreed deal.

Aside from this usual puckish behaviour that he would do to his fellow peers in Asgard, Loki keeps a darkness that would manifest from time to time. His unquenching lust births the monstrous children that is said to fight the gods in the end times. His envy led him to commit more violent tricks that would lead to the death of one of the most loved gods in Asgard. His anger would then make him commit bloody murder in a drunken state. This all accumulates when Loki breaks free from his captivity and then wages all out war against the gods themselves.

The things that he did makes him akin to one of the personages that Carl Jung indicate to be his primary example of the trickster figure. As the aforementioned personality and behaviour that Loki has, as well as the shadow that the trickster predominantly possesses, it is clear that Loki is categorized to be Carl Jung's embodiment of a trickster figure. Thus, it is definite that Loki adopts the trickster nature of Jungian origins.