

QUICK CARD: *THE VOYAGE OF THE DAWN TREADER*



Reference	<i>The Voyage of the Dawn Treader</i> , by C. S. Lewis. ISBN: 978-0064405027
Plot	While the Pevensie children visit their aunt and uncle, they are drawn into Narnia once again with their cousin, Eustace Scrubb, this time through a magical picture of a ship on the sea. There they encounter their old friend, Prince Caspian, who seeks the seven Lost Lords of Narnia. Journeying with him from island to island, the children near the End of the World. Meanwhile, Eustace, who has never been to Narnia before, discovers that the lords aren't the only ones who are lost.
Setting	<p>The story begins in Aunt and Uncle Scrubb's modern home in Cambridge. They are "modern" and "enlightened."</p> <p>The Narnian Sea – when the children are drawn into Narnia through a magical picture, they find themselves in the Narnian Sea and are rescued by friends aboard the Dawn Treader. Much of the story happens aboard this boat and on the islands to which it travels. These include: Galma, Terebinthia, The Seven Isles, The Lone Islands (including Doorn, Aura, and Filimath), Dragon Island (where Eustace encounters Aslan), Deathwater Island (Lord Restimar's resting place; everything that touches the pool there turns to gold), The Island of Voices (where the Dufflepuds and the Magician live), The Dark Island (where nightmares come true. They rescue Lord Rhoop here.), Ramandu's Island, and the End of the World (where Reepicheep parts company with the rest to discover Aslan's country).</p>
Characters	<p>Eustace Scrubb, the awful boy who almost deserved his name. He gains self-knowledge on Dragon Island and is rescued by Aslan.</p> <p>Edmund Pevensie, a returning visitor to Narnia. He, too, was once a horrible boy who was changed forever by Aslan.</p> <p>Lucy Pevensie, another returning visitor to Narnia. She remains faithful, loving, and believing.</p> <p>King Caspian, the ruling King of Narnia who has embarked on a cruise to discover the seven Lost Lords of Narnia.</p> <p>Aslan, king of Narnia and Christ-figure in the story</p> <p>The crew of the Dawn Treader, including:</p>

	<p>Reepicheep, everyone’s favorite talking mouse, whose small stature is counterbalanced by his great heart.</p> <p>Lord Drinian, the captain of the Dawn Treader.</p> <p>Rhince, the first mate of the Dawn Treader.</p> <p>Rynelf, crew member of the ship.</p> <p>Pittencream, another crew member. He alone remains on Ramandu’s island.</p> <p>Pug, the slave trader who kidnaps the Prince in the Lone Islands.</p> <p>Coriarkin, the fallen star and magician who rules the Dufflepuds on the Island of Voices</p> <p>Dufflepuds, aka the Duffers, one-footed creatures who remain happy in their ignorance.</p> <p>Anne and Marjorie, schoolmates of Lucy</p> <p>Harold and Alberta Scrubb, aunt and uncle of the Pevensie children and parents to Eustace</p> <p>The Seven Lost Lords: Lord Bern, the first to be discovered in the Lone Islands</p> <p>Lord Octesian, though he himself is never found, his effects are uncovered on Dragon Island.</p> <p>Lord Restimar, the third lord discovered dead at the bottom of the pool on Gold Island</p> <p>Lord Rhoop, the fourth Lost Lord, discovered on the Dark Island</p> <p>Ramandu and his daughter, fallen stars on an island near the End of the World. She becomes Caspian’s wife.</p> <p>Lord Revilian, Argoz, and Mavramorn are all discovered in a magical sleep on Ramandu’s island.</p>
<p style="text-align: center;">Conflict</p>	<p>Man vs. Nature/Man vs. Man/Man vs. Self – Will the company discover the Lost Lords in spite of the elements, those who oppose them, their fears, and even their own sinful natures?</p> <p>Man vs. Self – Will Eustace learn to consider others, or will he always be a dragon?</p>

<p style="text-align: center;">Theme</p>	<p>The dangers of pride and virtue of humility, the sinful nature of man, the redemptive nature of mercy and forgiveness, the nature of empathy, the importance of duty and faithfulness, Law vs. Grace</p>
<p style="text-align: center;">Literary Devices</p>	<p>Personification – consider the stars, Ramandu and his daughter.</p> <p>Anthropomorphism – Reepicheep, the talking mouse.</p> <p>Symbolism – the figurative association of an object with an idea Consider the following symbols in the story: <i>Eustace</i> and his experience as a <i>dragon</i> on Dragon Island. What does it imply about the nature of man? How is Eustace undragoned? To what Christian rite does this allude? <i>Aslan</i> as a <i>Christ-figure</i> (“But there I have another name...” [Ch. 16].) Think too of the other “rescuers” the company encounters along the way (<i>the albatross, the lamb</i>, etc.). These, like Aslan, are <i>symbolic images of Christ</i>. <i>The End of the World in the far East</i>, the source of the rising sun, symbolizes <i>the place from which the Lord will return at the end of time</i>. Christians are traditionally buried facing East in anticipation of Christ’s return and the final bodily resurrection of all men.</p> <p>The Journey Motif</p> <p>Allusions – to other journey stories such as <i>The Odyssey</i> and the Irish myth, <i>Mael Duin</i> (see <i>Schmoop</i> article on Voyage of the Dawn Treader).</p>