

The Voyage of the "Dawn Treader" Study Guide

The Voyage of the "Dawn Treader" by C. S. Lewis

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Overview

In *Prince Caspian*, Caspian swears an oath to Asian that he will search for the seven noble lords who were sent on a suicide mission across the sea by the usurper Miraz.

For Narnians, swearing by Asian is very serious business; to actually swear an oath to Asian in the flesh is a matter of the utmost urgency. Thus, after taking a few years to settle the turmoil in Narnia caused by the civil war from *Prince Caspian*, Caspian undertakes a voyage to the east, trying to follow the lost lords.

Caspian was a very courageous and honorable young man in *Prince Caspian*; in *The Voyage of the "Dawn Treader,"* he has grown taller and broad shouldered, to become the image of the ideal king. He leaves Narnia in the care of the Dwarf Trumpkin, the "Dear Little Friend" of Lucy, Peter, Susan, and Edmund in *Prince Caspian*. Trumpkin's honesty, faithfulness, and good sense will be put to good use in Narnia, freeing Caspian to fulfill his oath to Asian. The ship, the *Dawn Treader*, is manned entirely by volunteers; the Telmarine humans of Narnia have long feared the eastern sea, so the volunteers are people of exceptional courage, especially Reepicheep, the Chief Mouse.

First, the *Dawn Treader* sails north to the great seafaring community on the island of Galma, then east to the Seven Isles, where pirates lurk, then south toward the Lone Islands. On the way to the Lone Islands, the ship encounters three people in the water, and the crew fishes them out, discovering Queen Lucy, King Edmund, and the incredibly annoying Eustace, their cousin and devoted mischief-maker. The three children had been looking at a painting of a ship on the sea when they were absorbed into the painting and into the sea. This is only one of many wonders King Caspian and the crew of the *Dawn Treader* will encounter in *The Voyage of the "Dawn Treader."*



About the Author

Clive Staples Lewis was born on November 29, 1898 in Belfast, Ireland, son of Albert James and Flora Augusta (Hamilton) Lewis. As a small child, he decided that he wanted to be called "Jack," perhaps taking the name from a friend's dog. He was known as "Jack" to his friends throughout the rest of his life. On April 21, 1905, Lewis and his family moved to a large house named "Little Lea." This house was oddly designed, with the interior walls not matching the exterior walls, so that there were numerous nooks where Lewis and his older brother could get between the walls.

In these hidden places, they would play games. The house had rooms that were unused, and in these rooms Lewis would sit with a stack of sandwiches and a stack of books and spend a day working through them. Little Lea became the model for the Professor's house in *The Lion, the Witch and the Wardrobe*.

Lewis remembered his mother as being somewhat remote, perhaps because she had been seriously ill through much of his early life. She had breast cancer, which was discovered too late for surgery, and medical science of the time had little to offer as a cure. On August 23, 1908, she died; Lewis himself was sick at the time and did not understand why she did not check in on him that night. The loss of his mother was a source of grief for the rest of his life.

Lewis's father, Albert, was depressed by his wife's death, and it was all he could do to keep up with his work as a solicitor in Belfast, where he was noted for his eloquence. Albert became withdrawn and sad, and he grew remote from his sons, who were also grieving. As was typical for middle-class families of the time, Albert sent his sons away to public schools (they would be called private schools in America). Lewis remembered these schools mostly with loathing. The first school he attended was run by a man who beat boys for no reason at all. Other schools proved equally brutal; at one or two, bullies were allowed to beat up anyone they chose without reprisal or discipline from the adults running the schools. It is no wonder that Lewis called these places "concentration camps" and that he despised most schools throughout his life. This loathing appears in *Prince Caspian*, where a girl and a teacher are liberated by Asian from miserable schools.

Lewis blamed his father for his miseries because his father had sent him to such awful places. Yet his father did him a great favor when he persuaded a favorite retired teacher from his own days in school to tutor Lewis. Perhaps Albert recognized in Lewis great potential that was not being developed in schools. The teacher was William Kirkpatrick, with whom Lewis went to live in 1914. Kirkpatrick was a great logician as well as a great teacher, and he taught Lewis how to reason and how to debate logically.

This training would make Lewis one of the most intimidating public debaters of his day, and it would be reflected in his carefully reasoned theology. Lewis loved Kirkpatrick and renames him Digory Kirke, the Professor of *The Lion, the Witch and the Wardrobe*, the boy adventurer of *The Magician's Nephew*, and the kindly man of *The Last Battle*.



World War I began in 1914, and when Lewis went to attend college at Oxford, he found it to be a mostly empty place because most of the students had been drafted into or volunteered for the army. As an Irishman, Lewis was exempt from the draft, but he volunteered to join the army anyway.

England was desperate for troops, especially junior officers, so Lewis went through a quick officer training program and was sent to the front lines in 1917. While training, he made friends with Paddy Moore, and they made a pact with each other that if one died the survivor would care for the other one's family. Lewis's family, however, was not really in need of care. Lewis's older brother Warnie had become an officer in the navy and was on his way to a fine naval career, and their father was a successful solicitor. But it was Paddy who was killed. After the war, Lewis took into his home Paddy's mother and sister, caring for the mother, called "Minto," until her death a couple of decades later.

Lewis, an officer, was badly wounded in combat while standing at the front-line trenches, talking with his sergeant. A German shell blew apart the sergeant, sending shrapnel and bones through Lewis's body.

Lewis would spend the remainder of the war, and some months afterward, recuperating at hospitals in England. He drew on his experiences in World War I for the depiction of combat and soldiers in "The Chronicles of Narnia." The war may have been the source of the terrible nightmares that plagued him for the rest of his life and which are reflected in the account of the Darkness in *The Voyage of the "Dawn Treader,"* although his mother's premature death is also a possible source.

Lewis had decided that there was no god when he was a child, perhaps fourteen years old. When he returned to Oxford, he became an outspoken advocate of atheism.

He was an outstanding student and eventually became a member of the faculty, teaching literature to undergraduates. He also helped form a club called the "Inklings," which met at his Oxford home. A number of Christians were part of the club, most notably J. R. R. Tolkien, a Roman Catholic.

As Lewis recalled it, at age thirty he had a moment of revelation while riding a bus; he realized that his arguments against the existence of god were nonsense and logically insupportable. In 1931, while walking with Tolkien and another friend, Lewis had a profound religious experience in which he abruptly became a Christian. Lewis would later say that he came by belief partly from his love of mythology, and that he regarded Christianity as the one "true myth" because Christ's resurrection was considered historical fact.

During the 1930s, Tolkien would read chapters from the books he was writing—*The Hobbit* and *The Lord of the Rings*—to the Inklings. Tolkien's reworking of ancient northern European mythologies captivated Lewis, and he was inspired to begin a book of his own in 1938: *The Lion, the Witch and the Wardrobe*. He worked on this book throughout World War II. Because the Germans were bombing London and other British cities, children were sent from the cities to live in the country, and Lewis took in many of



these children. Few of them realized that he was the world famous C. S. Lewis, who made radio broadcasts about God and religion, and whose writings on religion were read the world over, but they liked him, perhaps because of his kind behavior, perhaps because he told them stories. Some of these stories formed the basis for books in "The Chronicles of Narnia," and the children, especially the girls, taught him much about their capacity for courage.

After the war, Lewis finished writing *The Lion, the Witch and the Wardrobe*, and he was inspired to write another novel about Lucy, Peter, Susan, and Edmund—the Pevensie children. This book was *Prince Caspian*. In a burst of creativity, Lewis wrote "The Chronicles of Narnia" over a few years, most likely finishing them, except for revising, by 1950.

In order to maximize sales and thereby profits, his publisher brought out only one volume a year, which allowed Lewis time to tinker with them until the last one was published. At first, critics deplored Lewis's taking time from his important literature for adults to write what they considered to be unimportant writings for children.

On the other hand, children loved Lewis's books. By 1956 he was inundated with letters from children who loved Narnia and wanted to tell him so. He would awaken before dawn just so he could read and reply to letters before breakfast; he tried to send a reply to every child who wrote to him. In America, public libraries had to keep several copies of each volume in stock because of the demand to check them out. By 1960, people were calling the novels "The Chronicles of Narnia" because they are told in a first-person voice, which sounds like a storyteller recounting (chronicling) history for his audience.

During the 1950s, Lewis suffered from a bad heart. He was a heavy drinker and smoked sixty-six cigarettes a day, but the harmful effect this could have on the heart was not as well publicized in those days as it is now. His brother Warnie retired from the navy and came to live with Lewis at the Kilns, Lewis's home in Oxford since 1930.

Adding to his physical stress was his commute by train to Cambridge. Lewis's advocacy of Christianity had offended atheists at Oxford University, and his popularity with the students and with a large body of readers made others envious, hindering the promotions he deserved. Cambridge University, on the other hand, saw an opportunity to add a great literary scholar to their staff and gave Lewis many of the honors that he was due. In those days, a train ran directly between the two universities, and Lewis would make the commute both ways many times in a week, although he had sleeping quarters at Cambridge.

Lewis had another reason to be concerned about his weak heart. He had fallen in love. An American poet, Joy Gresham, twenty years younger than he, had fled to England with her two sons to escape an abusive husband. A generous man, Lewis found them housing and even paid for the sons' schooling. Gresham could swear as well as any man, which Lewis liked, and she shared his passion for literature. They fell deeply in love. When Gresham was diagnosed with cancer, Lewis most likely felt the same



desperation caused by his mother's death from cancer. Under English law, Gresham had to pay for her own medical care because she was a foreigner; the costs of her care were very high, even for a successful author such as Lewis. Thus, Gresham and Lewis had a civil wedding ceremony in secret, making her eligible for free medical care in England because she was married to a British subject. Occasionally in accounts of Lewis's life, one may find the claim that the marriage was one of convenience, that Lewis, who loved his bachelor life, married only for the sake of helping Gresham. This is not true; Gresham's son Douglas recalls his mother and Lewis having a passionate relationship long before the wedding, Douglas (as cited in A. N. Wilson's *C. S. Lewis: A Biography*, 1990) says that he saw Gresham and Lewis's physical affection himself. They were in love.

When Gresham's cancer went into remission, Lewis was overjoyed, even though he began to suffer from osteoporosis (loss of bone density). For several years, Gresham, the boys Douglas and David, and Lewis lived together at the Kilns. When Gresham fell ill again and seemed certain to die, she and Lewis had a hasty religious wedding in the hospital. Gresham recovered enough to take a trip to Greece with Lewis and friends, but she died soon thereafter. Her death on July 13, 1960 devastated Lewis, who had a crisis of faith, which he worked out by writing *A Grief Observed* (1961). Determined not to become remote from David and Douglas, Lewis included them in his grief. Openhearted and open-minded, he consulted a rabbi about where to buy kosher foods and how to observe David's spiritual needs when David decided he wanted to follow his mother's ancestral faith, Judaism, rather than her actual faith, Christianity. Douglas remembers Lewis with great affection, referring to Lewis as his real father.

Warnie remembered that, in late 1963, Lewis had said that he thought he had done all that God had set for him to do. On November 22, 1963, after writing letters in the morning, Lewis fell in his bedroom and died. Heart failure was most likely the cause.

His death was little noted because the assassination of President Kennedy in the United States occurred that day and dominated the news media for weeks.



Plot Summary

The Voyage of the Dawn Treader by C.S. Lewis is a novel within the series the *Chronicles of Narnia*. This novel begins when Lucy and Edmund, along with their cousin Eustace, fall into a painting of the *Dawn Treader* and join King Caspian on an exploratory journey through the Great Eastern Ocean. This is a novel of personal growth for young Eustace, of moral duty for King Caspian, and an adventure in destiny for them all. This novel, like all the others within the series, is a novel of courage, strength, and heroism, and has pleased readers for more than fifty years and will continue to do so for fifty more.

Lucy and Edmund are staying with their aunt and uncle in Cambridge because their father has gotten a job lecturing in America for sixteen weeks. Lucy and Edmund are in Lucy's bedroom talking about Narnia and staring at a picture of a ship that looks like a Narnian ship when their cousin, Eustace, comes into the room. Eustace begins to tease them about their stories about Narnia when something strange happens. The painting has come to life. Suddenly Lucy, Edmund, and Eustace are small and they are balancing on the edge of the painting. Before they know what has happened, they have fallen into the cold ocean.

The people on board the ship quickly pull the three children out of the water. Much to Lucy and Edmund's delight, they find King Caspian on board. Caspian explains that he is on a quest to find seven lords who were friends of his father and were sent from Narnia before Miraz stole the throne. Lucy and Edmund are only too happy to go along on this quest, but Eustace is quite sea sick and unhappy. Lucy cures his illness with her magic cordial, but Eustace continues to be unpleasant to everyone, especially Reepicheep, the talking mouse, simply because he does not understand how a mouse can talk.

Before venturing out into the Great Eastern Sea and uncharted waters, the ship stops at the Lone Islands, a small group of islands that Narnia rules. Lucy wants to walk to the smooth grass of the first island, so Caspian gives the order to let them off and to meet them on the other side. However, Caspian and his companions never make it to the other side because slave traders stop them. The slave traders take them captive and sell Caspian to a local shopkeeper before loading the others onto a ship. Lucky for Caspian, the shopkeeper turns out to be one of the lords for whom he is searching. With the lord's help, Caspian marches into the main city on these islands, relieves the governor of his duties, and frees all the slaves.

Weeks later the *Dawn Treader* moves on, sailing into uncharted waters. A few days after leaving the Lone Islands, the ship is hit by a terrible storm that damages the ship and breaks the mast. The ship manages to limp to an unexplored island. Eustace, who has been quite disagreeable through the entire ship, is unhappy to learn that their first day on land is to be spent repairing the ship and other work he would rather not do. Eustace sneaks away, climbing a nearby mountain and napping at the summit. Later, when he climbs down, Eustace is lost in a mist and finds himself in a hollow where a dragon



lives. The dragon appears to die as Eustace watches it. Eustace goes into the dragon's lair and takes a nap on the dragon's treasure. When he wakes, Eustace discovers he has been turned into a dragon himself.

Eustace goes back to his companions; only he cannot speak and explain to them what has happened. Fortunately, the group figures out he is Eustace and do not harm him. Eustace uses his skills as a dragon to help his fellow travelers, having discovered it is better to have friends and to be friendly, than to be mean and be alone. After Eustace recovers a tree for them to make a new mast and has flown the sailors around the island to find fresh water, Eustace has a dream in which Aslan helps him undress and sits him in a healing bath. When Eustace wakes, he is a boy again. Eustace's attitude is much improved after this experience.

When the ship is back on the ocean, they run into a terrible sea serpent that tries to ruin the ship so that it can make a meal of its inhabitants. However, thanks to Reepicheep's quick thinking, the travelers are able to push the serpent off the ship before it can tighten its hold. Soon after this, the ship lands at another island. Here, while exploring the island, the travelers find a pool with a gold statue at the bottom. Edmund sticks a branch into the pool to test its depth and discovers that anything that goes into the water turns into gold. The statue at the bottom of the pool is really another of the lords. Caspian calls the island Darkwater Island and forbids anyone from stepping foot on it.

After Darkwater Island, the ship's passengers find another island that seems deserted, but in fact has a house built on it. As the group goes exploring the island, Lucy hears a group of invisible men threatening to attack the travelers. Lucy tells Caspian, who decides they will confront this group. The group, it turns out, consists of servants to a magician who turned them all ugly. To keep from having to see each other, the group then read a spell that turned them all invisible. Now they need Lucy to read another spell to make them all visible again. Lucy agrees.

When Lucy looks in the magician's book she is tempted by many of its spells. However, Lucy only reads one she should not have, a spell that enables her to hear what her friends are saying about her. This spell ruins a friendship that would have lasted many years otherwise. Lucy finally finds the correct spell after this and makes all the occupants of the island visible again. Afterward, Lucy meets the magician and Aslan in the hallway. Lucy also meets the invisible servants who turn out to be dwarfs whom the magician made into monopeds. They call themselves Dufflepuds.

After leaving the Dufflepuds, the ship encounters an island that is in complete darkness. The ship sails directly into it and finds another of their lords, Lord Rhoop. Lord Rhoop warns them to turn around quickly as this island brings all dreams to life and this is not as good an idea as one would think. Lucy calls to Aslan for help and they are immediately led out of the darkness by a bird. When they look behind them for the island, they find that it has disappeared.

When the ship finds land again, it is a small island on which they meet a young girl and her father. They are the keepers of Aslan's table, a table that is always set for a feast by



Aslan's orders. Here the travelers find three of their lords asleep at the table. The old man, Ramandu, explains that the three were fighting over where to go next when they fell under an enchanted sleep. The only way to wake them is to go to the end of the world and leave one of their party behind. Since the end of the world is said to be Aslan's country and this is what Reepicheep has been searching for since the beginning of the journey, he has agreed that he will stay behind. The party continues and when they reach this country, Caspian decides he will go too. However, Aslan will not allow it. Reepicheep sails off alone to Aslan's country and is never seen again. The children leave the boat as well and find Aslan, who opens a door to their own world for their return. The others still on board the ship return to Ramandu's island where the lords have awoken. Caspian takes Ramandu's daughter back to Narnia with him and makes her his wife. Together they rule Narnia for many years.



Chapter 1, The Picture in the Bedroom

Chapter 1, The Picture in the Bedroom Summary

The Voyage of the Dawn Treader by C.S. Lewis is another novel within the series the Chronicles of Narnia. This novel begins when Lucy and Edmund, along with their cousin Eustace, fall into a painting of the *Dawn Treader* and join King Caspian on an exploratory journey through the Great Eastern Ocean. This is a novel of personal growth for young Eustace, of moral duty for King Caspian, and an adventure in destiny for them all. This novel, like all the others within the series, is a novel of courage, strength, and heroism that has pleased readers for more than fifty years and will continue to do so for fifty more.

Lucy and Edmund are staying with their aunt and uncle in Cambridge because their father has gotten a job lecturing for sixteen weeks in America. Susan has gone with their parents and Peter is staying with the Professor who has become poor and only has a small house in which to live. Lucy and Edmund are alone in Lucy's bedroom talking about Narnia and a picture that hangs on the wall of a ship that looks like a Narnian ship when their cousin, Eustace, barges in. Eustace is a very selfish young man who never has a kind thing to say to anyone. Eustace begins to tease Lucy and Edmund about their stories of Narnia.

The children begin to discuss the painting when it suddenly comes to life. Eustace is frightened although Lucy and Edmund know what is happening. The three children become quite small and for a second they find themselves standing on the edge of the picture frame. The children lose their balance and fall into the painting, falling into the ocean. Moments later a figure from the ship dives into the water and helps each child out. When Lucy is on board ship, she recognizes her savior as none other than Caspian, her friend from her last adventure in Narnia.

Eustace is very upset about this experience and demands to be taken home immediately. However, the magic only works when it wants to, so there is no way to take Eustace home now. Reepicheep joins the group on deck and Eustace is instantly repulsed by him. Lucy, on the other hand, is very happy to see him; she had met him on her last adventure as well, and would like to give him a hug, but she knows this would humiliate her old friend. Instead, Lucy drops to her knee to greet the mouse properly. Then Caspian has Edmund and Eustace shown to a cabin below deck and takes Lucy to his own cabin. Lucy feels right at home the instant she walks through the door.

Chapter 1, The Picture in the Bedroom Analysis

This chapter reintroduces the reader to beloved characters from other Chronicle of Narnia books, including *The Lion, the Witch, and the Wardrobe* and *Prince Caspian*. Lucy and Edmund have been on two adventures in Narnia and are quite fond of sharing



those experiences with each other, though they cannot talk of them to anyone else. Eustace is introduced at this point by marching into their private bedroom and laughing at their stories of Narnia, believing them to be pure fantasy. Eustace's character elements are quite clear in this chapter. Eustace is a spoiled little boy who believes himself to be quite modern and clever. Eustace makes everyone around him miserable with his negativity. This attitude on Eustace's part foreshadows future events in the novel, especially his reaction to Reepicheep. Reepicheep is a talking mouse from Narnia. Eustace has never seen talking animals before. The relationship between these two is bound to be volatile and should alert the reader at this point to fireworks later in the novel.

Also in this chapter, the reader is reintroduced to Caspian, the title character from the novel *Prince Caspian*. In that prior novel, Caspian fought and won his throne back from his Uncle Miraz who stole the crown from Caspian's father. In this novel Caspian is now the rightful king of Narnia. This back-story is important to the novel because it goes to the explanation of why Caspian is on the ship, the importance of which will be explained in the next chapter. The back-story also explains the friendship between Caspian and Lucy and Edmund, which is also important to the plot because it sets a mood for the novel, a mood which will be prevalent throughout the remainder of the chapters.



Chapter 2, On Board the Dawn Treader

Chapter 2, On Board the Dawn Treader Summary

When Lucy goes back on deck after changing her clothes, she finds Edmund and Caspian talking. Eustace is seasick and is in bed. Caspian tells them that it has been three Narnian years since their last visit. Caspian says things could not be better in Narnia and that he is on this journey to find seven lords who were loyal to his father. These lords were sent to explore the Eastern Seas by Miraz and never returned. Caspian intends to find them and avenge their deaths, if necessary.

It is rumored that Aslan lives at the end of the world, in the Eastern Seas, where they are going. Reepicheep agreed to go on this adventure because he has been told a rhyme since he was a small child of how he will go where the ocean turns sweet and find all he seeks in the east. Reepicheep believes this means he is destined to find Aslan's country. Caspian then tells Lucy and Edmund that they are just outside the Lone Islands. After a quick stop here, they will move into uncharted waters and find what waits there.

Lucy asks again about Eustace and Caspian tells her that he has brought her magic cordial with him from Cair Paravel. Lucy gives Eustace a drop to cure his seasickness, though it does nothing for his sour attitude. Caspian tells Eustace and Edmund that he will bunk with them in this smaller cabin even as the captain of the ship, Drinian, argues with him. Drinian believes Caspian should have his own cabin, but Caspian refuses since Drinian needs a restful sleep in order to command the ship.

Caspian shows Lucy and Edmund around the ship before it becomes dark, and they settle down to dinner. Eustace, in the meantime, begins a diary about his adventures. Eustace is clearly unhappy with his situation, with the people he has met, and especially with Reepicheep. The next evening, Eustace made the trouble between himself and the mouse worse by grabbing Reepicheep by the tail and swinging him around the deck. Reepicheep is quite humiliated by this behavior and chases Eustace into the galley with his sword, slapping him on the legs with the hilt. Eustace is forced to apologize to Reepicheep when he realizes everyone intends to have the two of them duel over the whole situation.

Chapter 2, On Board the Dawn Treader Analysis

The beginning of the chapter lets the reader in on a little back story for readers who have not read some of the other novels, including who Caspian is, where they are, and why they are on this voyage. Caspian is looking for some of his father's friends, a group of lords who were sent to explore the Eastern Sea by his uncle Miraz so they would not get in his way when he took over the throne. This foreshadows the majority of the plot,



as does Reepicheep's revelation of his rhyme and his intention to find Aslan's home at the end of the world, as this is a minor plot within the larger plot of Caspian's search.

Eustace's character is better developed here as the narrator lets the reader see the diary Eustace keeps during this journey. Eustace is clearly a selfish person who is not happy that the attentions of everyone on board are not on him. Eustace does not even have the grace to be thankful to Lucy for curing his seasickness with her magic cordial. When Eustace attacks Reepicheep, this further develops the tension between these two characters that will continue to grow through the next few chapters. Eustace is clearly the antagonist in these early chapters of the novel while Caspian and Reepicheep are the protagonists of their story lines.



Chapter 3, The Lone Islands

Chapter 3, The Lone Islands Summary

When they reach the Lone islands, Lucy is excited because she can remember visiting here during her reign as Queen of Narnia. Lucy requests that she be allowed to walk through one of the islands that was mostly deserted during her time. Caspian agrees and orders the boat lowered so that he, Eustace, Edmund, and Reepicheep as well as Lucy can walk across the island. The ship is ordered to meet the party on the other side of the island when Caspian calls to them with his horn.

Once on the island, the group is quite happy, with the exception of Eustace. Halfway across the island the group runs into a collection of rough looking men. These men offer them drinks. Before they can take a drink, however, this collection of men grabs them and puts them in restraints. They are slave merchants who intend to sell Caspian and his companions to Calormene as slaves. The rough men take Caspian and his companions down to a small town on the wharf in order to load them on their ship. Here a lord sees Caspian and offers to buy him from the slave trader for more than the trader would get in the market. When they are alone, the lord tells Caspian he looks like his friend, King Caspian the ninth. The lord also reveals he is one of the lords Caspian is searching for, that he left the group of seven when he fell in love with a local island woman. Caspian tells this lord who he is and they plot together to get Caspian's friends back from the slave trader. Caspian calls the *Dawn Treader* and has her pretend to signal other ships in the bay, a bay that cannot be seen from the capitol city on the next island. Then they hide to wait for preparations to be made for an invasion the next day.

Chapter 3, The Lone Islands Analysis

The theme of duty comes into play in this chapter when Caspian finds one of the lords for whom he is searching. This man is a kind man who buys Caspian as a slave because he reminds the lord of his friend, King Caspian the ninth. Caspian rewards this lord by explaining who he is and then developing a plan with this lord to free the Lone Islands from her dictator of a governor and from the slave traders. This touches on the theme of duty in that Caspian uses his power as king to free his new friend from oppression, which is exactly what a king of Narnia should do.

The plan that the lord and Caspian hatch to free Caspian's friends foreshadows the next chapter where the plan is put into action. Caspian intends to catch the governor by surprise which is why he has his ship signal as though to other ships in their arsenal. This too foreshadows the next chapter in which Caspian will march into the city against the governor and his army without fear at only having a small army behind him.



Chapter 4, What Caspian Did There

Chapter 4, What Caspian Did There Summary

When Caspian and his men march into the capitol city they find a large crowd waiting for them, thanks to the messenger the lord sent the night before. The people begin to line the street to see Caspian, most of them unsure of what is happening but glad for it just the same. At the governor's house, Caspian is denied entry by the page, who is messy and unprofessional. Lord Bern moves the man aside and pushes open the gates to where Caspian confronts the members of his army who are stationed here. The captain of the guard is smart enough to be a little ashamed and greets Caspian as a king should be greeted.

Inside the house, the governor does not give Caspian the respect due a king. The governor believes he is more powerful than the king and feels no need to bow to Caspian, a mere child. However, Caspian reminds him that there has been no tribute received from the islands in over a hundred years and that debt falls to the governor's personal finances. The governor objects heartily, still showing no respect for Caspian. Caspian then fires the governor and appoints Lord Bern in his place, although not as governor, but as Duke. Then Caspian order the governor out of the building.

Caspian and his small army move on to the slave auction where they announce that all slave auctions are now illegal and that they must let the slaves go free. Caspian further orders the slave trader to return all money the Calormene have paid him for slaves that day. Then Caspian gathers his friends to his side. The new duke, afraid of Calormene's retribution, asks Caspian if he and his men will stay for a time. Caspian refuses, saying it is too important to Reepicheep that they continue their journey.

Chapter 4, What Caspian Did There Analysis

The point of view of this chapter switches to Caspian, as it had been primarily told from Lucy's point of view up to this point. Through Caspian, the reader is shown what it means to be king as he shapes up the government of the Lone Islands in one short visit. This develops Caspian's character by showing what kind of a man he has grown into since the last time the reader met him in the pages of *Prince Caspian*. Caspian was still a child in the last novel, afraid of being on his own and of confronting his uncle, which is why he needed the help of the four Pevensie children. Now, however, Caspian is a king worthy of everything the title implies.

Caspian goes to the slave auction and frees his friends in a twist on the plot of the last novel in which they help rescue him. Again, this shows character growth in Caspian. This also further develops the plot by setting a mood. The danger and adventure in this chapter and the previous one prepare the reader for the adventures ahead. It also foreshadows the following chapters when Caspian states that they must move on or



they will disappoint Reepicheep, something Caspian clearly does not want to do. Reepicheep is his friend. This, too, shows the reader what kind of a person Caspian is and how deep his loyalty to his friends goes.



Chapter 5, The Storm and What Came of It

Chapter 5, The Storm and What Came of It Summary

After three weeks, the *Dawn Treader* leaves the harbor at the Lone Islands and sets out for the uncharted seas of the Great Eastern Ocean. The first few days are glorious for all of her passengers, with good sailing weather and even better companionship. However, the ship sails into a storm that is violent and causes much damage. The mast breaks in two and leaves the ship without sailing capabilities. Eustace writes in his journal that the storm lasted thirteen days. When it is over, they have lost the chickens and are forced to eat shortened rations; many of the water casks were damaged and the travelers are forced to drink in restricted rations. The ship must be rowed; however the men are soon too tired and weak from lack of water to row.

Eustace is upset over the lack of water and spends much of his time in bed since he feels ill with fever. Eustace tries to sneak some water, but Reepicheep catches him at it. Eustace is once again forced to apologize to the mouse. Finally land is spotted. They must wait until the early morning to go aboard this island that, from the ship, seems unwelcoming with all its dark mountains and steep cliffs. Once on land, everyone has all they could want of the water in the fresh streams.

Eustace listens to Caspian explain what work will have to be done. Eustace is unhappy at the idea of all this work and decides to slip away. Eustace walks to the top of a nearby crest and takes a nice nap. When he wakes there is a fog. Eustace carefully walks down the hill in the direction he remembers walking up; sure he will arrive back at the camp shortly before dinner. However, when the fog lifts, Eustace discovers he is in an unfamiliar valley and the sea is nowhere to be seen.

Chapter 5, The Storm and What Came of It Analysis

A storm hits the ship, bringing with it tension for most of the main characters. This chapter begins with the story as seen through the eyes of Lucy and then the point of view changes to Eustace, first through his journal entries and then through his experiences. Eustace is an unhappy young boy, as seen through his complaints in his journals, and it is his own selfishness that causes him to run away from the work he can see being planned for everyone on board the ship. When Eustace is lost, this foreshadows the next chapter as the reader wonders if his miscalculation will put him in danger and if Eustace will find his way back to the ship and his companions.



Chapter 6, The Adventures of Eustace

Chapter 6, The Adventures of Eustace Summary

The travelers back at the ship notice Eustace's absence as they are preparing for dinner and form a search party for him. Eustace, in the meantime, has found himself in a valley surrounded on three sides by sheer cliffs. Eustace also discovers that the valley is not empty, but is occupied by a large animal that he does not at first recognize. The animal is a dragon. The narrator explains that Eustace does not read the right books in order to recognize such a creature or to understand the significance of its presence or its behavior.

The dragon crawls over to a pool in the center of the valley and lies down. The dragon has died. When Eustace overcomes his fears and realizes what has happened, he goes into the dragon's cave for a rest. Eustace finds in the cave a lot of gold coins and jewelry and realizes he is lying on the dragon's treasure. Eustace finds an arm bracelet and pulls it on. Then he settles down for a sleep. When Eustace wakes, he is convinced that there is another dragon in the cave with him. Eustace's arm hurts and every time he tries to look at it, he sees the dragon move. Overcoming his fear once more, Eustace runs out of the cave and goes to the pool for a drink. When Eustace looks into the pool, he realizes there was no other dragon, that he himself has been transformed into a dragon. Eustace has a good drink, eats the other dragon, and then flies out of the valley to find his friends, hoping they will help him turn back into a boy.

Caspian, Edmund, and many of the sailors have been searching for Eustace most of the night and have had no luck. Finally, they return to camp where they settle down for the night. Lucy is awakened in the middle of the night by conversation. Caspian has seen a dragon fly over the camp and they are all preparing for a battle. They must wait until morning, however. In the morning, the whole group makes its way down to the beach where the dragon is. They are prepared to fight, but the dragon shies from them. Then Lucy sees that its leg is hurt. Lucy gives it a few drops of her cordial and the swelling goes down enough for Caspian to see the mark on the bracelet.

Chapter 6, The Adventures of Eustace Analysis

Eustace finds himself transformed into a dragon, foreshadowing many events in the next few chapters. The foreshadowing focuses on Eustace's condition, whether or not he will remain a dragon, and if his group of companions will be able to understand who he is. Eustace is an unkind boy who never wanted to help anyone or have them help him. Now he is in a position where he needs lots of help, not only for his injured leg but to help him return to his natural state. This also causes the reader to wonder if Eustace's situation will cause a change in his character, if he will experience growth through this experience.



The point of view of this chapter shifts between Eustace and Lucy, creating a narration that shows two sides of the same story. If not for this shift, the narrator could not have shown either the emotion with which Eustace greets his new condition, nor the fear for Eustace that his companions feel at the sight of a dragon or the fear they have for their missing comrade. This shift also helps build the plot, as now the reader can see what is happening over the larger picture rather than from the narrow focus of a single character.



Chapter 7, How the Adventure Ended

Chapter 7, How the Adventure Ended Summary

Caspian explains to his companions that the arm-ring the dragon is wearing belongs to one of his lords, Lord Octesian. Caspian then asks the dragon if he is Lord Octesian. The dragon shakes his head. Lucy asks if he is a human enchanted to be transformed into a dragon. When the dragon nods his head in the affirmative, Edmund asks if he is Eustace. Now everyone knows what has happened to poor Eustace.

Eustace cannot speak to his friends, so he tries to write his story out on the beach. However, unused to his large body Eustace keeps erasing the words with his tail. Eustace begins to help his friends in a way he was never willing to do before. Eustace flies the sailors over the island so they can see where there is fresh water, food, and supplies. Eustace catches goats for them and finds a tree that is perfect to repair the mast. Eustace also allows his friends to snuggle up against him on cold nights to stay warm. Eustace has become a nicer person.

Caspian and his sailors are concerned about what they will do with Eustace once it is time to move on. No one thinks he will fit on the ship and they are afraid he will not be able to fly long enough to keep up with them. Eustace hears this conversation and becomes very sad. Reepicheep spends time with Eustace, trying to help booster his mood. Then one night, Edmund wakes to find a boy wondering along the outer circle of travelers. When Edmund confronts this boy, he discovers it is Eustace turned back into his normal shape. Eustace tells him that he saw Aslan and Aslan helped him shed his dragon form before putting him into a bath. Eustace thought it was all a dream, but when he woke he was back in his own shape. Caspian decides they should sail the next day. Caspian has a sign left on a cliff that tells travelers that this island is Dragon Island, discovered by Caspian. Then Caspian takes Lord Octesian's arm-ring and throws it onto a projection of rock on the cliff so that no one else can wear it for fear it may have caused Eustace's transformation.

Chapter 7, How the Adventure Ended Analysis

This chapter, more than any other, chronicles Eustace's character growth. Eustace has discovered that being nice to people is so much more rewarding than being rude and avoiding responsibility. Eustace had only thought of himself before, but his transformation into a dragon, the symbolic death of his childhood and his past, created a situation in which Eustace finally learned how important it is to be kind and to help people. In the past, Eustace's motivations as a person were solely devised to help only himself. With growth, his motivations have shifted and Eustace is now more than happy to help other people. The theme of personal growth is explored in depth in this chapter. This novel is about an adventure on the high seas. The novel is also about finding the truth about Aslan and about the lords. It is also about finding the truth inside oneself,



which is what Eustace has done in this chapter. Eustace's growth stems completely from his realization that work is not such a bad thing, that helping other people can be greatly rewarding, and that it is much better to have friends than to be lost alone, as Eustace might have been had the travelers left him alone on that island, which they might have done since Eustace the dragon was much too big to travel on the ship.

This is also the first chapter in which Aslan appears. Aslan comes to Eustace as though in a dream. However, due to Eustace's magical transformation, it is clear Aslan was really there. This foreshadows the following chapters as the reader begins to wonder how big a role Aslan will play in this novel and if Reepicheep will really reach the place where Aslan lives, known as Aslan's country. Aslan is like the Christian God in these novels and this chapter underscores that by suggesting that Aslan has come to Eustace's rescue because he is one of Aslan's subjects and worthy of his help. Aslan, like God, is always there to rescue his children in their darkest hour of need and this is exactly the moment Eustace has experienced in this chapter.



Chapter 8, Two Narrow Escapes

Chapter 8, Two Narrow Escapes Summary

Within a day of leaving Dragon Island, the *Dawn Treader* comes to another small island that is uninhabited, but ruins of huts that suggest people lived there at some point. On this island, Reepicheep finds a tiny boat that is perfect for him and decides to keep it. Then the ship moves on. Less than a week later, after a time of constant rain, they find themselves being attacked by a sea-serpent. The serpent seems a novelty at first. However, when it takes notice of the ship, the serpent wraps its body around the ship and only through the quick thinking of Reepicheep are the travelers able to push the serpent from the ship before it tightens its hold and makes firewood of the entire ship.

A few days later, the ship comes within sight of land again. They are low on water, so they go ashore in search of fresh water. After gathering the water, they go for a walk over the island. Caspian and Edmund find a sword and the remains of chain mail on a cliff overlooking a pool. In the pool they can see what looks like a gold statue. The group goes down to the pool and discusses pulling the statue from the water. Edmund sticks a branch into the water to see how deep it is and the stick turns to gold. Edmund's boot toes also turn to gold. Greed suddenly overcomes Caspian and Edmund and they begin to argue. Then Lucy sees Aslan on the cliff above them and suddenly the spell of greed is broken. Caspian orders that they leave the island immediately and not return. Caspian calls the place Darkwater Island. It is later determined the body in the pool is one of Caspian's lords, but they are unsure which one.

Chapter 8, Two Narrow Escapes Analysis

The *Dawn Treader* runs into trouble again in this chapter, raising the tension level of the novel. First there is the serpent, from which the entire group of travelers works together to save the ship. Second is the discovery of the island with a pool of water that turns everything to gold. Greed begins to ruin friendships, and then Aslan appears and dispels the ill effects of greed. Aslan has once more come to the rescue of his children, protecting them from a fight that would surely have ruined many friendships and might have ended a few lives. There is foreshadowing in this chapter, not so much to do with the actual events of the chapter, but in the mood of the chapter. The reader must now wonder how many bad things will happen to these travelers and what they will find next on their journey.



Chapter 9, The Island of the Voices

Chapter 9, The Island of the Voices Summary

Just as their stores are getting low and spirits are falling, the *Dawn Treader* comes across land once more. The island is quiet, as though it is empty, but there is a house with a well-kept lawn. A group, including Lucy, Edmund, and Caspian, makes it way up to the house. Halfway there, Lucy has a stone in her shoe and stops to take it out. While alone, Lucy hears a strange noise. Just as the noise is upon her, Lucy hears voices. The voices say they are going to wait on the beach for the landing party to return to their ship and then they will attack.

Lucy rushes up to the house to rejoin the rest of the group. After explaining what she has heard, and after they see the water pump working as if on its own, the group decides to go to the beach and confront this invisible group. At the beach the group confronts their invisible enemy and hears their strange story, amid much muttering and agreement. The invisible creatures are the servants of a magician who cast a spell on them that made them ugly. In their attempt to survive this "uglification," the group snuck into the magician's room and read a spell from his book to make them invisible. Now, however, they are tired of being invisible and they need a girl to read the spell that will make them visible again. If Lucy refuses to read the spell, they will be forced to kill Edmund, Caspian, and the rest of the landing party. Caspian does not want Lucy to agree, afraid of the danger she might be put in. Lucy agrees anyway, more interested in protecting her friends than her own life.

Chapter 9, The Island of the Voices Analysis

This chapter is seen mostly from Lucy's point of view; therefore, it is through Lucy that the reader is introduced to yet another of her character elements. Lucy agrees to free these strange, invisible creatures from a curse they placed on themselves in order to save her friends. Lucy is quite generous in this decision, especially since Caspian and most of the men on the journey with her are quite afraid for her well-being and are not happy to allow her to take the battle on all by herself. It is as if they are sending her into the lion's den without a sword. Lucy is confident, however. This confidence touches on one of the themes of the novel, duty. Lucy feels it is her duty to do whatever it takes to protect her friends. There is a moral in this action, much as there is in most of the adventures of this novel. This chapter also foreshadows the next step in the situation; that the reader must now wait to see what will happen to Lucy when she goes to find the spell that will make these invisible creatures visible once more. Caspian and his men are afraid for Lucy. The reader must feel a little fear at this point, as well.



Chapter 10, The Magician's Book

Chapter 10, The Magician's Book Summary

Back at the house, the invisible creatures feed their visitors dinner while apparently bouncing around the room and spilling much of the food. The creatures also have a habit of agreeing with everything anyone says, an annoying habit that makes conversation difficult for the *Dawn Treader* travelers. The travelers spend the night in the house and then Lucy is sent up to the Magician's room first thing in the morning. The invisible creatures do not tell Lucy how to find the spell, only that she must search through the book.

Lucy's nerves are further stressed by the masks on the walls in the upstairs hallway and by odd writing on the doors. Lucy makes her way slowly to the Magician's room at the end of the hall, growing more nervous with every step. When she enters the room she is not able to close the door and is forced to stand with her back to it. The book is on a reading book in the center of the room. Lucy opens it and finds many spells, written as if by hand. Slowly Lucy flips through the pages, reading the spells as she goes. Pictures accompany most of the spells. Lucy finds one spell that promises to make a girl very beautiful. Lucy can see herself in the pictures and everything that would happen if she said the spell. Lucy decides not to say the spell, as she is afraid it will make for a difficult life.

Lucy does say a spell, however, that allows her to hear what her friends think of her. When Lucy says the spell, one of the pictures on the page turns into two of her friends riding on a train. One friend asks if the other girl is still good friends with Lucy. The other girl says that Lucy is annoying and she is not her friend. After this, Lucy finds another spell in the book that is a story that she finds very entertaining. Only, once Lucy finishes reading the story, she can no longer remember it. Finally Lucy finds the spell to turn the creatures visible again. Lucy says the spell aloud. When she is done, Lucy hears footsteps behind her. Lucy turns and finds Aslan watching her. Aslan tells Lucy that he knows about the friend spell she said and that by doing this, she has ended a friendship that had the potential to last a lifetime.

Chapter 10, The Magician's Book Analysis

The way the invisible creatures serve dinner is foreshadowing into what kind of creatures they may be. The fact that they hop around the dining room and spill much of the food is a great clue. Also, their habit of always agreeing with everything is also a clue to their personalities and the truth about what happened to cause them to become invisible. This foreshadowing will be satisfied in the next chapter when Lucy finds out if her spell worked and may be able to see the creatures for the first time.



Lucy is tempted many times over by the spells in the book and she finally falls to temptation with the spell regarding the thoughts of her friends. This scene is a parallel of a Christian story in which Eve is tempted by the devil to take an apple from a forbidden tree. Just like Eve, Lucy falls for the temptation although she does not pick the first apple, or spell, that she finds interesting. When Lucy is done with her task she finds Aslan waiting. Aslan explains that by falling for the temptation of the spell, Lucy has possibly ruined a lifelong friendship. For Lucy, this knowledge marks a moment of transition and personal growth, another of the novel's themes, in which she has learned a valuable lesson. Perhaps Lucy will remember this lesson the next time she is tempted by something irresistible.



Chapter 11, The Dufflepuds Made Happy

Chapter 11, The Dufflepuds Made Happy Summary

Lucy follows Aslan out into the hallway and is introduced to the magician. The Magician has been alive all this time, not dead as the invisible creatures suggested, except he too was made invisible. Aslan asks if the Magician, Coriakin, is still happy with his charges and Coriakin says he is. Aslan then leaves. Coriakin takes Lucy to another room and provides her a meal of all her favorite foods. Lucy and the Magician talk like old friends and the Magician explains to Lucy how the creatures were turned invisible in the first place. Coriakin says that the creatures are dumb little things that refused to listen to him when he attempted to make their work easier.

Coriakin takes Lucy to see the creatures where they are napping out on the lawn. At first Lucy sees nothing but giant mushrooms. Then Lucy realizes that the mushrooms are the creatures. They are dwarfs, once known as Duffers, with one very large foot: monopods. Lucy runs out to the yard to see the creatures and to tell them how beautiful she believes they are. Since the creatures like to agree with everything, they both agree with Lucy that they are beautiful and with their chief when he says they are not. Later, Caspian, Edmund, Lucy, and the other sailors go back down to the ship to prepare to sail. Reepicheep gets out his little boat and show the creatures how they can sail on their big foot. Then Coriakin fixes the ship. Before the group sails away, the monopods begin calling themselves Dufflepuds, a combination of their original name, Duffers, and the word monopods.

Chapter 11, The Dufflepuds Made Happy Analysis

Lucy's task has been successful and now the Dufflepuds are visible once more. Lucy gets to meet Coriakin, the Magician and master of the Dufflepuds, and becomes good friends with the kind man. It is ironic that the Dufflepuds tried so hard to convince Lucy and her friends that the Magician was evil and would hurt Lucy when she tried to reverse the spell, when in fact the man is very kind and generous, and grateful that Lucy has come to make them all visible again. Not only this, but the Magician is a friend of Aslan's. It would appear that Aslan has more of a hand in guiding this journey than the traveler's on board the *Dawn Treader* might believe. This is a parallel of Christian beliefs if the reader once again considers Aslan as a fictional version of the Christian God. Christians believe that God has a hand in everything they do, that there is no such thing as coincidence or fate. No matter what the reader might believe, it does appear that Aslan knows where the travelers will be at any giving time.



Chapter 12, The Dark Island

Chapter 12, The Dark Island Summary

For nearly two weeks, the ship sails southeast. When they see a dark shape on the horizon, they alter their course in order to intercept it. However, when they grow closer they realize it is simply a huge darkness in the middle of the ocean. Lucy and the captain of the ship do not particularly want to go inside the darkness, but Reepicheep and Caspian figure they are on an adventure and they should not pass up any kind of adventure. They sail directly into the darkness. It is extremely dark and no one can see what is in front of him or her. Everyone is ordered to his or her battle stations, including Lucy, who is feeling very unsure about this. When they have been in the darkness for a short time, they begin to hear someone calling out to them. Reepicheep responds and Caspian helps the man on board. It turns out to be another of Caspian's lords, the fourth to be found so far.

Lord Rhoop tells Caspian that this dark island makes dreams come true. Since not every dream is a good dream, the men quickly rush down to the rowing benches and begin to turn the ship around. However, it is so dark they are not sure if they are making their way out. Lucy prays to Aslan to help them and almost immediately they see a white albatross. When the ship follows the bird, they find their way out of the darkness. Once they are out, the darkness disappears.

Chapter 12, The Dark Island Analysis

This chapter is important because within it Caspian finds the fourth of his lords, the second of which he has found alive. This touches on the theme of duty, particularly Caspian's duty to his father and to his father's loyal friends to find them and avenge their deaths, if necessary. This is the whole reason Caspian began this journey; therefore, this chapter is also an important development in the overall plot.

The dark island symbolizes hell or evil. Lord Rhoop has been condemned to this island by his own actions and Caspian and his fellow travelers have come along to save him. Aslan saves Caspian and his shipmates. This seems to be a classic battle of good versus evil, another possible theme of the novel. The darkness is a place that makes dreams, good and bad, come true. This can be quite a nightmare for the average person. With Caspian and his ship comes Aslan, guiding the way out of darkness, which seems to symbolize the Christian way of life and the Christian belief system, that God will always lead you away from danger as long as you open your heart to him. Aslan has not only guided them out of evil in this chapter, he has also destroyed it. This again is an example of good versus evil where good has won the battle.



Chapter 13, The Three Sleepers

Chapter 13, The Three Sleepers Summary

The sea becomes calm, as does the wind, and the nights warm. The constellations appear to change, adding new stars to their collection. Even the sun seems larger when it rises in the mornings. When they arrive at another island, they have trouble finding a place to anchor their ship and are forced to anchor it far from shore and take the boat to shore. On this island they find a table set for a feast and three men sleeping at its head. The men have been sleeping so long their hair has grown to unidentifiable lengths. Caspian takes a good look at the men and discovers they are the final three lords on his list.

The men are hungry but they are afraid to eat from the feast for fear it is this food that put the men under their enchanted sleep. Caspian orders someone to spend the night with the men until they can decide what to do about them. It is finally decided that Edmund, Lucy, Caspian, and Reepicheep will stay. Before sunrise, a woman appears from a door in a hillside. The woman wants to know why they have not eaten from Aslan's table. Caspian explains they were afraid. The woman tells them that the three did not fall under an enchanted sleep from the food. They landed here seven years before and began to argue over their next course, whether they should continue on or go back to Narnia. One of the men picked up a knife of stone on the table, a knife he should not have touched, and this caused them all to fall into an enchanted sleep. Lucy recognizes the knife as the same knife the White Witch used to kill Aslan. Finally, they decide it is safe to eat. While they eat, Caspian asks how to wake the men and the woman says her father will tell them as the old man comes toward them.

Chapter 13, The Three Sleepers Analysis

This new island is strange, most especially because of the table with food on it, set as though someone was expecting travelers, and because of the three sleeping men. When Lucy sees the stone knife and recognizes it as the same knife the White Witch killed Aslan with, it makes their experience on the island even stranger. All this foreshadows the next chapter in which much of this will be explained, plus more. The plot's development has now moved beyond the main plot of the story now, the job of Caspian finding all his lords, because he has done that. Now he must heal the three who sleep, which is another thing Caspian will learn about in the next chapter. Now the plot rests on the subplot of Reepicheep's journey to find Aslan's country, which also touches on the theme of searching for divinity since Aslan is symbolic of the Christian God in this novel.



Chapter 14, The Beginning of the End of the World

Chapter 14, The Beginning of the End of the World Summary

The old man comes out of the door in the hillside and joins his daughter at the table. The old man ignores the travelers and instead holds out his arms to the sky and began to recite a song. Soon a group of birds comes, one of them feeding the old man some sort of berry, and begin to take the feast from the table. Then the old man acknowledges his guests. Caspian asks the old man how to wake the three sleepers and he tells Caspian that they must sail to the end of the world and leave a member of their party there. Caspian asks how far it is to the end of the earth and the old man says he cannot tell them what they need to know.

The old man, whose name is Ramandu, reveals that he is a retired star and that Aslan brought him here so that he could grow younger from the berries the birds bring him and become a star again someday. The old man also reveals that Coriakin, the Magician, is also a fallen star, although he is serving more of a punishment than a retirement, though the old man will not say why. Caspian then calls all the sailors from the ship and tells them that they must sail on. However, since finding the lords is the only reason most of them signed on and since they have done that, Caspian gives them the option of staying on Ramandu's island while everyone else sails on. There is great debate and in the end only one man remains on Ramandu's island. Then Caspian calls Lord Rhoop and tells him he can remain on Ramandu's island and sleep with his friends, which is something he desperately needs to do. Caspian tells Ramandu's daughter that he would like to see her again when he returns from his journey.

Chapter 14, The Beginning of the End of the World Analysis

Ramandu's revelation that he is a star waiting to grow young once more so that he can once again shine in the heavens is a parallel to the Christian belief that angels live on earth among humans, those that have fallen from grace and those who have been given the right by God himself. Ramandu is like an angel in that he is a guide to the travelers and has provided them a place to eat and rest before finishing their journey.

The decision to go on to the end of the world follows the theme of searching for divinity in which Reepicheep has always believed he is destined to go to the end of the world, where Aslan's country lies. This marks the shift from the main plot to the subplot, as well as continuing the main plot in that Caspian is going on with his travels in order to relieve his lords of their enchanted sleep. This trip is foreshadowed in this chapter as well as



the reader sees the sailors argue over who gets to go and wonders if this trip may be dangerous for these sailors. They have already had many great adventures -- will they have another? The reader must also want to know if Reepicheep will indeed find Aslan's country as he hopes to do.



Chapter 15, The Wonders of the Last Sea

Chapter 15, The Wonders of the Last Sea Summary

As soon as they leave Ramandu's island, the travelers on the *Dawn Treader* begin to wonder if they are indeed at the end of the world. They find they need less sleep now, that the sun is indeed larger than before, and that the sea become amazingly clear. Lucy, standing on the deck, sees shadows in the water, and then she begins to see Sea-people. There is a castle in the sea and strange creatures, and a group of Sea-people on what looks like a hunt. Drinian and Edmund join Lucy and see the Sea-people too. Drinian warns them not to tell anyone since Sea-people make sailors want to jump into the water and this is very dangerous. As he says this, they hear Reepicheep jump into the water.

Drinian and Edmund help Reepicheep back into the ship, all the while telling him not to say a word. Reepicheep announces that the water is sweet, not salty. This means Reepicheep's rhyme is beginning to come true. Everyone drinks of the water and discovers that it also kills their appetites. Later, Drinian says that there has not been any wind for hours and yet the ship continues to sail as if there is. Caspian believes this is because they are near the end of the world and they are in a current created by the world ending and the water falling into nothing.

Chapter 15, The Wonders of the Last Sea Analysis

This chapter, which is told mostly through Lucy's point of view, begins to show the wonders of traveling at the end of the world. There are mer-people, clear water, and no more salty ocean water. The rhyme Reepicheep has known since he was a small mouse is beginning to come true, satisfying foreshadowing from the second chapter as well as laying out more foreshadowing for the final chapter. Has Reepicheep finally found Aslan's country? Caspian says that his world is flat as people once believed Earth to be. If this is true, then they may very well be in a current that will eventually fall off the edge of the world. This foreshadows the next chapter as well. Will Caspian and his friends fall off the face of the world or will they finally find what they have been looking for? This builds tension for all the characters as well as developing the subplot to the point of climax.



Chapter 16, The Very End of the World

Chapter 16, The Very End of the World Summary

The Sea-people disappear as they continue their journey. The water appears to grow shallower the further they travel and something white appears ahead. Drinian sends a party to investigate the white objects, as he is afraid they might be ice. Instead it turns out to be lilies. Not only this, but they also discover that the current is only in the center of the sea. If they move to either side, they will be in a calm sea that will enable them to turn around and go back to Ramandu's island. Day after day the water becomes shallower until they finally have to anchor the *Dawn Treader*. Reepicheep has decided now is the time for him to take his small boat and continue on his own. Caspian announces that he too wishes to continue on. Caspian will abdicate his throne and go to live in Aslan's country with Reepicheep.

Among disapproval from his friends and the crew, Caspian goes into his cabin alone. Later, Edmund and Lucy join him to learn that Aslan has come to visit him and has told him he is not to accompany Reepicheep, but that Edmund, Eustace, and Lucy are. Reepicheep and the children walk to a place where there is a wave covering what looks like a country full of large mountains. The children say goodbye to Reepicheep, Lucy finally hugging him as she has always wanted to do. They watch Reepicheep sail away in his tiny boat and he is never heard from again.

The children walk to the left of the wave and come across a lamb that has set out a picnic. The children join the lamb and ask about Reepicheep and Aslan's country. The lamb turns into Aslan and explains that Reepicheep has his own story to complete now. Aslan then tells Edmund and Lucy they will not return to Narnia, that they have grown too old. However, Aslan tells them that he has brought them here to know him and that they must learn to know him in their own world as well. Then Aslan opens a door in the sky so the children can return to the bedroom in their aunt's house. Caspian and his sailors return to Ramandu's island where Caspian gets to know Ramandu's daughter and takes her to Narnia as his wife and Queen. Eustace remains a kind boy.

Chapter 16, The Very End of the World Analysis

Much foreshadowing is satisfied in this chapter, mostly in regards to Reepicheep's subplot. Reepicheep has finally found his destiny in his search for divinity: Aslan's country. Reepicheep must continue alone although Caspian wants to go with him. Caspian is very disappointed, but in the theme of duty, Caspian agrees that he is more urgently needed in Narnia than in Aslan's country. This parallels another Christian theme in which a believer is sometimes forced to give up something the believer may want in order to do God's work. This is a sacrifice that is meant to teach one the glories of being a child of God and for which the believer will be rewarded in death.



The children, Lucy and Edmund, are told they will not be returning to Narnia and that they will learn to know Aslan in their own world. This again touches on the Christian theme of this novel in which the implication is that Aslan is known as God in the children's world. This chapter also nicely finishes up the novel by telling the reader that Eustace continues to be a kind boy and that Caspian gets married to Ramandu's daughter. This is also foreshadowing for another book in the series, *The Silver Chair*, in which both Eustace and Caspian are once again important characters in the plot as well as Caspian's wife, Ramandu's daughter.



Characters

Lucy

Lucy is the youngest member of the Pevensie family. Lucy, along with her brothers and sister, ruled Narnia during the Golden Age. Lucy has returned to Narnia for the third time just as Caspian is setting out on a journey to find seven lords who escaped Narnia during his uncle's reign. Lucy is excited to join Caspian on this journey as well as glad that Caspian is still the young man she remembers from her last trip to Narnia, since time changes dramatically sometimes between when the children last visited Narnia and the time that has passed in Narnia.

Lucy takes over Caspian's cabin on the ship and acts as an advisor for the trip. Lucy is nearly sold into slavery on their first stop at the Lone Islands, then she is a dragon doctor on the Dragon Island where she attempts to help the pain a dragon suffers due to a small bracelet stuck on his foreleg. Lucy helps save the ship from a sea-serpent, is part of a group who discover a pool that has the power to turn normal objects into gold, and discovers the sleeping three on a small island at the end of the world. Lucy's most important task in the course of this voyage, however, comes when she discovers a band of invisible creatures on the Island of Voices. Lucy stays back from the group in order to take a stone from her shoe and hears the group of invisible creatures walk past her. Lucy warns her friends of the danger and makes it possible for them to confront the strange group without being caught by surprise.

When they learn that the group turned themselves invisible on purpose because of a spell their magician master placed on them, Lucy agrees to find and read a new spell that will make them all visible again. While searching for the right spell, Lucy finds several others that she might like to use, but only uses one, a spell that enables her to hear what her friends are saying about her. Aslan later explains that when Lucy used this spell she consequently ruined what would have been a life-long friendship. Lucy eventually finds the appropriate spell and helps the poor creatures, which turn out to be a group of dwarfs who were turned into monopeds by the old magician. They call themselves Dufflepuds.

Edmund

Edmund is the second youngest member of the Pevensie family. Along with his brother and sisters, Edmund ruled Narnia at Cair Paravel during the Golden Age. Edmund has returned to Narnia for the third time in this novel, just in time to join Caspian on a voyage through the Eastern Ocean to find seven lords who fled Narnia during the reign of Miraz. Edmund is quite happy to be back in Narnia and does not mind the idea of another adventure. This adventure will bring Edmund close to Aslan's country, which is another reason why Edmund is happy to be back because Aslan has been a good friend to him and he is anxious to see him again.



Edmund helps out on the journey by assisting Caspian with difficult decisions, working on the boat, and exploring distant islands that have yet to be discovered. When Eustace turns himself into a dragon, it is Edmund who first realizes who he is and Edmund who first finds him after Aslan returns him to his normal form. Edmund has never liked Eustace that much, but his experience with him on the *Dawn Treader* has brought the two boys closer than they have ever been. The only time there is any tension at all between Edmund and the others on the boat is when they discover the pool on Darkwater Island that turns things into gold. Edmund discovers this power by pushing a stick into the water to see how deep it is. Then Edmund realizes his boot toes have turned to gold where they touched the water's edge. Edmund and Caspian fall under the spell of greed and argue with each other regarding the pool. However, Aslan comes along and removes the spell of greed and everyone are friends once more. When it is time for Edmund to return home, Aslan tells him that he has grown too old to visit Narnia and will not be allowed to return. Edmund is sad about this, but he understands that Aslan lives in Edmund's world as well.

Eustace Clarence Scrubb

Eustace is a cousin of the Pevensies. It is Eustace's house where Lucy and Edmund are sent to stay while their parents are in America. The picture through which Lucy, Edmund, and Eustace go to Narnia again is in a spare bedroom at Eustace's house. At first, Eustace is a spoiled child and is not happy being on the *Dawn Treader*. Eustace is seasick and feels disrespected by the other travelers on board the ship. Eustace has a particular problem with Reepicheep, the talking mouse. Eustace has never seen a talking animal before and he is a little afraid, although he would not admit it.

Eustace acts cruelly to everyone on board ship, especially to Reepicheep. When a storm hits and the travelers are forced to ration water, Eustace feels particularly cheated. Eustace feels that he should be allowed more water than everyone else because he is not used to this sort of situation. However, Caspian is clear in his orders. Finally when they land on an island, Eustace sneaks away so that he will not have to help with the work. However, Eustace gets lost on the way back to the camp and discovers a small valley in which a dragon lives. While taking a nap in the dragon's cave, Eustace is transformed into a dragon. This transformation makes Eustace realize how selfish he was to run away from work. Eustace goes back to camp to talk to his companions, but is unable to speak. Eustace is able to convince them of who he is, but is not able to find a way to communicate or to find a way to change back into his boy form.

Eustace becomes very helpful, doing chores and taking people for flights to see the rest of the island. After a while, Aslan comes and helps Eustace turn back into a boy. Eustace is happy to be back to his normal form and attempts to remain a kind person. Eustace has his moments when he is unable to behave, but most of the time he is a changed person. When it is time to leave, Aslan tells him he might be able to come back, but refuses to give any details.



Caspian

Caspian is king of Narnia. Lucy and Edmund met Caspian in the novel, *Prince Caspian*, in which they helped Caspian take his throne back from his uncle, Miraz. In this novel, Caspian is trying to find seven lords who were forced to leave Narnia before Miraz's reign. Caspian is still a very young man and is still in search of adventure. This trip is the perfect adventure for such a boy since he is traveling into areas that have never been explored before.

Caspian is glad to have his old friends on board the ship, although he is not too happy with Eustace at first. However, after Eustace is transformed into a dragon he becomes nicer and Caspian is able to make friends with him. In fact, Caspian teaches Eustace how to use a sword and gives Eustace his second best sword. Caspian fulfills his duty to his father by finding all the lords, some alive and some not. However, at the end of his travels, Caspian feels that he would like to go to Aslan's country with Reepicheep, going so far as abdicating his throne for the adventure. However, Aslan comes to visit him and refuses to allow him to go. Caspian's place is in Narnia, leading his people into the future. Caspian reluctantly accepts this and returns to one of the islands they explored on their voyage, Ramandu's Island, where he gets to know Ramandu's daughter well enough that he takes her back to Narnia as his queen.

Reepicheep

Reepicheep is a mouse that readers of *Prince Caspian* will recall as the leader of the talking mice. As a child, Reepicheep was told a rhyme that described a trip he would make some day in the eastern ocean to find Aslan's country. Reepicheep has agreed to go on Caspian's voyage in hopes that they will come to the end of the world and find Aslan's country.

Reepicheep is a smart, military type of personality. Reepicheep is always prepared for battle, whether it is with a man or a giant. When Eustace comes on board the ship Eustace is unprepared to meet anyone like Reepicheep. Eustace and Reepicheep do not like each other from the very start, Eustace because he is afraid and Reepicheep because Eustace is an unkind child. Eustace even takes Reepicheep by the tail and swings him around deck. Reepicheep is ready to kill Eustace at any provocation. However, when Eustace is turned into a dragon, Reepicheep is always the first to try to raise his spirits and to take care of him.

When the signs from Reepicheep's rhyme start coming true, Reepicheep is very excited. Reepicheep wants to sail off alone to find Aslan's country, but Caspian wants to come with him. It is finally decided that Reepicheep will leave the ship with Lucy, Edmund, and Eustace, and that he will sail into Aslan's country alone. It is a sad departure for everyone except Reepicheep, who is excited to finally fulfill his destiny. No one ever sees or hears from Reepicheep again.



Drinian

Drinian is the captain of the *Dawn Treader*. Drinian is a loyal subject of Caspian's but he prefers to make all decisions regarding the ship himself. There are times in the novel when Caspian and Drinian argue about the best course of action, but Caspian also prefers to allow Drinian to make these decisions. Drinian is also a good military man and he helps to lead the travelers when they find trouble on the various islands. Drinian is the first to agree to voyage on when they reach Ramandu's island and must decide if they want to go on or turn back. Drinian is hesitant, but he is loyal to his king and knows his place is beside his king. The only bad choice Drinian makes the entire voyage was on Darkwater Island. Drinian wanted to go to the gold pool first, not yet knowing what it was, and Caspian overruled him. If Caspian had not, they would have all turned to gold. However, Drinian never learned of this pool.

Coriakin

Coriakin is a magician who lives on the Island of the Voices with the Dufflepuds. The Dufflepuds make the travelers believe that Coriakin is an unkind master. However, Lucy learns that this is not true. Coriakin is a kind master. The problem is that the Dufflepuds are not intelligent creatures and they do not understand their master's orders. Nor do they understand that being turned into monopeds did not make them ugly. Coriakin takes all of their faults into account when he thinks of the Dufflepuds and does not hold any of their misunderstandings against them. Aslan brought the Dufflepuds to Coriakin. Coriakin was a star once, but he did something he should not have and has been sent to this island for a sort of penance for his bad deed.

Aslan

Aslan is a large lion who is the King and Lord of the world in which Narnia exists. Aslan is protector of all the creatures of this world. Aslan appears in this novel as a manipulator of situations and a protector of the travelers. Aslan manipulates situations in this novel by arriving in time to stop a quarrel of greed over the pool that turns things to gold, by saving Eustace from being a dragon, and by stopping Caspian from abdicating his throne and going to live in Aslan's country. Aslan is like God in this novel, watching over his children and attempting to keep them from harm while still allowing them the freedom of free will. Aslan protects the travelers by making the Dark Island disappear after they save Lord Rhoop and by appearing to Lucy at the right moment in order to help guide them from that dark place. Aslan is a kind and gentle creature that rules over Narnia with the same distance and gentleness as the modern Christian God.

Caspian the Ninth's Seven Friends

The whole plot of this novel revolves around Caspian's attempts to find the seven lords sent into exile by his uncle, Miraz. The first lord, Lord Bern, is found in the Lone Islands



and Caspian makes him duke of these islands. The second, Lord Octesian, is not found but his jewelry is and it is assumed he was either killed by the dragon or was the dragon. Lord Restimar is found in the gold pool on Darkwater Island and Lord Rhoop is found on Dark Island where he has been stuck with his dreams for many years. The lords Mavramorn, Argoz, and Revilian are all found asleep on Ramandu's Island where they were placed under an enchantment while arguing with each other over whether they should continue their journey or return to Narnia. Caspian is able to remove the enchantment by continuing to the end of the world and leaving Reepicheep behind.

Ramandu and His Daughter

Ramandu is the keeper of Aslan's table. Ramandu was a star but has retired. Every morning the birds feed him a special berry that removes a few years from his age. Soon he will be younger than the children who are the main characters of the story and Aslan will return him to the sky in order to shine once more. Ramandu tells the children about other travelers who have continued on the eastern sea. Not many have returned to tell any tales, he tells them. Ramandu's daughter is a very beautiful young woman about the same age as Caspian. When Caspian returns to Ramandu's island to pick up the lords, he gets to know the daughter better and eventually takes her back to Narnia to make her his queen.



Objects/Places

The Picture in the Bedroom

There is a picture in a bedroom in Lucy and Edmund's aunt's house that is of a Narnian type boat out at sea. Lucy and Edmund stare at this picture every time they visit their aunt. This is how Lucy, Edmund, and Eustace are transported to Narnia, through the picture.

The Dawn Treader

The *Dawn Treader* is a small ship built in the shape of a dragon that Caspian commissioned in order to search for his father's seven friends who were forced to flee Narnia when Miraz overthrew him and took over the throne of Narnia.

Lucy's Magic Cordial

Lucy was given a magic cordial her first time in Narnia, which can cure almost any illness or injury. Caspian has brought the cordial on board the ship and Lucy uses it to heal Eustace's seasickness.

Dragon's Cave

Eustace happens on a cave on Dragon Island in which a dragon lived and hoarded treasure. It is here that Eustace is transformed into a dragon while he sleeps.

Lord Octesian's Arm-ring

Lord Octesian's arm-ring is the bracelet Eustace slides onto his arm shortly before being transformed into a dragon. Caspian comes to believe that this arm-ring being on the island among the old dragon's treasure means Lord Octesian has died on that island.

The Sea-Serpent

While at sea after leaving Dragon Island, the travelers run into a sea-serpent that attempts to crush their ship and have them all for dinner.

The Magician's Book

On the island of the voices, the travelers run into a group of creatures that have turned themselves invisible. These creatures convince Lucy to use the Magician's book to



return them to a visible state. In this book, Lucy finds many spells, and uses one to overhear her friends talk unkindly about her.

Aslan's Table

Aslan's table is a table outside on an island that is always covered in a huge feast for anyone who should need sustenance on their travels.

The Lone Islands

The Lone Islands are a set of three islands past Calormen that Narnia has control of. This is the first stop on the *Dawn Treader's* voyage where Caspian, Edmund, Eustace, Lucy, and Reepicheep are nearly sold as slaves.

Dragon Island

Dragon Island is another stop on the voyage. This is where Eustace is transformed into a dragon and learns to be kinder to those around him.

Deathwater Island

Deathwater Island is another island the travelers land on that has a pool that turns everything that enters it into pure gold. Caspian finds another of his father's lords here.

The Island of Voices

The Island of voices is where the travelers meet the Dufflepuds and the magician, Coriakin.

The Dark Island

The Dark Island is a place of massive darkness where dreams come to life. This is where Caspian picks up another of his father's lords, Lord Rhoop.

Ramandu's Island

Ramandu's Island is where the retired star, Ramandu, lives with his daughter. This is also where Aslan's table is.

Aslan's Country

At the very end of the world behind a great waterfall is Aslan's country. This is a mountainous place where Aslan is said to live.



Setting

In *The Voyage of the "Dawn Treader,"* Lewis greatly expands the size of Narnia's known world, sending his characters across a vast expanse of ocean and to many islands, until they reach the Last Wave and the End of the World, beyond which is Asian's country, high atop and beyond sheer cliffs. Once the ship reaches the Lone Islands, soon after picking up Lucy, Edmund, and Eustace, it sails from the island, heading roughly southeast until reaching the Last Wave.

A Narnian king has not visited the Lone Islands for hundreds of years, and its government has fallen into corruption and there is a slave market in Narrowhaven, the capital of the province. When Caspian asserts his authority, he bans slavery, removes the corrupt government, and appoints Lord Bern a duke and governor of the Lone Islands. Bern is one of the seven faithful lords that the usurper Miraz had sent on the suicide mission to explore the Eastern Sea.

As the *Dawn Treader* sails to the southeast, it is buffeted by a fierce storm, during which a sailor is lost. The main mast is broken in the storm, so the voyagers anchor at the next island they find in order to look for a tree suitable for replacing the mast. It is on this island that Eustace is transformed into a dragon, becoming in the flesh the monster he is in spirit, and it is on this island that Asian begins his reforming of Eustace, washing away the penitent boy's sins.

The next island on the voyage tests Caspian, Edmund, Eustace, and Lucy with temptation. While hiking across a hillside on the island, they discover the remains of armor and cloth and wonder whether they have found what is left of one of the lost lords. Then they find a pool with a statue of a man in it. Quickly, they realize that the water in the pool turns anything in it to gold, and, just as quickly, Caspian and Edmund begin bickering over who owns the pool, much to Lucy's distress. The brief appearance by Asian, huge and fierce, brings Caspian and Edmund back to their senses.

They decide to name the island "Deathwater" and to tell no one of what they have found.

After that comes Burnt Island, whose population has disappeared, leaving rabbits and the remains of a fishing community. Sailing ever southeast, the *Dawn Treader* reaches the island of the Dufflepuds, who are governed by a star, Coriakin. Old Coriakin committed an unspecified transgression while a star, and his punishment is to rule over the Dufflepuds while helping them become wise. The islanders were called "Duffers," a word implying foolishness or stupidity, and they are also called "monopods" because they each have only one foot, on which each hops about. They themselves blend the two words into "Dufflepuds."

They are invisible because they thought themselves ugly and had one of their girls sneak into Coriakin's tower and read an invisibility spell from a book of magic. They demand, threatening violence, that Lucy go up the tower to the book and read the



visibility spell. It is while reading the book that she is sorely tempted, resisting once and failing once.

Coriakin's island is laid out with broad roads and farms, and Coriakin is a generous host. The Dawn Treader had been damaged by a sea serpent, but Coriakin uses his magic to repair the ship. The voyagers have had many strange adventures, but after they leave the Dufflepuds, they have what may be their most awful one, because they encounter the Darkness and the Dark Island.

While enveloped by the Darkness, they hear a man's cries for help, and when they call back a man desperately swims to the ship.

He is Lord Rhoop, one of the lost lords, and he urges the voyagers to flee from the island and the Darkness. Dark Island is where dreams come true, Rhoop explains, "This is where dreams—dreams, do you understand—come to life, come real. Not daydreams: dreams." The sailors think they see all sorts of horrors climbing over their ship. A prayer by Lucy brings an albatross, a symbol of good luck, that looks like a white cross in the Darkness, and which leads the Dawn Treader out of the Darkness.

The most wonderful island of all may be Ramandu's Island. When Caspian, Lucy, and the others explore the island, they find a curious scene: What they now saw was a wide oblong space flagged with smooth stones and surrounded by grey pillars but unroofed.

And from end to end of it ran a long table laid with a rich crimson cloth that came down nearly to the pavement. At either side of it were many chairs of stone richly carved and with silken cushions upon the seats.

The table, they will learn, is Asian's Table, set out for anyone who sails so far east in Narnia's world. Sleeping at the table are the lords Revilian, Argoz, and Mavramorn: Their hair, which was grey, had grown over their eyes till it almost concealed their faces, and their beards had grown over the table, climbing round and entwining plates and goblets as brambles entwine a fence, until, all mixed in one great mat of hair, they flowed over the edge and down to the floor. And from their heads the hair hung over the backs of their chairs so that they were wholly concealed. In fact the three men were nearly all hair.

Two of the lords had fought over whether they should continue sailing east or return to Narnia; the third had been, sensibly, eating the fine food on the table. On the table is the very knife that the White Witch had used to murder Asian in *The Lion, the Witch and the Wardrobe*; when one of the arguing men grabbed it as if to strike the other, they were all instantly sent into slumber. No one is allowed to use the knife that killed Asian. The ruler of the island is a retired star named Ramandu, and he has a beautiful daughter who will eventually become Caspian's wife.

The part of the world into which the Dawn Treader has sailed is different from Narnia and the other lands of the western continent. For one thing, the sun is larger and turns out to be inhabited by birds that fly to Ramandu's Island everyday and eat what is left of the food that is put on Asian's Table after people such as the voyagers have eaten. The



voyagers must sail even farther east, because the three sleeping lords cannot be awakened unless the voyagers sail all the way to the Last Wave and leave someone behind.

The light from the larger sun becomes almost blinding as the Dawn Treader sails onward. Lucy looks over the side of the ship and sees roads and castles and towns under the water. She sees lords and ladies and makes a brief spiritual connection with a shepherd girl who looks up at Lucy as the ship passes by. The world of Narnia is teeming with life, with unusual and fascinating beings everywhere. Lord Drinian, the ship's captain, asks Lucy not to mention the undersea civilization to the sailors because men have been known to dive into the sea after sea-maidens. Therefore, he is at first furious with Reepicheep, who dives into the water and seems to be ready to give away the secret.

Reepicheep is a gallant mouse, determined to uphold the highest standards of honor, so when a sea lord made a hostile gesture at him, he plunged into the water to fight him. Yet his cries are not about the underwater people, they are about the water itself: "'I tell you the water's sweet,' said the Mouse. 'Sweet, fresh. It isn't salt.'" The seawater is usually poisonous to people because of its salt; but the Dawn Treader has sailed into a region where the water is safe to drink. Further, drinking the water affects the eyesight so that the very bright sunlight is easy to bear. The water is "like light more than anything else," Caspian says. "That is what it is," Reepicheep agrees. "Drinkable light." This seems to fulfill a prophecy made about Reepicheep at the mouse's birth:

Where the waves grow sweet,
Doubt not, Reepicheep,
There is the utter East,
He is to sail all the way to Asian's country in the utter east and not return.

Soon the Dawn Treader sails into the Silver Sea (or the Sea of Lilies). The lilies cover the water; they are traditional symbols of Christ, and in The Voyage of the "Dawn Treader" they signal the nearness of Asian.

Beyond the lilies is the Last Wave, a giant wave always at its peak and never crashing on the eastern shore. Reepicheep rows his little boat over it and toward the far cliff-lined shore and is not seen again until the end of The Last Battle, when he is revealed to have made his way into Asian's country, that is, into Heaven. In spite of his profound yearning to go to Asian's country too, Caspian is persuaded to return westward toward Ramandu's Island, where he will pick up the three sleeping lords, who should be awake by then, and where he will court and win Ramandu's daughter.

Lucy, Edmund, and Eustace walk in the shallow water along the Last Wave, south to a bit of shore. There they find a lamb beside a fire. The lamb transforms into a gigantic lion, Asian himself. He offers the children food and tells Lucy and Edmund that they will not be visiting Narnia again.

Like Peter and Susan in Prince Caspian, Lucy and Edmund are too old to return, and they must learn to recognize Asian in their own world, earth. The setting for The Voyage of the "Dawn Treader" is a great, fun, high adventure, but a spiritual journey for all its participants, helping them form deeper connections to the wonders of their world and to Asian.



Social Sensitivity

Much of *The Voyage of the "Dawn Treader"* depicts what constitutes just rule. In the case of Ramandu's Island, the rule of Ramandu extends only over his daughter and visitors, and he has received his commission from Asian himself, which means Asian takes a personal interest in how Ramandu conducts himself. One can see signs that the rule is just in Asian's Table, which is always set with food that anyone may eat without fear or hindrance. Unjust rule is easy to spot in the Lone Islands.

Slavery is abhorrent, a practice that is counter to Asian's creed, laid out at the creation of Narnia's world in *The Magician's Nephew*— a creed that includes equality for all intelligent beings.

The Lone Islands are run by a corrupt government in which money is more important than people. When the governor argues with Caspian, he insists that Caspian does not understand the economics of the situation, that slavery is essential to the economy. Thus, one sign of unjust rule is that money matters more than people. This contrasts with Lord Bern's estate on the island of Avra, in the Lone Islands, where there are no slaves and everyone is properly paid. It also contrasts with Ramandu's Island, where everyone shares in Asian's blessings, without distinction. A sign that Caspian is a just ruler is his risking his life to put an end to slavery and the money-grubbing rule of the governor. He is warned that Calormen might go to war over Caspian's ending of the slave trade, but threats do not deter Caspian from doing what is right.

Lewis himself believed that people sometimes had to fight wars against evil and in defense of good.

The matter of just rule is trickier in the island of the Dufflepuds, where Coriakin rules the foolish monopods, but signs of just rule are there. For instance, Coriakin does not punish the Dufflepuds for their foolishness in turning everyone invisible, including Coriakin; he treats them with tolerance and instruction. They complain about the work they do, but the island is well stocked with food from the work directed by Coriakin, and the Dufflepuds have a great deal of time to play. In addition, as on Ramandu's Island, everyone shares in the island's bounty. Thus, the Dufflepuds are able to express themselves freely without interference.



Literary Qualities

The narrative voice of all the novels about the world of Narnia are told in a personable voice, with the occasional mention of "I," as in the sentence "'Why,' said I, 'was it so sad?'" in *The Voyage of the "Dawn Treader."*

However, in this novel, the narrator takes his personal interjections to a level not found in the other chronicles. When he gets near the end of *The Voyage of the "Dawn Treader,"* he says that Lucy actually told him that she, Edmund and Eustace experienced "a musical sound" and a smell that affected them profoundly. He says that "Edmund and Eustace would never talk about it afterwards. Lucy could only say, 'It would break your heart. "Why,' said I, 'was it so sad?'"Sad?

No,' said Lucy." This implies that the narrator has been told the story of the voyage of the *Dawn Treader* by Lucy herself and that the narrator had access to accounts by Edmund and Eustace. Perhaps Lewis hopes to enhance the impression that the Narnian novels are indeed chronicles, recorded by someone from eyewitness accounts.

The Voyage of the "Dawn Treader" is a spiritual journey for some of the novel's characters. Caspian learns to assert his authority and to suppress his passions in favor of doing his duty. Lucy learns that Asian follows his own rules, that she needs to overcome her envy of her sister Susan, and that she has a bond with Asian on the earth. Edmund, too, learns that he must find Asian in his own world. Eustace learns the value of friends, the consequences of cruelty, that he has almost made himself into a monster of greed, and that he has the capacity for courage. He, like Edmund in *The Lion, the Witch and the Wardrobe* and *The Horse and His Boy*, demonstrates how even the worst of people can be redeemed.

Lewis was very insistent that he wrote his Narnian novels primarily to entertain his audience and that the moral matters found their way in as he wrote the books.

The novels are exceptionally entertaining, so Lewis may be taken at his word, but it is only natural that someone as steeped in mythology and biblical lore as he was would fill in background and deepen events with some of the philosophical and religious materials that interested him most. Judging by his books, as well as how he lived, Lewis was especially interested in the practical application of philosophy and theology, and given that *The Voyage of the "Dawn Treader"* is in part a tale of spiritual voyages, it is natural that he would include references to the Bible.

Edmund, for instance, is a character who starts out a traitor and a cruel bully who nearly has his brother and sisters killed out of lust for candy and a mean-spirited dislike for their truthfulness and trustworthiness. In *The Voyage of the "Dawn Treader,"* he can fall into imperious ways, as he does on Deathwater Island, yet he has learned to be humble in matters of faith. In *The Voyage of the "Dawn Treader,"* when asked about his acquaintance with Asian, Prince Caspian says, "'Well—he [Asian] knows me.'" This alludes to I Corinthians 13:12: "For now we see through a glass, darkly; but then face to



face: now I know in part; but then shall I know even as also I am known." Edmund here implies that he does not yet see Asian well, but he knows that Asian sees the whole of him.

When the voyagers are at great peril for their sanity as well as their lives, Lucy prays to Asian. She hears a voice, "and with the voice a delicious smell breathed in her face."

This alludes to John 20:22: "And when he had said this, he breathed on them, and saith unto them, Receive ye the Holy Ghost" The smell represents the Holy Spirit, that aspect of God that is always with people, and in "The Chronicles of Narnia" it binds Lucy to Asian.

An incident on Ramandu's Island may have been inspired by one of the most wondrous passages in the Bible, Isaiah 6:6-7: Then flew one of the seraphims unto me, having a live coal in his hand, which he had taken with the tongs from off the altar: / And he laid it upon my mouth, and said, Lo, this hath touched thy lips; and thine iniquity is taken away, and thy sin purged.

Compare this to a passage in *The Voyage of the "Dawn Treader"*: But Lucy, looking out from between the wings of the birds that covered her, saw one bird fly to the Old Man [Ramandu] with something in its beak that looked like a little fruit, unless it was a little live coal, which it might have been, for it was too bright to look at.

The implication is that Ramandu is trustworthy ("thine iniquity is taken away").

Beyond that, Lewis has taken a beautiful inspiration and made it into a beautiful passage in his novel. Ramandu's being a retired star may also have been inspired by the Bible. Revelation 9:1 says, "And the fifth angel sounded, and I saw a star fall from heaven unto the earth: and to him was given the key of the bottomless pit." The stars in "The Chronicles of Narnia" are living beings, and perhaps this passage suggested to Lewis that he make them living beings.

At the end of *The Voyage of the "Dawn Treader,"* Lucy, Edmund, and Eustace meet the lamb: "'Come and have breakfast,' said the Lamb in its sweet milky voice." In John 21:12 there is this passage: "Jesus saith unto them, Come and dine. And none of the disciples durst ask him, Who art thou? knowing that it was the Lord." It is likely that Lewis intended his audience to recognize the lamb, and he laid out plenty of clues leading up to the children meeting the lamb.

That the lamb transforms into Asian the lion is significant, because it suggests that one or more of the children may not yet realize who the lamb must be. On the other hand, Asian says that the visitors to Narnia's world must learn his name on earth, and his taking the form of a lamb is a big clue as to who he is.



Themes

Duty

Duty is defined as something someone must do for moral, legal, or religious reasons. This novel touches on the theme of duty in all three of those categories. First is the moral duty of Caspian to find his father's lords. Before the beginning of the novel *Prince Caspian* Caspian's father was murdered by his own brother, Miraz. As part of this scheme, Caspian's father's closest friends, seven lords, were forced to leave Narnia to explore the Eastern Sea and were never heard of again. Caspian has vowed to find them and to either bring them back home or to avenge their deaths. Caspian has been told that the seven men took a ship and sailed to the very ends of the world. This is rumored to be where Aslan has his home, at the end of the world. Caspian feels it is his moral duty to his father to find his friends and, if not return them home, to at least make them aware that it is safe to return to Narnia if they so choose. Caspian does find all seven lords, although several of them have met their deaths in the course of their travels.

Reepicheep, the leader of all the talking mice of Narnia, is also on this voyage with Caspian, not only because of his position within Caspian's kingdom but because Reepicheep believes it is his religious duty to find Aslan's country and to live there for the remainder of his days. Reepicheep has been told a rhyme since he was a small child about his own travels over an ocean that is no longer full of salt where he will find Aslan's country. When the words of this rhyme begin coming true, Reepicheep sails off on his own risking his life in pursuit of the end of the rhyme in which he comes to live with Aslan in his own country. No one ever finds out for sure what has happened to Reepicheep, but when the children from our world meet with Aslan, they come to believe that Reepicheep has fulfilled his destiny.

Finally, Caspian is faced with a legal duty at the end of the novel. Caspian wants to go with Reepicheep and live in Aslan's country alongside his friend. Caspian is even willing to abdicate his role as king to do this. However, Caspian's companions attempt to convince him that he cannot do this because he is the king of Narnia and Narnia needs him. When Caspian refuses to listen, Aslan comes and speaks to him of his duty. Caspian has a legal and moral duty to lead Narnia, a duty that Caspian fought to regain from his evil uncle. Caspian finally agrees and accepts his place in life, despite his deep desire to remain in Aslan's country.

Personal Growth

Personal growth becomes a theme of this novel through the actions of Eustace. At the beginning of the novel Eustace is a spoiled brat who blames everyone around him for his personal discomforts and refuses to take any personal responsibility. Eustace is unpleasant to be around and feels so sorry for himself that he convinces himself that his



actions are just and understandable. Throughout the beginning chapters, Eustace and Reepicheep cannot get along because Eustace cannot wrap his mind around the idea of a talking mouse. Eustace does a mean thing to Reepicheep by pulling his tail and swinging him around the deck of the ship. However, despite his behavior, when Eustace finds himself turned into a dragon and deeply depressed by this, Reepicheep is the first creature to attempt to befriend Eustace and help raise his spirits.

It is this act of being turned into a dragon that causes Eustace to begin to change. Eustace suddenly finds himself in terrible pain due to a arm-ring that has become embedded in his arm and is unable to talk to anyone since he is not a speaking dragon. Through the course of his attempts to communicate with his fellow travelers, Eustace begins to figure out that his friends are not such bad people and that his behavior toward them was unjust and unkind. Eustace begins to help his friends in any way he can; flying them all over the island in search of water, cutting down a tree to replace the broken mast, and taking them in search of the next island before they set sail again. Through this work, Eustace finds joy in helping others so that when he is once again transformed into a boy he remembers to be kind to his fellow travelers, especially Reepicheep. This is personal growth on a large scale and enormously important to Eustace.

Searching for Divinity

There are two reasons for the voyage of the *Dawn Treader*. First is to find the seven lords who were friends of Caspian's father. The second is to find out what is in the Eastern Ocean and to find out if Aslan's country really exists at the end of the world. This second reason is why Reepicheep and most of the sailors on board have agreed to accompany Caspian on his journey. These sailors all believe they will be able to find where Aslan comes from when he travels to Narnia and that there will be something magical there, if not Aslan himself. Reepicheep believes it is his destiny to go to Aslan's country and live out the remainder of his days there because of a rhyme he was told as a child.

This voyage, then, becomes something of a quest or a search for divinity, much like the exoduses written about in the Bible. Aslan is like God to these Narnians. Aslan saves them when no one else can, Aslan protects them from danger, and Aslan was present at the beginning of their world. Aslan knows things that a human being or magical Narnian creature probably could never begin to understand. However, these travelers want to know Aslan's secrets, they want to see where he lives, and they want to be a part of this magical country where Aslan spends the majority of his time. This search, then, is like searching for heaven for a modern day Christian. The travelers wonder about the magical things they will find in Aslan's country and do find some very unique things. Along the way, in the Last Sea, the travelers find sea people who are like the mermaids of a fairy tale, and they find a sea made of flowers and an ocean without salt. They find a river with a current in the middle but no current along the edges. They find amazing things just outside of Aslan's country, things they will forever remember and tell their children about. In this, their quest is fulfilled although none of the ship's occupants will

ever see Aslan's country. None except for Reepicheep, Eustace, and Caspian, although Eustace and Caspian's experience will be in another novel.



Themes/Characters

Edmunds calls Eustace Clarence Scrubb a "record stinker." The narrator says of Eustace, "I can't tell you how his friends spoke to him, for he had none." When he learns that Lucy and Edmund will be staying in his home, Eustace delights in thoughts of how he will torment them and make them miserable.

When Eustace ends up on the Dawn Treader, he almost immediately causes problems: he swings Reepicheep around by the tail and then is surprised when the mouse takes after him with a rapier. Eustace apologizes to Reepicheep, though for the wrong reasons. This may be his first step toward reform. He manages to make enemies of everyone on the Dawn Treader. When they drop anchor at Dragon Island, being lazy, he decides to simply slip away to avoid work, climbing up a hillside in the forest.

According to the narrator, "This showed, by the way, that his new life, little as he suspected it, had already done him [Eustace] some good; the old Eustace, Harold's and Alberta's Eustace, would have given up the climb after about ten minutes."

Much of the blame for Eustace's despicable behavior falls on his upbringing; in fact, his mother seems to like his being cruel to others. After returning home from the voyage, the new Eustace is not nearly so interesting to her as he was before, so she neglects him. When he sees a dragon, he has no clue as to what it is because he had been forbidden to read any of the books that would have told him what a dragon is. He had only read books that "had a lot to say about exports and imports and governments and drains, but they were weak on dragons." The dragon is a miserable, lonely old creature who walks to a pond and dies.

Perhaps he is a representation of what Eustace could become as an old man: lonely, friendless, and sad, with only wealth for company. Eustace is delighted to discover the dragon's hoard and falls asleep on it, thinking dragonish thoughts, and he awakens to discover himself transformed into a large, scaled beast. One leg is terribly squeezed by a large ring around it; this is a hint as to why Asian would wish to have such a miserable person on the voyage, because it is through Eustace's finding the dragon's cave and then putting on the arm ring that the fate of one of the lost lords is discovered.

Through his transformation into the embodiment of the greedy, selfish creature that he was as a human being, Eustace begins to appreciate other people. "He wanted to get back among humans and talk and laugh and share things. He realized that he was a monster cut off from the whole human race." "It was, however, clear to everyone that Eustace's character had been rather improved by becoming a dragon."

As a dragon he can fly, he gives people rides above the island, and begins to make friends. "The pleasure (quite new to him) of being liked and, still more, of liking other people, was what kept Eustace from despair." His interior transformation results in Asian performing a miracle. The lion bathes Eustace, washing away the dragon to find the boy within. It would be asking too much for Eustace to be instantly transformed into a saint,



and he in fact remains a pain-in-the-neck much of the time, but he is on his way to becoming a good person. He even displays courage when battling the sea monster that attacks the Dawn Treader.

Although Eustace undergoes the greatest growth in *The Voyage of the "Dawn Treader,"* Lucy Pevensie, Queen of Narnia, is the main character. Of all the fine characterizations in *"The Chronicles of Narnia,"* hers is the most interesting, probably because of her closeness to Asian. The lion is not prone to explaining himself; he can be cryptic. Lucy's closeness to him and her understanding of his ways enable her to explain some of what he does and to what end. If there is something fun to see or some wondrous challenge available, she can be counted on to head straight for it: Lucy thought she was the most fortunate girl in the world, as she woke each morning to see the reflections of the sunlit water dancing on the ceiling of her cabin and looked round on all the nice new things she had got in the Lone Islands—seaboots and buskins and cloaks and jerkins and scarves. . . .

All of Lucy's adventures have meaning for her, and she grows. For instance, she reveals that she is anguished by her plain looks; she resents how people negatively compare her to her beautiful older sister Susan. When reading through Coriakin's book of magic, she discovers a spell that would make her beautiful beyond any other woman in the world. She wants to be loved and admired; the spell speaks directly to her greatest insecurity, her looks, and she nearly caves in, but Asian's face appears on the page just as she is about to cast the spell, and she knows she must turn the page.

Not every lesson can be so easily learned.

While in the tower on Burnt Island, Lucy casts another spell that allows her to watch a friend talk with another girl on a train.

The other girl is snooty and criticizes Lucy's friend for being friends with Lucy, to which the friend responds that she does not like Lucy at all. This hurts. Asian suggests to Lucy that the fault is hers, not her friend's, that eavesdropping, even by magic, was wrong. Can she forget what her friend said?

No, she cannot. "Have I spoiled everything?" she asks Asian. "Do you mean we would have gone on being friends if it hadn't been for this—and been really great friends—all our lives perhaps—and now we never shall." Through a minor transgression, Lucy has changed her future relationship with her friend, but it is pointless to ask about what might have been because Asian will never say.

Lucy has an attractive personality, but she has considerable competition for attention from the valourous Reepicheep, the chief mouse, described as two feet tall. As the voyage progresses, Reepicheep becomes the standard for courage against which all the other voyagers measure themselves, and he is looked to for guidance in dangerous situations. It is he who figures out how to defeat the sea serpent when it wraps its coils around the Dawn Treader and, at Asian's Table, he is the first to demand drink when others fear that the food and drink are poisoned. He takes the measure of people well,



and recognizes honor in Ramandu's daughter and will not dishonor her by not taking her word that the food is safe to eat.

Reepicheep is a good companion who is happy to play games with Lucy. When they play chess, he usually wins. He is a smart and clever opponent, but if one has read *Prince Caspian*, then one knows that he places great value on being at the most dangerous spot during battle. He would even let Lucy win because "because he had momentarily forgotten it was a game of chess and was thinking of a real battle and making the knight do what he would certainly have done in its place. For his mind was full of forlorn hopes, death or glory charges, and last stands."

Edmund's role in *The Voyage of the "Dawn Treader"* is secondary to that of Lucy, but he carries it off well. He is prone to coining aphorisms such as "'If there's a wasp in the room I [Edmund] like to be able to see it'"— this in reference to there being a dragon nearby. In one important moment, he gets into a heated argument with Caspian over who has priority over the pond water that turns anything in it into gold. Both are kings: Caspian is Caspian X, whose rule over Narnia has been sanctified by Asian himself, but Edmund is King Edmund, one of the four rulers of Narnia during Narnia's Golden Age, and technically outranks Caspian, because Asian set the four rulers, High King Peter, King Edmund, Queen Lucy, and Queen Susan over all other rulers for all time. In one of his most cryptic moments, Asian appears on a hillside near the pond: "Across the grey hillside above them—grey, for the heather was not yet in bloom—without noise, and without looking at them, and shining as if he were in bright sunlight though the sun had in fact gone in, passed with slow pace the hugest lion that human eyes have ever seen."

Edmund knows what this means and stops arguing, as does Caspian.

In *The Voyage of the "Dawn Treader,"* King Caspian fulfills an oath he made to Asian in *Prince Caspian* that he would, as soon as the situation in Narnia was secure, look for the seven lords sent across the Eastern Sea by the usurper Miraz. It has been three years since the events in *Prince Caspian*, and King Caspian is growing into manhood. He is strong and tough, but his defining characteristics are his intelligence, courage, and compassion. He puts all his best traits to use in the Lone Islands, where he puts an end to the slave trade, asserts his right to rule the islands, and throws out the corrupt government that had evolved during decades of neglect by Narnia's kings.

As the *Dawn Treader* sails across the sea, Caspian is met by many challenges, most of which he handles well. He shows that he is willing to listen to others and consider their view, as he does when Reepicheep suggests that they would be cowards not to enter the Darkness in their search for the lost lords. It turns out that Reepicheep is right, because the Lord Rhoop is on Dark Island in the Darkness, and they save him, although almost at the cost of their own sanity. He wisely overrules Reepicheep when the mouse wants to explore Dark Island.

His most significant lapse is near the end of *The Voyage of the "Dawn Treader."* Lewis is interested in fully developed characters; if they were all paragons of virtue, his tales would lose their ring of authority. The novel may be fantasy, but Lewis is writing about



people who could be real, hence the impression that the narrator interviewed Lucy, Edmund, and Eustace about their adventures. Caspian is a passionate young man; his passion serves him well when he puts an end to slavery in the Lone Islands, as it does for most of his trip. Yet he comes near to panic in the Darkness, allowing his passions to run away with his imagination. It takes Lucy, the experienced adventurer, to keep her head and call for Asian's help. At the Last Wave, Caspian decides that he will remain behind and continue on to Asian's country. When someone points out that he cannot go, he threatens violence and retaliation against those who would oppose him. He has forgotten his responsibility to Asian, who made him king; to his sailors, who volunteered to serve him and who he should make sure get home safely; and to his subjects in Narnia who require his just, honest rule as well as his courage and intelligence to protect them from their enemies.

There may be a war against Calormen brewing over the ending of the slave trade in the Lone Islands. He eventually yields to his duty, foregoing the adventure he most desires, showing that a good leader rules to benefit others, not to serve his own desires.

Asian is revealed in an unusually diverse number of ways in *The Voyage of the "Dawn Treader."* His presence is always felt, though it would be the Deeper Magic of his father that brought Lucy, Edmund, and Eustace to Narnia's world through a painting. They would be in Narnia's world because Asian had called them to fulfill a task, as he does to Jill and Eustace in *The Silver Chair*. Ending slavery in the Lone Islands would be one of the tasks he sets.

On Dragon Island he is to Eustace, who has become a dragon because of his cruelty and greed, a Redeemer. The ritual bathing of Eustace not only returns him to his form as a human boy but also sheds the burden of his evil behavior, allowing Eustace a second chance. Edmund was given a second chance by Asian in *The Lion, the Witch and the Wardrobe*, and Asian gives the despicable Rabadash a second chance in *The Horse and His Boy*. Giving second chances to people is one of Asian's characteristics.

On the island of the Dufflepuds, Asian not only appears in Coriakin's book of magic while Lucy looks through it, he actually materializes when Lucy casts the spell of visibility. She doubts that she could have made him appear, but he responds, "'Do you think I wouldn't obey my own rules?'"

In *The Lion, the Witch and the Wardrobe*, he dies when cut by the stone knife of the White Witch while he is bound on the Stone Table. In this, he is obeying his own rules; the Deep Magic is the magic of the world, and he submits to it. His resurrection breaks the Stone Table and sends death moving backward, but this too is obeying the rules—in this case the rules of his father and his father's deeper magic. Thus, when he materializes and when he suggests that he is following his own rules, he is actually being consistent, and his consistency is no trivial matter: It cuts to the heart of his sharing experiences, even to the death, with his creation.

Asian is not only manifested in the flesh in *The Voyage of the "Dawn Treader,"* he appears in the form of a spirit, something he shares with his followers. When Lucy calls



to him for help, she feels his breath; his breath is the spirit throughout "The Chronicles of Narnia." When he breathes on people they are comforted and strengthened.

He also sends a sign to the crew of the Dawn Treader, an albatross that appears as a white cross guiding the voyagers out of their worst nightmares.

Eventually, Lucy, Edmund, and Eustace find him near Asian's country, south of the Last Wave. There is a beautiful lamb near a fire, cooking food. The lamb offers to feed the children; this may be understood as actual, material food, but it also symbolizes food for the spirit. The lamb's "snowy white flushed into tawny gold and his size changed and he was Asian himself, towering above them and scattering light from his mane."

The symbolism is basic: the lamb represents Christ, and the lamb turning into Asian means Asian is Christ. It additionally shows Asian's ability to take forms that he chooses (in accordance with his father's law). Asian has told Lucy that he would appear bigger every time she saw him, and now he is enormous, a golden, shining lion. Edmund asks a sensible question—is Asian on earth, too?—to which Asian answers, "I am . . .

But there I have another name. You must learn to know me by that name. This was the very reason why you were brought to Narnia, that by knowing me here for a little, you may know me better there." This is as close as Lewis gets to stating that there is a spiritual purpose to his Narnian novels, perhaps that by reading them one can better know Asian on earth.



Style

Point of View

The narrator of *The Voyage of the Dawn Treader* is clearly the author, C.S. Lewis. Lewis narrates the novel in a third person point of view with many references to himself or the reader that are written in the first person point of view. This unique point of view gives the narrator, Mr. Lewis, a special role within the novel that is almost like that of an old friend of the main characters, Lucy and Edmund, telling a story to his own children or perhaps a niece or nephew. There is a sense of intimacy to this narration, a sense of secret telling between a trusted adult and a child. This intimacy adds to the feel of the novel as a secret world that is only for children to know and understand.

Lewis's narration of this novel also limits itself to things that the main characters could have explained to him, such as the names of the people they ran into or events that happened within their realm of experience. Lewis does not attempt to explain things that the children could not have told him or that the children might not have understood themselves. There are, in fact, several places in which Lewis confesses that he cannot explain a certain situation to the reader because no one can remember how it happened or why it happened, or whatever explanation might fit the situation. Rather than take away from the feel of the story, this only adds to the feel of intimacy and the sense of being told a secret. The reader feels as if he or she is being pulled into a world that is not only real, but a world that has been seen through the eyes of a child and therefore explained through the eyes of a child even though the narrator is clearly an adult.

Setting

There are several settings of this novel, beginning with the ship itself, the *Dawn Treader*. The ship is a Narnian sailing ship that can also be rowed by the sailors on board. The ship is designed to look like a dragon with the head over the galley at the front of the ship and the tail curling out over the poop deck. There are cabins at the back of the ship under the poop deck that belong to the captain and Caspian, though Lucy takes over Caspian's cabin when she comes on board. Below that is another, smaller cabin in which Caspian, Edmund, and Eustace share. The rest of the men sleep in hammocks strung throughout the rowing area. Between the rowing benches there is a deep gash that extends to the bottom of the boat where provisions for everyone on board are kept.

The second setting of this novel consists of the many islands on which the ship lands throughout their journey. The first is the Lone Islands where Caspian and his friends are stolen and nearly sold into slavery by the inhabitants of the islands. Since these islands fall under the control of Narnia, Caspian fires the governor and replaces him with one of his father's lords who was found living among the people of the islands. The next stop takes Caspian and his companions to Dragon Island where Eustace is transformed into



a dragon and taught a lesson in compassion. Following this is Darkwater Island where they find the remains of another lord who jumped into a pool that turned him into solid gold. Then there is the Island of the Voices where Caspian and his friends meet the Dufflepuds and the magician, the Dark Island where another lord is rescued, and Ramandu's Island where Caspian meets the woman who will soon be his wife. Finally, the voyage ends in a strange sea made of flowers where Reepicheep sails off to live in the country of Aslan.

Another setting of the novel and one of the most important settings is the sea. The travelers spend much of their time in the sea, fighting off one storm after another, including the first storm they experience as they leave the Lone Islands and the last familiar port. This storm causes the travelers to lose all their chickens and it also breaks their mast in two. On the sea they also meet a sea-serpent that attempts to squeeze the ship between its coils so that it can make a meal out of the occupants. The sea can be the traveler's enemy when there are storms and sea-serpents, but it can also serve as their friend on calm days when it brings them from one adventure to the next. The sea also introduces the final setting of nature to the novel. There is always an overwhelming sense of nature to these Narnia novels and this one is no exception. The travelers spend most of their time either on the sea or on the beaches of some island. Everything about their surroundings is natural and it is in these settings that they most often meet Aslan.

Language and Meaning

The language of this novel is concise English and it is very easy to understand. Since the novel is written primarily for children, it is filled with simple sentences and easy to comprehend words. However, there are times when Caspian speaks with his captain or when they run into Aslan or one of his agents that the language becomes somewhat stiff and proper. However, this stiff dialogue is still easy for the reader to understand although it may cause a few younger readers to slow down and review the dialogue more than once.

The conversations between Lucy, Edmund, and Eustace are more modern, full of the type of language one might expect to hear between children. When Caspian speaks, even when he speaks to the three children, his language is more stilted, making him stand out as someone more educated, more proper. Caspian is the king of Narnia, therefore it should be expected that his choice of words would be well educated and somewhat stiffer. This is the only time when Lewis uses this type of language, reserving the more relaxed English for his own narration and the dialogue between the children of our world. Lewis also uses words in his narration that might not be familiar to readers who have never sailed. There are the sailing terms of port or stern, or poop deck and galley. These words are used in reference to the ship and are explained early in the novel by the narrator who points them out quite clearly and suggests that the reader get them straight right away if the reader intends to read the entire novel. These terms serve to educate the reader and to enrich the reading experience with some education and do not take away from the feel of the novel.

Structure

The novel is told in sixteen chapters. These chapters are fairly consistent in their length, tending to be several pages long, and consistent in their division of exposition and dialogue. The chapters are all divided by number and are given names that refer to some action that will occur within the text of the chapter. This style of naming the chapters adds to the anticipation for the reader by suggesting what might happen in the next chapter but not giving away too much information.

The story is told in a linear fashion with small references to other novels within the Chronicles of Narnia series. The plot follows only one main story line with a one small minor story. The main story follows Caspian in his pursuit of his father's lords who were forced to leave Narnia when Miraz stole the throne. This plot takes Caspian from the known parts of the ocean and land that he rules as king of Narnia into uncharted areas where he and his companions discover many islands that have not been explored except by the missing lords. Caspian eventually finds each of his lords, some of them dead and others alive but enchanted. Finally, Caspian decides to follow the ocean to the end of the world in order to break a spell that has caused three of his father's lords to sleep indefinitely. This brings the reader to the second, minor, plot of the novel. In this plot, Reepicheep is seeking Aslan's country; a place at the end of the world that most creatures believe is where Aslan lives when he is not visiting in Narnia or one of the other countries of this world. Reepicheep believes, because of a rhyme he was told as a child, that it is his destiny to find this place and live there for the rest of his life. Reepicheep eventually finds this place and goes off alone to explore it and is never heard of again.



Quotes

"There was a boy called Eustace Clarence Scrubb, and he almost deserved it."

Chap. 1, The Picture in the Bedroom, p. 425

"Eustace rushed to the ship's side, as if he expected to see the picture frame hanging above the sea, and perhaps a glimpse of Lucy's bedroom." Chap. 1, The Picture in the Bedroom, p. 429

"He always had this notebook with him and kept a record of his marks in it, for though he didn't care much about any subject for its own sake, he cared a great deal about marks and would even go to people and say, 'I got so much. What did you get?'"

Chap. 2, On Board the *Dawn Treader*, p. 437

"(This was not the great magic horn of Narnia, Queen Susan's Horn: he had left that at home for his regent Trumpkin to use if any great need fell upon the land in the King's absence.)"

Chap. 3, The Lone Islands, p. 445

"At first the only people who cheered were those who had been warned by Bern's messenger and knew what was happening and wanted it to happen. But then all the children joined in because they liked a procession and had seen very few. And then all the schoolboys joined in because they also liked processions and felt that the more noise and disturbance there was, the less likely they would be to have any school that morning." Chap. 4, What Caspian Did There, p. 447

"As Eustace lay under a tree and heard all these plans being discussed, his heart sank. Was there going to be no rest? It looked as if their first day on the longed-for land was going to be quite as hard work as a day at sea." Chap. 5, The Storm and What Came of It, p. 459

"The pleasure (quite new to him) of being liked and, still more, of liking other people, was what kept Eustace from despair. For it was very dreary being a dragon."

Chap. 7, How the Adventure Ended, p. 471

"The brute had made a loop of itself round the *Dawn Treader* and was beginning to draw the loop tight. When it got quite tight--snap!--there would be floating matchwood where the ship had been and it could pick them out of the water one by one."

Chap. 8, Two Narrow Escapes, p. 479



"The meal would have been pleasanter if it had not been so exceedingly messy, and also if the conversation had not consisted entirely of agreements. The invisible people agreed about everything." Chap. 10, *The Magician's Book*, p. 492

"There was about half a minute's silence and then, with a great clatter of armour, the whole crew were tumbling down the main hatch as quickly as they could and flinging themselves on the oars to row as they had never rowed before; and Drinian was swinging round the tiller, the boatswain was giving out the quickest stroke that had ever been heard at sea. For it had taken everyone just that half minute to remember certain dreams they had had--dreams that make you afraid of going to sleep again--and to realize what it would mean to land on a country where dreams come true."

Chap. 12, *The Dark Island*, p. 509

"Lucy now noticed something lying lengthwise on the table which had escaped her attention before. It was a knife of stone, sharp as steel, a cruel-looking, ancient-looking thing."

Chap. 13, *The Three Sleepers*, p. 517

"'I am,' said Aslan. 'But there I have another name. You must learn to know me by that name. This was the very reason you were brought to Narnia, that by knowing me here for a little, you may know me better there.'" Chap. 16, *The Very End of the World*, p. 541

C.S. Lewis, *The Voyage of the Dawn Treader*, 1952. *The Chronicles of Narnia*. New York: HarperCollins, 2001. 419-542.



Adaptations

Lewis said that his publisher chose the order in which his Narnia books were published, and when asked in what order they should be read, if possible, he provided this sequence:

The Magician's Nephew
The Lion, the Witch and the Wardrobe
The Horse and His Boy
Prince Caspian
The Voyage of the "Dawn Treader"
The Silver Chair
The Last Battle

Each novel can stand on its own, without being read in any particular order, but the sequence Lewis preferred is chronological, from the beginning of Narnia's world to its ending.

The Magician's Nephew was written after *The Lion, the Witch and the Wardrobe*, so Lewis had the task of making his account of the beginning of Narnia's world match the events that would later occur in *The Lion, the Witch and the Wardrobe*. In *The Magician's Nephew*, he provides explanations for the origins of the mysterious lamp post in the woods, the White Witch, the wide variety of talking animals, and the introductions of evil into Narnia's young world. The Professor in *The Lion, the Witch and the Wardrobe* is presented as the boy Digory.

In the period between the events in *The Magician's Nephew* and *The Lion, the Witch and the Wardrobe*, the kingdom of Archenland, south of Narnia, is established by the younger son of King Frank and Queen Helen, and the kingdom of Calormen is established by people from Archenland. One hundred years before the beginning of *The Lion, the Witch and the Wardrobe*, the White Witch takes over Narnia and declares herself its queen.

When the Pevensie children show up, they fulfill a prophecy that the witch would be overthrown by two sons of Adam and two daughters of Eve—that is, two boys and two girls from earth. It is in *The Lion, the Witch and the Wardrobe* that Aslan makes his great sacrifice, surrendering his life for that of the traitor Edmund, and his resurrection makes death run backwards, meaning eternal life is possible for all who live in Narnia's world.

Prince Caspian is the beginning of the Prince Caspian trilogy within "The Chronicles of Narnia." In the novel, Caspian, who will be known as Caspian the Navigator, is introduced. Caspian is the tenth in a line of Telmarine kings; the people from Telmar, southwest of Narnia, had conquered Narnia and had so oppressed the Old Narnians that they disappeared from view. The Telmarines came to Narnia from the South Pacific



of earth. In Prince Caspian, the usurper Miraz has murdered Caspian's father and claimed the crown of Narnia for himself, but the Old Narnians and the Pevensie children help defeat Miraz and place Caspian on the throne, with Asian's blessing.

The miserable boy Eustace is introduced in *The Voyage of the "Dawn Treader."* He is a plague on Lucy and Edmund Pevensie, as well as everybody on the Dawn Treader until he learns that he is a monster by actually transforming into one and thereby learns the importance of friendship. King Caspian swore an oath to Asian that he would seek out the seven faithful lords who had been banished to the east by Miraz, and he voyages across the sea looking for them, eventually sailing all the way to the End of the World and the Last Wave, beyond which are the cliffs of Asian's country. It is for this feat that he becomes known as Caspian the Navigator or sometimes Caspian Seafarer, rather than just Caspian X. In *The Silver Chair*, Caspian is a very old man whose son Rilian has been missing for ten years. Asian calls Eustace and a new character, Jill, to Narnia to find Rilian and return him to his home. Eustace and Jill team up with one of "The Chronicles of Narnia"'s most delightful characters, Puddleglum, a Marsh-wiggle, to trek through the northern wastes into very dangerous giant country and eventually plunge deep underground to a vast but very unhappy civilization. There they meet the green witch, who seems to have ties to Jadis, the White Witch.

The Last Battle has been both a sad and happy book for generations of readers. It is sad because it is the last of Lewis's "The Chronicles of Narnia." It is happy because all the favorite characters of the series are reunited in Asian's country in perfect health, and they discover a universe of adventures without end, all with the blessing of Asian's father the Emperor-beyond-Sea. In *The Last Battle*, Lewis draws on Isaiah and Revelations, and letters by Paul and Peter to portray a cataclysmic battle between good and evil in which Narnia is overthrown by traitors and Calormenes, and its subjects are enslaved and murdered. When all seems lost, with even the evildoers afraid of what they have done, the demon Tash takes his lawful prey and then is banished to his own realm, and Asian begins the process whereby not only Narnia's world but the entire universe of Narnia's world dies. Yet, within Asian's country, everything good about Narnia is preserved, better, brighter, more joyous than before, and no one is ever afraid, and miracles abound.



Topics for Discussion

1. Why would Caspian feel compelled to fulfill an oath he made to Aslan?
2. Why would Caspian want to go with Reepicheep beyond the Last Wave and to Aslan's country? What responsibilities would require him to return to Narnia, instead?
3. Why does Aslan consider Lucy's use of magic to look at a friend to be eavesdropping? Why would Aslan regard such eavesdropping as wrong?
4. Why is The Voyage of the "Dawn Treader" to be the last adventure in Narnia for Lucy and Edmund? Why would Lewis decide to exclude them? Will you miss them?
5. What is the special connection between Lucy and Aslan? How does her relationship with Aslan shape events in The Voyage of the "Dawn Treader?"
6. What is the point of having Aslan appear first as a lamb at the end of The Voyage of the "Dawn Treader?"
7. Why does Eustace become a dragon? What does this say about his personality?
8. How does Ramandu differ from Coriakin?
9. If Eustace is such a pest, why do the other voyagers not just throw him overboard and be done with him?
10. Why does Aslan tell Lucy, Edmund, and Eustace that they must enter Aslan's country from their world?



Essay Topics

Discuss duty. Why do you think Caspian decides to take this voyage? Why is it important for him to find the lost lords? Do you think this is the only reason Caspian takes on this voyage? Why is Caspian not allowed to abdicate his throne and go with Reepicheep to Aslan's country?

Discuss Eustace's personal growth. Why do you think being turned into a dragon changed Eustace so much? Do you think he would have changed had he not been turned into a dragon? Why do you think Aslan freed him? Was it because Eustace learned a lesson? Is Aslan the one who changed Eustace in the first place?

Discuss Reepicheep. Why does Reepicheep want to find Aslan's country? Why is Reepicheep the only one allowed to go there? Do you think Reepicheep's solo trip to Aslan's country is a symbolic death of the character?

Discuss the characters of Edmund and Lucy. Why do you think they have come back to Narnia at this time? Why does Aslan tell them they can never come back? What is the meaning of Aslan's final conversation with the children? Is he telling them he is God as the reader knows him in this world? Why do you think Aslan wanted the children to come to Narnia in the first place?

Discuss Ramandu's Island. What is the symbolic meaning of Aslan's table? Why does Aslan keep the White Witch's knife there? Who is Ramandu and what is the meaning of his presence there?

Discuss the point of view of this novel. Do you think the writer's habit of putting himself in the narration distracts from the plot of the story? Do you think it adds to the story? Why do you suppose the writer chose to write the way he did?

Discuss the language of the novel. Is the novel easy to understand? Why do you suppose Lewis has the people of Narnia speak in a more formal dialect than the other characters? Do you think Lewis uses terms only someone who lived in England can understand? Does this distract from the text?



Ideas for Reports and Papers

1. Where is slavery found in "The Chronicles of Narnia"? Who are the slave owners? Who are the slaves? How does each group stand in relation to Aslan?

2. The Dawn Treader is similar to a Viking longboat. What did Viking longboats look like? Where did they sail? In what ways does the Dawn Treader resemble a Viking longboat?

3. Draw or paint a picture of the Dawn Treader. Pay careful attention to the descriptions in The Voyage of the "Dawn Treader" and remember that it is a colorful ship.

4. When Caspian wishes to journey all the way to Aslan's country, he is told that he has responsibilities that require him to do his duty rather than what he wants to do. What was the medieval concept of a good king? What responsibilities would the good king be expected to fulfill?

5. Aslan appears in several places in The Voyage of the "Dawn Treader." What is the purpose of each appearance? What do the other characters learn from each appearance of Aslan?

6. There are two great tables in "The Chronicles of Narnia": the Stone Table that appears in The Lion, the Witch and the Wardrobe and Prince Caspian and Aslan's Table that appears in The Voyage of the "Dawn Treader." In what ways do the tables differ from one another?

What does each symbolize? Why would Lewis link the two by having the stone knife that killed Aslan while he was on the Stone Table be kept on Aslan's Table?

7. What is the connection between the lion and the lamb?

8. Coriakin serves Lucy tea. What is teatime like in England? Is what Coriakin serves Lucy typical of an English tea?

9. What is the process of Eustace's growth during the narrative of The Voyage of the "Dawn Treader?" How has he changed by the novel's end?

10. Why would Aslan bring Lucy, Edmund, and Eustace to the world of Narnia for the Dawn Treader's voyage? What do they contribute to the voyage? What do they themselves get out of the voyage?



Further Study

Bingham, Derek. C. S. Lewis: The Storyteller.

Tain, Ross-shire, Scotland: Christian Focus, 1999. This is an engagingly written, fictionalized version of Lewis's life, intended for young readers.

Coren, Michael. The Man Who Created Narnia: The Story of C. S. Lewis. Grand Rapids, MI: William B. Eerdmans, 1994. Intended for young readers, this is a well-illustrated and well-rounded account of Lewis's life.

Lewis, C. S. C. S. Lewis Letters to Children.

Edited by Lyle W. Dorsett and Marjorie Lamp Mead. New York: Simon & Schuster, Touchstone, 1985. Lewis had an extensive correspondence with children, who wrote to him from all over the world. He made a point of replying to every letter he received, although near the end of his life he needed his older brother Warnie's help. This book is a selection from his many letters written to young readers.

He is charming, and he gives serious answers to serious questions.

Sibley, Brian. The Land of Narnia. New York: HarperCollins, Harper Trophy, 1989.

Sibley finds the beginnings of Narnia in Lewis's childhood fantasies and includes some early drawings of "Animal-Land."

It is well suited to young readers.

Wilson, A. N. C. S. Lewis: A Biography. London: Collins, 1990. In this biography, Wilson sorts through the legend to uncover the real C. S. Lewis, explaining much of Lewis's private life as well as his public career.



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