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## Governing Boyhood in the Novels of George MacDonald and Robert Louis Stevenson

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## Appendix

Because all of the texts I am analyzing are somewhat obscure, other than *Treasure Island* and perhaps *Kidnapped*, I am including plot summaries of each novel to familiarize readers with the characters and major actions in each narrative so that they can better follow my arguments. The two chapters of this project do include some plot summary, but for readers that have no prior knowledge of these stories, I feel that it is necessary to include the following section as a reference guide. Six different sets of characters and plots can be difficult to remember even when a reader does know the texts and this background information should not be the main concern of the reader while analyzing the major arguments. The summaries will go in chronological order by publication date, with MacDonald's three novels first and Stevenson's following those.

*At the Back of the North Wind* (1871) takes place in London and the main character is Diamond, a boy whose father is a cabby driver. At night the North Wind, a fantastic lady with long dark hair who can transform herself into any living creature, takes Diamond on adventures by letting him ride in her hair as she flies across the sky. They travel to the streets of London where Diamond meets a sweeper girl named Nanny as well as to a boat, an old cathedral, and to the heavenly world at back of the North Wind. To get to this world Diamond literally has to walk through the body of the North Wind. The world is very pastoral and includes a singing river. A great deal of the plot also involves stories within stories that Diamond tells to his newborn brother and mother, like the tale of

“Little Daylight,” as well as dream sequences. In addition to creating stories, Diamond improves the lives of the people around him. For example, he successfully takes over his father’s job of cab driving when his father is ill, he stops a man from beating his wife, and he befriends the street girl Nanny. One character who helps Diamond is Mr. Raymond. Because of Mr. Raymond’s suggestion, Diamond takes the time to learn to read. Diamond also becomes a page in Mr. Raymond’s home and leaves his family to go live with him. Diamond, who is characterized throughout the novel by his physical weakness, dies at the end of the story. His death allows him to return to the world at the back of the North Wind that he loves.

*The Princess and the Goblin* (1872) features the story of Curdie, a working-class miner boy of twelve, who saves the kingdom of Gwyltystorm from being attacked by the goblins who live in caverns beneath the mines. The novel begins with Curdie rescuing the Princess Irene, who is eight years old, from the goblin’s pets that attack her while she wanders the woods at night. Irene repays Curdie’s heroism by rescuing him when he is captured by the goblins. She uses a ball of thread that has the magical power to lead one out of danger to escape the caverns of the goblins with Curdie. This magical thread was given to Irene by her great-great grandmother who lives in an abandoned tower of the castle and is also named Irene. This mysterious woman cannot be seen by everyone. When Irene first brings Curdie to the castle to meet her, Curdie thinks that Irene’s grandmother is a figment of the princess’s imagination. Both Irene and Curdie have difficulties at times believing in this woman, but overcome their

apprehensions. Developing this ability to trust in things they cannot see or understand is one of the major themes of the narrative. The story ends with Curdie successfully stopping the plot of the goblins to flood the mines as well as their plans to capture the princess Irene and take over the kingdom.

*The Princess and Curdie* (1883) is the sequel to the first Curdie story and takes place a year later. Irene's grandmother gives Curdie the mission of ridding the world of all men that are falling back to their animalistic instincts. After putting his hands in a fire created by Irene's grandmother, Curdie is given the gift of deciphering, simply by holding an individual's hand, whether a person is changing into an animal. This meeting marks the first time that Curdie actually sees Irene's grandmother. Before sending him off, she also gives Curdie an animal companion named Lina, who has the soul of a pure child yet is very grotesque in appearance. Lina and Curdie then go to Gwyntystorm where they discover that Dr. Kelman is poisoning the king, Irene's father, and that the entire kingdom has become corrupt. Curdie helps the king regain his strength and then he saves the kingdom by battling all the immoral citizens of the kingdom with Lina and her army of animals. After this victory Curdie and Irene get married. Instead of ending on this happy note, MacDonald writes that years after the reign of Curdie the entire kingdom of Gwyntystorm collapses because the people have once again become greedy and corrupt.

Robert Louis Stevenson's *Treasure Island* (1883) describes the adventures of Jim Hawkins. Jim's father is the owner of the Admiral Benbow Inn, but his presence is short-lived because he dies of illness at the beginning of the novel.



The trouble begins when the sea captain Billy Bones comes to stay at the inn. A blind pirate named Pew then comes and gives Bones "The Black Spot," which Bones dies after receiving. Jim then searches the dead man's belongings and finds a treasure map, which he immediately gives to Dr. Livesey and Squire Trelawney. The three then set out on an expedition and unwittingly hire a number of men who used to be part of the notorious crew of Captain Flint, one of whom is Long John Silver. Silver plans a mutiny and once at the island he takes control of their ship, the *Hispaniola*. Jim goes off by himself and experiences many adventures. He meets the castaway Benn Gunn, takes back control of the ship by killing Israel Hands, and even becomes somewhat loyal to Silver and the mutineers after being captured. Dr. Livesey takes charge of the situation by getting to the treasure first and removing it. When Silver and his men come to retrieve the treasure and find it gone they are ambushed and Jim returns to the side of Dr. Livesey. Jim, Dr. Livesey, Ben Gunn, and Silver then leave the island, but Silver escapes at one of the ports and never returns to England.

*Kidnapped* (1886) takes place in the year 1751 and revolves around the journeys of the seventeen year old David Balfour. The story begins with David receiving a letter from his dead father that tells him to go to the House of Shaws. Once there David meets his greedy conniving Uncle, Ebenezer. Although David is at first unaware, the major reason for his Uncle's malicious behavior towards him is that he does not want David to take the inheritance that is due to him because of his father's death. After unsuccessfully trying to kill him, Ebenezer sells David as a slave to Hoseason, the ship captain of the *Covenant* who is on his

way to the Carolinas. Mr. Riach and a young boy named Ransome are two notable characters of his crew. While in a fog, the ship runs over a small boat, but its passenger survives and they take him aboard the ship. This man is the Highlander Alan Breck. Because he is a Highlander, the crew is very wary of him and they plan to kill Alan. Alan and David then band together and fight the rest of the crew and win their freedom. In honor of their successful partnership, Alan gives David a silver button from his coat. The book at one time was titled *The Lad with the Silver Button* because of this. At the isle of Earraid they become shipwrecked and then begin traveling through Scotland with the aim of ending back in Edinburgh. The most critical part of their journey occurs in Appin when Colin Campbell, the leader of a clan that is enemies with Alan's clan, is killed and both David and Alan are present at the scene of the murder. It is unclear who actually murdered Campbell, but Alan is a prime suspect. It puts David in danger to stay with Alan because of Alan's close association with the crime, but their friendship keeps them together. Once in Edinburgh David goes to Mr. Rankeillor, a lawyer, in order to regain his inheritance that his Uncle Ebenezer has been keeping from him and he is successful in this goal. The story ends when Alan and David part ways in order to keep Alan out of danger with the law.

*The Black Arrow* (1888) is set during The War of the Roses and focuses on the transformation of the seventeen year old Richard (Dick) Shelton. At the beginning of the novel, Dick is loyal to Sir Daniel, a knight infamously known for constantly changes his allegiances. Unknown to Dick, Sir Daniel is also the man responsible for killing his father, Sir Harry Shelton. Sir Oliver, a parson, was an

accomplice to this murder. While doing the duty of Sir Daniel, Dick meets John Matcham, who is actually the girl Joanna Sedley in disguise. After Dick turns against Sir Daniel because Dick realizes that the knight is the murderer of his father, Sir Daniel captures Joanna. By chance, Dick becomes part of the Black Arrow fellowship, a renegade group of men of which his father was also a member. Ellis Duckworth is the leader of the Black Arrow fellowship and another important member is Lawless. With their help he regains Joanna. This involves Dick stealing a ship from the sea captain Arblaster, disguising himself as a monk, and battling Sir Daniel and his men. After his victory, Dick allows Sir Daniel to escape, no longer seeing the need for violence because of Joanna's influence on him, but Ellis Duckworth does not approve. As Sir Daniel leaves the scene, Duckworth kills Sir Daniel by shooting him with a black arrow which avenges the death of Dick's father. Dick and Joanna then marry.

Finally I would like to include illustrations I have done on scenes or concepts  
from the texts.

*At The Back of the North Wind*







*The Princess and the Goblin* – Reading Poster



*The Black Arrow – The War of the Roses*

