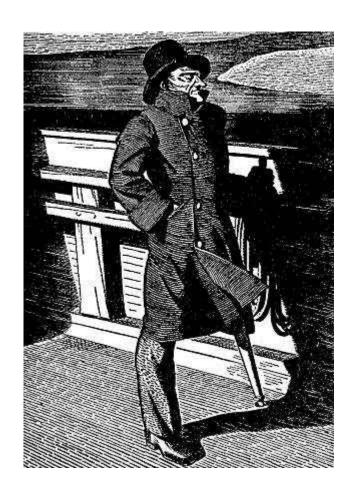
In Herman Melville's Moby-Dick, one of the greatest books in American literature, Ahab scans the sea for the white whale.

This illustration is by Rockwell Kent.



Climax

• All that most maddens and torments; all that stirs up the lees of things; all truth with malice in it; all that cracks the sinews and cakes the brain; all the subtle demonisms of life and thought; all evil, to crazy Ahab, were visibly personified and made practically assailable in Moby Dick.

A. Call Me Ishmael

- New Bedford, Massachusetts
- Ishmael
- Queequeg, harpooner
- Captain Ahab
- The Pequod



B. The Quest

- A sixteen-dollar gold piece
- The three "pagan" harpooners
- Search
- Starbuck, the first mate
- Saint Elmo's fire



C. The Chase

- Starbuck makes a final appeal to his captain to "fly these deadly waters! and return to his wife and child, but Ahab rejects his pleas.
- For three days they fight Moby-Dick but fails to kill him.
- Moby –Dick sinks The Pequod
- Queequeq's coffin

Characters

- Captain Ahab
- Ishmael
- Pippin or Pip
- Queequeg
- Starbuck (The first mate)
- Stubb (The second mate)

Themes

- Individual vs. Nature
- God and Religion
- Good and Evil, Female and Masculine
- Choice and Consequences
- Appearance and Reality

- Symbolism
- Epic Style
- Self-Reliance
- Cetology