



The Chronicles of Narnia



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Beyond the Wardrobe

The Chronicles of Narnia is a series of seven fantasy novels written by C.S. Lewis. As **chronicles**, the novels give a history of the magical world of Narnia, where talking animals, kings, centaurs, and dwarfs all exist together! *The Chronicles* are the best known of Lewis's writings, and they are considered classic books. In fact, the final book in the series, *The Last Battle*, even won the British Library Association's Carnegie Medal in 1956. That's sort of like winning an Oscar, but for writers—quite a big honor! Let's see why these books have become so loved by children and adults alike.

In or Out of Order

Originally, the seven *Chronicles of Narnia* were numbered by the order in which they were published:

1. *The Lion, the Witch and the Wardrobe* (1950)
2. *Prince Caspian* (1951)
3. *The Voyage of the Dawn Treader* (1952)
4. *The Silver Chair* (1953)
5. *The Horse and His Boy* (1954)
6. *The Magician's Nephew* (1955)
7. *The Last Battle* (1956)

However, C.S. Lewis recommended that the books be read to follow the **chronology**, or time order, of the events in the stories. For example, as the things that take place in *The Magician's Nephew* happen before the Pevensie children stumble into Narnia in *The Lion, the Witch and the Wardrobe*, the book *The Magician's Nephew* should be read first. So now the books are numbered in the following order:

1. *The Magician's Nephew*
2. *The Lion, the Witch and the Wardrobe*
3. *The Horse and His Boy*
4. *Prince Caspian*
5. *The Voyage of the Dawn Treader*
6. *The Silver Chair*
7. *The Last Battle*

Truly, the books can be read in any order and still make sense. They are always a fantastic, wondrous journey into a magical land where anything is possible.



Note: These are years in Narnia, not on Earth.



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1	180	204	300	302	407	460	898
Creation of Narnia. Digory plants the Tree of Protection.	Prince Col leads followers into uninhabited Archenland and becomes its first king.	Outlaws from Archenland fly across the southern desert and settle the new kingdom of Calormen.	The empire of Calormen spreads. Calormenes colonize Telmar.	Aslan turns wicked Calormenes in Telmar into dumb beasts. The Lone Islands' inhabitants crown King Gale of Narnia their emperor.	Olvyn of Archenland kills the Giant Pire.	Pirates from Earth take over Telmar.	From the far North, the White Witch returns to Narnia.

The Chronicles of Narnia

Chronicling the Chronicles



The Magician's Nephew

Using magic rings from his Uncle Andrew, Digory and his friend Polly travel through the Wood between the Worlds to Charn. Digory can't resist awakening its last, evil queen, Jadis, from an **enchanted** sleep—a sleep cast by a spell. They all travel to a dark and bare world that Aslan, the Great

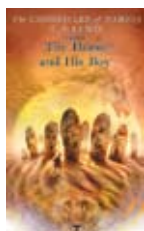
Lion, turns into Narnia. But Narnia is threatened by the presence of Jadis. Digory goes on a quest for a magic apple, which will grow into a tree that will protect Narnia from the Witch.



The Lion, the Witch and the Wardrobe

While hiding in an old, enchanted **wardrobe**, or closet, Peter, Susan, Edmund, and Lucy Pevensie stumble into the world of Narnia. With the help of the Great Lion Aslan, they defeat the White Witch, who has made it always winter in Narnia, but never

Christmas! For many years the children rule as kings and queens of Narnia until they return to their own world, where no time has passed.



The Horse and His Boy

During the Golden Age of Narnia, Shasta, a slave boy, escapes with a talking horse named Bree. On their journey they meet a young mare called Hwin with her Calormen girl, Aravis. When the four learn that the Calormenes are planning to overthrow the kingdom of Archenland and

Narnia, the brave children trek across the desert to warn the Archenlanders of the approaching danger. With the help of Aslan, Edmund, Susan, and Lucy, the Calormenes' plan is thwarted and they discover that Shasta is actually Prince Cor of Archenland, who had been kidnapped as a child.

Flash Fact In Katherine Paterson's award-winning book *Bridge to Terabithia*, the character Leslie often refers to the Narnia books, and she lends them to Jesse so he can learn to act like a king. In *The Chronicles*, Terebinthia is an island off the coast of Archenland.



Prince Caspian

Prince Caspian's evil uncle Miraz has murdered Caspian's father—the true king of Narnia—and taken the throne for himself. Most of the enchanted beasts and creatures of Old Narnia have been killed or are in hiding. Fearing that his uncle will murder him next, Prince Caspian uses the help of the Pevensies to regain his throne. This is Peter's and Susan's last trip to Narnia.



The Voyage of the Dawn Treader

Edmund, Lucy, and their cousin Eustace are pulled into Narnia through a painting. They find themselves aboard the *Dawn Treader*, the ship of their friend, King Caspian X. In a fantastic adventure to the End of the World (also called the World's End), Caspian leads a successful search for the seven lords who were

friends of his father, but who had been **exiled** (forced to leave), by the tyrant Miraz. Caspian returns home, but Eustace, Edmund, Lucy, and the noble Mouse Reepicheep continue their journey and encounter the Great Aslan, in the form of a lamb, who tells Lucy and Edmund that they are too old to return to Narnia after this trip.



The Silver Chair

Eustace and his classmate Jill are transported to Narnia and find that King Caspian X is now a very old man. His wife has been killed by a serpent, and his son Rilian is missing. Eustace, Jill, and a Marsh-wiggle named Puddleglum go in search of the lost Prince. They find him under a spell in the Underland. The three defeat the Lady of the Green Kirtle (also called Queen of the Underland or Queen of the Deep Realm)—who is also the serpent!—and release Prince Rilian from the enchanted Silver Chair.



The Last Battle

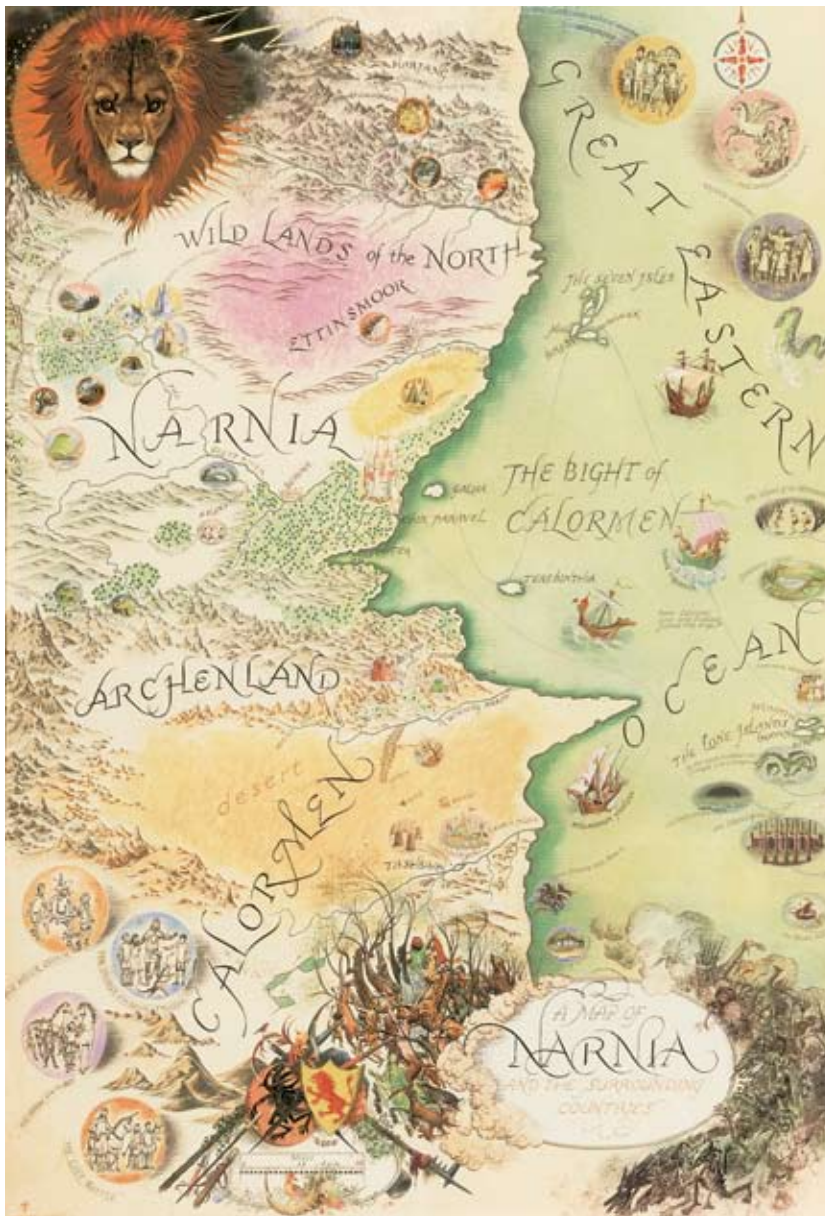
Using a talking ape named Shift and a donkey disguised as Aslan, the terrible Calormenes invade Narnia. Captured and bound, King Tirian calls for help, drawing Jill and Eustace into Narnia once again. With the spirit of Aslan in their hearts, they unite with the creatures of Narnia to save their beloved land. But sadly, the King's forces are outnumbered, and they lose the final battle. However, a door leads them to True Narnia, where they will truly live happily ever after.

900	1000	1014	1015	1050	1998	2290	2303
Beginning of the Long Winter.	The Pevensies arrive in Narnia. The White Witch is defeated and the Long Winter ended. Peter becomes High King of Narnia.	High King Peter successfully raids the Northern Giants. <i>The Horse and His Boy</i> adventure takes place.	The Pevensies hunt the White Stag and vanish from Narnia.	Ram the Great succeeds Cor as King of Archenland.	The Telmarines conquer Narnia.	Prince Caspian is born. Caspian IX is murdered by his brother Miraz, who takes the throne.	Civil War in Narnia. Prince Caspian becomes Caspian X of Narnia.

Out of This World

There are two main settings in *The Chronicles*. The first is our world, where the earth is round, animals don't speak, and magic rarely happens. All of the scenes in our world take place in England, which is part of Europe.

The other setting in *The Chronicles* is the world beyond the wardrobe. C. S. Lewis imagined dozens of places beyond our world and described them in vivid detail. Here are some of the most important ones:



Narnia The focal point of the books in the series, the world of Narnia was created by Aslan. It is a peaceful, welcoming, beautiful land full of forests, flowers, rivers, animals, and all sorts of magical beasts that one would never find in our world. Narnia is ruled from Cair Paravel, the castle on the eastern shore.

Archenland Directly south of the country of Narnia, the country of Archenland is full of rolling hills and streams, and is the home of King Lune. The Winding Arrow River supplies the area with water. With the exception of the Calormene invasion in *The Horse and His Boy*, Archenland is a peaceful, safe, and **prosperous**, or growing, place. Ruled by King Lune, the Archenlanders are friends with the Narnians.

Calormen South of both Archenland and a vast desert, this land was originally **inhabited**, or dwelled in, by outlaws from Archenland. Calormen is a warring society that practices slavery and treats women poorly. Each Calormene belongs to a certain class. The higher classes are treated much better than the lower classes. The Calormenes do not believe in Aslan, but instead pledge their allegiance to a demon called Tash. Their king is the Tisroc, who lives in the capital city of Tashbaan, a mountainous, fertile area that lies between rivers.

Telmar This island located west of Narnia was originally settled by pirates who discovered it by traveling through a link between our world and Narnia. The Telmarines are a warring people who eventually invade and conquer Narnia, ridding Narnia of talking creatures, magic, and peacefulness. They refer to that part of history as Old Narnia. Many Telmarines believe this Old Narnia to be a myth, and they fear that the sea and forests surrounding Narnia are haunted by the ghosts of Old Narnia. Caspian X is descended from this line of people, but he is a peaceful king who encourages Narnia to return to the way it was before the Telmarine invasion.

Ettinsmoor and the Wild Lands of the North These areas to the north of Narnia are inhabited by giants. Just north of Ettinsmoor is the community called Harfang, which is full of treacherous and deadly giants who deceive children in the hope of getting to eat them.

Underland and Bism The realm of the Lady of the Green Kirtle, the Underland is a series of dark, dreary caves that lies under the ground. Bism lies well below the Underland, and it is home to the gnomes, who have been enslaved by the Lady of the Green Kirtle. A river of fire runs through Bism, and gemstones grow like living things. The gnomes love Bism and cannot imagine living above ground.

Wood between the Worlds This is a portal between our world and the worlds in Narnia. It is a serene place filled with shallow pools of water. Each pool is a gateway to a different world.

2304	2306-7	2310	2325	2345	2356	2534	2555
Caspian X defeats the Northern Giants.	Caspian X voyages to the End of the World.	Caspian X marries Ramandu's daughter.	Prince Rilian is born.	The Queen is killed by a Serpent. Prince Rilian disappears.	Eustace and Jill come to Narnia and rescue Prince Rilian. Caspian X dies.	Outbreak of outlaws in Lantern Waste. Guard towers are built.	King Tirian is rescued by Eustace and Jill. Narnia falls to the Calormenes. The last battle. True Narnia.

Earthlings



Peter Pevensie Peter is the oldest of the four Pevensie siblings. Peter is brave, mature, and strong. He serves as King Peter the Magnificent, High King of Narnia, and he is beloved as a just and noble leader.

Edmund Pevensie Edmund is the younger of the Pevensie brothers and the second Pevensie to find Narnia. He is a bit immature and cannot resist temptation, such as when he accepts the Turkish Delight from the White Witch and then returns to her castle with the hope of becoming a king. Edmund matures, however, and takes a leadership role. He becomes King Edmund the Just.

Lucy Pevensie Lucy is the youngest of the Pevensie children and is the first to discover Narnia. Through her eyes the reader experiences much of Narnia. She is the first to see Aslan and becomes one of his closest friends. Lucy is faithful, compassionate, and sensitive. At first she is fearful, but she grows into a courageous woman known as Queen Lucy the Valiant during the Golden Age of Narnia.

Susan Pevensie Susan is the second-oldest Pevensie child. In Narnia she becomes Queen Susan the Gentle. She is an excellent swimmer and archer, and becomes a very beautiful woman who is sought after by a Calormene prince. She is noticeably absent from *The Last Battle* because she has grown older and no longer believes in Narnia. She is the only child from the story not to enter True Narnia at the end of the series.

Eustace Scrubb The cousin of the Pevensie children, Eustace first travels to Narnia with Edmund and Lucy. Initially, he is a skeptic and spoilsport, but he eventually comes to believe in Narnia. He becomes brave, adventurous, and responsible.

Jill Pole Jill is a classmate of Eustace Scrubb who feels that she does not fit in our world. Eustace brings her into Narnia so that they may escape bullies at school. At first, she is slightly skeptical and afraid of the magic in Narnia, but she eventually comes to believe.

Digory Kirke Digory is the second human child to enter the Wood between the Worlds. He is present when Aslan creates Narnia. At first, Digory falls to temptation when he rings the bell that awakens Jadis in Charn, but he later redeems himself, or clears himself of blame, when he picks the apple from the tree that will protect Narnia from her for many years. Digory grows up to be Professor Kirke, the kind, wise man with whom the Pevensie children are staying when they first discover Narnia through the wardrobe.



Polly Plummer Polly is the first human child to enter the Wood between the Worlds after she is tricked by her friend Digory's uncle into trying on a magic ring. She is present at the creation of Narnia. She is perceptive, trustworthy, adventurous, and proves herself to be a good friend to Digory.

Flash Fact C. S. Lewis's original names for the Pevensie children were Ann, Martin, Rose, and Peter.

Flash Fact Puddleglum was based on C. S. Lewis's gardener, Fred Paxford.

Creatures Great and Small

Aslan Aslan is arguably the most important character in *The Chronicles of Narnia*, and he appears in all seven of the books. The son of the Emperor-beyond-the-Sea, Aslan is both the Great Lion King of Narnia and the all-powerful, all-knowing creator of Narnia. A towering beast with a deep, lush voice, he walks silently and repeatedly appears in times of need. He is so powerful that he is often perceived as dangerous, but when he is near, Narnians are not afraid because they have him in their hearts. He appears to the children once as a lamb, reminding them that he can appear in different forms, whether on Narnia or Earth.



The White Witch A central villain, or enemy, in *The Chronicles of Narnia*, the White Witch's real name is Jadis. During the course of the series she takes control of Narnia and causes a never-ending winter with no Christmas. She was brought to Narnia by Digory Kirke, who awakened her from an enchanted sleep. Cruel and ruthless, only Aslan has the power to stop her.



Caspian X Caspian X, the title character in *Prince Caspian*, is a Telmarine who becomes King of Narnia after defeating his evil uncle, Miraz, in the War of Deliverance. A just ruler, he restores peace and prosperity in Narnia and becomes known as Caspian the Seafarer because of his journey to the World's End in *The Voyage of the Dawn Treader*. He is a friend to the human children who enter his world.

Reepicheep Reepicheep is one of the most courageous and humorous characters in *The Chronicles*. He is a two-foot-high talking mouse! He is descended from the mice that gnawed through the ropes binding Aslan after the White Witch killed him in *The Lion, the Witch and the Wardrobe*. Reepicheep is also the leader of a pack of mice that help battle Miraz. He accompanies Caspian X on the voyage to the World's End, from where Reepicheep bravely enters Aslan's country by himself. At the close of the series, Reepicheep welcomes the Pevensies in the True Narnia.

Shasta Shasta is a young slave boy who escapes from his master in *The Horse and His Boy*. He is actually Prince Cor, the lost son of King Lune of Archenland. He successfully warns the Archenlanders of a planned attack by the Calormenes, and he eventually marries his friend Aravis, a Calormene noblewoman. He proves himself to be kind, loyal, and brave.

Aravis Aravis is a Calormene girl who is expected to marry a horrible man in her homeland. She escapes with the horse Hwin and flees to the north in *The Horse and His Boy*. At first she is a bit arrogant, or self-important, but Aravis proves herself to be loyal, smart, and courageous. She marries Shasta, Prince Cor of Archenland, who was her companion on her escape, and she reigns as a beloved queen.



Puddleglum Puddleglum is a Marsh-wiggle that guides Eustace and Jill in *The Silver Chair*. Marsh-wiggles are taller than humans and have tough, leathery skin. Puddleglum has a glum outlook on life (like his name!), but he is sensible and has faith in the signs that Aslan has laid out for them. He helps rescue Prince Rilian from the Queen of the Underland by using his clear headed thinking.



Flash Fact Narnia was the name of an Italian town now called Narni.





The Power of Believing

One reason for *The Chronicles*' appeal is the way they use magic while exploring basic issues of life.

Having faith in the goodness of people and in a power greater than yourself is a key belief in many cultures. When Lucy has faith that she did enter another world through the wardrobe, she is granted access again. Also, the inhabitants of Narnia have constant faith in Aslan and his powers, and they are rewarded for this faith when time after time he arrives to save them from danger. At the close of the series, Susan Pevensie has lost faith in the existence of Narnia, and so she is the only human visitor who does not move on to True Narnia and eternal happiness.



Be Generous, Be Fair

Generosity is an important **theme**, or main idea, in *The Chronicles of Narnia*. Creatures in Lewis's worlds are almost always generous toward others. When Lucy first enters Narnia, Mr. Tumnus invites her back to his house and offers her a bite to eat. He offers his generosity despite his strict instructions to bring human children straight to the evil White Witch. Though Eustace acts miserably when he first arrives in Narnia, he is welcomed on Caspian's ship and is cared for when he turns into a dragon.

Lewis also stresses the idea of fairness throughout the series. The reader comes to understand the importance of treating others in the way you would like to be treated. Aslan teaches this lesson to Aravis, who had caused a slave girl to be whipped, by scratching up Aravis's back. Slavery itself is viewed as an unfair practice. Narnians do not allow it, and they try to stop it when they see it happening in other lands.

Lucky Seven

The number seven appears quite often in *The Chronicles of Narnia*. There are the Seven Friends of Narnia who appear to Tirian. They are Digory, Polly, Peter, Lucy, Edmund, Eustace, and Jill. There are Seven Brothers of the Shuddering Wood, the red dwarfs who live in the mountains south of Narnia. There are the Seven Isles, which are a cluster of islands off the coast of Narnia. There are the Seven Noble Lords who were the friends of Caspian IX: Revilian, Argoz, Mavramorn, Octesian, Restimar, Rhoop, and Bern. Finally, there are seven *Chronicles of Narnia!*

C. S. Who?

The author of *The Chronicles of Narnia* is Clive Staples (C. S.) Lewis, who was called Jack instead of Clive. Born on November 29, 1898, in Belfast, Ireland, he attended English boarding schools, which he hated. During World War I he served in the British army and was wounded in battle. Lewis attended Oxford University in England, where he later became friends with J. R. R. Tolkien, who went on to write the *Lord of the Rings* series. While at Oxford, Lewis published his first work, a collection of poems called *Spirits in Bondage* (1919).

The Chronicles of Narnia were published one at a time during the 1950s. The books were very popular, and Lewis received many letters from children fascinated with the world of Narnia. During his lifetime, Lewis wrote more than 30 books, including science fiction stories. He was also a Professor of Medieval and Renaissance English at Cambridge University. C. S. Lewis died on November 22, 1963, in Oxford, England.



Drawing Narnia

Pauline Baynes was born in 1922 in Hove, Sussex, England. She spent much of her childhood in India, but she attended school in England, including the Slade School of Fine Art. Baynes has illustrated more than 100 books, but her best-known works are her illustrations in *The Chronicles of Narnia*, for which she created over 350 line drawings! In 1998 she added color to her original drawings. She also illustrated works by J. R. R. Tolkien.

Flash Fact: C. S. Lewis died on the same day that President John F. Kennedy was assassinated.





What Did They Say?

Sometimes characters in Lewis's world say what they mean and mean what they say, but sometimes not. Here are quotations explained:

Spoken by Aslan in *The Magician's Nephew*:

"Things always work out according to their nature. She has won her heart's desire; she has unwearied strength and endless days like a goddess. But length of days with an evil heart is only length of misery and already she begins to know it. All get what they want; they do not always like it."

You may have heard the phrase "be careful what you wish for, for it might come true." Aslan is saying just that! Although Jadis has been granted eternal life, she is evil, and living eternally with her evil means that she will be eternally unhappy. Sometimes when you get the thing that you want so badly, you realize that it's not as great as you hoped.

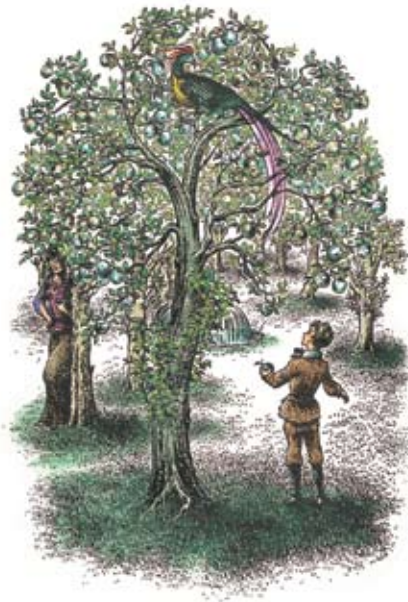
Spoken by the Hermit in *The Horse and His Boy*:

"But as long as you know you're nobody very special, you'll be a very decent sort of Horse, on the whole..."

This is another way of expressing a phrase you might know: "Get down off your high horse!" It is important to keep yourself grounded and know that you are only a small part of a much larger picture.

From *The Silver Chair* to the Silver Screen

Six films based on *The Chronicles* have been made for TV. There is a 1979 animated version of *The Lion, the Witch and the Wardrobe*; live-action versions of *The Lion, the Witch and the Wardrobe*, *Prince Caspian, The Voyage of the Dawn Treader*, and *The Silver Chair* that aired on English television in the 1980s and 1990s; and a black-and-white version of *The Lion, the Witch, and the Wardrobe* that was made for English television in 1967. In December 2005, Walt Disney Pictures and Walden Media are scheduled to release *The Lion, the Witch, and the Wardrobe*—the first film on *The Chronicles* for the movie screen!



An Apple a Day

You may have noticed apples throughout *The Chronicles of Narnia*. That is because apples are an important **symbol**, or sign for something else. These apples are always connected with the ideas of creation and saving others. Here are a few examples:

In *The Magician's Nephew*, Digory picks an apple from a silver apple tree and brings it to Aslan. From that apple grows the Tree of Protection that will keep Narnia safe. Then Digory brings one of its apples back into our world. After his sick mother eats it, she is revived.

In *The Lion, the Witch and the Wardrobe*, the wardrobe is a doorway to the wonderful land of Narnia. The wood used to make the wardrobe was taken from an apple tree that had fallen in the yard. That tree had grown from the core of the apple that Digory picked when Narnia was created.

In *Prince Caspian*, the children recognize Cair Paravel because of the apple trees. The apples from those trees nourish them when they have no other food to eat.



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