

WALT DISNEY PICTURES AND WALDEN MEDIA
PRESENT
THE CHRONICLES OF NARNIA
PRINCE CASPIAN

The journey is bigger, the adventure is greater and the stakes are higher. One year after their journey in *The Lion, The Witch and the Wardrobe*, the Pevensies find themselves back where it all started, although not everything is the same. More than 1300 years have passed in Narnian time and the magical place they once loved is

unrecognizable. Ruled by King Miraz, the land's magical animals and mythical creatures have been replaced by the Telmarines, a race of humans. The rightful heir to the Narnian throne, Prince Caspian blows the Great Horn of Narnia to recall the kings and queens of old to help him defeat King Miraz and return Narnia to glory.

The Characters of Prince Caspian



LUCY – Young, brave and fearless. Lucy was the first one to go through the wardrobe into Narnia and the memory of their original journey still resonates strongly with her.



EDMUND – The only one to believe Lucy when she says she saw Aslan, Edmund has atoned for betraying his family and is now more loyal and protective than ever.



PETER – The oldest and the most skeptical of the Pevensies, Peter is a skilled sword-fighter and leader of the group. As the High King of Narnia, Peter has authority over all the Kings and Queens Narnia will ever have.



SUSAN – She is the second oldest and was known as Queen Susan the Gentle during her reign. It is her magical horn that Prince Caspian uses to call the Pevensies back to Narnia.

Journey Through Narnia

New to Narnia

As the adventure continues new and incredible characters join the Pevensies in the battle of Narnia.

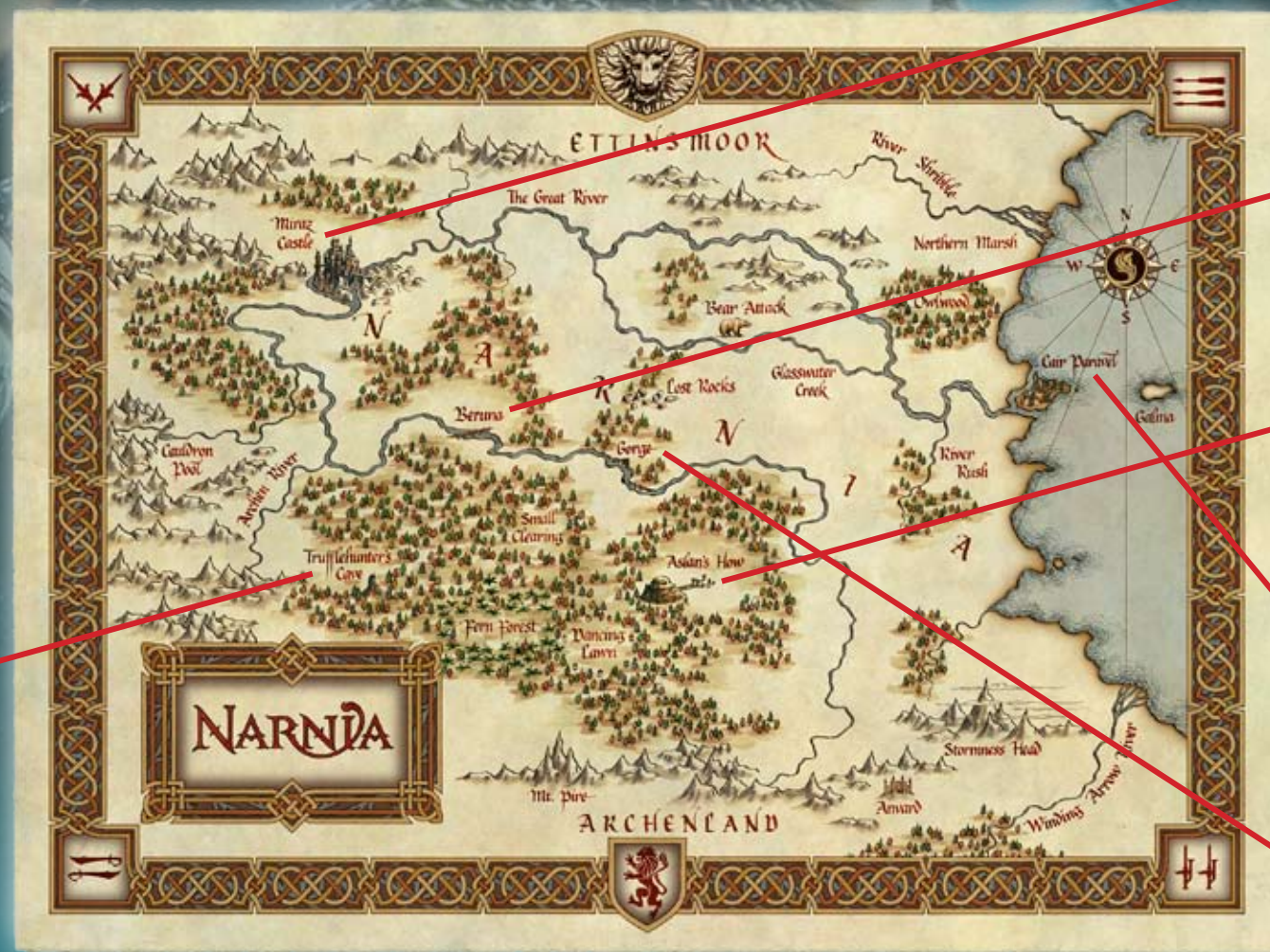


CASPIAN – The true king of Narnia. He is forced to flee to escape Miraz and gets the old kings and queens of Narnia, along with Aslan, to help him defeat Miraz and restore Narnia.



KING MIRAZ – King Miraz is the ruler of the Telmarines. He is a cruel, pragmatic leader who killed his own brother and is now seeking to defeat Prince Caspian for the throne.

TRUFFLEHUNTER'S SETT – Though it's occupied by a talking badger, Prince Caspian makes his refuge here after fleeing Miraz's castle. A small and cramped space, it is located under a huge tree whose roots form the wall and ceiling.
DID YOU KNOW? Everything in Trufflehunter's Sett is badger sized, including the makeshift furniture.



MIRAZ'S CASTLE – A vast fortress built ready for battle.
DID YOU KNOW? King Miraz had cleared the forest around the castle's perimeter to keep the enchantments of Old Narnia at bay and make it less susceptible to being breached.

BERUNA – Located in Central Narnia, the site is of great strategic importance. Realizing this, King Miraz erected a giant bridge over the river allowing easy passage for his army to defeat the Narnians.
DID YOU KNOW? Beruna is the site of the final defeat of the White Witch by Aslan and King Peter.

ASLAN'S HOW – This is where Prince Caspian's army makes its headquarters. The How (which means Hill) was built over the remains of the broken Stone Table.
DID YOU KNOW? The Stone Table is the location of Aslan's death and resurrection.

CAIR PARAVEL – After the Pevensies disappeared from Narnia, Cair Paravel was sacked by Caspian the 1st of Telmar and became a deserted ruin. When the Pevensies return to this spot, they find Cair Paravel nearly unrecognizable with only the apple orchard they planted remaining.
DID YOU KNOW? Before Narnia's Golden Age, Cair Paravel was the capital of the kingdom of Narnia.

GORGE – Much has changed in Narnia in 1300 years including key geography. What used to be a river crossing is now an enormous rocky chasm with a precipitous drop.
DID YOU KNOW? In *Prince Caspian*, this is where Lucy sees Aslan.



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