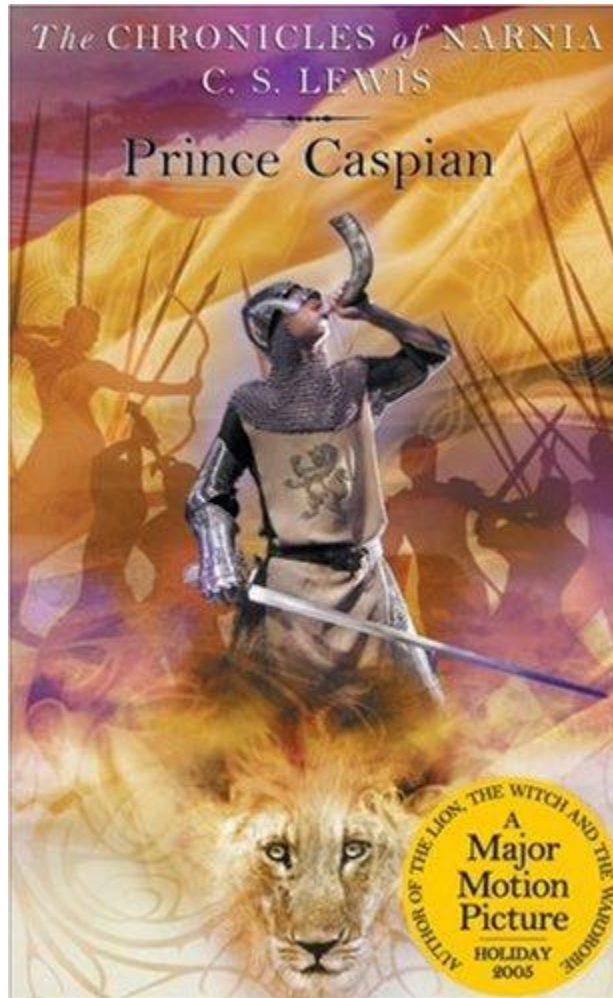


A Summary of Prince Caspian by C.S. Lewis



Summary of *Prince Caspian: The Return to Narnia* by C. S. Lewis

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About the Author

Clive Staples Lewis was born in Belfast, Northern Ireland, in 1898. As a young man he received a scholarship to the University of Oxford. He studied there until he enlisted in the army in 1917, but was discharged in 1918 after being wounded in combat. After being discharged, Lewis continued to study at Oxford, and was elected a fellow of Magdalen College, Oxford in 1925. In 1929, Lewis renounced his atheism and in 1931 converted to Christianity.

Lewis wrote many works throughout the years, and in 1950 he published *The Lion, The Witch and the Wardrobe*, the first book of what was to become the Chronicles of Narnia series. In 1951, the next book in the Narnia series, *Prince Caspian* was published. Over the next five years, five more books would be published in the series, ending with *The Last Battle* published in 1956.

Lewis married Joy Davidman Gresham in 1956, and they lived a happy life until her death in 1960. Lewis died three years later, in 1963. He was buried in Oxford in the yard of Holy Trinity Church.

General Overview

The events of *Prince Caspian* take place a year after the four Pevensie children (i.e. Peter, Susan, Edmund, and Lucy) have discovered, lived in, and returned from the world of Narnia. As the children wait at a railroad station to return to their schools after holiday, they are whisked away by magic to the world of Narnia. Here they discover that hundreds of years have passed since they were last in Narnia, and that the land they once ruled is now governed by a cruel race of men called the Telmarines. The children learn they have been called back to Narnia by a magic horn. They realize it is their mission to defeat the usurping ruler and establish in his place a new ruler for Narnia, Prince Caspian.

The children undertake their mission by first defeating those creatures of Narnia that have become treasonous, and then by defeating the king of the Telmarines and his army. During their adventures, Aslan, the ruler of all Narnia is never far away, guiding and directing the children. With Aslan's help the children restore Narnia to its old splendor and put Prince Caspian on the throne. Only after their tasks are finished do they return once more to their own world. Once again (as in *The Lion, The Witch and The Wardrobe*) it appears as if no time has passed at all, and the children are back at the same station from which they were called into Narnia.

Chapter One: The Island

The children Peter, Susan, Edmund, and Lucy all wait at a country railroad station for their trains to come and take them to different school across England. It has been a year since they discovered the world of Narnia in a wardrobe in the home of an old Professor. There, with the help of Aslan, the ruler of all of Narnia, the children defeated the White Witch by fulfilling a prophecy that they would rule all of Narnia.

As they wait for their trains, the children begin to feel as if something is pulling and tugging at them. The children grab hands just before the train station vanishes before their eyes and they find themselves in a very overgrown forest.

After exploring for a while, the children discover that they are at the very edge of the sea; delighted, the children play for a while at the beach. After a time, the children realize that they might be in this deserted place for some time, and they begin to look for water and think about dinner.

In their search for water, the children find that they are really on an island. Shortly thereafter, they also discover a stream. After drinking in the stream, the children decide to follow it in hopes that they might find

food or shelter for the night. The stream leads through the thick forest until it finally comes to what appears to be an apple orchard a very long time ago. At the end of the orchard is an old stone wall that has fallen into ruin. The children walk through the cracks where they find an open place surround by four walls, very much like a large garden.

Chapter Two: The Ancient Treasure House

Upon closer inspection, the children find that the area they have stumbled across is not really a garden at all but the courtyard of a ruined castle. As they explore further, they find that their assumptions are correct, when they discover towers and a ruined hall.

After looking around a bit, the children start to gather kindling for a fire, since it will soon be night. They also eat apples they have gathered from the orchard. When Susan finds a little chessman that eerily resembles one she played with the last time she was in Narnia, the children begin to wonder if they are back at their own palace of Cair Paravel; yet it seems as if hundreds of years have passed. To confirm their suspicions, Peter and Edmund look for the door to their treasure room that should be behind an ivy colored wall.

There is a wall behind the ivy, and the boys pull quickly pull the ivy away and open the door. To make completely sure that this is their castle, they count the stairs as they descend into the treasure room. The number of steps matches their count exactly, and what they find at the bottom also confirms the fact that they are indeed back in their castle of Cair Paravel.

At the bottom of the stairs, the children find treasure piled high on each side of the room. They recognize armor and jewelry that had once belonged to them. They also remember that they cannot use all the batteries in Edmund flashlight – he had one in his pocket when they came to Narnia – and quickly gather the gifts they received from Father Christmas. Lucy has a small bottle of cordial that will heal anyone. Susan has a bow and a quiver of arrows that rarely miss their mark, but she is missing the horn that was also given to her. Peter finds his sword and shield. Edmund has nothing because he was not there when Father Christmas came.

After retrieving their gifts, the children go back upstairs and try to sleep on the hard stones of the courtyard.

Chapter Three: The Dwarf

When the children wake in the morning, they set about trying to figure out how to get off of the island. They also puzzle about how their castle could have fallen into such ruin in such a short amount of time; after all they only left a year ago.

As they are talking, Lucy hears something and tells the others to be quiet. A boat has come in the middle of the river that separates the island from the mainland. In the boat are two soldiers and a smaller man, a dwarf. Apparently the soldier are about to toss the dwarf over the edge of the boat. Thinking quickly, Susan shoots one of the soldiers, and the other, seeing his friend fall into the water, jumps after him. Both disappear into the woods on the opposite side of the river. The children quickly catch the drifting boat and pull it to shore with the dwarf inside.

The dwarf is surprised that the children are not ghosts, since he has always been told that the island is haunted. The children ask why he was about to be thrown overboard by the soldiers, but the dwarf says he will explain later. In the meantime he suggests breakfast, and since there is fishing tackle in the boat, he and Peter catch breakfast. After everyone has eaten, the dwarf finally begins his tale.

The dwarf explains that he is a messenger of King Caspian X of Narnia. The children are unfamiliar with the name and ask the dwarf to give a full explanation.

Chapter Four: The Dwarf Tells of Prince Caspian

Prince Caspian is the nephew of Miraz, the king of Narnia. Caspian's parents died when he was very young, and since he is too young to take the throne, Miraz is reigning in his place.

As a young child, Caspian loved to hear stories of Narnia, and the creatures that used to live there, giants, dwarfs, and dryads. One day, Miraz found out what the nurse had been telling Caspian and, in a fit of anger, the king sent the nurse away. In her place, Caspian was given a tutor, Dr. Cornelius.

Dr. Cornelius instructed the young prince in the history of Narnia, among other subjects, and Caspian discovered that his family was relatively new in Narnia. Caspian asked if the stories his nurse had been telling him were really true. But Dr. Cornelius defers the questions to a later time.

One night, Dr. Cornelius woke Caspian and took him to a high tower to have an astronomy lesson. There Dr. Cornelius revealed to Caspian that the stories his nurse told him were indeed true. Dr. Cornelius explained that it was Caspian's race, the Telmarines, which had tried to silence the talking animals and disperse the other Narnian creatures. Now, King Miraz did not even allow them to be mentioned for fear that others might believe that such creatures really exist.

Dr. Cornelius also revealed that he is not a man, but a dwarf. Dr. Cornelius, like many other dwarfs, disguised himself to avoid the king's wrath. Dr. Cornelius explained that the castle Caspian is living in now is not the castle that the Narnian kings and queens of old lived in; their castle is by the sea. Miraz feared the sea because it is from the east that Aslan, the lord of all Narnia came. Because of this fear, Miraz had spread rumors that the castle by the sea and the forest that surrounded it were haunted. After talking for a long while, Caspian and Dr. Cornelius returned to their rooms.

Chapter Five: Caspian's Adventure in the Mountains

Under the guidance of Dr. Cornelius, Caspian learns much about the past and about current state of Narnia. He also discovers that the people of Narnia are oppressed under the rule of his Uncle.

One night, Dr. Cornelius wakes Caspian, and in a rush, tells Caspian that he must leave the castle at once. His aunt, Miraz's wife, has just given birth to a baby boy. Caspian does not understand at first and Dr. Cornelius explains that his uncle killed his father to get to the throne, along with his father's advisors. As long as he had no heir, Miraz was content to let Caspian reign after him, but now he had a son, and Caspian did not have much time to escape.

Dr. Cornelius instructs the young prince to ride to the boarder of Archenland, the neighboring kingdom, and before he says good-bye, Dr. Cornelius gives Caspian a small horn. It is the horn of Queen Susan and Dr. Cornelius tells Caspian that if he is ever in dire need of help to blow the horn and help will come. After saying good-bye, Caspian leaves.

It is raining only a little bit when Caspian rides away, but the showers turn into a full blow tempest. A great bolt of lightning causes Caspian's horse to spook and run away with Caspian on his back. Finally, Caspian hits his head, and is rendered unconscious.

Caspian wakes to the sound of voices trying to decide what to do with him. When Caspian opens his eyes, he finds that the voices are not human. Two of the voices belong to dwarfs, and the third is a very large, talking badger. One dwarf is called Trumpkin, the other is called Nikabrik, and the badger is called Trufflehunter. Nikabrik wants to kill Caspian before Caspian kills or tries to harm them, especially since he is the nephew of the king. But Trumpkin and Trufflehunter are more reasonable. They find that Miraz wants to kill Caspian and

that Caspian would be willing to lead the creatures of Narnia against the king. Caspian announces his belief in Aslan, and Nikabrik, Trumpkin, and Trufflehunter take Caspian to meet all the other creatures that are in hiding.

Chapter Six: The People that Lived in Hiding

With Nikabrik, Trumpkin, and Trufflehunter, Caspian meets all the other creatures who are in hiding. They all greet him and accept him as their king. It is Glenstorm, the centaur, who first mentions war. For how else shall King Miraz be overthrown? The Caspian and the others realize that Glenstorm is right, and they prepare for a war council.

As they wait for the creatures to gather, Nikabrik and Trufflehunter talk about the nymphs and dryads. Nikabrik does not believe there were ever such things. But Trufflehunter believes that they are only sleeping until Aslan returns.

Later that night, Caspian awakes to the sound of music and finds all the creatures in a group, dancing round a fire with fauns. Trumpkin and Trufflehunter are also dancing, and Caspian joins in. Only Nikabrik stands alone.

Chapter Seven: Old Narnia in Danger

The next night, all the creatures gather for a council of war. There are centaurs, giants, dwarves, and talking animals. All have their different ideas as to approach the upcoming attack on Miraz. Order is established and Caspian is just about to speak to the whole crowd when the animals sniff a strange smell in the air. Scouts are sent out to find out what, or who, is out in the woods.

In the woods they find none other than Dr. Cornelius, who has been trying to find Caspian and warn him that Miraz has discovered where Caspian is hiding and is on the move with his army. It is decided that instead of fighting Miraz now, while the army is still disorganized, the army will retreat to Aslan's How, a place easily defended.

Aslan's How is a great mound that has been built up over the stone table where Aslan was sacrificed hundreds of years before by the White Witch. The main advantage of Aslan's How is that almost the entire army could fit inside if need be. The other advantage is Miraz and his men are deathly afraid of the forest that surrounded Aslan's How, for they have always been told it is haunted. The army marches that night for Aslan's How and arrives there the next morning.

Shortly after arriving at Aslan's How, Miraz's scouts discover Narnian's new hiding place, and Miraz sends his troops to attack. The Narnians fight all day in the rain. Soon it becomes apparent that without help, they will fall to Miraz's army. It is decided that Caspian should blow the horn of Queen Susan in hopes that it will call the High King Peter, Queen Susan, King Edmund and Queen Lucy from their own world to help the Narnian army.

Since they do not know where the Kings and Queens will appear, scouts are sent to the lamppost where the Kings and Queens appeared during their first stay in Narnia. Another scout, Trumpkin, is sent to Cair Paravel, in case the consorts returned to their own castle.

Chapter Eight: How They Left the Island

Back at island, the four children now understand why they have been call back to Narnia. The dwarf who they rescued is none other than Trumpkin, who has come to bring the Kings and Queen to Prince Caspian. However, since the children are no longer the adults that they were when they were ruling Narnia, Trumpkin does not believe that they are really the High King Peter and his brother and sisters.

The children decide to prove it to Trumpkin by first having him fight Edmund in a duel. Trumpkin loses the duel, for Edmund is a much better swordsman than he appears to be. Trumpkin also loses to Susan in an archery contest. The dwarf realizes that the children could never be such good archers and swordsmen if they had not been grown up at some point. Finally, Lucy heals a wound he received while journeying toward the island with her magic cordial. Upon recognizing the children as the great kings and queens of Narnia, Trumpkin urges them to leave at once to help Prince Caspian.

They pack what is necessary and arm themselves from the treasure room. They use the boat the Telmarines have left behind to row upstream towards Aslan's How.

Chapter Nine: What Lucy Saw

The children and the dwarf continue rowing until nightfall, when all except Lucy lie down and sleep. Lucy cannot sleep because she can make herself comfortable on the hard ground. Instead she looks at the constellations and walks through the woods a bit. She wishes she could wake the trees from their sleep, but since she cannot, she rejoins her sibling and falls asleep.

The next morning, they all continue on foot toward Aslan's How. After a while they hear something following them. It turns out to be a bear and Trumpkin quickly shoots the animal. The boys and the dwarf cut the bear up for meat, since they have been living on apples the past few days and the meat is welcome nourishment.

They all continue on until they come to a large gorge. None of the children remember this obstacle since they were last in Narnia. Fearing they are lost, they decide to go around the gorge, as there does not appear to be any way to go up it.

As they are walking away, Lucy sees Aslan beckoning to follow him up the gorge. But only Lucy can see him. The other children and the dwarf, daunted by the wall, do not want to believe Lucy, and vote to continue around the gorge. Lucy stays with others, crying because they are not following Aslan.

Chapter Ten: The Return of the Lion

The dwarf and the children continue to hike around the gorge and almost make it to the other side when they run into some of Miraz's archers, guarding the backside. Falling to the ground to avoid the arrows, they are forced to crawl back from where they had started, in front of gorge. By now it is night again, and they cook a meal of bear meat and then all fall asleep.

Lucy awakes in the middle of the night when she thinks she hears Peter calling her name. As she looks around, she realizes that it is not Peter since he is still asleep. As she walks, she discovers that the trees have awakened and are dancing. She walks through the trees until she finally comes to a clearing; there in the middle is Aslan.

Aslan reprimands Lucy for not following him earlier that day, even though the others would not go with her. Now, Aslan asks Lucy to wake the others and follow him. He tells her that the others will not be able to see him at first, but that he will gradually make himself known. Lucy has a hard time waking the others, but finally Edmund wakes up and Lucy explains to him what they must do.

Chapter Eleven: The Lion Roars

Once everyone is awake, Lucy explains what they must follow Aslan. Trumpkin, Peter, and Susan do not believe Lucy, because they cannot see Aslan themselves. Edmund remembers the last time he did not believe his sister, when she said there was another world in the wardrobe, and she helps Lucy convince the others to follow Aslan. Lucy and Edmund threaten to continue on by themselves and the others finally agree to follow them.

Aslan leads the group to a trail that goes right up the face of the gorge. At first, only Lucy can see Aslan leading, but one by one the other also see him leading the way.

When they reach the top, Peter and Susan apologize to Aslan for not believing Lucy in the beginning when she saw him for the first time.

After Aslan forgives Peter and Susan, he reprimands Trumpkin for not believing in him, for Trumpkin thought that the story of Aslan was a myth.

After a while, Aslan directs the boys and the dwarf to go to the aid of those inside Aslan's How. Aslan takes the girls with him as he roars to wake all the trees in Narnia. The girls and Aslan dance and rejoice with the trees and with the other creatures that are present at the coming of Aslan.

Chapter Twelve: Sorcery and Sudden Vengeance

While the girls are with Aslan, the boys go to Aslan's How and slip inside unnoticed. Inside they find Caspian, Nikabrik, Trufflehunter, and Dr. Cornelius wondering if the High King Peter will return with his brother and sisters. Nikabrik is convinced that they will not come and is trying to convince the others to use black magic to defeat the army of Miraz. He has brought with him an old hag and a wer-wolf. Nikabrik suggests that they use the hag to call for the ghost of the White Witch to help them defeat Miraz. The others are astounded that Nikabrik would suggest such a thing. A fight ensues and Peter, Edmund, and the Dwarf jump out from their hiding place to help.

After a moment or two Nikabrik, the hag, and the wer-wolf are dead. Trumpkin introduces Peter to Caspian as the High King. Peter assures Caspian that he has come to place Caspian on the throne, not rule himself. Peter then commends Trufflehunter for always being faithful to him and to Narnia.

After the bodies are taken away, the group sits down to another meal of bear meat.

Chapter Thirteen: The High King in Command

After they have eaten, Peter helps Caspian form a strategy to defeat Miraz. It is agreed that there are not enough Narnian troops to meet Miraz in open battle, so a new plan must be drawn. Peter decides the best route would be to challenge Miraz to a duel. The winner will be ruler of Narnia. Caspian feels that he ought to fight Miraz rather than Peter, but Peter points out that it looks more impressive if the High King were to challenge Miraz to a duel and Caspian has been wounded.

Couriers are selected and dispatched to deliver the challenge to Miraz's camp. At Miraz's camp it is made known that there are some in the king's army that would like to put themselves on the throne. These men convince the king to accept the challenge from Peter in hopes that Peter will kill their king and they will then be able to defeat the Narnian army and rule themselves.

After Miraz accepts the challenge, marshals are chosen from the Narnian for the fight and Peter prepares to meet Miraz in combat.

Chapter Fourteen: How All Were Very Busy

The duel begins at 2 o'clock with both armies assembled to watch the action. The first half of the fight does not go well for Peter. Miraz gives him a wound to his arm that does not allow him to use his shield properly. But after his arm is bandaged, the second half of the fight goes very well. Peter gains the upper hand, but Miraz trips and falls face first. Peter waits for Miraz to get up before continuing the fight, but Miraz is still. The men who were plotting against Miraz raise the cry of treason and charge the Narnian army. One of the men stabs Miraz in the back to make sure that he is dead.

A chaotic battle ensues until the trees which Aslan has awakened arrive at the battle scene. Their presence scares the Telmarine army and the battle is won for Narnia. The Telmarines run towards the river where they expect to find the bridge to cross and retreat to the castle. But the bridge is no longer there.

During the battle, Aslan and the girls destroyed the ugly, unnecessary and cumbersome buildings the Telmarines have built. The bridge the Telmarines expected to find was one of these structures. Aslan and the girls continue to free all those who have been oppressed in some way by the rules and regulations of Miraz. After they have freed all the oppressed, Aslan and the girls, with all those who have been freed, return to Peter, Edmund, Caspian, and the Narnian camp.

Chapter Fifteen: Aslan Makes a Door in the Air

Once Aslan and the girls reach the Narnian camp, Aslan establishes Caspian as the next ruler of Narnia. Aslan also heals Reepicheep, a talking mouse who has lost his tail during the battle. Because of the loyalty and faith of the mouse and his friends, Aslan agrees to give the mouse a new tail.

Once business is out of the way, a huge feast is arranged to celebrate the victory over Miraz, the coming of Aslan and the freedom that has been established once again in the land of Narnia.

The next day, Aslan gives a choice to the remaining Telmarines to either stay in Narnia and live peacefully under the rule of King Caspian, or go back to Earth, the world from which they originally came. The Telmarines are descendants of a band of pirates that found a portal to the land of Narnia long ago. Many of the younger Telmarines choose to stay, but others choose to return to Earth. Aslan sends those who wish to leave back by creating a door in the air which the Telmarines walk through.

After the Telmarines have left it is time for Peter, Susan, Lucy, and Edmund to return to their own world. Aslan has told Peter and Susan that they will not be able to come back to Narnia because they are too old. However, Edmund and Lucy might return one day. One by one they walk through the door in the air that Aslan has made for them, back to the railway station where their adventure began.