

* FILM SYNOPSIS

The characters of C. S. Lewis's timeless fantasy come to life once again in this newest installment of the "Chronicles of Narnia" series, in which the Pevensie siblings are magically transported back from England to the world of Narnia, where a thrilling, perilous new adventure and an even greater test of their faith and courage awaits them.

One year after the incredible events of *The Chronicles of Narnia: The Lion, the Witch and the Wardrobe*, the Kings and Queens of Narnia find themselves back in that faraway wondrous realm, only to discover that more than 1300 years have passed in Narnian time. During their absence, the Golden Age of Narnia has become extinct, Narnia has been conquered by the Telmarines and is now under the control of the evil King Miraz, who rules the land without mercy.

The four children will soon meet an intriguing new character: Narnia's rightful heir to the throne, the young Prince Caspian, who has been forced into hiding as his uncle Miraz plots to kill him in order to place his own newborn son on the throne. With the help of the kindly dwarf, Trumpkin, a courageous talking mouse named Reepicheep, a badger named Trufflehunter, and a Black Dwarf named Nikabrik, the Narnians, led by the mighty knights Peter and Caspian, embark on a remarkable journey to find Aslan, rescue Narnia from Miraz's tyrannical rule, and restore magic and glory to the land.









PRINCE CASPIAN

Prince Caspian is the rightful heir to the throne of Narnia. With courage and honor, he asks the Narnians to help him restore justice to the kingdom, though he will need the help of the Pevensies to battle against his murderous uncle, King Miraz.



PETER PEVENSIE

Eldest of the Pevensies, Peter was named High King Peter the Magnificent after proving his valor in battle against the White Witch. Once called back into Narnia, Peter leads the other Pevensies in their quest to help Prince Caspian in his hour of greatest need.



SUSAN PEVENSIE

A skilled archer, Susan is the original owner of the famous horn Prince Caspian sounds to call the Pevensies back to Narnia.



EDMUND PEVENSIE

Though he once betrayed Narnia, Edmund redeemed himself as a noble warrior in the service of Aslan. His experiences in Narnia have given him wisdom and insight, which he uses to aid Prince Caspian.



LUCY PEVENSIE

Youngest of the Pevensies and a favorite of Aslan, Lucy's gift for insight, understanding and unshakeable faith help the other Pevensies and companions overcome many obstacles in their quest to restore Narnia.



DR. CORNELIUS

Prince Caspian's tutor is a wise old half-Dwarf half-man, well-versed in the lore of Narnia's Golden Age, and he may know a bit of magic as well.







MIRAZ

A ruthless ruler of Narnia, the sole objective of King Miraz is to become and remain King of Narnia in order to pass the throne on to his own son.



ASLAN

The omnipotent lion, he is the son of the Emperor across the sea, and creator of Narnia whose mere name inspires awe.



REEPICHEEP

Standing proud at about two feet tall, Reepicheep is the Chief Mouse among the Narnian soldiers, and one of the fiercest fighters in the realm. He is extremely honorable and courageous, not to mention lethal with his rapier.



TRUFFLEHUNTER

Trufflehunter is an honest and faithful talking. He is a strong believer in Aslan and Old Narnia and joins Prince Caspian in fight to save Narnia.



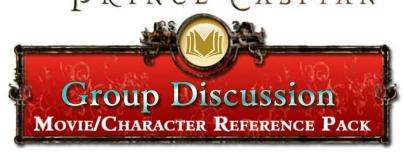
TRUMPKIN

A good-hearted Red Dwarf. Though his kindness is never in doubt, he is very much a realist and hesitates to believe in something until he has seen it with his own eyes. He is an honest and loyal friend.



NIKABRIK

A Black Dwarf soured by anger. Pessimistic, cynical, and ingrained with a hatred for humans, his allegiance is questionable.







LORD SOPESPIAN

A Telemarine Lord who has his own desires for the Narnian throne.



ASTERIUS

A powerful Minotaur of imposing strength and solemn presence, Asterius is an older Narnian who longs to see his land return to its former glory.



GLENSTORM

An honorable Centaur, Glenstrom is an astronomer with the responsibility to watch the skies. Glenstorm encourages the Old Narnians to believe that Prince Caspian will help bring freedom to all.



GLOZELLE

Miraz's first General.



WER-WOLF

Wearing a dark cloak to conceal his intentions, this fallen Narnian tries to gorge an unholy alliance at Aslan's How.









PEEPICEEK

One of Reepicheep's loyal lieutenants, this Talking Mouse is the one who tells Aslan that he and other mice are willing to cut off their tails rather then dishonor the High Mouse Reepicheep, who lost his tail in battle. This bold statement convinces Aslan to restore Reepicheep's tail.

TYRUS

A strong and nimble Satyr who believes that Prince Caspian and the Kings and Queens of old will save Narnia, his courage is beyond question.

BULGY BEAR

Though he is a loyal ally and strong warrior, Bulgy Bear has a peculiar habit of sucking his paws in times of great anxiety. While his massive size and striking claws would intimidate any Telmarine that crosses his path, Bulgy Bear is actually a reserved creature that some believe to be peaceful.

HAG

An accomplice to the Wer-Wolf, the Hag holds the key to bringing forth an ancient evil, the wand of the White Witch.

PRUNAPRISMIA

The wife of the evil tyrant Miraz, she gives birth to their first son, which starts Miraz's plan to kill Caspian, the rightful heir to Narnia's throne.

WIMBLEWEATHER

A gentle giant with a kind demeanor, Wimbleweather is at times sluggish, but what he lacks in intelligence he compensates with physical strength and courage. Though small for a giant, he is extremely powerful.

MENTIUS

A quick-witted warrior, this half man and half goat creature uses nimble dexterity to overpower unsuspecting Telmarines. Though slight in stature, Mentius is an essential soldier in the Narnian army.