

## THE CHRONICLES OF NARNIA: *THE VOYAGE OF THE DAWN TREADER*

### THE ISLANDS

#### LONE ISLAND

Lone Island is the first island visited by *The Dawn Treader* and is where King Caspian, Lucy, Edmund and Eustace find Lord Bern, and then are taken captive by a band of ruthless slave traders. It is here where the ship's crew finds out about the existence of the seven swords of the Telmar Lords from the kindly Lord Bern, who offers his own sword as a gift to Caspian and Edmund.

#### MAGICIAN'S ISLAND

The Dawn Treader's second stop continues a series of unexpected adventures when the crew encounters a group of invisible creatures called the Dufflepuds, who have been rendered imperceptible by the wise magician Coriakin. Lucy is kidnapped for a brief time by these whimsical unseen monopods, who bring her into Coriakin's library where she finds the beautiful but mysterious *Book of Incantations*. Here she must uncover a spell that will make the Dufflepuds visible again. When Coriakin reveals himself to Caspian and the children, he explains the significance of finding the seven swords.

#### GOLDWATER ISLAND

The third stop for *The Dawn Treader* is dominated by a large volcano but strangely, its surrounding waters catch the sun's warm light in a most enchanting way, reflecting a golden glow. Goldwater Island becomes a testing ground for both Edmund and Eustace. Edmund, once High King in Narnia, is again playing second fiddle to King Caspian when he discovers that anything that touches water on this island will turn to gold. He relishes the idea of becoming rich and powerful again. This overwhelming temptation causes friction between Edmund and Caspian. Lucy's and Edmund's odious and obnoxious cousin Eustace faces another form of temptation when he wanders away from the ship's crew and stumbles into a valley awash with jewels and other treasures. In addition to stumbling upon gold and riches, it is on Goldwater Island that King Caspian and the children also find two of the Seven Missing Lords (Restimar and Octesian).

#### RAMANDU'S ISLAND

Ramandu's Island is a seemingly deserted forest where the ship's crew discovers Aslan's abundant banquet table along with three sleeping Lords (Argoz, Revilian and Mavramorn). It is here where they also encounter Ramandu's daughter Liliandil, who warns King Caspian and his shipmates of what lies beyond their quest for the seventh and final sword.

#### DARK ISLAND

The last island in their adventure, it is here that Caspian, Lucy, Edmund, Eustace and Reepicheep meet the last of the living lords, the mad Lord Rhoop, who is now a tortured soul, having spent so long in this ungodly setting where one's darkest nightmares can be fully realized. Lord Rhoop informs them that Dark Island is a place where their own dreams and fears will come to life. As they finally depart the island, a menacing sea serpent is brought to life and the crew must battle the colossal creature to save their ship and return Lord Rhoop's sword to Aslan's table in order to free Narnia of the darkness that threatens to destroy it.

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