

*The* CHRONICLES of NARNIA  
C. S. LEWIS

# The Last Battle

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AUTHOR OF THE LION, THE WITCH AND THE WARDROBE  
A  
Major  
Motion  
Picture  
HOLIDAY  
2005

*The* CHRONICLES of NARNIA

C. S. LEWIS

BOOK 7

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THE  
LAST BATTLE

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*Illustrated by Pauline Baynes*



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# NARNIA®

Although *The Magician's Nephew* was written several years after C.S. Lewis first began THE CHRONICLES OF NARNIA®, he wanted it to be read as the first book in the series. HarperCollins is happy to present these books in the order in which Professor Lewis preferred.

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## The Last Battle

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## CAST OF CHARACTERS

**ASLAN.** The King, Lord of the whole wood, and son of the Emperor across the Sea. Aslan is the Lion, the Great Lion. He comes and goes as and when he pleases; he comes to overthrow the witch and save Narnia. Aslan appears in all seven books.

**DIGORY KIRKE.** Digory was there at the very beginning in *The Magician's Nephew*, and he is also in *The Lion, the Witch and the Wardrobe*. If it were not for Digory's courage, we might never have heard of Narnia. Find out why in *The Magician's Nephew*.

**POLLY PLUMMER.** Polly is the first person to leave our world. She and Digory take part in the very beginning of everything in *The Magician's Nephew*.

**JADIS.** The last Queen of Charn, which she herself destroyed. Jadis arrives in Narnia with Digory and Polly in *The Magician's Nephew* and has taken over the land as the White Witch in *The Lion, the Witch and the Wardrobe*. Completely evil, she is also very dangerous, even in *The Silver Chair*.

**UNCLE ANDREW.** Mr. Andrew Ketterley thinks he is a magician, but like all who meddle with magic, he doesn't really know what he is doing. The results are dire in *The Magician's Nephew*.

## THE PEVENSIES.

**Peter Pevensie**, King Peter the Magnificent,  
the High King

**Susan Pevensie**, Queen Susan the Gentle

**Edmund Pevensie**, King Edmund the Just

**Lucy Pevensie**, Queen Lucy the Valiant

The four Pevensies, brothers and sisters, visited Narnia at the time of the winter rule of the White Witch. They remained there for many Narnian years and established the Golden Age of Narnia. Peter is the oldest, followed by Susan, then Edmund and Lucy. They are all in *The Lion, the Witch and the Wardrobe* and *Prince Caspian*. Edmund and Lucy are also in *The Voyage of the Dawn Treader*; Edmund, Lucy, and Susan appear in *The Horse and His Boy*; and Peter, Edmund, and Lucy appear in *The Last Battle*.

**SHASTA**. There is a mystery about this adopted son of a Calormene fisherman. He is not what he seems, as he himself discovers in *The Horse and His Boy*.

**BREE**. This great war horse is also unusual. He was kidnapped as a foal from the forests of Narnia and sold as a slave-horse in Calormen, a country across Archenland and far to the south of Narnia. His real adventures begin when he tries to escape in *The Horse and His Boy*.

**ARAVIS**. Aravis is a Tarkheena, a Calormene

noblewoman, but even so she has many good points, and they come to light in *The Horse and His Boy*.

**HWIN.** Hwin is a good-natured, sensible horse. Another slave taken from Narnia, she and Aravis become friends in *The Horse and His Boy*.

**PRINCE CASPIAN.** He is the nephew of King Miraz and is known as Caspian the Tenth, Son of Caspian, and the True King of Narnia (King of Old Narnians). He is also called a Telmarine of Narnia, Lord of Cair Paravel, and Emperor of the Lone Islands. He appears in *Prince Caspian*, *The Voyage of the Dawn Treader*, *The Silver Chair*, and *The Last Battle*.

**MIRAZ.** Miraz is a Telmarine from the land of Telmar, far beyond the Western Mountains (originally the ancestors of the Telmarines came from our world), and the usurper of the throne of Narnia in *Prince Caspian*.

**REEPICHEEP.** Reepicheep is the Chief Mouse. He is the self-appointed humble servant to Prince Caspian, and perhaps the most valiant knight in all of Narnia. His chivalry is unsurpassed, as also are his courage and skill with the sword. Reepicheep appears in *Prince Caspian*, *The Voyage of the Dawn Treader*, and *The Last Battle*.

**EUSTACE CLARENCE SCRUBB.** Eustace is a cousin of the Pevensie family whom Edmund

and Lucy must go and visit. He finds Narnia something of a shock. He appears in *The Voyage of the Dawn Treader*, *The Silver Chair*, and *The Last Battle*.

**JILL POLE.** Jill is the heroine of *The Silver Chair*; she goes to Narnia with Eustace on his second Narnian adventure. She also comes to aid Narnia in *The Last Battle*.

**PRINCE RILIAN.** The son of King Caspian the Tenth, Rilian is the lost Prince of Narnia; find him in *The Silver Chair*.

**PUDDLEGLUM.** Puddleglum is a Marsh-wiggle from the Eastern Marshes of Narnia. He is tall, and his very serious demeanor masks a true heart of great courage. He appears in *The Silver Chair* and *The Last Battle*.

**KING TIRIAN.** Noble and brave, Tirian is the last King of Narnia. He and his friend Jewel, a Unicorn, fight *The Last Battle*.

**SHIFT.** An old and ugly Ape, Shift decides that he should be in charge of Narnia and starts things that he can't stop in *The Last Battle*.

**PUZZLE.** Puzzle, a donkey, never meant any harm—you see, he's not really very clever. And Shift deceives him in *The Last Battle*.

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## BY CALDRON POOL

In the last days of Narnia, far up to the west beyond Lantern Waste and close beside the great waterfall, there lived an Ape. He was so old that no one could remember when he had first come to live in those parts, and he was the cleverest, ugliest, most wrinkled <sup>猿</sup>Ape you can imagine. He had a little house, built of wood and thatched with leaves, up in the fork of a great tree, and his name was Shift. There were very few Talking Beasts or Men or Dwarfs, or people of any sort, in that part of the wood, but Shift had one friend and neighbor who was a donkey called Puzzle. At least they both said they were

friends, but from the way things went on you might have thought Puzzle was more like Shift's servant than his friend. He did all the work. When they went together to the river, Shift filled the big skin bottles with water but it was Puzzle who carried them back. When they wanted anything from the towns further down the river it was Puzzle who went down with empty panniers on his back and came back with the panniers full and heavy. And all the nicest things that Puzzle brought back were eaten by Shift; for as Shift said, "You see, Puzzle, I can't eat grass and thistles like you, so it's only fair I should make it up in other ways." And Puzzle always said, "Of course, Shift, of course. I see that." Puzzle never complained, because he knew that Shift was far cleverer than himself and he thought it was very kind of Shift to be friends with him at all. And if ever Puzzle did try to argue about anything, Shift would always say, "Now, Puzzle, I understand what needs to be done better than you. You know you're not clever, Puzzle." And Puzzle always said, "No, Shift. It's quite true. I'm *not* clever." Then he would sigh and do whatever Shift had said.

One morning early in the year the pair of them were out walking along the shore of Caldron Pool. Caldron Pool is the big pool right under the cliffs at the western end of Narnia.

The great waterfall pours down into it with a noise like everlasting thunder, and the River of Narnia flows out on the other side. The waterfall keeps the Pool always dancing and bubbling and churning round and round as if it were on the boil, and that of course is how it got its name of Caldron Pool. It is liveliest in the early spring when the waterfall is swollen with all the snow that has melted off the mountains from up beyond Narnia in the Western Wild from which the river comes. And as they looked at Caldron Pool Shift suddenly pointed with his dark, skinny finger and said,

"Look! What's that?"

"What's what?" said Puzzle.

"That yellow thing that's just come down the waterfall. Look! There it is again, it's floating. We must find out what it is."

"Must we?" said Puzzle.

"Of course we must," said Shift. "It may be something useful. Just hop into the Pool like a good fellow and fish it out. Then we can have a proper look at it."

"Hop into the Pool?" said Puzzle, twitching his long ears.

"Well how are we to get it if you don't?" said the Ape.

"But—but," said Puzzle, "wouldn't it be better if you went in? Because, you see, it's you who

## THE LAST BATTLE

wants to know what it is, and I don't much. And you've got hands, you see. You're as good as a Man or a Dwarf when it comes to catching hold of things. I've only got hoofs."

"Really, Puzzle," said Shift, "I didn't think you'd ever say a thing like that. I didn't think it of you, really."

"Why, what have I said wrong?" said the



Ass, speaking in rather a humble voice, for he saw that Shift was very deeply offended. "All I meant was—"

"Wanting *me* to go into the water," said the Ape. "As if you didn't know perfectly well what weak chests Apes always have and how easily they catch cold! Very well. *I will* go in. I'm feeling cold enough already in this cruel wind. But I'll go in. I shall probably die. Then you'll be sorry." And Shift's voice sounded as if he was just going to burst into tears.

"Please don't, please don't, please don't," said Puzzle, half braying, and half talking. "I never meant anything of the sort, Shift, really I didn't. You know how stupid I am and how I can't think of more than one thing at a time. I'd forgotten about your weak chest. Of course I'll go in. You mustn't think of doing it yourself. Promise me you won't, Shift."

So Shift promised, and Puzzle went cloppety-clop on his four hoofs round the rocky edge of the Pool to find a place where he could get in. Quite apart from the cold it was no joke getting into that quivering and foaming water, and Puzzle had to stand and shiver for a whole minute before he made up his mind to do it. But then Shift called out from behind him and said: "Perhaps I'd better do it after all, Puzzle." And when Puzzle heard that he said, "No, no. You

promised. I'm in now," and in he went.

A great mass of foam got him in the face and filled his mouth with water and blinded him. Then he went under altogether for a few seconds, and when he came up again he was in quite another part of the Pool. Then the swirl caught him and carried him round and round and faster and faster till it took him right under the waterfall itself, and the force of the water plunged him down, deep down, so that he thought he would never be able to hold his breath till he came up again. And when he had come up and when at last he got somewhere near the thing he was trying to catch, it sailed away from him till it too got under the fall and was forced down to the bottom. When it came up again it was further from him than ever. But at last, when he was almost tired to death, and bruised all over and numb with cold, he succeeded in gripping the thing with his teeth. And out he came carrying it in front of him and getting his front hoofs tangled up in it, for it was as big as a large hearthrug, and it was very heavy and cold and slimy.

He flung it down in front of Shift and stood dripping and shivering and trying to get his breath back. But the Ape never looked at him or asked him how he felt. The Ape was too busy going round and round the Thing and spreading

it out and patting it and smelling it. Then a wicked gleam came into his eye and he said:

"It is a lion's skin."

"Ee—auh—auh—oh, is it?" gasped Puzzle.

"Now I wonder . . . I wonder . . . I wonder," said Shift to himself, for he was thinking very hard.

"I wonder who killed the poor lion," said Puzzle presently. "It ought to be buried. We must have a funeral."

"Oh, it wasn't a Talking Lion," said Shift. "You needn't bother about *that*. There are no Talking Beasts up beyond the Falls, up in the Western Wild. This skin must have belonged to a dumb, wild lion."

This, by the way, was true. A Hunter, a Man, had killed and skinned this lion somewhere up in the Western Wild several months before. But that doesn't come into this story.

"All the same, Shift," said Puzzle, "even if the skin only belonged to a dumb, wild lion, oughtn't we to give it a decent burial? I mean, aren't all lions rather—well, rather solemn? Because of you know Who. Don't you see?"

"Don't you start getting ideas into your head, Puzzle," said Shift. "Because, you know, thinking isn't your strong point. We'll make this skin into a fine warm winter coat for you."

"Oh, I don't think I'd like that," said the



Donkey. "It would look—I mean, the other Beasts might think—that is to say, I shouldn't feel—"

"What are you talking about?" said Shift, scratching himself the wrong way up as Apes do.

"I don't think it would be respectful to the Great Lion, to Aslan himself, if an ass like me went about dressed up in a lion-skin," said Puzzle.

"Now don't stand arguing, please," said Shift. "What does an ass like you know about things of that sort? You know you're no good at thinking, Puzzle, so why don't you let me do your thinking for you? Why don't you treat me as I treat you? I don't think I can do everything. I know you're better at some things than I am. That's why I let you go into the Pool; I knew you'd do it better than me. But why can't I have my turn when it comes to something I *can* do and you can't? Am I never to be allowed to do anything? Do be fair. Turn and turn about."

"Oh, well, of course, if you put it that way," said Puzzle.

"I tell you what," said Shift. "You'd better take a good brisk trot down river as far as Chippingford and see if they have any oranges or bananas."

"But I'm so tired, Shift," pleaded Puzzle.

"Yes, but you are very cold and wet," said