

### Chapter 1 : Red Queen (Disney) | Villains Wiki | FANDOM powered by Wikia

*The Underland is a fictional location in the children's fantasy series The Chronicles of Narnia by C. S. Lewis. It is located beneath the land of Narnia, and appears mainly in The Silver Chair, where Eustace Scrubb and Jill Pole travel under the ground to reach it in their search for Prince Rilian.*

Her suspicion had started and ended with the hearts. She, like Mirana, preferred to work with shades rather than shapes. In particular, neither was inclined to enjoying morning executions. If they had to be done at all they should be done in the evening. Something had been Not Right about her sister. Her suspicion had started and ended with hearts. Her sister, the Red Queen, had never cared for them. She, like Mirana, preferred to work with shades and colors rather than shapes. They both preferred to repaint not rebuild and in particular, neither was inclined to enjoying morning executions. As a Queen in Underland Mirana had seen plenty of people and creatures go mad. Although many things changed, the basic desires such as a dislike of Hearts did not. She glides down deeper, past cells with rotting remains. Some of the ones down here are shallow pools. Others glow pink and purple. Intuition guides Mirana to the last cell on the left and bades her to enter. She presses a stone on the back wall and continues on. Finally she comes to a tiny door. She takes a small vial of pishiver out and takes a sip. Shrinking she pulls another dress out of her pocket and puts it on. Before she can reach the door however, it swings open. Then she runs forward and hugs her sister tight. Then her eyes widen, first with shock, then with joy. But you were my only hope. No one else would notice the swap, that slurvish Jabberwock. Similar marks cover Iracy. The three women make their way out of the dungeons. As they pass through occupied hallways the occupants gasp. Its walls are a sunny yellow. Two beds occupy opposing corners and a small table occupies a third. Mirana helps the two queens into bed and murmurs reassurances until both are asleep. Then she calls for her messengers. He shakes his head. I want you two to send out the invitations. We are to have party! Please write the right rite down all right? March bounds off right away but Hatter pauses at the door. Underland has found her trice now or perhaps she has found Underland. I have no fear of her not returning. Mirana peeks at the two not missing queens once more before retiring to her own bed. The author would like to thank you for your continued support. Your review has been posted.

*Underland is in decline after years of being under the rule of the evil Red Queen. For inspiration, Burton was drawn to a World war II-era photograph of a British family having tea outside their estate under the bleak skyline of war-torn London.*

Contents [ show ] Personality The Red Queen is an impatient, oppressive and hot-tempered empress who treats her subjects unfairly and simply orders anyone to execution by decapitation when she always shouts "Off with their his or her heads! But after her redemption and her change of heart in the second film, she becomes intelligent, altruistic and simplistic. Description As the plot of "Through the Looking-Glass" plays out within a living game of chess, the Red Queen could be viewed as an antagonist as she is the queen for the side opposing Alice. Despite this, their initial encounter is a cordial one, with the Red Queen explaining the rules of chess concerning promotion – specifically that Alice is able to become a queen by starting out as a pawn and reaching the eighth square at the opposite end of the board. As a queen in the game of chess, the Red Queen is able to move swiftly and effortlessly. In doing this, Alice presents an end game, awakening from the dream world of the looking glass, by both realizing her hallucination and symbolically "taking" the Red Queen in order to checkmate the Red King. Her right-hand man is the Knave of Hearts. She resides in her palace called Crims within the port city of Salazen Grum. The Red Queen was so paranoid, she even had her husband executed, believing he would leave her for the White Queen. She was often referred to as Bloody Big Head, possible because all of her power, which she stole, literally went into her head. Her rule was harsh for all of Underland. Those that opposed her rule were hunted down and executed. Even her most loyal advisers feared her so greatly that they would deform themselves with fake noses and ears just so she would not punish them for being more attractive than she. However, she does show affection for Knave of Hearts but this romance is one-sided. When she heard Stayne was in love with Alice, her head turns red and yells his name but the Knave lies that Um seduced him and she begins to yell "Off with her head! In the morning, the execution of the Hatter and the Dormouse begins, When the Executioner welds an axe at the Hatter, his body disappears and the hat floats to the Red Queen and the Cheshire Cat appears he was the Hatter for a whole time during the execution, after the disgrace of her subjects as liars, cheats, and falcifires, she yells off with their heads but the Hatter yells to all people and animals to stand up and fight and rise up against the Bloody Red Queen, they all yelled "Down with the bloody big head! Furious, the Queen summons the [[Jubjub Bird]] to attack all of the Underland people and animals. She returns in the sequel, Alice Through the Looking Glass, here she is the main antagonist turned into a major character her boyfriend is now Time. She now lives in the Red Castle within the Outlands during her exiled as her former castle in the abandoned kingdom of Salazen Grum lay in ruins. The Red Queen becomes the girlfriend of Time and she wants to rule the universe with him with the power of the cronosphere, the Red Queen discovers who Alice steal the cronosphere and orders Time to find her and killing her. When she and the White Queen was two little girls their parents threats her like she was nothing and ever threats the White Queen like their preferred. One day the Red Queen would have the big and large head who her have now crashed into a statue making her head grows up, her head would become more big and large when he was humiliated at his in his incarnation where his father decide to gave the crown to the White Queen make the Red Queen evil and revengeful. The two are prisoned into a cage by the Red Queen together with the others. The Red Queen takes the cronosphere and back to the past taking the White Queen with her. The Red Queen back to the day where his sister lies for who eat the biscuits and try to change the past meeting her from the past but destroying all universe making her and the whole universe being turned to stone, a stone Red Queen is saved by the White Queen before the White Queen self-being turned to stone. However, Alice making the cronosphere back to his place making the whole universe back to normal and making so the Red Queen back to normal and to live as the all people on Earth. The White Queen apologizes to the Red Queen and the two being two lovely sisters. So she turns better due to being loved by everyone, and she finally realizes the meaning of family and hope. Here, she wonders whatever Donald Duck is an Alice or a lost pawn. After her husband confirms that it is a lost pawn, she orders the red chess pieces to stop Donald.

Luckily, he got away before the Queen did something bad. It was seen during the demonstration on the chess game, she was kicked by the White King.

*The Lady of the Green Kirtle, also called Queen of Underland and Queen of the Deep Realm, is the main antagonist in The Silver Chair by C. S. Lewis. She is sometimes called briefly the Green Lady (on analogy with Jadis, the White Lady), and she is known also as the Emerald Witch ; neither name, however, appears in Lewis's text.*

She is the tyrannical queen of Underland and possesses a bloodthirsty personality, commonly sentencing people and animals to be beheaded for the most ordinary of situations. She maintains a difficult relationship with her younger sister, Mirana the White Queen. When asked about the decision of fusing the characters to create just one, Woolverton explained: He wrote the lyrics. He taught me a lot. And he said why have two average characters when you can have one great character? Put these two together and make one great character, and she does an amazing job. Her right hand man is the Knave of Hearts. The Red Queen was so paranoid, she even had her husband executed, believing he would leave her for the White Queen. She was often referred to as Bloody Big Head, possibly because all her power, which she stole, literally went to her head. Her rule was harsh for all of Underland. Those that apposed her rule were hunted down and executed. Even her most loyal advisers feared her so greatly that they would deform themselves with fake noses and ears just so she would not punish them for being more attractive than she was. However, she does show affection for Knave of Hearts this romance, however, is one-sided. On Griblig Day, the Red Queen screams out in anger that someone had stole three of her tarts. After finding out it was one of her Frog-Footmen, he is later to be executed. She is informed by the Knave of Hearts that Alice has returned to Underland, the Red Queen assigns Bayard Hamar, the Bloodhound, to pursue Alice for his imprisoned wife and pups, and his own freedom. Later, the Red Queen sees an oversized Alice in her garden, and to avoid suspicion, Alice tells the Queen her name is Um from Umbridge and that people make fun of for her height. The next morning while Tarrant is hating the Red Queen, she hears the news about how the Knave had advanced towards Alice. Alice returns to Tarrant and Mallymkun but right away is charged of seduction. However, Alice manages to escape with the Vorpall sword. Tarrant was substituted by Chessur and the real Hatter is up with the Red Queen. In retaliation, the Red Queen orders the release of the Jubjub Bird which terrorizes the people. The Red Queen then tells the Knave to prepare the Jabberwock for battle as it is time to visit her sister. Alice dons the armor and Vorpall sword. Both armies arrive at a chessboard-like battlefield for the battle between Alice and the Jabberwock. After the Jabberwock is slain, the Red Queen orders her troops to kill Alice but they no longer follow her since the death of the Jabberwock. Chessur crowns the White Queen as once again the queen of Underland. The Knave, unable to live with the Red Queen, attempts to kill her but is quickly stopped by Tarrant, and both the Red Queen and The Knave are carried off of battle field. This causes Iracebeth to melt down, and her father deems her too inappropriate to rule Underland, and passes the title of queen to her younger sister Mirana, the White Queen. When consulted on the issue by their mother, Mirana lies about eating the tart, and Iracebeth is unfairly accused, causing her to run out of the castle in sadness. Alice sees her about to run into a clock, the event that deforms her head and personality. The Hatter finds his family to be shrunk and trapped in an ant farm. Prepared for their arrival after being informed by Time, Iracebeth apprehends them and steals the Chronosphere from Alice, taking Mirana back to the day she lied about the tart. When Iracebeth and her past self see each other as Iracebeth attempts to stop Mirana from lying, time becomes irrelevant, and Underland begins to freeze. Using the Chronosphere, Alice, the Hatter, Mirana, and a frozen Iracebeth race back to the present, where Alice only just is able to place the Chronosphere back in its original place. With the Chronosphere stabilized, Underland reverts back to normal. Mirana apologizes to Iracebeth for lying, and both of them make amends. In one of the 2D animated scenes which was shown during the credits, both Iracebeth and Mirana are seen drinking tea but have a funny lute for their crown. Anastasia is born to an unnamed father and mother, and she has at least two sisters. One of these sisters marries a prince, and gains much favoritism from their mother for it. As for Anastasia, her mother expects her beauty and charm to earn her a chance to become queen or possibly choose a nobleman as a husband. But instead she falls in in love with a dashing thief, Will Scarlet , and the two later live together in Sherwood Forest. When they agree, Will hurries home to

tell Anastasia, and shortly thereafter, heads into the castle with the Merry Men, where he secretly pilfers a looking glass. During the night, he returns to an awaiting Anastasia. Once Will throws the looking glass onto the floor, it opens a portal. He prompts her on where they should go, to which Anastasia excitedly decides on going to Wonderland. Holding hands, they then prepare to jump into the portal. Anastasia retort that Will makes her happy, because she loves Will and he loves her. Coldly, her mother warns her that love is not enough to build a life, and that when Anastasia learns this lesson she will not be allowed to return to her home, unless she is willing to be her chamber pot maid. Bidding her mother farewell, Anastasia turns away to link hands with Will to disappear into the portal, to Wonderland and a better life with her Will. Will and Anastasia leave for Wonderland. In Wonderland, the lovers end up finding life much harder than they thought. Despite having their love for one another, the two end up living in a wagon and constantly scrounging for food. While looking for berries, a carriage with the smell of baked goods passes by. Realizing the food is for the upcoming royal ball, the pair pilfer clothes and forge invitations into the castle. While they develop a good rapport and share a drink, guards haul out Will due to his forged invitation, and Anastasia, too, is thrown out after being called out for wearing a stolen gown. Outside, Will shows her the bread he nabbed, stating that they have food for at least a month. While Will begins to head back to their wagon, Anastasia, before following him, takes a longing look at the castle balcony. When their circumstances become grim, she suggests stealing the royal jewels and selling them once they leave Wonderland for another realm. Convinced by her that they are poor, need money and have no future in Wonderland, Will consents and they form a plan for the heist. While Will waits under the castle balcony for her to throw down the goods, Anastasia breaks into a cabinet to bag the jewels. In distraction, she examines a red crown, to which the Red King catches her. Anastasia hands back the crown, though he offers to gift it to her if she marries him. Choosing wealth over love, she accepts the proposal and later strolls out to the balcony, garbed in a lascivious new outfit topped off with the red crown, to greet the adoring public as their new Queen. Anastasia finds adjusting to life in the palace slightly difficult. When introduced to The Tweedles she politely asks their names, but she is corrected by the two. They have no names since they are merely servants. She also is formally introduced to Cora, the Queen of Hearts, and the two develop a good rapport almost instantly, Cora contrasting her favorably to Regina her disappointment of a daughter. Anastasia however passes, noting that the Red King believes such powers create to great a separation between the Crown and the people. Cora, though a tad disappointed offers Anastasia her friendship. The Red Queen and Jafar. After ascending the throne, Anastasia becomes known as the Red Queen. Her relationship with the Red King, at this point, is largely unknown except that he began to take on various mistresses. She teams up with a sorcerer named Jafar to capture a genie, Cyrus. She arrives on the cliff by the Boiling Sea to intercept Alice and Cyrus as they declare their love for each other. Her guards begin attacking the two in an attempt to capture them. During the battle, the Red Queen watches indignantly as the twosome defeat her dozen soldiers. However, being outnumbered, Alice and Cyrus are cornered and defeated by her guards. As Alice is held down while Cyrus is dragged away, he breaks free to rescue her. Changing things up, the Red Queen twirls her hand and smiles deviously, using magic to topple Cyrus over the cliff and into the Boiling Sea, as a horrified Alice watches her lover plummet to his death. Fortunately, unknown to Alice, Jafar waits ominously below and catches Cyrus on his magic carpet. She demands he come with her, and the two of them go to her castle. Once inside, she asks the Rabbit if he has brought Alice. The Rabbit affirms this to be true. In turn, the Queen orders him to continue to do her bidding, or else he will be turned into furniture. The rabbit slinks away as the Queen smiles wickedly. The Queen manages to gasp out that only she knows where Alice is, and he should be wise to remember this. Jafar reluctantly stops choking her, and she flashes him a triumphant smile, reminding him Wonderland is her world, not Agrabah. As per her duties to the kingdom, Red Queen sits in the throne room where petitioners bring attention to their plights. However, she expresses boredom at listening to their problems, which causes an uproar from her subjects. Suddenly, the noise ceases as the petitioners are frozen in place. The Red Queen gets up from her throne asking if Jafar is present. Jafar appears and states he does not understand how she can take listening to people all day. He asks if she has made any progress with obtaining the location of the bottle. Coyly, she gives an affirmative response, but has doubts Jafar can do what he says he can do, which is bend the laws of magic. As she attempts to walk away

from him, Jafar freezes her in place, and coldly asserts he is the one in charge, and the two of them are not involved in a partnership. She manages to gasp out, though it is a lie, that the bottle is now in Mimsy Meadows under the Tum Tum Tree. Believing to have received a proper answer, he removes the spell from her body entirely.

### Chapter 4 : queen of underland | Tumblr

*If King Caspian is a model king, the Queen of Underland wrote the book on wickedness. The Black Knight reveals that she has plans to overtake a kingdom in the upper world, slay its king (a.k.a. Narnia and Caspian, respectively), and subjugate its people.*

I thought the premise was great and I never read about zombies so this felt like a good opportunity to start doing so. The problem of this retelling was that it was a copied version of the original Alice in Wonderland with zombies in it. The story is about this Infection that turns people into zombies. The premise is not that original but Carroll was going to be a character in the book so I was very excited! Plus the characters are dry and their relationships artificial. Since Carroll is a zombie he narrates the tale of Alice twisting it a bit, making it more gory and bloody. The problem is that this book presents to us the original Alice in Wonderland, word by word, with very few changes. In conclusion, I think that this book lacks of plot and the characters act without any reason at all. What I did like though were the tiny hints from the original work introduced randomly throughout the story. If it is well written but simply not my taste I will give it at least three stars. To put it frankly, this book just made me angry. This book did not live up to my expectations. I liked how they included the queen and her s It takes a lot for me to not like a book. I liked how they included the queen and her son as well. It went off the rails when Alice, her sisters, and Mr. Dodgson or Dodson as they spell his name both ways, which was probably a mistake went for a picnic. Dodgson began to tell a story which turned into Alice in Wonderland almost word for word. There were hardly any changes made at all. At this point I started to skim instead of read because it was boring. At least throw in some Zombies or more action scenes. I wanted something original and creative. I skipped to the last few chapters, which were very strange. I think there was an attempt made to reference the inappropriate nature of the relationship between the real Alice and Dodgson Carol but it was very awkwardly done. Overall I felt like this was trying to be another Pride and Prejudice and Zombies, but it failed. My suspicions were legitimized when I read the afterword and the author said that book was one of her inspirations. This book was uncreative, riddled with spelling mistakes, and just plain boring. I left it feeling annoyed and disappointed, I was hoping to make it a new favourite.

*Underland is the version of Wonderland used in the film Alice in Wonderland and in its sequel Alice Through the Looking Glass. It is a nonsensical realm populated by humans, talking animals and plants, and other magical beings.*

In late , I was inspired by a picture of Venus flytrap. I thought I could make heart-shaped flytraps for a headless queen of hearts. Then in order to match the flytrap, I decided to make a green gown for the queen. However, beyond all my expectations, it took me 8 years to achieve this concept. As an untrained self-taught artist, I needed to overcome many difficulties both on the designs and on the technics, challenging myself to do things that no one had thought and done before. During that time, I was treated like an underdog by a fellow doll maker and was not supported by my family, so I was hoping to finish this piece to prove myself. Every time I thought how it looks like when the whole chapter finished, it felt so exciting that my heart almost lost a beat. However, this kind of hope eventually became heavy stresses, which made me disappointed and anxious. Luckily, I got support from friends really like me, and was appreciated by the expert collectors. And I finally understood it was not the only work of mine. Finished it is not an end, but a new beginning. This slideshow requires JavaScript. Although the shoes are barely seen in the full set photos, I did spend time designing them carefully. My target was to design shoes that no one had designed before. Then, in the long long process, it came to me suddenly. At the end of , I started to build the 3D molds of the shoe soles, so the idea should come earlier than that. The rest of the shoes from the silhouettes to the details were designed based on the shapes of the soles. I kept improving the design til the end of and in March , they finally became real. The soles were brass plated with 18K gold. It was my first time to try metal casting. I always like to try something new. Just imagine if someone could walk on these shoes, they would leave shoe prints of hearts and spades with complex patterns inside.

### Chapter 6 : Underland (Narnia) - Wikipedia

*She appears as the Queen of Underland after Rilian is released from the Silver Chair and his enchantment. The Queen attempts to enchant Jill, Eustace, Puddleglum, and Rilian with her green powder and music.*

It is a nonsensical realm populated by humans, talking animals and plants, and other magical beings. Underland is a far more nonsensical world than the one Alice remembered, and it has a solid geography, divided between many regions, including Marmoreal southeast of Underland , Crims centre north of Underland , Witzend west of Underland , Ipalm centre west of Underland , and the Outlands far west of Underland. Entrances Down the Rabbit Hole This entrance is located on the Ascot family property, in hole in the ground by a tree nearby the mansion. If someone falls in the hole, it will lead them to the Round Hall in Underland. The hole is stuffed with furniture of many sizes, from small table lamps, a bed, and even a piano; some furniture is positioned on the walls of the hole, while others are just floating in midair. If someone passes through the wall-hung mirror over the fireplace, it will lead them to a mirrored office in Underland. Its architecture seems to be inspired by the pieces and the board of a chess game, and it seems to be entirely built of marble, with a predominant white color. The castle is surrounded by tall waterfalls, and large gardens. The entire house is modeled to resemble a top hat. Crims Region Salazen Grum Salazen Grum is the castle and former home of Queen Iracebeth , who lived there with her court, servants , and army. The castle seems to be entirely built from stone, with red as a predominant color. It had gardens with many red roses and hedges cut into the shape of the Red Queen herself. It was also here where Alice Kingsleigh slayed the Jabberwocky. The region was populated mostly by humans, though some talking animals lived here as well. It was the original home of the Mad hatter himself, Tarrant Hightopp , his family, and their hat shop. The entire town and surrounding forest was burned to the ground by the Jabberwocky during the Horunvendush Day the day the Red Queen took control of Underland , and is currently abandoned. Ipalm Region Hare House A windmill in ruins, this place was once surrounded by lush trees and beautiful flowers, but is now a gloomy wasteland. This is where Tarrant Hightopp , Thackery Earwicket , Mally , and Chessur enjoy each others company by drinking tea and eating cakes. Alice Kingsleigh visited this place when she first came to Underland when she was a child, and again when she was a young adult. Outlands An untamed land to the very far west of Underland. After being banished from Underland, the Red Queen built an organic army and castle here. A gigantic, grim, dark, and uninviting castle which has a predominant black color. When seen from the sky, the building itself seems to act like a clock, with three gigantic hands seconds, minutes and hours protruding from it and pointing to giant roman numerals. There is an abyss separating the castle and the outside lands. Its waves reflect moments of the past, and crashing the Chronosphere in it will take the one who is controlling it to travel back to the determined moment.

Chapter 7 : queen of the underland | Tumblr

*the underland chronicles fanart the underland chronicles the underland chronicles au tuc au gregor the overlander gto au gto hogwarts au tuc hogwarts au gregor luxa queen luxa nerissa henry tuc gregor tuc gregor and luxa gto fanart gto fic tuc fic ripred solovet vikus miravet mareth tuc mareth dulcet dulcet tuc suzanne collins gregor the.*

The White Queen is based upon the chess piece of the same name. She is portrayed by Anne Hathaway in the movie and the movie , in which she is the sister of The Red Queen. Contents [ show ] Description The White Queen, along with her husband the White King , is one of the first characters to be seen in the story. She first appears in the drawing room just beyond the titular looking-glass as an animate chess piece unable to see or hear Alice. The Queen is looking for her daughter Lily ; Alice helps this by lifting the White Queen and the White King onto the table, leading them to believe they were thrown up by an invisible volcano. She does not meet the White Queen as a human-sized character until the fifth square. The White Queen , curiously, lives backwards in time to a degree, due to the fact she lives through the eponymous looking glass. The White Queen also claims to be over a hundred and one years old. When Alice finds this is hard to believe, the Queen responds that in her youth she could believe "six impossible things before breakfast" and counsels her to practice the same skill. The meeting ends oddly, with the Queen seeming to turn into a bespectacled sheepwhositsat a counter as Alice passes into the next square on the board. When that celebration goes awry, the White Queen seems to flee from the scene by disappearing into a tureen of soup. Her given name in the film is Mirana of Marmoreal. She is stated to be the rightful ruler of Underland , but her eldest sister Iracebeth, The Red Queen , usurped and claimed the crown as her own. The film makes no reference to a White King, and as such it is likely this version of the White Queen is unmarried and rules alone. It is interesting to note that she is able to complete the potion that allows Alice to shrink by spewing in her own "Wishful Thinking" for the final instillment of the needed ingredient. When she moves, she does so gracefully, giving the illusion that she is perpetually dancing. She was led out of the village, but lost her crown out of confusion. She forgives him as Alice will also find the Vorpal sword. When Alice goes to Marmoreal on the Bandersnatch , she hands over Mirana the Vorpal sword, which is now with the armor. Since Alice is too big, she makes Pishsalver with disgusting ingredients. After Alice drinks it, she becomes the right size. She is then at the chessboard-like battlefield with her army when she gives Iracebeth one more chance for peace, but she declines. Mirana then set forth her chosen champion Alice to battle the Jabberwocky. After Alice slays the Jabberwock, she reclaims her crown and banishes Iracebeth and the Knave to the Outlands. It is also to note that Alice referenced "six impossible things before breakfast" twice in the film. The six impossible things are: Cats can disappear The Cheshire Cat Number 5: I Alice can slay the Jabberwocky. The White Queen in the film is completely different from the White Queen in the books. As Alice journeys to Marmoreal with her new friends, various characters begin to comment on the White Queen and her dwellings. Mallymkun states that "the Hatter rather likes the White Queen, but she can be as terrifying as her sister when she wants to be. Alice arrives to rescue her too late only to see the Queen has been executed by a guillotine at the hands of the Red Kingdom. She was killed by Redd The Red Queen. In the movie when the flowers are singing - there is a white flower that resembles the White Queen and it is the same with the red rose that resembles the Red Queen.

### Chapter 8 : Talk:Queen of the Underland - Wikipedia

*The Lady of the Green Kirtle, also called the Queen of Underland, the Green-Witch, the Witch-Queen, or (to differentiate her from the White Witch) the Emerald Witch, was a beautiful but villainous sorceress who ruled the Shallow Lands, a country she had magically created underneath Narnia.*

This blog is a chapter-by-chapter reflection on C. Please feel free to discuss, comment, praise, or object at will.

The Queen of Underland Chapter Summary: The approaching footsteps turn out to be the Queen of the Underworld herself. She enters the room and tells her the Earthmen present to leave. She asks Prince Rilian why he is unbound. Prince Rilian tells the Queen exactly what has occurred--that he has been rescued and her enchantment has been broken by the others present, and that he wants to be escorted into his own country immediately. The Queen crosses the room, blows a green powder into the fire in the fireplace, and begins to play a musical instrument. A sweet smell comes from the fire, and the musical instrument is used to lull Eustace, Jill, Puddleglum, and Prince Rilian slowly into an enchantment. The Queen slowly and soothingly convinces everyone present that Narnia and the Overworld are just places of dreams. Puddleglum resists the enchantment the hardest, and tries to remind everyone of the sun and then of Aslan. As the enchantment is nearly complete, Puddleglum gathers all of his strength and steps on the fire, crushing it. Immediately, the sweet heavy smell disappears and the room smells of slightly charred Marsh-Wiggle. Puddleglum gives a rousing speech, and the enchantment is broken completely for Eustace, Jill, and Prince Rilian as well. The Queen very quickly begins to transform into a snake. As soon as she does so, she wraps herself around Prince Rilian and prepares to kill him, but Prince Rilian, Eustace, and Jill are too fast--all three slice at the snake with their swords, and the snake falls dead. This comes just after Puddleglum stamps out the fire with his bare foot: Then all I can say is that, in that case, the made-up things seem a good deal more important than the real ones. Well, it strikes me as a pretty poor one. But four babies playing a game can make a play-world which licks your real world hollow. Beyond being a hero within the text, Puddleglum is C. Once you gather that the Underworld can be equated to Earth and that Aslan and Narnia can be equated to Jesus and Heaven, you get the picture pretty quickly. The fact that the Queen transforms into a snake is, undoubtedly, not a coincidence either. Instead, I will conclude by looking back at Puddleglum. The Puddleglum we met just a few chapters ago was a downright pessimist, looking for ironically a way to be even more pessimistic, which would put him more in line with other Marsh-Wiggles. Instead, Puddleglum has found the opposite. The least likely hero of the novel is indeed the greatest hero.

### Chapter 9 : The Red Queen | Disney Wiki | FANDOM powered by Wikia

*DeAnna Knippling strikes the perfect tone in "Alice's Adventures in Underland: The Queen of Stilled Hearts." One suspects the author was possessed by the spirit of Lewis Carroll while penning this delightful and thoroughly entertaining novel.*

She could be considered a "friend" of Gregor. Luxa is bonded to Aurora the bat, and later, Ripred the rat. Appearance Edit Luxa has the average appearance of a Regalian, with pale, translucent skin, violet eyes, and long, silvery blonde hair. She is first introduced with her hair braided and tucked into a belt at her waist. When Gregor asked her why, she mentioned that long hair is dangerous to have in battle. In *The Curse of the Warmbloods*, she has a new scar running from her left temple to her chin. Background Edit Luxa, the future queen of Regalia, is a girl around the same age as Gregor. She is described as having "attitude," and is an excellent sword fighter with an acrobatic fighting style. Her parents were killed by gnawers when she was young. Her grandmother, Solovet, is the leader of the Regalian army and a harsh, contentious woman, the opposite of her grandfather, Vikus, who is understanding and peaceful. She has several cousins: Luxa is weighed down by responsibility and grief, but she is a good, strong leader and a loyal friend. Luxa bonded with Ripred at the end of *Code of Claw*, causing a stir in Regalia in an attempt to make peace after the war. For several months everyone thought she had been killed by the deadly Serpents of the Waterway. Luxa and Gregor have a strong, though rocky, friendship. Luxa can occasionally be bossy, and does not like when others disagree with her. Trivia Edit She is a skilled athlete, excelling in sword fighting, calisthenics, and gymnastics. She used to own a pet lamb when she was younger. It knew tricks- including jumping through a hoop. She will be crowned queen of Regalia when she turns sixteen She was the first to bond with a rat Her Parents were Killed by rats.