

Dragon Wing Study Guide

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Plot Summary

Dragon Wing is the story of how Bane, a changeling boy finally meets his real father and finds that his father is not the wonderful person he always imagined. It is the story of how Hugh the Hand finds redemption from his life as an assassin and how the walls of Haplo's heart start to have a few chinks. The other story line, about Limbeck trying to free his people from a thousand years of subjugation by the elves, is also entangled in Haplo's and Bane's quests.

The novel begins with the Lord of the Nexus instructing Haplo to go to Arianus and spy on the people there, especially the Sartans who had imprisoned the Patryns. Haplo is to spread chaos and violence so that the world will be in enough disarray that when the Lord of Nexus comes he can easily conquer the world under his rule.

Hugh the Hand, an assassin, is hired by King Stephen to kill his changeling son who was left in the crib in place of Stephen's real son. Bane, the son has an amulet which enchants everyone who looks at Bane to adore him, but not necessarily love him. Hugh is considered a hard enough man that he will not fall under the sway of the enchantment. Hugh takes Bane under the guise of protecting him from assassins to set up his murder and blame it on the elves. Alfred, Bane's chamberlain, follows the two and catches up to them. Alfred is a Sartan and feels there is something good in the boy which makes Bane worth trying to redeem.

In the lower realm, Limbeck Bolttightener is condemned to walk the steps of Terrel, which means being slung off the continent with wings strapped to his back. This is due to his crime of blasphemy - his assertion that the Elves are not gods but mortal beings. He came to this conclusion when he found a wrecked watership with dead elves inside.

Jarred, Limbeck's girlfriend, has arranged for Limbeck to be rescued. When Limbeck is pulled back up to Drevlin, the continent, he brings with him a being who looks like one of the GEGS' gods and a dog. The being is actually Haplo whose ship wrecked when he came through the death gate.

Haplo encourages Limbeck's rebellion. Meanwhile, the ship carrying Hugh, Bane and Alfred also crashes on Drevlin. Eventually, Hugh and his group work with Haplo and Limbeck to take an elf watership and go to the higher realm to deliver Bane to his father.

In the higher realm, Bane's father, Sinistrad takes the group to his palace and pumps Bane, Limbeck and Haplo for information. Sinistrad is cold and cruel and eventually Bane turns against him.

Bane attempts to kill his father. When his mother, Iridal, tries to save him, Hugh steps in and kills Sinistrad, but not before Sinistrad delivers a bite with poison and Hugh dies. Iridal and Alfred calm the quicksilver dragon that Sinistrad had enthralled. When they go to get Bane, they find him gone. Haplo had kidnapped Bane to take to the Lord of

Nexus to be made into a disciple. Iridal and Alfred leave the higher realm to begin the search for Bane.



Prologue, Chapters 1 - 6

Prologue, Chapters 1 - 6 Summary

Dragon Wing is the story of a world which has been split into levels by the Sartans. Haplo has escaped a prison in which his people were put by the Sartans and is now intent on touring the other realms for his lord and fomenting war and chaos so that his lord can take over the world. Alfred, the last living Sartan, meets Haplo and together with a dwarf, Limbeck, an assassin and Bane, the son of the evil wizard from the high realm, they kill the wizard Sinistrad and free Iridal, Bane's mother. Haplo steals Bane to become a disciple of his lord and Alfred and Iridal begin searching the realms for Bane.

In the Prologue, Haplo meets with his Lord, who lives outside the Labyrinth in which the Sartans left their people. Haplo is being sent on a mission to go through the death gates, explore the world, create chaos and prepare the other realms for his Lord to take over the world. Haplo's Lord talks of the day he saw Haplo stumble from the Labyrinth, bleeding and almost dead. The Lord tells Haplo that the Sartans were supposed to monitor the Labyrinth and keep its magic in check but something happened and the Labyrinth became a place of torture and death for Haplo's people.

In Chapter 1, Hugh, "The Hand," is being taken in a cart to be executed for killing a man he did not kill. He is taunted and people throw things at him along the way because the Lord of Ke'lith, Lord Rogar, was a popular leader. Gareth, the captain of the guard for the dead lord, stops and calls Hugh a murderer. Hugh tells Gareth he did not kill the lord. Gareth rides away. Gareth tells Hugh that he had caught the elflord who said he gave Hugh the money to kill Lord Rogar. Hugh reminds Gareth of Gareth's daughter and how Hugh avenged her death. Gareth hits Hugh with a mailed fist.

In Chapter 2, Gareth points to Hugh and tells Magicka Gareth had no trouble with Hugh. The wizard demands Hugh confess to killing Rogar. Hugh reminds the crowd that with Rogar dead the wizard is now the guardian of Rogar's son and heir. Hugh tells Magicka that Hugh regrets never killing a wizard like Magicka. Just as the executioner is preparing to bring the axe down on Hugh's head the sound of fighting can be heard at the gate.

In Chapter 3, a king's courier leaps from a smaller dragon and commands Magicka to hand Hugh over. The courier hands the king's warrant to the wizard who reluctantly hands Hugh over to the king's men.

In Chapter 4, The dragons with Hugh and the king's men fly through the night and Hugh does what he can to see where they are going. The courier thinks about the ignorance of the population of Volkaran and Uylandia believing the elves are no longer attacking them because the humans are better warriors. The truth is there is a rebellion among the elves that the elf army must fight. A fog appears and Hugh realizes it is magical and that the courier is keeping Hugh from seeing where they are going. Hugh is led to a



room in which King Stephen waits for him. The king tells Hugh that he knows Hugh advertises himself as being willing to kill those who have wronged others. The king offers a job to Hugh and tells Hugh that he will be killed if he does not accept the job. Finally, after much bargaining and repartee the king tells Hugh that he is to kill the king's son.

In Chapter 5, The prince has been told his life is in danger and a nobleman will be taking him away and guarding him. Trian, the king's magus, tells Hugh he will give him the details of the plot. Hugh is the illegitimate son of a nobleman who cast Hugh's mother out. His mother was killed in an elven raid on Firstfall after she was cast into the streets. Hugh went to the Kir monks, not an easy life. Hugh says that he accidentally killed his father when Hugh confronted him and his father attacked. Trian shows Hugh the prince, a young, beautiful boy of about ten.

In Chapter 6, Trian says the king plans to divorce Anne and marry a woman from Volkaran, thus ending the problems with that kingdom. The king wants Hugh to make it look like the elves killed his son so that the king can start a war with the elves. Trian tells Hugh that the prince wears a hawk feather, an amulet, that was given him by a mysteriarch from the High Realm and that Hugh is to send that feather as a token that the boy is dead. The feather can only be removed if the boy is dead. Hugh meets the boy, who is named Bane, and Hugh wonders why anyone would name their son with such an awful name.

Prologue, Chapters 1 - 6 Analysis

In the prologue, a brief history of the Patryn race is given. The Lord of the Nexus is talking to Haplo about how the Sartans sundered the world and put the Patryns in the prison of the labyrinth. When the reader understands the rage the Lord has against the Sartans it seems slightly out of sync for the Lord of the Nexus to give the Sartans even the slightest benefit of the doubt, but he does. He does concede that it is possible the Sartans did not intend for the prison to end up as it did. Of course, we find out later, this is true. The reason the prison went out of control is because all but one of the Sartans are dead. The prison does not have the desired effect on the Patryns. The Lord of the Nexus wants to conquer the world now as the older Patryns wanted to do when they were put away in their prison. It is interesting to wonder why the Sartans thought punishing the Patryns with violence would make them a more gentle and kind people. Talking to a younger person and relaying history is one way an author can get information to the reader without simply stating the information.

Chapter 1 starts out almost like a gothic novel. The man being brought to the prison is described as being dark and almost demonic. He is Hugh the Hand, an assassin, being taken to trial for a crime he did not commit. It is ironic that Hugh is condemned to death for a murder he did not do. Some might find that poetic justice. However, Hugh has been set up to take the fall for the crime by the king so that the king can pressure Hugh to take on a job for him. The reader has to wonder why the king does not simply offer money to Hugh, since that is Hugh's occupation - murder for money. Interestingly, we



find later that most of Hugh's jobs are against those who are cruel to others or who oppress others. Perhaps the king is wary that Hugh might have some feelings about killing a child.

Here in these first six chapters we also get a clue that this world has animals that do not exist on earth. We also find that magic works in this world. In most fantasy novels the presence of magic and creatures that do not exist in reality is almost essential. The people of the town have gathered to watch Hugh be killed. It is to be by beheading. In societies of low technology such as this, almost any event is entertainment.

Hugh meets with a most striking piece of information — that the king appears slightly angry that Hugh kills people who have wronged others, implying that the king's justice is not good enough. Hugh is offered a job and if he refuses he will be killed. Hugh mocks the king saying that if Hugh takes the job he will be entangled in webs of deceit like the king. The king's wizard tells Hugh one of the reasons he has been chosen for the job of killing the king's son is because the killer must pose as a noble and Hugh's father was a noble. The wizard tells Hugh there is an air of aristocracy about Hugh that is inbred. This suggests that in this society, as in many, nobility is a result of birth, not upbringing.

In Chapter 6, the first of several flashbacks to Hugh's upbringing by the Kir monks is found. Through these flashbacks the author moves the reader towards sympathy and understanding for an assassin.

At this point in the novel there is little information to suggest what the plot might be, other than a king who wishes his young son killed. When the wizard tells Hugh to send them the amulet the child wears to let them know the deed is done the reader gets the first inkling about why the king might want to kill the boy. When Hugh goes to get Bane, one also sees immediately that the boy acts like a king - he expects to be obeyed immediately. When Bane tells Hugh his name Hugh is stopped for a moment. He thinks about not taking the job and allowing the king to execute him. Hugh wonders who in the world would name a child Bane. This is foreshadowing of what the child is to Hugh.



Chapters 7 - 12

Chapters 7 - 12 Summary

In Chapter 7 King Stephen, Queen Anne and Trian are in the upper room of the monastery listening to the dragons prepare to leave with Bane. Anne cries out she wants to see her son again and the king tells her no. The king asks Trian if Trian told Hugh about the enchantment on the prince. Trian replies that a man as hard and cold as Hugh would not have believed him. Trian says that they must trust in Hugh's skill to take care of the problem and if Hugh does not then they should prepare for the end.

In Chapter 8 the reader is taken to the lower realm where Limbeck Bolttightner is in his dwelling in Het, the oldest city on Drevlin, composing a speech. Limbeck is a Geg although in most languages he would be known as a dwarf. Limbeck's dwelling is different from most GEGs since he has a high ceiling and windows near the top. Limbeck would climb high in order to see out the windows and this is a behavior that points out an oddity about Limbeck. It is noisy, because the great machine, the Kicksey-winsey that the GEGs maintain, is on at all times and makes a great deal of noise. The GEGs like the noise and to them silence means death. Limbeck is writing a speech denouncing the lies his people have been told about the people in the high realms. Limbeck's writing is interrupted by Jarre, his girlfriend, who has been at a demonstration. Jarre tells Limbeck they must leave immediately because the authorities are coming to arrest him. Limbeck declines to run but tells Jarre to run so she can carry on the revolution.

In Chapter 9, Limbeck is put into a flashraft which has him quite excited since he has always wanted to ride in one. He sees Jarre as he is getting inside and blows her a kiss. Limbeck also sees his parents smiling. They are no doubt happy their son is finally being arrested. As Limbeck is riding to jail he sees the people working and caring for the great machine. This sight rouses his anger again at the abuse of his people. That they work everyday for little benefit to themselves makes him glad to feel his anger again. Limbeck falls asleep and in his dream has a flashback about getting lost outside with a storm coming and taking shelter in a crashed Welf ship. Inside he sees a decomposed body.

In Chapter 10, the trial for Limbeck will be held in front of the Factree. Darral Longshoreman is the high froman, the leader of the GEGs. His position was inherited when his father died. Limbeck is brought before the high froman and declines having a voice, which is the Geg's position for a lawyer. The high clark, which is a position in the Geg church, is also present since some of Limbeck's charges include blasphemy. One of the most dangerous blasphemies that Limbeck committed was asking 'why' of his teachers at school. He had been expelled that day. When it is stated in court that Limbeck wanted the GEGs to find out the why and how of the Kicksey-winesey, all of the children are removed so they cannot hear such blasphemy.



In Chapter 11, the Voice of the Offense (prosecutor), tells the high froman that Limbeck's blasphemous ideas inspired some young ones to riot and protest with damage being done to the great machine. When the high froman tells Limbeck that he can now defend himself, Limbeck states that he needs to tell what happened the day he became lost outside and found a crashed Welf ship. When Limbeck says that the elves in the ship were dead, chaos breaks out as Limbeck is trying to say that they are not immortal gods. He also says he saw their world in their books and that it is glorious, but a world supported by the Geg sweat and labor. Limbeck yells that they should take control of the machine and have the power of the elves. A magic lantern comes to life and pictures begin to be shown. Limbeck insists it is only mechanical and that he has taken one apart. The high froman tells Limbeck he will be made to walk the Steps of Terrel Fen.

In Chapter 12, Jarre visits Limbeck and throws herself in his arms. He is pleased to see her but feels a small disappointment that he does not have a sister. Jarre gives him the plan to rescue him after he has walked the Steps of Terrel Fen. Jarre tells Limbeck to try to look martyred when he is being led to the Steps. Once Limbeck is on the ground he is to find the nearest dig-claw, put a mark on it and when it comes to a stop the next time it comes down he is to get in it and will be pulled up. As Jarre leaves, Limbeck tries one last time to tell her what he shared at his trial were not stories but what truly happened to him.

Chapters 7 - 12 Analysis

The king, queen and the wizard stand in a room waiting for Hugh to leave with Bane. The king does not understand why Trian, the wizard, did not tell Hugh about the enchantment on Bane. Train tells him that Hugh is too hard of a man to fall to the enchantment. Later, near the end of the book, we find this is true, and yet, not true.

Limbeck is being taken to his execution at about the same time as Hugh. The difference is that the GEGs cannot bear to kill so, instead of killing, they throw the prisoner off the island to fall below. The prisoner does have a pair of wings strapped to him. It is telling that the GEGs will condemn someone to die but will not actually do the killing or even have it done where they can see it. When Limbeck is being taken to his execution, it is said that, unlike most GEGs, Limbeck likes to look outside. Most GEGs stay, live, work and play only on the inside. They do not look outward. This is an establishment of Limbeck's personality - he sees things other GEGs do not. Limbeck has always lamented that if only the others could see what he sees, they would know the truth. When the coppers come to arrest Limbeck, Jarre, his girlfriend, wants him to run. Limbeck does not want to run. He wants the opportunity to tell others the truth and he is willing to be arrested to have that opportunity. A little comic relief is evident when Limbeck asks the jailer if he has come to put him in his foul smelling, rat infested dungeon. The jailer is insulted because his jails are clean and have no rats. The practical side of the GEGs is also shown when Limbeck asks if they are going to shackle him. The arresting copper asks Limbeck how he would walk if they shackle him. Limbeck is slightly sarcastic when he thinks that martyrdom is not starting out so well.



It is pointed out in Chapter 9 that the religion of the GEGs includes the worship of the Kicksey-winsey. It is interesting that the GEGs would worship an inanimate object. Each GEG works on only a very small part of the machine. No one asks what other parts do or why they are keeping the machine running. Limbeck, on the other hand, wants everyone to put their knowledge together and find out why the machine was made and what it is doing. The other GEGs call this blasphemy. Limbeck gets angry when he sees his people working on the machine. He is glad because he believes his anger gives him strength. Limbeck has a flashback to when he was young and in school. He asks his teacher a question and his teacher is irate. He is thrown out of school. Limbeck has learned early in life not to question the status quo. The day when Limbeck is kicked out of school and he goes outside is when he makes his discovery that changed his life. He finds a Welf ship that has wrecked. In it are two dead elves. This is when Limbeck finds out the Welves are not gods but mortals. He also sees books that contain pictures of the world above. This begins his journey of wondering why the GEGs dwell in almost squalor while mortals above have such a wonderful place to live. During Limbeck's trial he tells of finding the welfen ship and dead bodies. There is a major commotion and the head clark of the church wants to clear the room. He does not want the young people to hear such blasphemy. It is in the best interest of the church to maintain their legends. This maintains their control over the population, much like the religions in the middle ages on earth. Limbeck realizes that the GEG equivalent of a prosecutor reminds him of his mother. This is another place where the reader realizes how ostracized Limbeck has been most of his life.

One of the charges leveled against Limbeck is that he advocates the free and equal distribution of the payments the elves leave for the water they take. This, in addition to wanting the GEGs to figure out the machine are ideas that would greatly upset the power structure of the GEG society. Limbeck also claims that the Welves have no intention of ever taking the GEGs to the upper world. They need the GEGs where they are so the water supply stays steady and cheap. It is cheap since it is built on the labor of GEGs for junk the elves leave them. One of Limbeck's biggest offenses seems to be that he does not believe in the gods. It is interesting that Jarre does not even believe Limbeck's recounting of what he saw. The fact that his girlfriend cannot see the truth is telling as to how deeply ingrained the GEGs' religion is.



Chapters 13 - 18

Chapters 13 - 18 Summary

In Chapter 13, it is explained that the Glegs are a gentle, non-violent people who have never been to war and have never actually executed anyone. The closest event they have to execution is walking the Steps of Terrel Fen. The Terrel Fen are small islands which step down as far as the eye can see. In the execution of the sentencing of a Geg that is to walk the Fen, the Geg is strapped to a wooden frame with wings and thrown off the land. Limbeck flies gracefully off into the air. Limbeck enjoys the sensation of flying although he did not have on his glasses and could not see as well as he might wish. Limbeck is so busy thinking about what he is seeing that he forgets he is strapped to the glider. Limbeck hits the ground hard and passes out.

Chapter 14 returns to Hugh and Bane who, at the time Limbeck is taking his flight, are flying dragonback to be dropped off at the place agreed upon by Trian and Hugh. Bane cries out that he is hungry but Hugh tells him to be quiet since someone seems to be following them. Bane says he sees many things most people don't see. Hugh puts Bane back to bed to wait for the sun to come up completely then waits in a corner of the shed for whoever is following them. When a man finally enters the shed he is unarmed and moves quietly to the prince's spot. Hugh wraps his arms around the man's neck, puts his dagger to the man's throat and asks who had sent the man. The man goes limp in a dead faint.

Chapter 15 returns to Hugh and Bane. Hugh is staring at the man who has fainted, thinking the man is not exactly Hugh's idea of someone able to rescue a prince. The prince recognizes the man as Alfred, the prince's chamberlain. Alfred says that he followed them because the king left items necessary for the prince's comfort and could only imagine that they overlooked bringing Alfred when they left. Alfred appears to be very clumsy and has a difficult time even folding a blanket. Alfred tells Hugh he knows the reason they are out there with the prince. Alfred appears with a large knot beginning on his forehead. Hugh has another flashback about his time with the Kir monks while he is watching Bane walk in front of him. Hugh is thinking about a time when he was left at the monastery and was called into the lord abbot's office. Hugh is sixteen and the abbot is asking him about taking final vows. Hugh tells the abbot he will not be doing that.

Chapter 16 returns to the low realm and Limbeck, who has regained consciousness from his crash. Limbeck is hanging over a pit, the wings having caught on the side, but the wings are beginning to crack. Limbeck is deposited in the pit when the wings finally break apart and although it is not deep and he can climb out he stays in the pit for shelter from the storms. When Limbeck hears the dig claws coming down he climbs out of the pit and stares at the claws. Limbeck remembers he is to mark a claw and races to do so as the claw is rising. Suddenly, the claw is struck by lightning and all of the claws come to a halt. Limbeck races for a claw that is buried so he can mark the top part that



does not go into the ground and puts an L on the claw. He proudly watches his L as the claw ascends above him.

In Chapter 17, Limbeck watches the dig-claws ascend and wonders how long it will take for someone to notice his L. Limbeck hears a thump and feels the ground shake. He looks down into a crater and sees light pouring from a metal object which has strange and bizarre symbols covering it. Limbeck reaches the bottom of the crater, hurries towards the object and hears a groan. When Limbeck pulls apart some of the metal at a cracked seam he sees a person who looks something like a god. At that moment a dig-claw begins to descend into the crater. The person grabs Limbeck's wrists tightly and asks for his dog. Limbeck yells there is no time and looks up at the claw. The person passes out and Limbeck pulls him from the wreck. Limbeck covers the person as the claw hits the wreck and destroys it in an explosion. The person wakes and calls for his dog. The dog comes to the person and licks his hand.

In Chapter 18, Limbeck leaves the god and his dog on the ground and runs back to see if the help-hand has come down. It has. He sees the god still there and still breathing. Limbeck thinks of the revolution and what bringing back a live god will do for it. He bandages the god's head and begins to pull the body out of the crater. The storm hits and Limbeck is blinded by the rain and completely exhausted from pulling on the god's body. Limbeck gets to the help-hand, jams the god inside and climbs in after the god. The dog jumps inside also. Limbeck grabs the horn and yells up into it. Limbeck studies the god as the help-hand rises. The man is thin and dressed in a tunic with rags wrapped around his hands. When Limbeck begins to touch the rags on the god's hands, the dog growls. Limbeck acknowledges the dog's reaction and retreats. He notes the dog seems to look and be exceptionally intelligent.

Chapters 13 - 18 Analysis

Limbeck's mind is shown again at the site of his "execution." He questions the materials of the wings. He wonders if they could be more efficient. The head clerk, that is the Geg who is leader of the church, finally has Limbeck gagged so he cannot keep asking questions. Limbeck manages to tear the gag from his mouth as he is thrown off and the High Froman could have sworn he heard the word 'why' as Limbeck flew off. Limbeck questions as he floats downward about why some islands are higher than others. He thinks about why islands float. Here we get a picture of Limbeck as the absent minded professor. He wants to write his observations down and for a moment cannot figure out why his hands are tied. Of course, he is tied to the wings structure.

When Hugh and Bane are being taken on a dragon back to where Hugh told them to leave him, Bane wraps his arms around Hugh. Hugh immediately feels empty and evil. He wants to throw the prince's arms off of him. When Bane tells Hugh that his father tells Bane he is going to grow up to be strong and tall Hugh feels like killing the king. As Hugh and Bane are walking we get a glimpse of a supernatural talent Bane has. He sees a dead Kir monk walking with them. Alfred enters the shed where Bane is sleeping and Hugh is waiting to see who has been following them, Alfred faints when Hugh grabs



him. This is the first glance we get of Alfred and he seems to be a frightened, mild mannered coward. It is here that Hugh guesses that Bane is not Stephen's biological son. The reader is now given a glimpse into a piece of the main plot. Hugh cannot decide if Alfred is a fool or a cunning liar. Hugh has another flashback to his time at the monastery and the reader now knows for certain that Hugh was beaten and abused. When Hugh is 16 the abbot tells him it is time to take his vows and Hugh tells the abbot he is leaving, that he will serve no man. When Hugh leaves the monastery he vows to be death's master.

Limbeck finds Haplo's ship which has wrecked and pulls Haplo from the wreckage before a claw comes down on it. He does not have time to get the dog. The plane explodes. This is the first indication the reader gets that the dog might not be an ordinary dog. The dog shows up alive and well, in spite of being pinned under a beam and being in the explosion.



Chapters 19 - 24

Chapters 19 - 24 Summary

In Chapter 19, Jarre waits impatiently for the help-hand to come back. Lof admires Jarre and is not very grieved to hear of Limbeck's execution. Lof throws the lever opening the door on the help-hand and Jarre rushes to the opening yelling for Limbeck. The dog barks and they all jump back. Limbeck yells out that all is well and that they merely startled the dog. Limbeck asks for help proclaiming he has brought back a god. Jarred asks Limbeck if it was really necessary for Limbeck to bring back a god. Jarred asks how a god can be hurt and Limbeck tells her that is his whole point. Limbeck negotiates with the dog and is allowed to grab the god's legs to pull him from the hand. The god's body is blue and seems to be very cold. Lof and others go for a cart and they get the god inside. The Gogs cover the god's body to hide it and head with the cart to the nearest exit.

In Chapter 20, Haplo has a flashback about when his parents give up their lives to save him and he is found by others. The others make certain that Haplo understands it is the Sartans who killed his parents. Haplo opens his eyes and sees a candle. Haplo uncovers his right hand and heals his head. Haplo has another flashback of facing two chaodyn in the labyrinth. He is within sight of the Last Gate. At the last moment, as one of the chaodyn is about to kill Haplo a dog leaps out and attacks the chaodyn. Haplo is gravely wounded and he falls down and waits to die. The dog, who is also wounded, crawls to him. The dog inspires Haplo to keep going. Limbeck tells the others if the god recovers they will take the god to the high froman and show him proof that the gods are mortal beings. When Jarre sees that Haplo's scar is healed, she begins to doubt Limbeck's assertion but Haplo insists he is no god.

In Chapter 21, Hugh, Bane, and Alfred continue walking across Pitrin's Exile towards Hugh's ship. Bane tells Hugh he sees a great battle between the elves and men and then there is singing. Hugh does not believe Bane can see true visions although Alfred assures Hugh that Bane can. Hugh tells Bane and Alfred about the battle of the Seven Fields. Hugh was there because he had been hired to kill a captain who had no regard for his men. Hugh says the reason the elves have never made men give up weapons is because men use the weapons so often on other men. Hugh says that humans are outnumbered by the tens of thousands. The battle is being lost. As the battle is finished, the elves having won, the captives are gathered in one area. Suddenly, a minstrel begins to sing a song called The Hand of Flame. The song, for some reason, enralls the elves. They all stop and stare straight ahead. When the elves fall to their knees, the humans with King Stephen at the head march quickly away. The elven prince, Reesh'ahn, is declared an exile and he and the minstrel and many of the other elves began to travel the country singing the song and picking up followers.

In Chapter 22, Hugh and company travel in the Hargast forest. Hargast trees have crystalline branches that shatter into dangerous shards when a branch falls. If a tree is



kept small, water can be tapped from the tree. The wind is blowing strongly from the coast and Alfred is nervous in the forest of such tall hargast trees. Hugh has hidden his airship within the forest. They come to a path and Bane bolts down it, excited that they might be nearing Hugh's ship. A limb cracks in the distance and Hugh hears a scream. He is fairly certain Bane has just been killed by a falling branch. When Hugh arrives at the scene of the accident, he cannot believe it, but the boy is still alive. There is blood on Bane's shirt and a tear, but that is all. When Hugh asks what happened, Alfred displays his hand and says he tripped and cut himself and the blood on Bane's shirt is Alfred's.

In Chapter 23, Hugh, Alfred and Bane arrive at the plane. Bane is very excited to see it. He says it looks like a real dragon. Hugh tells them he learned to fly when he was a slave on a watership for three years. Alfred says it is unheard of for a slave to survive three years on a watership. He asks if Hugh does not hate the elves. Hugh says hate does not benefit anyone. Bane asks Hugh many questions and finds out the name of the ship is Dragon Wing and that it is fifty feet long. Bane and Alfred go to search for berries, at Bane's request. When they return Hugh is ready to go. As they begin to fly, Bane batters Hugh with questions. Bane climbs to the upper deck to look out on the land. As he looks out, Bane tells himself the ship is controlled by the harness, and wings are like bat wings with the crystal telling one where to go. Bane believes he could fly the ship.

In Chapter 24, Hugh decides not to kill Bane. He is going to contact the king and blackmail him for more money with the information that Bane is not his child. Bane brings Hugh a bowl of meat and vegetables telling him that Alfred has made dinner. Hugh allows Bane to come into the pilot's area. Bane tries pulling on one of the wing ropes but does not have the strength. Hugh lies and tells the boy that he did as well as some men the first time they try. They fly by night and hide during the day. Hugh says it will take a week to reach Aristagon. They watch two elven ships far below them. One ship is chasing the other. Hugh says they are rebels trying to escape. Bane brings Hugh a bowl of spicy food. Hugh gags. Bane says he told Alfred it was too spicy. Hugh gives it back telling Bane to take it to Alfred. The prince gives Hugh wine. Bane stands watching Hugh instead. Hugh realizes an instant later there is poison in the food. He hears Bane tell Bane's father that it worked, Hugh is dying. Hugh reaches for Bane to choke him but goes limp instead.

Chapters 19 - 24 Analysis

When Limbeck gets back to the Gags' island with Haplo it is shown that he has no clue as to what Jarre wants. He shakes her hand when she is expecting a kiss. There is a light moment when Jarre asks Limbeck if he had to bring back a god.

As Haplo is lying in the bed the reader gets a look at how his environment has shaped him. One of the things a person must learn in the labyrinth is to hone and sharpen their instincts. Haplo acts as if he is still unconscious so he can take stock of his surroundings. He trusts no one but Dog. He thinks to play dead. He has learned if one



plays dead most of the time the enemy will leave one alone. Haplo has a flashback to when he was found after his parents sacrificed themselves to save his life. One of the main points Haplo remembers about this is when his rescuers remind him it is the Sartans who killed his parents. Hearing and thinking this over and over again has given Haplo a deep abiding hatred of the Sartans. Haplo also has a flashback about when Dog appeared and saved his life when he was close to the last gate. He had been inspired by Dog's refusal to give up.

When Limbeck and Jarre are looking at Haplo, Limbeck talks about what they will do when Haplo recovers. Limbeck wants to take him to the High Froman and prove the gods do not exist. Jarre says she does not know anymore what she believes. She talks about how everything used to be black and white and now everything is cloudy. This change in her tends to happen with education.

Hugh is reluctant to reach his ship. He is angry that he is reluctant because deep inside he knows it means he will have to kill Bane. Hugh does not want to believe that he has not shut off all his feelings. Hugh has a flashback to when he carried out a contract on a captain who kept sending his men into impossible situations and getting them killed. Many of the dead men's relatives had taken up a collection and asked Hugh to kill the captain. Hugh is pleased when he kills the captain because it is obvious from talking to the man that he not only does not care about his men but he is a coward. This gives more insight into the complicated character of Hugh. In the forests Hugh sees an opportunity to get Bane killed but not do the job. He allows the boy to run off into a dangerous part of the forest. Bane is killed but Hugh does not count on Alfred bringing the child back to life. When Hugh catches up to Bane and Alfred he simply does not understand why the child is not dead. This is the first indication given that Alfred may be something besides a servant. When Bane grabs Hugh's hand in excitement about the ship, Hugh begins to feel something and jerks his hand away. This tug of war between feeling and not feeling is seen often in Hugh. It is in this section when Bane's struggle between good and evil comes out. Bane gives Hugh food in which he has put a great deal of poison and stands and watches as Hugh falls to the floor of the ship dead. Hugh sees the abbot or a Kir monk as he dies. The man asks him who is the master now. This refers to Hugh saying no man will be his master. This shows the overwhelming influence being raised at the Kir monastery has had on Hugh.



Chapters 25 - 30

Chapters 25 - 30 Summary

In Chapter 25, Hugh's collapse pulls the wings in and the ship begins to plummet. Bane tells Alfred Hugh is dead and to fly the ship. Alfred tells Bane he does not know how to fly the ship. Alfred knows Bane has poisoned Hugh and asks what kind of poison. Bane will not answer Alfred and runs to the outside deck. Bane says his enchantment will take in the elves and he will command them to fly him to his father. Bane screams at the elves but is too far away for them to hear. Alfred heals Hugh and tells Hugh that Bane drugged him and the drugs are now wearing off. Hugh says it was not drugs, but poison and that he knows he was dying. Alfred protests. Too late, Hugh realizes Bane has caught a grappling hook from the elves. Hugh takes his sword and tries to hand his dagger to Alfred but he assures Hugh that he cannot take a life.

In Chapter 26, When three elves come aboard the ship, they ask Bane what a human child is doing on an elven ship. He tells them he is the crown prince and that an evil man had kidnapped him. He tells the elven captain that the elves rescuing him could be the beginning of peace between their people. The elves toss Bane overboard. He grabs his feather and screams for his father. Bane's father teaches him how to do magic so that Bane can fly. Bane begins to fly and asks his father what to do next. Bane's father tells him to wait for the elves to capture him because they will want to take him to their wizards when they see that he can do magic.

In Chapter 27, Hugh and Alfred run up to the deck when they hear Bane scream. Hugh knocks one elf out with a spar and then faces the other two. Hugh can barely fight, he is so sick from the poison, but fortunately elves are not good with swords. Alfred talks Hugh into letting him transport the three elves back to their ship instead of killing them. As Alfred carries each elf to their ship, Hugh tries to figure out if he was really dead and if Alfred brought him back to life. Alfred tells Hugh the prince is safe, and he should see what is going on. Alfred tells Hugh that Bane's father is a mysteriarch of the High Realm. Hugh says he will rescue Bane even though Bane tried to kill him. Alfred points out that Hugh was hired to kill Bane. Just as Alfred rescues Bane, the wing is torn and the ship is caught in the Maelstrom. Bane is astounded to see that Hugh is alive and runs to him and hugs him.

In Chapter 28, Bane wakes first and his father tells him, through the amulet, that he is pleased Bane arrived in the Geg land. He tells Bane there is a great machine there and he wants Bane to investigate the machine. Bane tells Hugh he is sorry he tried to kill him but that he had been afraid of the man. Hugh tells Bane and Alfred he believes they are on Drevlin and that the Glegs will help them. Alfred tells Hugh of how Bane was swapped for the true prince the day after the prince was born. Alfred says that Bane has an enchantment woven around him that ensures anyone who sees him will immediately dote on him. Alfred says he suspects that Sinistrad, Bane's father, plans to take over the middle kingdom. Alfred says the reason the king is finally trying to get rid of Bane is



because the queen is pregnant. Bane returns and asks why they cannot leave since rain cannot hurt them. A bolt of lightning strikes and Hugh says that is why they must wait.

In Chapter 29, the High Froman of the Glegs is having a difficult time. Limbeck has not only survived and come back, but he has come back with a god, who claims not to be a god. Now the High Froman has seen Hugh's ship plunge through the sky. The High Froman sends Darral out to find Hugh's ship so that if anyone is alive they can have their own god to counter Limbeck's god. When Hugh does not understand what the High Froman says and Alfred appears to not understand either, the High Froman finally decides that Limbeck is correct, these beings are not gods. Darral despairs that Limbeck is correct. There are no gods and the Glegs will never be lifted up to the higher heavens. Bane steps forward and greets Darral. Darral is instantly enthralled by the magic around Bane. Bane tells the High Froman that he has come to judge them. Darral tells Bane they need to move out of the storm but they have to walk.

In Chapter 30, Limbeck is in the WUPP headquarters writing a speech. Haplo is watching him. Jarre is trying to find out if the High Froman or the church is going to give them any trouble - half-hoping they will. Jarred leads WUPP with efficiency, great organizational skills, and a deep knowledge of the Glegs. Limbeck is slightly dismayed to find that some Glegs are thinking about walking off the job. Limbeck and Jarre have a slight disagreement about how change should occur. She favors quick, almost violent change while he opts for gradual awakening. Haplo tells Limbeck that he was sent to free others who have been enslaved by the Sartan. Haplo tells Dog that he needs to break Limbeck's idealism and use him as a front for the revolution. He also says he needs a ship to get out of there.

Chapters 25 - 30 Analysis

As soon Hugh collapses, the ship immediately goes out of control. This fact has not occurred to Bane or his father. This illustrates the way that most people are isolated from situations not part of their everyday life. When Bane realizes that Alfred knows he has killed Hugh he is actually uncomfortable. This is an indication that perhaps Alfred is right and that Bane may be redeemable. Alfred may be the only person who has a chance at pulling the good from the boy. Bane ignores Alfred's inquiry about the poison when he sees elven ships around them. He cries that he is the prince and will rule when the elves take him to his father. This, again, shows how detached from reality the prince is. When Hugh has his visions while dying, he finds he is going up, not down, and going into the light. This seems to imply that Hugh really has little need of redemption. It is interesting to wonder if it is because he has always lived with a certain honor and killed those who hurt others. Hugh knows that Alfred has brought him back to life even though Alfred tells him that he was only drugged. When Hugh looks into Alfred's eyes he sees only pity and sadness. Alfred tells Hugh he did not bring Hugh back to life. This gives more insight into Alfred's character. His power is as a demi-god and it seems, as a god, he is a god of love. This is shown again when Alfred tells Hugh he cannot take a life, not even to save his own life.



Bane is shocked when the elves laugh at him. He has now encountered people who are not subject to the enchantment. Bane's father tells him he must conquer fear in order to save his life by flying after being thrown over by the elves. When Alfred says he cannot throw the helpless elves overboard, Hugh begins to argue until he hears the Kir monk telling him that he has served them all his life. He allows Alfred to drag the elves to their own ship. This is another incident of Hugh overcoming his childhood. We see the regret in Alfred as he says that all life is sacred and that the Sartans saw that too late. When Alfred talks Hugh into rescuing Bane, Hugh allows it but he wonders why. When Bane hugs Hugh and proclaims how happy he is that Hugh is still living Hugh almost chokes the boy. This is the dual nature of Bane, one moment poisoning someone and the next glad that person is alive. It is perhaps this dual nature that gives Alfred hope that Bane is redeemable.

After they crash in the lower realm we hear Bane's thoughts about his father always saying "when I rule." Bane thinks to himself it is supposed to be "when we rule." This is a foreshadowing of Bane finally seeing his father for who he is and the first step to Bane breaking away from his father. This also alludes to the theme of loneliness. Bane feels so alone that he has convinced himself that once he gets to his father he will never be alone again. He and his father will do everything together. When Hugh tries to remove the amulet from Bane, the boy tells him it will not come off and that Bane has tried to take it off. It is interesting that even with all the hope Bane has placed in his father he is sad about not being able to remove the amulet. Bane takes another step on the road to redemption by apologizing to Hugh for the poison. We see another aspect of Alfred's character when he tells Hugh he is a simple servant. He turns red because he does not lie easily. Hugh realizes when he watches Bane near a lightning strike that Hugh had battled fear with pride when he was a child. When Bane sees Hugh trying to decide whether to kill Bane, he smiles when Hugh does not. It is implied the smile had been sweet and charming, but the reader is left wondering if the smile had not been more sly than anything.

When the High Froman and the head clark find out that another ship has wrecked, they hasten there to meet the survivors. The High Froman is happy they may have their own god to oppose Limbeck's god. When Hugh does not understand the High Froman, he suddenly realizes that Limbeck is right. These are not gods. Bane again shows his impulsive manner when he agrees that he is a god and has come to judge the Glegs. This impulse has consequences later, for which, as usual, Bane utters apologies.

Limbeck thinks about Haplo not talking much but when he does talk the words seem to go right to the heart. When Jarre talks to Haplo about the next meeting and what he is going to say, Limbeck objects because he worries that people could get hurt. Jarre says it is for the cause. At this point in the story, Jarre is the hard one and Limbeck the one who does not want to push to the point of anyone getting hurt. Jarre tells Limbeck how sweet but naïve he is that he does not want anyone hurt by change. Jarre tells Limbeck there is pain, blood, and tears at every birth. She is seeing the reality of what must happen for the changes Limbeck wants to come about. Jarre says something interesting to Haplo. She tells him that sometimes she wonders if he is not a god because his words have a strange power and she keeps hearing them in her heart. The problem is

that the words do advocate change through violence if necessary. Haplo tells Limbeck that he is there to help free them from slavery. Jarre thinks to herself the revolution is not much fun anymore. This might be the beginning of a change of heart for Jarre.



Chapters 31 - 36

Chapters 31 - 36 Summary

In Chapter 31, Bane tells Hugh the High Froman is a king and they are going to be taken to a judgment hall. Bane tells the head clerk that because it has been so many centuries since the gods have been there the judgment has to be changed. Alfred confesses to Hugh that he knows the Geg language but wants to conceal that from Bane. Alfred tells Hugh that there might be another human or elf there and possibly a ship they can use. Hugh asks if Bane can just command a ship or pass as a Sartan and Alfred says no. They both wonder what will happen if the GEGs become angered at Bane's impersonation.

In Chapter 32, the GEGs take the group to the FACTREE where Limbeck had been given his trial. Bane cries and says he did not mean to get them into trouble. Hugh roughly tells him to keep doing what he was doing and that the boy's tears do not fool him whatsoever. Alfred says there is another fake god down here and maybe this god will help. Bane criticizes Alfred for lying about understanding the language. Alfred says that none of them trusts each other. Bane promises to work with them as long as Hugh does not betray Bane. Bane demands that they bring the other god to him. Alfred says that the other god is fomenting dissent and it is not good for them. He is sweating and looks pale. He tells Hugh he is not feeling well.

In Chapter 33, Jarre tells Haplo that the High Froman has come up with his own god, a child. Haplo thinks about showing his power and having the GEGs worship him as a god and building ships and leading the GEGs in war against the elves and the humans. Haplo realizes that is not his mission. Limbeck finds out about the child god and is concerned there is going to be trouble. Jarre says they should try to see this child god before the rally. Limbeck agrees for them to sneak through the tunnels and see this child god. He says it does not matter if he is right or wrong, that only the truth matters.

In Chapter 34, Haplo looks at the symbols in the tunnels. They are sigla - the runes of the Sartan and they are what keeps the tunnels dry and whole. Most of the GEGs they meet in the tunnels decide to follow them. Haplo pushes aside the manhole cover and peeks out. He sees Hugh, Alfred, and Bane. They all look human to him. In spite of Alfred telling Bane not to touch the statue he grabs the Manager's hand. It begins to show moving pictures. The pictures are of maps and then of the various lands which line up; then the picture goes out. When Alfred begins to stop the pictures Haplo asks him quietly not to do that. Haplo and Hugh seem to understand each other well and both agree they want out of the GEGs' land. Bane tells Limbeck that he is not a god and that his father lives in the high realm. Jarre tells the other GEGs to come up and capture all the so called gods. When she leans over the ladder, they seem to have a sudden image of the clan priestess summoning them to war.



In Chapter 35, the High Froman returns with the coppers and the GEGs, with Jarre, begin to pick up makeshift weapons. Hugh tells Alfred to take care of Bane but Alfred faints. The High Froman manages to grab the gods and Limbeck and take off. Jarre hears a moan and sees Alfred half way down a stairway at the bottom of the Manager's statue. Jarre grabs Alfred's shoulders and pulls him down the steps. The opening slides shut and Jarre panics because it is so quiet. Jarre tells Alfred they are inside the statue. Alfred tells Jarre he will lead them out of there and that she will see many things she will not understand. The blue runes lead Alfred and Jarre to a glowing archway. Alfred says they must enter although Jarre does not want to go. When Alfred and Jarre enter the archway she sees that they are in a mausoleum.

In Chapter 36, the two rulers of Drevlin discuss the trouble and how they both have decided none of the strangers are gods. The High Froman tells the prisoners he is going to turn them over to the elves. Haplo and Hugh consider their options and how they might be able to fight the elves. Haplo suggests the GEGs helping them. He tells Hugh the GEGs used to be a fierce people. Haplo asks Hugh where he had been heading when he was caught in the maelstrom. Hugh says he was going to take Bane to his father in the high realm. Bane suggests to Limbeck that when they get out of there Limbeck come with them. Bane and Haplo talk about fighting the elves and Hugh states there will be no fighting. Hugh asks Haplo how he is at singing.

Chapters 31 - 36 Analysis

It is interesting that Alfred lies and says he does not speak the GEGs' language and does it because he does not trust Bane. Hugh approves of Alfred keeping it a secret, but this raises the question again who Alfred might be.

All the elements of the plot are almost in place. The main characters are now in one place except for Bane's father and mother. They are not major players, though the father has been covertly in play through the use of Bane's amulet. We see Bane's intelligence in this section as he continuously makes statements that would be false if he is a god and yet he always recovers with a reasonable explanation. He finally decides being a god is not easy and regrets having acted as one in the beginning. It's interesting that Bane sees the High Froman as shrewd but the head clerk like a performing monkey. Alfred tells Hugh that the crowd is yelling about not wanting the High Froman's god but wanting Limbeck's god.

Hugh finally shows his anger at what he thinks is the enchantment affecting him when he tells Bane his tears and innocent act do not fool him. Then Hugh wonders if it is the enchantment or if he just feels sorry for Bane. This shows the conflict of feelings within Hugh, between the hard, cold assassin and the kind human he might have been if he had not been raised by the Kir monks. When Hugh looks into Bane's eyes, he sees a child who knows too much about the world and who had a childhood without love. Hugh realizes Bane is much like himself. Alfred despairs because they will only trust each other because they each have something to hold over the other. Hugh wonders if Bane is sincere in his desire to help them out or if he is playing a game with them.



Haplo is upset when he finds out there are other gods there. He is worried it is a Sartan. He is almost overcome with a strong desire to use his power and lead the Gegs in war. He then wonders what has come over him. Haplo decides it is the true nature of the Patryn to lead and conquer. Haplo thinks about how he was taught the Sartans told everyone they were not gods and yet he knows they acted like gods. He believes it was false humility to cover up their pride and ambition. At this point it may be that Alfred might agree with him. Finally an inkling is given as to the purpose of the great machine. When Bane turns on a picture show by touching the hand of the manager, the islands line up. Alfred is frightened by the rags wrapped around Haplo's hands. This is when we see that Alfred is feeling overwhelmed with what he is supposed to do with the whole mess the Sartans created. When there is a commotion and Jarre gets separated from everyone, she sees Alfred laying on a stairway, apparently passed out again. She pulls him up and the opening shuts. For the first time in her life, Jarre is in silence and she is terrified.



Chapters 37 - 42

Chapters 37 - 42 Summary

In Chapter 37, Alfred tells Jarre all the people in the tombs were his friends and they are all gone and he is all alone. He says they had the power of gods but not the wisdom and now he must face the man with the bandaged hands by himself. Alfred and Jarre find where Hugh, Haplo and Limbeck are imprisoned. Alfred kicks out a grille and frees the prisoners. Hugh asks Alfred to help him teach the Battle of Seven Fields song to the Gogs. Limbeck tells Jarre he is going to go on the elves' ship with the others. Limbeck tells Jarre she must stay and prepare the people for his return. Bane tells Alfred he cannot see anything with his special vision when he looks at Haplo. He says it is just like looking at Alfred. Alfred ignores Bane's question about that. Alfred puts everyone into a deep sleep so he can check Haplo's hands. As he suspected, the hand has runes on it. Alfred recovers the hand and stumbles to his sleeping area, crying as he falls down upon his blanket.

In Chapter 38, the captain of the elven watership is a minor member of the elven royalty and has a wizard with him at all times. The wizard is to collect the soul of the captain so the power can be used after the royal person's death. The captain dislikes Lieutenant Bothar'el, because the man is competent and well liked by the entire crew. When they enter the maelstrom, the captain becomes angry at the lieutenant and sends him below. The lieutenant comes topside and says the wizard is treating a slave's injuries. The captain tells the lieutenant to quit treating the slave and throw him overboard. The waterspout comes in sight. The elves have control over the water and the humans must constantly fight the waterships for water. The waterships are filled with junk that the elves leave the Gogs as payment for the water. The elves consider humans beasts and Gogs insects.

In Chapter 39, some history of the Kicksey-winsey is given. It was built by the Sartans but no one knows why. This day, the High Froman, is expecting trouble and the turnout among the Gogs is high. Limbeck comments that if the Gogs would put their heads together they could figure out the purpose of the machine. Hugh motions for Alfred to take control of Bane and keep him from giving away the reason for their presence there. Jarre is marching with a large group of Gogs who are to wait for the humans to start the song and then swarm the ship singing at the top of their lungs.

In Chapter 40, the captain calls the lieutenant a coward and dismisses him from the bridge. Cowardice carries a death penalty in the elven military. The High Froman tells the ship's wizard that the humans have said the elves are not divine and wants to hand the humans over to the captain. He also wants a sign that the elves are divine. The captain refuses to promise another treasure ship. The ship aligns with the water device and takes on water. The watership is filled and now the ship can drop its treasure and leave or dock and spend a few moments with the Gogs.



In Chapter 41, the elf ship docks and the captain comes out onto the gangway. Hugh sees the whistles around the elves' necks and is upset. He tells Haplo that the whistle negates the effects of the song. The High Froman orders the coppers to bring forth the prisoners and Limbeck starts a speech to the elves. Haplo tells Hugh to start the singing anyway. Hugh starts and the crowd of Gags joins him. The dog rushes the captain, knocks him in the chest and puts him on the ground. Someone hears the word treasures and the Gags, still singing, surge to the door of the ship. Haplo takes the captain's sword and tosses it to Hugh. Haplo finds Hugh in a stand-off with the lieutenant. Hugh tells the lieutenant they are bound for the high realms and that Bane's father lives there. When the captain comes onto the ship and screams at the lieutenant to blow the whistle the lieutenant pulls it from his neck. The rest of the crew follows the lieutenant's lead. The captain calls the lieutenant a coward and the lieutenant challenges the captain to a duel. Jarre is on the gangway. Haplo yells at her to get off, they are leaving. He promises her he will return Limbeck to her.

In Chapter 42, the lieutenant kills the captain and the wizard captures the captain's soul in his box. When the lieutenant finds out who Hugh is, he says he understands much of what has happened. Haplo asks Hugh why the new captain won't slaughter everyone and keep Bane and then go to the high realm. Hugh tells Haplo that the elves are too honorable to do that kind of thing. Haplo is interested to hear of the honor of elves. The elves have locked the group in a room but it is not a jail. They approach the maelstrom and Hugh tells everyone to sit on the floor and brace themselves.

Chapters 37 - 42 Analysis

It is here that we see how overwhelmingly alone Alfred feels as he touches the tombs of each of his friends, the dead Sartans. The hopelessness and anguish and loneliness that Alfred feels is almost too much for Jarre and something about it touches her heart and changes her from a militant rebel to a softer more kind person. We also see a different Alfred, one who is graceful and competent when he dances and sings the runes.

It also in this section where we see, again, how important the truth is to Limbeck. He is willing to leave his home and go to a higher level to find out the truth. We also see how Haplo is manipulating Limbeck. When Limbeck hesitates about doing a speech in front of the elves, Haplo sends Dog over to communicate that Limbeck needs to do the speech. We also get another clue about the difference between Sartans and Patryns and the rest of the races. Bane cannot see anything about Haplo just like he sees nothing special when he looks at Alfred. This incident is a foreshadowing of when Bane follows the clues about Alfred and finally understands that he is a Sartan. Alfred's agony at finding out for certain that Haplo is a Patryn is almost death-like. It is again a moment when Alfred's loneliness is overwhelming for him.

Alfred's wisdom comes through when he tells Limbeck that the danger is not in asking why, but in believing to come up with only one answer. The reader learns more about the elves and the structure of their society in this section. One of the main

characteristics of the elves appear to be their honor. Even Hugh trusts an elf's honor. When the group has taken over the ship, Limbeck mumbles to himself that he cannot believe what has happened. There really are no gods and Limbeck is going to heaven.



Chapters 43 - 48

Chapters 43 - 48 Summary

In Chapter 43, the ship comes through the maelstrom. The port of Suthnas is a rough place where rebels and criminals take refuge. It appears beautiful to Limbeck because it has sunlight and blue skies. Haplo, Limbeck, and Alfred elect to stay for the ride to the high realm. When an elf who agrees to buy tobacco for Hugh returns, he says there is a reward posted for Hugh's head. There is a reward out for Alfred also. Bane asks if there is no reward for him and Hugh tells him that Stephen does not want Bane back. Hugh asks Alfred what he makes of Haplo. Alfred gets nervous and says he doesn't make anything of Haplo. The trip to the high realm takes two weeks. Days pass and it gets colder and colder and they still have not found the high realm. The captain goes to tell the group they are going back when a crewman yells that something has found them.

In Chapter 44, Sinistrad tells Iridal that their son is on his way. He tells Iridal that there are hostages coming with Bane. Iridal flashes back to when she accepted Sinistrad's marriage proposal and how she blinded herself to his evil. When Iridal had birthed Bane, Sinistrad had come and taken him and later brought another baby to her. After that, she had told Sinistrad she was leaving him but he would not allow it because the others on the council looked better upon him because she married him. She had been planning to defy him until he showed her that he had her father trapped in a locket. Sinistrad calls his quicksilver dragon to go guide the elf ship into their city. Even though her father had died years before, she could not leave him. She turns to get herself ready to greet her son.

In Chapter 45, Sinistrad has the few people left in the high realm cast an enchantment so that the city looks bright, full and shining. The land will not yield much for them since they do not have the rune magic. The Sartans are gone and soon famine sweeps the land. The magic of the dome is failing and there are few people left. Sinistrad begins to tell others that when he was a young man, they could leave the realm. Iridal's father was one of the wizards who had spoken against him. Sinistrad tells the wizards the ship is coming. He tells them he is going to kill the elves and the ship will get many of their people back to the middle realm. Sinistrad tells the others who is on the ship, then leaves on his dragon.

In Chapter 46, on the ship the captain says there is no way through the ice barrier. Bane objects, saying they must get to his father. The captain comes for Hugh and tells him there is a dragon approaching. The elves do not like dragons and do not like that they cannot control them like humans. Hugh says he imagines it is Bane's father coming. Sinistrad comes to the bridge and tells the captain they must come to the realm for their reward. Sinistrad tells the captain to follow the dragon exactly, then teleports himself and Bane to the dragon. Haplo tells Hugh that Sinistrad is not as powerful as he thought he would be.



In Chapter 47, Bane asks Sinistrad why he brought Hugh with them. Sinistrad tells his son he might need a pilot. Sinistrad explains something of magic to Bane and why the ship's wizard had taken the previous captain's soul. He explains that elven magic is more of a spiritual magic and human magic is more of a physical magic. Bane tells his father he tried to get the High Froman instead of Limbeck but that Haplo insisted on Limbeck and the charm does not work on Haplo. Sinistrad grabs Bane's face and hurts him and tells him to answer all questions immediately and to respect his father always. Hugh watches Haplo trying to figure out who he is and why he decided to come on this voyage. Sinistrad tells Bane that Alfred can be with them when they return to the middle realm in order to verify Bane's story to Stephen.

In Chapter 48, The elven ship lands in a central park. The streets are crowded and people look up at the landing ship. Captain Bothar'el politely refuses Sinistrad's invitation for the men to disembark. The Captain tells Hugh that he knows what Sinistrad wants and will do his best not to let the wizard get a hold of the ship. Bothar'el tells Hugh that Hugh needs to return with money, however. Just as Sinistrad tells the others not to touch the buildings, Limbeck touches one and receives a shock. Haplo motions for Hugh to walk slowly. When they are away from the others he tells Hugh to touch the building. It is an illusion. Sinistrad stops the tour and abruptly says it is time to go to his house.

Chapters 43 - 48 Analysis

Hugh has decided he is going to leave the ship in Suthnas and not fulfill his commitment. He curses himself for not killing the elf lieutenant. He does not want to admit that what he did he did to protect Alfred, Limbeck, and the prince. He is worried he is growing soft. When Bane asks Hugh to stay, he does, saying he has decided he would find his fortune. We get a glimpse again at the rejection Bane must feel when he is told Stephen has put out a reward for Hugh and Alfred but not Bane because Stephen does not want Bane back. When Bane tells Hugh that Bane saved his life when he stayed because of the enchantment, Hugh does not answer him. Hugh tries to convince himself that his walls are still standing but the reader knows that is not true.

When Bane first meets his father, Bane is not happy. Sinistrad corrects him cruelly and demands total obedience from him. This is the second step towards Bane being freed from his father's influence.

At the palace we learn more of Iridal and Sinistrad and how she wed him believing she could save him from his evil nature. He is cold, aloof and cruel to her. He has killed her father and imprisoned her. When Sinistrad informs his wife that Bane is coming and that he will have human hostages for her good behavior, she gets an inkling that he has committed murder before. Iridal realizes when Sinistrad takes Bane away from her that she has willfully blinded herself to his evil. The reader wonders if she is ever going to wake up.



In this section we learn that the mysteriarchs are in such dire straits because they coveted the power of the Sartans and warred with them. When the Sartans left the upper realms the mysteriarchs had been left to maintain the dome and food sources but did not have the power to do so. They are now dying out. When Sinistrad says they will kill the elves and take their ship, it is the first time the entire council finally sees him for the evil man he is.

Another chink in the feelings Bane has for his father comes about when he finds that his father does not intend to keep him in the high realm but to send him back to the mid realm.



Chapters 49 - 54

Chapters 49 - 54 Summary

In Chapter 49, when they arrive at Sinistrad's castle, Iridal starts to come down the stairs but can not get half-way down as she stared at her son. Iridal faints but Hugh runs up the stairs and catches her. Sinistrad tells Hugh to take Iridal to her room. When Hugh lays her on her bed, she wakes and tells him to go. Hugh tells Iridal that the dragon is guarding them. She tells him there are ways to avoid the dragon. When Hugh confronts Sinistrad and tells him he knows they are prisoners, Sinistrad says that is entirely up to Hugh. Sinistrad and Bane have a disagreement about Haplo's dog. Bane shows Sinistrad the drawings he has made of the Geg machine and his father dismisses him. Bane begins to tell his father about the machine, then looks at him. He stops and puts the dog outside. Bane shows his father what he thinks the machine was made to do.

In Chapter 50, the group has dinner with Sinistrad and Iridal, and Haplo realizes the food itself is an illusion. Sinistrad has Limbeck sitting next to him and grills him about his people and the part of the middle realm Limbeck has seen. Limbeck has changed. He sees how his people have been enslaved. Hugh watches Iridal look at her son and cry. Haplo uses his runes to change the water in the pitcher into wine and pours for Hugh. Hugh passes out. Haplo picks up Hugh and says the man has no head for wine. Iridal excuses herself and says it is late and that the boy should be in bed. Haplo lies in his bed thinking about the machine. He has deduced its purpose and he wonders when the Sartans figured out they had made a mistake when they sundered the world. Haplo realizes that Sinistrad knows that he can control the world by controlling the machine which gives water to the world.

In Chapter 51, Sinistrad puts Bane to bed and tells the boy he cannot go to Drevlin with him. Bane thinks about when he realized no one loved him as a child. Bane finally manages to remove the feather when he realizes his father is not who he wants him to be. Alfred spies on Bane and sees Bane remove the feather and is happy the boy has finally broken free. Alfred sends Bane's mother to him to help finish drawing Bane away from Sinistrad. Bane pleads with his mother to not let Sinistrad send him back to the middle realms. She thinks that maybe Bane's innocence could save Sinistrad. Bane grins when his mother leaves, knowing he has manipulated her for his own wants.

In Chapter 52, Iridal goes to Sinistrad's study the next morning and sees Sinistrad and Bane bending over Bane's drawings. She tells Bane they are marvelous and asks if they are of the great machine. Bane starts to tell her the machine will pull all the lands together when Sinistrad tells him to stop. Sinistrad takes great delight in telling Iridal that Hugh is an assassin who was hired to kill Bane. When Bane lies about wanting to stay with them, Iridal leaves the study, crying for her lost child. Bane asks his father about the rune he saw Alfred draw on him when he was mortally wounded in the forest and finds out it is how Sartans and Patryns do magic. Bane finds out the rune is a rune of healing.



In Chapter 53, Sinistrad has put Hugh in a cell, isolated, attempting to get him to work for Sinistrad. Iridal comes to his cell and asks him if he is an assassin. He says yes. She asks how he could do it and then says she is alone again. Hugh tells Iridal she is not alone. He tells her Alfred will help her and Bane escape. Iridal tells him the real reason the wizards came to the high realm, that their blood is too mixed with non-wizards and their magic is becoming weak. She tells him of how few of them there are and that the dome is collapsing. He tells her Sinistrad plans to murder King Stephen and put himself in power. She says she does not believe Hugh. He tells her to listen when Sinistrad returns. When Sinistrad returns Hugh tells him he will work for him.

In Chapter 54, Haplo wanders the halls keeping track of everyone. He magics a peep into Limbeck's room. The Geg is simply sitting in a chair, writing materials before him. Haplo hears Bane tell Alfred that he has been looking for the man. Alfred says he has been looking for Hugh. Haplo knows Sinistrad has Hugh but he does not know where. Haplo hears Bane tell Alfred that Bane knows Alfred is a Sartan. Haplo stops and holds his breath. Alfred asks Bane if he was a Sartan, why in the world would he be a butler at the palace. Bane ignores Alfred's denial and tells Alfred he must help him kill his father. Alfred tells Bane he cannot help him, that he cannot take a life. Alfred tells Bane that Sinistrad would end up killing him. Alfred then realizes his people died of despair. The dog comes to Alfred and Alfred pets him and wonders what his master, Haplo, is doing. Bane tells Alfred that if Bane tells Sinistrad what Alfred is that Sinistrad will control Alfred by threatening the others. Alfred is wondering if he should have let Bane die as he was supposed to, that he played God again and perhaps messed up. Alfred begins to dance his runes and tells Bane he is leaving. Bane tries to reach Alfred but is repelled by a force field. The dog jumps through the wall and grabs Alfred's ankle. Alfred begs the dog to let him go. He pleads and threatens. Haplo enters the room and says that Alfred is leaving them alone just like in the old days.

Chapters 49 - 54 Analysis

In this section we see the final breaking of Hugh's walls when he meets Iridal and almost immediately cares about her. She too seems to care about him almost immediately. For the first time since she wed, she does not feel so alone. Hugh feels the same way though they do not say such to each other. Iridal displays her nature by trying to tell Hugh to leave immediately, even though that warning could be dangerous for her. This is also when Hugh finds out that the enchantment from Bane only works because he wants it to work. She tells him if he did not care the enchantment would not work. She tells him that caring is an invisible prison. It is not clear if she means that caring about her father kept her with Sinistrad or caring about Sinistrad when she first wed him imprisoned her.

Here Haplo finds out that the food served at dinner is an illusion like the buildings of the city. When Iridal tells Hugh that her illness makes her say silly things, he tells her she is not ill but scared to death. Haplo wonders how Iridal managed to make Hugh care about her so quickly. He decides to put a spell on wine and get Hugh incapacitated enough to



have to leave the table. He thinks he is protecting Hugh that way. This shows a chink in Haplo's armor also since he is actually trying to help Hugh.

When Haplo is thinking about the machine and why it was built, he wonders about when the Sartans realized they messed the world up so badly. He remembers Alfred mumbling about how the Sartans thought they were gods but kept making the situation worse.

Finally we see the beginnings of Bane's redemption. He is able to pull the amulet off and throw it away. Alfred is feeling more alone as he worries about how to stop Sinistrad from killing so many people in a war. Alfred is feeling lost and then he sees Bane throw away the amulet; all of a sudden his heart feels lighter. He can now work on pulling Bane away from Sinistrad. He sends Iridal to Bane. This night is the first time in his life that Bane has felt a mother's love. It begins a change in his heart. Again we see Bane's intelligence when he figures out that Alfred is a Sartan.

It is interesting when Iridal accuses Hugh of being monstrous since he is an assassin, but he does not make excuses. He does not tell her the kind of people he has killed nor tell her of his childhood. Her anguish at feeling alone again is telling though, that she could not be with an assassin, yet she married a truly evil man. Hugh feels badly that he offered Iridal a possibility for freedom and now cannot fulfill that promise because Hugh is imprisoned by Sinistrad. This is where Hugh tells Iridal that the evil he has done is not much different than the evil of her not doing — that Stephen and Anne's son died because she did not stop Sinistrad.

The rage that Haplo feels when he finds out Alfred is a Sartan is amazing even to himself. That he does not immediately try to kill Alfred is a testament to the discipline he learned in the labyrinth. Alfred begins to doubt himself. He wonders if by playing god and bringing Bane back to life he did not mess up. He knows that it is that type of behavior or thinking that caused the Sartans to sunder the world.



Chapters 55 - 57, Epilogue

Chapters 55 - 57, Epilogue Summary

In Chapter 55, Haplo is in a rage. He yells about the Sartan leaving them in the prison. Alfred tells Haplo the jailer did not leave. The jailer died. Alfred is dismayed the Patryn have been trapped this whole time. Alfred tells Haplo it was only to be for a few years. Haplo tells Alfred that he is taking him back to see the hell the Sartan created. Alfred says he is not going with Haplo and that a duel between them would have many consequences. Bane says no one is going anywhere until his father is dead. Alfred realizes Bane has gone to kill his father, but Haplo stops him from leaving. Alfred says he must stop Bane. Haplo says he does not care about Bane. Alfred asks if Haplo cares about his dog.

In Chapter 56, Sinistrad is telling Hugh how he wants Stephen and Ann killed. Iridal is listening in on the conversation. Iridal despairs knowing that it is too late to save Sinistrad or probably herself. She hopes it is not too late for Bane. Bane enters the room with the dog. Bane again begs his father not to send him back. When Sinistrad refuses Bane's request, he pulls out the knife. Sinistrad begins to cast a spell to kill Bane. The dog jumps on Bane and knocks him to the floor. Iridal grabs Sinistrad while Hugh grabs the dagger hoping to kill Sinistrad and free Iridal and Bane. Hugh strikes Sinistrad and the wizard shimmers and fades and becomes an enormous snake. Hugh drives the knife into the snake but the snake sinks his fangs into Hugh at the same time. The snake dies and Sinistrad is dead. Hugh tries to rise. Iridal tells Hugh he was right and the sin of not doing anything is hers. Iridal reaches out her hand to Hugh and he touches it then dies.

In Chapter 57, a rumbling fills the castle. Alfred tells Haplo the dragon is free. Haplo tells Alfred he cannot fight the dragon because he is not allowed to reveal himself. When Alfred faints, Haplo realizes he will have to fight the dragon. The dragon cannot figure out Haplo's magic and leaves him. Haplo shakes Alfred and wakes him. Haplo tells him that the dragon has gone for Iridal and Bane. Haplo takes Limbeck but then hears from his lord. Haplo's lord wants a disciple from the high realm. Haplo comes to the room where Iridal and Bane are hiding from the dragon. Haplo motions at Bane to come. He tries to get his mother to come but she tells him to go hide. The dog pulls Bane to Haplo. Alfred races into the room and begins to dance. The dragon stops and stares in wonder, because Alfred has made it look as if the world is the dragon's ancient home. Iridal runs to find Bane. Haplo draws his runes and tells the dog they are going home.

In the Epilogue, Haplo is talking to his lord and telling him that he is certain Alfred will come to them. Alfred and Iridal have joined together to find Bane. Haplo tells his lord that Bane will be a good disciple. Haplo says that he had to free the elven ship from the other wizards. He says that Limbeck was greeted as a hero and is now the High Froman. Limbeck helped Captain Bothar'el take over the next water ship and the captain and his crew left to join the rebellion. Rumors say that King Stephen will join the



rebelling elves. Haplo says that Limbeck is a powerful leader and the dwarves have regained their fighting spirit. Haplo asks if he has earned the right to another mission. He is told he has and that his next trip will be to the Realm of Fire.

Chapters 55 - 57, Epilogue Analysis

Alfred is dismayed when he finds out the Patryns are still trapped in the labyrinth. Haplo does not care that they were not supposed to be trapped that long and that all the Sartans but Alfred have died out. Bane decides no one is going to help him so he decides to kill his father himself. Iridal listens in on the conversation between Hugh and Sinistrad. It is then that she finally admits that she kept herself blind all those years. She feels it is too late for herself and Sinistrad but that maybe it is not too late for Bane.

When Bane tries to kill Sinistrad and Hugh steps in to stop Sinistrad from killing Bane and Iridal, Hugh's redemption is complete. He dies but the reader assumes he will go to the light as he did when he died from Bane's poison. It seems almost poetic justice that Haplo kidnaps Bane and takes him to a man who will not be subject to Bane's enchantment.

Alfred and Iridal team up to search for Bane and thus, in the end Iridal is not alone, nor is Alfred.



Characters

Alfred Montbank

Alfred is a Sartan, a powerful, demi-god, whose people are responsible for sundering the world many ages ago. He is a bumbling, clumsy, man who faints when frightened or very confused. When working magic, he dances and sings and is then very graceful. Alfred is working as a chamberlain for the human prince, Bane. Alfred sees good in Bane and tries to help bring the boy onto a path of goodness. He follows the prince when the assassin, Hugh, takes the boy for King Stephen. Alfred sees the good in almost everyone. He will not take a life, even when threatened. He has the power to bring back the dead and does so for both Bane and Hugh. Alfred discovers all of his race has died when he finds the mausoleum below the GEGS' meeting home. Alfred feels lost and alone and regrets his race's actions in causing the sundering of the world. He wonders why he is still alive and if his life has any purpose or meaning.

Bane

Bane is the son of King Stephen, although not by blood. Bane is brought to the king by Sinistrad, the boy's father, who takes Stephen's real son. Sinistrad plans to use Bane to take over the human kingdom and eventually the world. Bane has an enchantment which causes everyone who sees him to adore him but not actually love him. Bane is very intelligent and knows how people feel about him. He feels abandoned by his real father and mother and longs to get to the high realm to be with his father. Bane wears a feather that his real father put on him. Through it Bane can communicate with Sinistrad. Bane is very self-centered and demands that everyone do as he wants. He is impulsive and goes from being a little boy to a scheming "adult" quickly. Bane often does not tell the truth and trusts his enchantment to make people do what he wants. He does seem to have some affection for Alfred. Alfred hopes to be able to redeem Bane. Bane murders Hugh by giving him poison. He also figures out the purpose of the Great Machine. He has inherited his father and mother's magical abilities. Bane is kidnapped by Haplo at the end of the book and taken to Haplo's lord to become his disciple. Bane's mother awakens some feelings of longing for human connection in him. At the end of the book his mother and Alfred are looking for him.

Haplo

Haplo is a Patryn, the ancient enemy of the Sartans. He is a loner and has few emotions. His parents were killed protecting him in the labyrinth and he blames the Sartans for all the woes of his people. He is strong and intelligent and a powerful demi-god like Alfred. He is sent by his lord on a mission to see the Geg, middle and higher realms to prepare them for his lord taking over the world. He is to foment chaos and war so that the way will be easy for his lord. He takes the Geg rebel, Limbeck, under his



wing and grooms him to lead the Glegs into a war against the elves. Haplo is enraged when he finds out that Alfred is a Sartan and barely stops himself from engaging Alfred in battle. His loyalty to his lord and his mission is all that keeps him from attempting to kill Alfred. His companion is a dog who saved him as he was close to the final gate to get out of the labyrinth. He tells the Glegs that his people were enslaved by the Sartans but are now free and he has come to free them. At the end of the book he makes a deal with the elven captain to free the elf ship from the higher realm. He kidnaps Bane to take him back to his lord to serve as his lord's disciple.

Hugh the Hand

Hugh is an assassin who is an orphan raised by the monks of Kir, a death cult. He is abused and battered as a boy and spends most of his young life collecting dead bodies for the Kir. Hugh shuts off his emotions at a young age when his only friend dies. He is the son of a noble and a servant. His father abandons him and his mother. Hugh leaves the monks when he comes of age and confronts his father. In the confrontation he accidentally kills his father. This seems to set him on the road to becoming an assassin. Hugh feels that the majority of the people he has killed deserved to be killed. Hugh spends three years as a slave on an elven watership and learns both how to fly and the language. Three years on an elven ship as a slave is almost unheard of, since the majority of humans die long before they have served three years. Hugh is set up by the king to take the fall for a murder he did not commit. The king then forces Hugh to accept the job of assassinating the king's non-biological son, Bane. Hugh's heart is finally opened by Iridal, Bane's mother. He finds, in his few encounters with her, that he cares for her and will do anything to protect and free her. Hugh gives his life killing Bane's father, protecting Iridal and Bane.

Iridal

Iridal is Bane's mother and Sinistrad's wife. She is raised by a kind and good wizard but she ignores her father's warnings and marries Sinistrad. Sinistrad tells her even before marriage that he is evil. She chooses to ignore his warnings also. Somewhere in her kind heart she thinks she can redeem Sinistrad. Sinistrad is cold and cruel to her, having sex for the sole purpose of producing a son he wants. After she is pregnant, Sinistrad never touches her again. She fights with him about taking her son to the middle realm but Sinistrad has imprisoned her father's soul to control her. Iridal finally breaks free of Sinistrad, seeing him for who he really is, beyond redemption, and confronts him to try to save her son, Bane. Iridal is saved from Sinistrad's dragon by Alfred and the two of them set out at the end of the book to search for Bane, who has been kidnapped by Haplo.



Limbeck Bolttightener

Limbeck has spent his entire life asking questions that the other GEGs not only do not consider but do not want to hear. He is dismissed from school because of his questions and inattention. His parents barely tolerate him and do not understand him. Limbeck is severely near-sighted and ends up in many situations from not seeing well although he does have glasses. At a young age Limbeck gets caught outside in a severe storm and takes refuge inside an elven ship that had crashed. Limbeck sees the dead bodies of the elves and realizes they are not gods but mortal beings. He also sees books which show pictures of the world above them. Limbeck is arrested for blasphemy, tried and convicted. He is made to fly off the island. His girlfriend, Jarre, and others, arrange ahead of time for him to be rescued. When Limbeck returns from his "death" he brings with him Haplo, a person who looks like a god but denies being one, and Haplo's dog. This event leads to more confusion in the world of the GEGs and culminates with Limbeck leaving the lower level in an elven ship to find out the truth. The truth of the middle and upper realms depresses and angers him since he finally knows for sure the GEGs are being exploited for the benefit of the elves, not gods, but mortals.

Sinistrad

Sinistrad is Bane's real father and an evil wizard who lives in the upper realm. He has devised a plan, using Bane, to leave the upper realm and conquer the rest of the world. Sinistrad has killed his wife's father and imprisoned her with threats and fear. He has control of the council of the mysteriarchs and has also taken control of a quicksilver dragon by means of magic. Sinistrad is cruel and self-centered. His goal is obtaining as much power as possible by whatever means necessary. He is demanding, authoritative and cold towards both his son and his wife. Sinistrad is killed by Hugh when he turns into a serpent to kill Iridal, Bane and Hugh.

Jarre

Jarre is Limbeck's girlfriend who at first is a strong, assertive woman who wants the GEGs to fight for Limbeck's principles. She runs the rebellion organization with a strong hand and feels she must take care of Limbeck because his head is in the clouds. Jarre changes considerably when she is caught in the mausoleum with Alfred and sees all the dead Sartans. At the end of the book it is Limbeck who is strong and aggressive and Jarre who has become more gentle.

Dog

Dog is the loyal companion of Haplo. He is super intelligent and seems to pop up in strange places, even places where he might need to climb a ladder. He follows Haplo's commands and acts as a spy for Haplo when with others. He does not seem to be quite a dog and later in the series it will be shown what he really is.



Captain Bothar'el

Bothar'el is the elf captain of the ship that Hugh and Haplo capture and who takes them to the higher realm. He had been a lieutenant on the ship before he killed the captain in a duel. He is a sensible man who is respected enough by the crew that they throw in their lot with him in mutiny. He loses his ship to Haplo when he agrees to swap his ship for Haplo's help getting them out of the higher realm.

Lord of the Nexus

The Lord of the Nexus is the leader of the Patrysts and is the first one to escape the Labyrinth. He finds out about the Death Gates and the other four worlds. He sends Haplo out into the worlds to explore and help him conquer them. He returns to the labyrinth often to rescue others from it. In the end, Haplo takes Bane to him to become his disciple.



Objects/Places

Arianus

Arianus is the world of Air composed of floating islands in three altitudes: the low realm, the mid realm and the upper realm.

The Low Realm

The lowest of the three floating islands of Arianus, the low realm where the GEGs or dwarves live. This is also the location of the Kicksey-winsey, the great machine.

The Mid Realm

Humans and elves live in the mid realm. The elves and humans have been at war for centuries. They fight mostly for water and political advantages.

The High Realm

The high realm is where the Mysteriarchs or wizards live, who are human. They left the mid realm many years before the beginning of Dragon Wing. The high realm is cold, icy and impossible to live in without the dome which surrounds the mysteriarchs' city. The dome is failing and the vast majority of the wizard population have died out because of the harsh conditions in the upper realm.

Drevlin

Drevlin is the continent in the lower realm where the GEGs live.

The Labyrinth

The labyrinth is a land of horror where the Sartans imprisoned the Patryns when the Sartans sundered the world to keep the Patryns from taking over the world. The labyrinth is full of monsters, all trying to kill the Patryns within. It has many gates through which a Patryn must go in order to get out of the labyrinth. Very few Patryns actually manage to get out of the last gate alive. The Sartans did not mean for the labyrinth to be the way it is and thought the Patryns themselves would only be in prison a few years.



Dragon Wing

Dragon Wing is the name of Hugh's elven ship taken from the act of a person walking the wings of an airship without benefit of the magic that keeps one from falling.

The Kicksey-winsey

The great machine the Sartans built and that the GEGs maintain is the Kicksey-winsey. One of the functions of the machine appears to be to produce water for the mid realm. Near the end of the book it is revealed the machine is also supposed to line up the islands and put the World of Air back together.

Runes

Runes are the means by which both the Sartans and the Patryns utilize their powers.

The Maelstrom

The maelstrom is a violent vortex or whirlwind which separates the mid realm and the lower realm through which a ship must fly in order to get water.

The Help-hand

The help-hand is a part of the Kicksey-winsey which is shaped like a hand and is used to repair the lower part of the machine. It is how Limbeck is rescued after being condemned to fly off the continent.

The Welves

The GEGs call the elves who are the GEGs' gods welves.

The Factree

The Factree is the center of the GEGs meeting hall and where they believe the gods speak to them.

The High Froman

The High Froman is the leader of the GEGs.



Statue of the Manager

Statue of the Manager is a statue of an elf or a Sartan who is said to be the god of the Glegs.

Sinistrad's Palace.

Sinistrad takes the travelers to his palace, where he has his wife basically imprisoned. Much of the palace is real although the halls and rooms often shift around. The food Sinistrad serves in the palace to the visitors is an illusion.

The Mausoleum

The mausoleum is where the tombs of all the Sartans are located. It is beneath the Statue of the Managers in the Glegs' meeting hall.

The Feather and Chain

The feather and chain is a necklace Bane wears that his father placed on him as a baby. The necklace enchants people to adore Bane when they look at him. It is also the means by which Bane can speak to his father in the high realm when Bane is in the mid or lower realm. Bane is unable to remove the necklace until he finally breaks from his adoration of his father.

Walking the Steps of Terrel Fen

Walking the steps of Terrel Fen is the term for forcing a convicted Geg to jump off the continent with wings fastened to his/her body. This is Limbeck's punishment for blasphemy.



Themes

Loneliness and Being Alone

Almost all of the main characters are alone or feel alone. Alfred is the last of the Sartans and he wonders why he is left and what his purpose could be. He feels overwhelmed with loneliness at times. There are no other people in the world who can understand him, what he has done, where he has been and why he has done what he has done. All of his friends and family are gone. Hugh was abandoned by his father and orphaned when his mother dies. He is raised in a place where no one is a friend and he is bullied and abused and he shuts down his emotions and remains alone and aloof from others. He does finally make a connection with Iridal shortly before he dies.

Bane has been left with a couple who know that he is the reason their own son was taken from them. Although an enchantment causes people to adore him, they do not love him. He feels abandoned by his mother and father and completely alone. He responds by being a demanding, self-centered boy whose personality is not loveable. When he finally meets his father, his father is cruel, cold and aloof and he knows he is not loved. He finally does make some connection with his mother and with a dog.

Sinistrad is aloof, cold and alone. He is feared but not liked and he has been the main cause of this. He uses his wife only to produce a child for him to use in his plans.

Haplo is a Patryn whose parents are killed when he is a child. He keeps himself apart from others and has many secrets he has to keep hidden. He does make a connection with his dog.

Power

Much of the conflict in the world in the present and in the past has been centered around power and the quest for power. The Mysteriarchs leave the mid realm because their magical powers are being diluted. In the high realm they are jealous of the Sartans' power and fight with them, causing the Sartans to leave them to a bleak future. In the Mid Realm the elves and the humans fight over power and control. The sundering of the world by the Sartans was also over the use of power and keeping the Patrins from having power and control over the world. The elves abuse the GEGs with their power over them because the GEGs believe the elves are gods. The conflict of Limbeck with the rest of the GEG community is caused by his desire to break the power of their false religion and for the GEGs to seize and use their own power.

Redemption

Alfred wonders if there can be any redemption for the Sartans and what they have done to the world through their own false beliefs that they knew what was best for the whole



world. Hugh is an assassin who is even willing to take a contract on a child and is finally redeemed through his caring for the child and for the child's mother. The GEGs look for redemption from the gods that their drudgery and hard life might end when they are judged righteous and taken to the higher realm. Alfred, although a powerful demi-god, works as a chamberlain to Bane and follows Bane into exile because he has hope there is some good in the child and that Bane can be redeemed.

Truth

Limbeck's main purpose in life is to find the truth and then open the GEGs' eyes to the truth. Hugh finally faces some truths about himself, his life and what he has done with his life. He faces the truth about what he learned from the Kirs also. Haplo hides from the truth of Alfred being a Sartan who is a good person. Haplo also hides from the truth of who his dog is.

Style

Point of View

Dragon Wing is written in the third person omniscient point of view. This point of view is effective for Dragon Wing because there are several plots playing out at the same time with a fairly large number of characters, so first person would limit the information too much and would probably result in the reader being confused about the intricacies of the plot. The narrator is impersonal and reliable and reveals both the concrete details of the story and the emotions of the characters.

Another reason the third person point of view works well is because there is so much description. Dragon Wing is a fantasy novel which takes place on another world. Description is vital in these types of novels to immerse the reader in the new world. If the descriptions were rendered in an unreliable first person, for example, the reader would not know if the descriptions are accurate or colored by the narrator's own prejudices.

Setting

Dragon Wing is set in an imaginary world which is similar to our world in that there are humans on the planet, but it is very different in that magic is an integral part of the world. The characters and the animals, many of which are not real, can do things that people on this planet cannot. For example, Dog, the dog who is Haplo's companion seems to be as intelligent as a human and can do many things most dogs cannot, such as climb ladders and survive explosions.

The technological level of the world is at about the same as the early 18th or late 17th century of earth. In fact, many of the weapons, the customs, and the animals are common to the real world or planet Earth.

The world of Arianas is divided into different levels or islands, the lower, mid and upper levels. Dragon Wing events take place on all three levels about equally. Each level has different types of people in them. The lower level is where the dwarves live; humans and elves live in the mid level and human wizards or Mysteriarchs live in the upper realm.

Language and Meaning

Dragon Wing is a part of a series of nine fantasy novels. The language is easy to understand and read, although there are some terms which are not used in conventional English language. Most of the words used in connection with magic exist in the English language, though with a different meaning. The meaning of the words that are different from "real" English are easily understood in context. Some of the creatures



that inhabit the world of Dragon Life do not exist not in "real" life such as dragons and many of the creatures of the labyrinth.

Structure

Dragon Wing is divided into 57 chapters with a Prologue and an Epilogue. The chapters are fairly consistent as far as length. Each is about four to eight pages long and the entire book is 414 pages long. There is no foreword or afterword.

There is one major plot in Dragon Wing, which centers around Bane and Bane's quest to get to his father. Several sub-plots include the rebellion of Limbeck in the land of the Gags and the exploration of the world by Haplo.

The book is a fast read, with easy language and enough action that the plot is moved along quickly.



Quotes

"Centuries ago, the Sartan thought to defeat our ambition by sundering the world that was ours by rights and throwing us into their prison..."

Prologue, pg. 2

"...You kill those who allegedly have wronged others, those who are above the law, those whom—supposedly—my law cannot touch."

Chap. 4, pg. 30

"Of course he will die! It is his privilege to die an innocent child and escape the evil to which mankind is heir."

Chap. 5, pg. 36

"Bane! The assassin wasn't superstitious, but why would anyone give a child such an ill-omened name?"

Chap. 6, pg. 42

"They live in a world of wealth and magnificence. A world of beauty that we can only begin to imagine. A world of ease that is supported by our sweat and our labor! And let me tell you! They have no intention of ever 'taking us up to that world' as the clarks keep telling us they will, 'if we are worthy!'"

Chap. 11, pg. 81

"'It's true about His Highness, sir,' Alfred continued, wrestling furiously with the strip of cloth. 'Our past clings to us, especially people who influenced us. His Highness can see them.'"

Chap. 15, pg. 104

"It had a longish nose, its face was exceptionally intelligent, and the eyes were large and liquid brown. Its fur was a nondescript black with patches of white on the tips of the ears, and white eyebrows. It was the eyebrows, Limbeck decided, that made the dog's face unusually expressive for an animal."

Chap. 18, pg. 130

"'Sir Hugh!' The small hand was tugging at his sleeve. 'What did you do in the battle?' 'I was sent to deliver a message.'"

Chap. 21, pg. 156



"He started to cut the slender neck, but a strange reluctance halted him. A voice came to him from out of a vast and horrifying darkness. 'All your life you served us.'"
Chap. 27, pg. 195

"'These are my friends,' he said to Jarre. 'I told you about them as we were coming down here.' He smoothed the crystal closure with one hand. 'I told you that they might not be here. I told you that they might have gone. But I knew in my heart what I told you wasn't true. They would be here. They will be here forever. Because they're dead, you see, Jarre. Dead before their time. I am alive long after!'"
Chap. 37, pg. 271

"'When we get to my father, the mysteriarch, he'll have all the answers!'"
Chap. 39, pg. 291

"'You will answer promptly any question I put to you. You will do my bidding without argument or back talk. You will, at all times, treat me with respect.'"
Chap. 48, pg. 350

"It had been a long time since Hugh had felt another's pain. It had been a long time since he'd felt his own. From somewhere buried deep inside him, memories and feelings that had been lying dead came to life, stretched out bony hands, and dug their nails into his soul."
Chap. 50, pg. 365

"That night Bane asked the voice of the feather amulet, the soft and whispering voice that often spoke to him during the night, to explain why his parents didn't love him."
Chap. 51, pg. 379

"Haplo had long imagined meeting a Sartan, meeting someone who had sealed his people in that hellish place. He imagined himself angry, but now even he could not believe his fury."
Chap. 55, pg. 399

"She felt nothing at hearing Sinistrad plot murder; her mind, her senses, had gone numb. Why did I bother to come? she asked herself. There's nothing I can do. It's too late for him, for me."
Chap. 56, pg. 404

"'You've imprisoned it in its mind,' she said. 'Yes,' Alfred agreed. 'The strongest cage ever built.'"
Chap. 57, pg. 413



"'And I am free,' she said in wonder. 'And it isn't too late. There is hope! Bane, my son! Bane!'"

Chap. 57, pg. 413



Topics for Discussion

Given what the Lord of the Nexus wants to do - conquer the other worlds - do you think it is understandable why the Sartans put the Patryns in the labyrinth? Why or why not?

What are some of the reasons that Hugh is able to be such a good assassin?

How are Bane's personality and morals affected by being raised by people who do not love him?

What do you think is the effect of being named Bane on the boy?

Why might Trian believe that Hugh would not be susceptible to the amulet's enchantment powers?

Why do the Gogs believe that silence means death?

What are some of Limbeck's strengths that leads him to want to tell his people the truth about their lives?

What are some of Limbeck's weaknesses in the beginning of the novel that make it difficult for him to be the leader of a revolution?

How does being in the mausoleum with Alfred change Jarre?

Why do you think Bane poisons Hugh?

How does living in the labyrinth help form Haplo's personality and morals?

Why do you think Alfred is so clumsy and tends to faint under pressure?

How are the plot and themes influenced by most of the main characters being alone or unloved?

Do you think Alfred is wrong for bringing Bane back to life?

Discuss the irony of the changes in Hugh which happen so close to his death?

What are some of the influences the Kir monks have on Hugh?

Do you think redemption is possible for Bane or Haplo?

What are some of Bane's behaviors that may have come about because of Sinistrad's influence?

Why does Iridal feel she is beyond help or redemption?

Discuss the irony of Hugh finally finding love and dying before he can actually enjoy it.