

The Eye of the World Study Guide

The Eye of the World by Robert Jordan

(c)2015 BookRags, Inc. All rights reserved.



Contents

The Eye of the World Study Guide.....	1
Contents.....	2
Plot Summary.....	5
Prologue, Dragonmount.....	6
Chapter 1, An Empty Road.....	8
Chapter 2, Strangers.....	10
Chapter 3, The Peddler.....	12
Chapter 4, The Gleeman.....	14
Chapter 5, Winternight.....	15
Chapter 6, The Westwood.....	17
Chapter 7, Out of the Woods.....	19
Chapter 8, A Place of Safety.....	21
Chapter 9, Tellings of the Wheel.....	23
Chapter 10, Leavetaking.....	25
Chapter 11, The Road to Taren Ferry.....	26
Chapter 12, Across the Taren.....	28
Chapter 13, Choices.....	30
Chapter 14, The Stag and Lion.....	32
Chapter 15, Strangers and Friends.....	34
Chapter 16, The Wisdom.....	37
Chapter 17, Watchers and Hunters.....	38
Chapter 18, The Caemlyn Road.....	40
Chapter 19, Shadow's Waiting.....	42
Chapter 20, Dust on the Wind.....	44
Chapter 21, Listen to the Wind.....	46



Chapter 22, A Path Chosen.....	48
Chapter 23, Wolfbrother.....	49
Chapter 24, Flight Down the Arinelle.....	51
Chapter 25, The Traveling People.....	53
Chapter 26, Whitebridge.....	54
Chapter 27, Shelter from the Storm.....	56
Chapter 28, Footprints in Air.....	57
Chapter 29, Eyes Without Pity.....	58
Chapter 30, Children of Shadow.....	59
Chapter 31, Play for Your Supper.....	60
Chapter 32, Four Kings in Shadow.....	61
Chapter 33, The Dark Waits.....	63
Chapter 34, The Last Village.....	65
Chapter 35, Caemlyn.....	66
Chapter 36, Web of the Pattern.....	67
Chapter 37, The Long Chase.....	68
Chapter 38, Rescue.....	69
Chapter 39, Weaving of the Web.....	71
Chapter 40, The Web Tightens.....	73
Chapter 41, Old Friends and New Threats.....	75
Chapter 42, Remembrance of Dreams.....	76
Chapter 43, Decisions and Apparitions.....	78
Chapter 44, The Dark Along the Ways.....	80
Chapter 45, What Follows in Shadow.....	81
Chapter 46, Fal Dara.....	83
Chapter 47, More Tales of the Wheel.....	85



[Chapter 48, The Blight..... 87](#)

[Chapter 49, The Dark One Stirs..... 88](#)

[Chapter 50, Meetings at the Eye..... 89](#)

[Chapter 51, Against the Shadow..... 91](#)

[Chapter 52, There is Neither Beginning Nor End..... 93](#)

[Chapter 53, The Wheel Turns..... 95](#)

[Characters..... 97](#)

[Objects/Places..... 104](#)

[Themes..... 107](#)

[Style..... 109](#)

[Quotes..... 113](#)

[Topics for Discussion..... 118](#)



Plot Summary

"The Eye of the World" is a journey of self-discovery. Rand, Mat and Perrin are being hunted by the Dark One, though no one knows why. Moiraine is an Aes Sedai, people who have the ability to touch the True Source and draw on a magic called the One Power, and she intends to find out what the Dark One wants with them. She guides them on a journey towards Tar Valon, the Aes Sedai seat of power. The three boys have many experiences, learning about themselves as they journey. Their destinies are intertwined, and one of them holds the key to the doom and salvation of the world. They must discover whom they are in order to prepare themselves for the coming battle. "The Eye of the World" is the first book of an epic saga in a vast, richly-detailed fantasy world by a well-known writer.

Rand, Mat and Perrin are three boys from Emond's Field who learn they are being hunted by the forces of the Dark One. They leave their village in the company of Moiraine, an Aes Sedai, who wants to take them to Tar Valon where the other Aes Sedai reside so they can learn why the Dark One wants one or all of them. They travel with Lan, a Warder who guards Moiraine, and with Thom, a gleeman, and Egwene, another villager. Trollocs, half-beast men, and Myrddraal, powerful cloaked figures, pursue the travelers until Moiraine is able to affect their escape. Egwene learns she has the potential to be an Aes Sedai and is anxious to begin training. The group travels to Baerlon where Nynaeve, the Wisdom from Emond's Field, tracks them down and joins their group.

The group is pursued by Trollocs and Myrddraal again and then forced to fight. Mat learns the blood of an ancient king is strong in him. The group shelters in a deserted city and are separated when they are forced to flee the great evil that is found there. Rand and Mat apprentice with Thom while they travel along a river, learning his craft. Thom falls to a Myrddraal and the two boys are forced to continue on their own. Mat begins to fall under an evil curse from a dagger he took from the dead city. Perrin and Egwene make their way alone until they encounter a strange man who can communicate with wolves. Perrin learns he has the same gift and a transformation begins in him, though he tries to deny it. Nynaeve groups with Moiraine and Lan, and she learns she also has the potential to be an Aes Sedai, though she dislikes it. She travels with Moiraine and Lan in order to find the boys and Egwene.

Perrin and Egwene are captured by Whitecloaks and taken prisoner. They are rescued by Lan, Moiraine and Nynaeve, and together they track down Rand and Mat. The reunited group is joined by Loial, an Ogier, and learns they must travel to the Eye of the World in order to stop the Dark One from breaking free of his prison. Loial provides the means of getting them across the great distance quickly. At the Eye, Rand comes into power, discovering he is also an Aes Sedai. Rand confronts the Dark One and emerges victorious. Moiraine believes he is the Dragon Reborn and will fulfill the prophecies, saving or dooming the world.



Prologue, Dragonmount

Prologue, Dragonmount Summary

"The Eye of the World" is a journey of self-discovery. Rand, Mat and Perrin are being hunted by the Dark One, though no one knows why. Moiraine is an Aes Sedai, people who have the ability to touch the True Source and draw on the One Power, and she intends to find out what the Dark One wants with them. She guides them on a journey towards Tar Valon, the Aes Sedai seat of power. The three boys have many experiences, learning about themselves as they journey. Their destinies are intertwined, and one of them holds the key to the doom and salvation of the world. They must discover whom they are in order to prepare themselves for the coming battle. "The Eye of the World" is the first book of an epic saga in a vast, richly-detailed fantasy world by a well-known writer.

A palace is in shambles, death and devastation throughout the rooms and corridors. There is evidence of great and terrible energy everywhere. Lews Therrin Telamon wanders through it, calling to his love, Ilyena, though she lies dead at his feet. He is garbed in rich clothing and around his neck hangs a symbol, a half-white and half-black circle, the colors separated by a sinuous line. He laughs when he sees his reflection, calling out to his wife once more.

A man materializes behind him, dressed in black, and calls him by the title "Lord of the Morning". Lews Therrin turns, regarding the man as a guest and hailing for his wife to come greet the newcomer. The man in black wonders if Lews Therrin is already so far in the taint's grip and utters a curse to Shai'tan, the Dark One. The name stirs a memory in Lews Therrin, but it is fleeting. The man calls himself Elan Morin Tedronai, a name Lews Therrin recognizes as the Betrayer of Hope. Elan Morin says that Lews Therrin was named the Dragon, but after this day, he will be called Kinslayer. Still, Lews Therrin calls for his wife to greet the guest and Elan Morin grows impatient. He uses the power of Shai'tan to Heal Lews Therrin, a painful experience. When the pain finally subsides, he notices his dead wife and cries out.

Lews Therrin prepares for battle but is forestalled by Elan Morin's cautionary words. He reminds Lews Therrin of the futile attack on the Dark One and the counterstroke that is causing the Hundred Companions to tear the world apart, joined daily by hundreds more male Aes Sedai. He is told to remember who killed Ilyena, who slew every life that bore a drop of his blood. It was Lews Therrin in his madness. It is too much for Lews Therrin to bear and he reaches out to tainted saidin, the male half of the One Power, and Travels.

He appears in a flat, uninhabited land with a river flowing nearby. He can feel the taint on the surface of the male half of the True Source. In despair, Lews Therrin draws in more and more of the One Power, until there is such an outpouring that a mountain rises out of the ground, growing miles high. The river bends away from it and a long



island forms in the center, almost reached by the shadow of the new mountain. There is no sign of Lews Therrin.

Prologue, Dragonmount Analysis

The prologue is an introduction to concepts and historical events that will be relevant throughout the book. There is no context, leaving the reader to wonder what is going on.

Aes Sedai are able to draw on the One Power, the power that drives the Wheel of Time, which is also referred to, as the True Source. The symbol of the Aes Sedai is similar to a Chinese ying-yang symbol, a circle with a light half and a dark half divided by a sinuous line. The light half is saidin, the male half of the One Power, and the dark half is saidar, the female half.

When an Aes Sedai uses the one power to Travel, they effectively teleport. The capitalization is important, denoting the use of the power to move rather than the common verb.

The prologue establishes intrigue and is a reliable indication that there is a richly-detailed history for the world. The gruesome deaths, devastation, tragedy and despair reveal that the author does not pull his punches, warning the reader that this book is not for the faint of heart.



Chapter 1, An Empty Road

Chapter 1, An Empty Road Summary

Rand Al'Thor and his father, Tam, are traveling on the road from their farm to Emond's Field, the nearest village. It is still winter, though spring should have arrived a month earlier. The harsh winter has driven wolves and bears out of the mountains and into the farmlands where they attack livestock and people alike. Travel is dangerous, so Rand is armed with a bow and Tam carries a spear. Their horse Bela is pulling a cartload of apple brandy and cider for the upcoming Bel Tine Festival, a springtime celebration that is taking place despite the wintry weather.

Rand senses someone watching, and then notices a cloaked figure on horseback on the road not far behind them. He feels queasy staring at the figure but cannot look away even as he continues walking, sensing immense hatred from the cloaked figure. Rand trips, taking his eyes off the rider for a moment, and when he looks back the rider is gone. Tam notices the stumble and Rand tells his father about the rider, but remembers that the rider's cloak did not move despite the stiff wind so he decides that he may have imagined it.

In the village, many people greet Tam and all talk is of news from outside, the weather or Festival preparations. Tam is stopped by Wit Congar, a bitter man who complains about the village Wisdom, Nynaeve al'Meara, whose predictions about winter and the harvest proved to be wrong. Wit is put in his place by his wife who cautions him that Woman Circle business is none of his, allowing Tam and Rand to proceed to the Inn.

The Innkeeper, also the Mayor, and Cenn Buie, another Village Councilman, greet Tam and Rand. Cenn also speaks out against Nynaeve, complaining about her youth and demeanor. While Cenn and the Mayor talk with Tam, Rand's friend Matrim Cauthon appears, trying to avoid work. Rand learns that Mat has also seen the cloaked rider.

Rand hears of two strangers in the village, a rare occasion, and rumors of a gleeman. He grows excited at the prospect of a gleeman, traveling performers who entertain and amuse, appearing at the Festival.

Chapter 1, An Empty Road Analysis

This chapter introduces two of the main characters: Rand Al'Thor and Matrim Cauthon. Rand is the primary narrator; most of the story is from his point of view. Tam Al'Thor, his father, is a strong character and his presence is important to demonstrate the values that Rand grew up with.

An unnaturally harsh and long winter suggests something is wrong with the world. The cloaked rider on the road suggests a growing threat and foreshadows trouble for Emond's Field and Rand.



This chapter introduces the theme of gender roles. Women are in charge of the home, cooking and cleaning, while men conduct repairs and have professions. Only men sit on the Village Council, but there is a Women's Circle that governs what they call women's work, including the role of matchmaker for eligible men and women. The role of Wisdom belongs exclusively to women; she plays a significant part in village life as healer and soothsayer, and belongs to the Women's Circle. The reader learns that men defer to the Women's Circle when Wit Congar is put in his place by his wife.

The setting of a small village in an isolated area of land is an effective introduction to the richly detailed world. There are references to important historical figures and events, strange customs, mysterious powers and dangerous creatures, but much of it is dismissed by the farm folk and villagers as legends. Most of the villagers possess only the most rudimentary knowledge themselves, allowing the reader to learn the history and details of this world as the characters do.



Chapter 2, Strangers

Chapter 2, Strangers Summary

Rand and Mat bring the barrels of brandy and cider into the inn while the councilmen, including Tam, convene inside. Mat tells Rand of a prank he pulled that went awry. Another village boy enters and tells them that he saw strangers in the village. Both Rand and Mat immediately think it is the cloaked rider but the boy describes another cloaked man and a lady. Mat realizes the boy is talking about the two strangers he saw and together they fill Rand in on the details. The man, Lan, appears to be a soldier or swordsman in the woman's employ, and the woman, Moiraine, is what the boys imagine a highborn lady to be. The villagers have never seen anyone like the strangers and can only compare them to what they've heard in stories.

The boys leave the inn to get a look at the strangers. Outside, they notice a raven perched on a rooftop, watching them. They don't like the bird and throw rocks at it, but it simply steps to one side and continues to watch them. They wonder at its bizarre behavior. Moiraine appears and the bird abruptly takes flight.

Moiraine's beauty and poise captivate the boys. They stumble over their words as she speaks with them. She presses them into her service, giving them each a coin in order to be able to call on them later. Rand asks her why she came to Emond's Field and she answers that she collects old stories. The boys haven't heard any stories of the area that might be noteworthy to someone like her. When she leaves, the boys see her companion Lan standing nearby. His cloak lends a camouflaging effect, making him difficult to see. The coins Moiraine gives to Rand and Mat are valuable, but the boys decide not to spend them.

As they discuss the two strangers, a commotion rises nearby. The peddler they have been waiting for has arrived, just in time for Bel Tine.

Chapter 2, Strangers Analysis

Two more main characters are introduced in this chapter, Moiraine and Lan. Moiraine is evidently an important person, worthy of a personal guard. Lan's cloak is remarkable, but we learn almost nothing about him other than he watches over Moiraine and seems to be a skilled swordsman. The strangers are different from the villagers and the isolation of Emond's Field is made more evident by the contrast.

Mat demonstrates a character trait with his tale about the practical joke. He is a prankster who will go to great lengths to pull off a joke, and does not think of the consequences of his actions.

The raven is a symbol of evil, a carrion eater that heralds the evil that is coming to Emond's Field. Even Moiraine is disturbed by it, legitimizing the uneasiness the boys



feel about the bird. The bird's unnatural behavior suggests that there is an external force controlling or directing it.

Moiraine maneuvers the boys into accepting the coins and establishes a bond with them. We later learn that she came specifically to find the boys.



Chapter 3, The Peddler

Chapter 3, The Peddler Summary

Padan Fain, a peddler that has come to Emond's Field every year for as long as Rand can remember, has arrived. The entire village comes to greet him. More important than his wares is the news he brings of life outside Two Rivers, the land in which Emond's Field is located. Rand and Mat are joined by Perrin Aybara, the blacksmith's apprentice, and together the three of them listen to the peddler's news.

Padan Fain begins by telling the villagers that their troubles are nothing compared to what has been happening outside their isolated community. He speaks of war in Ghealdan, a land to the south. The conflict is due to the emergence of someone claiming to be the Dragon reborn. There are prophecies concerning the rebirth of the Dragon and there have been false Dragons in the past, each time bringing war and death. This Dragon is different and can use the One Power. For this reason, the Aes Sedai have joined the battle for none but they can hope to defeat him.

Because of the nature of the news, the Village Council takes Padan Fain indoors to interview him in private. Rand and his friends are left to talk about stories concerning false Dragons, Aes Sedai and the Dark One. They are interrupted by Nynaeve and Egwene who were not present for Padan Fain's announcement. Rand discovers that Egwene plans to be a Wisdom, which would mean leaving Two Rivers for another village because Nynaeve is so young. Rand's feelings for Egwene make him uncomfortable with the thought of her leaving, but when he tries to argue with her about it, he stumbles over his words and makes a mess of it.

Rand learns that Moiraine also gave a silver coin to Perrin, and that Perrin had also seen the cloaked rider. Perrin recounts his sighting to Rand and Mat. Egwene overhears and dismisses their encounters as foolish childishness. She particularly disapproves of Rand's involvement.

Just as the discussion is about to become another argument between Rand and Egwene, they are interrupted by someone exiting the inn as if being chased.

Chapter 3, The Peddler Analysis

Padan Fain brings news from outside Two Rivers, providing the reader with a broader view of the world yet still from the perspective of a small community. Places are named without context, for either the reader or the villagers. Once again, the isolation of Emond's Field is made evident. News of war and the rise of another Dragon are significant, but still more significant is this Dragon's ability to use the One Power. Even with the knowledge of the world that the reader possesses at this point, there is a strong sense of foreboding.



This chapter introduces three more of the main characters. Perrin is immediately associated with Rand and Mat when the reader learns he has also seen the cloaked rider and been given a coin by Moiraine. The reader is left to wonder at the connection between them and the purpose of the coins. Nynaeve al'Meara is the Wisdom, the village healer, who proves to possess a temper. Egwene al'Vere seems to stay close to Nynaeve and seems much like Nynaeve. Rand has an obvious interest in her but behaves much like a boy who doesn't know how to act on his feelings. Egwene's reactions to him suggest that she feels the same way.

The Aes Sedai are also introduced, people who can wield the One Power but who are viewed with mistrust. The Dark One is also discussed, providing a first look at the antagonist.

Perrin demonstrates consideration when he moves carefully through the crowd despite being capable of pushing through effortlessly. This also makes him appear gentle and aware of his strength.

The theme of gender roles is evident again in this chapter. When Nynaeve learns that the Village Council is questioning Padan Fain, she suggests they are incompetent and it will take the Women's Circle to learn anything useful.



Chapter 4, The Gleeman

Chapter 4, The Gleeman Summary

The gleeman, Thom Merrill, emerges from the inn. Rand notes his blue eyes in particular. Everyone in Two Rivers has dark eyes, except for Rand who has gray eyes, something that he has been teased about. The gleeman complains of his treatment, having just been chased out of the inn by the Village Council.

Thom gives the villagers a sample of his performance, juggling and telling them of the many stories he has to tell. The villagers request stories as well, and it seems Thom knows them all. The villagers are enthralled, but Thom suddenly stops as Moiraine and Lan join the crowd. He addresses Moiraine politely and with caution, but seemed displeased to see her there.

The inn door opens and the Village Council emerges, without Padan Fain. Thom takes advantage of the distraction to excuse himself and disappears inside. Tam speaks with Rand, Mat and Perrin about Padan Fain's news. The Council feels that Two Rivers is too isolated to have cause for concern, but that they will start sending patrols out as a precaution the following day.

Rand is surprised to learn that Tam wants them to return to the farm right away. Rand had expected to have a few hours yet in the village. While Tam goes to fetch the horse and cart, Rand, Mat and Perrin agree to tell the Mayor about the cloaked rider together. They decide to first find out if anyone else has seen the rider, and so Rand leaves Mat and Perrin with that task for the night. They will approach the Mayor the following day with whatever witnesses they can find.

As they leave the village, Tam asks Rand if anyone else had seen the rider. Rand is astonished, having thought that his father didn't believe him. He tells Tam that Mat and Perrin have also seen the rider. It turns out there are other witnesses as well, all young men. It is because of the strange rider that Tam wants to return to the farm early.

Chapter 4, The Gleeman Analysis

Thom Merrill, another major character, is introduced in this chapter. He also provides some historical references, further expanding the reader's knowledge of the world. There is a sense of conflict between the well-traveled and knowledgeable gleeman and Moiraine, which contributes to the mystery surrounding both characters.

When Tam asks Rand if anyone else saw the cloaked rider, it is clear that he trusts Rand and does not dismiss what Rand tells him. This establishes trustworthiness as a character trait in Rand.



Chapter 5, Winternight

Chapter 5, Winternight Summary

Rand and Tam arrive at their farm to find that everything is as it should be. They set about their chores, but Rand keeps his bow within reach at all times and Tam moves about the farm carrying his spear. Once inside, Tam locks the doors, an unprecedented event. He then appears wearing a sword. Rand didn't even know he owned a sword. The sword bears a bronze heron on the scabbard and another on the hilt. When Tam draws the sword, Rand can see another heron etched on the blade.

As they are preparing to eat, they hear a heavy thump on the front door. The door bursts open, breaking the iron lock. The figure in the doorway is a monster, a creature that is half-human, half-animal and armed with a sword. Tam kills the creature and another behind it before Rand realizes that his father is telling him to run for the woods. Rand flees, leaving the back door locked and heading for a side window instead. The back door is smashed open and he yells to his father in warning. Tam manages to leave the house with a dozen creatures chasing after him. Rand reaches the dark woods and waits.

Tam finds him and tells him that the creatures are Trollocs. Rand had thought that Trollocs were just stories to frighten children. He sees that Tam has been injured and is hot with fever. Rand decides they need to get to the village as quickly as possible. He takes Tam's sword and heads back to the farm, leaving Tam to rest. He is frightened but moves as quickly as he dares. The Trollocs appear to have left, so he enters the farmhouse. Inside, one of the Trolloc bodies on the floor rises and Rand realizes that it is a trap. The Trolloc speaks, telling him to lower his sword and says that a Myrddraal wants to talk with him. Rand knows of Myrddraal, also known as Fades, and knows that they are worse than Trollocs. He buys time, lowering his sword to talk, but the Trolloc attacks. He brings his sword up just in time and the Trolloc runs itself through, falling dead.

Rand rushes through the house, grabbing items that he will need to get Tam to Emond's Field. Bela is missing from her stable and the cart has been smashed, but he thinks to make a litter from the broken cart axle. He uses the sword to chop the wood, and then wonders at the still sharp blade. He returns to Tam with the materials from the house. Rand thinks everything will be all right if he can just get his father to Nynaeve.

Chapter 5, Winternight Analysis

When the attack comes, the creature that comes through the door is a surprise. Up to this point, the world seems normal, without any magical or supernatural creatures. Rand thought Trollocs were merely creatures from children's stories. Rand deals with the



attack very well, remaining calm even though he is scared. This demonstrates another of Rand's character traits.

Tam's ability to escape the house with Trollocs coming in through both entrances suggests that he is a skilled swordsman, as does the Trolloc body count that Rand discovers when he returns to the house. Tam is injured, and though it doesn't seem a terrible wound he is obviously dying, which put Rand in command of both of their fates. Again, he does well by returning to the house and killing the Trolloc, and then gathering materials for a litter. Rand demonstrates a strong presence of mind under stressful circumstances as well as resourcefulness.

The sword is evidently a special weapon due the description of its markings and its demonstrated ability to chop wood yet remain sharp. The acts of killing the Trolloc and creating a litter to save his father seem to bond Rand and the sword, such that the reader expects the sword to remain with Rand.

The reader is left with questions as to why the Trollocs attacked, whether Tam will survive, and what will happen to Rand once he reaches Emond's Field. The chapter provides some excitement for the reader, brief but revealing.

Rand's knowledge of Myrddraal is limited to stories at this point, but they are revealed to be human-like creatures without eyes and very pale skin. They are always cloaked and their cloaks do not move in the wind. They possess powers that rival Aes Sedai, power granted to them by the Dark One.



Chapter 6, The Westwood

Chapter 6, The Westwood Summary

Rand dresses Tam's wound and puts him on the litter he has built. Tam is delirious with fever and starts rambling. Rand is concerned about being overheard by the Trollocs and urges his father to be quiet.

Rand drags the litter, aware that there is nothing he can do about the furrow drawing a trail behind them. His urgency leads him to initially choose to travel along the road despite the greater risk, but the road feels too exposed. Rand drags Tam back to the trees, and then heads towards Emond's Field, keeping the road in sight to guide him. As they travel, Tam starts mumbling deliriously and talks of battle. Rand stops him at the sound of movement along the road, and then a double column of Trollocs led by the cloaked horseman appears from the direction of Emond's Field. Rand leans protectively over Tam and holds still, afraid. He waits until the Trollocs are gone before starting to rise, but then spots the rider backtracking along the road and making no sound at all. The rider stops periodically, searching the darkness on either side of the road before moving on. The rider does not spot Rand and eventually heads back in the direction of the Trollocs.

Rand begins moving again, dragging Tam behind him. He walks for a long time, the going difficult, and he grows weary. He begins to imagine what it will be like to reach Emond's Field. Then Tam begins rambling again, talking more of battle and of a warrior race whose women fight just as fiercely as the men do. Tam speaks of finding a newborn child on the field of battle, the mother slain, the baby freezing, and how he and his wife had no children of their own and so he took the child, and named the child Rand. Rand is shocked and blames the fever-induced delirium, but doubt nags at him.

Chapter 6, The Westwood Analysis

This is one of only two chapters in the book entirely about Rand. When on his own, Rand continues to prove his resourcefulness, presence of mind and determination. He is able to construct the litter and head for Emond's Field with Tam. He worries about the furrow and feels too exposed on the road, demonstrating a concern for stealth even while he is rushing to save his father. He remains leaning down long after the Trolloc line has moved past him, allowing him to remain hidden from the Myrddraal when it backtracks, illustrating an innate survival instinct. Rand's ability to continue moving long after weariness has set in also demonstrates strength of will. His only boyish moment is when he imagines Emond's Field, picturing a normal Winternight, and the safety that awaits them in the village. It doesn't occur to him to wonder whether the village may also have been attacked, even though the Trollocs are marching along the road from the direction of the village.

Tam's fever-dream reveals the central plot element that Rand is not from Emond's Field, and makes the reader wonder further about Tam's life outside Emond's Field. This revelation about Rand foreshadows later developments concerning his identity and the Dark One's interest in him.



Chapter 7, Out of the Woods

Chapter 7, Out of the Woods Summary

Rand is exhausted and afraid to stop for fear of not being able to start again. He loses all concepts of time and distance, simply moving forward. The first sign that he is getting close to the village is the smell of wood-smoke, which initially makes him think of fireplaces burning to keep out the cold. Then he realizes that the smoke is too heavy in the air for fireplaces, and as he enters the village, he sees half of the buildings are burned down. The village has been attacked.

The blacksmith spots Rand and confirms that Trollocs attacked the village. He calls Egwene who in turn leads Rand and Tam to Nynaeve. However, once she examines Tam's wound she informs Rand that there is nothing she can do. Rand's hopes are shattered, leaving him stunned. He urges the Wisdom to help, insists that she must be able to do something, that she barely even looked at Tam, but Nynaeve is certain and leaves to help those she can. Egwene consoles him before being called away to assist the Wisdom.

Rand puts new hope in the mayor and begins dragging the litter towards the inn. Thom sees him approach and picks up the other end of the litter without being asked, and together they bring Tam inside. The mayor immediately rushes to help, saying he was worried about them after Bela arrived alone an hour after the Trolloc attack. He sends Thom off to fetch the Wisdom before Rand can tell him that she has already determined that she cannot help. They make Tam comfortable in one of the beds before Thom returns, having been harshly turned away by the Wisdom. Rand appeals to the mayor, looking for any suggestion as to how to save his father - insisting to himself that Tam is his father. The mayor suggests that perhaps Moiraine can help. Rand learns that Moiraine is an Aes Sedai, someone who wields the One Power. It is Moiraine and Lan who fought off the Trollocs. Moiraine called down ball lightning during the battle, as only an Aes Sedai can do. All the stories that Rand has heard warn about dealing with Aes Sedai, but he makes his choice. He goes to seek out Moiraine.

Rand finds Moiraine with Lan, examining the bodies of the slain Trollocs. They are identifying clans, noting that so many clans working together is a clear sign that something has changed, that something is forcing them to work together. Rand wrestles with himself, reluctant to get involved with an Aes Sedai but afraid of losing his father. He finally decides to take the chance and asks Moiraine for help.

Chapter 7, Out of the Woods Analysis

Nynaeve's inability to help Tam is a shock to the reader as well as to Rand. Her matter-of-fact statement demonstrates an unwelcome pragmatism. She seems resigned rather than sympathetic. As the Wisdom, she is the village healer, but in the aftermath of a



battle, she must be pragmatic. Rand doesn't accept the likelihood of his father's death, and desperation prompts him to seek out the mayor and then the Aes Sedai who is his father's only hope.

Upon learning that Moiraine is an Aes Sedai, both the reader and Rand experience mixed feelings, based on the little information offered so far about the Aes Sedai.

Moiraine and Lan reveal their experience in dealing with Trollocs, able to name the different Trolloc fists and knowledge of Trolloc tactics. For them to be surprised by the coordination of the attack, the reader is given the impression that events are escalating beyond their experience. Whatever brought Lan and Moiraine to Two Rivers, it did not include the possibility of a coordinated Trolloc attack. This indicates that events have escalated quickly, and foreshadows much worse to come.



Chapter 8, A Place of Safety

Chapter 8, A Place of Safety Summary

Rand leads Moiraine and Lan to the inn. Moiraine sends everyone out of the room but Rand insists on staying. While she prepares, Lan remarks on the sword Rand is carrying. He tells Rand that there are places where a heron-mark sword is the sign of a master swordsman. Rand is only concerned about his father, but then he remembers the Aes Sedai and Lan fought off the attack. He asks if knowing about the cloaked rider would have made any difference to the outcome. Moiraine tells him no, that the attack was too large and unexpected. She did not believe the Dark One's power could have extended so far.

Moiraine is able to stabilize Tam. She takes out an angreal, a relic from the Age of Legends that the Aes Sedai use for their greatest works. With it, she is able to heal Tam though it will be quite some time before he is fully recovered. While she works, Lan speaks to Rand about the cloaked rider. Lan tells him about the Myrddraal, and Trolloc. Rand exchanges his own telling about the attack on the farm. Lan is particularly surprised that he spoke with one of the Trollocs and is impressed that Rand killed it, even though Rand said it was by accident.

Moiraine tells Rand that he will be leaving when she does, but he doesn't understand. He believes she wants to take him with her, but she informs Rand that it is he who must leave. She explains that the attack was deliberate, that the Trollocs were after boys of a specific age. Rand is one of those boys. The others are Mat and Perrin. Moiraine tells Rand that the attacks will continue as long as the boys remain in the village, they will be putting the village in greater danger. She says that in one of them, or in all three, there is something that the Dark One fears. She wants to take them to Tar Valon where the Aes Sedai can help them find out why the Dark One is interested in them.

The others leave Rand to rest. Rand has a brief conversation with the mayor who confirms that only two other houses in the village were attacked as his farm was. He doesn't need to ask which houses. He stays by Tam's bedside in case his father wakes, and his last thoughts before drifting off to sleep are that Tam is his father.

Chapter 8, A Place of Safety Analysis

The heron-mark sword is explained in this chapter but the question of how Tam came to be in possession of such a sword deepens the mystery around him. Rand's concern for his father overshadows the wonder most boys would experience at finding out that the sword they carry is so remarkable, the wonder that he would have experienced only a day before. Rand has matured quite suddenly and is no longer a simple farm boy.

The reader learns about the Age of Legends in this chapter, an age when the most powerful Aes Sedai performed their greatest works, works that survived even the

Breaking of the World. Moiraine's explanation that the works cannot be duplicated reveals that the Aes Sedai in this Age are not as powerful as they once were.

Rand learns that he is the target of the attack along with two other boys from Emond's Field. His maturity and sense of responsibility allow him to accept that he must leave everything he knows and loves to spare the village. He does not simply accept Moiraine's statements about the other two boys, but verifies the information for himself.



Chapter 9, Tellings of the Wheel

Chapter 9, Tellings of the Wheel Summary

Rand dreams of being pursued by Trollocs, then of standing before a black mountain. He hears the voice of Shia'tan telling him to serve, but he resists. He feels something reach for him and escapes by leaping off the cliff. Rand then finds himself standing in a field looking at another mountain with a split peak. Below is a city protected by high, gleaming walls and Rand feels he will be safe there. He struggles to reach the city and finally finds himself on a bridge approaching one of the gates, a throng of people around him. The city is a wonderland of sights, sounds and smells. At the end of the street in the center of the city stands a white tower, his anticipated sanctuary. He wants to delay his arrival and explore the wonderful city but each turn he takes leads to the tower. Climbing the tower feels right to him, and a voice tells him it is his destiny. At the top Rand goes through a set of doors which crash closed behind him, and a Myrddraal tells him they have been waiting for him.

Rand wakes from his dream. He has slept for most of the day. He eats, and when he checks on Tam, his father's eyes open. Rand tells Tam everything that has happened, avoiding the dream and Tam's fever-talk. Tam advises caution when dealing with an Aes Sedai, and when traveling outside of Two Rivers. Lan comes to fetch Rand, telling him there is trouble and they may need to leave right away. Tam instructs Rand to keep the sword as they say their goodbyes.

Outside the inn, a crowd has gathered. They demand that Moiraine leave Emond's Field, claiming that she is the reason the monsters have come. The innkeeper speaks in her defense, reminding them of everything she did for them during and after the attack. Moiraine tells the assembled villagers the history of Two Rivers, that they are descended from proud and valiant warriors, the Manetheren. The Manetheren fought against incredible odds, led their king Aemon, to protect their homeland. They were ultimately defeated but the Trollocs also paid the ultimate price. Those who did escape that day were later hunted down and destroyed. The surviving Manetherens, the non-combatants, remained in their shattered land, bound to it, and started over again.

The story dispels the mob. Lan tells Rand and Mat they must get ready to leave.

Chapter 9, Tellings of the Wheel Analysis

The dream plays a dual role of enriching the reader's knowledge of the world and deepening the mystery surrounding Rand's identity. It is obvious that Rand is dreaming about places and events that are real, even though he has never been to those places. The reader is left wondering whether he is still Rand in his dream or someone from the past, something he is remembering from a different lifetime.



When Rand speaks with Tam, he can't bring himself to ask about his origins. Tam supports Rand's choice to leave without argument, once again demonstrating a trust in Rand to make good decisions and do the right thing. He warns Rand to be cautious when dealing with Aes Sedai, at the same time that he acknowledges that an Aes Sedai never lies.

Moiraine's tale about Manetheren is the first in-depth look at historical events. The story elevates the people of Two Rivers to a proud and noble race who suffered a great tragedy. The reader cannot help but feel the sense of loss. The story also lays a solid foundation for later revelations about the three boys from Emond's Field.



Chapter 10, Leavetaking

Chapter 10, Leavetaking Summary

Lan leads Rand and Mat to the stable where Perrin is waiting. Lan prepares horses for travel and the boys discuss the Aes Sedai and their leaving. Rand tells them that he told his father of their journey and Moiraine appears just in time to overhear. She confirms with the other two boys that they merely left notes for their parents. As they are ready to leave, Egwene appears at the door and informs them that she is going with them. She is already prepared for travel and insists that this is her only chance to see the world outside Two Rivers. Moiraine agrees, much to Lan's surprise. Lan then suggests that she can ride the gleeman's horse but Thom's voice comes from the hayloft saying that he will also be accompanying the group. Moiraine and Lan do not have time to argue, and so agree. As they consider which horse Egwene will ride Rand suggests Bela.

Lan leads them down the riverbank and they ride their horses across the river. Rand keeps looking back, already missing the village. They leave the last houses behind and Rand admires the beauty of the night sky. Then he spots a bat-like shadow moving across the moon, but it moves like a bird of prey on the hunt and is much larger than a bat. Lan urges him to keep up and asks what he is looking at. Rand describes the creature, which Lan identifies as a Draghkar. Egwene asks what it is and the gleeman says it is worse than a Trolloc or a Myrddraal. Moiraine tells them they must move as quickly as possible now. With instructions to keep up, she and Lan gallop north.

Chapter 10, Leavetaking Analysis

Rand, Mat and Perrin are together for the first time since the attack and talk about what has happened. Egwene's desire to join them is surprisingly readily accepted by Moiraine, the reason for which becomes apparent later.

The Draghkar provides an exciting thrill to their departure, a further threat chasing them and drawing the reader in. The reader realizes that the group is leaving just in time, and that there will be a pursuit.



Chapter 11, The Road to Taren Ferry

Chapter 11, The Road to Taren Ferry Summary

The group gallops along the North Road with Rand bringing up the rear. Rand has to hold Cloud back as the horse behaves as if it were in a race, wanting to catch up with Lan's stallion. He also silently tries to will strength into Bela, not wanting her to lag behind. The horse manages to keep pace with the others. They ride for a long time, but Rand is still surprised when Lan slows them down and he finds they have reached Watch Hill already. Despite the suggestions to stop for a few hours, Lan informs them they cannot stop for more than a few minutes until they are across the Taren River. Concern for the horses challenge this decision but Moiraine is already moving among them, touching the horses and renewing their strength. Lan explains what she is doing, telling Rand that she will wash fatigue from them as well, with the exception of Lan and herself. Lan explains that he does not need it and what Moiraine can do for others, she cannot do for herself. Moiraine admires Bela's stubbornness and remarks that the horse is the least weary of them all.

A terrifying scream and the beating of wings inform them the Draghkar has found them. The horses bolt but they manage to hold on to the reins and remain together. Lan tells them the Myrddraal knows where they are now and that the Draghkar will continue marking them. They flee and Rand is surprised to see excitement in Egwene's face despite the piercing shrieks tracking them and the knowledge that the Myrddraal and Trollocs cannot be far behind them. As they ride, fog begins to form on the ground though it is too cold for fog. Then the fog envelops them, hiding them from the Draghkar. They ride under cover for a long time, what feels like hours, before Lan has them slow down again. They have reached Taren Ferry.

Lan approaches a dwelling and pounds on the door. He speaks with the ferryman, who is about to turn them away but Lan pays him handsomely in gold to take them across the river. He promises more gold once they are safely across. The ferryman agrees and leaves to rouse his ferry handlers.

Chapter 11, The Road to Taren Ferry Analysis

The Draghkar is a formidable obstacle, able to track them from the air and draw their pursuers to them. The reader gets caught up in the chase, wondering how they will manage to escape. Moiraine's use of the One Power to create a fog is brilliant, demonstrating she is both powerful and resourceful.

Moiraine is surprised that Bela is not weary after the long run. This is the first clue that Rand is able to touch the True Source. Rand had been willing strength into her, using the One Power for the first time without realizing it. The reader isn't aware he is using the One Power at this time but later events and explanations reveal the truth. It is



interesting that Moiraine can sense the ability to touch the True Source in Egwene and Nynaeve, as is revealed later, but she either can't sense it in Rand or she does not acknowledge it. Perhaps it is because he taps into saidin, the male half of the One Power.

Egwene's excitement even as they are being chased is a character trait. She is an adventurer. She wants excitement and danger, romance and power. Rand disapproves, demonstrating he does not share those qualities.



Chapter 12, Across the Taren

Chapter 12, Across the Taren Summary

The group waits for the ferryman and Rand wonders at the excitement he saw in Egwene earlier. Lan cautions them when they hear the ferryman approach the dock and at Lan's lead, the group displays their weapons prominently to dissuade any thoughts of robbery. They board the ferry and set out into the fog. Rand speaks with Lan about the dangers they face and Lan suggests they are safe for the time being. He mentions Darkfriends, regular folk who work for the Dark One, and cautions against speaking of Trollocs or Myrddraal in the company of strangers.

They reach the other side quickly and the ferryman demands his gold. Lan pays them. The ferry dock suddenly groans and creaks, and the ferry breaks loose. It begins spinning in the river, faster and faster, and then is sucked down into a whirlpool though no whirlpool has ever been seen in the river before. Moiraine calls it an unfortunate incident and Lan pays them for the loss of their ferry. The men take their money and flee.

Away from the river, the fog ends abruptly as if drawn with a pen. Moiraine boasts about her accomplishment with the fog, stating that very few Aes Sedai could have performed such a feat. Thom asks why she did not extend the fog cover to this side of the river and she explains that she instead covered the river for miles in each direction. She explains the Myrddraal will have to search the river for them, thinking they may still be hiding in the fog. The group is in need of rest and Lan leads them to a spot he and Moiraine had prepared, well concealed in a mound of fallen trees. Though the horses appear to not need rest, Lan explains that they could run still, and would run themselves to death without ever feeling their fatigue. He tells them they will travel more slowly to allow the horses to recover from the hard ride.

Rand finds Moiraine explaining about the One Power to Egwene. Moiraine tells Egwene about the two halves of the One Power: saidar, the female half and saidin, the male half. Saidin is tainted by the Dark One and cannot be touched without first touching the taint, she explains. Rand is startled to learn that Moiraine believes Egwene can become an Aes Sedai, that Egwene has the innate ability to touch the One Power and must learn how to control it. Men who are born with the same ability die because of the taint unless they are found by the Red Ajah, another faction of Aes Sedai who gentle such men, cutting them off from the One Power in order to prevent another Breaking of the World. Moiraine senses that Egwene is close to her change when she will begin to tap into the One Power and offers to guide Egwene through the process. Moiraine performs an exercise with Egwene and Egwene is able to use the One Power for a brief moment. Moiraine suggests that she has great power, and Egwene is excited about the prospect of becoming an Aes Sedai, much to Rand's disapproval.



Chapter 12, Across the Taren Analysis

Darkfriends are introduced in this chapter, regular folk who serve the Dark One. This casts danger and suspense on every encounter the group will have for the rest of the book, any one of the people they meet could be a Darkfriend.

The destruction of the ferry is a clear indication that Moiraine will use questionable methods to achieve her goals. For her, it seems the ends do justify the means, a character flaw that is often associated with evil. Moiraine points out her skillful use of the One Power in creating the fog bank, demonstrating pride and superiority even over her sister Aes Sedai. When Lan explains the consequences of Moiraine's washing away fatigue from the horses, it reinforces that she will use any means necessary to accomplish her goals.

Lan demonstrates his unwavering loyalty to Moiraine when he has the gold ready to pay for the ferry even as she sinks it, and in his acceptance of her refreshing the horses even though he disapproves of it.

Moiraine reveals that Egwene is able to use the One Power and she is excited about becoming an Aes Sedai, demonstrating her adventurous nature again. Rand's feelings for her and his wariness of Aes Sedai cause him to disapprove of her. It is a new experience for Rand to feel anything negative about Egwene, one that he does not handle well.



Chapter 13, Choices

Chapter 13, Choices Summary

Moiraine lays her hands on each of them, removing fatigue and restoring strength despite many protests. They still fall immediately asleep, waking an hour later feeling greatly refreshed. Soon they are moving north towards Baerlon again. They travel for a week, maintaining a slow pace to go easy on the horses. Lan scouts ahead and behind but finds no sign of pursuit and the Emond's Fielders begin to relax. They travel off the road as often as on it and avoid settlements. During their stops, Lan instructs them on how to use the weapons they carry. Thom entertains them with tales, each with a happy ending and a homecoming. Thom also teaches Rand and Mat how to juggle, something that Mat is becoming quite proficient in.

Mat insists that they have lost their pursuers and Rand and Perrin entertain the discussion. Mat suggests they could head south to Illian, another great city but without Aes Sedai. They stop when Moiraine appears and begins chastises them. She warns them that the Dark One wants one or all three of them, and that she will do anything to keep them from him, even if it means destroying them herself.

Moiraine's nightly private discussions with Egwene bother Rand and one night he eavesdrops on them. They talk of the differences between men and women Aes Sedai, that men wield the powers of Earth and Fire while women use the powers of Air, Water and Spirit. Egwene believes men have the stronger powers but Moiraine corrects her—and of Egwene's decision to become an Aes Sedai. Moiraine lets slip that there is another woman in Emond's Field who has the same innate ability but refuses to say more. Rand leaves, frightened of being discovered, and does not eavesdrop again.

They reach Baerlon and the Emond's Fielders wonder at the size of the town. Moiraine informs them that they must be careful again, and that she and Lan go by different names in Baerlon. She is known as Alys, and Lan goes by the name Andra. They ride up to the gate, which is closed. The gatekeeper is about to turn them away when he sees Moiraine and rushes to admit them. Lan tips him and suggests he forget they came through and the man tells them he won't even tell the Whitecloaks. When Lan inquires further, he informs them the Children of the Light, also known as Whitecloaks, are in Baerlon claiming to be there because of the war with the Dragon. He tells them news and rumors of the war as well.

Lan leads them to a fence and opens a hidden gate. They enter a stable yard and are accosted by three men. The men are stopped by the innkeeper, Master Fitch. Fitch welcomes them to the Stag and Lion.



Chapter 13, Choices Analysis

The excitement of the pursuit is over and for the first time the narration jumps ahead in time, skipping an uneventful week of travel. Thom's teachings to Rand and Mat are significant for later events.

Mat shows his complacency when he insists they have lost their pursuers, a character trait that the other boys don't share but still accept.

Moiraine cares well for her wards, ensuring they all sleep well and wake fully rested. She demonstrates patience and compassion, but at the same time when Moiraine tells the boys she will destroy them before allowing the Dark One to get a hold of them, she again demonstrates her belief that the ends justify the means. She will do anything to keep the Dark One from gaining what he is after even though she does not understand why.

The theme of gender roles appears again in the discussion between Moiraine and Egwene. Men and women wield different powers, and it was the men who brought about the Breaking of the World. It is the male half of the One Power that is tainted, and as a result, the women Aes Sedai have been the sole users of the One Power since the Breaking.

The Children of Light are introduced in this chapter, religious fanatics who are opposed to the Aes Sedai. The group is another antagonist in the story, appearing throughout the book to provide necessary conflict and facilitate plot development.



Chapter 14, The Stag and Lion

Chapter 14, The Stag and Lion Summary

The group is led into the back of the nearly full inn. The common room is a cacophony of noise but only Lan heads in that direction to gather news. Moiraine inquires about the Children of Light and Master Fitch informs her they claim to be searching for an Aes Sedai in town. Moiraine then asks for someone named Min but Rand and the other boys are led away to the baths. They are soon soaking in hot water, easing their sore muscles. The boy attending them notices their weapons and asks if there is trouble where they come from too. Mat starts talking too freely and the others keep interrupting to prevent him from saying too much. Lan appears and dismisses the boy, then warns them all not to discuss anything of what they have seen with anyone.

Afterwards, Rand finds Moiraine talking with a girl who has the appearance of a man. The girl leaves and Moiraine leads them to a room where Master Fitch brings them food. Once they are alone, Lan tells them he confirmed the news the gatekeeper told them, that there was a battle and it seems Logain, the Dragon, was victorious. He suggests there is no immediate danger to them here, so Moiraine decides they will remain in Baerlon for two nights before moving on. They are led to their rooms where Thom unpacks his instruments and immediately heads for the common room. Rand stays and falls asleep.

Rand dreams about a long corridor. He opens a door and finds himself in a strange stone room. There is a single mirror in the room but though everything else is clear, his reflection is blurred. There is a man in the room, and as the man speaks, his eyes and mouth become pits of fire. Rand flees, crossing the hall into another door and finds himself back in the same room. Rand knows it is a dream but can't escape it. The man offers Rand a drink, a goblet of wine appearing on the table. Rand is about to drink but stops himself, and then sets the goblet back down. The man is angered by this. Rand asks who he is, and the man answers he is Ba'alzamon. Rand recognizes it as one of the names for the Dark One. Ba'alzamon asks Rand if he is the one. He says that Rand is a puppet and mentions other names unknown to Rand, people who have been used before, even Logain. He also mentions something called the Eye of the World. Rand stands up to Ba'alzamon, and Ba'alzamon responds by bragging about the great evils he has worked in the past. Rand insists this is a dream. Ba'alzamon then shows him a rat where the goblet of wine had been, and by motioning causes the rat to bend backwards until its back breaks. Rand tries to wake but can't, and then Ba'alzamon points at him and he feels his own back arching before waking jerkily. He remembers that Moiraine offered to help him if he was having bad dreams, but he dislikes the idea of asking the Aes Sedai for help. Trying not to think about it, he slowly falls back asleep.



Chapter 14, The Stag and Lion Analysis

Mat speaks too freely, not thinking of the danger or consequences of speaking with strangers. This is consistent behavior from him.

Min is introduced in this chapter, though briefly. She will play a pivotal role in the next chapter. For now, she is an enigma to Rand, a girl who dresses like a boy and whom Moiraine sought out upon their arrival, suggesting she is trustworthy.

News of the alleged Dragon's victory reminds the reader of the war being fought in distant lands. This sets the stage for important plot development later.

Rand's dream about Ba'alzamon is an important development. The reader learns that the Dark One is looking for one of the three boys but he is not sure which one. He nurtures the seeds of doubt in Rand concerning the Aes Sedai. The Eye of the World is mentioned for the first time, but the only hint is that the Eye is some kind of power. Rand handles the encounter well, again proving his strength of character. When he wakes, his reluctance to ask Moiraine for help with the dreams implies that he still does not trust the Aes Sedai. The reader can only speculate if this is because of the Dark One's influence or Tam's prejudice. Moiraine is proving to be trustworthy despite the stories about Aes Sedai, but Rand is not convinced yet.



Chapter 15, Strangers and Friends

Chapter 15, Strangers and Friends Summary

Rand wakes to discover the other beds are empty. He is angry that no one woke him. He dresses and decides to take his sword with him, following Lan's example of wearing it at all times. Rand descends from the room and finds Master Fitch having an argument with his cook over her cat. Fitch leaves the cook to her work and she offers Rand some food. She explains the argument was over the discovery of over a dozen rats, their backs all broken. Rand decides that he has to talk to someone and hastily eats his food.

Thom is in the common room telling a tale to a crowd of people. Rand does not want to talk to Moiraine, so he leaves in search of the others. He finds Perrin still in bed in the other room they had used, and Perrin tells him he had a terrible dream and couldn't get back to sleep. He says that he saw Mat dreaming as well but didn't mention it and left to see the sights. Rand asks about the rat and Perrin realizes they had the same dream. They speculate about whether Mat also had the dream. Rand tells Perrin he intends to talk with Thom about the dreams. He tries to get Perrin out of bed but Perrin insists he needs further rest. Rand leaves to explore the city.

In the stable yard, Rand stops to marvel at the number of strange people, sights and smells. He feels intimidated and backs away from the busy street. A girl's voice startles him, remarking on his heron-mark sword. The girl is the same one Moiraine was speaking with the previous evening. She introduces herself as Min. She mentions Moiraine's name, not the alias the Aes Sedai uses in Baerlon, surprising Rand. She claims to be able to see things and explains it is parts of the Pattern she sees, the Pattern the Wheel weaves. She describes seeing sparks around the group when they are together. She knows Rand loves Egwene and that Egwene loves him as well, but they are not meant for each other. She describes the images she sees around each of them, strange images that do not make any sense to Rand. She also tells Rand that the two of them will meet again. He grows uncomfortable and leaves her, fleeing into the street.

Rand wanders around the city, taking in the many sights. Then he spots Padan Fain, the peddler. He calls out to Padan but the peddler flees and he chases after the man. Padan Fain turns down a dead-end alley and Rand catches up with him. Rand asks him what had happened, telling him they were worried the Trollocs had taken him. He tells Padan whom he is traveling with and where they are staying, offering him help, but the peddler refuses and flees. Rand goes after him and runs into Mat. Rand tells Mat of Padan Fain and asks whether Mat had the nightmare. Mat confirms he shared the dream and agrees with Rand telling Thom about them, but insists they don't say anything to Moiraine.

Rand begins to feel the effects of a cold, a tightness in his head. He tells Mat about his conversation with Min, and uses Moiraine's real name. It is difficult for Rand to



concentrate. Mat points out three Children of the Light coming towards them and decides to have some fun. He points out a cart with barrels held by a single string. As the Whitecloaks pass the cart, the string breaks roll into the street. The Whitecloaks avoid the barrels easily but get splashed with mud. Rand can't help but laugh, angering the Whitecloaks. They threaten him but Rand stands up to them, full of energy and feeling capable of anything though his mind warns him something is wrong. The Town Watch appears, preventing the Whitecloaks from acting on their threats. Mat appears, telling Rand he isn't sick, he's crazy.

The two boys head back to the inn where they find Thom and tell him about the dreams. Thom knows the names Ba'alzamon mentioned. He doesn't agree with that the men were used as Ba'alzamon said. Thom says the Eye of the World is a legend in the Borderlands. Thom advises they keep the dreams to themselves for the time being. They run into Perrin and warn him to do the same. Then Perrin tells them Nynaeve is inside the inn.

Chapter 15, Strangers and Friends Analysis

When Rand learns about the rats with broken backs, it reveals that the Dark One's power extends beyond dreams. Rand's decision to speak with Thom instead of Moiraine reaffirms his doubts about the Aes Sedai. When he learns that Perrin and possibly Mat shared the same dream, it confirms that the Dark One is targeting all three boys, not just one. Mat is even more prejudice against the Aes Sedai, his vehemence suggesting hostility or even hatred towards them. This becomes even more apparent later.

Min provides a great deal of foreshadowing of events to come with her visions. The images she sees in each of the characters are relevant but almost meaningless to the reader at this time. It is only later as events unfold that the meaning becomes clear for most of the things she sees, leaving the reader to speculate about the ones that have not come to light by the end of the book. She also informs Rand that though he and Egwene have feelings for each other, they won't be together. After this revelation, the reader is left feeling sorry for Rand and Egwene whenever their feelings towards each other surface.

Padan Fain's behavior is very different from his appearance in Emond's Field. It is apparent there is something terribly wrong, and the reader can only wonder at Rand's openness with the peddler. This is the first time Rand demonstrates poor judgment when it comes to people he knows or cares about. It seems he can't conceive that someone he has known for years could possibly be a Darkfriend, even someone like Padan Fain who behaves quite strangely in this appearance.

Rand's own bizarre behavior is explained later as being the result of using the One Power untrained. Feelings of giddiness and over-confident behavior are side effects that occur approximately ten days after using the One Power, and it has been about that long since Rand tapped into the True Source to pour strength into Bela. His encounter



with the Whitecloaks while experiencing these side effects provides another plot development in the next chapter.

In this chapter, Mat again demonstrates his lack of concern for consequences and capacity for elaborate and foolish pranks.

Thom sheds a little more light on the Eye of the World, calling it a legend in the Borderlands. That the Dark One mentioned it in Rand's dream suggests it is more than just a legend.



Chapter 16, The Wisdom

Chapter 16, The Wisdom Summary

Perrin leads the way into the inn. Min grabs Rand and pulls him aside before he can see Nynaeve. Min tells Rand that Nynaeve is a part of their group, that she sees the same sparks around Nynaeve that she sees around Rand and the others. Rand rejoins the others and together they enter the room where Moiraine, Lan and Nynaeve are talking. Lan and Moiraine ask how Nynaeve found them and the Wisdom answers that she followed their trail. This surprises Lan greatly, making Nynaeve blush. She has come to take the Emond's Fielders home, but Rand and the others tell her they can't go back. They argue and then Moiraine asks to speak with the Wisdom alone.

When Nynaeve emerges from the room, only Rand is left waiting. He suspects she is there for a reason for her coming and not someone else. She confirms his suspicions, saying the Village Council were still deliberating and looked to be in discussion about who to send for another day or more when she decided to approach the Women's Circle. She suggested leaving herself and though they didn't like it, they agreed with her reasoning. She tells Rand that Moiraine was also asking questions about whether any of the boys were born outside of Two Rivers. Rand tells Nynaeve about Tam's fever-dream and though her words are meant to comfort, they seem to confirm that Rand was indeed born outside of Two Rivers.

Chapter 16, The Wisdom Analysis

Min associates Nynaeve with Rand and the others with her vision of sparks. Rand seems to accept this, demonstrating a trust for Min that he does not yet feel towards Moiraine.

Nynaeve proves that she has considerable skill in tracking. She likes that she was able to surprise Lan, considering it a victory.

The theme of gender roles appears again here when Nynaeve suggests that the men on the Village Council are ineffectual and only the Women's Circle actually gets anything done. Nynaeve seems to dislike men. She cares for the boys though.

Rand surprises Nynaeve with his maturity, asking probing questions when just a week before he would have accepted whatever she said as a matter of course. His fears of not being Tam's son seem to be confirmed by Nynaeve, throwing his true origin into question once again.



Chapter 17, Watchers and Hunters

Chapter 17, Watchers and Hunters Summary

Rand leaves Nynaeve and heads for the common room, in need of hearing laughter. Thom is performing again, and he finds a seat next to Perrin and Mat to listen to the tale. Then Thom begins playing his flute and the boys join in the dancing. Everyone is laughing except for one man with a scar seated by the fireplace. Rand keeps noticing the man, who seems to be watching him. Then he forgets the man as he finds himself dancing with Nynaeve, Moiraine and Egwene in turn.

Once Thom puts his flute away and the crowd begins to disperse, Mat tells Rand about the man with a scar. Lan saw the man as well and says he is a spy for the Whitecloaks. Rand asks how early they will be leaving and is told it will be at first light. The others climb the stairs for bed but Rand decides to get some milk, hoping it will help him sleep. Returning to the corridor, he sees a cloaked figure that comes towards him, revealing the pale, eyeless face of a Myrddraal. Rand is struck dumb, unable to act or even turn away. Above him, the sound of booted feet rushing along the floorboards stops the Myrddraal and it leaves just before Lan appears, sword in hand. Rand tells him about the Myrddraal and Lan says they must all leave immediately.

The presence of the Myrddraal convinces Nynaeve that perhaps they are in danger after all, and she decides to accompany them. They leave the inn, heading into the deserted city streets. They rouse the gatemens and demand to leave the city, paying with gold. As the gate opens, five Whitecloaks emerge from the guardhouse. They challenge the group, suspicious of them wanting to leave the city so furtively. Rand recognizes one of the Whitecloaks as the one he stood up to earlier and attempts to hide his face, but he is discovered and declared a Darkfriend. The Whitecloaks announce they will take the group to their camp for questioning. Moiraine uses her powers to drive the Whitecloaks back, allowing the others to escape. She catches up with them and tells them her use of the power will announce their location to the Myrddraal. They flee into the night.

Chapter 17, Watchers and Hunters Analysis

Dancing in the common room is an attempt for everyone to relax and reconnect with normal life, but it is overshadowed by the scarred man. The appearance of the Myrddraal almost immediately after the festivities are over is a reminder that life will never be normal as long as they are being pursued.

Rand's helplessness when faced with the Myrddraal is in stark contrast to his standing up to the Dark One in his dream. The encounter is made more poignant for the reader, particularly because Rand did not even think about his sword even though it had saved him in similar circumstances when he faced a Trolloc alone. It is the first time Rand is



truly terrified, but he recovers quickly once the Myrddraal is gone, once again showing strength of character.

The encounter with the Whitecloaks at the gate forces Moiraine to act, using the One Power in an impressive display of power. She only uses it as a last resort and she still shows restraint, demonstrating that she is responsible with her use of power. The Whitecloaks seem to confirm that they are little more than bullies, accusing Rand of being a Darkfriend merely because he stood up to them earlier. This bully mentality is a quality about the Children of Light that is apparent in later encounters as well.



Chapter 18, The Caemlyn Road

Chapter 18, The Caemlyn Road Summary

The group travels as swiftly as possible along the Caemlyn Road through low hills. On the third day, they hear horn blasts behind them and know the Trollocs are on their trail. Lan falls back to scout and returns to tell them there are as many as five hundred Trollocs after them, led by more than one Myrddraal. The horns continue to blast and then they are answered from ahead as well. The group heads north over hill after hill, watching for Trollocs over every rise. They top another hill and are faced with a long line of Trollocs led by a Myrddraal. They charge the line and Mat utters a battle cry in an ancient tongue. The boys fight for their lives and Moiraine protects the women, and just as they are nearly overwhelmed, Lan kills the Myrddraal and the Trollocs drop to the ground, howling.

They flee with more horns sounding behind them, faster than before, but a huge number of Trollocs still appear just one hill behind them led by three Myrddraal. Moiraine stops and dismounts, withdraws her angreal, and causes the ground to heave beneath the feet of the Trolloc army. The Trollocs fall to the ground, but the Myrddraal are unaffected. Moiraine erects a flaming wall to bar their path and the group flees once more.

Egwene asks Mat about the battle cry he shouted but Mat doesn't remember and has no idea what it means. Moiraine enlightens them, telling them it is the ancient war cry of the Manetheren, and of their last king. Horn blasts force them to continue, this time towards a place Moiraine is reluctant to enter but Lan insists is their only hope as Trollocs and Myrddraal will not enter either. They come to a deserted city, much larger than Baerlon. Moiraine tells them it used to be called Aridhol and was an ally against the Myrddraal. Aridhol died and is now called Shadar Logoth.

Chapter 18, The Caemlyn Road Analysis

The reader is caught up in the harrowing pursuit through the hills with Trollocs closing in on all sides. When battle is imminent, the three boys take Moiraine's story about Manetheren to heart, uttering battle cries and charging the Trolloc line. Mat's use of the ancient Manetheren tongue acknowledges the blood is strong in him, making him valorous even with his flaws.

Moiraine saves the group once more, using the One Power to stop the horde long enough for them to take refuge in Shadar Logoth. Her frequent use of the One Power and her inability to refresh herself as she does the others is taxing on her but she seems to accept her role and it is apparent that she will continue protecting them until she drops.

Moiraine's reluctance to enter Shadar Logoth is ominous, leaving the reader to wonder what dangers they will face in the dead city.



Chapter 19, Shadow's Waiting

Chapter 19, Shadow's Waiting Summary

The city is devoid of life, the buildings broken and crumbling. Still, nearly every building is larger than anything they saw in Baerlon. Lan stops them at a large white building and they set up camp. Moiraine is exhausted and accepts an herbal tea from Nynaeve to help her sleep briefly. Mat is distracted by the war cry he uttered and Perrin teases him that he would like being a king reborn. Thom cautions them, saying it is possible for the dead to be reborn or to take over a living body and not to wish it.

Mat grows restless, wanting to explore the city, and he convinces Rand and Perrin to go with him. They leave without telling the others. The city architecture awes them but they grow bored. Rand and Perrin are ready to go back for some rest but Mat is obsessed with finding treasure. A man appears suddenly, introducing himself as Mordeth. He claims to be a treasure hunter and has found more treasure than he can carry on his own. He requests the help of the boys in exchange for as much treasure as they can carry. Mat agrees immediately and Rand and Perrin accompany him rather than leave him with the stranger.

The boys follow Mordeth down a stairway and deep underground. They come to a chamber lit by torches and glittering with mounds of treasure. Perrin suggests waiting until the following morning to begin hauling the treasure out. He offers to come back the following day, but Mordeth grows agitated. Rand notices the stranger doesn't cast a shadow. Mordeth suddenly swells larger and attacks them. Rand trips and fumbles to draw his sword. He hears a scream and Mordeth retreats. Mordeth threatens them and stretches into a tendril of smoke, disappearing through a crack in the wall. Rand and Perrin turn to flee but Mat is reluctant to leave the treasure behind. Perrin says he wants nothing to do with it and yells out to Mordeth that they are leaving the treasure. Rand takes hold of Mat and the boys flee up the dark stairs and into the street. Outside, long shadows are cast everywhere and Rand feels eyes on him from everywhere. They decide to avoid shadows as much as possible on their way back to the camp.

As the boys approach the white building, the feeling of being watched disappears. They enter to find everyone except Lan around a campfire. They are chastised for their foolishness by everyone and told Lan is out searching for them. Moiraine asks what happened and they tell her. At the mention of Mordeth, she demands to know if they were touched or took anything from him, and is relieved when she is told no. She tells them the history of the city and why it is so dangerous, and then assures them she has set wards in place to keep the evil out of their camp. She calls it Mashadar, a hunger that feeds on the living. Mordeth wasn't consumed by Mashadar like the rest of Aridhol, but he was ensnared by it. Now he waits, trapped. If he is able to get someone to carry something of his out of the city and away from Mashadar, he will be able to consume the person and inhabit their body, unleashing his evil on the world again. She assures them the wards will protect them and that they will be safe to leave in daylight.



Rand sleeps fitfully and awakes just as Lan returns. Lan reports four Myrddraal have forced a band of Trollocs to enter the city. He wonders what might be forcing the Myrddraal. Moiraine declares they must leave the city even though it is still night. She tells them they will head for the river where she will be able to erect a small barrier to hold the Trollocs at bay while they build rafts and escape. Lan explains that Trollocs and Myrddraal will not follow over running water, as they are afraid of it. They pack their camp and leave.

Chapter 19, Shadow's Waiting Analysis

Nynaeve is bitter and her dislike of Moiraine is quite evident, but she is a Wisdom, and her job is to help people. She is finally allowed to do so, giving Moiraine a weak tea to help her rest. She considers it another victory of sorts, demonstrating her confrontational nature as she treats every engagement with Moiraine and Lan as a battle.

Thom's cautionary words about the dead being reborn or taking over living bodies facilitates plot development by introducing these concepts. The prophecy of the Dragon Reborn and Mat's struggle with Mordeth's spirit are two such developments.

Mat convinces the other two boys to explore the city without telling anyone. As usual, he is brash. Mat begins to show an obsession with treasure in this treasure, another character trait. This obsession is used by Mordeth to lure Mat, and Rand and Perrin stay with their friend. Rand's decision demonstrates his poor judgment when it comes to his friends, giving in to Mat's wishes instead of trying to persuade him not to explore the city or to follow Mordeth to the treasure.

When the boys return after their encounter with Mordeth, Perrin and Rand deny touching or taking any of the treasure. Mat's silence is notable for the observant reader and foreshadows significant developments later.

Lan's wondering at what could force the Myrddraal to enter the city is significant and explained much later.



Chapter 20, Dust on the Wind

Chapter 20, Dust on the Wind Summary

They leave the white building, trying to make as little noise as possible. Rand and the others get cut off from Lan and Moiraine by a tendril of mist that Moiraine stops them from touching. She tells them the mist is Mashadar. It cannot see, but anyone that touches it will die. Moiraine can't use her power against it without alerting all Myrddraal to her location, and it wouldn't do any good against Mashadar anyway. She tells them to follow a star in the sky and meet her at the river. The group separates.

Rand and those with him turn another corner and find a wall of mist. Trollocs appear and the group scatters, each in a different direction. Three Trollocs pursue Rand, spurred on by a Myrddraal. Rand dodges through tendrils of mist to escape. His pursuers are caught and die horribly. Rand runs into Mat and they proceed cautiously through the city. Thom appears, galloping ahead of pursuing Trollocs, forcing Rand and Mat to gallop away with him.

In another part of the city, Perrin hesitates before crossing a square towards one of the city gates. Egwene finds him and they leave the city together. Trollocs pick up their trail, forcing them to rush towards the river. Perrin rushes right over a cliff and into the river. Spears hit the water around him, forcing him to swim for the far riverbank. Perrin eventually reaches the other side and crawls up the bank to find shelter from the chilling wind, not knowing what has happened to Egwene.

Rand, Mat and Thom ride hard. They are attacked, and Mat and Thom manage to kill most of them but one escapes. They reach the river but can't stay while Trollocs are after them. They head downriver and come to a boat tied up for the night. Trollocs appear as they run for the boat, leaving their horses behind. Rand launches over the railing and lands on a crewman who had been sleeping. Rand is hit from behind and drops his sword. A Trolloc stands on the ship railing and raises its spear, but then the ship lurches and the boom swings, knocking the Trolloc away.

Rand sees the boat has left the riverbank. Captain Bayle Domon appears, asking the crewman Rand landed on why the boom was not secured, but the crewman insists he did secure it. The captain takes Rand, Mat and Thom below where Thom tells the captain he is a gleeman and Rand and Mat are his apprentices. Thom continues to spin a tale for the captain. When he is finished, the Captain asks how they will pay for passage. He asks for Rand's sword, but Rand refuses. Rand and Mat produce the silver coins Moiraine gave them. The captain takes them and gives the boys back a small bit of change, offering to take them to Whitebridge.

They leave the captain's cabin and go up on deck where Rand thinks of Egwene.



Chapter 20, Dust on the Wind Analysis

When Rand and the others are cut off from Moiraine and Lan, they are forced to part company. This is the first time they are facing danger without Moiraine and Lan to protect them since leaving Emond's Field. The danger they face is great and the reader is drawn into the action when Rand's courage and quick thinking send him through the mist to escape the Trollocs and Myrddraal.

The story's point of view moves away from Rand for the first time and follows Perrin. The reader learns that Perrin is patient and deliberate, thinking carefully before acting. When his horse runs over the cliff and into the river, he still thinks and acts deliberately even as spears rain down around him, deciding to shed his cloak but keep his axe as he swims across the river. He saves himself before he wonders about Egwene and his horse, showing a practical nature.

On the boat, Rand saves himself by touching the True Source without knowing it, causing the ship to lurch in the water and freeing the boom so it knocks the Trolloc away. It is a bigger clue that he can use the One Power than the previous incident with Bela but still not conclusive.

Rand and Mat's loss of the coins Moiraine gave them is a plot development that will send Moiraine to find Perrin when he needs her help.



Chapter 21, Listen to the Wind

Chapter 21, Listen to the Wind Summary

Nynaeve sleeps by the river with her horse, waking when the sun rises. She remembers Trollocs coming at her but then leaving her alone. She realizes Moiraine was right, the Trollocs are only after the boys. She heads downriver and soon smells woodsmoke. She ties her horse to a tree and investigates, finding Lan and Moiraine camped. She eavesdrops on them and hears Lan proclaim he found signs of more than a thousand Trollocs. Lan wonders how that many Trollocs could come so far without being seen and challenged. Moiraine directs the conversation to the boys. She can sense one across the river and safe, but her bond has been broken with the other two. She faintly senses they are somewhere down river. Moiraine then tells Nynaeve she can come out of concealment and join them.

Nynaeve accuses Moiraine of Aes Sedai plots. Moiraine then reveals that Nynaeve can also wield the One Power. Nynaeve is skeptical but Moiraine convinces her of the truth, telling her about effects of using the One Power that Nynaeve recognizes. Nynaeve still refuses to become an Aes Sedai. She asks Moiraine what will be done about the boys and the Aes Sedai answer they will search for the two down river. She knows where the one across the river is and will monitor him, but they must locate the two who have lost the tokens she gave them. Nynaeve asks about Egwene but Moiraine can only hope she is safe. Nynaeve wants to search for her but Moiraine can't afford the time, deciding that the boys are the ones the Dark One wants and they are more important. Moiraine suggests Egwene is likely with one of the boys, and Nynaeve is powerless to argue. They head for Whitebridge, deducing that the two boys downriver must be heading there.

Chapter 21, Listen to the Wind Analysis

The point of view shifts to Nynaeve, providing three strands of narration for the story to progress along. When she finds Moiraine and Lan, she is proud of the fact that she was able to sneak up without Lan noticing her, another victory. Lan's concern about how so many Trollocs could come so far without being noticed is significant.

When Moiraine loses the ability to track Rand and Mat, the purpose of the coins she gave to them becomes clear. Her decision to follow the two she can no longer track in the hopes of catching up with them leaves Perrin and Egwene to be on their own long enough for important plot development.

Moiraine's explanation of the effects of using the One Power is significant as it also provides an explanation for Rand's strange behavior in Baerlon. Rand's ability to use the One Power becomes clearer for the reader and makes further incidents easier to recognize.



Nynaeve's ability to use the One Power affects her differently than when Egwene learned the same thing about herself. Where Egwene is excited by the thought of becoming an Aes Sedai, Nynaeve finds it distasteful but then decides the One Power could be used as a tool against the Aes Sedai. By carrying out the training with Egwene, she will also be on hand to help keep Egwene out of Aes Sedai plots.



Chapter 22, A Path Chosen

Chapter 22, A Path Chosen Summary

Perrin sleeps long after sunrise. When he wakes, he decides to head down river as Egwene, who is not as strong a swimmer, would likely be in that direction. He moves cautiously, and after a few miles comes across a clear hoof print. After a little more searching, he finds Egwene and Bela beside a campfire. Perrin joins her and they discuss what they should do. Egwene wants to wait for Moiraine to find them but Perrin argues that Trollocs may find them as well. Egwene thinks he wants to head for Whitebridge but Perrin surprises her by saying they should head straight for Caemlyn. They decide that Moiraine will be able to find them in Caemlyn, and if she doesn't they will travel to Tar Valon on their own. Perrin douses the campfire, and they begin traveling.

Chapter 22, A Path Chosen Analysis

Perrin acts with purpose in this chapter, thinking logically and practically. He reasons that Egwene will likely be down river if she made it across. He then reasons their best course of action and destination. Egwene spends her time speculating but recognizes the logic to Perrin's arguments and agrees with him. Perrin views this acquiescence from Egwene as elevating him to a leadership role.



Chapter 23, Wolfbrother

Chapter 23, Wolfbrother Summary

Perrin and Egwene take turns riding Bela at Egwene's insistence. Perrin hunts for game and returns to find Egwene trying to conjure fire with the One Power. She tells him she was able to do it by the river and wants to keep trying, but Perrin persuades her to let him start a fire instead. After that first night, rations are hard to come by. They find no houses or farms, no sign of civilization, and the forest grows thicker around them. At night, Perrin dreams of being chased by Ba'alzamon.

As they walk, Perrin suddenly notices wood smoke and the smell of food. Perrin investigates, moving quietly, and finds a strange man by a campfire. The man calls out to him, inviting him and Egwene to eat, as he hasn't seen them eat much for the last two days. The man introduces himself as Elyas Macheru. Perrin is startled to see the man's eyes are yellow. Elyas asks where they are heading, then tells them they will pass far north of Caemlyn if they continue along their path. Egwene asks the man to guide them or at least show them the way, but the man tells them to be still as his friends are coming.

Four wolves come out of the woods and lie between them by the fire. Perrin can see the eyes of more wolves all around the camp. Elyas speaks with the wolves and they seem to understand him. He introduces the wolves as Dapple, Burn, Hopper and Wind. Perrin asks how Elyas learned to speak with wolves and is told the wolves knew he could do it. Egwene asks if they can be taught but Elyas says it can't be taught. He then says Perrin can do it, according to the wolves.

Elyas asks them how they ended up there. Egwene relates the story she and Perrin had concocted. Elyas listens, and then says Dapple can tell it's all a lie. Egwene offers to leave rather than tell the truth, but Elyas surprises them by insisting on hearing about the Trollocs and Myrddraal. He says the wolves can sense such things. The wolves grow impatient and finally Perrin tells the truth, omitting only the dreams he shares with Rand and Mat. Elyas and the wolves are satisfied.

Elyas silently consults with the wolves and Perrin considers what Elyas told him. He doesn't believe, but realizes he knows the name of one of the wolves without being told. Elyas suggests they remain with him and the wolves. He says the wolves want Perrin to stay because he is the first human they have encountered who can talk to them besides Elyas. Egwene insists they have to reach Caemlyn and Perrin agrees. Elyas informs them he and the pack will travel with them. Some of the wolves including Burn depart and Perrin can feel them leave. He also senses what Burn is thinking.



Chapter 23, Wolfbrother Analysis

Egwene proves to possess advanced abilities in using the One Power. Moiraine told her that very few people could wield it in any significant way for months after the start of their training, but already Egwene can conjure fire on her own.

Elyas Machera is introduced in this chapter, facilitating an important plot development when Perrin learns he can communicate with wolves. This supernatural ability will change Perrin, providing new strengths and defenses but also altering his personality. When the wolves sense the deception in Perrin and Egwene's cover story, forcing them to tell the truth, it also dispels any doubt that Elyas might be a Darkfriend, making him a potential ally.

This is confirmed when Elyas acts as guide for Perrin and Egwene, bringing them back on course towards Caemlyn where Moiraine can later find them.

The primitive but profound means of communication with the wolves is engaging. It occurs on such a personal level that Perrin cannot help but to bond with the wolves, and the reader is affected in much the same way.



Chapter 24, Flight Down the Arinelle

Chapter 24, Flight Down the Arinelle Summary

Rand dreams of being pursued by Ba'alzamon. In his dream, he pricks his finger, and when he finally wakes, he finds his finger is still pricked. The boat is moving slowly along the river and Captain Domon drives the crew hard. The crew dislikes the treatment. Rand is suspicious of the crewman he accidentally jumped on top of when boarding the ship, but Mat seems to be suspicious of them all. Thom is more concerned about a mutiny from the harsh treatment of the captain and does what he can to keep the crew's spirits high. He also teaches the boys some of the stories and juggling.

Rand spots what appears to be a metal tower and Captain Domon confirms it, saying it doesn't have a mark on it and no way inside it. Mat believes it must hold great treasure and becomes obsessed again. Four days into their journey, Rand is atop the mast feeling particularly giddy. He balances precariously and then falls, grabbing a forestay to catch himself. Thom calls out to him, having climbed up since Rand did not hear the crew shouting at him from the deck. He looks down to see everyone staring at him except Mat, who is turned away. At Thom's suggestion to descend, he jumps but catches himself again, then slides down a rope to where Mat sits at the bow, ending in a flourish like he performed some great trick. He turns to Mat and sees his friend holding a curved dagger with a gold scabbard set with a large ruby. He asks Mat if he got the dagger from Shadar Logoth and Mat explains that he was holding the dagger when Rand and Perrin pulled him away from the treasure. Rand agrees not to tell anyone about it.

Thom approaches and chastises Rand for his fool stunt. Rand suddenly realizes what he had done and nearly collapses. He wonders what is wrong with him.

Chapter 24, Flight Down the Arinelle Analysis

Rand learns that the events from his dreams of Ba'alzamon are extending further into the real world with the pricking of his finger. The dreams are becoming more dangerous.

Mat begins to exhibit darker qualities. His obsession with treasure grows and he begins to suspect everyone around him. He also grows more pessimistic and withdrawn, uncharacteristic for his typically juvenile behavior. The reason for the change is made clear by Rand's discovery that Mat has the dagger from Shadar Logoth. There is an immediate sense of foreboding, as the reader knows Moiraine cautioned them against taking anything from Mordeth and told them what would happen. Mat's changing personality is consistent with Moiraine's warning.

Rand also behaves strangely, experiencing the same giddiness and carefree demeanor that came over him in Baerlon. The reader is now armed with Moiraine's explanation of the effects of using the One Power, making this behavior recognizable. The effects are



worse this time, creating suspense as the reader wonders what will happen when subsequent uses of the One Power occur. This suspense is augmented by Rand's ignorance of his use of the One Power.

Rand again demonstrates poor judgment when it comes to his friends when he agrees not to tell anyone about the dagger despite Moiraine's warnings.



Chapter 25, The Traveling People

Chapter 25, The Traveling People Summary

Perrin, Egwene and Elyas travel south for three days, with occasional appearances by Dapple, Hopper and Wind. Perrin can sense the rest of the pack is far distant. He does not dream of Ba'alzamon since joining Elyas, but in each of his dreams, there appears a wolf, sitting turned away from him as if guarding against an external presence.

On the fourth day, they come to a large stand of trees and are greeted by three mastiffs. Elyas calms the dogs and tells them there are Traveling People in the area, known as Tinkers to the Emond's Fielders. They decide to stop and spend the night with the Tinkers. Elyas and Raen, the leader of the Tinkers, know each other. They are led to Raen's camp where they are joined by Aram, his grandson, who flirts with Egwene. After a while, Aram then leads Egwene away to dance.

After eating, Raen tells Elyas and Perrin a story he heard. Two years ago, Tinkers traveling through the Aiel Waste came across a small band of Aielman warrior women, all dead except one who was dying. This young woman tells the Tinkers that the Dark One means to blind the Eye of the World and kill the Great Serpent. She dies after delivering the message. The message doesn't make sense to Elyas or Perrin. Egwene returns from dancing and Perrin confronts her, warning her against Aram's charms. Egwene breaks down and needs reassurance from Perrin that Rand and the others are still alive.

Chapter 25, The Traveling People Analysis

The appearance of wolves in Perrin's dreams and the absence of Ba'alzamon are clear indications that Perrin is being protected by his bond with the wolves. His mind is linked with the wolf community now, and the wolves guard his mind against Ba'alzamon.

The encounter with the Traveling People provides another plot development in the story of the Aielman woman. The Dark One's plan is told, though without context it is still meaningless. The reader still does not know what the Eye of the World is, just as Perrin and Egwene do not know, but the Great Serpent is said to represent Time. Time is made to be something that can be stopped or destroyed.



Chapter 26, Whitebridge

Chapter 26, Whitebridge Summary

Thom continues teaching Mat and Rand his craft. Mat is growing skilled at juggling and Rand shows a talent for the flute. Whitebridge appears and the crew prepares to dock. The white bridge that spans the river is beautiful to Rand and seems to be made of glass. Thom tells him it is a remnant from the Age of Legends, an era of greatness for the Aes Sedai.

Captain Domon throws the crewman Rand was worried about off the ship for sleeping on the job. The man leaves casting withering looks at Rand. There is no sign of Moiraine or the others on the dock. Captain Domon tries to talk Thom into staying on with them to Illian. He gives them their fares back and a little more, though the coins are not the same ones Moiraine gave them. He offers Thom as much again to keep the crew entertained for the journey south but Rand insists they have to leave.

Whitebridge is as big as Baerlon but not as crowded. Thom steers them to an inn where he pumps the innkeeper for information, but there has been no sign of Moiraine and the others. They do learn that Morgain, the false Dragon, has been captured by the Aes Sedai and is being taken to Tar Valon, but first he is being brought before Queen Morgase in Caemlyn. Rand asks more direct questions about their friends and the innkeeper suggests they leave. Thom gets him to tell them a madman was looking for the same people, three boys in particular. The next day, another man asked about them, a cloaked man that Rand, Mat and Thom recognize as a Myrddraal. The innkeeper leaves them and they discuss their options. Thom wants to take the captain up on his offer, heading south to Illian, but Rand refuses. They overhear someone telling the innkeeper about Trollocs and see the crewman Domon throw off his ship. The trio sneaks out into the alley. Mat asks why Thom is still helping them and he tells them his nephew got in trouble with Aes Sedai and died. He wants to keep Rand and Mat out of Tar Valon.

They leave the alley and Rand sees a Myrddraal coming towards him. Thom gives Rand his cloak and instruments and tells them to head to Caemlyn to an inn called the Queen's Blessing. Then Thom tells them to run and attacks the Myrddraal. Rand and Mat run as Thom screams behind them, through the gate and along the road to Caemlyn.

Chapter 26, Whitebridge Analysis

Thom's continued training for Rand and Mat is significant, as the boys will have to call upon this training later. The news of the capture of Logain sets the stage for later developments as well.



Tension mounts for the reader as Thom and the boys learn they are being asked about in Whitebridge, particularly when one of the inquirers is a Myrddraal. The reasons for Thom's involvement become clearer with his tale about his nephew, and it could explain his initial reaction to seeing Moiraine back in Emond's Field if he suspected she was an Aes Sedai.

Thom's apparent death is shocking since he has played such a major role up to this point, and the reader is left wondering how Rand and Mat will fare on their own.



Chapter 27, Shelter from the Storm

Chapter 27, Shelter from the Storm Summary

Perrin, Egwene and Elyas travel slowly for a few days with the Traveling People. Elyas seems content to remain with the Tinkers. When Perrin questions him on the subject, he suggests Perrin enjoy the time and not rush towards danger. Elyas has a feeling that they should wait a few days before striking out on their own. Egwene, meanwhile, spends most of her time either speaking privately with Raen's wife or with Aram.

Perrin can sense the wolf pack, keeping their distance from the travelers. He can even sense their thoughts, and every day his sense becomes clearer. Then one night Perrin dreams of Ba'alzamon again. The Dark One comes to him in his dream and burns the wolf protecting him. Perrin wakes and hears the wolves howling in anger. Elyas tells him it is time for them to leave the Traveling People.

Perrin tells Egwene they have to leave, expecting her to want to stay, but she surprises him. She also refuses when Aram tries to convince her to remain with them. Perrin, Egwene and Elyas are met outside of the camp by Dapple, Wind and Hopper. Perrin hears them relate their shared dream to Elyas.

Chapter 27, Shelter from the Storm Analysis

The encounter Perrin has with Ba'alzamon in his dream solidifies the mental ties he has with the wolves since they shared the dream also. Ba'alzamon tells Perrin he has faced the wolves before, diminishing the effectiveness of their protection but it is still something the Dark One recognizes and acknowledges as an obstacle. Perrin cannot rely solely on the protection of the wolves, but they do provide some protection.

Egwene's pragmatism is demonstrated when she accepts it is time to leave the Traveling People without any hesitation. This shows that despite being comfortable and allowing herself to get close to some of them, she never really considered staying with them. She has a strong sense of duty and her duty lies elsewhere.



Chapter 28, Footprints in Air

Chapter 28, Footprints in Air Summary

Nynaeve, Moiraine and Lan have been traveling for days and finally approach Whitebridge. Nynaeve has been on edge for most of the journey, her temper getting the best of her frequently. Moiraine has been trying to convince her to become an Aes Sedai and Lan gets under her skin without trying. The White Bridge awes her, seeming to be too frail to support even its own weight, and though it appears to be made of wet glass it is as hard as steel.

Beyond the bridge, they find buildings around the dock have been recently burned down. Moiraine speaks with the people but the stories vary and she only learns that a ship had fled down river, and that it had been carrying a gleeman. They stop at an inn for a brief time and Moiraine senses two of the boys were in that very room only a day or two before. She cannot determine which direction they went, so she decides to go after the one boy she can locate. They leave and head along the Caemlyn Road.

Chapter 28, Footprints in Air Analysis

Nynaeve's confrontational nature has pitted her against Moiraine and Lan throughout their journey together. She feels the need to prove herself to them and is frustrated that they do not reciprocate. She has had to struggle against constant prejudice in Emond's Field and expects the same treatment everywhere, so she misinterprets Moiraine and Lan's acceptance of her as dismissal. She does not fail to note Lan's approval though.



Chapter 29, Eyes Without Pity

Chapter 29, Eyes Without Pity Summary

Perrin and Egwene travel at a swift pace set by Elyas. Elyas grows impatient with them, complaining about how cautiously they must travel around hills and how long it is taking. When they come across a long ridge that would take too long to go around, he has them creep over the top after checking if the way is clear. Perrin joins Elyas when he scouts a ridge top and they see a flock of ravens burst upwards and then as one flies down over the ridge ahead of them. Perrin remembers that ravens are the Dark One's eyes and worries about being spotted. Elyas tells the wolves to start scanning the trees and sky, and tells Perrin he knows a place where they will be safe but they must reach it by dark. They descend and Perrin tells Egwene of the danger before they proceed cautiously over the ridge top. They rush to keep one ridge behind the flock. The ravens spot a fox moving and swarm over it, brutally killing it. They come across more evidence that the ravens will attack anything that moves and their fear mounts.

Perrin sees flashing images from the wolves as they are attacked by a flock, but the wolves prove tough to kill. They fight off the birds and though they are injured, they continue to scout. The wolves warn Elyas that the flock is heading towards them, and Perrin finally admits to Egwene that he can hear the wolves. They keep as close as they dare to the flock ahead but Perrin knows the flock behind will catch them by sunset. He wonders if he has the courage to kill Egwene swiftly rather than let her be pecked apart like the animals they've come across.

Perrin is spared the decision as they reach a stedding, the safety Elyas was driving them towards. Steddings were created by Ogier, a race of long-living beings who possess power. The ravens will not enter a stedding, Elyas explains. Egwene is cut off from the True Source, another effect of the stedding. They camp and Elyas tells them about the area, explaining it was once the site of a monument to Artur Hawkwing. His story leaves Perrin feeling uncomfortable with staying in the area.

Chapter 29, Eyes Without Pity Analysis

The tension mounts in this chapter with Elyas leading Perrin and Egwene over ridges between flocks of ravens. The danger posed by the ravens is made clear by the remains of animals they come across, raising the tension higher.

Perrin's practicality reaches new heights when he considers killing Egwene to spare her an agonizing death if the ravens catch them. This also illustrates how much he cares for her. It is not love but a kinship that he feels towards Egwene.



Chapter 30, Children of Shadow

Chapter 30, Children of Shadow Summary

Perrin moves off to be alone but Elyas follows him. He asks Perrin about his thoughts of killing Egwene swiftly and Perrin feels guilty. Their conversation is interrupted by an urgent sending from the wolves and they rush to put out their campfire. Perrin explains to Egwene that a lot of men are approaching and the wolves sense something is wrong with them. Elyas leaves them to join the wolf pack. Perrin and Egwene head away from their campsite and hide in the shadows below the giant hand of Artur Hawkwing sticking out of the ground.

Perrin tells Egwene of what the wolves see. The men break up into smaller groups, going after the wolves. The wolves are too hurt from the ravens to run far or fast. Too late, Perrin realizes the men are searching the surrounding area in a pattern. They see Whitecloaks approach and are spotted. Perrin and Egwene are told to surrender, and when Perrin is threatened Hopper leaps out of the darkness and kills the man threatening him. The wolf is killed by the other Whitecloaks and Perrin flies into a rage, attacking with his axe. He is knocked unconscious.

Perrin wakes to find himself and Egwene prisoners of the Whitecloaks. They are in the presence of the Lord Captain when the report of the encounter is given and they learn that the Whitecloaks have suffered many losses. Perrin and Egwene are interrogated and accused of being Darkfriends. They are to be taken to Amador for further interrogation. Egwene may be spared if she converts, but Perrin killed two Children and will be sentenced to death.

Chapter 30, Children of Shadow Analysis

Since the wolves have already demonstrated an ability to sense deception, Dapple's comparison of the Children of Light to rabid dogs is credible and the Whitecloaks are made worse for the reader.

Hopper's death is poignant as the reader is momentarily granted the same connection that Perrin shares with the wolves, watching the wolf's life of trying to fly flash by before Hopper is killed, still wishing he could fly.

The capture of Perrin and Egwene presents more tension as the reader wonders how they will escape their predicament. The dispassionate cruelty of the Whitecloak Lord Captain is unnerving, adding further tension.



Chapter 31, Play for Your Supper

Chapter 31, Play for Your Supper Summary

Rand and Mat travel for days along the road. There is considerable traffic along the road heading in the same direction as them. For the first few days, Rand keeps imagining that he sees Thom before that small hope fades. They walk most of the time but get the occasional ride from farmers for a few miles. They avoid men on horseback, hiding whenever they heard one approach. They do not see any sign of Myrddraal.

Rand says they could sell the dagger Mat is carrying to buy supplies. Mat gets defensive and they argue before he convinces Rand they can't sell it. Instead, they rely on farmers, stealing a little but more often working for a meal and a place to sleep. Working means stopping for hours at a time but they don't have a choice. At one farmer's house, they finish their chores and spend the rest of the evening entertaining, Mat juggling and Rand playing Thom's flute. The farmer tells them he has paid money for entertainment just as good and they earn a bed for the night instead of the hayloft.

They decide to try to earn their way by playing at inns in exchange for a place to sleep and a hot meal. This way they can spend every daylight hour traveling and start making better time. In the mornings, more often than not they manage to get a ride out of town with a farmer as well. Though Mat grows more and more suspicious of everyone they meet, they manage well until they come to Four Kings.

Chapter 31, Play for Your Supper Analysis

Mat's attachment to the dagger is made apparent when Rand suggests they sell it. Mat turns hostile, and it is evident his suspicious nature is growing as well. The reader understands that the longer he keeps the dagger, the worse he will become.

The training Rand and Mat received from Thom provides them with the means to continue traveling on their own. It is Thom's legacy, one last thing he does to help them survive. Thom may have intended to help them in other ways in recompense for the death of his nephew, but the boys are better off because of him, perhaps even better off than if Thom had carried out his plan of keeping them away from Tar Valon.



Chapter 32, Four Kings in Shadow

Chapter 32, Four Kings in Shadow Summary

From the start, Rand doesn't like the feel of Four Kings. He suggests moving on but Mat looks at the darkening clouds and argues to stay. They pass three inns with music playing before coming to a silent one, the Dancing Cartman. The innkeeper is a harsh, rough man. They negotiate and come to an agreement, then begin their show. The empty common room is filled before it is fully dark and the rain starts coming down.

The crowd is rowdy and rough, but they enjoy the show. Rand notices the innkeeper eying his sword and the flute he is playing. He warns Mat that the innkeeper is going to try robbing them. They decide they need to stay for their meal and that the innkeeper won't try anything with the room full of people, so they continue. They notice one patron seems to be watching them more intently than the others. The man stands out, well dressed and groomed.

They stop to eat and overhear the barmaids talking about the rich-looking man, saying he visited half the inns in town before settling in theirs. They say he has two coaches and Rand leaves to investigate. He learns the man, Gode, is from Whitebridge. He returns and tells Mat, but by that time, the inn's bouncers come to hound them back on stage. When they begin playing again, Mat glares at the innkeeper, the bouncers, and Gode openly.

The room begins to empty with the late hour. Gode is the last patron and asks for a room at the inn. Rand and Mat are left alone with the innkeeper and the two bouncers. They are led to a storeroom where their pallets are located. Rand figures his sword is the only reason they don't try anything, figuring they'll wait until the boys are asleep. Their door has no lock or bar, but Rand finds two wedges and sticks them under the door. They try to climb out the window but find it barred.

Gode comes to their door and attempts to enter, then tries to convince them to let him in. There are men with him and more outside the window. He tells them to come with him to his master and threatens them when they refuse. The door is being forced and there is no escape. Then Rand sees a flash of light and feels himself picked up and thrown across the room. He is dazed, and then sees the bars, window and most of the wall has been burned away and the room is in a shambles. Mat emerges from a pile of crates, blinded by the lightning he saw strike the window. There is no sign of Gode, but the men outside the window are all lying on the ground. They walk into the rain and away from the inn.

Chapter 32, Four Kings in Shadow Analysis

Rand's unease when they enter Four Kings foreshadows the danger he and Mat faces in the town. The storm adds to the foreboding, as does the innkeeper's harsh treatment



of his staff. The boys are in over their heads and though Rand does remarkably well considering the circumstances, they would not have escaped if it hadn't been for Rand's use of the One Power. Calling down lightning is a typical Aes Sedai power as Moiraine demonstrated during the Trolloc Attack on Emond's Field, and it is consistent with Min's vision of Rand.

Gode is the first Darkfriend that Rand and Mat encounter. Gode searched around Four Kings before finding the inn where Rand and Mat are performing, making it apparent that he was looking specifically for them but he did not ask about them, he just stopped and sat down in the inn. This raises the question of how he knew whom to look for and how he knew they were in Four Kings to begin with. The answer to this is explained later.



Chapter 33, The Dark Waits

Chapter 33, The Dark Waits Summary

Rand and Mat are traveling in a farmer's cart. They are wary of every horseman, every wagon that passes. Rand has just recovered remarkably swiftly from being ill and Mat's eyesight is almost normal again. The cart comes to a stop and the farmer tells them they are two days from Caemlyn. They leave the farmer and start walking.

After escaping the Dancing Cartman, the downpour had forced them to seek shelter soon after leaving Four Kings. Rand dreamed of Gode and Ba'alzamon. His face was scorched and he woke to find it tender as if sunburned. Mat was also dreaming and Rand shook him awake. The rain ceased as dawn broke and they set out again. Rand failed to hear a cart approach, but the farmer merely offered them a ride that they accepted. The farmer dropped them off a while later, giving them a couple of scarves to keep the chill away. They walked the rest of the day, Rand leading Mat, until they came to a village where they stayed at an inn for the night, paying with the coins they still had. The next morning, Mat could see better. During breakfast, a boy enters the inn and approaches them. The boy is a Darkfriend. The boy is afraid of them but tries to stall their leaving. He grabs Rand and Rand hits him. The boy yells at them but reveals himself a Darkfriend and is forced to flee. Rand and Mat flee as well, getting six short rides from farmers that day.

At the next village, Mat declared himself able to see enough to juggle, so they approached the innkeeper despite their fears of more Darkfriends. The innkeeper agreed but before they could begin Rand began to feel queasy, and then he was shivering helplessly. Mat argued with the innkeeper and then lead Rand to the stables where he could be kept warm and dry. Rand alternated between chills and fever and was delirious. His fever broke during the night and he began to sleep normally.

A woman came to the stable while it was still night. She noticed the boys and told them she came to check on her horse, and then offered to help Rand. She reached for something and then Mat had to dodge quickly to avoid the thrust of her dagger. Mat held his own dagger from Shadar Logoth to her throat, keeping her still. Mat seemed about to kill the woman but Rand stopped him. They locked her in the tack room but not before learning a Myrddraal was on the way. They fled, and were picked up a short time later by the farmer.

Chapter 33, The Dark Waits Analysis

The chapter begins with Rand recovering from some kind of illness and the reader is immediately aware that the narration has jumped ahead. The writing style changes to flashback narration, creating a sense of unease as the reader wonders what happened since Rand and Mat left the Dancing Cartman.



The encounter with two more Darkfriends implies that Rand and Mat's pursuers are closing in, the encounters becoming more frequent and the boys have no one to help them. The woman in the stables reaffirms for the reader that anyone can be a Darkfriend.

Rand's illness is different this time, manifesting as a debilitating fever. The illness comes much quicker than before as well. This indicates that the side effects of using the One Power are becoming worse with each use just as Moiraine explained. Rand is still unaware of the connection, unaware that he is even using the One Power. This creates suspense for the reader, wondering when Rand will learn what the reader already knows and whether the knowledge will come in time.



Chapter 34, The Last Village

Chapter 34, The Last Village Summary

Rand and Mat arrive at the next village after dark but decide to keep going. Beyond the village, weariness grips them and they spend the night in a haystack. In the morning, they find the road crowded with travelers heading for Caemlyn to see the false Dragon. They see more and more of the Queen's Guard patrolling the road and the locals complain loudly at the throng of strangers. They continue walking, having nothing to eat. When they come to the next village, Rand wants to continue despite the aches and pains he and Mat are suffering in addition to hunger.

As they walk through the village, they spot a man with a cart and another two men ahead in the otherwise empty street and stop, hiding in shadows. Rand is uneasy about the two men and notices one of them is a Myrddraal. When they part, the other man seems shaken. He pauses before going into the inn but the man with the cart strikes up a conversation and Rand and Mat overhear that the Myrddraal claims to be from the Four Kings and is looking for two boys who stole a heron-mark sword from him. They also learn the man with the cart is preparing to depart, intending to travel overnight to Caemlyn to see the false Dragon. When the man with the cart is alone, Rand approaches him and asks for a ride. He agrees and they climb aboard the cart.

On the road, Bunt tells them all about Caemlyn and the Queen. Rand falls asleep to the sound of Bunt's ceaseless talk and has nightmares. When he wakes, they are at the gates of Caemlyn.

Chapter 34, The Last Village Analysis

Rand and Mat are heading for Caemlyn at the same time as the false Dragon is being brought there. It is apparent that they will reach the city in time to view Logain, creating a sense of foreboding and anticipation.

Rand's heron-mark sword is made the center of attention again when the boys learn it is being used to help track them down. The sword is easily recognized but Rand can't part with it. He claims it is for sentimental reasons, that his father gave him the sword, but the sword is a part of Rand now and belongs with him.

Bunt provides some background information about Caemlyn for the reader. He also reaffirms that there are still good people in the world, helping the boys instead of turning them in or trying to kill them as others have done.



Chapter 35, Caemlyn

Chapter 35, Caemlyn Summary

Rand is awed by Caemlyn. The city is grander than anything they have seen, anything he could have imagined. Bunt tells them the inner parts of the city and the castle were built by Ogier. The noise overwhelms them and Mat wonders how they are going to hide with so many who could be Darkfriends. Rand believes they will be hard to find among so many people. Bunt takes them down a side street and stops, then asks if it's true that Rand is hiding a heron-mark sword. Rand and Mat pretend not to know what he's talking about. Before he leaves, Bunt advises them to hide the sword or get rid of it since the sword is what will draw attention to them.

Rand begins to ask directions to the Queen's Blessing, the inn Thom told them to head for. He notices many people with swords bound in either red or white cloth and decides to do the same to conceal the heron-mark sword. He stops at a shop and purchases a red cloth, the cheaper color. As they walk, the directions to the Queen's Blessing become more helpful and they finally locate the inn. They speak with the innkeeper and at the mention of Thom's name, he takes them into the kitchen for privacy. They tell Master Gill of Thom's fate, but the man has doubts that Thom is dead. He agrees to shelter them and gives them some food. They learn that Thom was once Court-bard in Caemlyn and rumored to have gotten closer to the Queen than appropriate. When Thom left to help his nephew the Queen did not take it kindly, and the Queen's Aes Sedai did not either. He returned only to leave again before he could be thrown in prison or executed.

Chapter 35, Caemlyn Analysis

Mat's pessimism is evident when he thinks of all the people who could be Darkfriends in Caemlyn. Rand takes the contrary point of view, demonstrating optimism.

Rand's decision to conceal the heron-mark sword again demonstrates a strong presence of mind, taking advantage of a local custom to do so. Even though he would have chosen the white cloth if he had known the significance to avoid attention, the red cloth reflects his true political feelings and provides later plot development.

Master Gill's belief that Thom is not dead casts doubt on his death, causing the reader to wonder if Thom will be returning.



Chapter 36, Web of the Pattern

Chapter 36, Web of the Pattern Summary

Rand tells Master Gill a version of their story while they eat. They discuss their options before the innkeeper's duties pull him away. They are taken to a room by one of the barmaids and Mat withdraws from Rand, refusing to leave the bed. Rand heads back for the common room to speak with Master Gill some more but can't find the innkeeper. Seeking quiet, he enters the library and admires the books before being startled by an Ogier sitting in there.

Loial introduces himself, explaining he has only been in Caemlyn a short time and finds humans to be excitable at his appearance as his race resemble Trollocs. Master Gill gave him shelter in the library. Rand learns that Loial left his stedding without permission, seeking to see the world he grew to love from stories and to see the groves, ancient sites built by Ogier. Loial explains the Ogier built cities out of stone like Caemlyn but they are most comfortable working with trees. The Ogier is disheartened by how much the world has changed from the stories he has read and he has seen groves in poor states, used for firewood now. Loial assumes Rand is an Aielman and Rand says he is from Manetheren, a name Loial knows and respects deeply.

Rand opens up to Loial, telling the Ogier everything. When he is finished, Loial calls him ta'veren. The Ogier explains that ta'veren are threads, or lives, in the Pattern that either bend from their course, altering the Pattern, or are forced into a certain path by the Pattern. Artur Hawkwing and the Dragon were ta'veren. He says Rand is ta'veren and maybe his friends, too. He asks to travel with Rand to Tar Valon, but Rand politely refuses.

Chapter 36, Web of the Pattern Analysis

Mat's behavior has deteriorated to such a degree that it is unlikely Rand will be able to spur him on. The reader wonders whether Mat's paranoia will cause him to turn against Rand. Rand continues to ignore the obvious danger his friend poses, his judgment still clouded by friendship.

Loial is introduced and the reader learns about Ogier through Rand. Loial's assumption that Rand is an Aielman based on his appearance lends credibility to Tam's fever-ramblings that Rand was found on an Aielman battlefield.

The theme of destiny is raised with Loial's explanation of ta'veren, that Rand's path could be destined or that he could change the world around him with his choices.



Chapter 37, The Long Chase

Chapter 37, The Long Chase Summary

Nynaeve, Moiraine and Lan travel along the Caemlyn Road for a few days before Moiraine steers them north toward the one boy she can still track. The following evening, Moiraine loses the connection. She decides to continue along their path, hoping to get close enough to sense the boy's location without the token. Later that night, the connection returns as the boy reclaims the coin. They discover the boy is being held prisoner within a Whitecloak camp. They quickly form a plan. Lan also advises that there are wolves about.

Nynaeve stalks through the darkness, avoiding the Whitecloak patrols and making her way to where the camp's horses are secured for the night. As planned, she slices most of the way through the ropes so the horses will break free when Moiraine causes a commotion. She discovers Bela in the last line of horses and realizes Egwene must be in the camp. She takes hold of Bela and one other horse just before the camp erupts in lightning. Nynaeve takes the horses as wolves run all around her.

Chapter 37, The Long Chase Analysis

Nynaeve sees approval from Lan for the first time when he has her sabotage the horse lines. This acceptance of her changes her perception of him and allows new feelings to emerge. Lan's feelings for her are evident when he seems ready to defy Moiraine and go looking for Nynaeve and then by his reaction when she appears.

Tension mounts as Nynaeve makes her way through the dark, avoiding Whitecloak patrols. The tension increases when she almost misses finding Bela, mixed with relief when she takes the horse with her.



Chapter 38, Rescue

Chapter 38, Rescue Summary

Perrin and Egwene are resting after a day of long travel. He wakes when Byar, the Whitecloak who took his axe and frequently hits Perrin, comes to speak with them. The Whitecloak tells them the prisoners are slowing their travel. The Whitecloak Lord Captain must reach Caemlyn by a specific time but they must also bring Perrin and Egwene before the Council. Byar suggests they might escape and leave the Lord Captain blameless. He drops a sharp stone near Perrin and the boy stalls, trying to think, just as he receives a message of help from the wolves. He can't hide his reaction to the message from Byar and the Whitecloak seems about to reconsider, but Lan appears at that moment and strikes, knocking Byar unconscious. Lan frees Perrin and Egwene, and then leads them out into the dark of the camp. They wait, and then lightning rains down on the camp. Lan takes them through the chaos of the camp to where Moiraine waits. Nynaeve has not returned and Lan is about to go look for her but is forestalled by Moiraine, though he seems to want to disobey. Then Nynaeve comes out of the darkness leading Bela and the other horse. They leave the camp, and in his mind, Perrin hears Dapple say they will meet again.

They camp a while later and Moiraine tells Egwene and Perrin that she believes Rand and Mat are in Caemlyn or on their way there. Nynaeve tends to Perrin's bruises from his repeated beatings. She notices his eyes are yellow and tries to determine the cause, but Moiraine informs her it is not an illness and seems unsettled by it. She seems to think it is the Dark One's work that frightens Perrin. Lan comes over to where Perrin sits and Perrin realizes he also knows about the wolves. Perrin learns that Lan knew Elyas and was taught much by him. He doesn't think the bond with wolves is the work of the Dark One, not in itself, that it is even older than the Dark One.

Lan worries the Dark One's power is growing and fears for Rand and Mat. He tells Perrin they are a few days from Caemlyn and hopes they find the other boys there before time runs out for them.

Chapter 38, Rescue Analysis

Perrin's dilemma is unresolved because of Lan's intervention. The reader doesn't learn whether Byar's actions were genuine or a set-up. Perrin's hesitation when faced with the dilemma is consistent with his deliberate nature, thinking before taking action.

The change in Perrin's eyes indicates he has been permanently altered by his experience with the wolves. Moiraine's exhibits prejudice for the first time with her belief that Perrin's newfound abilities are the work of the Dark One. Lan is more knowledgeable and takes an opposing view, marking the first time Lan openly disagrees with Moiraine.

Lan's worry about Rand and Mat create a sense of foreboding for the reader before the story shifts back to Rand's point of view.



Chapter 39, Weaving of the Web

Chapter 39, Weaving of the Web Summary

Rand looks over the crowd in the streets from the room he shares with Mat. Mat refuses to leave his bed, speaking harshly with Rand. Rand leaves, worrying about his friend. Master Gill finds Rand and tells him a beggar has been inquiring about him and the others by name, particularly about the three boys. Rand leaves the inn and heads out into the city.

Rand has learned that the red and white colored cloth seen everywhere are political statements. The red cloth supports Queen Morgase, while the white blames the Queen and the Aes Sedai for all the recent troubles. He had accidentally supported the Queen by purchasing the cheaper red cloth, and there is far more white seen on the streets than red. Today, however, everyone seems united. The false Dragon arrives today.

The crowd is thick and Rand is swept along by it. The route Logain will be taken along is well known and those streets are packed already. He is forced to stop when the palace comes into view, unable to get closer, but finds a good place to view the road. Ahead of him, the crowd parts and a ragged man appears in the street, searching for something. The man suddenly cries out and points directly at Rand, then shuffles towards him. Rand realizes it is the beggar Master Gill warned him about and flees.

Rand hurries along side streets, taking many turns and then heading towards the palace. Confident he has not been followed, he looks for a new vantage point. He searches for an hour, then hears cheering, and trumpets in the distance, signaling the arrival of Logain and his Aes Sedai escorts. Rand is unsure of where he is but sees the palace is close. He climbs a hill and then a stonewall, cutting his hands and knees but determined to reach the top before Logain passes. He finds himself with an excellent view of the palace gate.

The procession comes into view and behind a parade of trumpeters and soldiers, Rand sees a large cage surrounded by Aes Sedai and Warders. In the cage stands Logain, tall and commanding, even kingly. He tries to catch one last glimpse of the false Dragon and slips, catching himself. He wonders aloud why the Aes Sedai are watching him and a girl's voice answers they are preventing him from touching the True Source. Rand is startled and slips, falling from the wall and hitting his head.

Chapter 39, Weaving of the Web Analysis

The beggar's ability to sense Rand in the crowd foreshadows future encounters since the beggar possesses some supernatural ability to locate Rand and possibly the other boys as well.



Logain's appearance is brief but profound, his unwavering confidence a cause for concern. What might have happened if Rand had remained as close as he had been in the streets? He is unnerved even at the distance he is from Logain.

The crowded streets and Rand's flight from the beggar maneuver Rand into new plot developments.



Chapter 40, The Web Tightens

Chapter 40, The Web Tightens Summary

Rand comes to, disoriented and in pain. He looks around and sees he is in a garden or park. The girl is climbing out of the tree she had been in. She is richly clothed and only two or three years younger than Rand. A boy drops out of the tree beside her, obviously close kin and richly dressed. The girl, Elayne, sees Rand is hurt and helps him. Gawyn, her brother, tells Rand she knows what she is doing as Elayne dresses the wound on his head, then tends to his hands and knees. As they talk, Rand is shocked to discover the Queen is their mother. He panics and wants to leave but Elayne stops him. They ask his name and he tells them without thinking, and that he is from Two Rivers.

Galad, a younger brother, appears and asks what is going on. Elayne defends Rand's presence and dismisses him. Elayne knows Galad will report the incident, but before Rand can leave rushing guards appear to take him into custody. Gawyn tells Rand he will be held in prison for a few days, nothing more. Elayne intervenes by requesting an audience with the Queen, knowing Morgase is busy viewing Logain, but her bluff fails when word comes the Queen has asked for the three of them.

As they walk, Rand notices green grass and flowers everywhere. He learns it is the work of Elaida, the Queen's Aes Sedai advisor. He also learns Elaida keeps the palace free of rats. They are brought before the Queen. Morgase chastises her daughter for wanting to look at Logain, saying he is dangerous even caged with Aes Sedai all around him. Morgase asks Elayne about Rand and is told he is from the Two Rivers. Elaida refutes this, saying he does not have the look. Rand replies that his mother was an outlander. Elaida then reveals that Rand wears a heron-mark sword. Morgase remarks that he is too young to have earned it, but her Captain-General notes the sword belongs with him, is a part of him. Elaida tells the Queen she mistrusts Rand. She then whispers so only Rand can hear, foretelling that Rand is at the heart of much pain and division to come. Morgase asks her Captain-General for his advice and while he believes Rand is there by chance, he suggests locking him up for a few days as a precaution. Morgase believes Rand is innocent and declares him to be escorted to the gates.

Elayne and Gawyn accompany Rand. As they part, Elayne tells Rand she thinks him handsome. Rand asks Gawyn about his looks and why no one believes he is from Two Rivers. Gawyn tells him he has the look of an Aielman. Once alone outside the gates, Rand is worried about Elaida coming after him, and he leaves quickly.

Chapter 40, The Web Tightens Analysis

The title of this chapter is significant, referring to the Web of Destiny that is tightening around Rand. Events have led him into an encounter that is far beyond anything that



should have been possible for a simple farm boy, but the reader knows he is more than that.

Elayne and Gawyn are introduced, providing additional background about the world and facilitating Rand's encounter with the Queen. Elayne's interest and attraction to Rand imply that there may be future encounters between them.

Queen Morgase and Elaida are also introduced in this chapter. The Queen demonstrates that she is fair and though she has advisers, she is capable of making her own decisions. Elaida is more like the Aes Sedai from the stories Rand has heard, calculating and treacherous. The encounter creates tension as Rand's fate rests in the Queen's hands. Her advisers all want Rand detained, adding further tension until she releases him. Elaida's whispered words leave the reader with a sense of foreboding about Rand's future.

Gawyn's statement that Rand has the look of an Aielman supports Loial's assumption about Rand and Tam's fever-dream. It is still unknown whether Rand really is an Aielman but the evidence so far strongly suggests that he is at least part Aielman.

The opinion of the Captain-General that the heron-mark sword belongs to Rand, that it is a part of him, is significant. As Captain-General, the reader expects him to be an authority on the matter. Rand may not have earned the sword in a traditional fashion, but his ownership of it is legitimized.



Chapter 41, Old Friends and New Threats

Chapter 41, Old Friends and New Threats Summary

Rand runs all the way back to the Queen's Blessing. He finds Master Gill in the library playing stones with Loial. He tells them everything that happened except what Elaida whispered to him. Master Gill tells him he has to leave before Elaida tracks him down, two days at the most. Loial once again asks to accompany Rand and Mat when they leave, and this time Rand agrees.

Whitecloaks appear in the inn, looking for two children from Two Rivers. The Whitecloaks speak out against Queen Morgase and are forced to leave as every man present takes offense. The cook approaches Master Gill, saying a lady is asking for Rand and Mat by name. Rand runs to the kitchens and is reunited with Moiraine and the others. Moiraine decides they will stay at the inn and offers to take care of Master Gill's rat problem. Nynaeve asks about Mat and Rand announces that Mat is sick. Perrin asks about Thom and is told the gleeman is dead.

Rand leads Perrin, Egwene and Nynaeve to the room where Mat is still on the bed. Mat is suspicious of them all and speaks harshly to them. When Moiraine enters, she immediately tells everyone to get away from Mat. She touches Mat and the boy lunges at her with the dagger from Shadar Logoth. Lan is by her side in an instant, seizing Mat's wrist and stopping the dagger. Moiraine asks where the dagger came from and Rand tells her. She wonders how they managed to get so far carrying it, that a Myrddraal would be able to sense it for miles and some Darkfriends would be able to sense it as well. Rand tells them there were Darkfriends and a Myrddraal as well. Lan tells him Trollocs and Myrddraal are outside the city walls and will attack when they have sufficient numbers. Moiraine tells them they must find a way out of Caemlyn.

Moiraine turns her attention to Mat, explaining that the evil of Shadar Logoth is imbued in the dagger and now in Mat as well. She draws out her angreal and asks to be left alone with him.

Chapter 41, Old Friends and New Threats Analysis

Mat's behavior has degenerated to the point of open hostility towards everyone except Rand. The bond between Mat and Rand is stronger than the evil growing in Mat, at least up to this point. Rand and the others learn what the reader already knows, that Mat is in conflict with the spirit of Mordeth. She provides the explanation for why the two boys have had frequent encounters with Darkfriends, and Lan's statement that Trollocs and Myrddraal are amassing outside of the city creates a sense of foreboding. The group is reunited and trapped at the same time.



Chapter 42, Remembrance of Dreams

Chapter 42, Remembrance of Dreams Summary

Rand leads the others to the library where he introduces them to Loial. The Ogier tells them about his travels while Rand worries about Mat. Then Mat appears with Moiraine and the Emond's Fielders are relieved that he seems his old self again. Rand notices he still carries the dagger and Moiraine explains she cannot remove it without killing the boy, that it can only be done at Tar Valon. The transformation back will be slower now, but it will still happen unless he gets help.

Moiraine asks Loial to leave so they can discuss their journey but Rand tells her the Ogier is joining them. Moiraine accepts his company and Rand quickly relates his story about meeting Queen Morgase. Perrin mentions the Traveling People and Loial has a related story he wishes to share. He tells them of a man that came to his stedding during the Aiel War, twenty years earlier, near death. The man stayed until well and then left, but first told them the Dark One intends to blind the Eye of the World and to kill the Great Serpent. Perrin and Egwene tell of the same message the Tinkers heard. The three boys decide it is also time to tell Moiraine about the dreams they have been sharing of Ba'alzamon. Moiraine tells them not to surrender in their dreams or they will belong to the Dark One. Loial says all three of them are ta'veren and Moiraine agrees, that a Web of Destiny is being woven and all threads lead to the three boys.

Moiraine tells them they must leave Caemlyn but all roads are being watched. She says they must reach the Eye of the World and warn the Green Man. They cannot afford to stop at Tar Valon and the trip to the Blight will take many weeks, longer than they have. She remarks how the Pattern has presented them with a solution to an otherwise impossible task and speaks of an Ogier grove and a Waygate that were once in Caemlyn. Moiraine asks Loial if he can lead them along the Ways, a way to get them out of Caemlyn without being seen and to the Blight in days instead of weeks, but Loial refuses, saying it is too dangerous.

Chapter 42, Remembrance of Dreams Analysis

The necessity for Mat to continue carrying the dagger is foreboding, the reader is made aware that he is still in danger of being possessed by Mordeth. This marks the first time Moiraine is faced with a task that is beyond her formidable powers, lending significance to the strength of the evil the dagger contains.

The journeys of the three separate groups are summarized here, highlighting the significant events for the reader before the book progresses into the climax. As an outsider, the summary allows Loial to declare all three boys ta'veren that Moiraine supports. There was no doubt that Rand was a central figure before but Perrin and Mat are elevated to near-equal status.



The messages about the Eye of the World are of the greatest significance. By learning of the Dark One's plans Moiraine is able to determine their immediate course of action. This is consistent with the theme of destiny, that events had to transpire precisely as they did in order to illuminate the path they now need to follow. Moiraine's comment about how the Pattern has provided them with the means to carry out what would have otherwise been an impossible task further supports this.

The chapter ends with a sense of foreboding as Loial is afraid of what Moiraine is suggesting but the reader knows there will be no choice.

Waygates and the Ways are explained in the next chapter.



Chapter 43, Decisions and Apparitions

Chapter 43, Decisions and Apparitions Summary

Rand asks about the Ways and why they are so dangerous. Loial explains that during the Breaking of the World some male Aes Sedai who were not mad were offered sanctuary in a stedding. They were cut off from the Dark One's taint but also from the True Source, and so they left. Before leaving, they gave a gift to the Ogier in thanks. They created a Waygate outside of the stedding, a gate that opened to the Ways. The Ways allow swift travel apart from the world between Waygates, unaffected even by the Breaking. The Ogier were given the means to create more and as they created more steddings, they opened new Waygates. However, the Ways were created by tainted power and a thousand years ago began to change. They grew darker and travelers began talking of Machin Shin, the Black Wind that robs laughter and instills fear. The Ogier banned travel along the Ways because of this. Moiraine insists it is their only option. She explains the Eye of the World contains enough power to free the Dark One. Rand and the other Emond's Fielders agree to go, so Loial also reluctantly agrees. They make their plans and Moiraine provides a list of provisions to Master Gill.

Rand dreams of the same room again. This time there are three tiny figurines on the table. Beside one stands a wolf, another holds a dagger, and the third holds a heron-mark sword. Ba'alzamon speaks then, telling Rand they have faced each other many times across many Ages. He claims to have Aes Sedai servants, the Black Ajah. He tells Rand to kneel but Rand denies him, pricking his hand as he sweeps the figurines from the table. He sees Mat is having the same dream and wakes his friend. Mat tells him he picked up the figure with the dagger and Ba'alzamon knows him now, that the figurine then changed into a perfect replica of Mat. Rand pulls a splinter of dark wood from his hand that vanishes as soon as he drops it. Moiraine comes to wake them and Mat tells her Ba'alzamon knows him. Rand holds up his hand and Moiraine says time is very short.

Chapter 43, Decisions and Apparitions Analysis

Moiraine demonstrates her kindness and belief in the good the Ogier did by sheltering the male Aes Sedai during the Breaking of the World. She tells Loial her belief to set him at ease, also demonstrating her awareness of political views and willingness to stand behind her beliefs. This is consistent with other comparisons she has made between herself and other Aes Sedai, particularly Elaida and the Red Ajah.

Loial's explanation of the corruption of the Ways creates foreboding for the reader, knowing they will have no choice but to enter the ways despite the danger.

The figurines on the table confirm that all three boys are ta'veren, each with a unique identifier with which the Dark One seeks to learn who his enemies are. Mat's



impulsiveness leads to providing his identity to the Dark One and bringing Ba'alzamon one step closer to learning the identities of the other two boys. This is consistent behavior for his character and provides tension that Moiraine supports by telling them time is running out.



Chapter 44, The Dark Along the Ways

Chapter 44, The Dark Along the Ways Summary

The group leaves the inn an hour before dawn. Loial leads them along empty streets as dawn breaks and people begin to appear. They come to a shop and the Ogier tells them the Waygate is below it. Moiraine locates the cellar door and they descend. They come to a stonewall covered with intricately woven stone vines and leaves. Moiraine reaches out and touches a leaf of Avendesora, the Tree of Life. The leaf comes away and she places it in another spot, opening the Waygate. They enter and Rand feels icy coldness before emerging in darkness, their lanterns casting less light than usual. Looking back, Rand sees the others in the cellar moving in slow motion. They come through until only Moiraine is left. She lifts an identical leaf on the inside of the door and places it in another location, closing the Waygate behind her.

They follow a broad white strip that runs under their feet away from the Waygate. There is no noise and no light other than their own, and Rand sees nothing but the strip. The strip ends at a tall slab of stone with silver Ogier script. Loial calls it a Guiding and leads them in another direction across what appears to be an island of stone. They pass the edges of stonewalled bridges and stone ramps leading upwards and downwards. All the stone is pitted and discolored, sometimes with holes or chunks missing as if eaten by acid. Loial leads them over bridges and across islands, the only differences being the extent of the damage to the stone. They eat as they travel, not stopping to rest. The sameness of the Ways grows on Rand and he finds it almost boring. As they are crossing the middle of a bridge, Loial stops in surprise. The bridge ends in a jagged gap, collapsed.

Chapter 44, The Dark Along the Ways Analysis

The lack of anything interesting happening for the first part of their journey along the Ways contrasts the foreboding that was established when Loial was first telling them about the danger the Ways present. The reader expects something to happen but is likely to grow complacent along with Rand and the others, letting go of tension and waiting for anything interesting to happen.

The break in the bridge also represents a break in the monotony of their travel. The possibility that they cannot reach their destination is raised, creating new tension for the reader.



Chapter 45, What Follows in Shadow

Chapter 45, What Follows in Shadow Summary

Loial is stunned by the damage. Moiraine suggests there are other paths to follow and spurs the Ogier on. Loial leads them back to the last island and takes a different route. As they travel, more white stripes appear, leading away from the islands to other Waygates. Moiraine finally calls a halt to sleep for the night on one of the islands. She does not set protective wards, saying the taint is so strong in the Ways that any use of the One Power will be corrupted. She then reveals her belief that Thom Merrilin is not dead.

The group settles down for sleep with Lan watching over them. They wake and head out, eating breakfast while riding. In the middle of a bridge, Lan tells them they are being followed. He says their tail is not trying to catch up and had even backtracked once before when getting close. Then, at the next island, they see chisel marks on the stone Guiding. Lan scouts the island and Moiraine suddenly understands why the Ways are so dark and tainted. She reveals that Trollocs and Myrddraal have learned how to use the Ways. The chisel marks are Trolloc runes. She explains that is how the Trollocs and Myrddraal have gathered so far inland without being noticed. Lan finds Trolloc bodies, saying they cannot use the Ways easily. The Trollocs were killed horribly and Moiraine speculates the male Aes Sedai who created the Ways must have built traps against the Dark One's minions.

They continue traveling. Eventually Rand hears wind in the distance and asks Loial about it, remembering the Ogier saying there is no wind in the Ways. Loial is suddenly afraid, saying it's the Black Wind. He says they have two more bridges to go and the group starts galloping. They find the white strip leading from the last Guiding and follow it quickly. At the Waygate, there is no sign of the Avendesora leaf that will open the gate.

Moiraine summons fire from her staff and attacks the Waygate. Her tainted flame melts the stone, cutting a half-arc out of each door just as they begin to feel the wind. Lan charges the gate, his horse shouldering through the barrier. Rand sends Bela through with a startled Egwene. Moiraine turns and summons power to block the wind behind them and they hear whispers and shrieks of rage and threats. Rand follows the others through and then Moiraine backs out, still fending off the Black Wind. Outside, she discards her charred staff. She says the Black Wind cannot escape the Ways, but with the gate open, anyone could enter. She points to the towers of Fal Dara in the north and says she will have men sent to wall the gate up.

Chapter 45, What Follows in Shadow Analysis

Moiraine's theory that Thom is alive is logical and heartening for the reader. It creates an expectation that Thom will return at some point in the future.



Tension mounts when Lan announces the group is being followed. Considering only the Ogier was able to locate the Waygate and only he and Moiraine able to open it, whoever is following must possess exceptional knowledge or abilities, presenting a danger to the group. That their shadow is content to follow and is not trying to catch them makes the reader wonder as to the identity of their pursuer, particularly coming shortly after Moiraine's announcement that Thom is likely to be alive. This could be deliberate misdirection by the author.

The discovery that Trollocs and Myrddraal have been using the Ways explains much that has transpired and creates foreboding since the Ways provide direct routes to many places.

The fast pace of their escape from the Ways contrasts the ease of tension from the previous chapter, creating additional excitement for the reader. Rand's description of the Black Wind sets the reader up for later events.



Chapter 46, Fal Dara

Chapter 46, Fal Dara Summary

Lan tells them they are in Shienar in the Borderlands. They pass farms that appear to have been deserted in a hurry, causing them to wonder where the people have gone. Rand tries to convince Egwene to remain behind in Fal Dara. Then they talk of the Green Man and how no one can find him twice.

As they approach Fal Dara, Lan has them push back their hoods in accordance with a law in the Borderlands to prevent Myrddraal from hiding. Fal Dara isn't as big as Baerlon but has a high wall and is well defended. Lan is greeted emphatically and referred to as Dai Shan. Loial is surprised to be warmly welcomed as well. The city is bulging with scared people and their possession, farmers from the surrounding land. The city is bustling with preparations for battle. A man appears and leads them to Lord Agelmar. Agelmar greets them warmly, pleased to see Lan and Moiraine, and honored by Loial's presence. Moiraine tells him they are only staying one night and Agelmar is disappointed, hoping they would join the battle at Tarwin's Gap where they meet and turn away the Trolloc army every spring. He explains the Trollocs have continued their raids through the winter that has not happened since the Trolloc Wars. He tells them this year the non-combatants will be sent south to the capital, hoping it will stand against the Trolloc army. News is so grim that the Borderlands are withholding troops instead of sending them to Tarwin's Gap. Shienar will face the army alone, outnumbered at least ten to one. He pleads with Lan and Moiraine, but Moiraine tells him their battle is at the Eye of the World.

Agelmar asks how they will find the Green Man and Moiraine tells him need is the key. She says she has seen him before, startling Rand and the other Emond's Fielders since no one can find the Green Man twice, but insists their need is great enough. Agelmar doesn't like it but respects their decision. They rest and eat with Agelmar. A messenger informs Agelmar that a stranger had come to the gate and ran when questioned but was found trying to scale the wall later. The watch did not see him approach the wall. The man appears mad. Moiraine asks to see him as well.

The man is brought before them and the boys recognize Padan Fain. Rand realizes he was the beggar in Caemlyn. Padan reveals that the Dark One made him his hound, whimpering and sniveling. Then he becomes regal and cunning, speaking with Agelmar as an equal and warning him about Moiraine and the others. He offers to show Agelmar how to defeat the Dark One once and for all. Agelmar believes him mad. Moiraine asks to speak with Padan Fain alone.



Chapter 46, Fal Dara Analysis

The Green Man is an ancient being who helps those in need. The fact that no one can find the Green Man twice is significant as the reader later learns Moiraine has already met the Green Man.

Lan's character is brought into the spotlight for the first time, revealed to be well-known and well-regarded in the Borderlands. The titles he is called by are not explained right away, emphasizing the mystery surrounding him.

It is evident that the battle at Tarwin's Gap has little chance of success. A sense of hopelessness is established for the reader, made more poignant by the necessity for Moiraine to ignore Fal Dara's plight and continue to the Eye of the World with Rand and the others.

Padan Fain's appearance is unexpected, once again demonstrating the Dark One's ability to find them wherever they go. His deteriorated state of mind is disturbing, creating a sense of foreboding.



Chapter 47, More Tales of the Wheel

Chapter 47, More Tales of the Wheel Summary

Rand and the others wait while Moiraine interrogates Padan Fain. They grow restless and impatient. Agelmar assumes it is Egwene and Nynaeve that will battle at the Eye of the World, for a battle like that is only fought using the One Power. Egwene asks Agelmar why everyone here calls Lan Dai Shin and talks about a Golden Crane banner. She says Moiraine calls him the last Lord of the Seven Towers. Agelmar explains that Lan is the son of the last king of Malkier, a land to the north of Shienar. He tells them a tale of jealousy and treachery, of how Malkier fell but not before they anointed Lan the next king of Malkier. They sent Lan south to the capitol and then the Seven Towers were broken, the king killed and Malkier lost to the Blight. Lan grew up learning to be a swordsman, learning the ways of the Blight. Agelmar tells them he is called the Uncrowned King, and if he should ever raise the Golden Crane banner an army would spring up to join him.

Moiraine appears and tells them Padan Fain is more corrupted by the Dark One than anyone she has heard of, and that it was he who brought the Trollocs to Emond's Field. She says the Dark One has had Padan Fain searching for three years. Things were done to Padan to make him a more effective hunter, terrible things. Each year he got closer to learning the identity of his target, finally narrowing it down to one of the three boys in Emond's Field. When the boys fled, Padan Fain thought he would be free but the Myrddraal forced him to pursue the boys. He led the Myrddraal to Shadar Logoth, and when Madashar killed the Trolloc holding him he fled and thought himself free. However, he was compelled to continue the hunt and went on to Caemlyn following two of the boys. Padan pursued them into the Ways where he was caught in the Black Wind, but it fled from him.

Agelmar insists on having swordsmen accompany Moiraine instead of the young men she has now, but she tells him the boys will be the ones fighting at the Eye. She tells him they are ta'veren and almost all their blood is of Manetheren. Rand wonders at her statement of "almost all".

Chapter 47, More Tales of the Wheel Analysis

Lan's origins are revealed, presented as a great tragedy. This garners sympathy from the reader, lending depth to what has so far been a shallow, one-dimensional character playing the role of guardian. It is evident that there is much more to Lan than just being a Warder.

Moiraine's description of the corruption of Padan Fain's soul is designed to illustrate the evil of Ba'alzamon. The revelation that Padan Fain has been behind many of the events of the book ties off most of the loose ends. His compulsion to continue pursuing the



boys even after he is free is foreboding, implying that those in the Dark One's power will never be free. It becomes even more important for Rand and the other boys to resist the Dark One.

Moiraine's comment about the blood of Manetheren running through almost all of the boys' veins implies that she is aware that Rand is not from Two Rivers, just as Rand suspects.



Chapter 48, The Blight

Chapter 48, The Blight Summary

They depart the next morning as every capable fighter heads towards Tarwin's Gap. The rest of the citizens leave by another gate and head south towards the capitol. Lan leads the group north through forest and the air grows warmer, but it feels wrong to Rand. Soon it grows uncomfortably hot and muggy. Rand reaches out to touch a branch and stops short, seeing the leaves are disease-ridden. Lan warns them of some of the dangers to be found in the Blight. Conditions grow worse as they travel until even the air turns putrid and chokes them. Loial is outraged at what has been done to the trees.

They make camp overlooking a series of lakes and the broken remains of seven towers. Moiraine erects barriers that hide the camp and will alert her if danger approaches. Nynaeve reveals that she will accompany Egwene to Tar Valon, to Egwene's delight. While the camp rests, Rand overhears Nynaeve and Lan talking. Nynaeve declares her feelings for Lan and though he feels the same way about her, he tells her they can't be together, that he doesn't want to make her a widow.

Chapter 48, The Blight Analysis

The pestilence of the Blight is made more terrible by Loial's outburst that the Dark One is the cause of it. Ba'alzamon's evil is heightened further with the realization that he can corrupt nature itself.

The interaction between Nynaeve and Lan confirm their feelings for one another, providing more depth to Lan's character as he demonstrates the capacity for love. His refusal is the resignation of martyrdom, the belief that he will die fulfilling his duties. This adds to the tragic nature of Lan's character.



Chapter 49, The Dark One Stirs

Chapter 49, The Dark One Stirs Summary

The next morning, Egwene consoles Nynaeve as they break camp. When Moiraine dismantles her protective charms, Egwene can feel the use of the One Power and notices that Nynaeve feels it as well. Without words, Nynaeve confirms that she can use the One Power as well.

The group begins traveling through a forest where the trees twist and move. Lan dispatches a creature trailing them, the blood of which acts like an acid. Another creature leaps out at them without warning and Mat's quick reflexes save them as he kills the creature with an arrow. Moiraine is surprised, saying the Blight would normally avoid someone who can use the One Power. Lan spurs them into a gallop but the Blight rises against them as trees and twisted beasts attack from all directions. All three boys use their weapons skillfully, fighting off the Blight on their own while Moiraine protects the other two women. In the middle of the attack Rand hears a fluting cry behind them and the attack abruptly stops, the creatures taking flight. Lan tells them the cry is from Worms, creatures that can kill even a Fade. He leads a fast gallop but the Worms threaten to overtake them before they can reach the mountains. Rand is terrified, calling out for the Light to help him, when the Blight is suddenly left behind them and they enter the Green Man's domain.

The Green Man is composed entirely of vines, grass, flowers, hazelnut eyes and acorn fingernails. He greets Loial warmly. He refers to Perrin as a Wolfbrother. He then calls Rand a Child of the Dragon, remarking on Rand's strange clothes and that he carries a sword, unusual for the People of the Dragon. He is particularly surprised to see Moiraine, saying the place was built to prevent anyone from entering it twice. Moiraine informs him their need allows it to happen. She tells the Green Man they have come for the Eye of the World. The Green Man acknowledges the need, commenting that the Dark One stirs and the Blight is more difficult to keep at bay than ever before. He agrees to take them to the Eye.

Chapter 49, The Dark One Stirs Analysis

The skill with which the three boys battle is a sign of how much they have grown over the course of their journey. Their confidence has grown as well, Perrin and Mat by the trials they have each faced. Rand has not yet been tested as his friends have, but he is starting to believe in his destiny.

The Worms present the catalyst needed for Rand to open the way to the Green Man's sanctuary. It is Rand's need, not Moiraine, that the Green Man answers.

The Green Man recognizes Perrin as a Wolfbrother. This lends credibility to his recognition of Rand as a Child of the Dragon, though what this means is not explained.



Chapter 50, Meetings at the Eye

Chapter 50, Meetings at the Eye Summary

Though Perrin and Rand are unsettled by the Green Man's greetings, everyone begins to feel at ease in the luscious land. The Green Man tends to the land as they walk, leading them to a hill with an arched opening in its side. The archway bears the symbol of the Aes Sedai. The Green Man tells he was there when it was created by a hundred Aes Sedai, both men and women, during the Breaking of the World. He explains that the greatest works of Aes Sedai were always performed by both men and women working together, joining the two halves of the True Source. The Aes Sedai died to make the Eye pure, leaving the Green Man to guard it though it was not his purpose.

Moiraine leads them down the dark corridor towards an unnatural light. They come to a domed cavern, the floor of which is a pool shaped like an eye. The pool is smooth as glass and clear, and though Rand can see into the depths, he can't see a bottom. Moiraine tells them it is the Eye of the World. Mat kicks a stone into the pool. The stone doesn't cause a ripple or splash, and in the depths, it expands until it vanishes. Moiraine explains the pool contains the pure essence of saidin, the male half of the One Power. The knowledge of how or why they created the Eye has long since been lost. Many Aes Sedai have tried to use the power in the pool but it is untouchable for women. Only a male Aes Sedai can wield it.

Rand asks why Moiraine brought them to the Eye. She replies they are ta'veren, and then leads them outside. Two figures step out of the forest and come towards them. One of the men tells them Mat has led them to this place but that Mat is not who they have come for. He gives the names of Aginor and Balthemel, which Mat recognizes as Forsaken, once bound to Shayol Ghul, but Aginor informs them the seals are weakening.

Lan draws his sword but hesitates for a moment, caught between defending Moiraine or Nynaeve. Aginor dispatches him with a flicking motion, sending him flying through the air. Nynaeve attacks and is held by Balthemel. Rand tackles Egwene before she can rush to help Nynaeve. The others all rush to attack with the exception of Moiraine, though Rand tries to stop them. The Green Man intervenes and is lit on fire by Balthemel. The Green Man consumes Balthemel even as he burns and then falls to the ground. Where he falls, an ancient oak springs up.

Moiraine takes up the battle with Aginor, telling the others to run. Aginor ignores Moiraine's attempts to contain him and he advances on Egwene. Rand spurs her into running and then flees as Moiraine begins screaming behind him.



Chapter 50, Meetings at the Eye Analysis

The Green Man is depicted as a benevolent force, nurturing and friendly, and an enduring relic from the past. His death is the loss of something unique and irreplaceable, adding to the sense that unprecedented events are transpiring around Rand and the other boys.

The theme of gender roles is brought up in this chapter. The Green Man's explanation of men and women Aes Sedai conclude that the greatest power lies in the collaboration of the male and female halves of the True Source. The Aes Sedai are greatly weakened by the absence of men who can use the One Power, demonstrating the effectiveness of the Dark One's taint of saidin. By preventing male Aes Sedai from touching the True Source, Ba'alzamon has allowed for his eventual escape from imprisonment and ensured the Aes Sedai would not be able to do the same to him again.

Rand's presence of mind is evident as he is the only one to realize attacking the Forsaken is useless. Even Moiraine is only able to contain Aginor for a short time, long enough to allow the others to escape. Her screaming as Rand runs is a parallel to Thom screaming as Rand and Mat fled Whitebridge. Moiraine's survival lends credibility to her belief that Thom is not dead.

Lan's hesitation is a significant change in him. He is no longer the singularly dedicated guardian. Love nearly proves to be his downfall, and the reader is left to wonder how he will reconcile his feelings and his duty.



Chapter 51, Against the Shadow

Chapter 51, Against the Shadow Summary

Rand runs, knowing Aginor will be pursuing him. He climbs a hill and finds himself on top of a cliff. When he turns, Aginor is there. Rand searches desperately for a way to escape and then he sees something that is not there. A glowing rope connects Aginor to something distant but within Rand's reach. Each pulse of the rope gives strength to Aginor, heals him. The rope calls to Rand and then a piece reaches for him. When it connects, Rand is filled with light and heat. Aginor realizes what is happening and they conduct a silent battle, struggling for possession of the rope. Rand thinks of getting away again and again, and then he finds himself in a different place.

Rand stands in a broad mountain path with the sounds of battle all around him. The battle is being fought between men, Trollocs, and Fades. Both sides are falling back to regroup and Rand sees the battle standards of Fal Dara and Shienar and others. The men looked ready to fall to another attack while the Trolloc army fills the other end of the pass with its vastness. Rand is seen and Draghkar swoop towards him as Myrddraal point to him. Rand calls down lightning, burning the Draghkar out of the sky. He beats the ground and the mountains crumble around the Trolloc army, leaving a host only twice the size of the human army. Rand calls out to Ba'alzamon, yelling it has to stop. A voice answers him, and then stairs appear in the air before him. He climbs.

Rand finds himself in the familiar chamber from his dreams. He is greeted by Ba'alzamon. Rand sees that Ba'alzamon also has a thick cord, black and much larger than his own. Ba'alzamon tells him they have faced each other many times before and always Rand is hunted down or fights only to be defeated. Rand denies him. Then Rand is shown images of Nynaeve and Egwene and his mother, but he still denies Ba'alzamon. Egwene and Nynaeve's images fade but his mother's remains. She tells Rand that she is dead and death is Ba'alzamon's domain, and then Rand watches as terrible things are done to her by Myrddraal.

Rand screams and draws a sword of light. Bolts shoot from the sword, destroying the Myrddraal. He turns and Ba'alzamon shies away, calling him a fool, saying he will destroy himself if he wields the power like that. Then Rand swings and cuts the black cord of power from Ba'alzamon. Ba'alzamon falls and Rand tells him it is ended before sending a bolt of power at the Dark One, continuing until the rope connecting to him fades and winks out. The world turns to fire and Rand falls, hitting the ground hard.

Chapter 51, Against the Shadow Analysis

This is the second of the two chapters in the book entirely about Rand. Running up the hill to find himself atop a cliff is reminiscent of his first dream about Ba'alzamon, setting the stage for the confrontation that is coming.



The connection to the pure saidin within the Eye of the World reaches for Rand. The power recognizes him as the rightful user. Rand's innate ability to use the One Power allows him to teleport away, the first time anyone has been able to teleport since the Age of Legends. This is an indication that Rand is perhaps the most powerful Aes Sedai, which is later supported by Moiraine's telling him very few could have channeled so much power without being destroyed.

The destruction of the Dark One's army is a demonstration of Rand's newfound power and his natural ability to wield that power. When he calls out to the Dark One, the voice of the Creator answers and provides Rand with the means to face his enemy.

The theme of destiny is brought up with the Dark One's claim that he and Rand have faced each other many times before, that Rand was set on the path leading to this encounter when he was born.

Ba'alzamon is afraid that Rand will be destroyed by his untrained use of the One Power. He is unprepared for it, surprised by it, suggesting that Rand is doing something not foretold and maybe unprecedented.



Chapter 52, There is Neither Beginning Nor End

Chapter 52, There is Neither Beginning Nor End Summary

Rand comes to and finds himself lying in the burnt remains of Aginor. The cloth covering his heron-mark sword has been burnt away. He slowly remembers events, and then that Shia'tan, the Dark One, is dead. Rand descends the hill and returns stumbling to the archway. He seeks Egwene and finds the three women together. He tells them the Dark One is dead. Then realization sinks in that he is a male Aes Sedai and will likely go mad like the Dragon. Moiraine demands to be told what happened. When Rand is finished, Moiraine tells him she had her suspicions. She explains that Rand should have accepted the coin without question but he did question her. She tells him about Bela not needing her aide because Rand had already provided it. Rand is worried about going mad and she explains it is possible to learn how to use the power, but there are no male Aes Sedai to teach him and women cannot.

Rand learns that the Eye of the World is gone, and Moiraine tells him that very few could have channeled that much power without being destroyed in the process. Rand asks Moiraine why she isn't talking of gentling him and she replies that he is ta'veren, that the Pattern may not be done with him yet.

The others return bearing objects from a crystal column left found in the empty pool. One of the objects is a broken ancient symbol of the Aes Sedai. Moiraine explains it is made of Heartstone, a substance harder than steel that was made during the Age of Legends. She then reveals the symbol was one of the seven seals on the Dark One's prison. Another object is a golden box containing the Horn of Valere. Loial, Lan and Nynaeve recognize it as a fabled horn able to call dead heroes from the Ages back from the grave to fight against the Dark One. Moiraine wonders if the Eye of the World was intended to guard these objects rather than the use Rand put it to. She asks to see the third object. It is the banner of the Dragon.

Moiraine tells them they will take the objects when they leave, but they will spend the night in the Green Man's garden. The Blight is already starting to show signs around them. Rand asks if it is over or not, and she replies that they have done what they came to do and he is free to live his life now.



Chapter 52, There is Neither Beginning Nor End Analysis

The burning of the cloth covering the heron-mark sword implies that the sword played a part in his battle with Ba'alzamon, even if it was not actually used.

Rand's realization that he is a male Aes Sedai reminds the reader of the danger he faces now. The Dark One may be dead but the taint still exists, and men who use the One Power end up dying horribly even if they manage to learn control. Moiraine's comment that the Pattern may not be done with Rand implies that there is more of his story to be told, that it is not at an end.

Moiraine's wonder at whether they used the power in the Eye for its intended purpose establishes doubt as to the Dark One's fate and creates opportunity for worse things to come as a result of their finding the three artifacts.



Chapter 53, The Wheel Turns

Chapter 53, The Wheel Turns Summary

The Blight has caused much destruction by morning. Loial approaches the great oak where the Green Man fell and sings to it. When he is finished, he says the Blight will not affect the area around the tree. When they leave, Rand expects to have to fight but the Blight is quiet. As they pass the seven broken towers, Rand can see images of the towers standing whole with Golden Crane banners flying. When they stop to camp for the night, Moiraine tells them they struck a mighty blow against the Dark One and it will take a long time for him to recover.

As they leave the Blight, they see that Spring has finally arrived and Moiraine repeats her comment of a mighty blow. When they reach Fal Dara, the city is ringing in celebration of their victory at Tarwin's Gap. They hear of a miracle and the return of the Age of Legends. Moiraine asks to speak with Agelmar.

Agelmar tells them that though the Trolloc army was destroyed, it was not because of him. He heard stories from the battle about someone appearing and doing the impossible. Moiraine tells him the Eye of the World is gone and the Green Man is dead. She tells him they won at the Eye, but the final battle is yet to be fought. She shows Agelmar the Horn of Valere and tells him it must be escorted to Illian where any coming battle will likely be fought.

A week passes and Lan is instructing Rand to use the heron-mark sword. He refers to it as a blademaster's blade but Rand responds he only wants his father to be proud of him. Rand is preparing to leave and when Egwene asks he tells her he won't be staying with them. Moiraine is avoiding Rand and he has no desire to go to Tar Valon with Egwene and Nynaeve. He does not intend to use the One Power again, but remembers that he never intended to use it at all, that he was never conscious of it. Egwene asks if he will go home and Rand replies that he can't, that he'll never go home. He is afraid of hurting anyone he loves if he does go mad like the Dragon.

In Agelmar's private garden, Moiraine uses a crystal to eavesdrop on Rand and Egwene's conversation, having had the ability since she was a girl in the Royal Court in Cairhien. She says to herself that the Prophecies will be fulfilled, that the Dragon has been reborn.

Chapter 53, The Wheel Turns Analysis

Rand has been changed by his experience, able to see the Seven Towers as they once looked. He is surer of himself as well, having faced the Dark One in personal combat. He has discovered what he is and why the Dark One was after him, but he still does not know his origins.

Moiraine has the Horn of Valere sent to Illian as a defense against future battles, establishing intrigue for the reader.

The final paragraphs are from the point of view of Moiraine for the first time. Rand had said Moiraine was avoiding her, and now the reader sees her eavesdropping on Rand and Egwene. Moiraine appears to be happy that Rand is the Dragon Reborn, suggesting that she has greater insight into the prophecies than most others who only fear the rebirth, or that she may have ulterior motives for Rand.



Characters

Rand Al'Thor

Rand is the main character, the one the plot follows most of the time. His father, Tam Al'thor, is a farmer in Two Rivers. When Rand's home and the village of Emond's Field are attacked, Rand learns that he, Mat and Perrin are being hunted by the forces of the Dark One. He also learns Tam may not be his true father, that he may not even be from Two Rivers. Fearing for the safety of the village, Rand and the other boys agree to leave with Moiraine, an Aes Sedai, to find out why the Dark One wants him. They are joined by others including Egwene, a girl from Emond's Field. Rand's feelings for Egwene prompt him to unconsciously use the One Power for the first time, and he remains unaware that he used it.

Rand, Mat and Thom get separated from the rest of the group in their flight from Trollocs, Myrddraal and the evil of Shadar Logoth. They board a boat and Rand uses the One Power to save himself, again without realizing it. When they reach Whitebridge, Thom is forced to sacrifice himself to allow Rand and Mat to escape from a Myrddraal. The two boys continue on their own, following the road to Caemlyn. Rand uses the One Power to escape from a Darkfriend, still unaware he is doing it. They reach Caemlyn in time to see Logain, the false Dragon, being presented to Queen Morgase. Rand has a chance encounter with Elayne, heiress to the throne, and her brother Gawyn. Rand is brought to the Queen, his fate in her hands, but she releases him despite the wishes of her advisers.

Rand befriends Loial, an Ogier. He and Mat are reunited with the others and Rand learns that he, Mat and Perrin are all ta'veren, central figures in the Pattern. They discover their need to find the Eye of the World and Loial provides the means for their escaping Caemlyn. At the Eye, Rand comes into power when the power of the Eye reaches out for him, and he uses the untainted saidin in battle with Ba'alzamon, defeating the Dark One. Rand realizes he is a male Aes Sedai and a danger to those around him. Moiraine believes he is the Dragon Reborn and will fulfill the Prophecies.

Rand's upbringing has been simple and uneventful. He was raised to be self-sufficient, resourceful and capable. He has trouble understanding women like any boy his age, and his good judgment fails him when it comes to his friends, particularly Mat. When Trollocs attack his home, Rand is scared but keeps a clear head, demonstrating a strong presence of mind that serves him well throughout the book.

Rand carries a heron-mark sword and learns the sword is widely established to mean the wearer is a master swordsman. Though he is not skilled in using the sword, he is bonded to the sword and it becomes a part of him. Through nontraditional means, he earns the right to wear the sword.



Matrim Cauthon

Mat is one of the three boys forced to flee when he learns the Dark One is after him. He is friends with Perrin but closest to Rand. When it seems they have lost their pursuers after leaving Two Rivers, Mat is the first to relax his guard and encourages his friends to do the same. He reluctantly admits to having the shared dreams about Ba'alzamon. In the heat of battle, Mat unconsciously uses the war cry of the Manetheren king in an ancient language but is disturbed by it later. In Shadar Logoth, Mat convinces Rand and Perrin to explore the city with him. When they meet Mordeth, Mat agrees to follow the stranger as soon as treasure is mentioned. He picks up a dagger to use against Mordeth when the spirit turns against them and then is reluctant to leave the treasure when they flee. He keeps the dagger, not admitting to having it when Moiraine asks.

Aboard the boat that he, Rand and Thom escape on, Rand discovers he still has the dagger and he convinces Rand not to tell anyone. He continues to be obsessed about treasure, and he begins to grow suspicious of everyone around him except for Rand. During their encounter with the Darkfriend in Four Kings, Mat is temporarily blinded but his eyes remain sensitive to light after he heals. He takes care of Rand when his friend suffers a debilitating illness and saves them from another Darkfriend attack. He begins to succumb to the spirit of Mordeth while in Caemlyn and has to be rescued by Moiraine when she appears. Moiraine is unable to completely cure him and he retains possession of the dagger, bonded with it until they reach Tar Valon.

Mat is impulsive, not thinking about the possible consequences of his actions. He is a classic prankster, willing to go to great lengths in order to pull off a joke but his impatience and lack of forethought lead to his pranks never turning out quite as he intends. He is shortsighted, more interested in instant gratification than long-term goals. Mat is very loyal, and his friendship to Rand proves even stronger than the paranoia that the spirit of Mordeth invokes in him.

Perrin Aybara

Perrin is one of the boys who learn that the Dark One is after, along with Rand and Mat. Perrin is a gentle giant, aware of his considerable size and strength. He is affected more than the other two boys by the dream of Ba'alzamon in Baerlon. When the group is separated in Shadar Logoth, the point of view changes to Perrin. He proves to be thoughtful and very practical. Egwene finds him and they flee the city together, only to get separated again when he falls into the river. Perrin swims across, forced to rest for the night and wondering what happened to Egwene. He finds her the next morning on his side of the river and they set out for Caemlyn together through the forest. They meet Elyas and Perrin learns he is a wolfbrother, able to communicate with wolves. Perrin is afraid of this ability and hides it from Egwene until he reluctantly accepts it. The wolves also guard his dreams against Ba'alzamon. Perrin and Egwene are captured by Whitecloaks and Perrin learns he killed two men in a fit of rage after one of the wolves was killed. They are rescued by Lan, Moiraine and Nynaeve, and together seek out



Rand and Mat in Caemlyn. Perrin loses contact with the wolves but they still protect his dreams.

Perrin demonstrates consideration and thoughtfulness. He is deliberate and practical, thinking before acting and acting on what can be done before speculating about what is out of his control. When he is driven into the river by the Trollocs, his only concern is getting himself safely across. It isn't until he reaches the other side that he wonders about Egwene. His encounter with the wolves changes him, he becomes more feral and aggressive, more wolf-like, and this change conflicts with his naturally gentle nature. His practical side eventually makes him realize he can't undo the change in him and he reconciles the conflict, accepting what he has become but not allowing it to dominate him.

Egwene Al'Vere

Egwene is the innkeeper's daughter in Emond's Field. She is a very pretty girl who likes Rand. She is training to become a Wisdom under Nynaeve. When she notices that Moiraine, Lan and the boys are making preparations to leave, she quietly packs and joins them as they are departing, insisting on going with them. The group is pursued across Two Rivers and Egwene finds the chase thrilling. Moiraine then reveals that Egwene can use the One Power and is very gifted with it. Egwene is excited and anxious to begin training as an Aes Sedai. After the group is separated at the river, Egwene is able to light her campfire using the One Power, but she is unable to repeat her success. With the Traveling People, Egwene relaxes and enjoys herself but is always worried about Rand and the others and needs reassurances from Perrin that they are all right. On the way to the Eye, she learns that Nynaeve is also able to use the One Power. After the battle at the Eye, she doesn't care about the implications that Rand is a male Aes Sedai, she still cares about him and wants to help him.

Nynaeve al'Meara

Nynaeve is the Wisdom of Emond's Field, a position that she is viewed too young to hold. She is a proud woman and confrontational, a result of always having to defend herself to, mostly, older men. She dislikes men in general, finding them ineffectual and stubborn. When the villagers of Emond's Field discover that Rand, Mat, Perrin and Egwene are missing they decide to go after them and bring them home. While the Village Council deliberates, Nynaeve informs the Women's Circle that she is going after the children, as she doesn't expect the Village Council to reach a decision any time soon. She catches up to them in Baerlon, and then she is caught up in their quest when it becomes clear the three boys are in danger. Nynaeve is separated from the children again after Shadar Logoth, forced to travel with Moiraine and Lan in order to find them again. She feels at war with Moiraine and in competition with Lan though it is entirely one-sided. She develops a respect for Lan and then stronger feelings that are mutual. Nynaeve and Lan talk about their feelings on the edge of the Blight but Lan can't be with



her, certain that his only future is death. She plans to attend the Aes Sedai training with Egwene in Tar Valon.

Moiraine

Moiraine was raised in a royal palace and has the countenance of a high-born lady, though she tries to hide or dismiss it. While in Emond's Field, she and her Warder Lan defend the village against a Trolloc and Myrddraal attack. She deduces that the targets of the attack are Rand, Mat and Perrin, three boys of roughly equal age. She convinces the boys to accompany her to Tar Valon where she and her Aes Sedai sisters can learn why the Dark One wants one or all of them. Egwene also asks to leave with them and Moiraine agrees. Moiraine affects their escape from Two Rivers with skillful use of the One Power. She reveals that Egwene can use the One Power and begins instructing the girl. When Whitecloaks attempt to prevent their leaving Baerlon, Moiraine uses her powers against them, allowing the group to escape. She defends them again against three Myrddraal and a host of Trollocs, leaving her in a weakened state and forcing the group to take refuge in Shadar Logoth. The boys awaken the evil of Shadar Logoth and the group is separated. She loses contact with two of the boys and takes Lan and Nynaeve to try to locate them. Unable to do so, she pursues the one boy she can still track and rescues Perrin and Egwene from a band of Whitecloaks. She then leads the group to Caemlyn where she locates Rand and Mat. Moiraine learns about the danger to the Eye of the World when the boys relate the events of their separate journeys and shared dreams about Ba'alzamon. She presses Loial, the Ogier who Rand agreed could accompany them from Caemly, into leading them through the Ways, a secret path that will allow them to travel the great distance in a short time. In the Ways, Moiraine has to destroy their exit Waygate in order to open it, and then defend the group from an evil that inhabits the Ways, losing her staff in the process. Moiraine has Lan lead the group into the Blight where they find the Green Man as she had insisted they would and they are led to the Eye. Afterwards, they are confronted by two Forsaken. One is destroyed by the Green Man, the other Moiraine fights to contain while the others escape. She is injured but left alive. Rand returns from confronting the Dark One and she believes Rand is the Dragon Reborn.

As an Aes Sedai, Moiraine is used to being mistrusted but she is also used to getting her way. The Aes Sedai are the only ones capable of using the One Power, and the Amyrlin Seat wields as much power as the Queen. They are the only ones capable of standing up to Myrddraal and male Aes Sedai and to Logain, the false Dragon. Moiraine is accustomed to dangers and events that transcend what common folk contend with, but although she can be very proud, she strives to remain objective and open-minded, unlike many of her sister Aes Sedai.

al'Lan Mandragoran

Lan is Moiraine's Warder, her companion and personal bodyguard. He is always near her, watching over her. Lan is the first to raise the alarm when Emond's Field is attacked



by Trollocs, able to sense the creatures when they are close by. He helps to fight them off, and then helps Moiraine lead the group across the land. He instructs the boys on how to use their weapons, and he plays the roles of scout and night watch, rarely resting. Lan is impressed with Nynaeve's tracking skills and her spirit. An attraction grows between them, but when he and Nynaeve speak of it in the Blight, he can't act on his feelings, unwilling to make Nynaeve a widow with his certainty that he will die in the line of duty. In the Borderlands, Lan is known as an uncrowned king, ordained as the last king of Malkier when he was a child before the land was lost to the Blight.

Thom Merrilin

Thom is a gleeman, once a Master Bard in the Royal Court of Caemlyn. He left when he learned his nephew was in trouble with Aes Sedai, earning the ire of the Queen. When he returned, he had to flee again before he could be imprisoned or executed. He is in Emond's Field in time for Winternight and the Trolloc attack. When he learns that Moiraine's group is leaving he joins them, seeking safety in numbers. During the journey, he proves to possess a great deal of knowledge from his repertoire of historic tales and songs, offering bits of trivia and important details for the Emond's Fielders. He is skilled with daggers, making him an able fighter and he helps to keep Rand and Mat alive when they are separated from the others. On the boat to Whitebridge, Thom buoys the crew's spirits and dispelling the threat of a mutiny, earning the thanks of Captain Domon. He helps Rand and Mat as atonement for failing his nephew, hoping to keep them safe from Aes Sedai. In Whitebridge, he sacrifices himself in order to allow Rand and Mat to escape a Myrddraal. Moiraine later divulges her belief that Thom is still alive.

Elyas Machera

Perrin and Egwene encounter Elyas when they are separated from the others and traveling alone. Elyas has followed them for two days without their knowing. He offers them food, which they gladly accept. During the meal, Elyas is joined by four wolves and reveals that he can communicate with them. The wolves, through Elyas, inform Perrin that he can also communicate with them as well, the only human known to possess the ability except for Elyas. Perrin and Egwene insist they need to reach Caemlyn and Elyas offers to guide them. He speaks of the Red Ajah giving him trouble and having to kill Warders, which he regrets. They come across a group of Traveling People who Elyas knows and spend a few days traveling with them. When the wolves share a dream with Perrin of Ba'alzamon, Elyas knows it is time to leave. He hastens Perrin and Egwene across hills and ridges, barely escaping murderous flocks of ravens to reach a stedding. Whitecloaks come through the stedding and though Elyas and the wolves fight them, the Whitecloaks seize Perrin and Egwene, holding them prisoner. Elyas is injured in the battle.



Padan Fain

Padan Fain is a peddler who has come to Emond's Field every spring for many years. He arrives just in time for Bel Tine, bringing news of war and the rise of another Dragon. During the Trolloc attack on the village, Padan Fain's wagon is destroyed and he goes missing. Rand runs into him on the streets of Baerlon, disheveled and paranoid. Rand tells Padan Fain about the Trolloc attack and their flight from Two Rivers as well as the inn they are staying at. The peddler flees him then, and later that night, Rand runs into a Myrddraal inside their inn. What Rand does not know is that Padan Fain is a Darkfriend and that he is responsible for the Trolloc attack. Forced to pursue Rand and the other two boys, he leads the Myrddraal to Shadar Logoth where he escapes. He can't escape the Dark One's hold on him though, and he is forced to pursue the three boys. By feeling their presence, he chases them until he catches up with Rand in Caemlyn, appearing as a horribly filthy beggar. Rand and the others leave through the Ways but Padan Fain's relentless pursuit takes him into the Ways as well. When the Black Wind that threatened Moiraine's group attacks him, it backs off in recognition and fear. Padan Fain catches up to the group in Fal Dara where he is brought before Agelmar and interrogated by Moiraine. Moiraine learns of the deprivation of his soul, the depth of his corruption, and is staggered by it. Padan Fain is held captive until Moiraine returns from the Eye, intending to bring him to Tar Valon for Healing and further interrogation.

Tam Al'Thor

Tam is the father of Rand. He is a shepherd in Two Rivers, and each spring he brings cider and apple brandy to Emond's Field for Bel Tine. He is the most skilled tracker in Two Rivers and has a seat on the Village Council. When Rand and Tam return to their farm on Winternight, he locks the doors for the first time in Rand's memory. He also arms himself with a sword that Rand did not know he even possessed. The sword is a heron-mark sword, very unusual for a shepherd. He hates the sword, implying painful memories, which belie his story that he merely purchased the sword. Trollocs attack their home and Tam proves to be skilled with the sword, felling two of the beasts in two strokes. Rand escapes as more Trollocs enter through the rear of the house, flanking Tam. He manages to escape with a dozen Trollocs in pursuit, and then finds Rand once he loses his pursuers. He is injured and Rand goes back to the house to pick up supplies in order to bear Tam to Emond's Field. While Rand drags him on a litter, he has fever-dreams, which speak of battle at Tar Valon, and then of finding Rand as a baby on an Aielman field of battle. In Emond's Field, Nynaeve can't heal the wound. Rand brings him to the inn and then learns Moiraine is an Aes Sedai. Moiraine is brought to Tam and heals his wound. When he wakes, Tam learns that Rand has to leave. Too weak to join him, he insists Rand take his heron-mark sword and that he will follow when he is able.



Ba'alzamon, Shai'tan, the Dark One

The Dark One is the protagonist of the story, the evil who is behind the Trolloc attacks, directing the Myrddraal, and hunting the three boys. The Dark One was bound to Shayol Ghul by the Hundred, but his counterstroke tainted saidin, the male half of the One Power, and drove the Hundred mad. Those hundred were joined by more and more as male Aes Sedai began going mad from the taint. They caused the Breaking of the World, and though Ba'alzamon was imprisoned for millennia, the seals are weakening on his prison and he is gaining power once again. Without the male Aes Sedai, there is none powerful enough to contain him again, but he fears the Prophecies telling of the rebirth of the Dragon. He has his forces search for a boy of a specific age, his only clue as to the identity of the Dragon Reborn. He corrupts Padan Fain, a loyal Darkfriend, and turns him into an effective hunter. Padan Fain spends years searching and finally determines it must be one of three boys from Two Rivers: Rand, Mat or Perrin. Ba'alzamon has his forces attack and pursue the three boys across the land while he visits them in their dreams, trying to learn which one is the boy he seeks. He also lets his plan be known that he intends to blind the Eye of the World and slay the Great Serpent, kill time to escape forever. This leads to a confrontation between him and Rand, who wields the power of the Eye against him. He informs Rand that they have battled each other for Ages, and will for Ages to come. Rand severs the connection between Ba'alzamon and his power and tries to destroy him. Ba'alzamon's fate is unknown, Rand believes him dead but Moiraine believes he has only been diminished.

Min

Min is a girl who Moiraine seeks out in Baerlon. Rand notices that she dresses like a boy. She has visions around people and sees powerful images around each of the characters. These images are meaningless to Rand and to her, and to the reader as well. The images begin to make sense as the novel progresses, though not all are explained. Min's purpose is to provide clues about the characters and to establish a sense of destiny. She plays a small but important role, and she is left behind Rand with the promise that they will meet again.

Loial

Loial is an Ogier, an ancient race. Ogier are long-lived, and their lore with trees is legendary. They built many wonders of stone as well, particularly in the large cities. They created the steddings, places devoid of the One Power but also safe havens. Loial is too young to have left his steddin but his desire to see the world he had read so much about in adventures prompts him to do so. He asks to join Rand on his journey, and though he is refused the first time Rand eventually agrees. He facilitates the group's escape from Caemlyn by locating the ancient Waygate and guiding them through the Ways. In Fal Dara he is greeted with honor, the first time he has felt welcome since leaving his steddin. At the Eye of the World, he pays homage to the fallen Green Man by giving strength to the ancient oak tree, saving it from the Blight.



Objects/Places

Heron-mark Sword

Rand obtained the heron-mark sword from his father. It is a remarkable blade, always sharp. Heron-mark swords are well known, usually carried by master swordsmen.

Angreal

The angreal is a rare talisman left over from the Age of Legends, it allows the channeling of more of the One Power than would normally be possible. The knowledge of how to make them has been lost.

Sa'angreal

Similar to an angreal, the sa'angreal allows the channeling of much, much more of the One Power.

Heartstone

A nearly indestructible material, heartstone was used for the seven seals on the Dark One's prison, one of which was found in the Eye of the World, shattered.

Horn of Valere

The horn of Valere is a talisman from the Age of Legends which is supposed to have the power to call dead heroes from the grave to fight for the wielder.

The Wheel of Time

The Wheel of Time has seven spokes, each spoke is a different Age. As the Wheel turns, Ages come and go. As an Age ends, the events that transpired are slowly forgotten over the subsequent Ages, relegated to legend and myth before being forgotten entirely before that Age returns. Each time an Age returns it is different, but it is nevertheless the same Age.

Andor

Andor is the land that Two Fields is a part of. It is ruled by Queen Morgase from her palace in Caemlyn.



Arafel

Arafel is one of the Borderlands and defenders of Tarwin's Gap. The people of Arafel have never known peace.

Tarwin's Gap

Tarwin's Gap is a pass through the Mountains of Dhoom from the Blasted Lands. Trollocs and Myrddraal attempt to invade Andor through use of this pass each year and are always stopped by the armies of the Borderlands.

Avendesora

Avendesora is the Tree of Life, referred to in many stories and legends.

The Great Blight

The Great Blight is a hostile land between the Borderlands and Shayol Ghul. It is hot and muggy and filled with monstrous creatures. The Green Man makes his home in the Great Blight, maintaining a garden sanctuary within the otherwise deadly land.

Shayol Ghul

Shayol Ghul is the Black Mountain, where the Dark One is imprisoned.

Caemlyn

Considered by many to be the greatest city in Andor, Caemlyn is also the location of the Royal Palace from which Queen Morgase rules the land. The original inner city was built by Ogier.

Tar Valon

Tar Valon is home of the Aes Sedai and the Amyrlin Seat, highest authority of the Aes Sedai. The city is defended by the Shining Walls, high gleaming walls that have withstood every assault on them.

Fal Dara

Fal Dara is a city in one of the Borderlands and home of Lord Agelmar. Fal Dara sends troops into Tarwin's Gap each year to prevent Trollocs from invading.

Whitebridge

The White Bridge that Whitebridge is named for looks like lace made from wet glass but is stronger than steel. It is a relic from the Age of Wonders.



Themes

Journey to Self-Discovery

Journey to self-discovery is a traditional theme in which the reader follows the main character or characters live through experiences that teach them something about themselves. The theme rarely involves an actual journey, but in this book, there is one. Five characters from Emond's Field begin as simple villagers, isolated from the rest of the Realm by natural boundaries. They are taken out of their isolation and journey across the land, growing in character as well as ability.

Rand starts as being boyish but is forced to grow up overnight when his home is attacked and his father injured. He begins to think for himself, and he gains confidence in himself. By being placed in danger, he eventually learns he can use the One Power, and he faces Ba'alzamon alone, defeating the Dark One.

Mat begins as an adolescent prankster, but he learns he has some tie to the last Manetheren king. His greed nearly consumes him when he has to struggle against being possessed by the spirit of Mordeth, and though he is not freed from the curse, it is temporarily contained. Mat becomes less impulsive and more cautious, but also more courageous.

Perrin is a gentle giant in Emond's Field, quiet and practical. He learns that he can communicate with wolves and forms a bond with them. The bond changes him in appearance and behavior. His eyes become wolf-like and he acts feral at times. He eventually reconciles the change in him by accepting the bond but maintaining a firm grip on his humanity.

Egwene is the innkeeper's daughter and is training to become a Wisdom under Nynaeve's tutelage. Nynaeve, the current Wisdom, is very young for her role and defends herself constantly. At the start of their journey, Egwene is excited by the thrill of adventure, and then with the prospect of becoming an Aes Sedai. She learns to fear loss and fear for her life on the journey, no longer finding danger to be thrilling. She still wishes to become an Aes Sedai while Nynaeve is reluctant, only choosing to undergo the training in the hopes of using the One Power to her advantage over the Aes Sedai. Nynaeve learns to be confident in herself, no longer feeling the need to defend herself.

Gender Roles

Men and women have very specific roles in the book. In Emond's Field, the women cook, clean, and tend to the home while the men have occupations and sit on the Village Council. The Women's Circle has as much power as the Village Council in matters that concern women or the roles of women.



The Aielmen are notable for dispensing with gender roles, having female warriors alongside males but also groups of fighters composed entirely of women. Even the non-combatant women attend battles, taking on support roles for the fighters even when pregnant or watching over children.

The Aes Sedai are entirely women since men can no longer touch saidin without going mad and dying horribly. These women have been solely responsible for using the One Power for three thousand years. They are not as powerful as they should be since the greatest Aes Sedai works require the collaboration of both men and women Aes Sedai.

The two most powerful people in the Realm are both women, the Amyrlin Seat and Queen Morgase. The most powerful Aes Sedai was the Dragon, a man, and the Prophecies foretell the rebirth of the Dragon. The Dark One is also a man, the Dragon's opponent throughout time.

Destiny

The theme of destiny is evident throughout the novel. The Pattern weaves lives as threads, binding all lives together and creating the Lace of an Age. Ta'veren are central figures in the Pattern, affecting lives around them. They can either choose their own destinies, altering the Pattern accordingly or they are chosen by the Pattern and forced into a certain path, their destinies preordained. Rand, Mat and Perrin are all ta'veren. Moiraine brings the three to the Eye of the World, hoping the resulting change in the Pattern will envelop all lives including the Dark One himself, perhaps thwarting his plans to escape imprisonment.

Moiraine believes that Rand is the Dragon Reborn and will fulfill the Prophecies. A prophecy is a preordained path to be followed. It may be that Rand has no choice about his destiny, that he is being forced to a predetermined path by the Pattern. Choice is usually an illusion for those who have predetermined lives, they may believe they can control their fate but their choices invariably set them on the path they must follow, or they are forced to return to it. Even if Mat and Perrin are able to choose their own fates, Rand has no choice if he really is the Dragon Reborn.

Style

Point of View

The point of view is limited omniscience from the perspective of one character. The majority of the book is from Rand's point of view. When the group gets split up, the point of view shifts between Rand, Perrin and Nynaeve. There is a small narrative passage at the introduction of the first chapter, and the last paragraphs of the book are from Moiraine's perspective.

The point of view is used every effectively, limiting the reader to what one character observes and thinks at a time. This point of view is important for the theme of self-discovery as the reader learn things about the characters at the same time that they do. Ambiguity and misdirection are used throughout the text as characters express their personal views, by extension bestowing some of those views on the reader, only to have later events contradict those views. By limiting the perspective to certain characters, other characters are allowed to remain mysterious and ambiguous for the reader.

Setting

The novel is set in the fictional land of Andor. There are many regions in Andor, each with distinct cultures. There is a richly detailed history for the world that is revealed in pieces scattered throughout the novel, though there is an impression of much more that is not told.

The events of the novel take place in different settings along the route the characters travel by, and in dream settings shared by the three boys and Ba'alzamon. Emond's Field is a small village in Two Rivers, a typical farming community until they are attacked by Trollocs. Rand, Mat and Perrin are forced to leave with Moiraine and Lan, and they are joined by Egwene and Thom. They travel north to Taren Ferry where they cross the river, pursued by the enemy. They reach Baerlon, a large town, and spend a night there before forced to flee east along the road. They are encircled by Trollocs and have to turn north through hills before taking refuge in Shadar Logoth, a deserted city inhabited by an evil force. Trollocs enter the city and the group flees again but they get separated.

Rand, Mat and Thom board a boat to escape the Trollocs. They sail up the Arinelle River to Whitebridge where Thom falls to a Myrddraal. Rand and Mat continue alone, heading east towards Caemlyn. They stop in many small towns and villages before coming to Four Kings where they encounter a dangerous Darkfriend. They escape and finally reach Caemlyn where Rand has a chance encounter with Queen Morgase before Moiraine and the others catch up with him and Mat.



Perrin and Egwene end up across the river outside of Shadar Logoth and decide to head straight for Caemlyn on their own. Along the way, they encounter Elyas who points out they are way off course and offers to guide them. They meet up with a group of Traveling People and join the group, traveling more slowly but enjoying the nomadic lifestyle. A dream of Ba'alzamon prompts Elyas to take Perrin and Egwene east through hills and ridges, barely escaping murderous ravens before reaching the safety of a stedding. Whitecloaks capture Perrin and Egwene, taking them captive. Lan, Moiraine and Nynaeve rescue Perrin and Egwene, and together they reach Caemlyn where Moiraine finds Rand and Mat.

After Shadar Logoth, Nynaeve finds Moiraine and Lan and is forced to trust Moiraine to locate the other Emond's Fielders. They journey to Whitebridge where they lose Rand and Mat's trail. Moiraine leads them north where she finds the Whitecloak camp and they rescue Perrin and Egwene.

Loial provides the means for the group to escape Caemlyn, leading them to a Waygate that Moiraine opens. They travel along the Ways, apart from the rest of the world and in a faster time. They emerge in the Borderlands and spend a night in Fal Dara before heading into the Blight. The Blight rises against them and they flee until they reach the Green Man's sanctuary. The Green Man leads them to the Eye of the World where they battle the Forsaken. Rand leaves the group, pursued by the surviving Forsaken, and then he Travels to Tarwin's Gap. Rand unleashes the One Power on the Trolloc army and then ascends a stairway in the air before him. He finds himself in the room he has dreamed about many times and confronts Ba'alzamon, defeating him. He returns to the others at the Eye and together they travel back to Fal Dara.

Language and Meaning

The language of this novel is mature, targeting an audience of at least high school reading level. Because the point of view is limited omniscience where the reader is viewing the world through the eyes and thoughts of one character at a time, the writing tends to reflect how the characters think and feel rather than providing an expositive view. There is very little time compression, and when the point of view is split between characters the same time periods are told from each character's view, providing the reader with the full knowledge of what happened to each group during their separation.

Many of the historical references are relevant to the story, but they also provide a better understanding of the fictional world. There is little of the novel wasted on scenery or flavor, many of the events and details learned by the reader become relevant at a later point. Only the first few chapters depicting life in Emond's Field are frivolous but they still serve a purpose by easing the reader into the world and firmly establishing Rand's character.



Structure

This novel is comprised of fifty-three chapters as well as a prologue and glossary. Each chapter averages between twelve and eighteen pages long. Each chapter bears a title and a symbol that portend the events within the chapter. The chapters are densely packed with action since the point of view is from individual character's perspectives and not a narrator providing exposition.

The plot of the novel is simple but contains a few key subplots. The novel is about the journey to self-discovery involving five young people from Emond's Field and their three guides, in the physical and metaphysical sense. One of the three boys is thought to be the Dragon Reborn, a prophesized event. The Emond's Fielders travel away from their simple village and encounter numerous dangers and hardships, gaining worldly experience and learning more about themselves than they ever suspected could be possible. They learn to confront their dreads and overcome their beliefs, adapting to their changed selves. Rand is revealed the Dragon Reborn, confronting his timeless enemy and subduing him.

As the first book in a lengthy series, there are subplots that are not resolved within the novel. Tam, Thom and Lan are all mysterious, and there are events that surround these characters that are not concluded. Where Tam got his heron-mark sword, how he found Rand, who his wife was are all relevant to Rand but unexplained. What Thom was doing in Emond's Field on the day of the attack, what happened to him in Whitebridge, what part he has yet to play are left for the reader to wonder about. Whether Lan will ever raise the Golden Crane standard or claim his rightful place as king or if he will allow himself to love are thoughts that go unanswered. Mat still carries the cursed dagger from Shadar Logoth and it still threatens to consume him. Egwene and Nynaeve could become the most powerful Aes Sedai of the Age, though they have not yet begun their training. Min told Rand that they would meet again. Moiraine calls Rand the Dragon Reborn and believes the Prophecies will be fulfilled. These and other loose ends may be addressed in subsequent books, but for this novel, they leave the reader wanting to know more.

The novel's pace is excellent, slowly introducing the reader to a new and very detailed world and then maintaining a steady pace punctuated with high action sequences. Because the point of view is from the perspective of various characters, even descriptive text is engaging as the character narrates what he or she sees, flavoring the text with personal observations or thoughts. The result is an engaging and entertaining read. The storyline is varied, linear at first and then fragmented as the characters are separated into three groups, each with a narrative perspective. There is only one chapter told in flashback, a notable exception that seems to serve little purpose except for a bit of change. The storyline returns to a linear format when the three groups reunite.

Overall, the novel is exceptional, entertaining and highly detailed without being overwhelming at any time. It is an easy novel to read for anyone with at least a high

school reading level. The story is compelling and the plot is intricate without being too complex to follow. While being a classic fantasy novel, it introduces original concepts that are refreshing. This novel would be a welcome read for anyone who enjoys the fantasy genre.



Quotes

"Quick thinking, careless thinking, had put Mat into hot water one time after another, and Mat's quick thinking usually managed to get Rand, or him, or both, in the cookpot alongside Mat, too."

Chap. 20, Dust on the Wind, pp. 300

"The only ill word I heard about you was from a few who thought you too young for the responsibility, and that only strengthened my suspicions. So much skill for so young."

Chap. 21, Listen to the Wind, pp. 319

"You can sense the presence of someone you have Healed. In Baerlon you came straight to the Stag and Lion, though it was not the nearest inn to any gate by which you could have entered. Of the people from Emond's Field, only Perrin and Egwene were at the inn when you arrived. Was it Perrin, or Egwene? Or both?"

Chap. 21, Listen to the Wind, pp. 321

"Still playing with the dagger he raised his head slowly; his eyes had a faraway look. Suddenly they focused on Rand, and he gave a start and stuffed the dagger under his coat."

Chap. 24, Flight down the Arinelle

"You see, Nynaeve, you are welcome to come.' There was a hesitation in the way Lan said her name, a hint of an unspoken 'Sedai' after it."

Chap. 21, Listen to the Wind, pp. 324

"In stories, leaders seldom flinched, and they were never bullied. But, he reflected, they never had to deal with Egwene, either."

Chap. 23, Wolfbrother, pp. 334

"The man chuckled deep in his throat. "Yes, I been watching you. And that pretty girl. Pushes you around like a bantam rooster, doesn't she?"

Chap. 23, Wolfbrother, pp. 338

"Her name isn't Dapple. It's something that means the way shadows play on a forest pool at a midwinter dawn, with the breeze rippling the surface, and a tang of ice when the water touches the tongue, and a hint of snow before nightfall in the air. But that isn't quite it, either."

Chap. 23, Wolfbrother, pp. 341

"This is an old thing, boy. Older than Aes Sedai. Older than anybody using the One Power. Old as humankind. Old as wolves. They don't like that either, Aes Sedai. Old things coming again."

Chap. 23, Wolfbrother, pp. 345



"Tomorrow would be time enough to worry about the wolves again. He was wrong. They were waiting to greet him in his dreams."

Chap. 25, *The Traveling People*, pp. 377

"He began laughing, and she gave him a hooded, dangerous look that he failed to see. 'Advice! Nobody tells us how to be men. We just are.'

'That,' Egwene said, 'is probably why you make such a bad job of it.' Up ahead, Elyas cackled loudly."

Chap. 27, *Shelter From the Storm*, pp. 413

"She is tired. Tell her? Or let her think we still have a chance to escape? An hour of hope, even if it is desperate, or an hour of despair?"

Chap. 29, *Eyes Without Pity*, pp. 432

"'You'll use it, boy, and as long as you hate using it, you will use it more wisely than most men would. If ever you don't hate it any longer, then will be the time to throw it as far away as you can and run the other way.'"

Chap. 30, *Children of Shadow*, pp. 440

"Dapple says they smell wrong. It's...sort of the way a rabid dog smells wrong."

Chap. 30, *Children of Shadow*, pp. 441

"No matter what it looks like, a small voice whispered in his mind, it isn't really home. Even if you could go into one of those houses Tam wouldn't be there. If he was, could you look him in the face? You know now, don't you? Except for little things like where you come from and who you are. No fever-dreams."

Chap. 31, *Play For Your Supper*, pp. 458

"Rand began to think their problems were over till they reached Caemlyn. But then they came to Four Kings."

Chap. 31, *Play For Your Supper*, pp. 466

"A reason that sends him to half the inns in town before he chooses the one where you are? A reason that makes him look at you as if he's found what he's searching for?"

Chap. 32, *Four Kings In Shadow*, pp. 476

"'That's far-off, all right,' he said finally. 'Almost to the border of the Realm. But things must be worse than I thought if there's places in the Realm where people don't even recognize the Queen's Guards. Not like the old days at all.'"

Chap. 33, *The Dark Waits*, pp. 490

"He was often apart from the two women, scouting the land, but even when he was there he kept a little to one side, watching them as if watching a duel. Nynaeve wished he would stop. If it was a duel, she had not managed to score once, and Moiraine did not even seem to realize she was in a fight."

Chap. 28, *Footprints In Air*, pp. 416



"Most of the men rolled their shoulders and said, 'Well, we'll survive, the Light willing.' Some grinned and added, 'And if the Light doesn't will, we'll still survive.' That was the way of most Two Rivers people.

Chap. 1, An Empty Road, pp. 7

"She held herself with a grace and air of command that made him feel awkward and stumble-footed. She was barely tall enough to come up to his chest, but her presence was such that her height seemed the proper one, and he felt ungainly in his tallness."

Chap. 2, Strangers, pp. 26-27

"It was an odd thing Tam had taught him. Concentrate on a single flame and feel all your passions into it - fear, hate, anger - until your mind became empty. Become one with the void, Tam said, and you could do anything. Nobody else in Emond's Field talked that way."

Chap. 1, An Empty Road, pp. 5-6

"You know the prophecies! When the Dragon is reborn, your worst nightmares will seem like your fondest dreams."

Chap. 3, The Peddler, pp. 35

"Aes Sedai and wars and false Dragons: those were the stuff of stories told late at night in front of the fireplace, with one candle making strange shapes on the wall and the wind howling against the shutters."

Chap. 3, The Peddler, pp. 39

"I heard a story once,' Mat said slowly, 'from a wool-buyer's guard. He said the Dragon would be reborn in mankind's greatest hour of need, and save us all.'"

Chap. 3, The Peddler, pp. 39

"You see, lad, Aes Sedai are tricky. They don't lie, not right out, but the truth an Aes Sedai tells you is not always the truth you think it is. You take care around her."

Chap. 9, Tellings of the Wheel, pp. 126

"With all his heart and desperation he silently shouted at Bela to run like the wind, silently tried to will strength into her. Run! His skin prickled, and his bones felt as if they were freezing, ready to split open. The Light help her, run! And Bela ran."

Chap. 11, The Road to Taren Ferry, pp. 149

"The Dark One is after you three, one or all, and if I let you go running off wherever you want to go, he will take you. Whatever the Dark One wants, I oppose, so hear this and know it true. Before I let the Dark One have you, I will destroy you myself."

Chap. 13, Choices, pp. 180-181

"I suspect him no more than anyone else,' Lan replied. 'But then, until we reach Tar Valon, I suspect everyone. There, I'll suspect only half.'"

Chap. 14, The Stag and Lion, pp. 199



"The girl? She's part of it. And the gleeman. All of you. You're in love with her.' He stared at her. 'I can tell that even without seeing any images. She loves you, too, but she's not for you, or you for her. Not the way you both want.'"

Chap. 15, Strangers and Friends, pp. 215

"Rand stared after him, knowing he should do something. That look in Mat's eyes always meant one of his tricks. But oddly, he found himself looking forward to whatever Mat was going to do. Something told him that feeling was wrong, that it was dangerous, but he smiled in anticipation."

Chap. 15, Strangers and Friends, pp. 223

"Perrin snorted. 'You think a little thing like a sunken ferry would stop her? She rooted Hightower out - I don't know how he got back over the river, but she said he was hiding in his bedroom and didn't want to go near the river - anyway, she bullied him into finding a boat big enough for her and her horse and rowing her across. Himself. She only gave him time to find one of his haulers to work another set of oars.'"

Chap. 15, Strangers and Friends, pp. 229

"It belongs to him,' Gareth Bryne said.

The Queen looked at him in surprise. 'How can that be?'

'I do not know, Morgase,' Bryne said slowly. He is too young, yet still it belongs with him, and he with it. Look at his eyes. Look how he stands, how the sword fits him, and he it. He is too young, but the sword is his.'"

Chap. 40, The Web Tightens, pp. 612

"Rand opened his mouth to take back the unspoken question, and Gawyn said, 'Wrap a shoufa around your head, Rand, and you would be the image of an Aielman. Odd, since Mother seems to think you sound like a Two Rivers man, at least.'"

Chap. 40, The Web Tightens, pp. 617

"They are all ta'veren,' Loial said abruptly. He seemed brightened by the prospect, looking forward to watching from close by as the Pattern wove itself around them. Rand looked at him incredulously, and the Ogier gave an abashed shrug, but it was not enough to dim his eagerness.

'So they are,' Moiraine said. 'Three, when I expected one. A great many things have happened that I did not expect. This news concerning the Eye of the World changes much.' She paused, frowning. 'For a time the Pattern does seem to be swirling around all three of you, just as Loial says, and the swirl will grow greater before it becomes less. Sometimes being ta'veren means the Pattern is forced to bend to you, and sometimes it means the Pattern forces you to the needed path. The Web can still be woven in many ways. and some of those designs would be disastrous. For you, for the world.'"

Chap. 42, Remembrance of Dreams, pp. 644

"I said he was worse than vile, but I did not come close. I do not believe I have ever met someone so abject and debased, yet at the same time so foul. I feel soiled from touching him, and I do not mean for the filth on his skin. Soiled in here.' She touched her



breast."

Chap. 47, More Tales of the Wheel, pp. 712

"I will hate the man you choose because he is not me, and love him if he makes you smile. No woman deserves the sure knowledge of widow's black as her brideprice, you least of all."

Chap. 48, The Blight, pp. 731



Topics for Discussion

There is a symbol at the beginning of each chapter, and most of these symbols repeat for different chapters. Discuss the significance of the symbols and how they portend events within the chapter.

Only the very last part of the book is from Moiraine's point of view, her personal thoughts are otherwise hidden from the reader. She may be acting for the greater good or she may have a hidden agenda. Discuss whether Moiraine is a benevolent force acting for the greater good or if she is conspiring towards her own goals or the goals of the Aes Sedai.

Many of the names used in the novel bear a resemblance to figures from Christianity, Greek mythology or the King Arthur legend. Identify the names and their counterparts and discuss the significance of the similarities.

Discuss the parallels between Rand and Logain. What do they have in common? Which events experienced by one have similarities to events experienced by the other?

All three boys form strong bonds: Rand with the heron-mark sword, Mat with the dagger and Perrin with the wolves. Discuss the similarities between these bonds and their importance in the development of the characters.

Discuss why Thom is in Emond's Field at that particular time, just when all the trouble starts. Is it merely coincidence or is it by design?

Discuss the point of view. Would another point of view have worked as well or better?

Discuss the Pattern and the Wheel of Time. Are they religious beliefs or are they existential?