

Lord of Chaos Study Guide

Lord of Chaos by Robert Jordan

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Plot Summary

Book Six in Robert Jordan's WHEEL OF TIME series has the Dragon Reborn, hero Rand al'Thor, gathering forces to conquer Illian, a land held by an evil Forsaken named Sammael. In the midst of military and geo-political chaos, The White Tower led by Elaida kidnaps Rand, and it is up to Perrin and the rest of Rand's allies to pursue the Tower's Aes Sedai sorceresses before they can pervert Rand for their own purposes.

After deposing the Forsaken known as Rahvin, Rand Al'thor, gathering more forces everyday, sets his sights on another Forsaken, Sammael, who controls the southern land of Illian. Rand has a grand plan to deceive Sammael by having Mat Cauthon, leader of Rand's patchwork army, gather in one location near Illian while Rand truly means to strike from another direction. Meanwhile, Rand must constantly deal with the burdens of leadership, including engaging in diplomacy with local nobles, making sure basic needs are met in towns, and holding together allies who sometimes outright hate one another. Rand also starts a school for men who can channel (heretofore men channeling were shunned or killed), picking a previous False Dragon, Mazrim Taim, to test talents of the students and teach them. These men will gain strength and ability and will be known as Asha'man.

Rand's most elusive ally, and perhaps most important, are the Aes Sedai, women from Tar Valon who can channel magic. Previously, the Aes Sedai endured a split, wherein there is a Tower faction (by most accounts hostile to Rand) and a Salidar "Little Tower" faction (which includes many of Rand's allies and close friends, including Egwene and Nynaeve). In one of the many intersecting storylines, Egwene is suddenly elected leader of the Aes Sedai, and she must learn to play politics and make strong choices as Rand has. Nynaeve and Elayne, meanwhile, go on a journey to find a magical item that promises to control the weather, an increasing worry because winter has not come. Both White Tower and Little Tower factions of Aes Sedai send embassies to Rand. Thirteen or more Aes Sedai are thought to be enough to defeat Rand, so much of the proceeding intrigue depends on where Aes Sedai are and how many are there. The Tower faction secretly gathers enough Aes Sedai, disguised as servants, to confront and shield Rand, making him unable to cast magic. They shut him in a chest and make their way towards Tar Valon, where they may cut Rand off from magic forever or even kill him. Rand's allies, led by childhood friend Perrin, chase the Tower Aes Sedai and defeat them in a fantastic battle. More weary and distrustful than ever, Rand vows to never trust another Aes Sedai, forcing both factions to kneel before him, fulfilling a key piece of the Dragon Reborn prophecy.



Prologue, and Chapters 1 through 4

Prologue, and Chapters 1 through 4 Summary

LORD OF CHAOS is fantasy novelist Robert Jordan's sixth book of his epic THE WHEEL OF TIME series. Concerning hundreds of characters in a swords-and-sorcery fantasy setting, the WHEEL OF TIME centers on young Rand al'Thor, who is destined to defend humankind from The Dark One and usher in a new Age.

Prologue - Demandred, one of the Thirteen Forsaken who serve as Agents of the Dark One, visits the Dark Lord at Shayol Ghul. Demandred relates the news from the last book — Asmodean disappeared; Rahvin dead; Lanfear apparently dead, and Moghedien disappeared. Demandred receives orders, including the cryptic phrase "Let the Lord of Chaos rule."

Elsewhere, Nynaeve is using Seanchan slave bracelets, linked to Forsaken Moghedien, who she enslaved in the last book, in an attempt to find a way to heal Suan Sanche, the former Amyrlin Seat of the Aes Sedai, which is the women-only magic guild, and Leane, who were stilled or severed from The True Source of magic. Attempts are unsuccessful. An angry Elayne reveals the Salidar Aes Sedai are sending nine Aes Sedai on a diplomatic meeting to Rand Al' Thor at Caemlyn, and Elayne wasn't invited. Min will go with this convoy, however.

We get a glimpse of Emond's Field, where Perrin and Faile rule as a makeshift Lord and Lady. Perrin reveals he has a great compulsion to travel to Rand, to aid him in a time of need.

There is a meeting between the Shaido (the remnants of the rebel Aiel Rand defeated in the last book) and the Elaida-led Tower Aes Sedai. The two agree to ally in order to bring Rand to his knees. Gawyn, Elayne's brother and now the leader of the Younglings that aided the Tower Aes Sedai in their overthrow of Suan, hears a rumor that Queen Morgase (his mother) and Elayne may be dead at the hands of Rand, and he vows to kill Rand. But Queen Morgase is not dead, merely deposed and on the run in a desperate attempt to get her kingdom of Andor back. Morgase has only a few paltry loyalists to back her, far from an army. But Pedron Niall, captain of the Whitecloaks, comes to Morgase in a surprise meeting, offering his army of Whitecloaks to retake her throne, in exchange for Andor being friendlier to the Whitecloaks. Morgase says she must think on his offer.

Back in Shayol Ghul, two mysterious evil beings are raised from the dead and put into new bodies to strike out at Rand once more. It is unclear at this time who exactly they are, or what their role will be.

Chapter 1 - Rand, fresh from conquering Caemlyn and deposing Gaebril (the disguise of the Forsaken known as Rahvin), practices swords in the courtyard. He and the



Saldaean general Bashere discuss future strategy, with Bashere insisting Rand needs the alliance of the Aes Sedai. It's announced that Mazrim Taim, former False Dragon and a man who can channel, has arrived to see Rand.

Chapter 2 - Mazrim Taim has come to Caemlyn upon hearing word of Rand giving amnesty to any man who can channel. Taim wants to strike a partnership with Rand, but Rand wants a clear master/servant relationship, which Taim reluctantly but quickly agrees to. Rand now has another man who can channel in his army, one from whom Rand can gain knowledge about the True Source.

Chapter 3 - Rand brings Taim to a place called "the farm," a literal farmhouse where more than twenty men have gathered claiming to have the gift of channeling. Rand demands that Taim test each of the men to see if they can channel, and afterward act as their teacher, to make soldiers of them for the coming conflict. Taim shows Rand how to test.

Chapter 4 - Via teleport, Rand arrives on the border of Tear, where an army of Tairen, Cairhienin, and Aiel warriors have set up camp for a campaign against the land of Illian where Forsaken Sammael rules under a false disguise. No faction much likes the other, and to say the alliance is uneasy would be understatement. Rand discusses war strategy with the leaders, including the commander Weiramon. The leaders all feel it is best to ride directly on Illian before Illian's defenses are fully set, but Rand insists they await the leadership of Mat Cauthon, who is coming. All agree to wait for Mat to lead them.

Prologue, and Chapters 1 through 4 Analysis

These initial chapters function primarily to both remind the readers of the events of the previous book, and to initiate several new key storylines for this new novel. In a series as deep and detailed as Robert Jordan's, it is important to re-introduce us to the major players and to remind us of what came before as a prelude to new material coming fast and voluminously. What Demandred does in the prologue, for example, as he explains the statuses of the various Forsaken members to the Dark One, is chiefly for the benefit of us the reader, so we understand where the game pieces are on the field of play. However, not all the Prologue and initial chapters are simply rehashed material. In the Prologue, for example, the Tower and Shaido Aiel make a pact to take down Rand, a new storyline that will be resolved when, at the very end of the novel, the Shaido betray the Tower and attack them after they've kidnapped Rand. Similarly, the introduction of a new character, Aran'gar, finds his storyline bubble up again only in the epilogue, when he frees Moghedien from Egwene. Major storylines also introduced here are Rand's creation of a male magic school headed by Mazrim Taim, whose students figure prominently in the end chapter, and Rand's grand strategy for eradicating Sammael in Illian, involving a large ruse by Mat's army. A careful examination of these initial chapters shows that nearly every major new storyline is introduced, from Nynaeve healing stilling, to Perrin's importance to Rand, to the Aes Sedai embassy, after which we will alternate among these storylines several different characters' viewpoints. Also,



important themes are re-introduced, including the price Rand pays for power and the author's apparent interest in political and military intrigue, such as the military ruse against Sammael and the uneasy alliance between Aes Sedai and Shaido Aiel, is clearly too tenuous to last.



Chapters 5 through 10

Chapters 5 through 10 Summary

Chapter 5 - Mat is in a town called Maerone with his six-thousand-strong Band of the Red Hand. While on his usual rounds among his men, he breaks up a fight instigated by an orphan peasant boy named Olver. Mat instructs his men to get the boy fed and bathed and find someone to take care of him. At the end of the night, Mat instructs the leaders of his Band to prepare to move south for Tear, part of a larger war strategy put together by himself, Rand, and Bashere. Mat's movements will surely be noticed by their enemy Sammael in Illian, and that's the point.

Chapter 6 - Forsaken Sammael visits Forsaken Graendal in her lavish estate. Graendal relates to Sammael a meeting between several of the Forsaken, including Demandred stating the Dark One's orders. But Sammael finds the dribblets of information cryptic and useless. Both are posturing politically to become the Dark One's "Nae'Blis" or "Right Hand," the prophesied "second-in-command" upon the Dark One's reign over the world. Theirs is an uneasy alliance.

Chapter 7 - Elayne and Nynaeve prepare to sleep and enter Tel'aran'rhiod, the Dream World. This is part of their bi-weekly lesson, to teach the Aes Sedai in Salidar about the Dream World and how to navigate it. They are joined by Suan and Leane. The group navigates (in Dream) to the White Tower study room of Elaida, the woman who deposed Suan and who now rules Tar Valon. They find several bits of information out from papers on her desk, including that Elaida is sending a diplomatic convoy of Aes Sedai to meet Rand.

Chapter 8 - Events in Salidar are related, including how characters from the previous books have progressed. Gareth Bryne, raiser and general of the army the Salidar Aes Sedai hope to recapture the White Tower with, is impatient and ready to strike. Thom (the gleeman) and Juilin (the thief-catcher), who guided Nynaeve and Elayne to Salidar, are on a month-long travel to nearby Amadicia, to spy and glean information. Theodrin is insistent that Nynaeve spend time trying to remove her "block" from the True Source - Nynaeve can only channel when angry - but Nynaeve fears her own failure. At the end of the chapter, Elayne tells Nynaeve that an emissary from the White Tower, Tarna, has come to speak with the Salidar Aes Sedai.

Chapter 9 - We visit Pedron Niall, captain of the Whitecloaks. Balwer is summoned, Pedron's assistant but secretly the true spymaster for the Whitecloaks. Balwer has information to provide about Rand appearing in vastly different kingdoms on the same day (they don't know he can teleport), and about the apparent break-up of the Aes Sedai into the Tower and Salidar factions. Meanwhile, deposed Queen Morgase of Andor is held as a virtual prisoner in Pedron's Fortress.



Chapter 10 - Rand hears that two Aes Sedai women have been spotted at Caemlyn in an inn. He and his warriors travel to this inn, and he finds more than a dozen Two Rivers/Emond's Field girls there, from his home town. They have been tested as having the gift of channeling and were traveling with the two Aes Sedai, Verin and Alanna, to Tar Valon to begin formal training. Rand has a private meeting with Verin and Alanna, who learn that the Tower has split into two factions. Alanna puts a hand on Rand's forehead, as if to heal him, but to Rand's great shock/dismay she bonds him to herself as one of her Warders, guardians who have a psychic link to their Aes Sedai. Rand is outraged by her action, and confines them to the city upon punishment of shielding (blocking off from The True Source) and imprisonment.

Chapters 5 through 10 Analysis

Chapters 5 through 10 continue Jordan's pattern of "catch-up" on old material, and infusion of new material. As is customary in the entire novel, we move fast and free between many different characters, leaving characters many-times with dangling storylines and on cliffhangers to propel reader interest. Of particular importance is Chapter 8. Much occurred in book five in Salidar, and this chapter, seen through the eyes and mind of Nynaeve, show us the current status of the town and its inhabitants, with an army raised and so forth.

Also touched upon is the major storyline of LORD OF CHAOS, that of the competing Aes Sedai embassies to Rand. We learn of this development allied with Elayne in Chapter 7, when she searches for clues in the Dream World, and as a major storyline this will continue to be touched upon as the novel progresses. We will begin to see that the general pattern of the novel, and in fact many of the novels in the series, is to start in a fragmented nature, with major characters dispersed and many times ignorant of major matters brewing, clues cryptic and knowledge imperfect, and then progress to where information becomes solidified, events crystallize, and characters gather to participate in the major event (climax) of the novel, which ends with significant consequences for storylines and characters. Many times, an event will occur, its origins mysterious and consequences unknowable, and only in subsequent chapters will the significance and origin of said event be revealed, another tool to propel the reader forward. This is the case in Chapter 10 with Alanna bonding Rand as a warder, surely a shock for the reader which begs the question, Why?



Chapters 11 through 16

Chapters 11 through 16 Summary

Chapter 11 - Verin and Alanna argue over the merits of Alanna bonding Rand as a warder. Alanna reveals she did it for two reasons: to replace a recently, dearly-departed Warder, and because she wanted to keep tabs on Rand, given her (and all Aes Sedai's) deep distrust of men who can channel. They are both shocked at how easily Rand bested their magic, and for now they resign themselves to being trapped in the city per Rand's orders. Rand travels to his channeling band of men in the secluded barn. The men are advancing quite well under Taim's intense training, but there are very few of them. Taim wants to go out into various villages to find more men capable of channeling to build Rand an army to oppose the Aes Sedai. Rand agrees to Taim's proposal.

Chapter 12 - Nynaeve prepares to leave Salidar and the rebel "Little Tower," asking Birgitte to make plans to leave, have horses arranged, etc. Nynaeve then gathers enough courage to eavesdrop on the super-secret meeting between the newly-arrived Tower emissary, Tarna, and the leaders of Salidar. Nynaeve learns that Salidar is simply asking the Tower for more time to make a decision, stalling. Theodrin discovers Nynaeve eavesdropping, but says nothing.

Chapter 13 - Theodrin throws a bucket of water on Nynaeve to try to jolt her free from her block that prevents her from using magic, but it does nothing. Theodrin instructs Nynaeve to not sleep that evening as she continues trying things to break the block. Nynaeve reveals to Elayne her desire to leave Salidar, feeling sooner or later one of their lies will catch up to them, but Elayne wishes to stay, at least as long as Tarna is in town, so they might sway the Aes Sedai decision to rejoin the White Tower or not. Nynaeve and Elayne decide to explore the Dream World for something that might help them convince the Aes Sedai. They arrive in a dusty basement in a nearby village called Ebou Dar, finding (in the dream) a magical bowl with clouds in it. Elayne is convinced this bowl could help a magically-inclined person control the weather. She also senses other magical items in the same basement. Nynaeve and Elayne agree to travel (in real life) to this town when they leave Salidar, to retrieve these magical items.

Chapter 14 - Egwene is in the black infinity between the waking world and dream world, where one can see dreams as little glowing orbs passing by. One of these orbs grows larger and envelops her. It is Gawyn's dream, and Egwene, despite all efforts, cannot escape it. In it, Gawyn dreams of rescuing Egwene from a demonic-looking Rand (who Gawyn slays), and then Gawyn dreams of professing his love for Egwene on a hill. Egwene cannot escape, and we leave her as she "gives in" to the dream, kissing Gawyn. Elsewhere, Salidar is rocked by a "bubble of evil," an inexplicable bout of chaos and destruction linked to the Dark One's ever-weakening prison. Inanimate objects come alive and try to injure people, like a stool hitting someone in the face or a bedsheet trying to strangle someone. The Aes Sedai form a link, combining their powers, which Aes Sedai Anaiya then wields to stop the objects from their movements.



Chapter 15 - Egwene "snaps out" of the dream she shared with Gawyn. Egwene loves Gawyn and Gawyn her, so dreams are especially likely to collide with a Dreamwalker such as Egwene when emotions are involved. Back in Salidar, the ruling Aes Sedai do not permit Nynaeve and Elayne to pursue the magical items in Ebou Dar they had seen in the Dream World. Nynaeve, always temperamental, lashes out at the Aes Sedai for their cowardice and lack of foresight. Elayne and Nynaeve appear to be of a mind to travel to Ebou Dar with or without Aes Sedai consent.

Chapter 16 - Rand summons four Andoran nobles to his throne room (who are openly hostile and suspicious of him), in an effort to befriend them and assure them he is not interested in ruling, only in putting Elayne rightly on the Andoran throne if Queen Morgase is indeed dead. They are stubborn, and little is accomplished. One of the nobles, Dyelin, notes that Rand bears a more-than-passing resemblance to Tigraine, an Andoran noble that ran away to the Aiel waste before she could be crowned Queen. This woman, who changed her name to Shaiel once she fled to the waste and became an Aiel, was Rand's true biological mother. This gives Rand another piece of the puzzle of his true heritage; he is part Aiel and part Andoran royalty, a Prince. After this meeting of nobles, Rand gets a visit from a messenger from Sammael (his Forsaken enemy). Sammael wishes to strike a truce with Rand, but Rand denies him, saying Sammael must pay for his many crimes. The messenger dies a horrible death thereafter, apparently due to Sammael's magic. Rand's mind continues to fight with the crazy spirit/voice of Lews Therin (of whom Rand is a reincarnation from a previous Age), and the voice of Lews in Rand's head is increasing in frequency.

Chapters 11 through 16 Analysis

Only one major new storyline is introduced in this section, that of the magical bowl to be found in Ebou Dar. It is clear we have made the transition from rehashing of old material and introduction of new storylines, to development of those new storylines. The cliffhanger question of why Alanna bonded Rand is answered in Chapter 11. The author by this point feels confident that the reader is "re-grounded" with full memory of characters and what came before in the series, and as a result older storylines (from previous books) are also progressed, such as Egwene's continuing self-teaching in the Dream World (conflated here with her professed love with Gawyn); Nynaeve's futile attempts to remove the "block" she has in channeling (Chapter 13), and the question of Rand's ancestry/bloodline (Chapter 16), in which we learn he is essentially a Prince by blood. I previously mentioned a structural progression to the book (geographically-separated characters gather for a major event, and poor/cryptic information becomes solidified and interconnected). This section demonstrates a different type of structural characteristic, that of "spikes" of action interspersed with quieter, more character-driven moments. This "spike" occurs in Chapter 14, when Salidar is besieged by a "bubble of evil," in which inanimate objects come alive and try to kill people. Jordan uses these moments judiciously. There are not too many of them for them to lose their "shock" power, but neither are there too little, which might make the reader feel that nothing of consequence ever happens. Jordan's strength and interest lay mostly in political intrigue

and exploration of character, perhaps accounting for the brevity of these "spikes" versus a more sustained battle or conflict.



Chapters 17 through 22

Chapters 17 through 22 Summary

Chapter 17 - Rand travels (via magical teleport) to Cairhien, where he meets with Rhuarc (chief of the Aiel) and Berelain (leader of the small nation of Mayene, allied to Rand) to discuss the current situation. There is a rebellion gathering, led by two displaced Lords, but Rand feels there are bigger fish to fry.

Chapter 18 - Rand visits the School of Cairhien, a school he set up to preserve knowledge from previous Ages. The students give him demonstrations of inventions and ideas they've developed, a kind of science fair, including more efficient plows, ways to pave roads, insight on how birds fly, etc. Egwene visits him after he returns. She wants Rand to convince the Wise Ones she is well enough to travel in the Dream World (they think she is sickly and needs plenty of rest), but Rand becomes angry when Egwene won't tell him where Elayne is (the girls made a promise to keep that secret). Rand regards Egwene, his childhood friend, as just another Aes Sedai he cannot trust.

Chapter 19 - Rand has a terrible dream, of cities crumbling in the Age of Legends (the forgotten Age before the current one); he realizes he's actually having Lews Therin's dreams and is scared of sliding ever deeper into that man's personality. After a curt exchange with Rand, Aviendha (Aiel Maiden and Rand's one-time lover) agonizes inwardly about the "toh" or debt she owes Elayne, stemming from the fact Aviendha slept with Rand though Elayne was promised to Rand. This debt is very serious to her people and may have devastating consequences going forward.

Chapter 20 - Three Ogiers (giants) visit Rand, demanding to know where the Ogier Loial is. Rand tells them, truthfully, that he last saw Loial in the Two Rivers, with Perrin. It's revealed that one Ogier is Loial's mother, one his betrothed future wife, and that they are seeking Loial to return him to their homeland (called a stedding) to marry and settle down. Rand insists the Ogiers, with assistance of several old maps, tell him all the locations of the Ogier-made Waygates (gateways that cut travel time significantly). The Elder of them, Haman, marks these sites with a pen, and also the sites of all the steddings in the world.

Chapter 21 - Rand next has the Ogiers accompany him to the dreaded ruined city of Shadar Logoth, a place where a great evil dwells. The Ogiers agree, as his teleport will shave much time off their journey to find Loial. Rand's band of Maidens and Aiel accompany him, and the Ogier Elder Haman takes them to the waygate in Shadar Logoth. Rand is afraid evil could use the gate to travel, so he puts a nasty trap on it, so that any evil creature (Shadowspawn) who uses it will die.

Chapter 22 - We join Mat with his Band on the way to Tear. When they set camp for the night, Mat is visited by a dozen murderous Aiel, who slice his tent open and try to kill him. Mat just survives, killing a couple and then leaving his men to dispatch the rest.



Mat suspects they are Shaido or Darkfriend Aiel, sent to assassinate him. More investigation leads him to discover they arrived in camp via a gateway teleport, the kind Rand uses, which means a powerful, magical enemy was behind this attempt.

Chapters 17 through 22 Analysis

This section clearly focuses the proceedings back to Rand and especially his mental deterioration, indicative in his distrust of childhood friend and ally Egwene (Chapter 18), his terrible dream that turns out to be Lews Therin's dream (Chapter 19), and the progression of Lews' presence in Rand's head, which started as only the occasional thought and is now developing into a fully-formed and distinct identity who screams and utters full sentences. Chapter 20 and 21 is an enjoyable departure, a kind of distinct adventure, in Rand's meeting with the Ogiers and a journey to the dreaded city of Shadar Logoth. It is refreshing that Jordan, in the midst of such complex webs of story and sober drama, is able to ease off the throttle, so to speak, and spend a couple of leisurely chapters with something that is not closely related to the major storylines at hand. The Ogiers also provide a kind of comic relief, their odd appearance mirroring their odd mannerisms and equally strange marital customs. The adventure is not without its sting of tragedy at the end, however, with a Maiden goes missing and presumed dead. It seems Rand cannot escape the burden of his existence, even for a moment.



Chapters 23 through 28

Chapters 23 through 28 Summary

Chapter 23 - Graendal visits Sammael once again. Sammael seems changed, more powerful and confident, such that he uses mind magic on Graendal, forcing her to reveal the location of one Forsaken, Mesaana, who resides in the White Tower. Sammael instructs Graendal to locate the others for him. Sammael states that Rand indeed struck a truce with him, and that Sammael is poised to outlast the other Forsaken to become Nae'Blis (or, right-hand man) to the Dark One himself. Graendal is thoroughly cowed and agrees to find the locations of the other Forsaken.

Chapter 24 - Egwene goes for a walk in the city of Cairhien and spies a group of Aes Sedai on horseback, heading for the Palace. This could be none other than the Tower Aes Sedai Embassy that Elaida sent. She hurries outside the city to the Wise Ones (Aiel) in their tent to warn of the Aes Sedai. Berelain is with the Wise Ones, and decides to leave for the Palace to be able to greet this embassy personally.

Chapter 25 - Egwene decides to spy on the noblewoman's house that the Aes Sedai embassy is using as their quarters, using a magical trick she learned from Moiraine. She finds nothing useful, but in her attempt she (literally) runs into Gawyn, who is in charge of the 500-man honor guard that accompany the Aes Sedai. They are afforded time alone in an inn, where they consummate their love with a kiss and professions of love. Egwene tells Gawyn where she's staying, assuring more meetings between the two. On the Tower Aes Sedai side, the Sisters are preparing for the worst with Rand; that is, a magical battle and to best him and still him, that is to cut him off from magic forever. It takes thirteen sisters to still a man in a ritual; on appearances they show only the six, but more Aes Sedai are coming secretly, enough to perform the ritual.

Chapter 26 - Rand watches a display of his Saldaean horsemen warriors (to boost their morale). On his way back into the city of Caemlyn, a crossbowman on a rooftop shoots at Rand. He summons the True Source and blocks the arrow, then engulfs the man in a magical fireball. The arrow angles another way, killing one of his Maiden guards. There are several more assassins, and several others die. Some of these assassins are caught, and their dress says they are Whitecloaks. Rand has all but one hanged; the one he has return to Pedron Niall (head of the Whitecloaks) to let Pedron know he is an enemy of Rand.

Chapter 27 - Egwene visits Rand in his throne room, warning him that the Aes Sedai embassy's intentions are hurtful to him. Rand agrees and trusts no Aes Sedai. The embassy arrives, and Rand puts an invisible spell on Egwene to hide her. The embassy is three Aes Sedai - Coiren, Nesune, and Galina. Before anything else, Rand demands they cease channeling (e.g. gathering magic to themselves), and they stop. Rand's ability to see women channel is of great surprise to the Aes Sedai. The embassy asks what they came for - Will Rand accompany them to Tar Valon? — and Rand quickly



says Yes, after a few days of preparation. Given his mistrust of Aes Sedai, this is probably a lie.

Chapter 28 - Rand continues to battle Lews Therin in his head, who seems on the verge of actually having a conversation with Rand. Lews' presence in Rand's mind has made Rand more ill-tempered and distant than ever. Many believe Rand is following the path of all men who channel; that is, going mad. Back in the Caemlyn throne room, a Gray Man (soulless, near-invisible assassin) attacks Rand. Rand holds him back with Air magic, but Mazrim Taim happens to teleport to the throne room just moments before and instinctively Taim kills the Gray Man with fire before Rand can interrogate him. Taim had come to tell Rand that one student at the magic school, Jahar, has particular promise. The Maiden guards are ashamed they did not see the Gray Man's approach, but Rand assures them they were not at fault. Elsewhere, Padan Fain schemes against Rand, revealing he is behind both Pedron Niall (Whitecloaks) and Elaida's (Tower Aes Sedai) deep distrust of Rand.

Chapters 23 through 28 Analysis

This section amplifies and intensifies the major storyline—the Aes Sedai embassy. In Chapter 24, Egwene physically sees the embassy, and in Chapter 25 she risks discovery by eavesdropping on the Aes Sedai. Importantly in Chapter 25, we are privy to a crucial bit of information: the Tower plans to battle Rand with thirteen Aes Sedai and smuggle him back to Tar Valon, which none of the "good" characters know. This creates what's called dramatic irony, in that the reader knows something that major characters do not. This establishes clear suspense that begins and ends with the question, will Rand or those around him reveal this plot in time to stop it? This is now the crucial question for the major storyline of the book, and it is important that the readers learned it relatively early and that the characters do not. This is the difference between suspense and surprise. This section also provides opportunities to re-visit previously planted storylines. Sammael clearly dominates Graendal in their second meeting; whereas, in their first they seemed to be on relatively equal footing or perhaps even Graendal with the upper hand. Egwene's dream of Gawyn is echoed when she in fact runs into him in Cairhien. A set-up here — Egwene making Gawyn promise he will not hurt Rand — pays off in the ultimate chapter, when Gawyn encounters Rand but does not engage him in combat. The "spikes" of action also intensify, in frequency here, as in both Chapter 26 and Chapter 28 Rand is physically attacked. In 26 he is shot at by a crossbowmen, and in 28 a Gray Man assassin nearly kills him. Rand's safety feels increasingly in doubt, increasing tension that relates to the larger matter of Rand's mental condition.



Chapters 29 through 33

Chapters 29 through 33 Summary

Chapter 29 - Back in Salidar, Nynaeve is receiving pressure from Aes Sedai sisters on two counts: her channeling wall is not yet broken and she can still only channel when angry, and her innovations have stopped i.e., the things she was learning from her Forsaken slave, Moghedien). Thom and Juilin return to Amadicia to a joyous Elayne, but Nynaeve is too disgruntled to be happy. Thom and Juilin learned that the Whitecloaks have less military power/numbers than thought in that part of the country. Later, Nynaeve goes to the house of Logain, the False Dragon, cut off from the Source, in her weekly attempt to find out more about his stiling. She expects nothing, and in fact her mind is on different things, but as Nynaeve is using magic on Logain to inspect him, she manages to heal him and reconnect him to the Source—an unheard-of event. With a suddenly magic-capable man, Nynaeve yells for Elayne to get the leader of the Aes Sedai, Sheriam.

Chapter 30 - Elayne runs for help as Nynaeve keeps a shield on Logain. Logain says there's no need, and he would be foolish to start trouble in a town full of Aes Sedai. The Aes Sedai leaders come and haul Nynaeve away, ostensibly not believing her and saying she fabricated another great discovery just to earn favor. She is then grilled by a group of disbelieving Aes Sedai. Sivan and Leane are brought in, and Nynaeve realizes they actually do believe her, and that they staged disbelief so Nynaeve would be angry and thus could channel. Using this anger regardless, Nynaeve heals the stilled Sivan and Leane before an amazed crowd of Aes Sedai. Sivan and Leane can channel again and are joyous. Now everyone wants to use Nynaeve as a guinea pig, much to her horror.

Chapter 31 - At the Whitecloaks headquarters, Fortress of the Light, in Amadicia, Queen Morgase still remains a prisoner ("guest") of Pedron Niall. However, she has arranged an escape plan with her small retinue, involving hiding in a refuse wagon. She is summoned by Niall, and on the way she is taken by the gallows courtyard. There, two of her co-conspirators of the escape are hung as "Darkfriends." Morgase takes this as a subtle hint that Pedron discovered her plans, and that anyone else in her company could be next. Wishing to lose no more unnecessary lives, Morgase signs the treaty with Pedron, formally allying the Whitecloaks with Andor against Rand. It is uncertain when the Whitecloaks and Morgase will ride to Andor; in the meantime she will still be a prisoner of the Fortress.

Chapter 32 - Wise Ones finally allow Egwene back to the Dream World, and tonight is their weekly meeting with the Salidar Aes Sedai. As soon as the Aes Sedai see Egwene in the Dream World, they formally summon her to Salidar. Egwene guesses this is as punishment for masquerading as a full Aes Sedai when she is only the lower ranked Accepted. Egwene agrees to their summons, and Sivan (flexing her re-gained magical powers) shows Egwene where Salidar is on a map she magically creates. After



everyone leaves, Rand emerges from behind a column where he had eavesdropped their conversation. He now knows the location of the exiled Aes Sedai, Salidar, a fact Egwene never told him because of a promise. Ergo, he knows where Elayne is, who he has been searching for to take the Andor throne.

Chapter 33 - Egwene confesses the extent of her lies to the Wise Ones - she's not really Aes Sedai, and she has visited the Dream World without their consent. Like an Aiel, Egwene wishes to be punished for her sins in the Aiel honor system of "ji'e'toh" — through her lies, Egwene has "toh" with the Wise Ones. They concede to punishment, taking turns whipping her naked until she cries. This erases her "toh" and everyone is all smiles; the sin is forgotten. Egwene then embarks on a risky way to get to Salidar quickly; that is, to physically (not just mentally) enter the Dream World. Meanwhile, Rand visits Mat and his Band at camp. Rand orders a change of plans. Mat is now to use the Band to escort Elayne from Salidar to her throne at Caemlyn, instead of heading to Illian.

Chapters 29 through 33 Analysis

Picking up the excitement where Chapters 26 and 28 left off, this section is rife with major events. Storylines are heading toward resolution, and this, along with unexpected surprises, make for an increasingly enjoyable read. Nynaeve heals Logain and then Suan and Leane, acts unheard-of in this Age. Morgase, enduring several forms of harassment, signs the alliance with the Whitecloaks, closing that particular storyline but certainly creating an intriguing scenario for the next book. Egwene's development in particular reaches lightning speed, as in subsequent chapters she is summoned to Salidar and then must confess to the Wise Ones her lies in regards to being Aes Sedai and her forays into the Dream World. Egwene also physically travels the Dream World, which leads to her discovery of female gateways, another major event. A secondary storyline is also progressed, with Rand learning the location of Salidar from spying in the Dream World, and his subsequent request to Mat to change his battle plans. Thus the large geopolitical concern of Rand — building a force for Illian — is altered severely and perhaps even delayed or forgotten indefinitely. This section, perhaps more than any other, demonstrates the potential our young heroes possess in their breaking of traditions. The establishment thought it was impossible to heal a "stilled" person, yet Nynaeve persisted and accomplished just that healing. Egwene's dogged persistence in exploring the Dream World results in the discovery of the lost talent of creating gateways.



Chapters 34 through 39

Chapters 34 through 39 Summary

Chapter 34 - Egwene enters the dream world physically and rides a dream horse to Salidar. She crosses miles in seconds, and the entire trip takes no more than a few hours in real world time. Stepping out from the dream world once she arrives in Salidar, she is taken to Sheriam and the other leaders of the Aes Sedai. She learns of Nynaeve healing Sivan and Leane's stilling. She also learns why she was summoned so formally; the council mean to make her the next Amyrlin Seat, the next leader of the Tower.

Chapter 35 - Egwene is naturally shocked at the notion that she would be raised to Amyrlin Seat, being no more than a mere Accepted and so young, but the women are dead serious. Egwene knows nothing of how the office of the Seat works or why she is chosen. Egwene is run through a hasty ceremony to confer the title upon her. Suddenly Egwene is the leader of the Aes Sedai.

Chapter 36 - The next morning, Egwene gives a speech (prepared by Sheriam and others) to the town of Salidar. In the speech, she makes the unexpected proclamation that Nynaeve and Elayne are raised to full Sisters (instead of apprentice Accepted), which concerns Sheriam and others. Egwene raises Sheriam to Keeper (second-in-command to Amyrlin). Sheriam will act as Egwene's council, and Sivan will teach her the etiquette of the position. Egwene finally gets to meet Nynaeve and Elayne in a happy reunion. Nynaeve and Elayne want Egwene to issue an order sending them to Ebou Dar to retrieve the magical items they saw in the Dream World, but Egwene feels her position is too precarious at the start to not follow Sheriam's orders closely. She feels she was chosen Amyrlin because of her timid nature and older Aes Sedai think she can be manipulated. Egwene vows to show them otherwise but only in time.

Chapter 37 - Nynaeve confesses she captured Moghedien as her slave. Egwene demands to see Moghedien, taking on the bracelet to control her. Egwene shows them that she knows how to teleport, not like Rand does, but something similar to physically entering the Dream World. Moghedien is shocked Egwene knows such a "lost" talent. Sivan visits Egwene to instruct her on the finer points of leadership, but instead Egwene prods her to provide counsel, particularly in getting Salidar moving toward re-taking the White Tower. In the proceeding few brief scenes, Egwene's small company of trusted friends (Elayne, Nynaeve, Sivan) are seen planting rumors in some key people's ears (Romanda, Lelaine, Sheriam) that everyone is telling Egwene to wait in Salidar and not move against the tower. Egwene is now playing politics, paralleling Rand's own games.

Chapter 38 - Mat stops his army just outside of Salidar. Not wanting to start a battle, Mat goes only with a small group to Salidar, keeping his army camped. He is taken to the Little Tower to see Elayne, Egwene, and Nynaeve. Seeing Egwene in the Amyrlin dress, he thinks Egwene is only impersonating the Amyrlin, and he scolds the lot of them. He



makes his plans for the three of them plain. Only at this time does a servant's timid entrance show Mat that Egwene is indeed the Amyrlin Seat.

Chapter 39 - Egwene flatly refuses Mat's plans, but Mat won't budge his army as he promised Rand he would not leave without Elayne, creating an uneasy situation with two armies (Mat's and Gareth Bryne's) outside town that will probably come to blows before too long. Egwene, quickly becoming politically savvy in her new position, suggests to Sheriam in a roundabout way that Bryne's army should move south toward Ebou Dar, as an obvious show that the Aes Sedai reject Rand's plans. Incidentally, this would provide an opportunity for Elayne to find the magical items in Ebou Dar, including a powerful bowl that could conceivably control the weather. For Elayne's own part, she wishes to stick to Mat, as she is curious about a foxhead medallion he wears that apparently renders magic null.

Chapters 34 through 39 Analysis

The bulk of this section clearly belongs to Egwene, and the surprise event that has her whisked off to Salidar and elected Amyrlin Seat in a hasty ceremony. This is also an opportunity to discuss the difference between surprise and suspense. Say that we had a brief passage back ten chapters ago, told through the eyes of Sheriam, in which she confides to other Aes Sedai that she has hopes to elect Egwene as the leader. This would have stuck in the reader's mind until resolved, and the inevitable questions would simmer and be brought to a boil. When will this happen? How will they get Egwene to Salidar? Why have they chosen Egwene? This would be a suspense approach, as our expectations shift and build as we grow closer to an event. Instead, Jordan decides to make Egwene's ascension a surprise, and we find out what Sheriam has in mind and the steps involved right alongside Egwene. Surprise adds an immediate, visceral impact to these chapters. Jordan skillfully mixes suspense with surprise to sustain interest in the proceedings, adding variety and a sense that anything can happen. Egwene quickly adapts to her new title, and it is interesting to see this major character parallel Rand, insofar as the play of politics, something Egwene did not understand before. Egwene's skillful and diplomatic handling of Mat and his Band, her proclamation that raises Elayne and Nynaeve to Aes Sedai, and her subtle ploy to begin the march toward the White Tower all demonstrate Egwene's intelligence and common-sense, qualities emphasized in her character previously but never before put to such a test. Mat, as usual, provides a dose of comic relief, with his curse-laden and sarcastic outbursts, but unfortunately for him he is clearly outdueled by Egwene as far as his army goes, an episode that sees Mat in the role of temporary comic foil for the more serious Egwene and her situation.



Chapters 40 through 46

Chapters 40 through 46 Summary

Chapter 40 - Mat learns of Elayne and Nynaeve's plans to go to Ebou Dar and, knowing the bad reputation of the place, wonders if he should accompany them. Elsewhere in town, Elayne tracks down Aviendha. In Elayne's room, Aviendha confesses the "toh" she owes Elayne (for Aviendha slept with Rand), and Aviendha strips naked, ready for a beating. Elayne dismisses the nonsense of a beating but is nonetheless shocked at the admission. Elayne tells Aviendha she is one of three ladies who love Rand - Min being the other. Aviendha is willing to share Rand as is Aiel custom (Aiel men sometimes have more than one wife), but Elayne obviously favors monogamy.

Chapter 41 - Min arrives at Caemlyn, ahead of the Salidar Aes Sedai embassy, to greet Rand in his palace. Rand is overjoyed to see Min, but it's soon clear that he sees her more as a sister than a woman, much to Min's chagrin. Min tells Rand of the Aes Sedai that will greet him, and Rand sets ground rules for the engagement - no one channels. Min meets one of the Wise Ones, Melaine, Min, via a mysterious aura power she has, sees that Melaine will bear twins soon. Min's "reading," which Melaine half-expected, forges a bond between Melaine and Min. Melaine warns Rand of the Aes Sedai, though Min says the Salidar Aes Sedai truly mean Rand no harm.

Chapter 42 - Rand visits the farmhouse where Taim is training men who can channel. It has been rebuilt and is looking much improved, with many more recruits. Rand gives them a small speech, establishing a system of rank similar to the Aes Sedai; the lowest rank will be Soldier, the next Dedicated, and the final rank Asha'man, a rank equal to Aes Sedai. Rand gives Taim silver and gold badges to mark the men's rank as he feels appropriate.

Chapter 43 - We join Merana (head of the Salidar Aes Sedai embassy) after her meeting with Rand. She joins Verin and Alanna at an inn, and they discuss how to approach Rand. Merana considers Alanna's forcible bonding of Rand akin to rape, but they may find use for it in the end. Merana reveals that members of her embassy have been visiting Caemlyn nobles, sewing seeds of doubt about Rand's authority, doubts that he will place Elayne on the throne.

Chapter 44 - Mat spends a few days in town, but Thom or any of the girls purposefully avoid him. He has a run-in with a beautiful maiden called Halima, a servant to an Aes Sedai called Delana. Halima is one of the evil beings resurrected back in the Prologue, though no one but Delana seems to know it. Halima attempts to cast a spell on Mat, who is saved by his anti-magic medallion. After these few days, Egwene finally summons Mat, telling him he must either send his Band away, or accompany Elayne and Nynaeve as a bodyguard to Ebou Dar. Begrudgingly Mat prepares for Ebou Dar, while the Band stays put. Mat tells his second-in-command, Talmanes, to keep close tabs on the city and the Aes Sedai but to follow Egwene at any cost, and that if Egwene



appears to be in trouble or danger, to whisk her away with the Band to Caemlyn. After Mat and company teleport to near Ebou Dar, Egwene appears to have a plan for the Band that requires Mat being away.

Chapter 45 - Perrin arrives with wife Faile Bashere and other warriors from Two Rivers to Caemlyn. They are received by Rand in a joyous reunion. Perrin informs Rand of all the changes that took place in Two Rivers. Rand seems to want Perrin to go immediately to Tear, as part of his grand strategy against Sammael and Illian, but Perrin at least wants to rest awhile. Min, seeing auras, swears Perrin must be close by Rand in the near future or else Rand will suffer a terrible fate.

Chapter 46 - Perrin is grilled by father and mother Bashere, and Perrin must show courage and tenacity to them to prove he is worthy of their daughter Faile. After this confrontation, they give their consent to the marriage. Elsewhere, one of the Salidar Aes Sedai embassy members, Demira, is followed and attacked by Aiel. She is found by her Warder and magically healed, saving her from death. Her attackers warned against any more Aes Sedai threatening Rand, so Demira and the others (Verin, Merana, etc.) feel the attack was Rand's doing. They end the chapter plotting revenge.

Chapters 40 through 46 Analysis

Compared to the focus of Egwene's ascension to Amyrlin Seat, or the focus on Rand's mental health and deterioration, this section returns to the brief, disparate "character-hopping" that enlivens much of Jordan's prose. However, in contrast to earlier alternating points of view, storylines by this late stage in the novel are clearly established and progressing, and no new information need be laid out as exposition by Jordan, allowing the author to proceed "full speed" at a dizzying but satisfying pace. From Aviendha begging Elayne to beat her to pay her honor debt, to Min's arrival, to Rand's development of his magical school, and intrigue involving the Salidar embassy, previous plants are being paid off. Also important for the latter part of this section is the re-emergence of Perrin, who appeared only briefly in the Prologue, but who now will figure prominently in the last sections of the book. His "defense" of his title of husband to Faile to Faile's parents is a departure for Jordan from the various intersecting storylines, giving the reader a little breathing room. In this sense, Chapters 45 and 46 are similar to Rand's "adventure" to Shadar Logoth, both tangential though important episodes. Perrin's own "adventure" gives Jordan the opportunity to speak about one of his favorite subjects - men and women, and the inexplicable differences between the two - and it serves to test Perrin's own character.



Chapters 47 through 51

Chapters 47 through 51 Summary

Chapter 47 - Mat and a few of his men accompany the Aes Sedai women to Ebou Dar. Elayne wishes to take Mat's medallion from him every evening for inspection/research, but Mat refuses, which causes Elayne (and the rest of the women) to ignore him the entire trip. After an awkwardly silent journey they arrive in Ebou Dar.

Chapter 48 - In Ebou Dar, Nynaeve and Elayne are summoned by Queen Tylin. They reveal their purpose in the city is to recover the magical bowl, and they describe the area they saw in their dreams. Tylin thinks the area of the city is most likely Rahad, the most dangerous and lawless part of Ebou Dar.

Chapter 49 - Loial the Ogier giant arrives at Caemlyn to greet Perrin and Rand. Min races to inform Rand that seven Aes Sedai are coming, unannounced, to the Palace. They are led by Demira (the one who was attacked), and they perform an intimidating illusion called the Mirror of Mists, in which they appear and sound much larger and more vicious than they are, in an attempt to restore Rand's respect of Aes Sedai and show they will not be bullied. Lews Therin in Rand's head recognizes the trick, and Rand has enough power to snap the illusion dead, shocking the Aes Sedai. Later, Min visits the Inn where the Aes Sedai are staying and finds that two more Aes Sedai have joined, a total of thirteen, which is Rand's unlucky number, as it is the number of women required in a ritual to "still" him. Rand decides to flee (teleport) to Cairhien rather than evoke a direct confrontation, fighting Lews Therin in his head, who thirsts for blood.

Chapter 50 - Everyone spends a rejuvenating and largely uneventful ten days in the Cairhien palace. Min and Rand grow close, with her sitting on his lap and teasing him. Wise Ones harass Rand about getting more rest. Loial spends his time in the Royal Library, given his love of books. Perrin must contend with a flirting Berelain, and the jealousy this stirs up in his wife Faile. Soon Faile refuses to be intimate with Perrin and barely speaks to him. At the end of the chapter, Rand accepts a meeting request from Coiren, the leader of the Tower Aes Sedai embassy.

Chapter 51 - In a most eventful chapter, Coiren comes with many servants bearing chests to visit Rand in his room. Immediately Rand is shielded from the Source, so he cannot channel. The servants turn out to be additional Aes Sedai, fifteen in all, enough to overwhelm and pacify Rand, who cannot even cry out for help. They bundle him in one of the chests and leave, telling the guard that Rand rudely teleported to who knows where in the middle of their meeting. Given Rand's previous behavior of teleporting with no warning, Rand's absence raises no immediate alarm, giving the Tower Aes Sedai the time they need. Rand next finds himself in a cage in a basement of an unknown house, with at least six Aes Sedai at all times channeling a shield to keep him powerless.



Chapters 47 through 51 Analysis

This section provides the resolution for several of the main storylines. In Chapter 48, with the help of Queen Tylin, Nynaeve and Elayne discover the object of their quest (the weather bowl) is located in the section of the city known as Rahad. This resolves their storyline (where is the bowl?), and consequently Mat's, as he is now interconnected to Nynaeve and Elayne via Egwene's smart diplomacy. The storyline remains only partially resolved, leaving on somewhat of a cliffhanger that will have the reader reaching for Book Seven. Chapter 49, with Rand imposing his authority on the Salidar Aes Sedai, provides a nice preamble to his confrontation with the "real" (or at least more important and more dramatically significant) Aes Sedai, the hostile schemers of the Tower. Continuing that train of thought, structurally this section is rather nice, as Chapter 50 provides a sort of "calm before the storm," a lull in action and activity before the "storm" of the Tower meeting with Rand. Chapter 51 is really the climax of the entire novel, and as such is particularly action-oriented. The Tower Aes Sedai trick Rand by disguising as servants, bind and shield him with magic, and then shove him in a chest and smuggle him away. They also smartly claim that Rand teleported somewhere during their meeting, a ruse that will suppress suspicion for days. This answers the question posed by the major storyline - Will Rand and company discover the Tower plot in time? - with a definite "NO." This event will change Rand forever; from this day on he is severely mistrustful of the Aes Sedai, and going forward his aim is clearly to subjugate Aes Sedai to his will and rule.



Chapters 52 through 55, and Epilogue

Chapters 52 through 55, and Epilogue Summary

Chapter 52 - Mat, Nynaeve, and Elayne have been stuck in Ebou Dar for about ten days, with no success of finding the magical weather-changing bowl. Elsewhere, Gareth Bryne's army is marching north to assault the White Tower at Tar Valon, with Mat's Band close behind per Mat's orders. Egwene once again breaks with her leadership and arranges for Logain (the newly-Healed False Dragon) to escape her own Aes Sedai. To do this, Siuan will drug the Aes Sedai keeping a constant shield on him. In a final passage, Lan's fate from the last book is finally revealed; his Warder bond has been switched without his consent, from the presumed-dead Moiraine to another Aes Sedai, Myrelle. Lan has crossed much of the continent, and has had many battles, to arrive at Myrelle's side.

Chapter 53 - Rand has now been gone six days. Perrin is the most suspicious of evil afoot and is searching the streets for any sign. Only when Berelain goes through Rand's room and finds his sword and Dragon buckle does everyone truly suspect Rand has been kidnapped.

Chapter 54 - A great force gathers in pursuit of the Aes Sedai holding Rand, including Perrin and Loial, Mayeners and Cairhienin, Two Rivers Archers, the Maidens, Rhuarc and his Aielmen, and the Wise Ones. Another ally are the wolves, with whom Perrin is able to communicate. The wolves give him slight clues as to the Aes Sedai's distance and strength. The army encounters the Salidar Aes Sedai, led by Kiruna and Bera, and they also join. After a few days' pursuit, wolves tell Perrin they are very close.

Chapter 55 - The Tower Aes Sedai and their army (led by Gawyn's Younglings) are besieged by Shaido Aiel. This is in betrayal of their alliance. It is pandemonium as fire and lightning are cast back and forth, with wagons burning. Meanwhile, Rand is suffering and desperate to get out of the chest he has been locked in. Summoning all of his strength, he manages to slowly break the shield that the Aes Sedai are straining to maintain during the attack. He is able to channel again, and promptly shatters his prison, stilling several of his captor Aes Sedai. Perrin and his army use the Shaido diversion to their advantage, and Perrin's army attacks while Perrin releases hundreds of wolves onto the Shaido as well. One more set of party-crashers are the Asha'man led by Taim, those men learning to channel. They provide the tipping power, and the Shaido are crushed by fierce magic. The battle is over; Min is okay; Gawyn's condition is unknown. Rand vows never to trust another Aes Sedai ever again, and when the Salidar Aes Sedai attempt to congratulate him, he instead forces them to kneel and swear fealty to him. Surrounded by the channeling Asha'man, they cannot help kneeling and swearing the oath. This act of Aes Sedai swearing loyalty to the Lord Dragon was foretold by the Prophecies and is another large step in the overall story arc.



Epilogue - Moghedien is freed from her shackles by Halima, aka Aran'gar, one of the evil begins resurrected by the Dark One at the beginning of the book. Moghedien is told she is summoned to Shayol Ghul, the Pit of Doom.

Chapters 52 through 55, and Epilogue Analysis

This final section involves the rescue of Rand by his friends and allies. Jordan's expert pacing is again demonstrated here. First there is a lull in activity, with everyone figuring Rand simply teleported away without telling anyone, as he sometimes does. Naturally, we know that Rand is captured, and these characters don't, creating an irresistibly tense dramatic irony, as the reader practically begs someone to realize the truth. Especially effective with this kind of suspense is the fact that Rand's likelihood of surviving drops with every tick of the clock as the Aes Sedai wagon train weaves its way to Tar Valon. Finally Berelain discovers Rand's sword, which he would never abandon, and plans are quickly put into action. Chapter 54 features the great gathering of forces; with Rand in trouble, everyone rallies to his defense. Long Chapter 55 is the culmination of this gathering, and the kind of action-packed, furious, frenetic sequence that make the quieter chapters worthwhile. The Shaido Aiel betray the Tower (resolving a storyline started back in the Prologue); Rand learns to use Lews (not just ignore him) in order to break the Aes Sedai shield around him, a kind of quasi-resolution to the problem of Lews; Perrin and the great gathering attack; Rand's Asha'man (again, a storyline started early in the book and now resolved) crush the remaining resistance. Rand makes his vow to never trust Aes Sedai, and he forces nine Aes Sedai to kneel and swear loyalty to him. Jordan then neatly breaks the third-person limited point of view, assuming omniscience as he ties this event back to the Dragon Prophecies.



Characters

Rand al'Thor

Rand al'Thor is the legendary Dragon Reborn of prophecy, the hero who, as prophesied, will unite the world and defeat the Dark One in the Last Battle. He will lead the world into the Breaking, which is the end of the current Age and the beginning of the next. He is also, naturally, designated a "ta'varen," a person of destiny and spectacular importance who will bend the destinies of those around him, as has been demonstrated time and again. Though born of Andoran and Aiel blood, Rand was raised in the Two Rivers, a quiet, good-natured, small community, well away from politics and kingdoms. As a result, though Rand by virtue of his standing controls many lands and followers, he has an aversion to the class system, inequalities, and old, failing traditions he comes across, when they do not abide by common sense. Only reluctantly will he play the game of politics and diplomacy important to a ruler, and sometimes he turns custom and laws on their head. Rand has an amazing capacity to control the True Source (e.g. magic), and is the most powerful channeler alive. Learning bits and pieces and by the seat of his pants, as there are no male teachers of the Source left, Rand learns abilities such as throwing fireballs and teleporting. In this book, Rand combats the spirit of Lews Therin (the Dragon Reborn from a previous Age) as a voice in his head. This, and the fact that touching the male half of the True Source causes madness, has Rand in a constant mental battle that is eating away at him. Mental fatigue, the burden of prophecy, and the responsibility of leading has Rand increasingly cold, distrustful, paranoid, and inward. Rand is a very tall and imposing figure, given his unusual ancestry and is expert with a bow. As for love, which he feels as any other man, he fears letting any woman too close for fear of what he is, and the probability that he will die before it is all over and done with. Rand is fair but final in his rulings, and where before a younger Rand may have shirked his title with disbelief, Rand has accepted his destiny with a kind of noble world-weariness, acting more like a ruler to all and less like the shepherd he was only a couple years ago.

Egwene al'Vere

Egwene al'Vere is a childhood friend of Rand from the Two Rivers. A capable and smart woman, she was being groomed to assume the title of Wisdom in her village, a sort of wise woman who held council on town affairs and tended to the sick. This all changed when the events of the WHEEL OF TIME unfolded. Now she is a woman who is very strong in the True Source and a very capable sorceress. She also has the gift of Dreamwalking, wherein she can navigate the Dream World that parallels our own, and pry into people's dreams. Though not completely clear, it is also thought she possesses the talent called Foretelling, seeing events before they happen. Egwene has spent her studies with both Aes Sedai sorceresses and Wise Ones, giving her a balanced, multi-dimensional aspect to her channeling. In LORD OF CHAOS, she is raised to the title of Amyrlin Seat, the leader of the Aes Sedai, and she makes plans to take back the White



Tower now held by evil Elaida. She, like almost all of Jordan's females, is strong and determined above all else, to the point of stubbornness. She is also characterized by a thirst for knowledge, a thirst that sometimes has her doing dangerous things, like delving a little too deeply into the Dream World. She believes she was chosen for the Amyrlin Seat because she is thought to be timid and pliable, easily manipulated by her keepers. However, she means to prove this notion wrong completely, though she has enough political smarts to exert her own control only little by little. She is little more than eighteen, but very capable and mature for her age. She remains a friend to Rand, and one of the few people who can scold him or talk to him like just another person, though their relationship is strained by Rand's distrust of Aes Sedai in general. She is in love with Gawyn, leader of the Younglings who guard the White Tower.

Nynaeve al'Meara

Nynaeve al'Meara also grew up in the Two Rivers and is a few years older than her childhood friends. She was the Wisdom for their village. She has a legendary temper, which she displays physically by tugging hard at her hair braid, and she is short-tempered and unkind, especially with men, who she considers "wool-headed" and impossible with which to reason. She is never afraid to yell or make her feelings known, even to the point of kicking, punching, and wrestling. And in fact, this is key to her entire being. She has enormous power in the True Source, but she can only access and use the magic when in a state of fury. She has tried to deal with this limitation, but as of LORD OF CHAOS, she can only channel when angry, a unique quality among Aes Sedai. Nynaeve was powerful enough to best the Forsaken, Moghedien, one on one. Nynaeve's specialty and interest lies in Healing, both magical and with her expert knowledge of herbs, teas, and ointments. Thus, in LORD OF CHAOS she becomes a member of the Yellow Ajah within the Aes Sedai; the Yellow focus on Healing exclusively. She is fiercely loyal to her friends and hateful towards her enemies. She is in love with a Warder named Lan. Lan feels as Rand does, that he is too dangerous to be close with any woman, so Nynaeve's love is unrequited. Nynaeve is usually critical of everyone's behaviors (especially flirtatious or ostentatious behavior), and is not unlike an overprotective mother when it comes to correcting such behavior. Nynaeve is responsible for some very important events in the series; in LORD OF CHAOS, she enslaves Moghedien and gleans some lost magical information from the last Age, and she also cures "stilling," the condition where a person is cut off the True Source, once thought impossible.

Mat Cauthon

Mat Cauthon, like several others, grew up in the Two Rivers. Ever since he was a young boy, he has been a prankster, jokester, and gambler, all of which have gotten him in trouble with authorities, men, and women. He is easily prone to swearing and carrying on a tantrum, turning a darkly comic eye to anything and everything, making passages reflecting his thoughts some of the most enjoyable reads of the series. Like Rand, Mat is "ta'varen," meaning he is a man of destiny who draws people to him and alters



destinies. In Mat's case, though he can't channel and is indeed deeply distrustful of magic in general, a certain aura of luck seems to surround him, to where he might win at dice twenty times in a row. He has also escaped death several times in the series, including nearly dying from the effects of an evil dagger and being hanged. Though his remarkable luck certainly had something to do with surviving those, he yet bears the mental scars (and physical scars, in the case of the hanging) of those experiences. As a result, his first instinct is to distrust rather than trust, and to be sarcastic instead of genuine. He generally has a sour disposition, enlivened by his darkly humorous way of seeing the world. He would prefer to play all day at dice, but events of the series have matured him, and he realizes his importance, albeit reluctantly. Mat bears a strange and accidental burden that he acquired from a magical city; he holds the memories of countless warriors, generals, and military men in his head, from days long past. As a result, he understands the Old Tongue, a language mostly forgotten except by scholars, and he also has the ability to be an exemplary military strategist and leader. After a few key tests in battle, Mat has shown himself wise and brilliant in both tactics and strategy, pulling this or that memory from his head of old battles. Thus, he now leads armies and in LORD OF CHAOS is poised to be Rand's field general.

Perrin Aybara

Along with Mat and Rand, Perrin is the third side of the triangle of men from the Two Rivers. Strong, tall, and broad-shouldered, he worked as a blacksmith's apprentice before destiny and his standing as "ta'varen" drew him away, wherein he swapped his blacksmith's hammer for an axe. Quiet, commonsensical, and grounded, Perrin is good-natured and one of the most clear-thinking, logical characters in the series. He also has a fierce tenacity and would give his life to protect his friends and family. He lost most of his family to evil Trollocs, and it was Perrin who reluctantly assumed the mantle of leadership in driving the Trollocs from his hometown. While he cannot channel like Rand, Perrin also has a unique ability. He is able to communicate with wolves, both in his mind and in the Dream World. As a physical consequence of this power, Perrin's eyes are yellow as a wolf's. This feral nature gives him increased sight and smell, to where he is able to smell emotions in people and gauge their mood. After a tumultuous beginning, Perrin falls in love with Faile Bashere and has proven a fine man and husband. Like Rand, he is initially reluctant to assume power and leadership positions (He cringes when people try to call him "Lord Perrin."), but he knows he has the qualities necessary for leadership. In all ruling matters, if he can't avoid them and give them to Faile, he is fair and equitable, if a bit short of diplomatic.

Elayne Trakand

Elayne is Daughter-Heir to the throne of Andor, a Princess, and as such has the qualities one might expect from one born of royalty. She is well-schooled in diplomacy, and the more subtle and charismatic methods to get what she wants, as contrasted to impatient Nynaeve. She knows politics and the etiquette of the high court well, and is always proper about her dress and behavior. She is also haughty, frequently with her



nose in the air, giving her a smug self-confidence that sometimes rubs people the wrong way. Elayne spends most of her time with Nynaeve, and they are good friends. Birgitte is her Warder, that person linked to her psychically in order to protect her, and she is hopelessly in love with Rand, though Rand will not return it and, besides, they are usually separated by great distances. Like Egwene and Nynaeve, Elayne has great potential in the use of the True Source, and she is an especially quick learner when it comes to magical artifacts, known as ter'angreals. A great accomplishment of Elayne's comes when she replicates a ter'angreal, a feat no one in memory had achieved. Though she has feelings for Rand, she resents the fact that he wants to "give" her the throne of Andor. It was never Rand's to give, in her mind.

The Dark One

Also known as Shai'Tan, The Dark One is essentially the antithesis of the Creator, and the worst kind of legendary evil. Comparisons would include Satan in Christian mythology, and Sauron in J.R.R. Tolkien's LORD OF THE RINGS trilogy. Rand is destined to meet this being in combat in The Last Battle that will decide the fate of humankind. For now, The Dark One is held in an ever-weakening prison, in the Pit of Doom at Shayol Ghul.

Demandred

Demandred is one of the male Forsaken (also known as the Chosen, depending on which side you are on), one of thirteen powerful magic-users that betrayed Good in the last Age and gave their allegiance to the Dark One. Their release from Shayol Ghul was the initial sign, the "beginning of the end" of the Prophecies of the Dragon Reborn. Carrying with them talents, knowledge, and memories of the past Age, they are indeed fearsome opponents. Demandred brings news to the other Forsaken of the Dark One's commands, including the proclamation that the Lord of Chaos shall rule.

Shaidar Haran

Shaidar Haran, or "Hand of the Dark," is a unique servant to the Dark One. He is one of the Myrddraal, fearsome and faceless Shadowspawn humanoids, but he is larger and smarter than any other of his race, striking fear even into the Forsaken. He appears first in THE LORD OF CHAOS. His exact role is unclear, but he appears to be an emissary or agent of the Dark One.

Moghedien

Moghedien is one of the Forsaken who in the last book was captured and enslaved by Nynaeve, via magical slave bracelets. Nynaeve and the others keep her alive and hidden, because they feel her knowledge of lost magic is invaluable, and indeed Moghedien, cowed by the bracelets, does teach them a few things. To everyone outside



of Nynaeve, Elayne, and a few other close allies, Moghedien is "Marigan," a simple peasant. Moghedien of course hates her enslavement, but the bracelets are too strong, and any wrong move by Moghedien would result in the bracelets punishing her to the point of throwing up. At the end of LORD OF CHAOS she is set free of her shackles by an evil being known as Aran'gar, leading to speculation of the lengths this evil woman may go to, to exact revenge on Nynaeve.

Siuana Sanche

Siuana Sanche is the exiled and deposed former Amyrlin Seat of the White Tower, a near royal title. In her fall, she was stilled by the rebels in the Tower, cutting her off from the True Source. Most people who are stilled lose interest in living, but Siuana has just the kind of pluck and determination to keep on. She makes it her goal to undo the schism and reunite the Tower with its proper leaders. Siuana comes from humble beginnings, a fishing village, and thus she uses many phrases and truisms flavored with references from fishing and the sea. She is friendly to Egwene, Nynaeve and the others, and will use her knowledge of ruling the Tower to aid the effort to re-take the Tower. She gets healed by Nynaeve and is able to once again touch the Source, albeit not as strongly as she once did.

Leane

Leane was Siuana's second-in-command in the Tower, the Keeper. She was also stilled and discarded by the rebels. More emotional than Siuana, she despaired for a time at her fate. A Domani woman, her culture is famous for low-cut dresses and flirtation, and she begins to take these up to fill the void of the True Source, using her feminine wiles to aid Siuana and friendly Aes Sedai. She gets healed by Nynaeve and is able to once again touch the Source.

Min (Elmindreda)

Min is at first a mousy, sweet young girl. Though she does not have the ability to channel, she has the ability to see "auras" around people, images of important things that may happen to them, including images of their own death. She has never seen an aura that did not turn out to be true in one way or another. She is given to dress in men's clothes, shunning dresses and blouses, and is overall somewhat of a tomboy. However, she is in love with Rand (a thing she foresaw in Rand's own aura), and it is her challenge to break her own tomboy image to become someone sexually attractive to Rand. She is affectionate and caring, and many times a tragic aura brings her to tears. She is a close ally of Rand and enjoys bringing him down to earth so to speak, referring to him as a "shepherd," if his head swells.



Faile Bashere

Faile Bashere was a Hunter of the Horn, one of a band of adventurers seeking the legendary Horn of Valere, tied in with the Dragon Prophecies. She has the spirit and tenacity of a warrior, a quality she employed in courting Perrin Aybara. Always feisty and never afraid of sharing her feelings, she is a perfect foil for the quiet, unassuming Perrin. She refuses to leave his side, even in the face of grave danger, and she frequently uses humor to defuse awkward or serious moments. She is jealous of Perrin and always willing to give other women a cold stare if she feels threatened.

Sevanna

Sevanna is the lead Wise One of the Shaido Aiel, the rebel Aiel clan that would not ally but instead fought against Rand. Her father was slain by Rand's army (Mat, to be precise), and she is hungry for revenge. She initiates a pact with the Tower Aes Sedai to work together to capture Rand, but she winds up breaking that oath and fighting the Tower over Rand. She has little respect for those who are not Aiel (wetlanders).

Amys

Amys is one of the Wise Ones, allied to Rand, with who Egwene studies the Dream World under. She also advises Rand. She is wife to Rhuarc, and mother to Aviendha.

Bair

Bair is one of the Wise Ones, allied to Rand, with whom Egwene studies the Dream World under. She also advises Rand.

Sorilea

Sorilea is one of the Wise Ones, allied to Rand, with whom Egwene studies the Dream World under. She also advises Rand closely. While she has only a tiny bit of ability to channel, her age, wisdom, and grit make her the unofficial leader of the Wise Ones.

Elaida

Elaida is the current ruler of the White Tower, the Amyrlin Seat, having recently deposed and exiled Suan Sanche. She is of the Red Ajah, meaning she is openly hostile to men and especially those who channel. She wishes to subjugate Rand to her will, and as such orders his kidnapping.



Gawyn Trakand

Gawyn is born of Andoran royalty and is Elayne's brother. He is hopelessly in love with Egwene and dreams of her often. In the confusion that reigns, Gawyn believes that Rand killed his mother, Queen Morgase, and maybe even Elayne, and as such he hates him and wishes him dead. He is the leader of the Younglings, a group of very young warriors who helped Elaida's side in taking the tower. Now that his love, Egwene, is the Aes Sedai leader in opposition to Elaida, he will be forced into a very difficult position in book seven.

Queen Morgase

Morgase is the exiled (or more accurately, escaped) rightful ruler of Andor, which now rests in Rand's hands. She is attempting to rally those loyal to her in an attempt to take the throne. In this effort, she encounters Pedron Niall, the commander of the Whitecloaks, who have the kind of army she needs to mount a coup d'etat. But Morgase is very wary of the increased power the Whitecloaks would have, and as such only when threatened does she sign an alliance pact with Niall. She is haughty and strong, much like her daughter Elayne. As of Book Six, she remains a "guest" (prisoner) of Niall's in his Fortress of Light.

Pedron Niall

Pedron Niall is the commander of the Children of the Light, known colloquially as the Whitecloaks. He is above all opposed to magic, which he considers the work of the Dark One, and especially opposed to Aes Sedai and now most especially to Rand. He has a network of spies and a large army, and he remains the "X-Factor" that may tip the geopolitical balance one way or another. His beliefs have blinded him, and age is catching up to him, giving him an air of evil desperation. He has no problem employing any method to get the result he needs, and as such is a dangerous schemer and political malcontent.

Balwer

Balwer is Pedron's spymaster. Perhaps appropriately, Balwer masquerades as merely Pedron's assistant and secretary. His spies provide him information about Rand and about the various kingdoms.

Davram Bashere

Davram Bashere is a veteran military general from Saldaea, and in particular is known for his fine horsemen. He allies with Rand, and with Rand and Mat plans a grand sleight-of-hand to attack Sammael in Illian. He is father to Faile, and like any



overprotective father, he feels it is his duty to test her husband Perrin and make sure he is the kind of man worthy of her daughter. He is stern, stoic, and ultimately fair.

Mazrim Taim

Mazrim Taim is a man who can channel and is very powerful. A few years ago, he ravaged the land, proclaiming himself the Dragon of the Prophecies before he was put down militarily. Now, Rand employs him as headmaster for his new school for men who have shown some talent in channeling. Taim recognizes Rand as the true Dragon Reborn. Taim is curt, confident, and Machiavellian in his views and advice for Rand. Taim will come to lead the Asha'man, the male equivalent to Aes Sedai.

Sammael

Sammael is one of the thirteen Forsaken loyal to the Dark One. He rules over the land of Illian under the disguise of a "Lord Brend." Sammael offers a truce to Rand, which is refused. Sammael seems to grow in power and confidence throughout LORD OF CHAOS, being able to manipulate fellow Forsaken Graendal through mind magic. Evil through and through, Sammael sees himself more as finally besting his ancient enemy, Lews Therin, than beating Rand al'Thor per se. He sees them as the same person.

Graendal

One of the Thirteen Forsaken. Proves to be rather weak, as she is successfully coerced and manipulated by Sammael. Plays only a minor role here.

Sheriam

Sheriam is the leader of the Aes Sedai at Salidar, at least before she raises Egwene to the nominal leadership title of Amyrlin Seat. She badly yearns for the reunification of the Tower but realizes the error of Elaida's ways and is prepared for any violence necessary in their retaking of the Tower. Exerts strong influences among the Salidar Aes Sedai. Appoints herself Keeper to Egwene's Amyrlin.

Thom Merrillin

Thom Merrillin is a gleeman, meaning he is a bard, an entertainer, juggler, etc. He is old and full of wisdom, especially on matters of women and the heart. Before his life as a gleeman, he was a nobleman who wooed Queen Morgase as a lover. He feels very kindly toward Elayne (the Queen's daughter) and does his all to protect and guide her.



Juilin Sandar

Juilin Sandar is a thief-catcher, meaning he is hired to retrieve stolen property, rough people up, and other underhanded sorts of things. He was initially opposed to Rand and company (simply because he was hired against them), but since then he has been a stalwart ally of Nynaeve and Elayne. He is a rough sort, living and behaving as a commoner, and is never afraid to enter a fight with his trademark sword breaker.

Tarna

Tarna is the emissary from the Tower to the Salidar "Little Tower," meant to bring the Salidar rebels back to the tower.

Verin

Verin is an Aes Sedai of the Brown Ajah, which indicates she is chiefly interested in the procurement of knowledge, current and especially ancient. She knows much about the prophecies that guide the Dragon Reborn. She accompanied Perrin to the Two Rivers and has found many females capable of channeling who she wishes to bring to the Tower. In the midst of chaos, she is distant and calculating.

Alanna

Alanna is the Aes Sedai who "bonds" Rand as a Warder without his consent. She did this as she is suspicious of men who can channel and wanted to establish a "leash" so to speak. This bond infuriates Rand, adding to his mental anguish. Alanna is shown to be meek and regretful at her action.

Birgitte

Birgitte is the embodiment of a legend, an archer of the previous Age known for her extraordinary skill with the bow and for her battle prowess and fortitude. She is one of the storied Heroes who will answer the call in the Last Battle to fight alongside Rand. She is found by Elayne and Nynaeve in the Dream World. A typical Jordan female, she is headstrong and independent, quick to speak her mind.

Rhuarc

Rhuarc is the male chief of an Aiel clan and assumes the military leadership of all the Aiel clans allied to Rand. He is stoic, and only speaks when it is needed. A rock of an ally for Rand. Married to Amys.



Berelain

Berelain is Queen of Mayene, a small but important nation to the South. She was one of the first to ally freely with Rand, and thus she still holds reign over her people. Berelain has proven to be a good and just ruler. She is also flirty and given to wear revealing dresses.

Aviendha

Aviendha is a former Maiden of the Spear and an apprentice Wise One, She is a fierce Aiel warrior who has vowed to protect Rand and teach him about the customs of the Aiel. Rand and Aviendha were lovers briefly, something they seem to regret, but nonetheless the mutual attraction is irresistible. Like most Aiel she is hard, temperamental, and cares greatly about personal honor.

Lews Therin

Lews Therin was the Dragon Reborn for the last Age, the Age of Legends, who sealed up the Dark One in his current prison. The current Dragon Reborn is Rand, and because of this link Lews Therin is somehow a part of Rand mentally. Rand must constantly deal with cryptic snippets of Lews Therin's voice. Lews went very mad and evil with magic, and his bloodlust is something Rand must constantly fight against. In earlier books, the implication is that Rand is actually Lews Therin reincarnated.

Loial

Loial is an Ogier, a race of man-giants who live in groves called steddings. Ogiers are responsible for the architecture and masonry of much of the old cities of the world. Today they are few in number. Loial himself is a pursuer of knowledge and is never without a book to read. However, he is able to take up weapons and fight when the need is great.

Olver

Olver is the orphan boy that Mat takes under his wing and begins to grow fond of. He believes Aiel killed his parents, and thus he is murderously violent toward any Aiel. Surely, Olver's name owes itself to another orphan, Oliver Twist, in the Dickens novel.

Coiren

Coiren is one of the leaders of the Tower embassy of Aes Sedai who visit Rand, and eventually kidnap him. She is very distrustful of men who can channel. She is cold,



severe, and calculating, and feels Rand needs to be taught respect, be it with confinement, torture, stiling, or death.

Galina

Galina is one of the Tower embassy of Aes Sedai who visit Rand and kidnap him. Like Coiren, she is suspicious and even hateful of men who can channel.

Logain

Logain is a former False Dragon who was cut off from magic. Most people cut off from magic simply lose the will to live and die soon, but Logain has hung on, perhaps for the chance for vengeance. However, Nynaeve accidentally discovers how to heal Logain, and now he is reconnected to the power, though with less potential than he had before. At the end of LORD OF CHAOS, Egwene allows him to escape, as she does not want to see him cut off from magic for a second time.

Padan Fain

A former peddler and merchant to the Two Rivers, Padan turned Darkfriend (swearing loyalty to the Dark One). However, sometime after that he fell sway to an even more ancient evil, at Shadar Logoth, and he bears a dagger of great evil from that period. He is unpredictable, clearly against Rand and wishing him dead, but his alliances to the Dark One is less clear. It is clear that he is powerful enough to influence events from a safe distance, convincing the Tower to kidnap Rand as one example.

Merana

Merana is the leader of the Salidar Aes Sedai embassy to Rand, but she quickly relinquishes leadership to two stronger personalities, Bera and Kiruna. She is suffering and weak, wanting the reins of leadership but powerless to keep them.

Bera

Bera is an Aes Sedai who takes a co-leadership role in the Salidar embassy to Rand, along with Kiruna. Bera is blustery, outspoken, and essentially a bully. When an Aes Sedai as stubborn as her is forced to kneel to Rand, it is a clear sign that Rand is well on his way to ally all Aes Sedai to him.

Kiruna

Kiruna is an Aes Sedai who takes a co-leadership role in the Salidar embassy to Rand, along with Bera. Kiruna is essentially a bully and is used to getting her way.

Queen Tylin

Queen Tylin reigns over the relatively lawless, violent city of Ebou Dar. When Elayne and Nynaeve visit her to find clues about the magical bowl they seek, Tylin is helpful and cooperative, suggesting a likely part of town where the bowl is.



Objects/Places

Caemlyn

Caemlyn is the capital city of the kingdom of Andor, from which Rand now rules and plots.

Cairhien

Cairhien is the capital city of the kingdom of the same name, and one of the cities over which Rand holds reign. Cairhienin, especially the nobility, are especially concerned with politics, leading to a subtle system of politics called the Game of Houses.

Tar Valon

Tar Valon is the island city where the White Tower is, where Aes Sedai are headquartered and teach female students the art of channeling. It is a prime target of the Whitecloaks, who despise magic considering it a dark art.

Illian

Illian is a southern, seaside kingdom, now ruled by "Lord Brend," who is the evil Forsaken Sammael in disguise. This kingdom is Rand's next target, and its conquest takes up much of Rand's thoughts and planning in LORD OF CHAOS.

Emond's Field

Emond's Field is the small farming community in the Two Rivers district where many of the principle characters are born and raised.

Salidar

Salidar is a small, wooded community made by the Aes Sedai and Warders who fled when the White Tower was split. There, the "rebel" Aes Sedai make a new "Little Tower," name a new leader, and build an army in order to retake the White Tower.

Shayol Ghul

Shayol Ghul is the home of the Pit of Doom, wherein rests the Dark One himself in an ever-weakening prison. Well to the north, in the Blighted Lands, it is inhospitable, and its evil is almost palpable.



Shadar Logoth

Shadar Logoth is a town whose inhabitants went mad and killed each other. Since then a great evil, a different evil than the Dark One, rests there, making it a deadly and inhospitable ruins. It is said even walking in its shadows can be deadly.

Ruby-Encrusted Dagger

The Ruby-Encrusted Dagger is a weapon imbued with great evil, that was tainted by Shadar Logoth. It was first found by Mat Cauthon (who it nearly killed), and next it found its way into the possession of Padan Fain, perverting him into an instrument of pure evil.

Aes Sedai

The Aes Sedai are a formal organization of female-only spellcasters, those who can channel the True Source. Their base is in the White Tower in the city of Tar Valon. They are broken into separate Ajahs or sects, each designated with a different color that hints at a members' specialty or interest. Yellow Ajahs are interested in healing, Grays specialize in treaties and negotiations, etc. In LORD OF CHAOS the Aes Sedai are split into two factions, the Tower and Salidar, with the Tower generally hostile toward Rand and his progress, and Salidar wary but ultimately supportive of Rand.

Ta'varen

Ta'varen is the word used for special people who have a particularly important destiny, and as such influence others around them. Rand is the most powerful Ta'varen in an Age, and Perrin and Mat are also considered Ta'varen. Most common folk are wary of ta'varen, as battle and chaos usually trail them.

The Wheel of Time

The Wheel of Time is the name of the series, and an analogy for the passage of time. Inhabitants in this land consider time and the Creator to be a spinning wheel, weaving a Pattern as it goes. It divides time into Ages, distinct eras. Time thus has no beginning and no end, and Ages will echo one another.

The Pattern

Inhabitants of Robert Jordan's land will speak of "The Pattern" as something of cosmological significance. "The Pattern weaves as the Wheel wills" is a common phrase that hints at a determinism, that events are out of one's control. Events unfold and people interact like weaves in a piece of cloth, separate but at the same time interconnected.



Dragon Reborn

The Dragon Reborn is the ultimate Hero of legend, who will fight the Dark One in the Last Battle, ushering in a new Age. Rand al'Thor is this Dragon Reborn.

The True Source

The True Source, sometimes called simply The Source or The Power, is essentially magic by another name. It is a force which can be accessed and manipulated by certain people (channelers), for good or ill. The True Source is comprised of two halves, male and female, which are very different and are worked completely differently. In the last Age, the Dark One tainted the male half of the True Source, making any man who channeled it insane and murderous after a short period of time. Thus, men had been almost roundly forbidden, on threat of death, from channeling, before Rand came and changed the world.

Forsaken

The Forsaken are thirteen powerful and immortal channelers, from the Age of Legends, who betrayed mankind and swore allegiance to the Dark One. They have escaped from Shayol Ghul and now plot against Rand and company. They call themselves "The Chosen."

Whitecloaks

The Whitecloaks is the common name for the Children of the Light, warriors whose stated goal is to eliminate Darkfriends and defend the defenseless from magic. They are typically overzealous in their duties, and surely many innocents have died as falsely-branded "Darkfriends." They are clearly opposed to both Aes Sedai and Rand, because of their magical powers. A separate branch of the Children, known as the Hand, specialize in interrogation, spying, and torture.

Darkfriends

Darkfriends are simply those humans who have sworn allegiance to the Dark One and carry out evil duties given to them. It is thought there are many Darkfriends among the general populace and at every level. Darkfriends are not to be confused with Shadowspawn, which cover evil creatures (and not humans), such as Trollocs, "Worms," and Myrddraal.



Themes

The Price of Power

Robert Jordan, throughout the Wheel of Time series, is particularly interested in the various costs of the accumulation of power. Going from the responsibility of tending a few sheep to becoming the Dragon Reborn and savior of mankind who will unite the world is, naturally, a startling contrast for Rand al'Thor to endure. There are first mental costs. Rand now immediately distrusts people, motives, words, where before he was of a much more trusting manner. There is a sort of paranoia that comes with power. Rand sees ulterior motives where there are none, traps where none exist, and malicious intent behind innocuous things. However, some of Rand's hunches have been correct and have saved his life, so Jordan paints this paranoia as a necessary partner to the great power Rand possesses. Rand is also slowly going mad (due to the Dark One's "taint" on the male half of magic), which is certainly not helped with the fact that the previous Dragon Reborn, Lews Therin, is screaming or uttering gibberish in his head. It is clear power itself corrupts.

There are also costs in terms of Rand's relationships. We previously discussed paranoia, which enforces a certain distance Rand now keeps from even his most trusted friends. He sees people less as real people than as pawns in a game, again perhaps a "necessary evil" that comes with leadership and having the welfare of so many in mind. Rand must make terrible decisions that will result in people dying, such as sentencing his friend Mangin to hanging because he killed someone in cold blood and the law must be the same for everyone, decisions which weigh on Rand heavily and sicken and hurt him. Rand has also had to turn away lovers and shun those women he is attracted to because he feels he is too dangerous to get close to someone.

And Rand is not the only example of the general notion that power comes with a price. Channeling is a fantastic power, where amazing things are possible and users feel alive and energized, but in the male case, its users go mad, and in the female case, most normal people are distrustful or outright hostile to channelers. The formal organization for channelers, Aes Sedai, is a rigid bureaucracy with draconian policies and expectations for behavior. Perrin has the amazing sight and smell of a wolf, but he must battle feral instincts of rage and violence. Mat Cauthon has the superior knowledge of generations of generals and warriors, but he must battle other personalities in his head. And in the ultimate expression of power coming with a price, the Faustian bargain, the Forsaken have immortality and almost limitless powers, but they are beholden to the Dark One, and the same murder, chaos, and violence they spread could easily visit them at their own doorstep.



The Differences Between Men and Women

The mix of first-person narratives is a fine way for Jordan to explore the differences between men and women. It is interesting first to note that one of the very rules of Jordan's universe speak to this difference: the Source is divided into a male and female half. Males can only channel the male half, females the female half, and as we are told, the halves are so different as to be completely different things. We can easily apply this rule to Jordan's feelings about men and women. Throughout the series, male behavior constantly leave females angry, puzzled, and exasperated, and the opposite is true as well. Characters will dismiss the strange behavior of a member of the opposite sex as "wool-headed" or "mule-headed" (dumb and stubborn) when they have no better explanation. There is a running joke that Perrin and Rand think Mat is the one guy who really knows what women want; meanwhile, Mat betrays the same puzzlement of women in his own passages, saying that it's in fact Rand or Perrin who really know women. To exemplify this difference, most characters in the book adhere to a kind of Victorian morality, with expectations of behavior and protocols with the opposite sex so rigid and confining that collisions between the sexes cause no end of humorous consternation, outrage, and arguments.

Women are at a loss to explain men's propensity towards violence and love of nothing but beef at the dinner table; men chide women for their endless chattering and inability to simply speak their mind. The sexes are usually segregated for these reasons (such as in the case of the female-only Aes Sedai or Maiden of the Spears), and there is a sense that segregation would be the rule, were it not for the inevitable and inexplicable attraction that blossoms between men and women. The whys and wherefores of Love with Jordan are particularly impenetrable. Egwene loves Gawyn, Min, Elayne, and Aviendha love Rand, Perrin loves Faile, Nynaeve loves Lan, and none of these loves are or can be explained; they are just mysterious "givens," made even more mysterious when, in most of these pairings, opposites attract.

Love is always a serious, thorny, and paradoxical subject for Jordan, be it in the form of Perrin's heated defense of his value as a husband to his wife's parents, or in the anecdote of an abused peasant woman illogically staying with her abusive husband, until it's revealed she was beating him as much as he her. Mat Cauthon is Jordan's voice against love and the guiles of women. To Mat, love and marriage is nothing but trouble that will send a man to an early grave. At the same time, Mat is prophesied to marry the Daughter of the Nine Moons, and Mat cannot resist an all-night dance at an Inn with a pretty lass. Aviendha loves Rand and makes love to him, but her promise to keep Rand for Elayne vastly overrides her feelings toward Rand, and she feels in desperate debt to Elayne. And in Loial the Ogier's case, his suffocating mother and promised future wife are literally chasing him around. Loial feels too young to marry; at the same time, he talks lovingly of his future wife. Such paradoxes are found throughout Jordan's work. The old husband's phrase comes to mind: "I can't live with her, and can't live without her."



The Political Web

Rand's quest of uniting the world is a perfect opportunity for Jordan to demonstrate the complexities and pitfalls of nation-building and politics in general. In fact, Jordan has his own name for it, The Game Of Houses, which speaks to the intricate system of politics and diplomacy the ruling class adheres to in their never-ending desire for power and upward mobility. Rand, given his humble beginnings as a shepherd, wishes to cut through such games and arrive at a more fair and transparent order, but the LORD OF CHAOS has Rand playing the Game like a veteran diplomat, assuaging the concerns of this House, setting that House against another House, spreading a rumor advantageous to a larger strategy of his, and all manner of similar tactics. Much of the Wheel of Time series is concerned with the machinations of politics, and battles won in the throne room or at the signing of a treaty are sometimes more momentous and thrilling than a battle won on the field of war. Consider, for example, Queen Morgase's decision to sign an alliance with the Whitecloaks, and the complexities rife within that decision. The Queen desperately desires to get her kingdom back, and the Whitecloaks seemingly have the military might to let her do just that. However, she knows that the aftermath of her re-ascension will mean a separate, shadow Whitecloak government within her own kingdom, perhaps even with her coerced into a sort of powerless figurehead role. This would tend to make her to refuse to sign, but her immediate status as a prisoner of the Whitecloaks, and the hangings of two of her co-conspirators, compel her into signing. But even after her signing, the Whitecloaks make no immediate move to gather forces for Andor, frustrating her plans and making a time-sensitive matter even more so, causing her to reconsider signing at all.

Starting with LORD OF CHAOS, Egwene also gets a hand into politics with her sudden ascension into the Amyrlin Seat, the leader of the rebel Aes Sedai. She was placed there by a particular group of women for a particular purpose, and thus has ostensibly little power if she hopes to satisfy her keepers and retain her title; at the same time, in this book she already exerts her own influence and makes some surprising proclamations. Most segments in society in Jordan's work, from towns to kingdoms to organizations like the Aes Sedai, have rigid protocols and traditions in place, political infighting, and unwieldy bureaucracies. Characters must, sometimes alternately or even simultaneously, either break and revolutionize the existing system, or abide by its rules, to achieve their ends. This difficult navigation makes up much of the interest in many sections of The Wheel of Time series.



Style

Point of View

The Point of View in LORD OF CHAOS is primarily alternating third-person limited, with occasional breaks into third-person omniscient. The change from one character to another is marked by either a space between passages, or the introduction of a new chapter. This choice does several things. It gives the author freedom to hop from one character to another, offering a wide range of perspectives/worldviews to be presented, and in such a way that the scope is quite broad. This broad scope that encompasses many different characters is characteristic of epic fantasy, and it allows for the development of many intersecting storylines, both external and internal. By confining himself to the thoughts and feelings of one character at a time, Jordan lends the narrative a sense of intimacy, individualism, and immediacy that I believe would be lost in, say, a third-person omniscient point of view. On the other hand, one gets the sense a choice of first-person point of view would be too confining, especially in a novel of this epic scope. Alternating third-person limited thus suits the nature and scope of the piece quite appropriately, with Jordan giving himself the extra leeway to "jump out" of a character in a subtle way, when he evokes large concepts such as The Wheel of Time or the Pattern, for example, or when he brings us back to the Dragon Prophecies at the conclusion of the book.

Setting

The setting of LORD OF CHAOS, and all of THE WHEEL OF TIME series, is a large, unnamed fantasy land divided into different kingdoms with (usually) different cultures, differentiated by dress, morals, behaviors, building architecture, and other things, though everyone shares a common language. The guiding force behind this universe is known as the True Source, and there are some in this land who can channel this Source to perform amazing magical feats. However, most cannot, and this "channeling" is mostly frowned upon, if not outright illegal in the case of me or rogue women channelers. This land is said to be the work of the Creator (God, essentially). Opposed to the Creator is The Dark One, an evil being trapped in a place called Shayol Ghul, in the Blightlands, an uninhabitable, arid land north of the kingdoms. As per many fantasy novels, the technology level of this civilization could be said to be roughly equivalent to Europe's Medieval period. Farmers use oxen to plough; candles are used to light, horses to travel, and swords to kill. In addition to humans and the normal kinds of flora and fauna, there are evil beings known as Shadowspawns, concentrated in the Blight but increasingly seen among civilization. These include Trollocs (orc-like humanoids that were crossed with animals like goats and bulls) and Myrddraal (humanoids with a fleshy white mass instead of a face, who can instill fear in humans).



Language and Meaning

I would characterize the language used throughout LORD OF CHAOS as that of an educated adult, in a story intended for adults. The majority of the story is written with the modern-day English language and vocabulary, and modern-day usage. There are significant exceptions to this. Jordan has developed a few charming curses and phrases unique to his world, like "blood and ashes!" to express outrage or disappointment, and "wool-headed" to describe someone who is stubborn and hard to deal with. Additionally, there are several organizations, concepts, magical items, etc., which Jordan has named, such as the Aes Sedai, ji'e'toh, ta'varen, Nae'blis, Avendoradela, and such. Many of these words are "derived" from a language Jordan invented, the Old Tongue, presumably a language spoken in the last age and now remembered only in bits and pieces. Learning a bit of this language is how Rand arrives at the name "Asha'man" for his band of warriors. This creation of a language is indicative of the deep fantasy world Jordan has crafted, much as J.R.R. Tolkien invented an elvish language for his LORD OF THE RINGS trilogy. To hint at this richness, for an example tied back to language, Birgitte, born of a previous Age, will have different names for places in the world, and will make allusions based on their past experience that are unknown to the people in the current Age.

Structure

LORD OF CHAOS is divided into fifty-five relatively short chapters, with both a prologue and epilogue. With its alternating third-person limited point of view (a change in which frequently makes for a new chapter), the reader is treated to a variety of perspectives, geographies, and alliances. Both "good" and "evil" characters are presented. Frequently we will join a character in mid-sentence or in the middle of a larger action, creating varying amounts of confusion in the reader, which spurs the reader on to figure out what's going on and resolve this confusion. Jordan sustains suspense by alternating between busy and exciting action sequences, and quieter, more thoughtful chapters, in which perhaps a character's thoughts are thoroughly presented, or the ramifications of a particular set of political decisions are laid out. Storylines are numerous, intertwined, and only occasionally resolved; a storyline that was abandoned for an entire book could suddenly come back, making for an unpredictable and multi-dimensional story experience. The bookends of the Prologue and Epilogue serve fairly obvious purposes. The Prologue reminds us of the events of the previous book, and catches us up on the current status of major and minor characters and events; the epilogue provides (sometimes quite cryptic) hints as to what the proceeding book will be concerned about.

Quotes

Prologue, pg. 4: "Demandred came as close to smiling as he ever did. What fools they were who opposed the Great Lord. Oh, the Bore was still blocked, though more tenuously than when he had wakened from his long sleep and broken free of his own prison in it. Blocked, but larger than when he woke. Still not so large as when he had been cast into it with his fellows at the end of the War of Power, but at each visit since waking, a little wider. Soon the blockage would be gone, and the Great Lord would reach out across the earth again. Soon would come the Day of Return. And he would rule the world for all time. Under the Great Lord, of course. And with those of the other Chosen who survived, also of course."

Prologue, pg. 39: "But then, people in the Two Rivers used to say nothing there ever changed, yet a great deal had since the Trollocs. Emond's Field [...] was larger than [Faile] had first seen, all the burned houses rebuilt and new going up. Some in brick, another new thing. And some with tile roofs. At the rate new dwellings were being erected, the manor would be in the village soon. There was talk of a wall, in case the Trollocs returned. Change."

Chapter 1, pg. 73: "The Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again. In one Age, called the Third Age by some, an Age yet to come, an Age long past, a wind rose among brown-thicketed hills in Cairhien. The wind was not the beginning. There are neither beginnings nor endings to the turning of the Wheel of Time. But it was a beginning."

Chapter 2, pg. 94: "'Whatever your crimes are, Taim, they pale besides the Forsaken's. Have you ever tortured an entire city, made thousands of people assist in breaking each other slowly, in breaking their own loved ones? Semirhage did that, for no more reason than that she could, to prove she could, for the pleasure of it. Have you murdered children? Graendal did. She called it kindness, so they would not suffer after she enslaved their parents and carried them away.' [...] 'I could go on. I could start from the beginning of the list and go through all thirteen names, adding a hundred crimes as bad to every name. Whatever you've done, it doesn't rank with that. And now you've come to accept my pardon, to walk in the Light and submit to me, to battle the Dark One as hard as you ever battled anyone. The Forsaken are reeling; I mean to hunt them all down, eradicate them. And you will help me. For that, you've earned your pardon. I tell you true, you'll probably earn it a hundred times over again before the Last Battle is done.'"

Chapter 5, pg. 146: "More than once [Matrim Cauthon] had wished those bits of other men were out of his head. Without them, he would not be where he was, commanding nearly six thousand soldiers and more wanting to join every day, about to lead them



south and take commend of the bloody invasion of a land controlled by one of the bloody Forsaken. He was no hero, and did not want to be one. Heroes had a bad habit of getting killed."

Chapter 10, pg. 268: "For good or ill, for ill as often as good, [Rand] twisted chance merely by being within a few miles. [...] There was a saying in the Borderlands: 'Duty is heavier than a mountain, death lighter than a feather.' Once you had that mountain firmly on your shoulders, there was no way to put it down. There was no one else to carry it anyway, and no use whining about it."

Chapter 11, pg. 297: "Rand hesitated. Letting Taim go off was a risk. The man was too aggressive. What would he do if he came across an Aes Sedai on one of his recruiting trips? Maybe he would keep his word and spare her life, but what if she discovered what he was? What if she shielded and captured him? That was a loss Rand could not afford. He could not train students and do everything else he had to do as well. Six years to match the Tower. If Aes Sedai did not find this place first and destroy it and the students before they knew enough to defend themselves. Or less than a year. Finally he nodded. Lews Therin's voice was a mad buzz in the distance. 'You will have your horses.'"

Chapter 22, pg. 467: "The [juggling] stones made [Mat] think of Thom Merrill, who had taught him to juggle, and he wondered whether the old fellow was still alive. Probably not. Rand had sent the gleeman haring after Elayne and Nynaeve what seemed like a very long time ago now, supposedly to look out for them. If any two women needed looking out for less, Mat did not know them, but no two women were more likely to get a man killed because they could not listen to reason. Nynaeve, poking into everything a man did or said or thought and tugging her braid at a fellow all the time, and Elayne the bloody Daughter-Heir, thinking she could get her way by sticking her nose in the air and telling you what for as a bad as Nynaeve ever did, only Elayne was worse, because if frosty high-handedness failed, Elayne smiled and flashed her dimple and expected everybody to fall down because she was pretty. He hoped Thom had managed to survive their company."

Chapter 28, pg. 556: "[Rand] was almost afraid to fall asleep when night came, afraid Lews Therin might seize control while he slept, and when he did sleep his troubled dreams made him toss and mutter. [...] The Dreams he remembered had all been of running from something he could not see. [...] He had been sure it was the Forsaken he was running from in those dreams, or the Dark One, or Tarmon Gai'don, or maybe even Lews Therin. [...] Rand al'Thor had run away from Elayne, from his fear of loving Elayne, just as he had run from fear of loving Aviendha. [...] No more running. He would do what he had to do, but no more running."

Chapter 41, pg. 745: "'Min, can't you see? I [Rand] am a target. Any woman I love



becomes a target, too. Even if the arrow is aimed at me, it could hit her. It could be aimed at her. [...] Lan told me he and I are alike in some ways, and it's true. He said there are men who radiate death. Himself. Me. When a man like that falls in love, the best gift he can give her is to put as much distance as possible between himself and her. You see that, don't you?"

Chapter 46, pg. 810: "'A woman wants a strong man, stronger than she, here.' Her finger poked [Perrin's] chest hard enough to make him grunt. 'I'll never forget the first time Davram took me by the scruff of the neck and showed me he was the stronger of us. It was magnificent!' Perrin blinked; that was an image his mind could not hold. 'If a woman is stronger than her husband, she comes to despise him. She has the choice of either tyrannizing him or else making herself less in order not to make him less. If the husband is strong enough, though ...' She poke him again, even harder. '... she can be as strong as she is, as strong as she can grow to be. You will have to prove to Faile that you're strong.' Another poke, harder still. 'The women of my family are leopards. If you cannot train her to hunt on your command, Faile will rake you as you deserve. Are you strong enough?' This time her finger drove Perrin back a step."

Chapter 55, pg. 981: "'You have done well,' the square-faced one of the pair said. A farmer, with an ageless face and eyes just holding on to serenity, ignoring the Asha'man around her. Obviously ignoring them. 'I am Bera Harkin, and this is Kiruna Nachiman. We came to rescue you [...] though it seems you had small need of us. Still, intentions do count, and-

'Your place is with them,' Rand said, pointing to the Aes Sedai shielded and under guard. Twenty-three, he saw, and Galina not among them. The buzzing of Lews Therin swelled, but he refused to listen. Now was no time for insane rages.

Kiruna drew herself up proudly. Whatever she was, she was certainly no farmer. 'You forget who we are. They may have mistreated you, but we-

'I forget nothing, Aes Sedai,' Rand said coldly. 'I said six could come, but I count nine. I said you would be on an equal footing with the Tower emissaries, and for bringing nine, you will be. They are on their knees, Aes Sedai. Kneel!'

Coldly serene faces stared back at him. He felt Asha'man readying shields of Spirit. Defiance grew on Kiruna's face, on Bera's, on others. Two dozen black-coated men made a ring around Rand and the Aes Sedai. Taim appeared as close to a smile as Rand had ever seen him. 'Kneel and swear to the Lord Dragon,' he said softly, 'or you will be knelt.'

[...]On a day of fire and blood, a tattered banner waved above Dumai's Wells, bearing the ancient symbol of Aes Sedai.

On a day of fire and blood and the One Power, as prophecy had suggested, the unstained tower, broken, bent knee to the forgotten sign.

The first nine Aes Sedai swore fealty to the Dragon Reborn, and the world was changed forever."

Topics for Discussion

The consequences of power is a constant concern for Robert Jordan. Discuss a few examples of such consequences in LORD OF CHAOS and how these relate to a perspective towards power in general.

In some ways, LORD OF CHAOS and THE WHEEL OF TIME is a story of good versus evil. However, Jordan frequently blurs and complicates this distinction. Cite a few examples where good and evil are not so easily defined, be it a particular decision, event, or character, and how this fits into a larger view of morality played out in the series.

Describe Rand's mental state in the book, and if it progresses, how it progresses. How does Rand's mental state function in the book, both in Rand's characterization and in the larger drama being played out?

How does Robert Jordan handle Point of View in the novel, and why might this be appropriate in a "high" or "epic" fantasy fiction?

The character of Min occupies a unique position in the novel. She is characterized as an outsider, an "in-betweeners." She is female, but prefers to dress in boy's clothes to hide her sexuality. She has a magic-like power, but one that does not qualify her as a channeler. She travels with the Aes Sedai but does not belong to that organization. And she is close to Rand, but he cannot see her as sexually attractive. Discuss how Min functions, narratively and in the larger statement the novel makes of what it means to be an outsider.

Describe Mat Cauthon's view of the world, especially in regards to personal responsibility and destiny. Are these views shared by other characters and merely magnified by Mat, or does he have a unique worldview? What does Robert Jordan accomplish with Mat's frequent diatribes, tantrums, and sarcastic outbursts?

Discuss the ways in which THE WHEEL OF TIME series qualifies as "high" or "epic" fantasy fiction. How does this differ from or relate to "swords and sorcery" fantasy fiction?

Characters' dress is of particular importance in fantasy fiction and particularly in THE WHEEL OF TIME. We need only look at characters in The Dream World, where clothing magically changes depending on thoughts or mood. Discuss the ways clothing functions in THE LORD OF CHAOS, especially in regards to characterization and interpersonal relationships.

The debate between determinism and free will figures prominently in THE LORD OF CHAOS. Min's auras speak of events that will inevitably occur, while the Dragon



Prophecies lay out Rand's path in cryptic riddles over which he puzzles. This brand of determinism is countered by the reality of the chaos of a world at war, combined with almost uniformly independent-minded characters pursuing their own agendas. Discuss the paradoxical play between determinism and free will in LORD OF CHAOS.

There are many different types of warriors in THE WHEEL OF TIME and LORD OF CHAOS. What qualities are desirable in a warrior in Jordan's world? Are some qualities universal and some particular? Discuss several different warriors in your answer, either different characters or different warrior societies.