

Storm Thief Study Guide

Storm Thief by Chris Wooding

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Plot Summary

The Storm Thief, by Chris Wooding is a dystopian novel about a trio of characters caught up in an a perilous adventure that shakes their isolated world to its very core. During the events of this story, the main protagonists are faced with overcoming their mistrust and loneliness, and have to try to find themselves a future in an uncertain world.

The story is set in the island-city of Orokos, a far-future scenario where people live in high walled districts, managed by a totalitarian regime called The Protectorate. This regime seeks to 'protect' its people from the effects of the probability storms (or the fluxes of energy that can rearrange buildings, people, create new objects or turn a person into a sugar cube) that radiate from the mysterious central tower of Orokos, The Fulcrum. Adding to this mess is the arrival of the Revenants, or energy ghosts which can kill with a touch, and can possess the bodies of the dead to continue their gruesome work. Through the course of the novel it is discovered that the Revenants and the probability storms were created many centuries ago by the founders of Orokos, the people known as the Faded, in an attempt to control their reality itself. Now the Faded have been destroyed, but living in their ruined citadel island is the Protectorate.

Rail and Moa are two youths from the ghettos, who live by stealing for their employer the monstrous Anya-Jacuna, until Rail finds a Faded-era artefact with the ability to open any door. The two escape, seeking to change their fortunes in this chaotic city, and travel to the secret colony of Kilitas, who are staging a mass break-out into the oceans of Orokos, believing there to be land on the other side of the seas.

During their adventure, the two ghetto young men encounter Vago, the golem, a mechanical and flesh construction created by the Protectorate as the perfect weapon against the Revenants. However, Vago has escaped due to a particularly bad Probability Storm had taken him from his captivity, and he had been enslaved by a cruel toymaker in the wealthiest part of the city. Exploding into violence the golem leaves suddenly one day to fall in with Rail and Moa, and there begins a bizarre trust-triangle as Vago seeks friendship with Moa, but Rail and the golem detest each other.

As the chief of the Secret Police, Lysander Bane and the thief-assassin Finch (sent by Anya-Jacuna) close in on the trio, each attempting either to recapture the golem or the artefact, events spiral out of their control and the trio find themselves being taken to the Fulcrum, the source of the probability storms and the Chaos Engine at its heart. Here Rail has to learn to trust Moa and sacrifice his own stubborn ways, whilst Moa has to learn how to stand up for herself and the golem must decide which side he is really on: the Protectorate's or the ghetto folks.



Part 1 The Sea Bird, 1.1 -1.3

Part 1 The Sea Bird, 1.1 -1.3 Summary

In the first three numbered sections of *The Storm Bird* (which take the place of chapters in a regular book), we encounter for the first time the main protagonists of the Novel; Rail the thief from the ghettos, his companion Moa from the mysterious enclave of Kilitas and Vago the golem. They are all going about their business trying to survive in the strange city of Orokos - an island citadel with many segregated districts, which is racked by things called probability storms or sudden energy storms that can change the way you look where you are, or even turn you into an animal. Two of the characters (Rail and Moa) already know each other and live in one of the ghetto districts, thieving just to survive, whilst Vago the golem is currently held captive in a wealthy toy-maker's tower and forced to work as his apprentice.

The first section 1.1. contains the story of the sea bird for which the whole first part gets its name. This sea bird is lost and disorientated as it approaches the city-island of Orokos. Tired it swoops to find a place to rest but is attacked by large bat like creatures as it flies over the cityscape of towers, rooftops, and buildings. Suddenly in panic it dives through a high window and hits a pipe on the other side instantly killing it. Suddenly, in the darkness an inhuman hand made out of flesh and mechanical struts picks up the dead bird and attempts to waken it.

Meanwhile in 1.2., we find Rail and Moa sneaking along a passageway into an old abandoned theatre hall. This place is one of the old landmarks of the Faded, or a forgotten age of wonder for the city, but it has long been hidden and vandalised by its current inhabitants, the Mozgas. Rail the thief leads his waif-like friend through the lair, trying to avoid the cannibal mutants until they find a locked door. Moa tries to open it as her lock picking attracts one of the mutants, and they just manage to get through the door in time.

The narrative of Rail and Moa continues in the next section of 1.3, as they have escaped the mutants and made it to their strange alter of human bones, atop which lies a casket. Rail steals his way into the room and empties the casket of all of its jewels and simple fuel cells, and finds at once a strange artefact which is obviously 'Fade-Science' (or a piece of technology left over from the wonder years and the people whose buildings they now inhabit). Rail wonders whether it will be worth trying to hold onto for themselves, away from their employer their Thief-Master Anya-Jacuna.

Part 1 The Sea Bird, 1.1 -1.3 Analysis

In these first three sections. 1.1-3 we set the start of the story of *The Storm Thief*, and the author painting the landscape, feeling, and setting of Orokos. Using the character of the unfortunate sea bird the author uses it's outsider perspective to show to his



audience the whole of Orokos and what it looks like. This immediately gives us a picture of what we, as reader's, are trying to imagine and helps set the scene for the plot. The use of the sea bird is also important as it reveals two very important things; one is that, unbeknownst to the characters there is indeed a world outside of the island, and second that the sea bird is free, whereas the people of Orokos are not. These two things form important symbols for the rest of the book.

The first few chapters are intensely visual, with the author describing in detail the sorts of places that Rail and Moa are attempting to gain entrance to, and what sort of monsters they face. Rather than focussing on feelings or motivation,, this use of visual imagery and simple actions immediately creates an air of tension and excitement. Rail we are led to understand is the stronger and tougher of the two thieves, and we can see from him a real empathy towards his companion Moa, thinking that he would protect her whatever would be thrown at them. Moa on the other hand appears to be out of place in this setting, a foreshadowing for the events at Kilitas later in the book where we begin to see how Orokos itself is unnatural and not really a home for anyone.



Part 1 The Sea Bird, 1.4 -1.7

Part 1 The Sea Bird, 1.4 -1.7 Summary

In the next series of sections, 1.4-7, the tension mounts as Rail and Moa attempt to escape with their loot from the Mozga's, and have to confront their employer Anya-Jacuna. Meanwhile, the golem Vago makes his appearance and we wonder about the storm bird that has appeared in the golem's room.

In 1.4, we see the events of the chase through Rail's and Moa's eyes as they flee the ruins of the theatre with their stolen treasure, being pursued by the strange Mozga's. The Mozga's appear to be human like albeit stuck in time as they quickly accelerate and then suddenly freeze and move with horrible slowness. The two young thieves are racing through the sewers as Moa gets steadily weaker and weaker with exhaustion, and Rail has to turn and fight the Mozga's before they make their escape through a hatch into their own ghetto district.

Meanwhile in 1.5, we suddenly hear from Ephemera, a young girl who is poking fun at Vago, the monstrous golem who lives in their attic. She teases and jokes with her Grandpapa Cretch, the toymaker, as she watches the panoptican (a cross between a telescope and a video screen) which tells them of the latest success against the Revenants. Ephemera takes her grandfather up to see the golem, who is wearing the sea bird around his neck like a talisman, merely stating that he thinks that it is beautiful. Cretch laughs, saying that the dead bird is so unusual it almost looks like it has come from outside the city (a joke which Vago does not understand).

In the next section of 1.6, we rejoin Rail and Moa as they make their way to their employer the ruler of the ghetto district, Anya-Jacuna. They present their loot, which she is satisfied with, and then quizzes Rail as if there was something missing. It appears that she knows about the strange Fade-Science Artefact and is surprised when Rail and Moa do not hand it over. Secretly, after they have gone Anya-Jacuna sends her top assassin after them to get back for her what she sent them for, as Rail tells Moa just what it is that he stole.

In the final section of 1.7, Rail and Moa are in their bunker hideout where Moa is frantic with worry about what is going to happen to them both when Anya-Jacuna finds out that they have stolen from her. Rail decides that it is time for them to escape the ghetto at last, sell the artefact and start a new life elsewhere when suddenly they hear a bang on their bunker as Finch has come to kill them and take the object. Rail doesn't know what to do (there is no other way out) and is stunned when, suddenly, Moa seizes him through the wall of their bunker, as the artefact has been accidentally activated and she has opened a doorway through solid metal and concrete.



Part 1 The Sea Bird, 1.4 -1.7 Analysis

In these four sections the author paints a picture of what life is like for Rail and Moa, living as they do in the service of Anya-Jacuna in the ghettos. This lifestyle is contrasted with that of Ephemera and Grandpapa Cretch in the wealthier districts of the city.

Life for Rail is miserable and he is constantly worried for Moa. Even though he is good at what he does, he realises that he will never be good all the time and sooner or later he will either be caught or one of the pair of them will be killed. This is motivating him when he decides to hold back the artefact from Anya-Jacuna, thinking that the money it makes could at least give them a new start somewhere else. This picture of the ghettos (and the ease of which to slide into, or become the victim of) marks *The Storm Thief* as a dystopian novel. Dystopianism, the opposite of Utopianism, means that the future will not be bright, perfect or good, but will in fact be a more degraded and ruined version of our own. As things get better in a Utopian novel, things get worse in a Dystopian novel. This is essentially making the point that history does not progress unless people decide to make it better for themselves. In the case of *The Storm Thief* we see poverty rife amongst whoe districts of people, and starvation (as seen in the case of Moa) a very likely possibility. This is why Rail decides to act as he does, fleeing Anya-Jacuna and the ghetto entirely.

Elsewhere, we see these themes of being trapped nd hopeless echoes in the golem's plight as he wishes that he were not ugly and could fly, but is teased by Ephemera.



Part 1 The Sea Bird, 1.8 -1.11

Part 1 The Sea Bird, 1.8 -1.11 Summary

In 1.8 of *The Storm Thief*, Vago the golem is considering his nature in his attic room atop Cretch's tower. He studies a simple painting, the only adornment in his room of pipes and machinery, which somehow sometimes, has a young girl in it and sometimes not. Later the golem is summoned to work for the toymaker, where he asks what he is and whether he is alive. During their discussion the toymaker Cretch sets the golem to work, holding a tiny ornament for him to study, but accidentally stabs the golem with a needle. The golem reacts by crushing the ornament in instant pain, and Cretch the toymaker beats him mercilessly. Just as the toymaker is about to carry on his beating, something reacts inside Vago and he fights back, almost killing Cretch. He is found by Ephemera, who screams at him to stop. No knowing quite what he did or why he did it, Vago flees the building, launching himself into the streets below.

In the next chapter of 1.9 we see one of the wealthier districts of the island of Orokos through the golem's eyes. Instantly his monstrous appearance attracts attention, fear and derision. The shoppers start to throw stones at him and curse him so the golem runs into the alleys, followed by an angry mob. The golem Vago is hurt and confused, not understanding why people hate him merely for looking the way he does, but the chase continues and soon the armies are called, closing in on him as he scatters his way through the market stalls. Crossing a bridge he finds himself cornered and trapped, and the only answer that he sees is to throw himself into one of the Arteries (the big canals of rivers that run through the island carrying water to the different districts).

The next, penultimate section of Part 1, 1.10, Rail and Moa are travelling out of the ghettos into the poorer districts of the city, using their secret ways to try and avoid detection. Here they see all the sorts of shabby markets, littered with criminals and muggers and worse as they try to find a plan. Moa and Rail talk about what they are going to do now they are trying to run, and Moa insists that their real enemy is the city itself, that this whole place doesn't make any sense. As they crawl through the sewer works, Moa suddenly finds Vago the golem, collapsed. Moa instantly tries to help him whilst Rail thinks that the golem will slow them down, and blow their cover. When Moa sees Vago's bird (and realising too that the bird must have come from outside of the city) she takes it as a sign that there is life outside of the island city and that they must go to Kilitas. Rail doesn't see the sense in this plan, but agrees anyway for the sake of his friend.

In the final section of Part 1, 1.11 Rail, Moa and Vago are hunkered down overlooking the cityscape that they have just crossed. Here and there, creeping towards them through the ruined buildings are figures that Rail recognises as thieves and mercenaries sent out by their former employer, Anya-Jacuna, probably to kill them. He then tells Moa that he wants to take them through one particularly dangerous district - one that has almost completely been given over to the Revenants and is in now a state of war



between the Taken and the Protectorate armies, thinking that the hired killers will never be able to follow them through there.

Part 1 The Sea Bird, 1.8 -1.11 Analysis

In this last collection of chapters of the Sea Bird, we see Vago the golem to an awareness of what he is and what he wants. As he thinks about the dead sea bird that he now wears as a sort of talisman, we can understand that the symbol of flight, wings and freedom are having an impact on him. He is hurt by the awful things that Ephemera says to him (that he is ugly), and cannot understand why he is made the way that he is. When he attacks Grandpapa Cretch the golem does not really know what he is doing, only that his situation has changed; he wants to be free.

Vago the golem remains a dangerous but empathetic character during these scenes. Even though we see his vast capability for violence, the fact that he stops himself and runs away from the crowd who are attacking him rather than fight them makes Vago a victim rather than a monster. It is ironic that the 'normal' humans who do not have monstrous features are in fact more terrifying than Vago the golem in these scenes.

For Rail and Moa, the author allows us to see a little more of the dynamics in their relationship as they flee the wrath of their thief master. Rail believes that he can solve their problems by laying low, and then using the Artefact to steal money and wealth, and then protect themselves in that way. Moa instead sees their problem as one of living on Orokos itself. Instinctively the author urges the reader to side with Moa, as the author describes the different poor and unfair areas that the two move between and shows in the treatment of Vago just how cruel the people can be. Even though the characters are yearning for their escape, what they really want is their freedom - and at the moment only Moa really understands this.

When Moa and Rail encounter Vago the golem it is only Moa who really breaks the habits of Orokos and befriends this strange monster, Rail tries not to, urging Moa to leave him alone. In this way Rail is still a citizen of the city, abiding by its practices and values (trust no one, remain segregated), and himself is not truly free inside his own beliefs yet (as Moa really is).



Part 2 Revenants, 2.1 - 2.3

Part 2 Revenants, 2.1 - 2.3 Summary

Part 2 of The Storm Thief concerns itself with the events that happen in Territory West 190, as Rail, Moa and Vago attempt to cross a war-torn district and come face to face with the Revenant's and the armies of the Protectorate.

Part 2, Revenants opens in section 2.1, where the narrative suddenly introduces a new character; that of Lysander Bane, the Chief of the Secret Police. Lysander Bane is busy trying to kill Revenants, as he joins an army outfit equipped with aether cannons as they tackle the ghosts. The Revenants, it is revealed, are in fact energy ghosts which are spawned after a probability storm where they immediately seek to possess a human body (who are then called the Taken) whom they use to tear down buildings and attack other humans in the city. Lysander is thinking about all of this as he kills a Taken and dispatches the energy ghost that rises from its body. Just as he wonders why the Revenants are doing what they are doing, and why they are attacking the city he gets a news report from one of his men, that the golem has been spotted further away into the city.

In the next two sections of 2.2-3 we find Rail organising his plan to steal into the Revenant district. He outlines his plan that they are going to use the Artefact to steal into a guard house, taking glimmer visors and aether cannons, and then they will again use the Artefact to cross the wall into Territory West 190. as they put this plan into action, Rail finds an empty guard house and has Moa use the Artefact to get hi into it to steal the equipment, but they are spotted before they can pull back out. Instead, the trio are forced to tumble out into a loud, busy and more dangerous part of the Territory West 190 fleeing for their lives as the guards fire cannons after them. Rail and Moa are only saved by Vago who suddenly makes an appearance, tearing off his cloak and revealing his wings and fearsome visage to the guards who, shocked, stop firing as they retreat.

Part 2 Revenants, 2.1 - 2.3 Analysis

The first part of Part 2, the author uses the first three sections of 2.1 to 2.3 to really explain what the Revenants are, and how they operate. The introduction of a fourth, dispassionate character (Lysander Bane) allows the author to use his thoughts to study the Revenants. This technique creates feelings of awe and heightens the tension and the horror that the main protagonists are about to plunge themselves into (we see the ghosts from his perspective before the main protagonists even get a chance to encounter them). The fact that Lysander Bane has a whole staff of Secret Police and the Protectorate Armies against the threat of the Revenants and Rail only has himself and the golem puts Rail's plan into perspective.



Even though Rail is being somewhat foolhardy, we see in these sections that the young man is actually very brave as he tries to gather the equipment to help their little company out, risking his life before Moa's every time that he can. The only exception this display of heroism in Rail is his continual disregard of the golem Vago.



Part 2 Revenants, 2.4 - 2.7

Part 2 Revenants, 2.4 - 2.7 Summary

In the middle part of Part 2, covering sections 2.4-2.7, we follow Rail, Moa's and Vago's trail as they try to make their way across the Revenant filled district of Territory West 190, followed by Finch.

The trio emerge into the ruined district and sneak through the tortured buildings, wary and scared of encountering the Taken or the Revenants. What they encounter there instead is a mass of Taken whom they observe silently from some rubble. The Taken (the human hosts of the energy ghosts) are dismantling all of the Protectorate buildings and architecture of the district. The trio observe a small band start to pull apart a building (always the Protectorate buildings), before calmly, unthinkingly, moving on to the next. Rail and Moa wonder whether the Revenants were somehow made in response to the Protectorate, as the Protectorate of Orokos seems to be coming under direct attack from the energy ghosts. Suddenly, they hear sirens and know that that is the warning that a probability storm is coming.

Elsewhere, in 2.5, we find the thief Finch cornered in an attic, whilst underneath him are the Secret Police. Inch had been trailing Rail and Moa on the behalf of the thief master Anya-Jacuna, but had lost his companions as they fled from the armies and troops that surrounded the Revenant's district. Finch became cornered as they tried to catch him, and he awaits to attack. Suddenly the narrative flips to Lysander Bane, waiting outside of Territory West 190, as Finch is brought to him, covered in blood. The chief of the Secret Police is about to execute him but is surprised by the boy's complete lack of empathy or guilt over his actions, he instead hires him to go

In the section numbered 2.6, a probability storm has hit Territory West 190, and the characters of Rail, Moa and Vago. Rail is terrified (as it is a probability storm that took away his ability to breathe) and as the colours slide down out of the sky, they all try to dive for cover but it is too late. The coloured tendrils pass in between and through the buildings and the ground itself, and catch the trio full-square. Rail and Moa clutch at each other, but the only thing that has appeared to change is Moa's eye shadow, from black to red; but Rail reminds them they cannot be sure.

In the next section of 2.8, the trio are spotted by a Taken, who suddenly calls out to attract others as the trio start to run. Although Rail tries to fend them off, the Taken quickly swarm and are about to overwhelm Rail, Moa and Vago when Vago suddenly seizes the aether cannon from Rail and, instinctively starts to fight the Taken whilst Rail and Moa escape. Vago fights with experience, and leads the Taken away from Rail and Moa, to where he can leap and glide with his wings across the rooftops, finding them again in the alleys. Rail chooses the only direct route ahead for them - an abandoned factory on the side of the canal at the end of the district.



Part 2 Revenants, 2.4 - 2.7 Analysis

In the middle part of Part 2, Revenants, we see the author develop the character of Vago by suddenly introducing his skills that we had suspected were there. Vago the golem seems to delight and be naturally gifted at battle, fighting thr Taken and the energy ghosts with ease. This presents a new level of threat for Rail and Moa as they must ask themselves - can they really trust this golem?

The author also presents to the story the concept of the probability storm, showing it as it hits the main characters and how they are completely unable to do anything about it. The probability storm reveals juts how fragile Rail's dreams of wealth and security really are, and show just how unkind the whole setting of Orokos can be. In the aftermath of the storm, as Moa clutches at Rail and Vago becomes jealous, the author is also presenting the idea that Rail and Moa although different, have a lot of feelings for each other, perhaps even an unspoken affection, and that Vago feels threatened by that. He is jealous.



Part 2 Revenants, 2.8 - 2.9

Part 2 Revenants, 2.8 - 2.9 Summary

The final sections of Part 2, 2.8 to 2.9 the story continues with the actions of Rail and Vago as Vago seizes the girl Moa and carries her through the factory to where the canal and their only option of escape lies.

Inside the factory the trio finds that it is filled with Revenant's and the Taken, who are attacking the trapped workers there, and their only avenue of escape is through a thin gantry bridge that spans the entire factory. Rail is angry at Vago for carrying Moa, but sees it as their only alternative to quickly getting across to the other side of the factory, suddenly, and without warning an energy ghost (a Revenant) swims up through the air and passes right through Vago. Seeming to dissipate as it passes through the golem. Rail is angry, furious as he sees that Moa is unconscious or dead, and realises that it is probably his fault - if he hadn't let Vago the golem carry Moa then she would still be alive.

Rail guides Vago to the canal where there is an empty boat, and lets the golem pole the boat out into the waters as he looks after the seemingly dead Moa. Rail is distraught and does not know what he should do, so he decides to take her body to Kilitas where she said she came from, and, with a heavy heart prepares to say goodbye to her with a kiss. Just before he kisses her he feels the smallest movement of breathe and realises that somehow, miraculously the girl is still alive. Rail does not know how this has happened (as even the touch of the energy ghost is lethal to a human) but he quickly agrees that they must make it through the tunnel systems on the other side of the canal and make it to Kilitas quickly. He throws away his glimmer visor into the bottom of the boat and they crawl into the sewers.

Part 2 Revenants, 2.8 - 2.9 Analysis

In these two final short sections of Part 2, Revenants, the mystery deepens around the golem as we learn that his is immune to the touch of the energy ghost (the Revenant), and that his very form can dissipate them. Through these hints and clues we can see the author foreshadowing the later revelations that the golem was in fact made as a soldier who could possibly kill the energy ghosts entirely.

When Moa becomes unconscious, Rail's world begins to fall apart. He has spent his adult life looking after and caring for the girl, and up until now does not really realise just how important she is to him until he believes that he has lost her. This is seen that as soon as he thinks that she is dead Rail almost gives up all hope for his own future, and his plans of being able to get a doctor to free him from using the respirator. Instead, Rail is plunged into misery, and a deep hatred for Vago. This three-fold situation is a classic love-triangle used often to produce conflict and tension into many stories. Although he



doesn;t know it, Vago the golem feels warmly towards Moa, whilst Rail feels affection for the girl too. Even though we can see that Moa would rather choose to be with Rail because of the warmth of their connection, she still feels sorry for the golem, and thus there is the tension between Rail and Vago.



Part 3 Kilitas, 3.1 - 3.4

Part 3 Kilitas, 3.1 - 3.4 Summary

In the beginning of Part 3, Kilitas, we find Lysander Bane going to the Null Spire where he is about to meet with the leader of Orokos and the Protectorate, the Patrician. The Patrician is clad in all in black, in a black chamber atop the very height of the Null Spire, where he questions his chief of the Secret Police as to what is happening in the recent Revenant attacks. Lysander reveals that they have news of the golem, and that they can soon recapture it, and the Patrician asks what they are going to do with it when that happens. Lysander reveals that they will finish conditioning it and then they will destroy Vago and replicate the technology.

Elsewhere, in 3.2 the story continues with Finch, who has managed to make his way through the Revenant District of Territory West 190 unharmed, and is now carrying on his arm an explosive collar. The device was fitted to him by the Secret Police to ensure that he does not cheat them, as they will use it to blow his arm off if he fails in his mission to find the golem and bring it to them at the Null Spire, or if he attempts to run away. They also give him a simple morse code transmitter to summon them if he needs to. Angry, Finch reflects that he still has plans to double cross both Anya-Jacuna and the Secret Police if he can when he finds the discarded glimmer visor left by Rail in the boat on the far side of the district. Finch enters the tunnels after the trio on their way to Kilitas.

In the sections 3.3 and 3.4, Rail and Moa have made it to Kilitas, the underground sanctuary of free citizens who are seeking to escape the island. From Rail's perspective he thinks about how they emerged into a different district, and used the passwords that Moa had taught him many years before to allow a bartender to reveal a secret passageway that led downwards. There they travelled until they met guards, and finally were brought to the cavern-community of Kilitas. Rail goes for a walk about the community to find it a subterranean fishing village, with everyone busy trying to construct boats of all sizes and shapes. Meanwhile, Vago sees Moa wake up and is surprised when she recoils at the sudden sight of him. Moa is weak but overjoyed to see that she is alive and back in her home, and talks a little to the golem - telling him that everything will be better now that they are safe from the city. Vago the golem is not sure, as he sees Rail return from his wandering and watches as Rail and Moa embrace. Vago is full of envy, jealousy and hatred for the human youth as he leaves their shelter.

Part 3 Kilitas, 3.1 - 3.4 Analysis

In the first half of Part 3 the author presents a fake lull in the storm of events that are surrounding the trio of characters. In allowing them to reach Kilitas, it seems that they might be allowed a moment of respite, but the author uses the narrative of Lysander

Bane at the Null spire and the ever- nearing Finch to keep the tension and the pressure of the story alive.

When Lysander Bane is presented to the Patrician, we finally find out that the golem was indeed created by the Protectorate, and that Lysander was going to use him for their militaristic ends. The Patrician is presented to the novel as a dark, severe character, which is resonant of totalitarian dictatorships that we have seen

The tension continues by swapping the narrative over to Finch, whose character takes on an even more monstrous hue as we read of just how he has no remorse for what he has done, and his approach seems relentless, unstoppable.

The story is further complicated by the fact of the love triangle existing between Vago, Rail, and Moa. The resentment and anger exhibited in the golem, although kept in check, reaches a crescendo in a foreshadowing of future events of the novel: and the reader has the sinking feeling that any friendship between the three is doomed before it can even begin.



Part 3 Kilitas, 3.5 - 3.8

Part 3 Kilitas, 3.5 - 3.8 Summary

In the last few sections of Part 3, Kilitas, we find Rail, Moa, and Vago in the hidden community of fisher-people of Kilitas, deep below the city of Orokos.

Here they are interviewed by Kittiwake, an austere, practical woman of middling years who is one of the founders and the current leader of the community. At first Kittiwake is angry that the three have managed to gain entrance to her enclave, even though Moa was one of their own for many years. Kittiwake questions Vago as to what he is and why he is there. Rail and Moa try their best to diffuse the situation, and then Kittiwake sees Vago's bird, excited, she sends it away to be identified, hoping to use it as hope for her community that there really is a land outside of the island.

In the next section of 3.6, Kittiwake takes the three refugees out to the cliffs edge through secret passageways, where she explains to them that they have seen strange lights over the western horizon, and sometimes found strange artefacts such as the dead bird washed up in their nets. This has led them to believe in the existence of the land out there beyond Orokos, and now they are about to undertake an adventure to try and leave the city. She allows them to watch as a number of drones made out of driftwood are sent out over the waves, and suddenly the robotic skimmers emerge. These are spherical objects with blades that emerge from the waves and destroy any attempts to escape. Kittiwake explains that sometimes there are only three skimmers active, and at this time some of the vessels could break free whilst two thirds would be destroyed. She plans to gather as many boats as she can and made a bid for freedom in a few days time, knowing that two thirds of her people will be killed. Rail is disgusted at the loss of life, but secretly knows that Moa is entranced by the possibility of escape. In section 3.7 Rail and Moa discuss their plans, and Moa reveals that she will be leaving with Kittiwake, come what may. Rail remains adamant that he will not throw his life away and they argue. At the end of their argument Kittiwake arrives, telling them that Vago the golem has escaped Kilitas.

Elsewhere, in the final section of Part 3, we find the thief-assassin Finch above their heads in a district of the city, where he has lost the trail of Rail, Moa and Vago. He is frustrated that he only has a certain amount of time left to complete his mission for Lysander Bane when suddenly an urchin appears and asks him if it is true that he is paying money for news of the three that he is trailing. The urchin reveals that he has seen a golem (which must be Vago, who has escaped Kilitas).

Part 3 Kilitas, 3.5 - 3.8 Analysis

In the final part of Kilitas, we discover alongside the characters that the fabled free community is not everything that Moa believes it to be. When they arrive they are



treated with hostility by the leader (Kittiwake) as the author begins to reveal that even the 'free' community are really prisoners, and themselves are just as prejudiced and close-minded as that of the Protectorate.

The larger part of this section is concerned with the feelings and motivations of Rail and Moa, as the differences in their character comes to a head as they argue about whether or not to leave the island of Orokos. Rail is unimaginative, and we can see that he secretly fears losing his only friend Moa, and is thus angry when she is so vehement that she will be trying to escape with Kittiwake. Rail's inability to trust in any other being (even Moa sometimes, it seems) has led him to a jealous, angry state where he can not see a promising future in what Kittiwake offers, and prefers to trust the 'cold hard facts' of Orokos. At least in these things, he knows that he has a chance to survive, and he can trust his strengths against the city. What Kittiwake offers is a complete unknown; not only in whether they would survive the sea passage past the skimmers, but also what they might find if they were successful. Moa, the dreamer, enjoys this sense of freedom and sees in it possibility, whilst Rail, the pragmatist, sees in it only complications. For Vago the golem, we can see that finally he has reached a tipping point in his emotions towards Moa. Treated again like a prisoner and untrustworthy, he decides to flee Kilitas to find his maker. Again we feel like Vago might have been able to become a more active character in the community of Kilitas, valuable and respected if only Rail and Kittiwake had welcomed him and trusted him.

At the close of Part 3, the author uses the constant threat of Finch, drawing nearer, to remind the readers that danger is always near and that their time of secure idyll in Kilitas is about to come to a dramatic end. Finch starts to take on the symbolic importance of an approaching storm, unstoppable, and implacable.



Part 4 The Null Spire, 4.1 - 4.3

Part 4 The Null Spire, 4.1 - 4.3 Summary

In the first few sections of Part 4, The Null Spire, we see Vago escaping from the community of Kilitas and attempting to find his maker, the mysterious Tukor Kep.

In 4.1, Vago is seething with jealousy and anger as he makes his way up the cliffs on the outside of Kilitas. He is angry that the people there have rejected him spurned him for his ugliness once again, and that Moa and Rail still seem so close to him. Considering that Moa wants to leave Orokos, he believes that he may have time to find out who his maker is, what he is and why he was made, before returning and leaving the island forever with Moa (as he knows Rail does not want to leave). As he emerges into the city he is instantly cornered by the Secret Police as he tries to escape through a junkyard. Seizing his opportunity he manages to evade them but wonders how they knew where he would be.

In 4.2, the narrative switches to the lives of Grandpapa Cretch and Ephemera in the toymaker's tower as they are watching the panopticon and seeing the news that the golem is loose in the city and that no one should approach him (as he is considered very dangerous). Ephemera is characteristically delighted at his downfall (being a wealthy and spoilt child she dislikes all 'ugly' things), but is suddenly horrified when Vago emerges out of the shadows.

Grandpapa Cretch is sad and fearful that the golem has come to kill them both, and nobly offers his life in the place of his granddaughters. Vago is not interested in killing them however, merely finding out what they know of his past. Grandpapa Cretch states that he does not know much, only that he is sorry for having beaten him so often, and that the golem is obviously part Fade-Science, and must have come from the Protectorate itself. Grandpapa Cretch reveals that the painting that Vago adored when he was in captivity is actually the painting of his own other granddaughter (the child called Lelek), who was lost one day in a probability storm and now spends her life moving in between the paintings of the city. Grandpapa thought that it was a good omen that the storm took away his granddaughter but gave him the golem, and so kept Vago.

Suddenly, Lysander Bane emerges from the shadows, revealing that Vago was made by the Protectorate in the Null Spire, and Grandpapa Cretch says that he is sorry, but he had to tell them. Vago goes with Lysander Bane as it is revealed that he himself is Tukor Kep, that was his name.

In the next section 4.3, we see Rail and Moa being accused of spying by Kittiwake, the leader of Kilitas. She reveals that the golem has escaped and that it is up to Moa to retrieve him (as she brought him here). She points to the oil painting that she has and it reveals Lelek in a panic pointing to the Null Spire. Kittiwake has taken it as a sign that Vago has gone to the Null Spire and was a spy all along for the Protectorate. Kittiwake



forcibly ejects the pair from her colony, stating that if they want to try and escape with them, then they must bring the golem back before he can bring harm to Kilitas and their plans of freedom.

Part 4 The Null Spire, 4.1 - 4.3 Analysis

In the first part of the Null Spire, we see the plot move away from the events in Kilitas and focus on the next most important setting of the book: The Null Spire. Through the authors use of Part's (each named for its setting, or dominant theme), the author is revealing what this section will be about and carrying the plot to a new location in an episodic fashion.

The largest part of these sections concerns the motivations of Vago and those of Rail. At the time of his escape Vago is still confused and unsure of who or what he is, spurned by those he thought could be his friends he endeavours to find out before returning to 'claim' his friendship with Moa (over Rail). He decides to travel to the only other humans that he knew - the Cretch tower. Here we discover that Grandpapa Cretch is not an out and out 'bad' character, but is a weak one. The elderly toymaker shows remorse and emotion at the loss of his other granddaughter, but no real courage or freedom to try and reach beyond his life and the oppressive will of the Protectorate. For this emotional cowardice, Grandpapa Cretch reveals that his character is really just a ploy, and a lesson that if the characters will not stand up for something, they will become pawns for the powers that be.

Similar to this theme, we examine the feelings of Rail towards the end of 4.3, as he decides that he will travel and help Moa - even though he disagrees with what she is trying to do. His own personal inclinations are to leave Kilitas with the Artefact and never to return, making their own fortunes, but his affection and loyalty to Moa prove that he is willing to sacrifice his own goals for hers. Rail is showing the qualities that Grandpapa Cretch did not in the preceding section; he shows that he is able to fight for his values (in this case, his values are Moa), and put some of his trust in her, that she is on the right track (even if he does not understand why she is doing it). In this way Rail starts to evolve as a character from the distrusting, stubborn youth to a more mature and nobler hero for the story.



Part 4 The Null Spire, 4.4 - 4.6

Part 4 The Null Spire, 4.4 - 4.6 Summary

In the middle part of Part 4, The Null Spire, we find the main characters all making their way to the Null Spire, the home of the Patrician and the Secret Police.

In 4.4, the golem Vago is on a boat with Lysander Bane and thinking about his fate. He knows instinctively that the chief of the Secret Police is right; he is Tukor Kep, and feels that he can almost remember his past. Distractedly he listens to the argument between the assassin-thief Finch and his master Lysander as Lysander tells him that he is not free to go, that the Persuader device will remain on his arm, threatening to kill him. Instead, the Secret Policeman wants him to go and find the two ghetto youths that the golem was accompanying, and bring them to him at the Null Spire, because he suspects that there is more to this story than merely that a golem has broken free and been returned.

In 4.5, Vago confronts his beginnings, as Lysander leads him deep into the Null tower to the laboratories where he was 'born' or created. Lysander Bane reveals that they used Fade Science technology on him, to turn him into a perfect weapon to combat the Revenants. When he asks who he was before, Lysander reveals that he was in fact another ghetto dweller like Rail and Moa, but he was in fact a murderer and a thief. He had killed many people before the Secret Police captured him and he volunteered to undergo the procedure to turn him into the golem that he is today.

Vago feels all of this as true, knowing that as an inmate of the Secret Police, he would probably have died anyway, and he remembers his feelings of murderous joy when he was fighting the Revenants. He asks Lysander why they do this to the ghetto folk, and Bane reveals his hatred for their criminal and chaotic ways, and, that there are too many people on the island of Orokos. Instead, the Protectorate are seeking to cleanse the ghettos by slowly taking them away, a few at a time, and turning them into the nutrient gruel with which they feed the ghetto folk in aid. Vago is crushed by this revelation and his current situation, and agrees to complete the rest of his conditioning as he sees no other choice.

Meanwhile, in 4.6, Rail and Moa are in the districts of Orokos and trying to book a boat that will take them up the arterial canals that lead to the Null Spire. They are talking to a Coder - or a part machine, part man who believe themselves to be holy but are in fact mere pawnbrokers of technology. Here Rail sells his last glimmer visor that he stole from the armies outside the Revenant District in return for passage to the Null Spire. Moa is upset at how stubborn Rail is being, and for her it is the first time that she starts to realise just how deeply that she cares for him, and what it means for her that she will lose him forever if she gets on the boats with Kittiwake and does not have Rail at her side.

Part 4 The Null Spire, 4.4 - 4.6 Analysis

In the middle of Part Four, we mainly concentrate on the development of Vago's character, and understand his story as a tragic one. There is a foreboding of a bad end here, as the author reveals his true nature and his true past; foreshadowing the idea that for Vago, there might never be a happy ending. We see this idea developed as Vago goes with Lysander Bane almost willingly to his fate as a conditioned soldier of the Protectorate, apparently haven given up on his previous friendship with Moa.

The author uses these three sections to heighten the drama and tighten the web of threat that surround Moa and Rail, as we can see as readers that the two young protagonists are travelling headlong into danger as they attempt to rescue Vago from what they think of as his doom.



Part 4 The Null Spire, 4.7 - 4.9

Part 4 The Null Spire, 4.7 - 4.9 Summary

In the final few sections of Part 4, The Null Spire, we find all of the characters converging upon the Null Spire as their separate stories merge into one.

The section of 4.7 starts with Finch thinking about how he found the golem and informed Lysander Bane, and now has found where the two that he is really searching for are. He swims to the boat that is heading upriver whilst it is paused overnight. There he creeps aboard, and searches for Moa and Rail, but only finds the girl asleep on a hammock. He puts a knife to her throat and demands the artefact from her, asking her as he does so what it does. Terrified, Moa tells him, but to his dismay the artefact will not fit his fingers so he tells her to put it on and show him what it really does. She does this and he tells her to remove the Persuader device from his arm, which she does, making his arm and the object transparent for a brief moment as he yanks his arm out from the explosive device. Finch wonders how he is going to use the device if it only fits Moa, and decides that maybe he should cut her hand off, but as he approaches her she slaps the floor, making the floor fade away and Finch thump to the floor of the cargo deck below. Frightened, she flees the cabin and straight into Rail, where he tells her that the Secret Police are coming and that they have to swim for the shore - but Moa tells him that she cannot swim. Rail sternly, and resignedly, holds her as the Secret Police close in on them.

In 4.8, the narrative finds Rail and Moa in their cells in the Null Spire, where they spend a grey night awaiting their fate. Rail realises just how much he is willing to sacrifice for the girl as they lie on their little cot bead curled together. He thinks that he would even brave the skimmers for her if they ever manage to escape, and that he was foolish to disbelieve her up until now.

In 4.9, the pair of ghetto youths Moa and Rail are led to Lysander Bane's office, a simple room where they are interrogated. Lysander reveals that the artefact that they have probably only fits Moa's hand., as sometimes the Fade-Science items sculpt themselves to their unique user. Vago the golem is also there and the pair now see that Vago must indeed be on their enemies' side, returned as he is to the Protectorate. However, Lysander Bane offers the trio a deal. He tells them that they are going to take Vago and use the artefact to get into the Fulcrum, and there they will try to destroy the Chaos Engine that is creating the Revenant's and the probability storms. Rail demands to go with Moa and Lysander agrees. After they have gone, Vago questions Lysander as to why he is allowing the ghetto folk to assist them and Lysander reveals that if he can rid himself of the Chaos Engine he will finally be free to continue his plan. There may be a way to stop the skimmers, and escape the city of Orokos. From there they will be able to destroy Kilitas, all of the ghettos, and leave the city.



Part 4 The Null Spire, 4.7 - 4.9 Analysis

In the final sections of The Null Spire we learn about Lysander Bane's character, see the downfall of Vago, and the evolution of Rail and Moa.

Lysander Bane is revealed as a hard working believer of his own personal crusade. He believes in order and rule above all things - even to the extent that he is willing to destroy the Fulcrum and all of the ghetto districts to achieve it. Lysander's world of order and clockwork precision, without the messiness of poverty, illness or deprivation almost seems like a worse vision of the future than does that of the current, chaotic Orokos. Even though the current Orokos is a random one, where, because of the probability storms no one can ever really be safe and secure., the Patrician's and Lysander's future appears to be even worse.

As this final horror of the world-view and the plan of the Protectorate is revealed, we see in the face of this the opportunity for heroism on behalf of Rail and Moa. During their time in the cells they have now realised just how much they mean to each other, and although not in love or in a romantic relationship, Rail has decided that he would sacrifice anything for her even his own pride. This completes the journey of Rail as a character, as now he has become the true hero of the novel of The Storm Thief.



Part 5 The Fulcrum, 5.1 - 5.3

Part 5 The Fulcrum, 5.1 - 5.3 Summary

Part 5 The Fulcrum, traces the adventures of the main characters as they enter the heart of the city, the spire known as the Fulcrum and attempt to disable the Chaos Engine therein that is controlling the probability storms.

5.1 starts with Moa, Bane, Rail, Vago and Finch alongside some three hundred Protectorate soldiers as they stand outside of the Fulcrum. Bane leads the girl Moa towards the base of the Faded's tower, where she sets her hand against its smooth walls, wearing the artefact. The probability colours swirl up out of her arm and vanish into the structure and nothing happens. Just as Moa is starting to panic (as she has seen the artefact has become dull and lifeless, like it has lost all of its power), the whole tower suddenly changes colour to a deep crimson and starts to unfurl. Suddenly, they are standing before an open tower, all of the 'petals' open to reveal hundreds of doors. Hesitantly, Moa and Lysander Bane lead their little party and the mass of soldiers into the Fulcrum.

In 5.2, the Protectorate forces are entering deeper into the Fulcrum, where they enter a wide fantastic room filled with strange metals and plastics. Suddenly from the ceiling starts descending black metal spheres, and as the Protectorate forces watch uneasily they start flashing and displaying skull symbols. A psychic fear pervades the room, and Rail starts to hallucinate, seeing everyone around him as monsters. He notices one monster curled up and for an instant wonders why the other monster seems afraid. He realises that, despite his hallucinations, this other monster must be Moa, and he clutches at her as she panics. As the soldiers are in a panic and starting to fire wildly, Rail steals a glimmer visor and sees that the room is flooding with Revenants, attacking the soldiers. He picks up Moa and runs for the nearest exit, ignored in the general chaos. As they reach the tunnel they hear a snarl and see Vago the golem cursing them, enraged, and pounding after them.

In section 5.3, the narrative switches to Kittiwake in Kilitas, making her final preparations to sail. She is disturbed by the painting of Lelek, where now the girl is filling half of the picture and screaming, looking as if she is trying to pound her way out of the painting. Kittiwake suddenly realises that this must be a warning that Rail and Moa must have failed and Vago has betrayed them to the Protectorate. She tells her people that they must sail now, even though there will be ore skimmers and the death toll might be as high as ninety percent.

Part 5 The Fulcrum, 5.1 - 5.3 Analysis

In the first sections of the Fulcrum, the characters are experiencing something which they have never experienced before; inside the Fulcrum and the wonders of the Faded

Science. We can see from the descriptions of the structure and the strange powers that it seems to have that the modern-day people of Orokos are really living in the ruins of a far greater culture (reinforcing the books dystopian themes).

The author uses the setting of the Fulcrum to elaborate on all of the desires and motivations of the characters, it is in the face of this greater danger that we see the characters reacting according to their truest motives. Rail for example feels intensely protective and worried only for Moa, whilst Moa feels awed by the possibilities, but is essentially fearful as she wonders if she is doing the wrong thing. Lysander Bane and Finch on the other hand, see the Fulcrum just as an enemy to overcome and subjugate.

The author uses the fight scene with the Revenants and the 'fear-spheres' (similar in appearance to the Skimmers) to strengthen the drama and the tension of the plot; placing Rail and Moa as the weakest of all of the forces and surrounded by enemies.



Part 5 The Fulcrum, 5.4 - 5.6

Part 5 The Fulcrum, 5.4 - 5.6 Summary

Inside the Fulcrum, Rail and Moa are escaping from the golem Vago into the depths of the tower. As Vago gets closer and closer Rail sees a ventilation shaft and he and Moa hurriedly crawl into it, leaving the enraged golem scrabbling outside. They start to make their way through into the depths of the tower, and Rail and Moa loudly argue about what they are doing. Rail wants to escape the Fulcrum whilst Moa reminds him that they have to try and stop the skimmers which are going to destroy Kittiwake's escape. They emerge from the ventilation shafts into a large central chamber with ladders extending to the roof. Rail leads Moa in ascending the inside of the tower when, unexpectedly Vago the golem appears below them.

Vago is now almost completely deranged with his murderous anger and his part-conditioning at the hands of the Secret Police, and bounds up the shaft after them. Terrified, Rail and Moa rip off a bank of controls and send it crashing down onto the golem whilst they escape into a small box - a lift, and somehow get it work before Vago can climb the walls again.

Elsewhere in the tower in section 5.5, Lysander Bane and Finch are suffering heavy casualties at the hands of the Revenants, but are forcing their way deeper into the tower. Finch is proving to be remarkably versatile in his murderous capacity and, as Lysander leads the last of his soldiers deep into the heart of the tower they find the Chaos Engine.

The Engine is a large machine stretching the entire length of the tower, underneath the city of Orokos, and, feeling exhilarated, with Revenants closing in at their back, the chief of the Secret Police orders the explosives to brought up so they can destroy the thing that is creating the probability storms.

In the final section of this part, 5.6, Rail and Moa have emerged almost at the summit of the tower via the lift, where they find a large balcony overlooking the entire city. The duo are awed by the sight of the city from above, and although the buildings of the Protectorate look like an accretion upon the much older Fade Science city, they are still moved by its complexity and beauty.

A hologram appears before them and it proves to be Benejes Frine, one of the scientists who created the Fulcrum and the Chaos Engine. The hologram reveals that he is actually long dead, and was programmed to appear and explain to anyone who had got this far what was about to happen. He tells Rail and Moa that the Faded had escaped to the island of Orokos because the rest of the world was so dangerous and so chaotic. Here they had built a paradise with their advanced technology, but their paradise soon became troubled as more and more people being born lead to more inequality in their little haven. The Faded sought to curb this inequality by introducing rules and laws, and



eventually their lives had no freedom left whatsoever. In a final bid to change their situation, the Faded scientists created the Chaos Engine - a machine that would spew probability energy and create for them the perfect enemy (the Revenants). These constant changes and random occurrences would keep their society upon their toes and keep their people active, courageous and dynamic. But the Chaos Engine worked too well, and changed the fate of the city forever; destroying the Fade culture. Now, the hologram reveals that the explosives that Bane is placing below them will unleash a probability storm that will change the face of the world forever - and no one can predict what will happen.

As Rail and Moa realise that they must stop the Secret Police in their plan, the hologram disappears and vago the golem emerges onto the balcony to confront the pair.

Part 5 The Fulcrum, 5.4 - 5.6 Analysis

In sections 5.4 to 5.6 of The Fulcrum, the full background to the story of The Storm Thief is revealed through the hologram of Benejes Frine. What the author hinted at in earlier sections and foreshadowed through his descriptions of the Faded Science and the actions of the Revenants are now pieced together. The main themes of the book - that of trust, probability and chance are now put into their proper context as we understand that the very reason for the city being like it is is because the Faded - era generations led themselves into the same problems that the modern day citizens are now facing.

On a deeper level, the author skilfully mirrors the issues that each character is dealing with in the general background story. Just as Rail finds it difficult to trust anything in an ever-changing world, and feels constrained by the laws and orders of the Protectorate, so we discover that the people of the Fade were constrained by their own laws and had to create change (the probability storms) in order to be able to feel alive again. The probability storms,, randomness and change which have been the reason for so much of Rail and Moa's misery is now described as a partly beneficial thing as it allows them to grow, adapt and change as individuals.

During this section, we also hear from the hologram his perspective on Lysander's attempt to blow up the Chaos Engine, and through this extra narrative we can see that Lysander Bane (and in fact, the whole Protectorate), are really just repeating the mistakes of the past and not adapting to their situation. The Patrician and Lysander Bane want order above all things, which is exactly the reason why the Faded created the Chaos Engine in the first place.



Part 5 The Fulcrum, 5.7 - 5.9

Part 5 The Fulcrum, 5.7 - 5.9 Summary

In the final section of The Fulcrum, we see the final confrontation between Vago, Rail and Moa, and the fate that Lysander Bane unleashes upon Orokos.

In 5.7, the narrative switches from the struggle atop the tower to what is happening far below it. Finch and Lysander Bane are in the heart of the Fulcrum, at the Chaos Engine being swarmed by Revenants. Although on the verge of becoming overpowered, the explosive charges are now set and Lysander has to find a way out of the tower with the last of his soldiers. Finch, the thief-assassin from Anya-Jacuna volunteers to go, surprising his new master. When he reaches the far side of the chamber, dodging Revenants as he does so, he turns and smiles at Lysander, holding up the explosive device that controls the Persuader that he used to wear. He stole it from the chief of the Secret Police when they fell over each other earlier. Finch says to himself that he will not be a servant of anybody, not Anya-Jacuna nor Lysander Bane and detonates the Persuader - which he had kept since Moa took it off of him and left in inside the Secret Police chief's pockets.

The explosion sets off the charges that they have set around the Chaos Engine, tearing it apart. Finch sees all of the Revenants start to fade as they are sucked back to wherever they came from, but the explosions continue and the whole Fulcrum starts to tear itself apart.

Atop the tower, in 5.8, Vago launches himself at Moa, but Rail attempts to protect her and is batted out of the way. Moa tries to plead with the golem that he is not the same man that he was before; he is not a murderer and neither is he a pawn of the Protectorate. Vago tries to ignore her, but her simple pleading for life touches something deep within his heart and instead, he seizes her up and grabs Rail, and launches himself from the tower as it crumbles below them.

In 5.9, Rail and Moa are too terrified to scream as they glide away from the fulcrum, borne aloft by Vago. Behind them the Fulcrum is collapsing, and a dark storm of massive probability energy is spewing out of the place where the Chaos Engine once was. The golem's trajectory carries them all the way over the cliff walls of the island to where they see the boats of Kittiwake, unharmed by the Skimmers (which were deactivated when the Fulcrum was destroyed), far out to sea. The golem's flight dips lower and lower and Vago finally says goodbye before releasing his passengers. Moa and Rail tumble to the sea and Moa hits the water first where she struggles for her life. Rail saves her and holds her above the water until the boats of Kittiwake arrive, and with them they leave for the new lands beyond the horizon.



Part 5 The Fulcrum, 5.7 - 5.9 Analysis

In the final sections of *The Storm Thief*, we see the author bring the different strands of the plot to their resolution, each character acting according to their character - whether their character is now changed or has remained the same. The characters whom, at the final end of the story have not changed or developed in their motivations and attitudes have now become doomed whilst all the surviving characters (the ones with the most hopeful future) can now be considered to be different people from whom they were at the start of the novel.

Finch, the thief-assassin, and Lysander Bane did not manage to adapt to the changing events of the book and, so at the very end they are either doomed (blown up in the case of the Chief of the Secret Police), or left to try to survive the worst probability storm Orokos has ever faced (Finch).

Just in time, Vago manages to change his character when he decides to not attack Moa. Despite his conditioning and his shame at his previous life, Vago sees in her pleading for life a sliver of possibility that, with life, all things could be possible. His future could be different. This is the reason why he saves Rail and Moa right at the end of the book, at least giving them the possibility of a new life and the possibility to change and have a future. This gesture on the golem's part is similar to Rail's leap of faith that he has to make and his marked lack of trust previous in the story. Rail had to change his character to at least get to the point where he could believe in a future for himself and Moa. At the very end of the novel we have arrived at the point where the future is open and the possibilities are endless as Kittiwake's convoy travels away from Orokos.



Epilogue, 0.0

Epilogue, 0.0 Summary

In the short Epilogue, we find Vago the golem neither floating nor sinking in the vast seas of the world. He is still powered by the massive amounts of probability energy that he sucked up by killing so many Revenants in the Fulcrum and so has no need to eat, sleep or breathe. Some trick of his construction means that he does not sink, and the aether charges in his fins keep away the predators. He does not know if he will survive or eventually die, be washed up back on the whatever is left of Orokos or instead find the new lands of the continent that Rail and Moa have set out for. For the moment the golem does not care as he wishes fervently that the ocean will wash all of his past away and he will be able to emerge one day from the seas a new being.

Epilogue, 0.0 Analysis

The final postscript section is used by the author to mirror the first section (1.1 The Sea Bird) in order for the reader to once again see the analogy of Vago the golem and that of a sea bird travelling and searching for their home. However in this contrasting return Vago is now no longer trapped and incarcerated but rather freed and ready to accept whatever the futur has in store for him.



Characters

Rail

Rail is one of the main protagonists of the novel *The Storm Thief*, along with Moa and Vago. He is a dread-locked and dark-skinned ghetto boy who left his family at a young age when he realised that his family were half starving and could never really provide a future or security for him. Instead the young Rail travelled deeper into the ghettos of the island city of Orokos, eventually coming to the attention of the Master Thief Anya-Jacuna, head of a thieving syndicate. Here he excelled at his chosen profession, before being hit by a probability storm and losing the ability to breath normal air. The Master Thief Anya-Jacuna gave him instead a respirator pack, which he wears throughout the story.

Rail is, at the start of the story one half of a very successful duo of thieves in the syndicate; his partner being the waif-like Moa whom he befriended and constantly seeks to protect through the novel. Rail is physically tough and quick witted, a natural thief, who struggles with his fate in life and dreams of something better.

During the story Rail decided to cheat the Master Thief, and with Moa they escape into the depths of the city with a mysterious artefact that could give them almost unlimited riches if they used it well. Rail is a young man who sees life in very practical, almost realistic terms as he imagines using the artefact to build a life for himself and his charge (Moa). Almost too practical and bull-headed, Rail fails to understand the idealism of his partner, and her dreams of escaping the island entirely, a fault in his character that eventually leads their partnership to the brink of collapse. For Rail, his character progression involves him learning how to trust another human being, and to let go and admit that he is scared.

Moa

One of the main protagonists of the novel of *The Storm Thief*, Moa is a young girl somewhere between being a teenager and a young woman (slightly younger than her companion Rail). Moa is slight, thin and with a weak constitution who is constantly in danger from the hazards that surround her, with only her ideals and her friend Rail to protect her.

At the start of the story Moa is the companion to Rail and together they form one of the most successful thieving partnerships in the Ghetto district of Orokos; Moa being excellent with locks and devices of most kinds, and Rail being a natural sneak. We learn that Moa actually hails from the fabled sanctuary of Kilitas - where many of the inhabitants of the city-island have fled to create a new life deep underground away from the Secret Police and the Army that are running the city. Here she was the daughter of one of the founding families of the colony, who was killed in his dream of escape from



the island. Moa ended up leaving Kilitas to seek her family but never returned; instead getting trapped inbetween the many districts of the city and befriending Rail.

Moa, through the course of the story is an idealistic young girl who, although weak and happy to let Rail take command begins to show real courage and self-determination as she seeks to find a way to escape the island city. We eventually see that Moa is actually a very free-spirited and independent thinker who does not accept the status-quo or the party line that is passed down from the Patrician and the Secret Police that Orokos is all that there is in the world. Moa's journey as a character is to learn how to stand up for herself (even though physically weak), and how also to survive so her own vision of a utopian future might flourish.

Vago

Vago the golem is a created creature, looking like a half-man, half machine, with great leathery wings folded upon his back and metal fins sticking out from his spine. With elongated limbs and mechanical internal workings weaving into his flesh, the golem is far quicker, stronger and tougher than the average human, and is a monstrous sight for most of the 'ordinary' people that he meets during the course of his adventure in The Storm Thief.

Vago starts the story knowing little of his previous life, only that of a name (Tupor Kep) whom he believes must be his maker, and being inside a tank (like a fish tank) whilst he was being 'constructed'. It appears that a probability storm attacked whichever facility that he had been made in, and he appeared one night in the streets below the Cretch's tower. Here he was taken in by the Toymaker Cretch, and put to work almost as a slave for older man and his granddaughter Ephemera. He was bullied and beaten fairly regularly, and it was only a haphazard mistake that led him to finally snap and flee into the sewer system of the city-island Orokos. This is where he was eventually found by Moa and Rail, when they were escaping the Master Thief Anya-Jacuna.

Vago is a monstrous figure in the book, filled with dark and hot feelings of rage and ferocity - it soon becomes clear that he was made to kill the Revenant's and the Taken, and he takes a deep satisfaction in combat. However, because of his diverse upbringing Vago also has feelings that he cannot name for the girl Moa (but definitely not for Rail), Moa is the only human who has ever shown him real kindness, and he decides that whilst he seeks to meet his maker and find out who and what he really is, he will return to be a companion to Moa as she attempts to flee the island-city.

Finch

Finch is a small, young ghetto-boy who is also one of the master Thief Anya-Jacuna's most trusted assassins. Finch has dirty blond hair and dirty teeth serrated into points and, seemingly, no ability for compassion. Almost sociopathic, Finch is a hired killer who will stop at nothing to achieve his own goals (which include working for Anya-Jacuna, but are not constrained to that alone). Finch is sent by the Master Thief to retrieve that



artefacts that Rail and Moa have 'stolen' (or have really just refused to hand over) to her. Finch is almost delighted at this prospect of killing, and also of getting his hands on the artefacts that could mean so much wealth and power. During the events of the journey Finch is captured by Lysander Bane, and is forced to work for the Secret Police, and, whilst doing so, tries to subvert their aims to suit his own purposes.

Lysander Bane

Lysander Bane is the leader of Orokos' super Secret Police, a well known face to the people of the island city through seeing him at the side of the Patrician via the Panopticon, but very few people actually know his name. Lysander Bane has risen through the ranks of the Secret police through his cunning, wit and sheer ruthlessness, and believes fanatically in the vision of the city as ordered, controlled, and malleable.

Wearing his trademark black leather trench coat with a black visor Lysander Bane cuts an impressive but dangerous swathe through the city as he attempts to bring back for the Patrician the golem who has escaped from one of their top military facilities. Lysander himself is strong-willed, and independent enough to know that even he does not trust the Patrician, but believes that he can survive merely by being the toughest and the meanest. During the course of the story Lysander interacts with Finch, Vago, Rail and Moa without really realising who or what they represent until much later - and therein is his downfall.

Kittiwake

Kittiwake (named after a type of sea bird) is a mature woman who is the leader of the Kilitas community hiding in the sea cliffs underneath the island city of Orokos. She is the founder and one of the original families of people (alongside Moa's father) who were originally fisher's, who discovered evidence of life outside the island and were persecuted for it by the Patrician. Instead, Kittiwake led a quiet enclave of people deep underground to form a hidden colony away from the Secret Police, where they dream of making a desperate dash across the patrolled waters of the Orokos territory and into the freedom of the open oceans (hoping to eventually find land).

During the story Kittiwake appears as a harsh and determined visionary, who will equally stop at nothing to achieve her goals (even if it would mean the death of two thirds of her people to achieve it). She dismisses the mysteries that Vago brings with him, and the suspicions of Rail as being short-sighted to her eventual goal, and appears almost to be as set in her ways as Lysander Bane is in his.

Anya-Jacana

Anya-Jacana is the Master-Thief of one of the ghetto districts of the island-city of Orokos, who lives on the richest picking of what her underlings steal from her own private empire of criminality. At the start of the story the thieves Rail and Moa return to



her underground lair and handing over only some of the loot that they have stolen (the Artefact Rail has hidden and keeps for themselves). This angers her greatly, and she sends her best assassin (Finch) out to kill the two thieves and return with the Artefact.

Anya-Jacuna herself is a fearsome figure who is bloated, ugly, and cruel with many outlandish jewellery, necklaces and adornments as if she were a queen. She starts the story as a monstrous enemy who is seemingly unstoppable, but as the main protagonists move further and further away from her territory we see that actually she is just one of many such Master Thieves throughout the city.

The Patrician

The Patrician is a shadowy figure who appears to the inhabitants of Orokos via the panopticon, but his real name and features remain unseen; clad as he is in head to toe black with a mirrored face visor. It is believed that the Patrician himself is immortal, somehow managing to utilise the ancient technologies to live forever at the heart of the island city. However, it becomes clearer to Lysander Bane that perhaps the Patrician is really one of many who take over the post as the generations continue - but even this is a guess at the start of the novel.

The Patrician rules with an iron fist all of the island city that he can, who apparently abolished the other political parties in order to save the populous from the Revenants and the dangers of the probability storms. Instead, he sectored the city into districts with high walls sprouting guards and gun turrets separating each district from its neighbour; and utilising his Secret Police to bring down enemies of the state. The panopticon is also controlled, constantly regaling the 'normal' inhabitants of the city with tales of victory and defeat of the Revenants, and progress constantly being made in the sciences against the probability storms. The Patrician himself resides in the Null Spire, the singular outcropping of tower that sits beside the Fulcrum and can see all of the island city below it.

Grandpapa Cretch

Grandpapa Cretch is an elderly toymaker from a wealthy district of the island city-state of Orokos. He lives with his grand daughter Ephemera, inside a wealthy tower which houses his many creations and laboratories. It is Grandpapa Cretch that first found the golem Vago after he became displaced by the probability storm and immediately 'adopted' him - at first fascinated by Vago's creation and later using him as a manservant. Apprentice and slave before the start of the story.

Grandpapa Cretch is presented as more than anything, a traditionalist, unthinking sort of character at the start of the novel of The Storm Thief. He is bad tempered and beats Vago repeatedly when the golem is clumsy or too slow, but allows him to keep the dead bird that flies through the golem's attic window (even giving it a coating of preservative to stop it from decaying). When during one beating Cretch goes too far, the golem reacts instinctively and almost kills him before running away.



Ephemera Cretch

Ephemera Cretch is the granddaughter to the toymaker extraordinary, Grandpapa Cretch, who lives with him as his ward as her parents are both dead. Here she lives the life of one of the wealthier citizens of Orokos, and is almost treated like a princess because of the intense gulf between rich and poor in the island city-state. She starts the novel of *The Storm Thief* by being obnoxious, cruel and vindictive, but not necessarily 'thoughtfully nasty' (as Finch, Anya-Jacuna and Lysander Bane are), but rather the simple pigheaded cruelty sometimes shown by young children to others who are not the same as they are). Ephemera teases Vago the golem for being ugly, but in actual fact we are reminded how Ephemera has never actually experienced anything past the environs of her home, and does not know what life is actually like in the city apart from what information she is fed by the panopticon. Ephemera's character can be seen as a lesson and representative of most of the wealthier citizens and the unfairness of life in the city of Orokos.

Benejes Frine

Benejes Frine is a faded-era scientist who appears as a hologram to the characters of Rail and Moa. It turns out that Benejes Frine is also one of the scientists who created the Fulcrum and the Chaos Engine at its heart, responsible for all of the probability storms and the creation of the Revenants. Towards the end of the story the hologram of Frine appears and explains to the main protagonists why he did as he did and what danger they are currently in.



Objects/Places

Rail's Respirator

Rail's respirator is a mouth piece that covers half of his lower face, with pipes that extend to a power pack worn at all times on his back. Rail first started wearing this when, as a younger thief he was hit by a probability storm, strangely taking his ability to breathe. After this event, Rail was given the respirator by his employer the Master Thief Anya-Jacuna in return for a heavy cut of all of his future steals. The Respirator hinders Rail by not only being cumbersome, but also makes him easy to recognise and acts as a barrier in between him and the outside world. The respirator takes on a symbolic role as an emotional barrier, as the character of Rail finds it difficult to trust or have hope in anything good happening (perhaps an after effect of knowing that he would immediately die if he didn't have his respirator on at all times).

The Artefact

The artefact is stolen by Rail and Moa when they raid a cannibal-type tribe of mutants who live underneath the cities. Rail immediately realises that it is Fade-Science (a piece of the marvellous technology that went into the making of the city of Orokos, which no one can fathom), and so is therefore immensely valuable. Rail decides to keep it back from the Master Thief that he works for, but instead brings doom upon himself and Moa as they have to flee with the Artefact when his employer finds out.

The artefact itself looks like two simple finger rings attached to a disk that sits below them, held in the palm of the wearer. When Moa is wearing it streams of light similar to the probability storm stretch out and make it possible to make an opening through any surface she touches (and also making it the perfect thieves' tool). Rail sees the artefact as an opportunity to start a new life for himself and his friend Moa, and through this we can understand the artefact as symbolic of freedom.

Vago's Bird

Vago's bird starts the whole novel by flying confusedly over the waters of the ocean, looking for land. It is a type of sea bird (probably a gull) which has never been seen before on Orokos but quickly finds its end when it is chased by 'jagbats' or mutant bat type creatures that swarm around the city-island. It falls through the window of Vago's attic and kills itself when it hits a metal pipe. But Vago sees it and thinks that it is still the most beautiful thing he has ever seen.

The bird is symbolic of freedom, both for Vago and for the inhabitants of Kilitas who see it as evidence of land outside of the island. For Vago the dead bird (which he wears around his neck as an amulet) is also significant in the fact that it has beautiful wings;



the symbol of flight (even though Vago himself has wings he feels shackled and constrained).

The Paintings of Lelek

The paintings of Lelek are numerous throughout the city - cheap oil paintings of the cityscape how it used to look, with Lelek appearing as a young wealthy girl in a rich dress. The legend known to the people of the island is that Lelek was a wealthy girl who was hit by a probability storm and became trapped in the paintings, appearing throughout the pictures across all of Orokos. Unbeknownst to his companions, Vago had seen Lelek many, many times in his own painting in the attic that he used to live in.

The Persuader Device

The Persuader Device is a metal armband that is fitted around the thief Finch's arm by Lysander Bane, chief of the Secret Police. Within it is contained explosive charges that will, at best, blow off the thief's arm if he tries to remove it. With the device, Lysander Bane hopes to control the thief to recapture the golem and the two ghetto-folk, Rail and Moa. Unknown to the Secret Police, Finch manages to get it removed from his arm by Moa who uses the artefact to pass it through the thief's arm.

The Skimmers

The Skimmers are round, metal drones that exist under the near waters that surround Orokos. They appear to be offensive robots who will attack and destroy any unauthorised vessel from leaving the city-island, emerging from the water before extending blades and spinning towards their target. It is the Skimmers that form the greatest threat to Kittiwake and the inhabitants of her colony of Kilitas when they try to escape Orokos.

The Ghettos

The ghettos exist throughout the island city of Orokos, as poorer areas where very little is done to protect or defend the inhabitants within. As the city is divided into districts, some of these are economically wealthy and seem to form 'the city' proper (with shops, apartment buildings and factories), others' of these districts are poorer because particularly severe probability storms; and these form the ghettos. Life in the ghettos (where Rail and Moa first come from) is harsh and the law is criminal.

The Fulcrum

The Fulcrum is the centre spoke of the island of Orokos; a tall metal tower sheathed in many panels of metal that seem as if the tower itself is moving. It is from the fabled



Chaos Engine deep within its depths that the probability storms come from, somehow spewing out from the tower - Fulcrum and affecting the city below. No one knows who built the Fulcrum or why.

The Null Spire

The Null Spire is the next tallest spike of tower that sits next to the Fulcrum, seemingly impervious or out of reach of most of the probability storms. It is sheer and black, and it is here at the very top that the Patrician resides, and meets with his chief of Secret Police Lysander Bane to discuss the running of the city.

Kilitas

Kilitas is a fabled refuge, an outcast community hidden within the bowels of the city-island of Orokos. Situated as it is at the very bottom of the sea cliffs on the far westerly edge of the island, Kilitas is made up of a series of natural and man made caverns looking out into the sea. The community is beyond the reach of the Secret Police and the armies, and it's population live a hand to mouth existence living on the sea fish and trading with their nearest friends and neighbours in the above districts. Created by Kittiwake, Moa's father and other's of the founding families, Kilitas became a refuge for everyone wishing to leave the city and now has plans of its own to migrate en-masse across the western oceans to the mythical land they believes exists there.

Orokos

The city-state island of Orokos is a large plateau of rock that just up severely from the world's oceans, and is topped by mountain spires, towers and the city. No one really knows how it came to be, but they believe that were at least three different ages; the Faded (whose technology is fantastic and unreproducible), the Functional Age (whose architecture is formulaic, sturdy and mostly made of metal), and the present age under the leadership of the Patrician.

Orokos itself has been divided by the Patrician into different Districts, each divided by high walls that no citizen can pass out of from their home district, segregating the city into rich and poorer areas. The whole city is centred around the Fulcrum (a Faded - age tower), and from whose depths comes the probability storms (or the Storm Thief, as the title of the book is named after), which can change geography, materials, displace people and places or even give people strange qualities (such as eyes of diamond, the form of a horse) etc.

Themes

Dystopia

Dystopia is a 'structural theme' running underneath the story of *The Storm Thief* that gives rise to other major themes such as freedom, chance, and trust. Dystopia is a term for a vision of the future which has the exact opposite meaning to a Utopia, as it implies things being worse than they are now, and not better. The Utopian vision of society and the future states that the future society (often in science fiction stories) is better, wonderful, and all problems have been solved, whereas the Dystopian vision is that the future society has in fact got worse, greater problems have emerged and it is generally more unequal than our own society. Themes of morality, law and order, and an overbearing totalitarian state are very common to dystopian novels, and in this way the novel of *The Storm Thief* exhibits classic dystopian elements.

The Storm Thief presents a vision of an alternate future where science has gone completely awry (the creation of the probability storms), that once life was better (the Faded era) and now life is worse (the regime of the Protectorate). Rail and Moa live in a highly precarious, uncertain time where their very existence is threatened daily by the other ghetto folk (such as Finch) or by the Protectorate. In the way that the Protectorate has ordered the city, restricted movement between the districts and 'takes people away' it can be seen to be a totalitarian regime similar to some of the vilest of militaristic regimes that we have seen in our own modern times.

Chance/Randomness

The theme of chance/randomness is exemplified in the novel of *The Storm Thief* by the Chaos Engine and the probability storms; which can suddenly appear with little warning, turning one's world upside down.

The author has used the idea of the probability storm as an exaggerated example of the danger, hazard, and unpredictability inherent in the lives of the characters Rail and Moa. Furthermore, the idea of the Chaos Engine (the machine that creates the probability storms) is a way for the author to examine deeper, almost philosophical ideas about order, chaos and adaptation.

The moral of the whole novel can be found in the words of the hologram Benejes Frine, and the beliefs of Moa as they eventually understand the world around them. The hologram reveals to the characters that the Chaos Engine was created a way to introduce randomness in a stale society, which had so many rules, law and order that it was impossible for the citizens to ever truly be happy or to experience anything new. In essence, this story is telling us that we need the bad times with the good, and that we need chance (even if it is the chance for bad things to occur), in order to have the chance for good things to occur as well. This paradox is shown in the way that the



colony of Kilitas is willing to risk everything in order to have the chance of escape. The fact that Rail scoffs at their idea because of the chances of failure, even though his prediction is accurate at the time of his making it, shows his inability to be open to the chance of it succeeding (in effect, his lack of trust in the situation being able to get better).

Trust

The theme of trust runs through the entirety of the novel, expressed in whether the character's trust each other and even trust themselves. This theme is mostly found crystallized in the character of Rail, and his changing relationship with Moa.

From where Rail starts at the beginning of the plot, he changes as an individual considerably, learning to give up his stubborn self reliance in favour of his friend Moa's feelings. However it is not in fact until the very end of the story that Rail finally overcomes the majority of his issues as he and Moa find a place of compromise between each other.

The issue of trust is closely related to belief and faith in the story. All of the characters are surrounded by the randomness of the probability storms and the unpredictability of their lives, and this makes Rail in particular unable to trust others around him. The major problems that Rail has relating to Moa stems from his feeling that he cannot trust another human being. We see this when Rail tries to pull Moa away from Kittiwake's influence, and cannot understand how Moa has faith in the dream of escape (even going so far as to announcing that he will be leaving the colony of Kilitas alone).

Trust is also a major theme for the character of Vago the golem in the novel of the Storm Thief. Vago starts the novel unsure of his place in the world and is met by immediate hostility from the crowds of horrified citizens when he emerges from Grandpapa Cretch, the toymaker's tower. From here his situation only seems to get worse as soon armed soldiers are chasing him and firing at him, for little or no reason other than he is different. The main reason why Vago forms such a close attachment to the character of Moa, is the fact that she immediately put her trust in him.

Style

Point of View

The Point's of View used in *The Storm Thief* by Chris Wooding remain in the third-person subjective or personal, in which the story is recounted in in the 'he, she, they, or it mode, but diverts suddenly into the inner thoughts and feelings of the main characters, revealing their thoughts and feelings to the reader. These point's of view vary considerably throughout the book, as the narrative focus switches every section or 'chapter' from Rail, to Moa, Vago, Lysander Bane and even Finch. The overall effect is that we have a third-person narrative narrated to us by at least five characters (with the occasional thoughts and feelings of the tertiary characters). Each narrative focus gives the reader an insight into that character's motivations and feelings, allowing the author to build the plot not just out of the events, but also out of the different motivations and goals of each main character. For example, we may see a chapter focussing upon Rail, in which he reveals how little he trusts the golem, whilst the very next section is from Vago the golem's perspective, revealing what he feels about not being trusted and what he is going to do about it.

The author uses the voices of secondary and tertiary characters to heighten the threat and implied danger around the main protagonists.

In a sense, this mixing of point of views between all of the characters of the book allows the story to not be 'owned' by any particular character (but merely with an emphasis upon Rail and Moa). The use of this technique serves to deepen the depth and texture of the story; as a reader we come to respect almost all of the characters in the story, and realise that they are all, somewhat unwittingly, victims of Orokos itself and the *Storm Thief* (the probability storms).

Setting

The Setting of the novel of *The Storm Thief* by Chris Wooding is the fictional island of Orokos, at some time perhaps in the distant future of Earth, or perhaps in an alternate reality to our own. Some of the features (the clothes, items and props) we can recognise, as well as some of the races of humanity so we can assume that this is a twisted, dark fantasy world set near our own future.

At the start of the book, the author reveals Orokos through the eyes of a sea bird - seeing a massive city atop a plateau of rock, filled with machinery and walls and factories. Through the course of the novel the author leads the characters on an exploration of the city, from its underground sub-city full of criminals and mutants, to its different highly segmented districts, and some of the many fabulous places in between (The Null Spire, Kilitas for example). The settings get more outlandish and bizarre the



further into the book we go as the author heightens the sense of improbability, randomness and threat in the plot.

The city itself, with its different closed Districts of people itself is symbolic of a prison; with highly regimented areas and routines of what the people are allowed to do and where they are allowed to go. In this light, the setting of Orokos can become a metaphor for the evils of segregation and authoritarian bureaucracy in all of its forms. Furthermore, the physical city and the society of Orokos become merged into one as different parts of Orokos are synonymous with different social cliques, classes, and peer groups.

Language and Meaning

The language used throughout the novel of *The Storm Thief* is action packed and straightforward. Rarely are there any prolonged descriptions of items or events, instead the author uses fairly short sentences which get straight to the point.

The language used in the book is reminiscent of the characters that each chapter is concerned with. If the chapter is portraying Rail, the sentences and thoughts are similar to how he speaks; short, direct, and full of black-and-whites; pragmatic facts. If the chapter is portraying the actions and thoughts of Vago then the sentences tend to be more obtuse and thoughtful, reflecting the golem's very own state of confusion about who or what he is. In the whole, the language used in the book mirrors the entire setting of the island of Orokos. As the author portrays a dangerous, uncertain life in the city where the poorest are quick to take what advantage they can and everyone has to think about their survival, so the language itself is short and direct - this lends an air of urgency and immediate importance to everything being said.

During the novel, the characters all use words and phrases that are alien to us; 'jagbats' and 'skimmers' or the 'Revenants.' This use of slang reflects that the main protagonists are from a ghetto, impoverished area which has long been developing its own language of its own, and is somewhat removed from the rest of society. The use of slang words such as these helps paint the picture of the story, and define the main characters clearly in our imagination.

Structure

The structure of the book is 45 different sections of narrative, split into five parts and one epilogue. Each part holds roughly seven to ten narrative sections, and each section is equivalent to a chapter in a conventional book.

The structuring of the novel of *The Storm Thief* is, itself a piece of the narrative and becomes a part of the stories impact for the reader. The Part's are labelled after each place, metaphor or topic which that Part is most involved with (hence we have 'The Sea Bird' for the first, or 'Revenants' and 'The Null Spire'). This title informs the reader as to what themes and concepts this piece of the story will be playing with. Within that Part



the 'chapters' or sections are not named but simple numbered in functional, mechanical format such as 1.1, 1.2, and 1.3. This gives the impression of the book itself being like a machine, an ordered, bulky creation with carefully labelled parts. This method used works especially well as it serves to enhance the setting of the post-apocalyptic Orokos, which is almost steam-punk in its vision. The use of the mechanical numbering for the parts and the 'chapters' is almost an ironic joke on the behalf of the author; as although the central characters exist in a world of metal and machines, order and districts, the actual story itself is about chance and change where any small event can suddenly change the whole fate of a character (symbolised by the probability storms, the Storm Thief).

The use of these super-short 'chapters' gives the book a very upbeat, fast-paced feel in which the action moves steadily and easily from each section to the next; allowing the reader to be drawn into the plot and the characters easily.



Quotes

"Rail went first, Moa followed. It was always the way, ever since they had met in the ghetto, all that time ago" (The Sea Bird, 1.2, p. 8).

"Leave her behind, just leave her behind, whispered a voice in his head, the voice that had helped him survive through a hard and dangerous childhood...But he couldn't leave her. He couldn't. In the time they had known each other, she had become the most precious thing he had" (The Sea Bird 1.4, p. 28).

"That was why people feared the victims of the storms; because they reminded everybody how fragile their happiness was, how easily their world could be turned inside out. That was why people reacted with disgust and hate" (The Sea Bird, 1.9, p. 76).

"It was clear that Rail wouldn't be persuaded. He dared to try and change his own life, but refused to accept the possibility of a different life away from Orokos" (The Sea Bird, 1.10, p. 95).

"He didn't want comfort from her; it would make him feel weak. He was supposed to be the one who protected her. He was ashamed to be afraid of the storm" (Revenants, 2.6, p. 145).

"Bane wasn't intimidated. Like himself, the Patrician used fear and uncertainty to inspire cooperation and respect" (Kilitas, 3.1, p. 181).

"Rail thought that Vago didn't care about what had happened to Moa, but he was wrong. Vago cared a lot. He just had no idea how to express it" (Kilitas, 3.4, p. 202).

"He would always be behind the boy in her affections. And the boy didn't like him, wanted rid of him. Eventually, Moa would send him away" (The Null Spire, 4.1, p. 240).

"He wanted that artefact. And he wanted to kill Rail and Moa, just for the trouble they'd put him to" (The Null Spire, 4.7, p. 279).

"He wasn't afraid. He could think of no price that he wouldn't pay to get inside this place" (The Fulcrum, 5.1, p. 309).

"I've seen what you were when you were like a child. You started again when you were remade. You're not evil Vago, you just think you should be" (The Fulcrum, 5.8, p. 368).

"In the end, it was all down to chance; but he knew one thing, above all else. Anything was possible" (Epilogue 0.0, p. 387).



Topics for Discussion

Describe the differences between Rail and Moa's character. Why is it that Rail cannot agree that there is land outside of Orokos?

What factors leads Vago the golem to joining the side of the Protectorate later on in the story?

Consider Moa's character. List her strengths and weakness, and also her motivations. Contrast and compare her strengths versus her weaknesses.

What is the great challenge that the character of Rail must overcome through the course of *The Storm Thief* by Chris Wooding?

In what ways is 'The Storm Thief' by Chris Wooding a dystopian novel? What is a dystopia?

What is the symbolism of the probability storms, used in Chris Wooding's novel, "The Storm Thief?"

What is the significance of the bird that Vago finds at the start of the book? Why is it important to Kittiwake?