

The Sight Study Guide

The Sight by Warriors (book series)

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Plot Summary

"There will be three, kin of your kin, who hold the power of the stars in their paws." This is the Prophecy, delivered in a dream by an ancient cat to Firestar, the ThunderClan leader. Presently, it's time for three ThunderClan kits to become apprentices. The three are Hollykit, Jaykit and Lionkit, and the story centers around them. The kits are the offspring of Squirrelflight and Brambleclaw, noble ThunderClan warriors, and grandkits of Firestar himself. The question is, will the youngsters prove their worth and become assets to the Clan?

The trio's first trial involves a scrap with some fox cubs who turn out to be more than they bargained for, and Jaykit falls into a hole, loses consciousness and wakes up in Leafpool's medicine den. The medicine cat advises Jaykit that he will never become a warrior because of his handicap (he is blind), but that he will make a splendid medicine cat. Jaykit is disconsolate, and Hollykit, scheduled to become a warrior apprentice, announces that she wants to be a medicine cat!

The kits' sixth moon arrives and they become Hollypaw, Jaypaw and Lionpaw. Jaypaw, we learn has some amazing extrasensory capabilities, but he's unhappy and conflicted because he wants to be a warrior. When Lionpaw goes out hunting with Ashfur and Brambleclaw, the impetuous Jaypaw ventures into the forest, falls into a lake and nearly drowns before WindClan cat Crowfeather rescues him and escorts him back to the ThunderClan Camp. Millie, a kittypet, joins the Clan, and Jaypaw bemoans his lot. "I don't care about having stupid dreams," he hisses. "I'm going to be a warrior!"

ThunderClan gets into a knock-down drag-out battle with ShadowClan over a border marking incident. Millie proves her merit as a warrior; Jaypaw visits the Moonpool to seek an answer to his dilemma; Hollypaw announces to mentor Leafpool that she wants to be a warrior cat, and Jaypaw becomes Leafpool's reluctant apprentice. Lionpaw, meanwhile, proves to be a mighty warrior and a standout in a battle with the Twolegs' dogs. Jaypaw is jealous and resentful and unhappy about his medicine cat apprenticeship. But when Poppypaw and others come down with greencough he gets to do some serious doctoring and proves his worth to the Clan. But more glory is ahead for the youngster. Using his special extrasensory abilities he rescues Lionpaw from an old badger set which has collapsed on him and earns the praise of Clan leader Firestar who declares that Jaypaw is an especially valuable member of ThunderClan and that he, Hollypaw and Lionpaw are the three cats indicated in the Prophecy.



Chapters 1-3

Chapters 1-3 Summary and Analysis

Summary: Jaykit, Hollykit and Lionkit, the three cats of the Prophecy, play catch with a mouse and are reprimanded by their mother, Squirrelflight, for not respecting their prey. Spiderleg and Thornclaw report that a mother fox was killed in a trap near the Sky Oak in ThunderClan Territory. finding a dead fox on ThunderClan territory. The conclusion is that the cubs are somewhere in the territory and they must kill them or scare them away.

Hollykit, Jaykit and Lionkit want to go on the mission, but leader Brambleclaw admonishes them to stay and guard the camp. Not happy with such mundane duties, the kits decide to go on an unauthorized mission to find the fox cubs. They sneak out through the dirt place tunnel, make it to The Sky Oak and find the mother fox's den. The three decide to attack the fox cubs through the foxes' escape route, a narrow cramped tunnel.

As Jaykit creeps along, he can feel Lionkit pressing behind him. The air is warm and it stinks of fox—more than one. Suddenly Jaykit bursts out of the tunnel and into the foxes' den, with Lionkit close behind. Jaykit lets out a threatening hiss, hoping to scare the fox cubs out into the open.

But a nasty surprise awaits the kits. The fox cubs are much bigger than they'd expected and they're positively ferocious. The kits decide that discretion is the better part of valor and beat a hasty retreat.

It's a narrow escape for the kits, but things soon take a turn for the worse. As Jaykit runs towards the camp, he falls into the hollow and loses consciousness. He has a vision of Spottedleaf, a StarClan cat, who gives him a drink of water, then wakes up in Leafpool's medicine den. He wonders what happened to his comrades, but Leafpool assures him that they are safe. She warns him, however that he will never be able to become a warrior apprentice, and suggest that he become her apprentice.

Jaykit is thoroughly dismayed at Leafpool's prediction. A medicine cat? Always immersed in the stink of mousebile and doctoring ThunderClan warriors with evil-smelling wounds? Never! Never in a million years! Jaykit is determined that he will never be a medicine cat. For Jaykit it's the warrior's life or nothing.

But it turns out that Leafpool has a good reason for saying what she said to young Jaykit, and at this juncture the reader learns that Jaykit is blind.



Chapters 4-7

Chapters 4-7 Summary and Analysis

Hollykit and Lionkit, relieved to learn that Jaykit is okay, wait for Firestar to decide on their punishment for revealing the cats' campsite to the ravenous fox cubs, thus endangering the entire clan. Firestar sends the impetuous kits back to the nursery, where Brambleclaw informs them that the blind Jaykit won't be able to apprentice as a warrior. The kits object, and strenuously protest that Jaykit can smell and hear and sense everything that happens in the camp. He's able to see things with his nose and ears instead of his eyes because those senses, in the absence of vision, have become extraordinarily acute.

Thornclaw shows up and reports that Poppypaw and Mousepaw chased one of the fox cubs over the border into ShadowClan territory but the other two vanished without a trace and are presumably still at large. Leafpool meanwhile has been doctoring the ailing Jaykit with herbs. Hollykit goes to visit Jaykit at the medicine den and decides that she wants to apprentice with Leafpool and become the ThunderClan's next medicine cat.

Meanwhile, back at the nursery Lionkit leaves without permission to look for Jaykit. In a clearing in the forest he spots Dustpelt, Spiderleg, Brackenfur, and Stormfur. They're having a confab. What are they saying? Lionkit creeps closer and hides in a bush. Dustpelt is angry because Firestar gave part of the Thunderclan territory to the rival ShadowClan. "If I catch any ShadowClan cat on the wrong side of the border I'll rip his fur off!" he declares. Spiderleg agrees that Firestar was off base in his dealings, and that he shouldn't have given it up so easily. The warriors fall into a fierce argument, all of which Lionkit overhears.

Warrior apprentice Mousepaw discovers Lionkit in his hiding place but doesn't give him away, and Lionkit beats a retreat back to the nursery, troubled by what he has overheard. His fur is clotted with thorns from the bush in which he was hiding. Hollykit wakes up and heads for the medicine den to get something for Lionkit's scratches and finds Jaykit who helps her to find the right herb. They find the correct medicine—dock—and Hollykit goes back to the nursery and doctors Lionkit, aided by chief medicine cat Leafpool. Then the two kits, Lionkit and Hollykit, go out to the fresh kill pile for a bite to eat. Some other cats arrive at the banquet, including Willowpaw, a medicine cat apprentice, and Hollykit makes an announcement. "I want to be a medicine cat!" she blurts out.

Hollykit sneaks out of the nursery once again and has a talk with Willowpaw, who tells Hollykit how she became a medicine cat apprentice. Firm in her resolve to become Leafpool's apprentice Hollykit heads back to the medicine den where she discovers that Jaykit's wounds have healed. Firestar calls a ThunderClan meeting and declares that Hollykit, Lionkit and Jaykit have reached their sixth moon and are ready to become

apprentices. The kits' names are changed to Hollypaw, Lionpaw and Jaypaw, and the three become apprentices and are assigned mentors.



Chapters 8-11

Chapters 8-11 Summary and Analysis

Jaypaw is angry because Firestar has chosen the one-eyed Brightheart to be his mentor. Is it because he's blind? While Jaypaw goes into the sulking mode, Ashfur, Lionpaw's mentor, shows him around the forest, while Leafpool takes her new apprentice Hollypaw on an herb-gathering expedition.

Brightheart takes Jaypaw to the elders' den to visit the ancient Longtail who chides the youngster about his attitude and comments pointedly that not many cats would try fox hunting before they're even out of the nursery. And Brightheart has a job for him. She instructs him to clean out the elders' bedding and check Longtail and Mousefur for fleas and ticks. Then Longtail, who is also blind, clues Jaypaw in on one of the advantages of being blind: scents become much sharper and far more important.

Jaypaw ventures into the forest with Brightheart and puts his senses to good use, sensing that a fox is near. The fox attacks Brightheart and Jaypaw leaps to the defense but catches his tail in a bramble bush. Luckily, Thornclaw appears and chases the fox away. Back at the camp he learns that Lionpaw captured a vole on his first day of hunting.

When Lionpaw goes out hunting with Ashfur and Brambleclaw, Jaypaw, always impetuous, ventures into the forest on his own. After wandering into WindClan territory he falls into a lake and nearly drowns before WindClan cat Crowfeather rescues him and escorts him back to the ThunderClan Camp.

While Jaypaw is restricted to camp, Hollypaw and Lionpaw go to their first Gathering, and Lionpaw is attracted to WindClan apprentice Heatherpaw. They all talk with apprentices from other clans and Jaypaw, Hollypaw and Lionpaw are officially instated as ThunderClan apprentices.

Graystripe and Millie talk animatedly about their journey through the forest to the lake, but the cats are not sure that Millie should join their warrior ranks because she is a kittypet. Graystripe stands up for her, and after more bickering about whether or not Graystripe should be named deputy, the ThunderClan cats return to their camp.



Chapters 12-13

Chapters 12-13 Summary and Analysis

Back at the camp Graystripe shows up with Millie, and announces that she is now his mate. The ThunderClan cats are dubious because warriors are not supposed to find mates outside the Clan, to say nothing of kittypets. But Graystripe insists that Millie helped him make the journey and that she is now his mate. The blind Jaypaw pops in and gets a whiff of Graystripe and Millie, and Cinderpaw tells Jaypaw that Millie is Graystripe's new mate from the Twoleg place.

Leafpool sends her new apprentice Hollypaw out to gather some herbs to treat the ailing Graystripe and Millie. She requests borage, but the inexperienced and easily distracted Hollypaw gathers an unknown but foul tasting herb and hurries back to camp. Leafpool informs Hollypaw that she got the wrong herb. "This is yarrow," she snaps. "It makes cats sick!" Hollypaw is ashamed but Leafpool tells her not to be too hard on herself and sends her to fetch some familiar marigold leaves.

Hollypaw goes off for some battle training with Leafpool. She spars with Cinderpaw and shows Leafpool some impressive moves. Leafpool tells young apprentice that she fought well and that she is impressed with her prowess. But Hollypaw is disconsolate. She's a medicine cat apprentice, not a warrior apprentice, and she is determined to fulfill her destiny.

Meanwhile Jaypaw, restricted to the camp, is getting bored with his routine duties. Then Ashfur returns from a sortie and reports that ShadowClan cats are marking every tree along the border. The ThunderClan cats are alarmed. Are those ShadowClan devils up to their old tricks? Is another border dispute in the offing? "I'll claw their ears off!" Jaypaw snarls. He's ready for action.

Brambleclaw announces that Firestar has decided to ignore the ShadowClan for the time being. As he speaks he watches uneasily for signs of rebellion among his Clanmates. After some debate Firestar decides to send Squirrelflight's squad out on patrol, and Jaypaw is disappointed to learn that he won't be going along. Firestar orders Leafpool to share tongues with the StarClan at the Moonpool. They have to find out who ThunderClan's rightful deputy is, he explains. Will it be Graystripe or will it be Brambleclaw?"

Leafpool heads for the Moonpool where she falls asleep, and Jaypaw follows her scent trail. He drinks from the Moonpool and has an out-of-the-body experience in which he sees the StarClan cats gathered around Leafpool discussing the deputy selection. The StarClan consensus is that both Graystripe and Brambleclaw are equally qualified and that it's up to Firestar to make the call.



Leafpool realizes that Jaypaw entered her dream and is impressed with his shamanistic skills. She believes he is destined to be a medicine cat, which makes Jaypaw furious. "I don't care about having stupid dreams," he hisses. "I'm going to be a warrior!"



Chapters 14-15

Chapters 14-15 Summary and Analysis

Firestar calls a Clan Meeting and tells the troops that Brambleclaw will be deputy instead of Graystripe. A wave of disappointment goes through the assembled cats; many of them are loyal to Graystripe. But Graystripe takes the news well. He wants what's best for the clan.

Brambleclaw takes Jaypaw out hunting, along with Lionpaw, Berrypaw, Ashfur and Brightheart. Youngsters Lionpaw and Berrypaw get into a scrap, but Hollypaw, who has ventured into the forest to collect some herbs, breaks it up. She and Graystripe join the patrol and they wind their way deep into the forest following the old Thunderpath.

As some of the apprentice warriors are pursuing a mouse, Birchfall bursts out of the undergrowth and announces that the ShadowClan cats have moved the border, and that they've put a new line of scent markings inside ThunderClan territory! This is serious business, and the cats are off to have a looksee. And it turns out that Birchfall was telling the truth. Lionpaw sniffs a tree trunk and wrinkles up his nose. Sure enough, ShadowClan warriors have been marking ThunderClan trees!

Just then three ShadowClan warriors appear and taunt the ThunderClan troops. They maintain that ThunderClan isn't what it used to be, that it's filled with kittypets and cripples and worn out warriors! The cats get ready to go at it and Lionpaw, pursued by two ShadowClan warriors, heads back to camp for reinforcements.

Firestar isn't about to take the ShadowClan invasion lying down. He calls to his warriors, Sandstorm, Spiderleg, Whitewing, Stormfur and Brook. The warriors race to the battleground, snarling and lashing their tails. "Attack!" Firestar mews, and the ThunderClan warriors spread out and hurl themselves at their rivals. A knock-down drag-out battle ensues, and Jaypaw dukes it out one on one with Owl paw and defeats him, but with an assist toward the end of the fight by Lionpaw. It's a smashing victory for the ThunderClan, and Brambleclaw and Ashfur, acting on Firestar's orders, mark the border.

Back at camp, medicine cat Leafpool sees to the wounded, assisted by her apprentice Hollypaw, who is becoming disenchanted with the prospect of becoming a medicine cat, and Jaypaw also harbors doubts about his vocation. He fears that maybe he's just kidding himself, thinking he could ever be a real warrior.



Chapters 16-17

Chapters 16-17 Summary and Analysis

Jaypaw, troubled, figures that he might not have been able to overcome Owlpaw without Lionpaw's help. Will he ever become a warrior? He's beginning to seriously question his chosen vocation. It's the one thing he wants above all. But perhaps he has to accept that he can't fight alone. Fury rages inside him like a badger cornered in its set. Maybe, after all, he should go for the medicine cat apprenticeship.

Brambleclaw returns and reports to Firestar that the warriors have remarked the trees and covered the stench of ShadowClan. But something is troubling him. The ShadowClan cats claim that ThunderClan is not authentic because they've taken in a bunch of non-Clanborn cats, and both Firestar and Brambleclaw think that the opposing cat clan may have a point. But others disagree and cite Millie's excellent performance in the recent skirmish even though she was formerly a kittypet.

Jaypaw, meanwhile, plunged in gloom, decides to go to the Moonpool for some answers to his dilemma. He is warmly greeted by voices from the mystical pool. "You are welcome, Jaypaw. "Come, Jaypaw." "Dream with us, Jaypaw." Scents flood around him, the scents of cats he has no memory of, yet who seem familiar. Upon touching the surface of the pool he falls into a dream and meets two cats. They are Tigerstar, his father's father, and his brother, Hawkfrost. The two cats offer to give Jaypaw some battle training. Hawkfrost promises that once he sees how easy battle tactics are for him, he'll realize that he was born to lead his Clanmates in battle, not spend all his time in the camp fooling around with herbs and poultices.

But before the training can begin, Spottedleaf comes to fetch Jaypaw. She marvels at the youngster's ability to find out truths through visions and dreams and tells him flatly that he has power enough to shape the destiny of your entire Clan, and that he'd better accept his destiny. With this, Jaypaw realizes at last that he must accept his destiny and become a medicine cat.

Next it's Hollypaw's turn to fluctuate. Although she is successfully apprenticed to chief medicine cat Leafpool, she decides that she must become a warrior cat! She has a confab with Brook. She was so excited after the battle, she completely forgot that she was a medicine cat apprentice, she confesses. Brook counsels Hollypaw to think of her strengths, not her weaknesses, and further that as a Clan cat, she has the freedom to shape her own destiny, a freedom which Tribe cats never have.

Hollypaw goes to Leafpool and confesses that she wants to be a warrior, not a medicine cat. Leafpool is reluctant to let her go but realizes that she must do what is best for the Clan. Hollypaw meets with Firestar, who approves her decision. Then Jaypaw meets with the ThunderClan leader, tells him of his decision.



Chapters 18-19

Chapters 18-19 Summary and Analysis

Hollypaw is perplexed about her brother's decision to become a medicine cat, but Firestar approves, even though he is somewhat bemused by the request, and he tells the youngster that Leafpool will be his new mentor. And Leafpool agrees to take Jaypaw on as her apprentice.

Hollypaw's off to fetch Brightheart. Jaypaw is concerned that his present mentor may be hurt when she learns of the decision. Jaypaw promises that he'll make sure that she knows his decision has nothing to do with her, that this is something she has to do." Meanwhile Hollypaw gives youngsters Icekit and Foxkit some advice on fighting techniques. "Tuck your head in, Foxkit, and give her a good nip!" Firestar approves Brackenfur as Hollypaw's new mentor and Hollypaw is overjoyed. Hollypaw flicks her tail happily. Not only is Brackenfur a great fighter, but he's also clever and thoughtful; she trusts his judgment as much as his strength.

Brackenfur takes his new apprentice out hunting, and Hollypaw, after several attempts, catches a mouse, her first kill. She is now officially a warrior apprentice!

Longtail complains to Jaypaw that Mousefur keeps him awake all night coughing. Jaypaw treats Mousefur with herbs and attends to his other medical duties but without much enthusiasm. Jaypaw is royally bored, and his mentor, Leafpool, chides the youngster about his attitude, declaring that if he can't be polite to his Clanmates, he might as well come back to the medicine den and help her tear up the tansy that Hollypaw was kind enough to fetch for him yesterday.

Meanwhile Brightheart is sore because Jaypaw left her mentorship for Leafpool and she won't have a thing to do with him. Jaypaw ventures out to the Moonpool to try to get his thoughts together. There he meets Littlecloud and Mothwing and some of the other Shadowclan medicine cats and they have a friendly chat. Then Jaypaw nearly tumbles into a rabbit hole and when Willowpaw tries to help him out, the temperamental youngster turns on her. Leafpool angrily insists that he apologize, which he does. The cats then share tongues with the StarClan cats, and Jaypaw dreams another Moonpool dream in which he enters into Willowpaw's dream.



Chapters 20-21

Chapters 20-21 Summary and Analysis

Jaypaw gets a dream visit from Yellowfang, who informs him that venturing into other cats' dreams is not the thing to do. "You should be careful," she warns. "A cat with big ears sometimes hears more than he should." At this the rebellious Jaypaw bristles. Who is this old fleabag telling him what to do? He won't stand for it! And straightaway he does some dream peeping on Barkface and Tallstar, who are having a confab. It seems that the WindClan will soon be in danger of being attacked by the Twolegs' dogs.

Spottedleaf intervenes, and once again Jaypaw gets a bawling out for his obsessive dream-spying. Jaypaw wonders aloud why he was given this gift at all if he's forbidden to use it. But before Spottedleaf can answer, another voice calls his name. "Jaypaw?" The voice is Leafpool's and Jaypaw wakes up from his dream. He then tells Firestar about the dogs but Firestar pooh poohs his information and Jaypaw is indignant. Why don't they believe him? Isn't he the one who shared with StarClan? What's the point of being a medicine cat if they don't listen to him?

Now Whitewing returns from a patrol with more intel. The Twolegs' that dogs are attacking the WindClan! Jaypaw flashes a look of triumph at Firestar. Surely the ThunderClan leader must believe him now. But Firestar glares darkly at the blind apprentice and informs him curtly that larger issues are at stake, that ThunderClan cats might well be killed today.

Firestar sends out a patrol to help WindClan. Among the patrol cats are Lionpaw and Heatherpaw. They encounter two dogs. One of them attacks Heatherpaw, but Lionpaw bravely saves her life. Ashfur, Birchfall and Crowfeather join in the melee and they drive the dogs away. The WindClan cats thank ThunderClan for their help and the patrol returns home. At this juncture we learn that Heatherpaw and Lionpaw may be sweet on each other.



Chapters 22-23

Chapters 22-23 Summary and Analysis

A conflict erupts between Jaypaw and Lionpaw. Lionpaw has been going on about the battle against the dogs for days, and Jaypaw simply doesn't want to hear it all again. Lionpaw's war stories have made Jaypaw envious and he's still struggling with his new vocation of medicine cat.

Leafpool notes that they are low on herbs, but suggests that they wait for the next moon to go out collecting. Jaypaw is in favor of going out now, before the frost kills whatever herbs may be available in the forest. Leafpool declines to follow his advice and the youngster is once again burning with resentment.

But now it looks as if they have a sick cat on their hands. Mousefur has greencough and is running a fever. Leafpool decides that there's no time to lose and sends Jaypaw along with Cloudtail and Cinderpaw to the Abandoned Twoleg Nest to gather catmint. But on arriving at the Twoleg Nest the cats discover to their dismay that the catmint has been scorched by the frost. Nevertheless, Jaypaw, with his keen sense of smell, is able to dig out some still-green stalks which will have to do. They head back to the camp and Jaypaw treats Mousefur with the catmint. But now the greencough has spread. Ferncloud and Whitewing come down with the disease and are sequestered in the medicine den. Meanwhile a hunting party returns with bad news. There's hardly any prey to be found. It looks like a grave situation for ThunderClan.

Poppypaw comes down with greencough. Jaypaw is kept busy tending to ailing cats. Firestar sends out patrols but adds a note of caution, informing patrol leaders not to let the warriors wear themselves out when there's so much sickness around.

A patrol returns to camp with only a mouse and a sparrow. The situation is getting worse by the minute. WindClan warriors visit and ask Leafpool for herbs to combat greencough. They've got it, too. But Leafpool has nothing to offer them, and she goes to the RiverClan camp to borrow some catmint. Jaypaw stays behind, saddled with the huge responsibility of ministering to the Clan's sick cats while Leafpool is away.

Poppypaw is fading fast but Jaypaw enters her dream and returns the ailing cat to health. Leafpool returns with plenty of catmint, enough to cure all the ThunderClan felines, and she compliments Jaypaw on his work. "I knew you'd be fine without me."



Chapters 24-25

Chapters 24-25 Summary and Analysis

Newleaf arrives, and with it an influx of available prey. A gathering is called. Hollypaw and Lionpaw attend, but Jaypaw must stay behind once again and he feels lost and out of place. Far in the distance he can hear the excited cries of warriors and their apprentices drifting through the trees. He wants wait to StarClan that it isn't fair. But he must not behave like a kit, however much he's treated like one.

Jaypaw goes into a trance and sees through Lionpaw's eyes. Lionpaw is participating in a hunting contest, and Jaypaw has a premonition that something is going to happen, something bad. Hollypaw gets into a scrap with Heatherpaw and emerges victorious. Jaypaw meanwhile is racing through the forest to warn Lionpaw of some unknown danger. But suddenly he gets the scent of badger mixed with the scent of squirrel and realizes that Lionpaw and another warrior are chasing a squirrel toward an old badger set, a place where the ground is not safe, where the earth might well swallow them up. Jaypaw races to the badger set but arrives too late. Lionpaw and Breezepaw have fallen in and are trapped. Luckily Crowfeather arrives on the scene and with his help Jaypaw rescues the two buried warriors.

Back at the camp Jaypaw treats the two with herbs and is praised for his actions by Hollypaw. "You were so brilliant," she mews. They head back to the gathering for the announcements in time to hear Firestar announce that from ThunderClan, Hollypaw may choose first prey from the pile because she fought excellently for such a new apprentice.

Jaypaw congratulates Hollypaw and starts to walk away as Firestar continues, announcing to the group that there is one apprentice who deserves a special mention above all the others today, and that that apprentice is Jaypaw. And he praises Jaypaw for his courage and quick thinking.

That night Jaypaw goes to sleep and dreams and enters Firestar's dream. He hears Skywatcher utter the Prophecy: "There will be three, kin of your kin, who hold the power of the stars in their paws." Jaypaw knows now, with an inner certainty, that he, Hollypaw and Lionpaw are the three cats indicated in the Prophecy.



Characters

Firestar

Firestar is the charismatic leader of the ThunderClan. A ginger tom with striking markings and a flame colored pelt, he is the wisest and bravest of the ThunderClan cats. In *The Sight* Firestar's duties continue as he witnesses the apprenticeship of his grandchildren, Hollykit, Lionkit, and Jaykit. Firestar is the only one who knows that these three kits have the power of the stars in their paws.

Although his grandson, Jaypaw, is blind, he allows him to train as a warrior. When Hollypaw wants to quit being a medicine cat apprentice and train as a warrior, at the same time Jaypaw wants to leave his apprentice life behind, Firestar is skeptical that it wasn't planned, but goes along with it and allows Hollypaw to train as a warrior and Jaypaw as a medicine cat. He assigns Brackenfur as Hollypaw's mentor rather than Jaypaw's warrior mentor, Brightheart.

After many moons, Firestar's best friend, Graystripe, finds his way back to the Clans with his new mate, Millie. Even though he is pleased to see his friend, Firestar must choose who will be ThunderClan's deputy. After a long decision, his daughter, Leafpool, and his grandson, Jaypaw tell him that Brambleclaw should remain deputy. He realizes that that decision is probably for the best because Brambleclaw has been around their new territory longer and knows what is going on in the Clan.

When Jaypaw tells Firestar and Sandstorm of Tallstar's warning to Barkface about the dogs, Firestar ignores his warning, telling him that StarClan could be telling them to keep the look out for dogs, not take WindClan's territory. Jaypaw consults Firestar when he wants to change his apprenticeship from warrior to medicine cat.

Brambleclaw

Brambleclaw is a dark brown tabby tom with amber eyes. He is Thunderclan's Deputy cat. Brambleclaw's apprentice is Berrypaw.

Leafpool

Leafpool is a light brown tabby she-cat with amber eyes. She is ThunderClan's medicine cat, wise in the ways of herbal cures. She serves as mentor to both Hollypaw and Jaypaw at different times.

Leafpool takes on Hollypaw as a medicine cat apprentice, though she wanted Jaypaw as her apprentice. Jaypaw is chosen to be mentored by Brightheart, instead. Soon, Hollypaw finds that she would rather be serving her Clan as a warrior than a medicine cat. Leafpool and Spottedleaf both agree that Jaypaw is destined to become a medicine



cat apprentice because of his abilities to communicate with StarClan, plus his other gifts. Jaypaw refuses at first, claiming that they only want him as a medicine cat because he is blind. He starts to believe that they think he shouldn't become a warrior. It is said that when Leafpool and Hollypaw touch noses during the apprentice ceremony, there is a look of sadness and pain in Leafpool's eyes, and also, in Squirrelflight's eyes. This leads to Hollypaw being confused.

There is still a strong tension between Leafpool and Crowfeather, which Jaypaw soon realizes. Leafpool seems very unhappy with the relationship Crowfeather is in with Nightcloud. In the end, Hollypaw fulfills her wish as becoming an apprentice, being trained by Brackenfur. Jaypaw concludes that he will become Leafpool's apprentice instead.

When Breezepaw and Lionpaw are almost trapped underground during the Clans' contest, Crowfeather thanks Leafpool for saving his son, Breezepaw. She responds that she would give her last drop of blood for Crowfeather's kit, Jaypaw overhearing this in embarrassment.

Jaykit

Jaykit is one of the Three indicated in the Prophecy. Upon reaching his sixth moon he becomes Jaypaw. His siblings are Hollykit and Lionkit. Jaypaw is a Abyssinian Blue Cat. His eyes are somewhat foggy, for he is going blind, but he has distinctive jade, green rays penetrating his glassed-over honey pupils. Jaypaw's pelt is a honey color too, just to match his eyes. He has a faint frost, blue looking dragon on his flank, that glows dark blue on several occasions. Jaypaw's tail is long with a silver tip. He has ears that are pointed and big, and is very petite. Jaystar is a long-haired tom, and has markings on his sides/back/shoulders that make him look like he has folded dragon wings.

Jaypaw is a sweet cat who would help anyone, even at the risk of his life. Because he is going blind, his other senses are stronger, which is an advantage for he is always a step ahead. Though his past is different, his intentions are grand. He hopes to become the greatest Warrior of all time, though thinks that becoming leader might be too much for him to handle. Jaypaw's a shy cat, but opens up after awhile. He seems to have a wild personality. He thinks a lot, and talks to his best friends, but he has great leadership skills. Jaypaw seems to have inherited these skills from his father, who is long gone, but lives in Jaypaw forever.

Hollykit

Hollykit is the sister of Jaykit and Lionkit. Upon reaching her sixth moon she becomes Hollypaw. She is one of the Three indicated in the Prophecy.



Lionkit

Lionkit is the brother of Hollykit and Jaykit. He is one of the Three indicated in the Prophecy. Upon reaching his sixth moon he becomes Lionpaw.

Brackenfur

Brackenfur is a golden brown tabby tom. He is a ThunderClan warrior. Brackenfur's cough is healed by Hollypaw, acting under the mentorship of medicine cat Leafpool.

Thornclaw

Thornclaw is a golden brown tabby tom. Thornclaw is a ThunderClan warrior. His apprentice is Poppypaw.

Brightheart

Brightheart is a white she-cat with ginger patches. She is a ThunderClan warrior. Strangest of all non-Clanborn cats, she carries a scent of mountains and tumbling water.

Spiderleg

Spiderleg is a long-limbed black tom with a brown underbelly and amber eyes. His apprentice is Mousepaw.

Squirrelflight

Squirrelflight is a dark ginger she-cat with green eyes. She is the mother of Brambleclaw's kits: Lionkit, Hollykit, and Jaykit.

Longtail

Longtail is a pale tabby tom with dark black stripes. A ThunderClan elder, he retired early due to failing sight. Longtail is much sought after for his wisdom and advice.

Millie

Millie is a small silver tabby. She is a kittypet. Scorned by some, she proves her merit in battle and is adopted as a ThunderClan cat.



Objects/Places

The Moonpool

The Moonpool is a mystical circular pool of water at the Lake. It is a sacred place where medicine cats and ThunderClan leaders share tongues with the StarClan. On one side, there is a steep cliff with water flowing out from a cleft, feeding the pool. There is an underground stream leading out of the pool, which flows into the lake and marks the border between ThunderClan and WindClan. A narrow path dimpled with ancient pawprints leads down to a flat stone "beach" next to the pool. For sharing tongues with StarClan, the medicine cats lap up a few drops of water or they touch their noses to the water, which enables the cats to communicate in an extrasensory manner, very much like shamans communicating in eternal dreamtime. New Clan leaders report to the Moonpool to receive their nine lives. Jaypaw visits the Moonpool and has some of his most significant visions there.

The Forest

The Forest is the home of the cat clan camps. It encompasses the Lake. The forest is the arena in which all of the action takes place. In the beginning, the region was a wilderness, without predators or humans living nearby. After a time, cats arrived in small groups and began to settle down. However, they did not set up borders, and their territories overlapped, resulting in several bloody battles and many deaths. After a particularly ferocious battle, the survivors were confronted by the spirits of their fallen companions, urging them to unite and live in peace.

However, the cats could not agree who would lead them, so five cats, Thunder, Shadow, River, Wind and Sky, each demanded to be the leaders. In the end, they decided to separate into five groups, under the leadership of Thunder, Shadow, River, Wind, and Sky. The other cats chose to follow the leader that was going to a territory best suited for themselves. They developed the Warrior Code, and founded the five Clans - ThunderClan, ShadowClan, SkyClan, RiverClan and WindClan - dividing the hunting grounds between themselves, adapting to the conditions that reigned on their territories. The spirits of the fallen cats made up StarClan, ancestors who guided the living with advice.

Twolegs arrived soon, and constructed the Thunderpath that later made up the border between ThunderClan and ShadowClan, then built the Twolegplace, forcing SkyClan to leave their territory.[6] Soon, the remaining four Clans had to leave as well, as Twolegs destroyed the region to construct a new Thunderpath, and later settled by a lake, the region being referred to as The Lake Territories.



The ThunderClan Camp

The ThunderClan Camp consists of the following:

Highrock. A large outcropping of stone in the center of the camp. Two small caves within the stone form leader's and medicine cat's dens. Over the top of the Leader's Den is a smooth, flat area where the Leader traditionally stands to call together the Clan for a meeting.

Leader's Den. A small cave in the Highrock, sheltered by the growth of vines and other vegetation. This provides a private place for the leader that stays relatively cool in greenleaf, and nicely warm in leaf-bare.

Medicine Cat's Den. A small cave in the Highrock that lies opposite of the leader's den. The entrance is more open than the leader's den, with a few small bushes near the entrance that provide good cover for ailing cats who must stay near the den. Within are two different chambers that provide a place for the medicine cat (and it's apprentice) to sleep in addition to storage space for Herbs.

Warrior's Den. Formed with walls of sticks, brambles and other such vegetation, the den is not as secure as the leader's and medicine cat's den but still provides excellent protection for the cats that call it home. The entrance looks out on the fresh-kill pile and elder's den, and the floor is of sand covered in soft moss.

Apprentice's Den. Much like the warrior's den, though on a smaller scale, the apprentice's den is almost identical. The stick and bramble walls and ceiling provide cover and protection from the elements for creatures that sleep within on the sand and moss floor.

Nursery. Built away from the main wall of the camp, the walls of the nursery have been built to be more solid and much fuller than the primary outer wall and the walls of the warrior and apprentice dens. Here the sandy floor is covered in moss, but the nests in that moss are lined with warm fur and feathers from the kills made by apprentices and warriors. The queens of the Clan reside here along with their young kits.

Elder's Den. A large fallen tree that's gone hollow with age, the elder's den is possessed of little construction by cats' paws. Instead, nature has provided an almost perfect place for the oldest cats in the Clan to live. It's thickly lined with mosses, fur and feathers so that it's occupants will be less likely to take a chill.

Fresh-kill pile. A small pile of slain prey items that lay in a small depression in the largest open area of the camp. Because of its placement, a returning hunter must parade past the apprentices', warriors' and elders' dens to deposit their kills.



ShadowClan Camp

ShadowClan Camp is located in the forest west of the Twoleg Path and the Halfbridge. It is the home of the ShadowClan cats. The Camp is in a hollow with muddy ground surrounded by brambles. The entrance is through a thorn tunnel. A smooth boulder at the edge of the clearing is used by the leader to call meetings. The nursery is in a hollow, shielded by a thorn bush. The warriors' den is under a large bramble bush. The medicine cat's den is in a cave under two boulders, and is surrounded by ferns. The leader's den is beneath the roots of a big oak tree.

The Island

The Island is a gathering place accessed from the water by a fallen tree trunk. The Island is frequented by the WindClan, the ShadowClan, and the RiverClan, as well as the ThunderClan.

The Lake

The Lake is in the center of the forest. To get there you follow a ridge to the end where the land slopes steeply down. On the east side of the Lake is RiverClan territory and on the west, ShadowClan.

The Old Thunderpath

The Old Thunderpath leads up to the Empty Twoleg Nest. Thunderpaths are oily paths that monsters continually go on. They are usually hard, gray, and smell acrid or tangy. Many cats get injured or die on it, and it is feared by most cats. In the Forest Territories, cats had to cross the Thunderpath in order to get to the Moonstone. ShadowClan cats had to cross at every Gathering. The sour tang of Thunderpaths are usually associated with Twolegplace, as they led between the Twoleg Nests. Animals can get killed on the Thunderpath, too (i.e. rabbits) and cats make references to them ("flat as a Thunderpath rabbit"). Then it rots into crowfood. There are some Thunderpaths busier than others, such as the commonly known: Windover Road. It is Brightheart who shows Jaypaw the Old Thunderpath.

The Horseplace

The Horseplace is on the edge of RiverClan territory. It is the home of kittypets who eat twoleg food.



The Clearing

The Clearing is a ThunderClan meeting place surrounded by brambles. Not to be confused with the Twoleg Clearing.

The Hollow

The Hollow is near the shore of the Lake. Firestar's den is located in the hollow.



Themes

Destiny

The role of destiny in one's life is a major theme in "The Sight", and brings up questions that scholars and mystics have debated about for centuries. Are the events of our lives predetermined? Is our path laid out for us and no matter what we do or how we try to avoid it, our lives will unfold in some predetermined way? Is there such a thing as fate or destiny? If so, what about free will? Do we have the freedom to choose our actions? Isn't free will negated if fate exists?

Jaypaw, for example, feels deeply that his destiny is to become a warrior, but the circumstances of his life (he is blind) persuade him otherwise. Perhaps he was born to be a medicine cat rather than a warrior. He is a confused but determined adolescent, trying to find his place in the web of life. The free will aspect of his being dictates that he should be a warrior. After all, that's what he wants, what he deeply desires. So he goes for it. But he meets with obstacles, perhaps insurmountable obstacles. Although he persists, he discovers that his special attributes will qualify him to be an outstanding medicine cat, perhaps a great medicine cat. So, after a great inward struggle, he realizes that he was mistaken about his destiny, and that his true destiny is to become a medicine cat.

Coming of age

Coming of age is a popular theme in literature in world literature. Some prominent examples of coming of age books are "The Adventures of Huckleberry Finn" and "To Kill A Mockingbird". In western culture coming of age has no particular ritual attached to it, but in traditional cultures worldwide a person's coming of age is an event celebrated by ceremonies and rituals. These rituals, known as rites of passage, may be painful or difficult. They signify that the individual has passed a threshold from which there is no return.

"The Sight" is a coming of age tale. Jaykit, Lionkit and Hollykit, upon reaching their sixth moon, become Jaypaw, Lionpaw and Hollypaw. The "paw" suffix symbolizes the youngsters' passage to adulthood. It signifies that they are now full-fledged members of the Clan. So the sixth moon is an important milestone for Jaykit, Lionkit and Hollykit, and they are very proud of their new status, perhaps unduly proud, because the status change was automatic. But they need not revel in complacency because as it turns out there is more to crossing the all-important threshold into adulthood than just changing your name. The youngsters must select mentors and become apprentices, after which they must prove themselves on the battlefield or as medicine cats. This selection of a mentor and of one's lifework can be challenging and confusing, since Jaykit, Lionkit and Hollykit, like adolescents everywhere, are somewhat confused about their objectives. The coming of age theme deals with an individual who is trying to find himself or herself.



Who am I? What is my role in life? What is my vocation? How does my vocation and my role relate to the group? These are the questions the initiate must deal with.

Individual and society

A prominent theme is the individual's role in society. In tribal societies, such as the Cat Clans, individuals are closely bound by ties of blood. The interests of the individual are subordinate to those of the group. Leaders come to the fore by virtue of their resourcefulness, brains, agility, strength of will, and so on. Labor functions are divided on the basis of age and sex and ability. Individuals within the group acquire rights and duties, personal names, and a constantly growing measure of personal responsibility. The individual gradually becomes a personality, and his relations with society acquire an increasingly complex character.

In the ThunderClan world the individual must conform, must do what is best for the Clan, in order for the Clan to function as a well-oiled machine. Clan members are highly motivated to fit in and do their part, and the rewards for doing so are significant.

The hero's journey

In the classic theme of the Hero's Journey, the hero ventures into the dark forest where he does battle with a dragon and emerges transformed. To begin with, the individual is presented with a call to adventure which is sometimes initially refused, but once the hero has committed to the quest, his or her guide and magical helper appears, and provides much needed aid and encouragement. The hero then crosses into the field of adventure, leaving the known limits of his or her world and venturing into an unknown and dangerous realm where anything is possible. The hero then defeats a formidable adversary and emerges from the dark forest transformed into a much stronger and more competent individual.

Jaykit in particular is embarked on the Hero's Journey because he must struggle with self-doubt engendered by his handicap. He travels to the Moonpool in the center of the forest where he has a transformative vision. He emerges from the forest with the understanding that he must put aside his personal likes and dislikes and accept the role that destiny has provided for him.

The warrior code

A familiar example of the warrior code, familiar in literature and films, is the Samurai code of conduct, known as Bushido, which states that the true warrior must hold that loyalty, courage, veracity, compassion, and honor as important, above all else. An appreciation and respect of life was also imperative, as it added balance to the warrior character of the Samurai. He was often very stoic with a deep and strong philosophical passion. He could be deadly in combat and yet gentle and compassionate with children and the weak.

In "The Sight", the ThunderClan Warrior Code states that a cat must prove himself or herself as a warrior. This means meeting standards that have been passed down through generations. The Warrior Code is a slate of fifteen rules that must be followed by all Clan cats, rules such as always defend your Clan, show respect for elders, and kill prey only to be eaten. Initiates are given to understand as long as they follow the warrior code, no harm will come to them.

Style

Point of View

"The Sight" employs an omniscient alternating person point of view. Point-of-view characters take turns at being the main protagonist. The omniscient point of view imparts a great deal of information but lacks the immediacy of a first-person point of view.

The omniscient point of view means that the story is told from an all-seeing God-like viewpoint that sees and knows all. Third person pronouns are employed but the author has the liberty to go into the consciousness of any of the characters and reveal things that have occurred in the past or will happen in the future. Each character must have a distinctive voice so that the reader is never at a loss as to whose consciousness he or she is privy to at the moment. The omniscient point of view is a suitable device for an epic novel which explores a theme with several tangled subplots. It is here, perhaps, where *The Sight* falters, because the characters' voices, both internal and external, sound pretty much the same. This is undoubtedly the reason for the popularity of *Cat Clan* character charts that help readers tell who is who.

In the limited omniscient view, which the author employs from time to time, the reader has a God-like perspective of the story, but is limited to being in one character's head at a time. The author and reader are thus able to switch characters as many times as necessary, even within a scene. Generally, if the limited omniscient point of view is used, one particular character is selected to be the point of view character and the story evolves through his or her perception. In *The Sight*, the character who comes closest to being the overall point of view character would be Jaypaw.

Setting

The setting of the book is a beautiful forest surrounding a lake. The forest is divided up into territories such as the ThunderClan Camp, the ShadowClan Camp and the WindClan Camp, areas which are off-limits to non clan members. The book is atmospheric in terms of the tranquil forest, the lake with its magical Moonpool, and a sense of oneness with nature which the Cat Clans share, and which readers imbibe as they follow the adventures of Jaypaw and the others. Here and there in the forest or especially at the edge of the forest are present or former human habitats (twolegplaces) which give the reader an almost aboriginal sense of the natural world, for example, on the American continent before the coming of the Europeans, when twolegplaces and their inhabitants were as much a part of the forest as bears' dens and the bears themselves, all simply a part of the web of life, as opposed to a world ruled over by the human species.



Language and Meaning

The simple, straightforward language of the novel makes it suitable for younger readers. The cat society is obviously metaphorical of human society and needs no prompts for the reader to easily make the connection. The character names are descriptive and colorful, as are the place-names. The many characters with their many interrelations form a intricate tapestry that gives the novel an epic quality.

Lyric quality and poetics are sacrificed for a one-two-three language that gets the job done, that is, the job of moving the story along. This gives the language a rather flat affect. "The Sight" is not the sort of book a reader might savor, the sort of book in which one might read two or three pages and put the book down and lose oneself in reflections, or the sort of book one goes back to again and again to read a favorite paragraph.

The characters likewise are not eloquent—no poets among them, it seems—and thus they too seem somewhat flat, like action figures or barely differentiated characters in a formulaic thriller.

Thus, in terms of language and meaning, "The Sight" is in no way suitable reading for adults, but is nevertheless quite appropriate for younger readers with little experience of literature who are simply looking for entertainment.

Structure

The novel is comprised of 25 chapters, each about 12 pages long. Exposition is kept to a minimum by distributing the point of view among the major characters. Numerous subplots weave in and out of the overarching main plot, and much of the focus is on personal interaction between the characters. An index of characters is provided, as well as a map of the forest, showing the territories of the various cat clans.

The structure of the novel is episodic, with each successive episode contributing to an overall plot that races with steady accelerating speed to a stunning conclusion. The episodes are stories within themselves, adventures which will become memories in the young protagonists' lives and from which they can mine strength and wisdom as they take their places as full-fledged ThunderClan members.

Quotes

The three have come... Prologue, page 3

Hunger was not the only hardship leaf-bare had brought. Chapter 1, page 7

We must stick to the warrior code. Chapter 1, page 13

The hot breath of a fox cub blasted his tail fur. Chapter 2, page 29

Let's lump all the useless cats together and hope a tree falls on them! Chapter 8, page 91

You'll be telling me that a fresh mouse tastes juicier than a stale one next. Chapter 8, page 98

The smooth black water flowed beneath her, lapping gently at dead branches that held the tree fast in the lakebed. Chapter 10, page 129

His ears were sharp enough to hear the tumbling of the stream before his paws felt the ground turn to rock. Chapter 16, page 225

The only scars he'd ever get to show his Clanmates would be from falling down rabbit holes. Chapter 22, page 295

The silence of night lay heavily on the forest. Chapter 23, page 318

One day we shall be so powerful that we shall command even Starclan! Chapter 27, page 363



Topics for Discussion

Why did Leafpool suggest that Jaykit become a medicine cat apprentice rather than a warrior cat apprentice?

Who are the Three spoken of in the Prophecy?

What are the essential features of the Prophecy?

How did Hollykit become Hollypaw?

Who is Firestar?

Why do you think fierce rivalries exist between the Clans?

Discuss the pros and cons of the alternating person point of view employed in "The Sight".

Say something about the dream Willowpaw shares with Hollykit and Leafpool.