***A Wizard of Earth Sea***

***Chapter 5***

***Summary:***

### The Dragon of Pendor

* Ged goes to Low Torning, which is a town built over many little islands (which is rather beautifully described here).
* The town he goes to isn't rich, but Ged grew up among poorer people, so the townsfolk remark that he seems to be without much pride, which – as you'll recall – is a HUGE change for Ged (and something of a relief for us).
* Low Torning isn't really important enough for a wizard, but the nearby island of Pendor has some dragons that are beginning to act up. (And it's about this time that we wish someone had made a video game adaptation of this book.)
* Ged is happy to be of help, even though Low Torning seems boring. Or maybe he's happy there because it's boring. We're not sure.
* The most exciting thing (at first) is that Ged becomes friends with a boatmaker named Pechvarry and his son, Ioethe. Ged learns more about sailing on account of this.
* Which makes it a total bummer when Ioethe is dying from a fever.
* Pechvarry begs Ged for help. Ged can't help, and the Master Herbal taught him to let dying people go. Pechvarry and his wife really beg, so Ged sends his spirit into the land of the dead, but that doesn't work either. He fails to get Ioethe back and – bonus – he reveals himself to the shadow monster.
* Oh, and also he falls into another coma. (Which we think makes three now.)
* Ged's otak wakes Ged up by licking his hands and face, which totally teaches Ged that animals have wisdom. Duh.
* Since the shadow monster knows where Ged is, he starts having nightmares that interfere with his job (protecting Low Torning against the dragons). He realizes that he can't stay there anymore.
* He decides to go fight the dragons on Pendor instead. After all, there are only nine of them.
* Actually, several of the dragons are young and dumb, so Ged defeats them, no problem.
* But then Ged faces the old dragon. The old dragon is smart and tempts Ged, saying that Ged needs help to face the shadow.
* Thankfully, Ged resists the temptation and defeats the dragon by using the dragon's true name, Yevaud. Ged knew that name from reading old legends about dragons.
* Since Ged knows Yevaud's true name, Ged gets the dragon to promise to never fly to the other islands. And Yevaud never does (5.91).

***Brief Summary:***

Ged makes his way to the township of Low Torning which is located in the Ninety Isles. Like most of the townships in the Ninety Isles, Low Torning is made of ten to twenty islets. It looks out across the sea at Pendor, the dragon isle. Ged is welcomed to his new home in the township.

Normally wizards trained at Roke would go somewhere more glamorous than the humble Low Torning but recently dragons had begun to spawn on Pendor and the township had begged Roke for a wizard to help them protect their villages, families, and animals. Ged knows going to Low Torning will not be glamorous but he no longer seeks fame and fortune as he once did and he even doubts his strength and power. Rather, it is the dragons that draw Ged to Low Torning. He has grown up hearing about them and has studied them at school and is now excited to see them.

At first life is nice and quiet for Ged in Low Torning. He acts as a healer and weatherworker for the villagers and all the while there is no sight of dragons. Ged soon meets Petchverry, a boatmaker from a nearby inlet and they form a friendship. The following autumn Petchverry’s son becomes ill and Petchverry comes to ask Ged to save his son. As the boy lies dying in his arms, Ged sends his spirit out to bring the boy’s back. He calls out the boy’s true name and is transported to another place.

Soon Ged realizes he has followed the dying boy too far into another realm. Ged turns back and has to fight for every step to get back to life. As he is walking he spots the shadow and although the shadow can barely be seen, Ged can hear it whispering to him. The shadow is standing near the wall that separates the land of the living from that of the dead; the shadow stands on the living side and Ged on the side of the dead. Summoning all this strength, Ged leaps over the wall back to the land of the living. A bright light bursts open and then Ged cannot see anything.

Back in the hut Petchverry thinks Ged is dead but the local witch thinks he is ill. Ged is taken back to his home, cold and lifeless, and left in the care of the old witch. Back in his own home Ged recovers. Ged realizes the otak’s licking has brought him back to the land of the living by touching him and calling his spirit back.

The incident with the shadow leaves Ged very afraid; he realizes the shadow waiting for him is darkness itself. From that time on every time Ged thinks or dreams of the shadow he is left with a cold dread. After some time like this Ged decides he has had enough, he will not live in fear of this shadow. He must leave Low Torning because the shadow knows he is there, but Ged knows leaving will put those he leaves in danger of the dragons.

Ged decides he must go to Pendor and rid the isle of dragons. When he reaches the shores of Pendor, Ged calls out to the oldest dragon on the isle. Ged takes care of the first three younger dragons easily. Soon three more come and attack. Ged uses a changing spell to turn himself into a dragon. He manages to defeat two and wound the third. Ged calls out again to the dragons. Within moments Ged spots the Dragon of Pendor. The oldest of the dragons, the Dragon of Pendor can speak and knows an ancient form of dragon sorcery. The Dragon of Pendor asks Ged if he would like to come ashore and see the rest of the dragons. Ged refuses knowing a dragon cannot be held to its word.

The dragon continues by asking Ged if he would like help to fight the shadow. Ged is dumbstruck by the dragon’s knowledge of the shadow. The dragon tells Ged he might be able to give him the shadow’s true name and by doing so, Ged can control it. He tells Ged if he waits long enough on the isle, the shadow will come.

Still weary of the dragon, Ged tells him he did not come to play games but to strike a deal—the dragons must promise never to fly east of Pendor and Ged will not harm them. Ged them tells the Dragon he knows the Dragon’s true name, Yevaud. Yevaud tries to offer Ged safety by tempting him with the name of the shadow once more. But knowing he can hold the dragons only to one bargain at a time, Ged refuses. Finally the old Dragon gives in and swears to leave the Archipelago alone, including Low Torning.

***Brief Analysis:***

Ged is no longer the wizard he used to be. Even though Low Torning is a small, relatively peaceful place both Ged and the Archmage know he will never be completely safe outside of the school. Initially, all is well in Low Torning and Ged enjoys the simple life there. His pride is no longer a factor as he does humble work below his station of a wizard. Ged even reaches out and begins to make friends.

But before long Ged is reminded of the danger constantly surrounding him. While trying to save the life of his close friend’s son, Ged passes into the world of the dead and the shadow finds him. Even though Ged gets away and makes it back to the world of the living, he knows the shadow now knows where he is and it is only a matter of time before it comes for him.

After some time living in fear and trying to conceal himself with magic, Ged decides he can no longer handle this life and he must leave Low Torning. Ged’s personal growth can be seen in the fact he cannot in good conscience leave Low Torning without handling their dragon situation; he is putting the life of the township above his own safety.

Ged decides, out of necessity, that he must head over to Pendor to confront the dragons so he can leave Low Torning and know it is safe. Even though Ged knows this mission is dangerous, he is glad the danger is being brought upon him of his own will and all the fear that once filled him turns into a fierceness, a readiness for action.

Ged handles the first few dragons easily and eventually the Pendor Dragon, the leader, comes to him. In the past the old Ged would have acted in arrogance, perhaps without a plan. But again Ged shows his maturity; he has prepared and studied and is ready for this encounter knowing he needs as much help as he can get to defeat the Pendor Dragon.

The dragon uses his wiles and tries to trick Ged but Ged recognizes this and refuses to fall prey to the dragons’ temptations, even when the dragon tells Ged he will tell him the true name of the shadow. Ged tells the dragon he will leave the dragon alone and then tells the dragon his true name. Once the dragon realizes Ged knows his true name, he agrees to Ged’s request never to fly to the Archipelago again. With this acquiescence, Ged ensures Low Torning will now be safe from the dragons.

***Critical Study:***

[Ged](https://www.coursehero.com/lit/A-Wizard-of-Earthsea/character-analysis/#Ged) accepts a humble position in the far western Archipelago among fishermen. His main duty is to protect them from the old Dragon of Pendor and the dragon's eight spawn. Some of the dragons have been spotted scoping out the villages, and the people are afraid. Ged becomes friends with the fisherman Pechvarry and often works on boats with him. After a time Pechvarry's son Ioeth becomes ill, and Ged tries to save him but cannot. He follows the spirit of the dying child too far, and when he turns back, the shadow confronts him. He again falls into a coma. His otak licks him back to consciousness.

After this incident Ged is plagued by nightmares of the shadow. He realizes he is putting the villagers at risk by staying, and yet he cannot leave them defenseless against the dragon. He decides to go to Pendor and face the dragons. Ged sails his boat there and immediately slays five of the nine dragons. The old dragon addresses Ged, telling him he could help defeat Ged's pursuing shadow. Ged is tempted, but he realizes dragons seldom "ask to do men favors." Instead, he orders the dragon never to "fly eastward of Pendor" and speaks the dragon's true name—Yevaud—based on his studies. Yevaud must agree and never leave Pendor again.

[Ged](https://www.coursehero.com/lit/A-Wizard-of-Earthsea/character-analysis/#Ged)'s agreement to go to an island that would otherwise only merit "a witch or a plain sorcerer" marks an important turning point in his development as a wizard. Whereas he started his education yearning for fame, his experience loosing the shadow turned him against seeking praise for himself. He accepts his "poor house, windowless, with earthen floor" and speaks to the fishermen "without pride." It is situational irony, then, that Ged's intention to avoid fame leads to one of his most famous accomplishments: that of striking a bargain with a dragon. In Ged's discussion with the dragon, the dragon tempts him with riches and the offer of help in fighting his shadow. But Ged remains firm and asks only that the dragon stay on Pendor. Ged's actions here are noble and worthy of a great wizard because they are not self-seeking but instead benefit the community he is sworn to protect.

Not being able to save his friend's son is another turning point for Ged. As much as Ged wants to save the young boy, he cannot, and he realizes there are limitations to even a wizard's power. Ged knows just by touching Ioeth that Ioeth is beyond saving, yet he tries to save him anyway, at great risk to himself. Had his otak not intervened, Ged would have died. The otak's care makes Ged realize the importance of being part of a community. He muses that, "the wise man is one who never sets himself apart from other living things."

***Summary and Analysis Part by Part:***

***Summary Part 1:***

West of Roke are the Ninety Isles, a community of small islets. Some, uninhabited, are daily erased by the tides, while others are home to villages of seafaring people and fishermen who paddle their boats along the saltwater roads that connect the isles. The westernmost of these islands is Low Torning—and the place is in need of a wizard. Threatened constantly by the dragons of Pendor, a land even further west, the people of Low Torning welcome [Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk) with humility and reverence, apologizing for the humble quarters they’ve built for him—and yet Ged knows that his pride has no place here.

***Analysis Part 1:***

This part of Ged’s journey continues to show how much he’s learned, grown, and changed from the prideful, headstrong boy he once was. Ged accepts the post on Low Torning with grace and humility. He truly wants to serve the people of the small isle and renounce his former desires for glory and renown.

***Summary Part 2:***

Though most graduates of the school on Roke pursue more prestigious positions, [Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk) knows that the people of Low Torning will need protection from the nine dragons rumored to swarm the isle of Pendor, a desolate place with no food. The dragons have already begun flying as far as Low Torning in search of sheep, and the people need someone to protect them. Ged has accepted the position with grace—since the encounter with [the shadow](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/the-shadow), he no longer dreams of a life marked by fanfare and glory. Still, there is a part of him that thrills at the chance to encounter dragons. Before leaving Roke, the [Archmage Gensher](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/archmage-gensher) warned Ged that a powerful presence which wills his destruction was waiting in the North—Low Torning is a safe, out-of-the-way place where Ged can gather his strength for the struggles ahead.

***Analysis Part 2:***

There is still some excitement in the post at Low Torning—the chance to encounter and even master dragons thrills Ged even as he accepts that he must live a simple, humble life out of the spotlight. Ged knows that his destiny is now forever changed, and yet he wants to find a way to build a new future for himself rather than cower forever in fear of an unseen, unknown enemy.

***Summary Part 3:***

[Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk) begins his duties on Low Torning with a sense of humble gratitude by working herbal remedies and other simple charms such as he worked in his youth on Gont. He makes friends with a boatmaker named [Pechvarry](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/pechvarry) and helps the man to charm his boats to make them more sound on the seas. At the end of Ged’s first autumn on the island, Pechvarry’s son grows sick. A witch comes to heal him, but her spells do not help the boy. Pechvarry begs Ged to save the child. Ged kneels on the child’s pallet and senses that the child is already beyond help—yet Ged knows he cannot let his new friend down.

***Analysis Part 3:***

Ged’s humble life on Low Torning is satisfying in small ways—and yet when a large challenge arrives, Ged cannot resist his old impulse to use his powers to save the day. Still so traumatized by the ways in which he failed himself, Nemmerle, and others by releasing the shadow, Ged feels he cannot fail a second major test of his character. He becomes determined to save Pechvarry’s son no matter the cost.

***Summary Part 4:***

[Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk) summons his power and reaches out with his spirit to chase the child’s spirit to the border between life and death. He is able to see the child running ahead of him down a dark slope. He tries to follow the child, but he soon realizes he’s gone too far toward the other realm. Ged begins walking back to the world of the living with taxing, laborious steps. When he comes back to the top of the hill, he sees [the shadow](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/the-shadow) waiting for him. Ged knows that if he returns to the world of the living, he will soon have to face the shadow—but if he returns to the world of the dead, he’ll perish. Ged summons his strength and leaps forward back toward life.

***Analysis Part 4:***

As Ged enters this strange space between the world of the living and the world of the dead, he finds himself facing an important choice. Ged’s ultimate decision to rejoin the world of the living—and to face down the shadow, his failures, and his inner conflicts for the rest of his days—signals enormous emotional and spiritual growth. This is an important turning-point in Ged’s coming-of-age journey as it shows that his determination to right his own wrongs and restore balance to his life (and the world) outweighs his fear.

***Summary Part 5:***

[Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk), still hovering over the child, collapses to the ground. [Pechvarry](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/pechvarry) carries Ged home, where his otak licks him awake. Ged is full of fear and grief: Pechvarry’s son is dead, and as for Ged himself, [the shadow](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/the-shadow) has found him at last—now, surely, it will come for him with more strength than before. He begins dreaming of the shadow. Even when awake in the light of day, he feels a cold dread around him. He binds his house with spells to protect him from the shadow but is careful not to spend too much of his power—he still needs his strength to fight off the dragons of Pendor.

***Analysis Part 5:***

Ged’s shadow haunts him in dreams at the most profound moment of self-loathing, dread, and sadness he’s known in a long time. This signals that the shadow has something to do with Ged’s innermost self. Binding his house won’t protect him from the shadow, Ged knows, yet he is so afraid of how the shadow makes him feel that he’s desperate to try and keep it out.

***Summary Part 6:***

[Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk), frustrated by the difficult situation he has gotten himself into, decides that there is only one way forward. He goes to the Head Isle-Man of Low Torning and asks permission to leave the island and go confront the dragons of Pendor—he does not want to put the people of the isle in danger by bringing [the shadow](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/the-shadow) here, nor does he want to abandon them to the dragons’ hunger. The Isle-Man warns Ged of how dangerous facing down nine dragons at once is, but Ged insists that eight of them are rumored to still be young. Sensing Ged’s determination, the Isle-Man gives him leave to go.

***Analysis Part 6:***

Ged is in a precarious position. He knows that because the shadow is near, he is endangering the people of Low Torning, but he cannot abandon them to try to save them, because doing so would leave them vulnerable to the dragons. Ged decides to confront the dragons—placing himself in harm’s way—in order to put the priorities of the people to whom he is duty-bound before his own.

***Summary Part 7:***

The great [Dragon of Pendor](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/yevaud-the-dragon-of-pendor) arrived there years ago to take over the castle, drive the townspeople into the sea, and sit upon the once-great king’s horde. No one has ever tried to avenge the loss of Pendor, and ships frequently steer far away from the isle all together. In spite of this, [Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk) hires a single small boat to sail directly there, He feels fierce and excited as he nears the island—knowing he may die, he feels totally free. As Ged arrives in the harbor, he shouts out, calling the “Usurper of Pendor” to come face him.

***Analysis Part 7:***

In sailing on Pendor, Ged demonstrates remarkable bravery but also a glimmer of his old, reckless self. Ged has not forgotten or erased the person he used to be—and the person he still fundamentally is inside—and in moments like this, his hard-won traits of patience and humility give way to the part of him that still seeks adventure and challenge.

***Summary Part 8:***

Several young dragons begin flying at [Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk). He casts a binding spell on their wings as they fly close to him. They fall into the sea, one by one, and drown. When three more dragons fly at Ged at once, he casts a Changing spell to transform himself into a dragon momentarily. He attacks them and sends them dropping into the sea. Ged quickly returns to his human form and calls out for the largest dragon to show itself. Ged is startled when the castle appears to change shape—he realizes that the great [Dragon of Pendor](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/yevaud-the-dragon-of-pendor) has been wrapped around one of its spires. Now it uncurls itself and stands in its full power.

***Analysis Part 8:***

Ged demonstrates his immense skill and power in defeating several dragons with little effort. He is a master of spell-weaving and changing alike, and it brings him satisfaction and happiness to use his skills to protect the people to whom he is bound to serve.

***Summary Part 9:***

The Dragon speaks to [Ged](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk) and asks him not to kill his three remaining spawn to try to get to the horde of treasure. Ged insists it’s not the horde he wants. The Dragon, using the Old Speech, flatters Ged by telling him how powerful he is for such a young wizard. Ged knows, however, not to trust the Dragon’s words. The Dragon continues to taunt Ged by asking if he has come to Pendor to seek help against the thing that hunts him from the dark. The Dragon tells Ged to name what hunts him. Ged says he cannot. The Dragon warns Ged that in order to master what chases him, he’ll need to name it. The Dragon says that [the shadow](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/the-shadow) will pursue Ged no matter where he goes.

***Analysis Part 9:***

Ged’s encounter with the Dragon shows how far he’s come yet again. Rather than succumb to the Dragon’s carefully selected words of misleading flattery, Ged chooses to remain focused on his mission.

***Summary Part 10:***

[The Dragon](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/yevaud-the-dragon-of-pendor) offers to tell [Ged the shadow](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/ged-duny-sparrowhawk)’s name. Ged knows that the Dragon is manipulating him—he is certain that to trust the Dragon would be foolish. Ged tells the Dragon he wants to strike a bargain with him—then he promises that if the dragon never flies east of Pendor, it will come to no harm. The Dragon asks what leverage Ged possibly has. Ged says he knows the Dragon’s [true name](https://www.litcharts.com/lit/a-wizard-of-earthsea/symbols/true-names), and he speaks it: it is [Yevaud](https://www.litcharts.com/lit/a-wizard-of-earthsea/characters/yevaud-the-dragon-of-pendor). The Dragon stands still. After a long while, it again offers to tell Ged the shadow’s name. Ged, addressing Yevaud by name once again, repeats that he does not want any favors. He compels Yevaud to swear that he will never come to the Archipelago. Releasing a breath of flame, Yevaud swears. His oath binds him to the isle, even as Ged, in his tiny boat, sails back to the Archipelago.

***Analysis Part 10:***

Ged doesn’t even accept the Dragon’s offer of help against the shadow, knowing that the personal journey he’s on isn’t one that can be so easily completed. Ged shows himself to be resistant to flattery, to corruption, and to taking the easy way out. As Ged uses the Dragon’s true name against him, it becomes clearer than ever that Ged at last understands how to use his training for good. Ged protects the people of Low Torning—and indeed the rest of the archipelago—without letting his pride, his desire for knowledge and power, or his secret need for glory get in the way. Ged conquers the Dragons of Pendor without sacrificing any of himself in the process.

***Quotations:***

***Quotation 1:***

Although the use of the Old Speech binds a man to truth, this is not so with dragons. It is their own language, and they can lie in it, twisting the true words to false ends, catching the unwary hearer in a maze of mirrorwords each of which reflects the truth and none of which leads anywhere. (5.61)

***Explanation:***

What is a "mirrorword"? Le Guin doesn't invent a lot of new words, which sometimes happens in some fantasy books, so "mirrorword" is one of the few times that your spellchecker will freak out. Notice that this invented word occurs in a section where she discusses the possibility of using language to confuse the hearer. Very clever, Le Guin.

***Quotation 2:***

Since the night on Roke Knoll his desire had turned as much against fame and display as once it had been set on them. Always now he doubted his strength and dreaded the trial of his power. Yet also the talk of dragons drew him with a great curiosity. (5.5)

***Explanation:***

Le Guin comes right out and tells us that the experience with the shadow monster is what caused Ged to change so much. And yet, notice that turn in the last sentence: Ged now doubts his own power, which is why he accepts this particular post. Oh, and also, he wants to know about dragons. Le Guin tells us that Ged has really changed – except part of him remains just as curious as ever.

***Quotation 3:***

[…] the new wizard was a strange young grim fellow who spoke little, but he spoke fairly, and without pride. (5.2)

***Explanation:***

We might argue that Ged is still a little proud after the shadow monster chews off part of his face, but he seems to have lost some of his pride in Chapter 4. Le Guin doesn't come out and say it as the narrator, but the townspeople seem to think that Ged is without pride.

***Quotation 4:***

Hearing the mother's wail, and seeing the trust Pechvarry had in him, Ged did not know how he could disappoint them. (5.19)

***Explanation:***

Here, Ged feels like he can't make a choice, not just because of his power and duties, but because of his friendship with Pechvarry. Now, Ged does this thing for Pechvarry's friendship, but it's not actually the right thing for Ged to do – because Ioethe is too far gone, Ged should let him go. That's the duty that the Master Herbal taught him.

***Quotation 5:***

The stars above the hill were no stars his eyes had ever seen. (5.21)

***Explanation:***

These are the stars in the land of the dead. We don't see the land of the dead too frequently in fantasy novels, but it's a pretty common thing in earlier mythologies. (For instance, Greek heroes are always going there.) This is another way in which Le Guin plays with our expectations of fantasy – instead of using the traditional fantasy stuff, she uses some earlier mythological stuff.

***Quotation 6:***

It was only the dumb instinctive wisdom of the beast who licks his hurt companion to comfort him, and yet in that wisdom Ged saw something akin to his own power, something that went as deep as wizardry. From that time forth he believed that the wise man is one who never sets himself apart from other living things, whether they have speech or not, and in later years he strove long to learn what can be learned, in silence, from the eyes of animals, the flight of birds, the great slow gestures of trees. (5.31)

***Explanation:***

Ged has just been saved from a coma by his otak, Hoeg, and this teaches Ged a lesson that he might not have learned so well at school: Ged realizes that he shouldn't set himself apart from nature. This is not only a big issue for Ged and his relation to the natural world, but also an issue that is important to his coming of age.

***Quotation 7:***

Often Ged and Pechvarry and his little son Ioethe went out into the channels and lagoons, sailing or rowing one boat or another, till Ged was a fair sailor, and the friendship between him and Pechvarry was a settled thing. (5.15)

***Explanation:***

This friendship turns out to be a little dangerous for Ged – Ged only goes into the Dry Lands, the land of the dead, because of his friendship for Pechvarry – but that shouldn't stop us from noting how Le Guin makes sure we understand this. She actually notes twice (5.10 and here) that Pechvarry and Ged are friends. (And, at 5.32, we're also reminded of it.) Does all this make us feel better about Ged, and his ability to make friends?

***Quotation 8:***

All he knew of it was that it was drawn to him and would try to work its will through him, being his creature. But in what form it could come, having no real form of its own as yet, and how it would come, and when it would come, this he did not know. (5.34)

***Explanation:***

This stretches our understanding of education, but it's important to notice that what makes the shadow so frightening to Ged is that it's largely unknown. Again, we see a connection between ignorance and fear.

***Quotation 9:***

It was not his own life that he bargained for. One mastery, and only one, could he hold over the dragon. He set hope aside and did what he must do (5.85)

***Explanation:***

Perhaps inspired by Nemmerle – who carried out his duty even though it came with a price – Ged does something really heroic here: the dragon Yevaud has promised to help him with his personal problem (the shadow monster), but Ged has a particular duty to the people of Low Torning. Ged might have been a selfish kid (running off to play rather than, say, working with his dad), but he seems heroic and selfless now.