***A Wizard of Earthsea*—Major Themes**

As decided by you, these are the three major themes we will be tracking as we bring *A Wizard of Earthsea* to life in graphic novel format:

**Self-Discovery**

* Ged’s journey from naïve child to power-hungry teen to the beginnings of true wisdom
* Self-knowledge
* Palimpsest
* Limits of power
* Limits of self
* Learning self-control
* How friendship and relationships with others impacts our journey to selfhood
* How mindset impacts our journey to selfhood
* The impact of ego and rivalry/competition
* True names
* True seeing
* Clarity

**Responsibility**

* Finishing what you start
* Accepting the consequences of our actions
* Facing our fears
* Self-sacrifice
* Friendship and our responsibilities to others
* Responsibility to society
* Ego as an impediment to responsibility
* Clarity

**Taoism**

* Balance
* Non-duality: not this *or* that but this *and* that
* Light and Dark
* *The Creation of Éa*
* The Shadow—Jungian concepts of Ego, Psyche, Shadow, and integration into a whole
* Mindset
* Pliable awareness
* True names
* True seeing
* Clarity