

# *A Wizard of Earthsea* Character Guidelines

## **People:**

### **Father of Duny**

- Broad-shouldered
- Grim-looking

### **Ged (before shadow loosing):**

- No scars
- Red-brown/copper brown skin
- Dark gray Cloak
- Silver clasp at neck
- Brown hair
  - Lank
  - Short-ish –slightly overgrown; middle of back of neck
  - Clean
- Dark eyes
- Lean
- Tall
- Quick
- Ratty

### **Ged (after shadow loosing on Roke Knoll)**

- Spellcasting focus = staff
- Left side of face white w/ scars
- Copper brown skin
- Brown leggings, shirt, and vest
- Dark eyes
- Copper brown skin
- Staff
  - Matches his height
  - Dark
- Cloak (when leaving Roke)
  - Dark blue
- Tunic under cloak

### **Ged (around Chapter Seven)**

- Tunic
- Cloth of silver
- Boots
- Cloak lined with fur
- Right hand slaved and bound
  - Burns on palm and fingers
- Clothes torn
  - Stiff with sea salt

### **Ged (in Ogion's house)**

- Gaunt and stooped
- Hair lank
- Silent
- “Hunched, grim (as a great), weary, sulking hawk”

- Voice= harsh

### **Ged (as a bird)**

- Pilgrim falcon that flies like an arrow
- Barred, sharp wings
- Young
- Gold eyes
- Dull and wild

### **Gensher**

- Cloaked in white
- Black-skinned
- Thick brows

### **Jasper**

- Brown-Black
- Tall
- Handsome
- Mocking smile
- Wizard school uniform
- Cool gaze
- Disdainful

### **Masters**

- Gray/white robes

### **Master Doorkeeper**

- Old man
- Smiles (mildly)

### **Master Summoner**

- Stern
- Aged and hardened
- Grim

### **Nemmerle**

- White-er than other characters
- Pale
- White robe
- Staff
  - White
  - long/tall
- Raven of Terrenon
- Dumbledore-ish
- Hawk nose
- High forehead
- White hair to the color of bone

**Ogion**

- Bareheaded (note: does not mean bald!)
- Dark man
- Great staff
  - As tall as Ogion
  - Oaken
  - Copper at bottom

**Serrett (young)**

- White dress
- Long black hair (waterfall)

**Serrett (older)**

- Tall
- Straight black hair like waterfall
- Dressed in white and silver
- Net of silver crowning hair
- Very beautiful
- Speaks sweetly
- Smiles a lot
- Doesn't laugh
- Bright eyes
- Hand slender and fair

**Skiorh**

- Long knife at hip

**Vetch**

- Black-Brown skin
- Dark gray Cloak
- Plain
- Silver clasp at neck
- Brown-black hair
- Blunt face
- Thick brows
- Staff
  - Oak shod w/ iron
- Cloak (when/after leaving Roke)
  - Brown traveling cloak

**Yarrow**

- Around 14 years old
- Dark like Vetch
- Slight and slender
- On sleeve clung a winged and taloned dragon no longer than her hand
- Like small fish

## **Creatures:**

### **Otak**

- Face/Head
  - White sharp cruel teeth
  - Broad
  - Fierce
  - Bright eyed
  - Dry brown tongue like a little leaf
  - Big ears
    - Round but pointy at the top
- Ferret body
  - shorter
- Dark brown

### **Raven of Oskill**

- Big
- Black

### **Shadow**

- Visible only in dreams and darkness
- Sort of a man shape, not quite though
- It cast no shadow
- Blacker than black

### **Shadow that attacked Ged**

- Shapeless mass of darkness
- Clotted
- Lumpy
- Black beast
- Size of young child
- Swells and shrinks
- No head or face
- Four taloned paws

### **Sparrowhawk**

- Great falcon
- Hooked beak

## **Objects:**

### **Cloaks**

- Lordly
- Pellawi-fur
  - Shiny
  - Rich material
  - Like faux fur on clothes
    - Northern animal
- Osskilian finery
  - Fancy/royal
    - Medieval
  - Icy blue & silver
  - Formal cloak is royal/navy blue & gold
  - Starts out fancy, gets ripped, at Iffish it's clean again, then it becomes dirty

### **Lookfar**

- Paint eyes aside prow
- Made of sound wood well-pegged and caulked
- Stout mast
- Sail
- Planks overlapped and clenched upon each other
- Well made
- Carries 2-3 men

### **Sad boat**

- Twelve foot-long
- Clinker-built
- Warped and sprung

## **Places:**

### **Courtyard**

- 3 layers
- Fountain leaped in the sunlight
  - Glistening water sparkling in the sunshine

### **Doorway to School of Roke**

- Horn and ivory

### **Ged's room**

- Sleeping cell
- Lamp or candle
- 1 window

### **Gont**

- Land Gate
- Streets
- Port/narrow bays
- Shoreline
- Single mountain

- Above swirling northern sea
- Towns/high valleys

### **Great House**

- Open courts
- Roofed halls
- Room of shelves
- Great hearth hall for festivals
- Small cell w/ straw mattresses
- Long table
- Kitchen

### **House of Wise**

- Fountain
- Open sky
- Plants
- Archway nearby

### **Immanent Grove**

- Trees

### **Isolate Tower**

- Above spitting hissing seas
- No farm/dwelling within miles of tower
- Grim
- Above northern cliffs

### **Ninety Isles**

- Cluster of tiny isles between Hosk and Ensmer (west of Roke island)
- Islets organized 10-20 isles each
- Everyone travels by boat (only a few bridges)
- Nets between houses to catch fish

### **Open sea**

- Foul weather
- Contrary winds
- Winter winds
- Gray plain waters

### **Osskil**

- Moorland bare
- Brown
- Snow patched here and there
- Winter
- Low brown hills
  - Went on houseless, treeless, and changeless
- Clear to the sun washed winter sky
- Small white peaks (stood sharp against the *blue*)
- Shining of the sea in the South

### **Pelimer**

- Small island above the sea

### **The River Ar (Gont)**

- Cold and quick

### **Roke Hallways**

- Stone
- Arched

### **Roke Knoll**

- Sloped
- Roots are deeper than the sea
  - To center of the earth
- Black grass

### **Roke Port**

- Docks
- Shadow (boat)

### **Thwil**

- Narrow streets
- High houses huddled together
- Like a city
- Market booths
- Sort of town square
  - 3 sides have houses w/ sharp slate roofs
    - 4th side has wall of great building/castle w/ tall windows

## **Spells**

Simple gestures

Materials only if needed

Aura's intensity changes based on skill level

### **True Names**

- Bright yellow, #f8ff2b
- Zoom in on eyes and face

### **Werelight**

- Blue/green glow
- Floating above staff

### **Master Hand (illusion)**

- White w/ purple tint, #e3d7fc
- No shadow
- Slightly transparent
- Looks slightly different than real object/person

### **Master Herbal (healing)**

- Green, #6bed9b

**Master Windkey (weather)**

- Pastel blue aura, #9edbe6

**Master Changer (transform matter and bodies)**

- Orange, #ed7d18
- Puff of smoke when transforming

**Master Summoner (call spirits of living and dead)**

- Purple, #540e8a

**Master Namer**

- Dark grey

**Master Pattener (immanent grove)**

- Wine red, #ab1829

**Master Finder (finding, binding, returning)**

- Bubblegum pink, #fa9dbf

**Serret's Magic**

- Silver