

The Plan of Pas?

The Whorl list — 1 messages, 1 voices, 13 Feb 2001

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Dave Lebling — 13 Feb 2001, 22:01

In TBotLS, we learn that the plan of Pas is to drive the inhabitants of the Whorl out, so that they may populate Blue and Green. All sorts of methods will be used. In OBW, as I recall, we get some hints of darkness, whirlwinds, etc. being used to scare people onto the landers. In RttW we are told the godlings and the mercenaries Pig was one of are also being used to scare people out.

Then, we meet M'To, a member of the "black gang" (little joke there, he's obviously an African -- ha ha), who says the godlings are used to stand in for the broken communication cable to Mainframe, and the sun is turned off periodically to keep the Whorl from frying.

So, how hard was Pas really trying to drive people out, and which were his methods, and which were just mechanical breakdowns?

By the way, I find the godlings (physical unlikelihood aside; maybe they _are_ Taloses) to be perfectly in line with the idea of a jealous and vengeful god chastising his worshippers. I think of "there were giants in those days" and also, on a less exalted level, John Varley's insane goddess Gaea in _Titan_, who kept coming up with such bio-engineered shocks to her colonists.

Dave Lebling
aka vizcacha

ps: last post for tonight. enough of my blather.

*This is WHORL, for discussion of Gene Wolfe's Book of the Long Sun.