

# Magic Knight Rayearth

## Volume 6

Lucy Robin

### Intro

All the countries are converging, and with Cephire's fate hanging in the balance, is it time to reveal the next pillar?

We're Lucy and Robin, and we'll be your guides through CLAMP's Wonderland!

### Check-In

- There has been so much fun CLAMP stuff on the internet because they've been hanging out in twitter space doing informal Q and As and--it's so cute and great! And I haven't actually been able to enjoy any because things are so hectic for me....but that's also leading us to the exciting news zone! My book came out!!! I am so happy! And now I've gotta work on the next project...Oh and the issue of the Storyteller Trickster series that my brother and I worked on will be in comic shops in June 16th! It's our take on a Viking myth about Thor and Loki and is very gay--and our first comic collab! Happy Pride month to us all!
- Yeah, I am so excited about all your news, and all the happening CLAMP stuff, but I also have barely been able to focus on anything because my finals are next week! Wheee... once summer comes I'm going to be spending a lot of time catching up on everything.

### Background

- This is it! The final volume of Rayearth! And the final volume of Rayearth 2! So it's either 6 or 3, depending on which version you're reading.
- These chapters ran in Nakayoshi through the winter of 1995 to the spring of 1996, ending in April.
  - After debuting in 1993, that is a short run compared to X and RG Veda!
- By the time this volume came out, the anime was actually over!
- Which means that this ending is the SECOND one that fans of both would have encountered, and we'll have to contemplate that as we go through the anime!
  - That does kind of help explain why there's an OVA in 1997, since that would be something to keep the brand recognition up?
  - But I've never seen it so I don't know what else we'll discover when we do!
- 1996 was a REALLY BIG YEAR FOR CLAMP.
- RG Veda wrapped up in January of 1996, so it really would end an era for them, and the beginning of a new one...Of course, we'll get further into that next year.

- For now, we're going to dive into Rayearth volume 6 and find out what happens to our girls!

### Summary

- **The** volume opens with Hikaru unconscious in bed, after having entered Autozam's road (if only briefly). It was definitely a shock to her system, and her friends are gathered around, concerned.
  - They're relieved when Hikaru's eyes open, and she describes her experience with the road. They confirm that the battleship Hikaru describes sounds like Autozam, but they still have no idea how Hikaru managed to get through the road, since Umi couldn't do it when she tried.
  - Hikaru doesn't know, but she can't help but think of Eagle--how his eyes are beautiful, and sad.
  - Her friends are still concerned about her. Even though Hikaru says she's fine, they insist they don't believe her, since she's been known to hide her own pain to keep her friends from worrying. They're worrying about her anyway, and Hikaru appreciates the care they've shown her.
  - **Mokona** also has been at her side, though Presea insists it's been more of a nuisance than anything else. And we get some much-needed comic relief of Presea goofily trying to torture Mokona, which lightens the mood a bit.
  - As Mokona jumps onto Hikaru's lap, Hikaru notices something strange. It's gem--which is usually red--is now yellow. Before she has time to explore this, Presea renews her chase, and a few minutes later Mokona's gem is red again. Did Hikaru imagine the color change?
    - **Well**, everything is black and white for us, so we can't really help her there...but I'm willing to trust Hikaru's eyes
- **Speaking** of roads, though, the three countries are in a bit of a stand-off above the palace. If you recall from last time, Autozam's road intercepted the roads from the other two countries, and Eagle is issuing a challenge.
  - He tells them to abandon their plans for Cephiro, and when they protest, he asks them what they intend to do if they become the pillar of cephiro.
  - **Lady Aska** says that she wants Cephiro to be a wonderland of candy--in short, she wants to use it for her own pleasure.
  - **Eagle** asks who will run her own country, Fahren, in that case.
    - **Lady Aska** insists that she will run both countries, but Eagle points out that such a thing is impossible with the pillar system. The pillar must devote all their love and compassion to Cephiro, and if their love strays, Cephiro will be destroyed...as they can all plainly see from the current state of things.
  - **Eagle** then asks the twins the same thing--why are they interested in Cephiro?
    - **Tarta** explains that they intend to expand Chizeta's borders to Cephiro, but when Eagle pushes her on it, she insists they do not intend to oppress the people of Cephiro.

- Eagle points out that in order to reach their goal, they will have to go to war against those very people...does she believe she can invade a country and *not* oppress its people?
    - Tarta looks upset by this, but Eagle goes on. He posits that unless you intend to give your life for Cephiro, you don't have a chance of becoming the pillar.
      - I like how they even thought of this as something to address?
  - He's been doing a lot of talking so far, but now Tatra asks Eagle what *his* intentions are.
    - She knows about the pillar system--how the will of the pillar is required to keep the country together--but she knows about Autozam, too. She knows the pollution is so bad that the people can no longer breathe their own air.
      - Does Eagle want to dissect the pillar system, in the hope that he can use it to fix his own country? Or does he plan to move the citizens of Autozam to Cephiro?
      - She points out that Cephiro is a dangerous place. Is Eagle willing to give his life to protect it?
  - In response to this...Eagle just smiles.
    - Instead of answering her question, he says that he understands they each have their reasons for wanting to become the pillar, but Autozam will not back down.
    - He gives them three hours to consider their decision. If they choose to back down, he will release their roads. However, if they choose not to back down, they will face the might of Autozam.
  - On the Autozam ship, Eagle flounces away, and Zazu remarks that Eagle is kind of scary.
    - FLOUNCES? I guess he does have a big billowy cape and the cowl thing XD Okay sorry this is a serious moment I'm interrupting~
    - Geo thinks something is wrong. He thinks Eagle is hiding something from them.
    - He tells Zazu they should enjoy the three waiting hours with snacks and wine, and once he runs off, Geo sets the computer to analyze Eagle's lifeforce data. He's determined to figure out what Eagle is up to.
      - So invasive, Geo! That's personal!
- Back in the palace, Umi is pondering why Hikaru could enter Autozam's road but she couldn't, when she finds Ascot and his monsters in one of the arboretums. They are helping pick food for the residential areas.
  - He gives Umi some fruit, and she recognizes it from when they were in Cephiro the first time. She thanks him, saying she loves the fruit, which of course makes him all blushy.
  - She also says that she's proud of him for helping out...he's really grown over the last year, and not just physically.

- He says that any change is thanks to the Magic Knights. And specifically, Umi, who scolded him when he was wrong. She helped him grow up.
- Umi's embarrassed by his praise, but is clearly flattered, and offers to help gather fruit
- As she's helping, Fuu and Ferio come up, and ask if she's seen Hikaru, who isn't in her bed anymore!
- Meanwhile, Clef is in his...special Guru room, I guess, looking for the road to the pillar. He can't sense it, which either means no one in Cephiro is currently capable of becoming the pillar, or that he is incapable of detecting the road. Afterall, no one but the pillar really knows where or what the road is.
  - Clef admits (to himself, and I guess us) that he doesn't want to find the new pillar. He wonders if Princess Emeraude, who protected Cephiro with her life, would be disappointed in him. But given everything that happened...maybe not.
- Anyway, the others track down Hikaru just as she's saying goodbye to Mokona...but why? She can't be going somewhere when she JUST RECOVERD, can she?
  - Well, of course she's doing exactly that. She wants to take a walk outside. Which sounds innocent enough, but when you consider that the rest of Cephiro is literally falling apart, it definitely seems like a dangerous decisions.
  - But, like Clef, Hikaru is also thinking about the road to the pillar...wondering where it might be.
  - After chastising her a bit for worrying them, the gang decides to go with her. "The gang" being Fuu, Ferio, Umi, and Ascot.
  - When Umi insists Mokona provide them with transportation, it produces three flying machines from it's gem. They look kind of like gliders, but with realistic looking bird wings and feathers.
  - They are also relatively small, so everyone will have to travel pairs. This is an excellent opportunity for Ferio and Fuu to travel together, and Ascot is pretty blushy and exciting to be paired off with Umi, while Hikaru gets Mokona as a traveling companion.
    - Mokona is actually the one who pairs everyone off. It's such an insistent little match-maker!
- As they fly off, Hikaru thinks about how devastated Cephiro is, and how it will only get better if they find the pillar. But she wonders...is that really the only way? Is there really no other option?
  - Just then, they are attacked by a monster dragon formed out of what looks like shards of Cephiro. The Magic Knights gear up to attack it, but Ferio and Ascot take a turn instead. They are maybe showing off a bit for the cute girls, but Umi and Fuu are very appreciative, and happy to see what they can do.
  - Hikaru, meanwhile, is still focused on searching for the pillar. She is tormented by memories of Princess Emeraude and Zagato, knowing that

if they find a new pillar, that'll be yet another person who will be barred from loving anyone but Cephiro.

- She worries that, if a new pillar is found, it will only lead to another horrible tragedy.
  - But then it occurs to her...why *shouldn't* the pillar be able to fall in love? She hugs Mokona for comfort, telling it that people need other people to survive. They need to love, to have someone understand them, otherwise...it's just too sad a fate.
  - Mokona responds with "Pu", but we're not really sure if it agrees.
- Back in Autozam's ship, Eagle is standing in front of his mech, thinking of Lantis.
    - He remembers a time, maybe not that long ago, when Geo was scolding him for being late for a military inspection.
    - He overslept, which is apparently pretty common, so Geo has to help hustle him through getting ready, but he has some serious news. Geo says that Lantis was offered a permanent position in the Autozam army...but he turned it down.
    - This has significance for Eagle, and despite already being late for the inspection, he borrows Geo's bike, telling him to make excuses for him.
    - He flies off, and finds Lantis, who looks like he's casting a spell.
    - Eagle lands, and asks Lantis if he's leaving. If he's going back to Cephiro, to end the pillar system.
    - Lantis says yes. Eagle asks if it's even possible, and Lantis explains that there is a road that can only be found by those that are capable of becoming the pillar. Eagle correctly assumes that Lantis plans to find that road and destroy it, but also points out that doing so might kill Lantis.
    - Lantis knows this...but doesn't seem any less determined.
    - Eagle offers Lantis the use of his hovercar. Zazu would kill him if he gave Lantis his mecha, but the hovercar should still be faster than Lantis' spirit animal.
    - Eagle doesn't look happy about all this, but he says that this is Lantis' decisions, and he has to follow through with it no matter what.
    - Besides, Eagle just made his own decision. When Lantis questions him, Eagle simply says that he can't tell him.
    - And, as some floating petals (maybe sakura petals???) transition us from this flashback to current Lantis, he wonders if Eagle's decisions was to invade Cephiro. He wonders if he will have to face eagle in battle.
  - Well, it appears like the three hours are up. Lady Aska's attendant ask what her decision will be, and, as she looks at the sad state of Cephiro, she asks if this is what happens to it when the pillar isn't there.
    - Yes, he confirms that Cephiro is very different from their land. It is supported entirely by the will of its pillar, who is one with the land itself.
    - Next, Lady Aska asks how the previous princess died, but her attendant doesn't know. There was no rumor of her being ill, and they haven't been able to determine if it was an accident, a disaster, or murder. She simply disappeared.

- Lady Aska announces that they will go to Cephiro. She no longer intends to take it over, but she wants to know what happened to the pillar, and why the land is dying now. She must see the truth with her own eyes.
- When Sang Yung asks if she's given up on becoming the pillar, Aska explains that she loves Fahren. She loves her attendant, and Sang Yung, and all of her citizens, and she would not be able to give them up and love Cephiro instead.
- She knows that she must rule Fahren, but she also *must* know what happened in Cephiro. She asks if that's selfish of her, but her attendant says she's grown up a lot.
- But now, they must prepare for war with Autozam.
- Sung Yung brings Lady Aska tea, and she tells him she's worried about what will happen in the battle. She worries it will endanger everyone.
- But Sang Yung says he thinks she made the right decision. They could learn a lot from visiting Cephiro, and that's one of the reasons he believes in her, and why he followed her this far. He tells her they all have faith in her, and he hopes she has faith in them.
- She says she does, and, bowing before her, Sang Yung says he will protect her.
- Clearly touched, she tells him 'thank you.'
- Chizeta also has a decision to make. Tarta announces that they will go to Cephiro. Her sister points out that they may be called invaders, but Tarta says they won't leave just because Autozam tells them to.
  - But, Tatra thinks this is about more than pride, and she outlines what she thinks her sister is thinking.
  - If they leave, Autozam will invade Cephiro. They are in a desperate state, considering their atmosphere, and Cephiro will not be able to avoid war with them.
  - Since Cephiro has been peaceful for so long, they have no army to defend themselves. It's impossible to know if they'd be able to use their magic and strength of will to combat Autozam.
  - Which means...Tarta plans to fight Autozam *for* Cephiro.
  - If Chizeta wins, they will talk to Cephiro about expanding their territory, and if the people did not want them there, they would leave. However, Autozam will shed blood to get what they want.
  - It's pretty clear from Tarta's face that her sister is right, and Tatra hugs her, telling her she's a good girl.
  - Tarta asks what Tatra wants, and she says that she simply wants her darling sister to be happy.
  - And with that, she takes charge, announcing to their people that they should prepare for battle.
  - But, Tatra still has another observation to make...this time about Eagle. He is strong. He has the mental power to be able to pierce their road, but it's more than that. She tells her sister to remember that someone who is willing to die is strong, and the only ones who can defeat them are those who know their own worth.

- Back in Autozam, Geo is waiting on the results of the analysis on Eagle's lifeforce data, but before he can read the results, Eagle walks up, and he quickly turns off his computer screen.
  - Like a kid turning off the monitor while a sexy scene pops up in their anime
  - Eagle contacts the Chizeta and Fahren ships, asking for their decisions.
  - As we already know, both have decided to go to Cephiro. It's time for the battle to begin.
- Back in Cephiro, they are still fighting off monsters as they search for the road to the pillar.
  - Ferio comments that the magic knights have gotten stronger, and Fuu has a thought. Why are they called "Magic Knights?"
  - Everyone else has titles specific to Cephiro--Cail, Farl, Palu--and yet they are called "Magic Knights" in English, a language from their own world.
    - This is especially significant when you remember that these girls speak Japanese, so it's not even words from their own language.
  - Fuu asks if there was someone else summoned by the pillar before them. Did they come up with the name?
  - But no, Ferio says he's never heard of any others.
  - Which means someone from Cephiro must have somehow named them "Magic Knights."
  - Umi asks if Fuu has anyone in mind, and Hikaru looks thoughtful, but they are interrupted by a giant flash of light as the roads from the other countries are converging.
  - It looks like they have to fight them again, and Hikaru knows that if they can see them, they must already be in their airspace.
  - Mokona watches all of this, with an unreadable little marshmallow expression.
- Sure enough, the three roads swirl around each other, and their ships burst out above the palace.
  - Lady Aska and the twins look exhausted as the attacks continue, but Eagle looks relatively unphased.
  - Autozam fires a cannon at the other ships, but they fight back with their own attacks.
  - Chizeta's ship begins to fall towards the magic knights and their companions. As they are attacked, Mokona's forehead gem glows yellow again.
  - Umi releases her own attack against the following ship, but attacks keep coming at them, and Hikaru is knocked off her glider.
  - Fortunately, she is caught by Lantis...about the only one missing from this scene!
    - Ok, Clef, Presea, and the other are still inside the palace, but they are so *Rayeath I.*
  - When Eagle sees Lantis, he announces that he is going out there.
  - This gives Geo a chance to look at the results from his analysis...and he's pretty shocked by what he sees!

- Back in the battle, Lantis asks Hikaru if she's hurt. Primera gets a little annoyed that he's talking to Hikaru, but then she too notices that Mokona's gem has changed to yellow.
- Eagle meanwhile is about to leave in his mech, but Geo begs him to stop. He says that he's seen the results of his life force data...but Eagle doesn't listen.
- Geo tells Zazu to bring up his own mecha. They're not supposed to launch without Eagle's permission, but this is important!
- When Zazu tries to help him they discover that the controls are locked out. Eagle changed all the passwords, so Geo can't access his mech. Like it or not, they are powerless to stop Eagle.
- Speaking of Eagle, he sees Hikaru in Lantis' arms, and recognizes her as the girl from the red Mashin. As she looks up, their eyes connect, and Hikaru again notices his sad eyes...so sad, they make her heart ache.
- Clef has noticed the battle from his Guru Room, but he notices something else, as well. A blinding light.
  - When Presea and the others burst in to tell him what's going on, they find him collapsed on the floor. Weakly, he tells them that the road to the pillar is opening.
- Meanwhile, the battle rages on, with no sign of stopping. Eagle is determined to win, but he's struck by Lantis' presence. In his mind, he tells his friend he's sorry. He came here to use the power of Cephire's pillar system, so he can't let him destroy the road to the pillar.
  - Protecting Hikaru, Lantis casts a shield spell. It looks like he and Eagle will have no choice but to fight.
  - Primera casts an amplification spell, and Lantis casts an attack at Eagle.
  - The girls also recognize that this has gone far enough without them. Umi and Fuu say goodbye to Ascot and Ferio.
    - Ascot says he wishes he had more power to protect Umi, and she smiles at him.
    - Ferio tells Fuu, since Cephire is run on beliefs, and he believes in her, Fuu will have to come back to him.
    - They are all so cute!
    - They really are TT\_\_TT
  - On Lantis' spirit horse thing, Hikaru thanks him for helping her. Lantis asks why she is fighting for a land she has nothing to do with, and Hikaru responds that she and the other knights fight for themselves. They fear tears of regret much more than battlescars.
    - That's a cool translation, mine doesn't say it like that but i dig it!!!
  - And with that, the girls summon their Mashin, and take their place in the battle as Magic Knights.
- Or they would. But this is when a voice says "the time has come," and a bright light emits from Mokona.
  - Ascot and Ferio are transported back to the palace, along with Primera, and their as surprised to be there as Presea and the others are to see them.
  - Above them, they can see the battle, and the mysterious light.

- The sky is opening up before the knights, and they see Mokona floating, surrounded by light.
- The voice from before continues, and it seems to be coming from Mokona. It says that the time has come to choose the pillar.
- It addresses the battling countries in turn. It tells Aska that her wish to create a world that bends to her desires lacks the inner strength to make her a candidate for the pillar, and what's more, she has too much love for her own country to be able to devote it to Cephiro.
- It addresses Tarta and Tarta, saying that their wish to make Cephiro into a territory of Chizeta is also too weak for them to become the pillar.
- Both Chizeta's and Fahren's wishes are denied because they could not give themselves completely to their wishes.
- Mokona explains that only someone who can carve a new future for Cephiro, and who has a stronger heart than all other candidates, as the ability to be the pillar.
- Next, it addresses Lantis. His heart is strong, as is his wish to destroy the path to the pillar. He would give his life for that wish, and his heart is stronger than any other from Cephiro...however, there are stronger hearts visiting Cephiro.
- Mokona says that the road to the pillar will now open, and those with the character to become the pillar may pass down the road and take the test.
- With that, it opens its mouth wide, into a swirling vortex, that sucks in Hikaru and Eagle.
- They emerge, floating in their mechs, above Tokyo.
  - Man, poor Tokyo can't catch a break, can it?
- Hikaru recognizes Tokyo, of course, but everything is frozen, as if time has stopped.
  - Mokona's voice explains that this is the testing place for the pillar, and whoever passes the test and returns to Cephiro will become the pillar.
  - Hikaru and Eagle look at each other, processing everything, and Eagle asks her name. When she tells him, he says it's a cute name, and then tells her he is determined to become the pillar. That means he must defeat her, and returns to Cephiro.
  - With that, he attacks her.
- Meanwhile, back in Cephiro Geo and Zazu are freaking out because the readings from Eagle's mech have completely disappeared.
  - Umi demands Mokona tell them where Hikaru went, but its light pushes against her, throwing her back.
  - In the palace, everyone is also freaking about because, I mean, yeah, and they ask Clef what exactly Mokona is.
  - Clef says that Princess Emeraude gave him Mokona, and simply told him to keep it away from Zagato, and keep it safe until this day. Only Princess Emeraud knows what it truly is.
  - As he looks at Mokona, Clef's crown or jewelry or whatever starts to melt.
  - Observing its power, Clef might just know what Mokona is...
- Speaking of Mokona, Lantis asks where Eagle and Hikaru went, and Mokona says they on a different world. The world the magic knights call Earth.

- Of course, this surprises Umi and Fuu, and Lantis asks Mokona who it is.
- Mokona sprouts large angelic wings, and says that it is the creator of Cephiro.
- It created this world, it's structure, and it's laws. But it did more than that. It created Earth, as well.
- **And** speaking of Earth, Eagle and Hikaru are battling over Tokyo.
  - Hikaru asks Eagle why he wants to become the pillar. Is it benefit his own country?
  - **But** Eagle says no. He wants to become the pillar for himself.
    - **He** says this while stabbing himself in the shoulder with a needle or something, just by the way.
    - **I think** it's related to what Geo found out, like a painkiller or stimulant of some sort to keep him awake? Or just the pain is keeping him focused? It is not explained! Because we have other, bigger things to focus on...
- **Mokona** explains that it created the entire universe, beginning with Earth.
  - **Earth** was made as a world of chaos, with no absolute rule or order, where people carve their own futures using their will. But the people of Earth are constantly fighting, destroying their own planet.
  - To balance things out, Mokona created other worlds, including Cephiro, where one single person controls everything with their single will.
  - **Well**, this answers Fuu's question about who named the Magic Knights...it was Mokona!
- **Back** in the battle, Hikaru asks Eagle what he intends to do with Cephiro once he's the pillar.
  - **Before** he can answer, however, Mokona's voice says that he is gravely ill...and Eagle confirms it.
  - **Eagle** explains that the doctors didn't even expect him to make it to Cephiro. He has used up too much of his mental energy. Autozam's technology allows its citizens to turn mental energy into power, which can move anything, but it takes its toll. Eagle has given up a little too much of his power.
  - **He** compares himself to a mech with a low battery, which is kind of adorable. I mean, depressing, but adorable.
  - **This** is why he sleeps all the time, and eventually he will fall into such a deep sleep that he will never wake up. His body functions will eventually shut down, but he will remain alive, as if he were taking an unending nap.
  - His plan is to put Cephiro to sleep as well. He'll move it's citizens to somewhere else, and he alone will remain, as it's pillar. He will sleep forever, and Cephiro will sleep with him.
  - **Hikaru**, understandably, asks why he would do this. Especially since he is a citizen of Autosam.
  - **But** when Eagle found out how little time he had left, he decided to end things on his own terms. It is his wish to take Cephiro's history with him.
  - **Mokona** asks if this is all for Lantis, but Eagle says that's not it. He knew Lantis would sacrifice himself to stop the pillar cycle. That became his mission after the sad fate that befell Zagato and Princess Emeraude.

- But Eagle doesn't want Lantis to die. This is his own selfish goal, and he is ignoring Lantis' desires. He intends to become the pillar to serve himself.
- At this, Hikaru is so moved that she appears in front of him as herself, removed from Rayearth.
- She says that he is no different from Princess Emeraude. The Princess sacrificed herself for the people she loved, but look what happened to them?
- All the people she loved, all the people who loved her...she didn't consider their feelings, or their own suffering.
- Hikaru's words resonate back to Cephiro, and Mokona explains that she and Eagle are undergoing the test.
  - Umi and Fuu beg Mokona to let them join Hikaru. It says they don't have the ability to become the pillar, but they don't care about abilities. They promised each other that no matter what, they would fight as one, and they are determined not to let Hikaru fight this battle alone.
- Hikaru, meanwhile, asks Eagle to return to Cephiro with her. His friends and loved ones are waiting. And besides, if he became the pillar, Lantis would be sad.
  - She already killed his brother. He was nice to her, but she knows it hurt him, and she sees that same hurt in Eagle's eyes.
  - She knows he cares about Lantis, and she knows Lantis cares about him.
  - Princess Emeraude and Zagato also cared for each other, but it had to end badly for them.
  - She doesn't want anyone else to be sad.
  - And most of all, she wants to never regret her own actions again.
- Back on Cephiro, another road has opened. Mokona announces that Hikaru is the new pillar.
  - Lantis asks what happened to Eagle, and Mokona says that those who fail the test to be the pillar disappear.
- When Hikaru tries to return to Cephiro with Eagle, she is blocked. Mokona explains that she's the only one who can return--Eagle must be banished.
  - But Hikaru is determined that they are going back together.
  - Mokona explains he doesn't have the ability, so he can't travel back, but, echoing Umi earlier, Hikaru says that she doesn't care about abilities.
  - She addresses Mokona, telling it she thought of it as an ally, a dear friend. Didn't it like her, too? Was that just because of her ability? Or was it for some other reason?
  - Hikaru genuinely likes Mokona. She likes hanging out with it. It's much more fun to be with it than to be alone, because she likes it so much.
  - Eagle notices that there is blood running down Hikaru's arms from her efforts to get through, and he tries to get her to let go of his hand.
  - But Hikaru keeps talking to Mokona. She tells it that people can't live on their own. Cephiro's pillar is alone. She can do anything she can imagine, but she has to do it by herself. It's clear to her why Princess Emeraude fell in love with Zagato.

- The only reason Hikaru got this far is because of Umi and Fuu. She can continue to live because she's not alone. With the people she loves, she will be able to find happiness.
- With that, she grabs Eagle, and redoubles her efforts to get through the gateway, back to Cephiro.
- On the other side of the gateway, Lantis tells Mokona to open the road, but Mokona says that the road to the pillar is only opened once. Now, the new pillar, Hikaru, is trying to bring Eagle back with her.
  - However, she is the only one who can return. And if she persists, they will both disappear.
  - Lantis attacks Mokona, saying that he doesn't care if it is the creator or not. If either Hikaru or Eagle die, he will kill Mokona.
- Eagle meanwhile begs Hikaru to let go of his hand. He won't live long anyway. But Hikaru says it doesn't matter how long he lives, as long as he lives life to the fullest. He must do that for the people who love him, and for himself.
  - At her words, Eagle hugs her, and Hikaru thinks of Umi and Fuu. She promised them...and she won't give up.
  - Umi and Fuu are also thinking of her, calling out and begging Mokona to open the door.
  - Mokona spreads its wings...and suddenly Hikaru, Umi, and Fuu, all in their Mashin, are together in some between-space.
  - They grab her hands...and help pull her through the gateway.
- Hikaru, in Rayearth, floats before Mokona.
  - She says that the Mashin are intended to kill the pillar, but they were able to use them to save Eagle's life. To do good.
  - She asks if she is now the new pillar, and Mokona confirms it.
  - In that case, Hikaru has a new promise to make for the world.
  - She says that the idea of Cephiro is wonderful, but it's too much to put all the responsibility on one person.
  - She will work with Umi and Fuu, all their friends, and the people from Autozam, Chizeta, and Fahren, to examine what the nation needs. It will take some time, but they want to determine what will make the people of this world happy.
  - She's not sure if it will matter, but she hopes that she, Umi, and Fuu, can bring their perspectives from Earth to help find a solution.
  - Mokona must confirm: does this mean she intends to eliminate the pillar system?
  - And Hikaru responds that Cephiro should belong to everyone who loves it.
  - This is not just her wish, but the wish of the people she loves, as well.
  - As a group, they acknowledge that Mokona made Cephiro in response to Earth, and they understand why Earth may have made it sad. There are plenty of people on Earth who are unhappy. But everyone here who was saddened by the death of Princess Emeraude truly wants a system that avoids that sacrifice. They want everyone in Cephiro to live in happiness.

- Mokona says that Princess Emeraude loved her people, but perhaps she did not believe in them enough. She gave her life to protect them, but she didn't let them understand her responsibility, and she didn't let them aid her in her struggles.
- The pillar controls everything, so Emeraude could have eliminated the pillar system, but she chose to die and perpetuate the system, without allowing it to change.
- The new pillar does not wish for her own death, but for the death of the system that caused so much sorrow. Hikaru chose not to sacrifice herself or be over-protective of the people she loved, but instead to share her happiness and her pain in order to build a different future.
- Hikaru believes in the people she loves.
- With those words, Mokona begins to disappear. It tells Hikaru it will leave the future of Cephiro in her hands, and it will journey to a new universe.
- As it's disappearing, the other girls address Mokona. They think Mokona was the one that summoned them back, because it wanted to put an end to the pillar system...because it liked them, and wanted to help its friends.
- Smiling, Mokona disappears with a last, cheerful "pu."
- Guru Clef says that a new day has dawned on Cephiro, and the young women from another world--he stops himself from calling them Magic Knights this time--have shown them the way to a better world. A world where the belief of your heart becomes power.
  - And with that, Cephiro begins to heal.
- But, the story is not quite over yet! We jump to the quote "present", where Umi is saying goodbye to her parents. The notice that she's been more energetic lately, and wonder to themselves if she has a cute new boyfriend.
  - Fuu is also saying goodbye to her sister, who asks if she's going to Tokyo Tower again, and tells her to bring back some of those baby chick pastries.
    - Which I would like some of too, please!
  - Hikaru is also saying goodbye to her brothers, running a bit later. They ask if she'll be come for dinner, and she says she will. When they ask where she's going, she tells them she's going to a different world!
  - The girls meet at their spot at Tokyo Tower, and join hands--happily, this time.
  - They disappear, and reappear in Cephiro, at the palace, where they are greeted by their group of friends.
  - Umi brought a cake! They're going to have a tea party, along with the representatives from Autozam, Chizeta, and Fahren.
  - As Ascot helps Umi with set-up, Hikaru runs off to see Eagle.
  - Fuu comments to Ferio that everything seems so peaceful, and he says it's all thanks to the three of them.
    - Fuu responds that happiness isn't made alone, and Ferio grabs her hand, saying that may be true, but she always brings his happiness with her.
      - I think he taps the earring here, too? It was very visible here!
  - As ascot is helping Umi, he asks her (kind of bashfully) if she has a boyfriend. She doesn't, but she asks if he has anyone in mind. He's a little too flustered and delighted to answer, and gets them back on track with the snacks.

- Hikaru visits Eagle, where he's convalescing in bed. He's asleep, but he can communicate with her through his thoughts. He says that Clef has told him that he is recovering, thanks to her wish. Hikaru believes in his health, so it's improving.
- Lantis walks up, and Eagle tells Hikaru to go see the others. His friend Geo is coming today, as well as the princesses from Chizeta and Fahren. He tells Lantis to take Hikaru to see them, and he complies.
- Hikaru says she can find the way herself, but eagle says Lantis *wants* to take her.
- As they leave, Eagle thanks Hikaru.
- Hikaru tells Lantis that Eagle is very brave, and she wishes she could be like him, but Lantis says they already remind him of each other. They both have such strong hearts, that are exactly alike.
- Primera protests this fairly romantic scene, saying that Lantis belongs to her, but Lantis ignores her, and instead asks Hikaru a question: what do people on her world say to confess their love?
- Hikaru says they say something like "will you marry me," and when Lantis asks, she explains that "marriage" is a kind of promise to be together forever.
- Lantis asks if there is someone Hikaru wants to marry...and she says Lantis and Eagle.
- Lantis asks if you can marry two people, and Hikaru shakes her head no, but goes on to say that she loves both him and Eagle...just like she loves Umi, Fuu, Clef, Presea, Ferio, Ascot, Caldina, Lafarga, and everyone else. She wants to be with them *all* forever.
- Lantis says that Hikaru's heart has made Cephiro beautiful again, but Hikaru says it's not just *her* heart, it's everyone's hearts.
- As they walk away, Primera tries to figure out what just happened
  - (right with you, Primera, but we'll get to that...)
- Everyone gathers by waterfall, and Geo thanks Clef for taking care of Eagle. The three nations have been working together, to help counsel Cephiro as it rebuilds, and to address the issues of the other countries.
  - Autozam will be able to use Cephiro's research to help solve their problem with pollution, and they are all happy to work together, even if they can't quite believe that Mokona is the one that created their worlds.
  - Clef says that he thinks Mokona, the creator, may have wanted this change for Cephiro. Afterall, if it didn't want change, it wouldn't have placed countries with different systems so close together.
  - There was no need for the Magic Knights to come from Earth, but Mokona wanted them to see other things, and to talk to each other. It wanted them to learn to understand each other, so they could build a better world together. He believes that was Mokona's plan all along.
  - The name of Hikaru's Mashin, Rayearth, can be translated to mean "glowing land," and Clef believes that may mean that all worlds should be filled with light.

- That means that the magic knights had to have been summoned that second time by Mokona--the only one with the power to do so.
- It was likely moved by their desire to return to Cephire, to help its people. Mokona may have believed they held the key to transforming their world.
- This seems right to Umi, who says it's because they are all friends, and they all care about each other.
- Fuu agrees, and asks if they've come up with a name for this new world. They haven't--it's a tough task--but Hikaru has a solution!
- She breaks the fourth wall, addressing the reader, and asking them to write in a new name for Cephire!

## Discussion

- LUCY DID MY EYES DECEIVE ME OR WAS THAT AN ENDING! And--A-A HAPPY ENDING?!
  - I...I think it was! I would say I was shocked, but this ending, like, haunts me...in a good way. It was very satisfying. And it's really nice to see something so happy from CLAMP!
- In one interview, Ohkawa said "I think the happy ending delighted the kids the most. Our fans may be surprised with such a perfect end."
- Of course back in 1996 they hadn't built as much of a reputation for, uh, not finishing works. But even so, this was the happiest ending so far!
  - And I mean, we're being a little closed-minded about what constitutes a happy ending if we say that RG Veda doesn't count at all—they maintain they think it is!
  - But fans definitely were pleasantly surprised by this, especially after the ending of part one, which, again, actually shocked the child readers of Nakayoshi.
- This is a pretty damn happy ending, unambiguously happy! But still unabashedly CLAMP!
- I mean--those themes!
  - Happiness being so different for each person that it may be hard to understand!
  - Balancing the happiness of one person with that of the group!
  - Complicated relationships that are still portrayed as positive even if they are not 100% heteronormative!
  - Characters being parallels for each other!
  - A belief in choice rather than deterministic fate!
- It feels so good to see them play out this particular happy ending as a response to tragedy. Really innovative and uplifting!
- Plus the turning to the audience hits me RIGHT in the Never-ending Story, clap-for-tinkerbelle kid lit heart. Maybe it's cheesy to an adult, but it's just a kind gesture to a child reader, to acknowledge that meta-level of the text which the comedic asides and mini side comics definitely hint at, fits so well with the RPG elements AAAAA!
  - Yeah, that last little epilogue bit worked a little less well for me...I was really happy to see them all actually continuing to see each other and work for a better future, but it felt like the last two or three pages where just restating things they

had, like, *just* told us, and it was a little too cheesy for me. Which is rare! I usually have a much higher tolerance for cheesiness than you do.

- HA THAT IS TRUE and I just loved it! I like acknowledging the reader's part in a story, when it feels earned. And imagining kids actually writing in a name makes tear up! One edition of Rayearth that you own has like, a whole journal as an add-on, right?
- Lucy
- Okay, the plot though!
- I loved that Hikaru saw things so differently than Emeraude that she could break the role of pillar just by trusting that everyone in Cephireo could work together to achieve happiness, rather than taking on all the world's troubles herself.
  - There's a chaos-versus-order thing going on with how CLAMP describes Earth and Cephireo which I think is very interesting to think about.
  - Ohkawa pointed out in interviews at the time that Emeraude wasn't perfect--she couldn't see an answer like this, didn't trust the people to make their own order OR to be able to help her with her problem, that she saw as so intractable. In fact, while Emeraude was a beautiful tragic heroine, she was not supposed to be a paragon to follow.
  - "Follow your heart and put your ideas into action. Self sacrifice isn't something that I would consider great. When a hero sacrifices himself to save the world, what about those saved by him? They can neither forget the person who died nor can they pretend to live their lives as if nothing has happened. My point is that without individual happiness there is no group happiness."
    - Oof that quote hits me right in the Kamui, but carry on.
  - Not only the obvious 'can people be happy knowing their happiness is built on unhappiness' but also like... if peace is bought so dearly, can it really be peace? Won't a foundation of suffering mean that suffering suffuses the system?
    - People who work in social justice argue like this a lot on the more ideological side--if one is not free, no one truly is!
  - But the conflict of like, how do you have peace and happiness if everyone's happiness is different and everyone is following their own hearts separately?
  - She has a lot to say about that! And reinforcing the idea of happiness being impossible to universalize.
  - "We don't dislike happy endings. I also don't think that characters should just die without thinking. Basically, each character is true to themselves and when they die it doesn't always mean an unhappy ending. CLAMP's characters choose their own destiny. The paths they have chose might seem unfortunate for some people but that's the life that the characters have chosen for themselves."
  - Boy does that rings some Tokyo Babylon and X bells.
  - "It depends on the individual. What constitutes unhappiness for a person might be seen as happiness to another. Instead of waiting for everyone else to accept your idea of happiness,

more importantly, you feel that you are happy and the people you love are happy as well.”

- From magic knight rayearth materials collection:
- there is no absolute justice. There are people in the world, you and others, and no one is the same as yourself. That’s why I want people to respect others and themselves.
- And that relativistic view is so helpful in understanding the world as it is! And her desire for people to respect others AND themselves really comes through in Rayearth--to not put one over the other! But of course, there is conflict here. She ruminated on it more:
- “As I said earlier, I don’t think there is an answer or a constant justice that is the correct one for everyone. Justice is fair only to one person. It’s ideal to have a world where everyone can be happy, but it’s going to be difficult. There are many people in the world, and some people think that the world should be somewhat disrupted (laughs). But remember, everybody has their own way of thinking. Values are really different. Just because you don’t like something that you don’t agree with, don’t judge it as bad. But that diversity is only achieved with the basic thought of not hurting yourself or others.”
  - So there’s her one universal principle! Easier said than done, but a damn good basic.
  - conflict comes from everyone following their own idea of what is right, but everyone trying to do the same thing creates inner conflicts for characters, too. Maybe their work explores how to deal with these two contradictory things rather than telling you how to change or avoid the situations.
- Also sometimes the cute mascot character is a judgemental creator god who is just trying new things to see if it can make an ideal world that still has free will!
  - I mean sometimes maybe that’s just how it is!
  - THERE IS SO MUCH HERE LUCY
  - Yeah, they really play with free-will there...it definitely makes you think back to all the times Mokona helped them out...especially early on, when they were looking for the spring? Which, wow, feels like an entirely different series at this point, doesn’t it?
- A twist at the end really became their trademark by this point, I’d venture?
- In an interview from the time, Ohkawa responds to a question about these ‘twists’ by saying that: “We don’t strive to be different or original. We merely start with the story, see how it develops and finally ends. Each character makes their own decision and their decision leads to a consequence. To keep our readers interested, we of course build in some mysteries and remarks that are suggestive of future developments. When you look at the entire story, however, you can guess what comes at the end.”
  - AND while in general I think that rings true for their storytelling, that it isn’t just random page-turner twists, it’s all very organically connected in a nice, sensical, causal way...BUT THE MOKONA TWIST WAS A TWIST!

- Not that they didn't plant hints and lead up to it fairly naturally, just that 'huh something is up with Mokona, maybe even...the Mashin are taking orders from Mokona???' doesn't necessarily lead to 'Mokona is the creator god of the multiverse.'
- It works! I approve! But it wasn't, uh, predictable (at least not back then.)
- I have a strong memory of finishing this book, having my mind blown, and running to tell my mom about it and her being like "...that sounds like they ran out of ideas and had to make something up." and I defended it then and I'd defend it now!
- What do you think, Lucy? Predictable? Last-minute twist?
- I think it's one of those goods twists that isn't so predictable that you see it coming, but makes sense when you go back and think about all the hints, or all the things that didn't make sense before you knew that. Even in the beginning, there were all these little jokes about "what is Mokona, anyway?", and when I first read it I did not expect it to be *that*, but I totally think it works.
- I wonder how Presea feels about all those times she tried to torture Mokona for stealing her snacks...
- This also feels like a twist I could definitely see happening in a video game, only maybe with your mysterious handsome master, or oddly quiet healer, or something.
- I'm dying to talk about this ending in relation to the ending of the first half!
  - There was this great little write-up in the CLAMP no Kiseki volume on Rayearth, by Katoh Hidekazu--not the famous shakuhachi player?? But a writer for Newtype among other things.
  - Anyway, the abstract from it (in the ENGLISH version) is 'In Part One it was about playing a role; in Part Two it was about individual choice.'
  - And he goes on to talk about how part one showed the girls shattering the RPG framework by, after the girls 'play the game' out to basically a predetermined outcome, they MOURN rather than feel triumphant, because the role they played was so awful and hey didn't know they should have questioned it until the end!
  - And he contrasts that with how, armed with the dearly bought knowledge from that experience, in part two they decide to do what they think is right, rather than just what they were told to.
  - Luckily, their helpers from part one are willing to help them do this, rather than pushing back at them, which is a direction it could have gone if it were a much longer work for an older audience.
  - But the value of true friends figuring out how to come together and fight for a common goal despite their differences also comes through here so well!
  - I know that I personally love part 2 more because it was uncharted territory and they did so many unexpected things that would really ignite a kid's brain--tastes of their more mature themes--but also depth with the aftermath of the first part and turned it into a hopeful and empowering story rather than just a tragedy of mechanistic fate.
  - Lucy, does this give you any thoughts about the possible future end of X?
    - YES IT DOES. I just feel like this makes me feel more reassured that, assuming we ever do get their ending for X, it won't be nearly as depressing and, like, grimdark hopeless as some of the later volumes would lead you to believe. I'm still really glad we got our hands on those 18.5 chapters, since I think their handling of Rayearth also fits more with the way they are handling that part of X. I just...want to believe things won't be completely horrible.



forward. It uses video games as a structure to help kids have a frame of reference they can relate to.

- In Madoka, the characters are more grounded in the issues that teen girls are constrained by, and the plot is more cosmic but ALSO more immediate since they're on Earth all along, with no specifically video game elements--instead it uses magical girl anime as the frame of reference for viewers to relate to!
  - It is a deconstruction, and has been hailed as one for ages
  - And became the foundation for recent generations of anime, magical girl and otherwise.
  - And in my cursory search I didn't see anyone bring up the similarities!
  - I'm sure people have written a bajillion articles on this, though--maybe...enough years ago for them to be harder to find now.
  - I should mention that while I have not seen Magia Record, it might kinda use game elements in the plot since its based on a mobile game??? Maybe not...as...narratively as one could hope for, I have heard.
- But SO MANY modern isekai media DO explore different aspects of video game structure and how humans relate to it (I am being slightly generous here since some of them are mostly action shows.)
- Whether they were directly influenced or just evolved out of the same gamer-brained creators as CLAMP were in 1993. But I think this manga series really does stand on its own two feet!
  - The characters are friendly and fun, with just enough quirks and tragedies to make them feel more than 1-dimensional.
  - The fact that the second half responded to the shocking twist of the first with humanity, rather than just trying to escalate it for the sake of drama.
  - The message of forging your own path rather than just playing a role--
    - to reach inside and find the strength you have...
    - Then to share that with others to actually accomplish big things
    - A middle school girl changes a whole world! Because she loved everyone in it and wanted them to all have peace and freedom, instead of just a kind of static order.
- Yeah, it's interesting to contrast stuff like this, and also Escaflowne and Fushigi Yuugi, which are all pretty shojo or at least girl-friendly, with the modern isekai genre that is...mostly aimed at horny teen boys. Of course, we also had El Hazard at around the same time, and .hack/sign was definitely a big precursor to the gaming-based isekai of our current era. It's just interesting how stuff like this cycles back, but with some big changes. That could be entire episode--or essay--of it's own, though, and I am by no means the most qualified person to talk about it.
- I do think Rayearth deserves its place among modern isekai, however, and I hope more people discover it now that it's going to be streaming on Funimation!
- Oh man, remember how we pointed ut last episode that we never actually see any of the regular inhabitants of Cephire? When asked about this, Ohkawa had kind of a cool thing to say--this is from a translated interview hosted by Chibi Yuuto:
- "Because the people of Cephire are very lethargic for me. They lived every day in such a way that they would achieve happiness without doing anything as long as Princess Emeraude prayed. However,

there are some people who are satisfied with it, so it is not possible to decide if they are very bad people. Rather than actually portraying the lives of the people of Cephiro in the manga, I wonder what the readers think of the people of this world. What would you think if you were a resident of such country? I hope you will think about it. After that, Fuu-chan says in the manga that because the Magic Knights are the ones who killed the pillar, Clef wouldn't understand their feelings"

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- Hey Lucy I claim this as a canon poly couple.
  - Oh yeah, I totally agree!
  - Like...it is definitely not a scene with three people getting married at the end.
  - But those boys had a whole life-altering connection with each other and then also with her, and while she deffo didn't get that Lantis was proposing to her, art of the three of them together is plentiful and beautiful and i live for it. I fucking count it.
  - And also like...how great is it that the dashing prince fell for the nerd! And the story doesn't force Umi into a relationship with Ascot just because he likes her!
  - Do you want them to get together?
  - Yeah, I totally do. As far as if it's "canon," I think you could make compelling arguments either way. There's that whole scene where she says she wants to marry Lantis and Eagle. It does get turned into a "I just innocently love everyone" moment by the end, when she then lists off everyone else as well, but I don't think that necessarily negates what she'd already said. I mean, she picked the term "marriage" to describe confessing your feelings and wanting to be together forever.
  - Also, it's not just promotional art that hints at this. There's that one scene, where they're talking about how a new day has dawned, and the magic knights have shown the way, and you see the knights paired off with their canon love interests. You see Fuu with Ferio, which we know is happening, and Umi with Ascot, which at the very least has a chance of happening, and then you see Hikaru with Eagle and Lantis. There's a visual parallel here, and that's not nothing.
  - But, you could also interpret Hikaru's reaction as her being asexual. And I mean, that also doesn't preclude her from being in a happy polyam triad, but I think that reading would be perfectly legitimate as well.
  - Basically, she is just in middle school, so I think it's fine if she hasn't figured out if she's feeling "love everybody" feelings for Eagle and Lantis, or romantic feelings, or something else.
  - Personally, though, I think they're a triad.
  - While we're talking about it, though, I really love how Eagle framed his wish as a selfish desire not to lose Lantis, instead of blaming his dubious actions on Lantis. That could have easily gone kind of villainous, and I appreciate that it was framed the way it was--him making a selfish decision that went against his partner's desires, even if it aimed at an outcome that might technically benefit him. It also made him a great foil for Emeraude, of course. But yeah, I love Eagle.
  - I do too! I really like Lantis, as well, but he's less complex? More just a big Yasha-type sad boi, which I dig.
  - Lucy I love them all. Every last character. You do too, right?
  - I mean, Yasha-type sad boi is generally my type. What's happening to me? Robin, have I switched to twinks??? Is this my new type? Glasses-types and twinks?

- Magic Knight Rayearth was a breakthrough for CLAMP. Not only was the manga successful—though it had a mixed reception at the time, that meant BUZZ, so that probably helped it have a presence—but the anime was a big hit with a lot of merch and promotion.
- More importantly, it brought in two audiences who they hadn't really had before:
  - Before Magic Knight Rayearth, all of their BIG works ran in magazines aimed at young (and not necessarily so young) women (RG Veda, Tokyo Babylon, X) and then they had basically gag manga running in Newtype!
  - While that may have won them some teen boy fans, it was more likely to speak to the nerd girls reading Newtype and Mystery DX and the other publications in that orbit.
  - But with a big TV anime, the teen boys came and they saw cute girls and CLAMP would be happy to keep providing. After all, if there's one thing they love more than drawing pretty boys, it's pretty girls!
  - But it also actually reached a young audience, the elementary schoolers that Nakayoshi was traditionally aimed towards. This series really was a pivot point in their career—and from the outside at least, it looks like a sort of proof of concept? That their themes and tastes could reach a broader audience—or more audiences, even—than they initially had. That they could make work that did not compromise their artistic enthusiasm aimed younger.
- And had they had never made anything that wasn't in line with RG Veda and X, they would have probably cemented a legacy as sexy gothic horror for edgy college girls and damn if that wasn't me. But this...began another path for them that branched off into two very different—and lucrative—markets that means their most popular works were yet to come, and STICK AROUND FOR DECADES.
- But that is a discussion for later.
- Because next time, we'll be discussing--the first season of the Magic Knight Rayearth anime!

## Outro

This is especially good news for North American listeners (not that you didn't know this was coming), because the Rayearth anime has just been added to Funimation's streaming service. So...go watch it, if you can!

Until then, you can follow us on twitter, Tumblr, and Instagram @Clampcastpod, on Facebook as Clampcast in Wonderland, and on our website clampcastinwonderland.com.

You can support us on Patreon, by making purchases through our Bookshop.org store, or just by writing a review or sharing this podcast with your friends.

Thanks for coming with us on our journey through CLAMP's Wonderland!

Until next time, remember that everything will be alright—

—and try not to lose an eye!