

# Chapter 15: — Speaker for the Dead

In Chapter 15, "Speaker for the Dead," Graff and Anderson converse on a tranquil lakeside dock, reflecting on Graff's recent acquittal in a high-profile trial. Graff reveals his confidence in the outcome, attributing his victory to the unedited videos of Ender's fights, which proved Ender acted in self-defense. The trial's focus shifted to whether Ender could have won the war without Graff's controversial training methods. Graff dismisses the ordeal, emphasizing the "exigencies of war" as justification. Anderson admits his initial doubts but expresses relief, revealing he offered to testify for Graff. Their dialogue underscores the moral complexities of Ender's upbringing and the public's volatile reactions.

Graff and Anderson discuss their future plans, with Graff contemplating retirement due to his accrued leave and savings. Anderson, however, prefers staying active, considering offers to lead universities or oversee sports leagues. Their banter reveals Graff's weariness and Anderson's restless energy. The conversation turns nostalgic when Graff mentions a raft built by Ender, hinting at the boy's lingering presence. Anderson questions whether Ender will ever return to Earth, but Graff dismisses the possibility, citing Ender's symbolic power as a tool for potential tyrants. Graff cryptically alludes to Demosthenes' retirement and Locke's role in keeping Ender away, suggesting deeper political machinations.

Ender, meanwhile, realizes he will not be returning to Earth despite his hopes. He watches his own trial by proxy, where his actions are scrutinized, and grapples with the irony of being celebrated for destroying the buggers while condemned for his human kills. Mazer Rackham consoles him, noting that historians will eventually distort his legacy. Ender feels the weight of his actions but remains detached, observing the hypocrisy of a society that glorifies wartime violence while vilifying personal survival. His friends depart for Earth, praising him in censored speeches, leaving Ender isolated

on Eros as the colony efforts expand.

The chapter closes with Eros transforming into a hub for colonization, as humans prepare to inhabit the buggers' abandoned worlds. Ender participates discreetly, his insights often ignored due to his age. He adapts by channeling ideas through sympathetic adults, demonstrating patience and strategic thinking even in peacetime. The narrative highlights Ender's resilience and the bittersweet reality of his existence—a hero too dangerous to embrace, yet too valuable to discard. His story intertwines with humanity's next chapter, as colonization offers a new beginning for both Ender and the species he saved.