

Artemis Fowl Study Guide

Artemis Fowl by Eoin Colfer

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Overview

After his father's disappearance, Artemis Fowl kidnaps an elf, Captain Holly Short, in an effort to ransom gold to replenish his family's wealth. The twelve-yearold exhibits extraordinary skills and utilizes fantastical technology to manipulate situations to his benefit. This action triggers a rescue attempt by the underground's elite LEPrecon (Lower Elements Police reconnaissance). A variety of supernatural characters, collectively known as the People, gather at the Fowl manor in an attempt to save Holly. Allied with the faithful Butler, Fowl is determined to be the victor.

About the Author

Ireland inspired Eoin (sounds like Owen) Colfer to create supernatural characters with an edge. Born on May 14, 1965, on Ireland's southeast coast at Wexford, Colfer grew up in a family that encouraged his imagination. His parents, Billy and Noreen Colfer, were creative people with varied interests. At home, Eoin Colfer and his four brothers indulged in stimulating activities and adventures. The Colfers often went to Slade, the Irish fishing community on Hook Peninsula where Colfer's father grew up.

Colfer learned to love books at an early age, devouring Robert Ludlum's and Jack Higgins's thrillers. He studied at a local boys' school where his father taught. A daydreamer, Colfer created stories and drew pictures. He aspired to become a teacher like his parents and enrolled in a teacher's training degree program at a Dublin college.

Three years later, Colfer returned to Wexford prepared to teach primary students. His students enjoyed his storytelling sessions when he told about magical Irish characters. Every night after school, he wrote or participated in a drama organization.

Colfer performed in many theatrical roles, serving as play director, writer, and star.

He liked the immediacy of plays so that he could witness how audiences were reacting to his words.

He married a childhood friend, Jackie, in 1991. After Colfer was disappointed when publishers rejected a book he wrote, he and Jackie embarked on several years of exotic adventures, teaching in Saudi Arabia, Tunisia, and Italy. Returning to Wexford, the couple's son, Finn, was born in 1997. Colfer taught learning-disabled and emotionally troubled students who helped Colfer become aware of teen humor and attitudes.

He based Holly Short, his favorite Artemis Fowl character, on the girls he taught in Wexford because he learned about how they would respond to situations.

Comparing his imagination to a bubbling cauldron, Colfer said that his experiences provided him with information to mix together to create original ideas. Colfer's Tunisian experiences inspired him to write his first book in which his Irish protagonist adjusted to living in Tunisia because of sports he played with an orphaned native boy. Benny and Omar, a humorous story, became an Irish bestseller soon after it was published in 1998. That book was translated into at least seven European languages.

Colfer's sequel, Benny and Babe, was released the next year and received a nomination as a Bisto Book of the Year.

Colfer's macabre *The Wish List* was issued in 2000 and received a Bisto Merit Award the next year. Colfer also wrote the O'Brien Flyers series books for younger readers featuring the character Ed Cooper.

The Irish Library Service reports that those series books, Going Potty, Ed's Funny Feet, and Ed's Bed, are regularly checked out by patrons.

Colfer decided to write a fantasy based on Irish legends that would appeal to all ages. He was determined to make his fantasy different by creating non-stereotypical characters and elaborate technology. Colfer believes that many people equate technology with magic because of the amazing things that computers can achieve.

Artemis Fowl was published in 2001. When he received the first printed copies, Colfer took them to share with his students who had inspired him. Publicity hyped Artemis Fowl as the next Harry Potter, but Colfer insisted that the books were quite different.

The book's promotion included a contest for entrants to decipher the fairy code on the book's cover. The book quickly became a New York Times number one bestseller, as well as reaching the top of Irish and British charts.

In 2002, the sequel, The Arctic Incident, was published and sold more copies than its precursor. Colfer plans to write a trilogy in the Artemis Fowl series in which he says Artemis will become more morally aware of his actions and ultimately value family more than wealth.

Colfer sold his film rights to Miramax and Tribeca Productions for an Artemis Fowl movie which began production in 2002.

This financial success enabled Colfer to resign from teaching to write full time.

Artemis Fowl was named the Children's Book of the Year at the 2001 British Book Awards and was on the shortlist for the Whitbread Children's Book of the Year. In April 2002, voters at the WH Smith book awards selected Artemis Fowl as the best children's book of the year.



Plot Summary

Artemis Fowl tells the tale of a twelve-year-old genius, a criminal mastermind who wants to acquire fairy gold in order to replenish his family's fortunes. Bringing together both the human and fairy worlds, Colfer writes about Artemis's quest for the gold and how the fairies try to prevent him from gaining their riches.

Artemis travels to Ho Chi Minh City with his manservant, Butler, to meet with an informant about the Book, which tells about the history of the fairies and spells out their rules and regulations for behavior. Led to a sprite, Artemis tricks her into letting him look at her Book for thirty minutes. Butler takes a photo of each page so that they can decipher it later. Back in Ireland at Fowl Manor, Artemis tries various means to decode the pages. He finally figures out the language of the book. Artemis is also concerned with his mother, who is slowly losing her mind since Artemis's father disappeared a year ago.

Holly Short is an elf who works as a LEPrecon in Haven City, which is near the core of the earth. She is the first female to be assigned to the LEPrecon unit and her superior, Commander Root, doesn't feel that she is doing a good enough job. Just as he is about to demote Holly, a call comes in that a troll is loose on the surface. Holly goes to the surface and tracks the location of the troll. She finds that the troll is breaking through a wall into a restaurant filled with people. Without waiting for the Retrieval Squad, she goes in, but because she hasn't completed the Ritual lately, her magic is low, leaving her visible to the troll and all of the humans. She struggles with the troll but manages to subdue it. When Root and the Retrieval Squad arrive, they find that Holly has placed the humans in an unconscious state so that the fairies can mind-wipe them. Root orders Holly to complete her Ritual.

Holly needs to find a site where ancient oak, full moon, and winding river meet. She flies to a remote location that fits this description to gather a seed, which she needs to plant away from this site to restore her magic. The site that she chooses is the very one that Artemis has staked out. Holly lands, not seeing the humans, and finds an acorn. Artemis and Butler sneak up on her and tell her that they are taking her hostage until the fairies bring Artemis gold. They drug Holly and take her locator to a Japanese whaler.

Root and Foaly, a technology-minded centaur, figure out that Holly has been kidnapped. Root goes to the Japanese Whaler where he finds the locator. Artemis speaks to him through a camera he has placed in the room, telling Root who he is and that he has Holly. Root barely manages to escape an explosion that Artemis has planted. Root launches a command post at Fowl Manor, where Artemis is holding Holly.

Root sends a squad down the avenue of the manor with their shields on to hide them from human eyes. Artemis captures a picture showing the squad and sends Butler out to deal with them. He quickly disarms them and says that they want a negotiator. Root orders that a time-stop be set up. Inside the house, Holly finds an acorn in her shoe and begins banging her head against the concrete floor in an attempt to crack the cement.



After the time-stop takes effect, Artemis sees that his mother has disappeared from her room, where she had been sleeping moments before.

Root goes into the manor to negotiate with Artemis. Artemis tells him that he wants a ton of gold. Root tells him that they should release Holly or the place will be bio-bombed, which would kill any living creature within the walls. Artemis says, however, that he can escape the time-stop and thus, the bio-bomb. Outside, the experts agree that Artemis is telling the truth when he says he can escape.

Root sends for Mulch Diggums, a kleptomaniac dwarf, who is able to tunnel in human houses because he's given up his magic. Mulch tunnels into the wine cellar of the manor. From there, he finds the safe room, where he breaks into several safes, one containing the copy of the Book. Just as Butler is about to capture him, Mulch lets loose with the gas that has accumulated in him from the tunneling. Butler is thrown back against the wall and Mulch is able to get away. On his way out of the house, Mulch makes it look like he dies in a tunnel cave-in so that he can escape from Root and prison.

Holly manages to break through the cement. She plants her acorn and her powers are restored. She escapes from her cell, leaving Juliet, Butler's sister, in it and gets some of her equipment back, finding out that the troll is being released into the house. Butler goes down to the cell to rescue Juliet, who has had a spell cast on her and thinks she's watching a wrestling program. They arrive in the lobby just as the troll comes through the door. They hide behind a suit of armor but the troll finds them. Butler shoots the troll, but the troll attacks him and throws him against the wall, leaving him for dead. Holly arrives and tries to distract the troll away from Juliet, but the troll also flings her against the wall. Holly lands next to Butler, with her hand touching his arm. She sends her healing powers to him and he recovers. He dons a suit of armor and attacks the troll again, just as its ready to kill Juliet. Butler overcomes the troll and sends it outside the manor.

Artemis sends a message to Root that he is still willing to negotiate. Root agrees to send him the gold, thinking that after they do this and Holly is released, they can bio-bomb the manor and get the gold back. They send the gold in. Artemis asks Holly for a wish: to make his mother well again in exchange for some of the gold. Artemis's share of the gold is unloaded and Holly and her share are sent out. Artemis, Butler, and Juliet drink champagne laced with tranquilizers and they fall asleep. Root detonates the bio-bomb and after about one minute he gets a squad ready to go in and retrieve the gold. However, the squad finds that they are unable to enter because Artemis is still alive. Only Holly can go in. She doesn't find any bodies. The fairies leave before the time-stop ceases, heading back to Haven City.

Artemis and Butler wake up. Sleeping allowed them to escape the time-stop and thus, the bio-bomb. They go to check on Artemis's mother and find that she is well again. Artemis has restored some of his family's fortunes with the gold.



Chapter 1, The Book

Chapter 1, The Book Summary

Psychiatrists have tried to describe Artemis Fowl and failed, largely because of his great intelligence. He is a child prodigy, dedicated to criminal activities. The story that follows is Artemis's first criminal attempt, beginning at the start of the twenty-first century. Artemis is twelve at the time this takes place.

Artemis is in Ho Chi Minh City. It is summer and hot, which Artemis doesn't like. A large Eurasian man named Butler is with him. They are waiting for Nguyen, who is to give them information about the Book. A waiter approaches their table. Artemis realizes that the waiter is Nguyen in disguise and orders him to sit down.

Nguyen gives Artemis a Polaroid showing a green mottled hand reaching for something. Nguyen says that the woman is a healer who works in exchange for rice wine. This fits with what Artemis knows and he tells Nguyen to take them to the woman. Nguyen tries to protest but Butler leads him to a four-wheel drive vehicle. They drive off, moving slowly in the congested streets.

When the streets become too narrow, the trio gets out and walks. They go to a narrow rutted lane where beggars group together. Nguyen points to a fire escape and says that the woman is under it. Artemis asks for some night vision goggles from Butler and sees a small figure wrapped in a shawl. The woman asks them for wine and Artemis has Butler give her some Irish whiskey. Nguyen leaves after Butler pays him twenty thousand dollars.

Artemis tells the woman that he wants her Book. When she tries to say that she doesn't have any books, Artemis tells her that he knows she is a fairy and that she has a Book. She tries to threaten him with her magic, but Artemis points out that she is nearly dead. He wants to save her in exchange for her Book. He tells her that the whiskey he gave her has holy water in it and that only he has the means to save her. He tells her that if she lets him look at the Book for thirty minutes, he'll return her magic to her. The woman gives him the Book, saying that it is written in the old tongue and won't be any use to him anyway.

Butler takes the Book and takes digital pictures of each page. He then transfers the information to his phone and to an email account at Fowl Manor in Dublin. Artemis gives the woman the antidote that will give her magic back. The Butlers have served the Fowls for a long time. Butler children are sent at the age of ten to a training center in Israel. There, they learn skills that will help them protect the Fowls. Once a Fowl and Butler are paired, they are together for life. This Butler has been with Artemis since his birth.



Chapter 1, The Book Analysis

Artemis Fowl opens by introducing Artemis Fowl, the twelve-year-old genius and criminal mastermind, and Butler, Artemis's manservant and another main character in the novel. The chapter aptly gives the reader a look into Artemis's character. One sees that he is very smart as he figures out who Nguyen is. He is determined, as he's been researching his quest for months, and as rich as he is, he has no hesitation at paying Nguyen a large sum of money. He is also manipulative as he tricks the sprite into letting them have her book for thirty minutes. These characteristics depict Artemis, as he will be throughout the novel: very smart, slightly arrogant, and doing whatever it takes to get what he wants.

The first chapter also shows the relationship between Artemis and Butler, which will be reflective of the overall theme of friendships within the book, and theirs is the most prominent. Butler and Artemis are obviously well acquainted with one another and they seem to genuinely care for each other. Artemis is Butler's friend. Butler has become a sort of father figure for Artemis, albeit one who has to do what Artemis tells him to. .

This chapter also creates a degree of suspense for the reader. Artemis has obviously gone to great lengths to travel to Ho Chi Minh City to get a look at the Book, but it is still unclear what he plans to do with it. The reader's knowledge of Artemis from this chapter and the prologue suggest that he is up to something not quite legal or ethical. What that is and how he will accomplish it remain mysterious at this point in the story.



Chapter 2, Translation

Chapter 2, Translation Summary

Artemis is after gold. His search had begun when he'd become interested in the Internet, about two years ago. There, he found sites on the People and references to fairies in nearly every country. He found several mentions of the Book, which is a fairy bible containing the history of the People and the rules that govern them. He learned that the Book was written in Gnomish, the fairy language. Artemis believed that he could translate the Book with modern technology.

Artemis's motto is "know thine enemy." He set out to learn as much as he could about the People. He also placed an ad on the web for a fairy, sprite, leprechaun, or pixie that would meet with him. The responses had mostly been false leads, until Ho Chi Minh City. With his genius and still childlike belief in magic, Artemis has the chance to take some of the fairies' gold.

It is early morning when Artemis and Butler reach Fowl Manor. Artemis is anxious to see his mother, Angeline Fowl, who has been bedridden since her husband's disappearance almost a year ago. Artemis tells her that he has been skiing, rather than tell her what he has really been up to. As he gets ready to leave her, she forgets who he is and tells him about the things that she hears in the night.

Translating the book is harder than Artemis expects. The computer keeps coming up blank. In frustration, Artemis makes hard copies of the pages and examines them. He realizes that some of the symbols in the Book are similar to Egyptian hieroglyphics. He feels excitement. He puts his finding into his computer and presses Decode. A long string of gibberish comes back. He is certain that the symbols are right.

On each page of the Book, a solid line borders each segment. Artemis experiments, trying to read the pages from right to left and in columns. He notices that each page has a central segment and thinks that maybe this is a starting point on each page. He also notices that on each page is a tiny spearhead in the corner of one section. He wonders if this might be an arrow, telling him which direction to go. Since his computer doesn't do this kind of decoding, Artemis uses a craft knife and ruler to reassemble the first page in the traditional Western languages order. He rescans the page and feeds it through the modified Egyptian translator program that he created. The file converts and Artemis prints the page, finding the following written there:

"The Booke of the People.

Being Instructions to our Magicks

And Life Rules.

Carry me always, carry me well.



I am thy teacher of herb and spell.

I am they link to power arcane.

Forget me and thy magick shall wane.

Ten times ten commandments there be.

They will answer every mystery.

Cures, curses, alchemy.

These secrets shall be thine, through me.

But, Fairy, remember this above all.

I am not for those in mud that crawl.

And forever doomed shall be the one,

Who betrays my secrets one by one" (pg. 37-38).

Artemis feels the blood pumping in his ears. The fairies will be beneath him now, as he knows all of their secrets.

The Fowls are legendary criminals. Artemis the First, Artemis's father, had thrown the family fortunes into jeopardy. He had invested large sums of money in creating shipping lines in Russia. But the Russian Mafiya did not like this and they launched a stolen missile at the Fowl Star. Artemis Senior was on board the ship as was Butler's uncle. The Fowls are not destitute, but they are not billionaires anymore. Artemis vows to restore the family fortune.

With the book translated, Artemis can now begin the next stage of his plan, with the ultimate goal of gold. The People are almost as fond of gold as humans are, and each fairy has its own stash. Artemis wants to get the cache of at least one fairy. After sleeping and eating, Artemis goes to his father's former study. A series of computers runs. One of them has the CNN web site running through a projector onto the wall. Artemis asks Butler to shut all the computers down but the one with the Book on it. Butler is startled, as the CNN site has been running continuously since Artemis's father disappeared. Artemis has been convinced that news of his father's rescue would come through there first.

Chapter 2, Translation Analysis

Chapter 2 operates mainly as an information or background chapter. The reader first learns that Artemis is after gold. He intends to get the gold from fairies, using the Book that he obtained in the first chapter. The reader also learns what Artemis's motivation for



this quest is: to restore his family fortunes. Underlying this motivation is Artemis's grief for his father, who is probably dead, although Artemis believes that he is alive. His quest is one that shows Artemis's feeling of responsibility for his family, feeling that he must now take over as the provider and male head, and a way of handling his grief over his father. There is almost the sense that Artemis feels he has to do something great in his father's absence so that his father will be proud of him when he returns. For Artemis, Gold symbolizes his responsibility to his family and his father's memory. Acquiring gold becomes how Artemis will become like his father.

The chapter also further introduces the theme of magic within the book. Magic will be the means by which Artemis will attempt to gain the gold. He wants to use the fairies' magic against them, so to speak. By learning what he can about their magic, he can neutralize the magic they might use against him, enabling him to better carry out his quest for their gold. Magic will continue to play a large role in the events and outcome of the book. It will be the means by which Artemis tries to gain the gold and how the fairies will try to prevent him from accomplishing his goal.



Chapter 3, Holly

Chapter 3, Holly Summary

Holly Short is lying in bed in a very bad mood. She is an elf and her job is as a LEPrecon. She has brown skin, hazel eyes, pointy ears, and is three feet tall. Commander Root has been on Holly's case since she became the first female officer in Recon; he causes her bad mood. Root doesn't think that Recon is a place for a girl, since it is dangerous. The other source of Holly's bad mood is that she has not performed the Ritual in some time. If Root finds out how low she's running on magic, Holly is sure that he'll transfer her.

Holly showers and puts on her LEPrecon uniform. LEPrecon is an elite part of the Lower Elements Police force. The tunnels are crowded as she makes her way to work. Arriving, she tries to make it past Root's office before he sees her. Instead, he yells at her to get into his office. His face is purple with anger, his normal state that has earned him the name Beetroot. Holly is only one minute late but Root reprimands her anyway. He tells her that he's picking on her because she's a girl, but that it's not for the reasons she thinks. As the test case, he wants her to be the best she can be so that other females will be allowed in. He tells her that after the Hamburg incident, where one of Holly's perps had gone to the surface and tried to bargain with the Mud People, he thinks he should put her on traffic and bring Corporal Frond in as the first female of Recon.

Holly starts to plead her case when a call comes in that there's a runner in Southern Italy without a shield. The runner is a troll. Trolls are the meanest creatures in the deep-tunnels and when they get to the surface, they often destroy everything in their paths. Holly lies that she is running hot in her magic and Root tells her to go do a recon on the troll. Root is nervous about sending her and had he known how this straightforward mission would turn out, he'd have retired on the spot. Tonight history is going to be made that is bad for everyone.

Full of determination, Holly goes right to the chutes. Foaly, a centaur, is waiting for her in Ops. Foaly points to a live feed with a red dot, indicating where the troll is. The troll is big. Foaly gives Holly a wristwatch that will give Foaly her position. He puts a live feed into her helmet and gives her a handgun.

The pressure elevators work by using gas columns from the earth's core. Foaly leads Holly to E7 where a pod sits. She enters the pod and straps in. Holly tries not to think about the hot magma flow that will push her to the surface at MACH 2 force. The pod shakes into the secondary shaft. Holly's fingers grasp the joysticks. The pod shifts, plunging Holly down the shaft toward the earth's core. Just when Holly has decided that the gases aren't going to come, a vibration starts. The flare from below catches her pod, carrying it upward toward the surface. It is hot, but fairy lungs can sustain this kind of heat. She checks the dials. As the flare dies down, Holly turns on the thermals thrusters.



Above her, the docking zone comes into view and she eases the pod onto its landing pad.

Holly enjoys the night air on the surface but she can also taste traces of pollutants. She thinks about all the bad things that the Mud People have done to the earth. Unhooking her wings from their bracket, Holly gets ready. The locator on her wrist beeps, letting her know that she's within range. She steps out of the pod into the landing bay, a camouflaged mound of earth known as a fairy fort. Strapping on the wings, Holly steps into the outside world.

Holly primes the wings' mother and starts them on her third try. The troll has left a wide trail of destruction behind him. Shielding is one power that fairies have. They vibrate at high frequencies so that they are never in one place long enough to be seen. Holly switches on her shield, feeling it take more out of her than normal. She thinks that she really needs to complete the ritual as soon as possible. She reminds herself to just look for the troll, as Retrieval will handle catching him.

The troll is right below her, pounding on the town's outer wall. The wall is coming apart. Holly calls back to Root and tells him that she's going in. He reminds her that she doesn't have an invite and to hold off. A child's voice fills the air, crying for help. Holly goes in. Going through the hole that the troll has made, Holly finds herself in a restaurant. The patrons are staring at the troll, frozen in fear and surprise. The troll's claws come out, ready to strike. Holly aims her gun at the troll and lets loose a burst of ion ray. The troll is stunned but turns toward her. Holly feels safe because her shield is on. The troll picks up a table and throws it straight for her head. The table clips her backpack, sending the gas tank spinning through the air. Flames leap up from where the gas comes in contact with candles.

Holly realizes that her shield is off and her magic gone. The troll is struggling with her. She suddenly remembers her visor and turns on the tunnel lights, blasting light at the troll. It screams and falls backward. Holly orders the trolls to sit down and it does. Holly gets the attention of the restaurant and asks them to look at a small sphere that she places in the middle of the floor. There is a boom and a flash and the people are left unconscious for forty minutes. Holly runs to the door and slides the latch so that no one can go in or out and puts out the smoldering troll, hoping it won't revive him. She sinks to the floor, knowing that her career has to be over.

Holly wakes up to Root's face. He yells at her for disobeying him. Holly looks around at the shambles of the restaurant and the humans who are still out cold. A hologram is placed over the hole in the wall. Holly tries to tell Root that stress made her shield not work but he doesn't buy it. He tells her to complete the Ritual tonight.

Chapter 3, Holly Analysis

The introduction of Holly Short, Commander Root, and Foaly rounds out the main characters of the book. With these three fairies, the theme of friendship is developed



once again, although it may not exactly seem like it from the chapter's events and dialogue. As with Artemis and Butler's friendship, the relationships between these three are complicated. Root is Holly's commander and he is tough on her. Holly thinks that he doesn't like her.

The chapter also illustrates some of the ways that the fairies use their magic, again continuing that theme in the book. The reader is introduced to the power of shielding, which makes the fairies invisible to the human eye. They will attempt to use this several times against Artemis until figuring out that Artemis has developed ways of combating this power. This chapter also explains that fairies can gradually lose their power until they perform the Ritual again. Holly is at low power, making it necessary that she perform the Ritual. This Ritual symbolizes the fairies' ancient past and their ability to do magic. This situation will provide the means through which Artemis can put his plan into action. Holly's low power foreshadows her kidnapping in the next chapter. Magic, or the lack thereof, creates the conditions for success or failure for both Artemis and the fairies, including Holly.



Chapter 4, Abduction

Chapter 4, Abduction Summary

Artemis's main problem is how to find a leprechaun. He tells Juliet and Butler about how every fairy must complete certain rituals to renew their magic. He reads from the Book:

"From the earth thine power flows,

Given through courtesy, so thanks are owed.

Pluck thou the magick seed,

Where full moon, ancient oak and twisted water meet.

And bury it far from where it was found,

So return your gift into the ground" (pg. 89).

Artemis thinks that they can use these rituals to track a leprechaun down. He has run a cross reference through the weather satellites, where ancient oaks are left, and where there is a river bend. He finds one hundred and twenty nine sites in Ireland. He asks Juliet to prepare the cellar. Artemis explains to Butler that they couldn't have used the fairy they got the book from because once a fairy has taken spirits from humans they are considered dead. They probably wouldn't have been able to get any gold for her. Artemis gives Butler a list of things as well and only smiles when Butler asks why he'll need sunglasses at night.

Holly climbs to thirteen thousand feet with her Hummingbird wings. She can't resist flying over the Alps, even though the rules said that fairies should travel over water as much as possible. Holly loves flying, which is not a surprise since the Book says that fairies once had their own wings. She toys with the idea of going to Disneyland Paris, one of the few places where the People could pass unnoticed. Crossing the Channel, Holly skims over the water, calling to the dolphins. Finally, the coast of the old country appears. She thinks back over the history of the land, and how the Irish had gotten the idea that each fairy had a pot of gold. LEP has a ransom fund, but that is it.

Holly brings up a map on the wrist locator and has it look for magical spots. The best site would be Tara but Holly knows that it will be full of fairies tonight. There is a secondary spot not far, though, and it is remote. Holly goes there and checks for life forms. Finding nothing threatening, she glides down.

Artemis has done four months of stakeout and even Butler is getting sick of it, though they weren't out every night. The nights they did go out were the same: crouching in their foil-like blind in complete silence, Butler constantly checking the equipment, and Artemis staring through the scope. Tonight, they are in the southeast, in one of the most



inaccessible places. The blind is ingenious, constructed of elasticized foil polymer with a fiberglass skeleton. The foil traps heat inside, making animals or equipment sensitive to heat unaware of their presence. Artemis is worried about his mother and begins to speak to Butler about it. Suddenly a proximity alarm goes off.

Holly takes off her wings and unstraps her helmet. She needs a seed, so bending to the ground, she brushes some leaves and twigs. She finds an acorn. Now she has to find a place elsewhere to plant it and her powers will return.

Butler checks the porta-radar to make sure that it isn't giving a false reading. The figure is too small for an adult and has the wrong proportions for a child. Artemis slips on his sunglasses. Butler grabs a dart rifle that has been specially changed for better range and speed. They creep out into the night. The figure is taking off a helmet. Artemis nods to him and Butler squeezes the trigger, but at that exact moment, the figure bends down.

Something whizzes by Holly's head. She realizes that she is under fire and curls her body into a ball. She draws her pistol and sees something by the tree. The mountainous figure calls her pistol a peashooter and takes it away from her. A voice from behind her asks if she'll consider a peaceful surrender. Holly, turning to see a boy, warns the humans to stay back as she has magic. The boy only steps closer, telling her that if she had magic, she'd have used it already.

Holly is surprised that the human knows secrets. She decides that she needs to do something and there's only one weapon she has left. Mesmer is the lowest form of magic and requires very little power. Some humans can even do it. Even the most drained fairies can usually do a mind "kibosh" on humans. She summons her remaining power and tells the two humans: "Your will is mine" (pg. 106). Artemis smiles from behind his mirrored sunglasses and nods to Butler. Holly feels the dart hit her, putting the tranquilizer into her body.

Artemis sees the pain in the creature's eyes as the dart hits her. For a moment, he experiences some misgivings about what he is doing. He hadn't expected a female; but the moment passes. Butler points to the creature's helmet. Artemis picks it up and looks for the source of the buzzing sound coming from it. He pops the batteries out of the camera.

Chapter 4, Abduction Analysis

Magic again plays a central role as Artemis and Butler capture Holly. The events take place because Holly is low on magic and needs to replenish it through the Ritual. Her lack of magic also makes it possible for Artemis and Butler to capture her, because she can't fight back with magic against them. Artemis and Butler, on the other hand, are able to capture Holly because they now have knowledge of the fairies' magic and are able to combat it. They wear sunglasses to prevent Holly from doing a mesmer spell on them,

for example. Their knowledge of fairy secrets puts Holly off balance, just as it will do to the other fairies that Artemis will encounter in the future.

The chapter also shows Artemis as human, even if he is a criminal mastermind who is manipulating fairies to get what he wants. He worries about his mother and her increasing madness. He also feels some remorse at capturing Holly. For all his manipulations and arrogance, Artemis does have some feelings for those around him. These feelings of misgiving or worry, however, don't distract him from his quest for gold for long.



Chapter 5, Missing in Action

Chapter 5, Missing in Action Summary

Commander Root is smoking a particularly smelly cigar. Foaly is trying to antagonize him by arguing that Root should put it out. Root asks about the alert that Foaly has given him. Foaly says that Captain Short is missing. Her locator was seen across the ocean and the coastline. It shows that she went to site fifty-seven. They lose the picture from her helmet but Foaly says that they still have the sound. He boosts the audio and Root can hear a human voice asking Holly to surrender and talking about the secret ritual. Foaly notes that one of the Mud People messed with the camera and the picture was lost after that. Foaly and Root go back to the camera feed and go through it slowly, seeing in slow motion a hypodermic dart fly through the air. They realize that Holly is missing in action, probably dead or at least held captive.

Foaly tells Root that they still have the locator and its moving north. Root tells him to go to full alert. He wants tactical and a couple of techies ready at the top. Root decides to reactivate himself for the mission. Artemis has anticipated technological advances from the fairies but nothing like what he's found with Holly. He runs a scanner over the wristband of the elf, deciding that it's a locator of some kind. He asks Butler if the Japanese whaler is still in port and when Butler affirms this, Artemis tells him to go there.

Root feels good to be back in his field uniform, even if it is tighter around his middle than it used to be. The nearest chute to Holly's position is E1, to Tara, which is not an ideal location but there isn't time for anywhere else. Root shuts down all nonessential flights to the surface. He climbs into a pod and wraps his fingers around the joystick, suddenly realizing how long it has been since he has ridden the hotshots.

Artemis works on the elf's field locator. He has trouble opening it until he realizes that the bolts are magnetic. He inserts a small camera into the space and secures the transmitter back in place with some silicone. As they reach the docks, Artemis asks Butler to create a diversion for him.

The dockworkers are rolling cigarettes as Butler walks up to them. Butler begins to insult them. They attack him. Although Butler can easily take care of the men, Artemis had asked him for a diversion. Butler goes against his training, screaming and using the worst combat actions, although they are still effective. He drops men with punches and kicks and drops two over the dock into the water. He sees two headlights coming toward him as the Customs and Excise team arrive. Butler ducks around the corner.

By the time Butler reaches the car, Artemis has returned from his own mission. Butler doesn't know what Artemis did.

Root comes out of the pod shaking. He orders an evacuation of the fairy fort.



Holly wakes. She vaguely remembers something about the old country and the Ritual. A human voice asks if she's awake. She opens her eyes to find a human, hiding behind mirrored lenses. It all comes back to her now. Holly tries to get the human to take her glasses off so she can mesmer her but the human, Juliet, refuses. Juliet says that Artemis sees everything and points to a camera. When Holly tries to threaten her, Juliet says that Artemis has learned that in a human dwelling, a fairy must do what the human wants.

Root has Holly's locator frequency on his helmet face screen. The beacon has gone offshore. Root is on his own, but that is the way he likes it. He tilts his wings, thinking that he'll have to be careful onboard the ship. He lands on the deck. Keeping himself shielded, Root stows his wings in their sheath and moves across the deck. He goes through the first hatch carefully, knowing that there could be storm troopers anywhere. His infrared filter messes with his depth perception and he runs into several u-bends. He sees rodents but no other signs of life. Picking up his pace, he moves to a steel hatch.

Root puts his shoulder to the door and it swings open. There is no sign of Holly. A voice speaks, saying that there is a visitor. Root drops to his knee and points his gun at the voice. On a low cart in the center of the hold is an open attachy case. Root leans to look inside, seeing a flat package and a VHF transmitter, with Holly's locator on top. The voice continues to speak, telling Root that he knows Root is there for Holly and that he has planned a demonstration for Root. A red light flicks on in the case and the voice says that Artemis Fowl says hello. Root realizes that he needs to leave quickly. He activates his wings as the human voice begins a countdown.

Inside the case, a detonator sparks, igniting Semtex. Root barely makes it out of the ship. Flames lick at his jumpsuit and he crashes directly into the water to put them out. Root yells at Foaly through his headset to find all the information he can about Artemis Fowl.

Chapter 5, Missing in Action Analysis

This chapter serves as transition from Holly's capture to the siege at Fowl Manor. Included in the chapter is Root's discovery that Holly is missing and that Artemis is holding her. This will shift the command to Fowl Manor, where the rest of the action in the book will take place. Holly also learns a bit more about Artemis when she wakes in the cell. Juliet tells Holly his name and also lets Holly know that Artemis is aware of at least some of the fairy magic tricks when Holly tries to put a mesmer spell on Juliet.



Chapter 6, Siege

Chapter 6, Siege Summary

Artemis leans back in his chair. He thinks that the explosion should cure the fairies of their cavalier attitude towards him. The pinhole camera in the locator had worked perfectly, alerting him to the fairy's presence. He looks at the monitor and sees that Holly is sitting on her cot, head in her hands. He hasn't expected the fairy to be so human and he experiences some discomfort. Juliet appears in the door, upset. She says that Artemis's mother is saying that his father is back. Artemis's heart stops for a second as he wonders if it could be true. Juliet says she heard voices but that his mother won't let her through the door. Artemis thinks and concludes that there is a possibility that his father could have slipped in. He decides to go to his mother.

Artemis knocks on the door of his mother's room. He hears giggling and his mother talking to Timmy, his father. When Artemis walks in, his mother thinks that Artemis is her father and that she is on her honeymoon. Artemis realizes that his mother's madness is getting worse. She is sitting with her wedding dress on and has a facsimile of his father, made from his wedding clothes, sitting next to her. Artemis goes along with his mother and pretends to be her father.

Holly is holding her head in one hand while the other, the one on the camera's blind side, is searching inside her boot. Her fingers close on the acorn, which must have slipped into her boot during the events earlier. All she needs to do is find a patch of earth and her magic will be restored. The cell is all concrete, not a piece of earth or crack in the concrete anywhere. She walks around the room.

A voice asks what Holly is looking for. She whirls around to see Artemis standing right beside her. He asks Holly to sit and tells her that she has to abide by his rules, as that's part of the fairy rules. Holly calls him a thief when he states that he's done all this for riches. She laughs that he must believe in the crock of gold stories. Artemis surprises her by stating that he knows about the hostage fund. When Holly tries to pretend like she doesn't know what he is talking about, Artemis bluffs and tells her that they gave her a truth serum and that she told them everything over a three day time period. For a moment, Artemis feels guilty about telling Holly lies that are obviously upsetting her. Holly regroups and says that she hopes Artemis is ready then for the troll that they'll be sending in. For the first time, Artemis's confidence in the plan falters a bit.

LEP establishes a headquarters at E1: Tara. Foaly tells Root that he has hacked into Interpol and found that the Fowl family has been engaged in criminal activities for generations. The Fowl Manor is on the outskirts of Dublin and that the Artemis Fowl they are dealing with is twelve-years-old.

The Retrieval Squad sets out for Fowl Manor in a V goose formation. The Fowl estate has a large castle on it, built in the fifteenth century. Around the estate is a ten-foot high



wall, with guard towers and walkways. The Squad sets down just inside the wall and starts looking around. Lieutenant Cudgeon is the leader of the Squad. He and Root had been in the Academy together and they discuss what they should do in this situation. Cudgeon wants to use a blue rinse, a biological bomb that destroys all living things. Root doesn't like this, as it will also kill Holly.

Butler is looking at the monitors and tells Artemis that he doesn't see anything yet. Artemis asks him to use the new camera, one that takes two thousand frames a second. They look at the avenue. Butler still doesn't see anything. Artemis tells him to freeze the picture. When he does, a dozen black clad figures become visible. He explains to Butler that the fairies are shielded, vibrating at high speeds that are too fast for the human eye.

Artemis takes a headset from the workbench. It is the remaining parts of Holly's helmet, reworked to fit a human head. Artemis places the headset on Butler's head and begins adjusting things. Finally, Butler is able to see everything through the headset, including the LEPretrieval team. Artemis sends Butler out to deal with the intruders.

LEPretrieval is the best of the best. Every little fairy dreams of growing up to be a part of the Retrieval team. Captain Trouble Kelp leads the team down the avenue, taking the point position. His brother, Grub, keeps trying to refer to Captain Kelp by his first name even though his brother's rank is higher. Trouble hears a noise that sounds like someone getting a cop across his windpipe. One of the men doesn't respond by radio. Trouble notices a pair of black boots sticking out of a bush and a massive human standing in the doorway of the castle. Trouble decides the man must have gotten hit in the head when the man opened the door. They pull the down fairy out of sight. As they all have their shields on, the human can't see them.

Trouble orders the men to get ready. The mountainous man walks toward the squad, coming to stop right in the middle of them. The squad's guns are worthless now, as they would only shoot each other. They begin to switch weapons when the man greets them. Trouble suddenly sees the makeshift headset on the man. Now the men must stand and fight. Butler could have taken the squad down from the doorway with his rifle, but that is not the plan. He needs to make an impression on the fairies. He steps into the midst of the group. Butler hits Captain Kelp first with a dart. One by one, Butler takes the fairies down. When he finishes, the fairies are all in shock or unconscious, but not dead. One fairy is faking and Butler walks up to him, telling him that the next time they try to come in, Butler will use sniper fire with armor-piercing bullets. He also tells the fairy that they want a negotiator who will be able to make decisions.

Holly sits on the edge of the bed, lifting the frame and slamming it into the concrete floor. She eyes the camera, knowing that the humans are keeping an eye on her. After several minutes, the door bursts open and Juliet comes in. Holly tells her that she's hungry and wants fresh fruits and vegetables. Juliet leaves to get them. As soon as she is gone, Holly continues to smash the bed against the floor.



Artemis adds another monitor, one linked to a camera in his mother's room. He checks on her and she is sleeping peacefully, having taken a sleeping pill that Juliet gave her. Butler comes back in the room after disposing of the retrieval squad. They look at the monitor showing Holly smashing her bed against the floor. Artemis is sure that she can't tunnel out because the estate is built on limestone. As it happens, Artemis is wrong.

LEP has rules for dealing with situations like this. Root has Foaly stop time. This is trickier today than it was centuries ago because humans are now likely to notice with computers and satellites if they drop out of time for a while. The Fowl estate is perfect for a time stop, however, as it has a definite boundary. Cudgeon checks his moonmeter and tells Root that he has eight hours. Cudgeon still wants to use the bio-bomb, but Root resists again. Root wants to try other things to get Holly out during the time stop. After that, it is likely that Cudgeon will get the go ahead to use the bomb and there will be no way to save her.

Root catches up with Foaly at the north tower. Foaly says that he thinks maybe Artemis wants them to stop time. Root doesn't understand how this could be. Root is going to go in as the negotiator. Foaly gives Root a fake finger that contains a dart. Root has to tap his knuckle and the finger will shoot the dart. Foaly warns him to be careful, as there have been accidents with this device. He also gives Root an iris-cam, a camera that fits into Root's eye like a contact lens.

Artemis's watch has stopped. When he looks into his mother's room, she has disappeared, just as he'd expected she'd do. He switches his attention to Holly who is still smashing the bed against the floor. He sees a small figure approaching down the avenue. He tells Butler to let the fairy in. Artemis tries to put on his best evil face for the encounter.

Artemis and Root greet each other. Artemis tells Root that he has the means to expose their subterranean life and that Root can't stop him. Root is surprised when Artemis acknowledges that a time-stop is happening so he can't expose the fairies right away. Artemis goes through the established fairy plans for dealing with these situations: a Retrieval Team, negotiation, and the bio-bomb. Artemis gives Root a paper with his demand: one ton of twenty-four karat gold. When Root tells him that he has no room to negotiate, Artemis says that he knows how to escape the time-field. Root leaves, thinking that he needs to try something unorthodox.

Several experts are examining the videotape from Root's iris-cam. They disagree whether Artemis is lying or not. They argue while Root and Foaly try to get them to help them. Finally, they agree that Artemis is not lying.

Chapter 6, Siege Analysis

The fairies try to rescue Holly from Artemis. They move the command post to Fowl Manor and send in the first patrol. As in other chapters, magic plays a key role in what happens. The fairies believe that they are hidden from sight with the shield, but



Artemis's knowledge of this has allowed him to find a way of detecting this. This allows Butler to see the fairies and infiltrate their squad, giving them a message that the humans are a greater threat than the fairies originally thought. The time-stop will also prove important, both to the fairies who are able to try different tactics, and to Artemis who will use the time-stop as part of his master plan.

The relationships between the characters also play an important role in the chapter. Although Foaly and Root spar back and forth throughout the novel, there is a certain sense of respect that they have for one another. They work together not only because it's their job, but also to save Holly, as they both care about her.

Several aspects in this chapter foreshadow later events. First, Artemis has Juliet give his mother a sleeping pill and he indicates that this is part of his plan. The sleeping pills will prove later in the book to be Artemis's secret weapon. His mother will act as the test case for his theory. Although this seems a very simple act on his part now, the sleeping pills and his mother's disappearance are Artemis's ace in the hole. Holly's activities in her cell will also greatly influence later events. Colfer points out that Artemis will be wrong when he says that Holly can't escape the cell.



Chapter 7, Mulch

Chapter 7, Mulch Summary

Mulch Diggums is a kleptomaniac dwarf who has given up his magic to enter Mud People's houses and steal from them. Over the years, he had built up quite a business but for the last three hundred years, he's been in and out of prison. Dwarves are able to tunnel by unhinging their jaws, allowing them to eat large quantities of earth every second.

Mulch is in a cell at LEP central, trying to look like he isn't scared even though he is quaking in his boots. The goblin-dwarf turf war is flaring up and someone has decided to put Mulch in with a gang of goblins. A goblin makes a fireball around his fist. Mulch does not like fire and he breaks out in a sweat. The goblin tries to antagonize Mulch and, inhaling the fireball, threatens to jam the fireball down Mulch's throat. Just before the goblin lets loose with the fire, Mulch jams his thumbs into the goblin's nostrils. The fireball ricochets back into the goblin's head.

The other members of the goblin gang do not take kindly to this. Mulch unhinges his jaw and prepares to attack. He grabs a goblin in his mouth and threatens to bite. Just then, guards flood the cell and take Mulch out, telling him that Commander Root wants him at the surface. Root is waiting for Mulch at the surface. Mulch realizes that because he is not bound by magic rules, he can enter the house and that this is Root's plan. They spar about what Mulch's payment will be and they agree on reducing his sentence to seventy-five years in minimum security.

Foaly gives Mulch an iris-cam. Root wants Mulch to tunnel in and find out how Artemis knows so much about them. If there is a surveillance device, Mulch is to destroy it. Mulch is also to find Holly. Foaly tells Mulch that the wine cellar of the Manor appears to have a wooden floor. As Mulch prepares to start tunneling, Root and the officers dive for cover. Foaly stays to watch and gets hit with a piece of limestone.

Mulch tunnels down. He feels the vibration of a rabbit den and makes a mental note of the location. He locates the wine cellar easily and finding it, aims upward. The room is dark. Mulch rehinges his jaw and heads for the door. He can feel the vibrations of footsteps through the wall. He climbs carefully up the stairs, trying to avoid any creaks. Mulch thinks the place smells like money.

He sees cameras and tries to find a blind spot that he can pass through. Foaly offers to broadcast a loop to the cameras so that Artemis can't see Mulch. Mulch climbs another staircase and reaches a landing. However, Mulch has a problem: the soil on the Fowl estate is well aerated and now the air wants out of Mulch. Dwarf etiquette is to pass the gas while still in the tunnel but there hadn't been time for that. He walks along and sees more cameras. He asks Foaly to find out what the three cameras are pointing at. They find that it's a painting of Artemis Fowl, Senior. Mulch presses his ear to the painting and



then pulls the picture away from the wall. Behind it is a safe. Mulch works on the dial but when it opens, he finds only human currency. The safe troubles Mulch and he decides to look at it again. He finds another safe on the painting's frame. He concentrates on trying to open the lock. Outside the room, someone is coming. Mulch realizes that there is a small keyhole. He inserts one of his chin hairs and pulls it out of his chin, making the hair stiffen and retain the shape of the lock. He twists the hair and the safe opens.

At this moment, Mulch's bowels decide that they need to get rid of the excess air in them. Mulch grabs the object in the safe and leans over. "The constrained wind had built itself up to mini-cyclone intensity and could not be constrained. And so it exited. Rather abrasively. Blowing open Mulch's back flap, and slamming into the rather large gentleman who had been sneaking up behind him"(pg. 259).

Artemis watches the monitors closely. He thinks that the fairies must be reviewing the tapes of the first negotiating session. Artemis had planted something in the interview if they looked hard enough. It is possible that Root might take another route though. He goes back to looking at the monitors. He sees Butler on post outside Holly's cell. This is odd as Butler should have been on his rounds. Artemis radios him and is told that Butler is doing his rounds and is coming up to the safe room. Artemis looks closer at the screens and notices a slight jump every ten seconds. He realizes that the fairies are sending a loop in. His stomach drops as he realizes that he has been duped.

Artemis radios Juliet and tells her to check on Holly right away. Then he turns the computer surveillance system off to reboot the system, as this would be the only way to purge the loop coming in. Several moments later, the pictures on the monitors appear. In the safe room is a grotesque thing that has managed to get the safe open. Butler, however, is sneaking up on the creature. In Holly's cell, the elf is back to banging her bed. Artemis suddenly realizes that if Holly has an acorn, only a small piece of ground will be enough for Holly to get her magic back. He tries to stop Juliet from entering Holly's cell but she doesn't have her walkie-talkie with her. Artemis can only watch helplessly.

Butler's instinct is to go into the safe room blazing but his training takes over and he moves cautiously. He draws his gun and gets ready to shoot. Butler isn't sure what the creature in front of him is. Suddenly, the creature explodes, throwing tunnel waste directly at Butler. Butler is lifted and flung against the wall behind him.

Holly is weakening from her attempts to crack through the concrete. She heaves the bed up again and sees a sliver of brown. Dropping the bed, Holly sinks to the ground and finds a small patch of earth peaking through the concrete. She takes the acorn from her book and puts it in the tiny space between the concrete. Within a few seconds, Holly feels her magic rushing back.

Juliet stalks into Holly's cell, angry with Artemis for his demands on her. She doesn't see anyone. She takes a tentative step inside and moves her sunglasses to see the interior better. A figure appears before her. Holly tells Juliet to take her glasses off and Juliet does, under Holly's mesmer power. Holly asks Juliet about what's been going on and



finds that Root is handling things. She tells Juliet to stay in the room and watch wrestling on TV. Juliet eagerly goes inside and her imagination makes her think that there's a TV.

Mulch shakes his rear to dislodge any remaining clumps. He buttons his back flap, which had been blasted open. Holding the object from the safe, Mulch turns to leave the room and sees Butler up against the wall. He heads toward the cellar and sees a shimmering figure in front of him. Mulch shows Holly the object from the safe: a copy of the Book. Holly can't leave the house because she's under eyeball orders from Artemis not to leave. Mulch thinks about staying to find riches but decides to go.

Artemis is still watching the monitors. A few minutes ago, he saw Butler blasted by the creature. He knows Holly is probably loose in the house and that the creature found the copy of the book. Yet, he realizes that these events mean little in the overall scheme of things. He just hopes that someone out there realizes the "blunder" he made during the negotiations.

Mulch prepares to tunnel out. The tunnels are always self-sealing so dwarves have to make a whole new tunnel to get out. He unhinges his jaw and propels himself downward. Two hands grip his ankles. He feels himself being dragged backward by the human. The human stops talking, perhaps realizing Mulch's back flap is open and remembering what happened in the safe room. Butler lets go at the same instant that Mulch launches his offensive. A lump of clay speeds towards where Butler's head had been only a second before. Instead of hitting him directly, it grazes Butler's ear and spins him around. By the time Butler's vision clears, the creature is gone and Butler decides not to go after it.

Mulch propels himself underground, going for a while before realizing that no one is behind him. Now is the time for his escape plan. He alters his course to the rabbit warren that he'd noticed on the way in. He breaches the tunnel wall, but is careful to look the other way so that no one on top can see what he is about to do. He waits and as soon as a rabbit approaches, he grabs its neck. With one hand he brings the earth crumbling around him and with the other, he puts his iris-cam into the rabbit's eye. Hopefully with the darkness and confusion in the tumbling earth, no one has noticed the switch. Mulch calls to Root and Foaly to help him and makes it seem like he is dying. Finally, he unhinges his jaw again and heads off to the southeast.

Chapter 7, Mulch Analysis

The fairies send Mulch in to see what is going on, largely because he is not held by magical rules and thus can get in. In some ways, Mulch and Artemis are similar. They both have a sense of greed, wanting to gain more riches or a better deal even though they don't particularly need it. Artemis is rich even without the fairies' gold; his desire for the gold springs from greed and other selfish motivations. They both also manipulate Root and the LEP to get what they want. Mulch demands a lower sentence and then uses the plan to escape. Artemis demands the gold, using Holly as a bargaining chip.



Holly's attempts to break through the concrete also pay off. She is able to plant the acorn and regain her magic. This will have consequences for the events in the later chapters, as Holly now can effect what is going on. Magic will once again play a major role. Holly's magic allows her to place the mesmer spell on Juliet, an action that will have consequences in the next chapter for Holly and Butler as they face the troll.



Chapter 8, Troll

Chapter 8, Troll Summary

Root calls to Mulch. Foaly says that Mulch's heart is beating like a rabbit's and then it stops. Foaly thinks that something is up and that Mulch may not be dead but before he can voice his theory, the behavioral analyst experts come in, saying that they've found a mistake that Fowl made in the negotiations. They play the tape of the negotiations again. At the end, Artemis says: "But remember this, none of your race has permission to enter here while I'm alive" (pg. 287). The experts point out that Artemis invited the fairies in by implying that the fairies could go in after his death. Root thinks that perhaps they could send in the gold, Artemis would send Holly out, they could use the blue rinse, and then recover the gold. Root says that he's not sure that the Council will give them the money for the ransom, as it's a lot of money.

Suddenly, there is activity at the portal. Swarms of troops gather around a hover cage. Cudgeon walks in the center of the group to Root. Cudgeon has been talking to the Council and now has their backing as commanding officer, taking that position away from Root. Root is angry with Cudgeon for going behind his back. Cudgeon has the troll captured earlier in the hover cage and he wants to let it loose in the Manor.

Holly has a plan: sneak around shielded, find some fairy weapons, and do as much damage as she can inside until Artemis is forced to release her. She feels in control now that she has her power back and now the advantage is with her. Holly goes to the upper landing and sees a glimmer of light under the last door in the hall. She feels vibrations in the wall and jumps back just in time to see a big man rush through the door and down the hall.

Holly slips in through the door to find Artemis, who says that he's been expecting her. She scans the room and finds her Retrieval equipment on the workbench. She puts one of the helmets on and hears Foaly talking. He says that they are sending a troll in. Holly whacks Artemis in the nose. Holly looks at the monitors. The avenue is in a flurry of activity as a hover cage floats in the air. In another monitor, Butler is dragging Juliet from the cell and they are heading for the lobby or right where the troll will be in a few seconds. Artemis is still trying to come up with a snappy answer for Holly hitting him. Holly leaves.

Cudgeon gives the ok to release the troll into the house. The hover cage shakes. The sprites detonate a charge, blowing the door of the hover cage off its hinges. Cudgeon feels a bit of guilt but it is quickly replaced by a daydream of him sinking into a Council seat.

Butler takes the stairs quickly, because for the first time he has abandoned Artemis in a crisis. He needs to take care of Juliet, though, as she is family and he can't imagine how he'll live with himself if anything happens to her. In Holly's former cell, Juliet is on the



cot, watching the wall. He slings her over his shoulder and runs out. Artemis calls to him on the radio to take cover. Butler scans for some nook to duck into but there's not much. The only thing he sees is behind the suits of medieval armor that line the walls. Butler ducks behind one with Juliet. Something is approaching the main door and it virtually explodes.

The dust settles. Butler's instincts tell him to get out of there, but he has Juliet with him and he doesn't want to expose her to any unnecessary danger, particularly in the state that she's in. Butler sees something move and realizes that it's not human, but an animal of some sort. He realizes that the fairies have sent in a primal hunter, one with no interest in magic or rules and that will kill without hesitation.

The troll stumbles forward, sniffing the air. Its snout points directly to the spot where Butler and Juliet are. It does not bother with a stealth approach but goes directly for them. Butler shoots his gun at the creature, hitting him in the chest. The beast's tusks slice through Butler's Kevlar jacket and pierce his chest. Butler knows the wound is fatal but the poison in the tusks is making him feel euphoric. The troll flips Butler over his head and Butler hits the wall, breaking some of his bones. The troll smells Juliet and prepares to eat her.

Holly uses her Hummingbird wings to drop into a dive, skimming the banisters and coming into the stained glass dome. She thinks that maybe the lights on her visor will get the troll's attention and maybe she'll be able to save Juliet. She turns on the Sonix button on her helmet, hoping to distract the troll, but it doesn't respond at all. It is reaching in toward Juliet. Holly decides to resort to direct contact, all to save a human, which she thinks makes her section eight. She switches position mid-air and hits the beast on the head with her heels. She lands on the troll's back, annoying it. Its curved nails scrape her helmet, squeezing tighter. Holly finds herself being lifted upward. From inside her helmet, she vaguely hears Foaly tell her to hit the lights. She tries but the lights don't work, as she has one of the helmets that Artemis had altered. She butts the troll with her head, and the motion reconnects the lights sending a four hundred watt light straight at the beast's eyes. The troll spasms and sends Holly sprawling across the floor at a high speed, slamming her into a tapestry.

Holly feels the tingle of magic going to her injuries. Just before she loses consciousness, her hand flops onto Butler's arm. Surprisingly, he is not dead yet. Holly thinks to herself to heal and the magic goes down her hand.

The troll is trying to decide which female to eat first. It decides on the human and squats low to get at her. One swipe from its claws and the girl will die. Butler wakes up, feeling pain, but knowing that he is alive. He can move and the bleeding from his chest has stopped, all of which is very surprising given his injuries. He notices blue sparks traveling along his injuries and realizes that fairy magic is healing his wounds. He jumps to his feet, feeling strong and rejuvenated. His boot hits his gun.

Root and Foaly can see only snow on their monitor. Foaly activates the second camera. The picture appears but they can't believe what they are seeing.



Holly watches the events from where she fell. If she didn't see it, she wouldn't have believed it. Butler straps on a suit of armor and seems to intend to go after the troll. Holly tries to warn him but her lungs haven't healed yet and she can't get a sound out. Butler twirls a mace through the air and rams it between the troll's shoulder blades, distracting the troll from Juliet. The troll turns toward Butler, drops of venom dripping off its tusks. Butler speaks to the troll in a calm, soothing voice. Butler rams the mace under the troll's tusks. Butler retreats to the other side of the hall and the troll goes after him. Butler turns to the troll, shooting it in between the eyes. The shots do not kill the troll for it has a thick forehead, but they do cause an instant concussion. It falls to the floor and Butler hurries after it. Butler gives the troll several crippling blows. When he gets ready to shoot it again, Holly asks him to stop and let the troll go, telling him that he owes her one. Butler drags the unconscious troll to the armored trolley and heaves it into the night.

Chapter 8, Troll Analysis

The theme of courage plays an important role in this chapter. Both Butler and Holly exhibit a great deal of courage and bravery as they take on the troll, who is both larger and more deadly than either of them. Butler's motivation is to save Juliet, his sister, and he acts almost on instinct, knowing that he has to protect her since she can't protect herself. Holly also wants to save Juliet, although she thinks that she may be crazy for doing so, as Juliet is human and Holly doesn't have to save her.

Holly has now faced the troll twice and she knows what they are up against. Butler also faces the troll several times, even after the troll virtually kills him. Their courage is evident by the fact that they act knowing that the troll can easily kill them all and that they will probably be defeated.



Chapter 9, Ace in the Hole

Chapter 9, Ace in the Hole Summary

Artemis tries the door and gets burned, as it has been sealed. He knows why the fairies have sent the troll in: they are hoping for a cry for help, which they can interpret as an invitation, and enter the Manor. He watches the events and after Butler defeats the troll, Artemis radios Root. Foaly answers and implies that the blue rinse is next. Artemis laughs and says again that he knows how to escape the time-stop. Root appears. Artemis gives him thirty minutes to send in the gold or he will leave Holly when they release the bio-bomb. Root agrees to the terms.

Butler puts three rounds into the doorframe so that he can get in to Artemis. Artemis is waiting calmly, telling Butler that in less than an hour Holly will be back with her people and Artemis will again have sufficient funds. Butler starts to suggest that it might not be right to continue to hold Holly after she saved their lives, but Artemis interrupts him. Artemis knows that they'll bio-bomb them as soon as Holly is free. Butler says he trusts Artemis.

Cudgeon tries to duck responsibility for the troll debacle. Foaly and Root lie that they did not get the assault on the troll on tape. Foaly tells Cudgeon that he's got an appointment with the Council but it's probably not for the seat Cudgeon wants. Root is reinstated as commander. Root's thumb "accidentally" brushes his knuckle, releasing the tranquilized dart into Cudgeon's neck.

The gold arrives and Root commands the men to send it into the Manor. The time-stop is slowly breaking up, leaving them with only fifteen minutes. Foaly radios Holly that the gold is coming in. She is surprised at this and asks if Artemis knows about the bio-bomb that will be launched as soon as she is safe. Foaly replies affirmatively. Holly turns to Artemis with a glare, asking if Artemis has told Butler and Juliet about the bomb. Artemis tells her that everything is proceeding according to his plan, even if the troll was unexpected. Holly tries to reason with Butler but he won't listen to her.

The gold arrives. Butler goes to supervise. He sweeps the gold for any surprises that the fairies may have sent with it and finds a camera. Butler pulls it out and turns it off. Artemis is almost afraid to believe that the moment has come, after all his months of planning. They all look at the gold. Artemis asks Butler to unload it and then they will send Holly out with the empty trolley. Holly tries to get Artemis to stop the plan: "Artemis, give it up. No human has ever succeeded in keeping fairy gold. And they've been trying for centuries. The LEP will do anything to protect their property" (pg. 362). Artemis asserts again that he will be able to escape the time-stop and thus, the bio-bomb. Holly offers to help him with her magic. Artemis thinks about it and decides that he may not need all the gold. He asks how much it would take for Holly to grant him a wish.



Root is anxious as they only have minutes before the time-stop wears off. They don't have any video feeds of Holly. Then they see Holly coming out of the Manor with gold. Holly is brought to the Mobile Ops station. She tells Root that she has about half the gold with her. Holly says that Artemis never said she couldn't reenter the house, so she wants to go in and mind-wipe the inhabitants, hiding the gold until they could retrieve it. Root says no to her plan. He tells her that Holly is suffering from Stockholm Syndrome, where a person bonds with their captors. Foaly tells them that if Artemis manages to survive, the gold is his to keep by magic rules.

Artemis tells Butler that he gave about half of the gold back. They still have about fifteen million dollars worth of gold. Artemis says that he felt he owed Holly something but Butler doesn't believe him. Artemis says he wants to celebrate by drinking some champagne. Butler feels something is up but takes a champagne flute anyway. He asks if Artemis wants them to drink the champagne and Artemis says yes. Butler tastes the tranquilizer immediately. Artemis watches Butler and Juliet sink to the floor and then drinks his own glass. As he drifts off, he thinks that he might never wake up, but it's too late for doubts.

The fairies set off the bio-bomb. The radioactive element used in the bomb means that Foaly could bomb just the Manor and nowhere else and that the building would be radiation free in under a minute. Foaly says that the bomb will go into the lobby and detonate. Root and Holly watch the bomb's arc as it swoops through the doorway and into the Manor. Holly realizes the humans are as good as dead.

The bomb detonates. "A blue orb of condensed light crackled and spread, filling every corner of the manor with its deadly rays. Flowers withered, insects shriveled, and fish died in their tanks. Not one cubic millimeter was spared. Artemis Fowl and his cohorts could not have escaped. It was impossible" (pg. 373). Root orders his squad to put on blackout gear in case the radiation isn't completely gone.

Holly doesn't want to go back in and see the three corpses but knows that it's her duty to go. She puts on a blackout suit and joins the other members of the team. Root tells the team that their mission is to recover the gold and he warns them about possible booby traps. Holly sweeps the area with an X-ray scanner and gets nothing but dirt. She says that the gold is in her cell.

One by one all of the team, except for Holly, begin getting sick. Foaly says over the radio that it's the magic. The team members can't enter the house until Artemis is dead and this must mean that he is inexplicably still alive.

Holly goes on by herself, having to see for herself that it's true. She descends to her old cell and finds just the gold. She doesn't find any bodies.

Foaly radios that the time-stop is almost out and that the fairies should go now. Holly jams her pistol back in the holster, annoyed that a human has outfoxed them. She knows that Artemis will be back and when he tries something again, she'll be waiting for him.



The ground is soft by the edge of the time-stop boundary. Mulch can smell the gold. He gives himself a good cleaning before exiting the tunnel. Within seconds, he has put two-dozen ingots into the tunnel, the easiest job he's ever done. He lowers himself back into the tunnel, knowing it would take him several trips to move his treasure. He decides to live above ground for a while, pretending to be a human dwarf with an aversion to light.

Artemis can hear someone calling his name. Butler is leaning over him. Artemis tells him that it was just sleeping pills. Butler orders Artemis to tell him what happened. Artemis says: "The time-field was the key to the whole affair. It's the LEP's ace in the hole. It's what has made them unbeatable for all these years. Any incident can be contained. That and the bio-bomb make a formidable combination" (pg. 386). The fairies can't come back for the gold because it's against the rules. Artemis had looked through the Book carefully and couldn't come up with a way to escape the time-field at first. The People themselves have not figured out a way around it. So, Artemis went back to when their lives and humans' lives were intertwined and remembered Santa Claus. Santa Claus was the shadow of San D'Klas, who was the third king of the Frond Elfin dynasty. He had tried to get rid of the greed of the Mud People by giving them gifts. Once a year, the great wizards would put up a giant time-stop. Whatever a person's state of consciousness going into a time-stop that is where they would remain. Artemis's theory was that the only way to get out of the time-field was to alter their consciousness, or fall asleep. Artemis says that they had a test subject in his mother. Had she not moved with the natural order of time, Artemis would have surrendered to the LEP. Since Artemis, Butler, and Juliet couldn't fall asleep naturally, Artemis gave them sleeping pills.

Butler tells him that all is forgiven but that he never wants to do something like this again because fairies are too human. Butler suggests checking on Artemis's mother. They leave Juliet asleep.

The loft door opens. A figure, with wet hair, appears in a toweled robe. She calls to Artemis. Angeline Fowl descends to them and asks Artemis for a hug. She whispers that she is sorry for the last few months when she wasn't herself. She says she has a present for him, because it is Christmas Day. She tells Butler to call Brown Thomas and reactivate her account and then have them do a Yuletide makeover to the house. She also wants Juliet to move her things to the main bedroom. Artemis thinks that his life is going to change. He can go back to being a boy and his plants would need to be even more devious than usual to escape detection.

This is the case file for Artemis Fowl. There is a certain tendency to romanticize Artemis, to see him as affectionate toward his mother or to think of him as experiencing normal emotions like guilt. Artemis only keeps quiet about the People so that he could exploit them later. His only mistake is leaving Holly alive, as she becomes the LEP's expert on Artemis Fowl. The greatest triumph for both Holly and Artemis, ironically, is when they have to cooperate to fight a goblin insurgence in another story.



Chapter 9, Ace in the Hole Analysis

The theme of magic takes center stage as the events of the book come to a close. Artemis's plan to escape the blue rinse and keep the gold depends on his ability to escape the time-stop. If he can't find a way around this piece of magic, Artemis, Butler and Juliet will die in the manor when the bomb is detonated. However, Artemis figures out, with his mother as a test case, that altering one's consciousness in the time-stop, either by falling asleep or waking up, will help one escape the time-stop. He gives sleeping pills to himself, Butler, and Juliet and they are able to survive.

Magic also restores Angeline Fowl to her right mind. Artemis pays Holly to grant him a wish: to make his mother well. Throughout the book, Artemis is able to manipulate and use magic to get what he wants whether that is fairy gold or his mother restored. His intelligence and cunning have made this possible.

The chapter also illuminates the characters' relationships with one another again. Although Butler questions whether Artemis knows what he is doing in regards to the blue rinse and why there are tranquilizers in the champagne, he trusts Artemis and goes along, even though he and Juliet could be killed if Artemis is wrong. Root also reacts to Holly's return as a friend, not able to hide his relief and happiness that she is back. These relationships both illustrate friendships and the complications of the differing power levels between them. While Butler cares for Artemis and Artemis for Butler, Artemis is still Butler's employer, making their relationship complicated. The same is true for Root and Holly because Root is Holly's commander.



Characters

Artemis Fowl

Artemis Fowl is a twelve-year-old genius criminal mastermind. The book doesn't give a physical description of Artemis, except to say that he is pale from a lot of time indoors. Artemis lives in Ireland with his mother and two employees, Butler and Juliet. His father's boat was hit with a Russian missile and he is believed to be dead. Artemis thinks that his father is still alive and will be returning someday. In an attempt to handle his grief and to try to make his father proud by restoring the family fortunes, Artemis hatches a plan to gain fairy gold.

Artemis begins his plan by traveling to Ho Chi Minh City where he obtains a copy of the Book. After translating the Book, Artemis learns about fairy magic and sets his plan in motion. He and Butler capture Holly when she comes to Ireland to complete her Ritual. They lure the fairies to Fowl Manor and put Holly into a specially constructed cell. Artemis watches much of the action from his control room, leaving the fighting to Butler. He negotiates with Root and demands one ton of gold in exchange for Holly. After the LEP squad, Mulch, and the troll fail to make Artemis give up, Root sends in the gold. Artemis exchanges some gold in return for Holly granting his wish of making his mother well. Before the blue rinse is detonated, Artemis gives himself, Butler, and Juliet tranquilizers, which makes them sleep and helps them escape the time-stop and the bomb. They wake to find themselves alive and Artemis's mother restored to her old self.

One of the central characteristics of Artemis is how smart he is. His genius allows him to figure out a plan to get the Book, how to translate it, and then to figure out how to use it against the fairies. At times, his genius spills over into arrogance, as he believes that he knows more than the other characters and can figure his way out of any problem that might arise.

Artemis is driven in many ways by his father's disappearance. He holds on to the fact that his father is still alive and will return. His quest for the gold appears to be a way for Artemis to make his father proud and follow in the traditions of his family. He believes that he is capable of gaining the gold and restoring the family's fortunes. Following in his family's footsteps, Artemis is willing to go outside the law to accomplish this and to manipulate whomever he needs to in order to make it happen.

Butler

Butler works for the Fowls and guards Artemis, acting as a father figure for the young man. His younger sister, Juliet, also works for the Fowls. Butler is a large Eurasian man. Throughout the book, characters make reference to Butler being a mountain of a man or a giant: large and imposing. The fairies are intimidated by Butler's size and skills, particularly after he disarms them.



Butler's training at the Israeli camp makes him an even more formidable ally or foe. He is skilled at protecting Artemis through combat. He uses this training to take care of the troll when it threatens to harm Juliet, to disable the first squad of fairies who come to the manor, and as a distraction technique for Artemis to plant the locator on the Japanese whaler. Although he maintains a certain respect for the troll and the fairies, he doesn't fear them, trusting in his skill and courage.

Butler cares greatly for Artemis and his sister. Butler, in many ways, is a father figure for both. He tries to protect both of them as best he can. After Holly has placed Juliet under her spell, Butler rushes to the cell to save her and is concerned about her behavior. He also goes along with Artemis, gently questioning his plan, but helping him in whatever way he can. With Artemis, he treads between being an employee and being the voice of reason, the father figure. It is a tight rope that Butler negotiates, careful not to upset Artemis, but also by trying to provide some protection and guidance. There is little doubt that Butler loves Artemis and Juliet.

Captain Holly Short

Holly is three feet high with nut-brown skin, auburn hair, hazel eyes, and a slim frame. Her grandfather was Cupid. She is an elf and works as a LEPrecon. She is the first female to be appointed to LEPrecon and she feels under pressure to do well, particularly after a mistake letting a perp escape to the surface. Yet, she also is not doing her best on the job, procrastinating on doing the Ritual so that her magic won't be running low and showing up a little late, even though she knows this will upset Root.

Holly is bright and highly trained. She responds well to the situations that she is placed in, doing what it takes to get the job done. After she is captured by Artemis, Holly works diligently on escaping, trying to break through the concrete so that she can plant the acorn and get her magic back. She is also highly courageous, fighting the troll twice even though it almost manages to kill her both times. She presents a formidable opponent, despite her faults, and promises to be a future adversary for Artemis, as she becomes the foremost fairy expert on him.

Despite the fact that Artemis is holding her hostage, Holly shows concern for those in the Fowl household. She tries to save Juliet from the troll and heals Butler after he is injured. She also lobbies for the fairies not to use the bio-bomb, arguing that she can go back into the manor and defeat Artemis. She grants Artemis his wish to make his mother better, even though she should have been bitter and angry with him holding her hostage.

Commander Root

Root is the LEP commander. He earned the nickname "Beetroot" because his face gets red when he is angry. Root is tough on Holly as she is the first female in LEPrecon and he wants her to do well. His concern comes across to Holly, however, as though he doesn't like her or want her to succeed.



Root is an able leader. He resists Cudgeon's pleas to simply blue-rinse Fowl Manor, knowing that this would kill Holly. Root believes in trying to do everything he can to save Holly and the humans. He makes use of unorthodox means when he sends Mulch Diggums into the manor to find out more information. Ultimately, Root wants to try to get out of the situations with the troll and at Fowl Manor with as few casualties and problems as possible. He wants to solve the issues quickly and move on.

Although Root comes across as a gruff, hard character, this really hides the concern and esteem that he has for the individuals that he works with. While he and Foaly spar almost constantly back and forth, Root seems to respect Foaly and even like him. He also cares for Holly and wants her to succeed, even though it appears that he doesn't like her or want her on his squad.

Juliet

She has worked for the Fowls for three years. She is a teenager and it is implied that she is very pretty. Juliet is Butler's little sister and she went through the same Israeli training that he did. She helps to take care of Angeline Fowl and helps Artemis with his plan.

When Artemis brings Holly home, Juliet helps to guard over her and is skilled at doing so. Once Holly's powers have returned, she is able to trick Juliet into entering the cell, where she casts the mesmer spell on her. Juliet, under the spell, believes that she is watching wrestling. Butler saves her from the troll, since Juliet is unaware of what is going on. Before the blue rinse is detonated, Artemis has Juliet drink champagne with a tranquilizer in it.

Juliet comes across in the book as a responsible, kind person that is sometimes given to teenage petulance when Artemis orders her around. Although not as intelligent as Artemis, Juliet is still very smart. She also seems to care a great deal about her brother and the Fowls.

Foaly

Foaly is a paranoid centaur, half-man and half-horse. He is convinced that humans are monitoring him so he wears a tinfoil hat at all times to try to stop them. Foaly is a technological wizard and has invented a variety of tools and weapons for the fairies to use, including the iris-cams and the updated time-stop. He is humorous in his wisecracking comebacks and very intelligent in his technological designs. Throughout the book, he is manning the computers and monitors, keeping in contact with Holly and trying to help Root rescue her. In some ways, Foaly holds together the LEP team as it tries to rescue Holly.

Foaly and Root spar often throughout the book, as each tries to upstage the other. Foaly is often sarcastic when dealing with his superiors, largely because his knowledge of the technology makes him invaluable. His technologies save the day on several



occasions as he guides Holly to distract the troll from Juliet, allow the squad to see into the manor, and able the fairies to use the time-stop over Fowl Manor. Foaly also provides a voice of caution in the proceedings, recognizing Artemis's genius and cautioning his superiors that Artemis may have unexpected things up his sleeve.

In spite of his exterior bravado, however, Foaly is also concerned about Holly. He considers her his friend and he tries to do whatever he can to help her. One also gets the sense that despite his almost constant antagonism of Root, Foaly also likes Root. He sides with him when Cudgeon takes over command.

Mulch Diggums

Mulch is a kleptomaniac dwarf who Root uses to tunnel into Fowl Manor. Mulch had forfeited his magic so that he could enter Mud People's houses to steal from them. He's been in and out of jail for three hundred years. He has just been caught again and placed in a cell with goblins when the story begins.

Mulch can unhinge his jaw and eat dirt to tunnel underground. Root arranges for Mulch to be brought from prison to the surface. At Fowl Manor, Mulch tunnels under the walls and up through the wine cellar floor. He finds the Book that Artemis has hidden in a secret safe. Managing to escape from Butler by passing the gas accumulated in the tunneling, Mulch meets with Holly and then tunnels back out again. Later, he tunnels to the site of the gold and takes some for himself, deciding to live on the surface pretending to be a human dwarf with an aversion to light.

Mulch lives outside the rules of magic. He has chosen to forego magic in order to steal from humans. He is greedy, with his plans revolving around how to get more riches for himself. He goes into Fowl Manor not to help Root or save Holly, but so that he can escape, or at the very least, get his sentence in prison reduced. For Mulch, life is all about how much he can get out of it.

Angeline Fowl

Angeline Fowl is Artemis's mother. Her husband and Artemis's father disappeared a little over a year ago. Since that time, Angeline has moved into the loft/attic area and is slowly losing her mind. She imagines that her husband is back and that creatures are crawling around her room.

Artemis asks Holly for a wish in exchange for some gold. This wish is for his mother to get better. When Artemis and Butler go to check on her after the bio-bomb, they find that the wish has worked. Angeline appears to be back to being herself and she begins making preparations for the house to reflect the holiday season.



The Troll

The troll is fully-grown and about one hundred and eighty kilos. It has tusks like a wild boar and retractable claws. The troll has an ape-like upper body and night eyes with crimson pupils. It is also very big and not all that smart. Throughout the book, the troll acts as an animal on instinct when faced with various situations.

Holly captures the troll after it breaks into an Italian restaurant. She uses her visor lights to blind it. Later, the troll is brought to Fowl Manor and released inside. Cudgeon hopes that the troll will inspire a cry for help, making it possible for the squad to enter. The troll attempts to kill Butler, Holly, and Juliet so that the it can eat them. In the end, Butler is able to overcome the troll and send it back outside.

Lieutenant Cudgeon

Cudgeon is the leader of Retrieval Squad. He and Root went to the academy together. Cudgeon lobbies the Council to make him the commander of the squad at Fowl Manor instead of Root. The Council does this briefly. Cudgeon's idea is to send the captured troll into Fowl Manor and when the inhabitants call for help, the fairies will be able to enter the manor. This plan fails, however, as Holly and Butler manage to subdue the troll and send it back outside.

Cudgeon appears as an ambitious, arrogant fairy who will do anything to get what he wants. He goes behind Root's back in order to wrest control from him. He is unconcerned that his decisions may place Holly in harm's way and he advocates continually for the use of the bio-bomb, even before other measures are tried.

The Sprite

The Sprite is a small fairy living in Ho Chi Minh City. She is small and green, with bony fingers, a long hooked nose, pointy ears, and an aversion to light, She lives under a fire escape and is addicted to rice wine.

Artemis tricks her into giving him the Book for thirty minutes. If she doesn't, he'll let her die from the holy water that was in the whiskey he gave her. If she lets him, he'll give her an antidote and restore her powers. She chooses the later.

Captain Trouble Kelp

Trouble is the leader of the Retrieval group that is first sent down the avenue at Fowl Manor. He is highly trained and leads his group with courage and skill. When Butler walks into the circle of men, he first takes Trouble out with a dart.



Nguyen Xuan

Nguyen acts as an informant for Artemis, leading him to the Sprite in Ho Chi Minh City. He is dressed in homemade loafers, a silk shirt, and three gold rings. In exchange for twenty thousand dollars, Nguyen brings Artemis and Butler to the sprite, who lets them look at the Book.



Objects/Places

Fowl Manor

The Manor is a renovated castle built in the fifteenth century by Lord Hugh Fowl. Artemis holds Holly captive here.

The Book

The Book contains the history of the fairies and the rules that govern their lives. Each fairy carries a copy of the Book.

Ho Chi Minh City

Artemis and Butler go to this city to find the Book.

Mud People

This is the term fairies use to describe humans.

Haven City

This subterranean city is where Holly lives and works. It's close to the earth's core and has no natural light.

Martina Franca

The troll attacks this fortified Italian town.

Neutrino 2000

This is the model of Holly's platinum handgun.

Pods

Pods are titanium egg-like vehicles that transport fairies to the surface of the earth using the pressure elevators and magma streams.



Fairy Forts

Disguised as mounds of earth, fairy forts are landing bays on the surface of the earth.

Shielding

Fairies use this to make themselves invisible to human eyes. They vibrate at high frequencies so they are never in one place long enough to be seen.

The Ritual

Fairies have to perform the Ritual in order to keep their magic. To do so, they must find a site where the full moon, ancient oak, and twisted water meet. After gathering a seed from that site, they must plant it away from where they found it.

The Mesmer

This is a low form of magic where fairies, and some humans, put a mind "kibosh" on humans, making them do the fairies' will.

Site 57

Site 57 is the magical site where Holly chooses to do her ritual and is caught by Artemis and Butler.

The Japanese Whaler

Artemis places Holly's locator on this ship. When Root goes into find her, Artemis talks to him through a camera and then detonates a bomb that Root barely escapes from.

Tara

Tara is another magical site for the Ritual. Root sets up a command headquarters here before it is moved to Fowl Manor.

Holly's Cell

Artemis has a cell built to keep his hostage fairy. Holly is kept here after Artemis captures her. The cell is made of new cement, but Holly manages to break through a small section of it to plant her acorn.



Blue Rinse

Blue Rinse is the slang term for a biological bomb used by fairies to kill all living tissue. They use it on Fowl Manor after Holly has been released.

Time-Stop

Root uses a time-stop on Fowl Manor, stopping time for eight hours while he tries to rescue Holly.

Sleeping Pills

Artemis uses these pills to help him save himself, Juliet, Butler, and his mother from the bio-bomb.

Setting

Readers meet Artemis Fowl and his righthand man, Butler, in early twenty-first century Ho Chi Minh City, Vietnam. This setting establishes a mysterious mood by contrasting the pale Caucasians with their exotic Asian counterparts. Informant Nguyen Xuan's reaction of horror to Artemis's appearance and behavior foreshadow the sinister events that will occur. The narrow Vietnamese streets suggest Artemis's single-minded purpose to find a copy of the fairy manual which contains all of their secrets. Petty thieves and drunken vagrants littering the streets foreshadow the violence which Artemis and Butler will later experience.

The omniscient narrator, understood to be the psychiatrist documenting Artemis's atrocities, tells readers that Ho Chi Minh City was also known as Saigon, as a historic reminder of the fall of that city to communist forces in the Vietnam War. Artemis is seeking a similar collapse of power by obtaining the fairy book so he can control the fairies to secure his financial desires.

Ireland is a crucial setting because it is fundamental to fairy legends and history.

Eiriú is considered the origin of fairy life and traditions and where magic is most concentrated. All of the characters gravitate to Ireland, which is the center of the novel's climatic scenes. The fairies come to Ireland and Artemis's familiar territory instead of him going to their world. Ireland, though, poses an advantage for both sides because of its relevance to Artemis's and the People's history, while the underground would be difficult for Artemis to manipulate.

The Fowl manor represents security. The structure is a fifteenth-century fortress built by Artemis's ancestor, Hugh Fowl, and reinforced with modern technological devices such as an Industrial Light and Magic cinecamera to monitor the premises and repel intruders. A tall stone wall surrounds the former castle and has guard towers and a gate. The grounds resemble a bog.

Inside, the manor smells of money. Medieval aspects contrast with modern additions.

Artemis's study serves as the headquarters of Fowl Manor and is equipped with networked computers which display significant news Web sites. He has a lectern from which he addresses the Butlers. Artemis meets with Captain Root in the conference room to negotiate the ransom. Suits of armor and portraits line the halls. The floors are parquet and the wooden banisters are carved. Tunisian rugs cover the floors. Artemis Fowl Senior's portrait egotistically conceals safes.

Some rooms resemble prisons or mental wards. Angeline's darkened attic room is reminiscent of settings in William Faulkner's and Charles Dickens's fiction, and a Mam Cam electronically observes Angeline. Holly's cell has a cot and a viewcam for Artemis to monitor her. She can tell the concrete is new, and realizes the cell was built especially for her not only to contain her but also to prevent her from burying her acorn.



Holly bangs her bed on the floor to expose dirt to bury her seed and regain her magic.

As evidence of the character's renewal after surviving the fairy attack, Angeline initiates plans to redecorate as soon as she regains consciousness.

The fairy underground is a secret civilization that is unknown to most humans.

This setting has parallels with Artemis's father dealing with the criminal underworld.

Driven beneath the earth by encroaching Mud People (humans), a conglomeration of fairies, elves, goblins, dwarves, and trolls reside in a congested urban setting. Characters enjoy living near the warmth of the Earth's core where they indulge in slime pool baths. Most important, they have no contact with people in what is called the "last human-free zone" on the planet.

Artificial lighting illuminates crowded tunnels and thoroughfares leading to businesses such as Spud's Spud Emporium and municipal buildings such as the Lower Elements Police station. The station is crowded with boisterous dwarves and goblins arrested after gang fights and thefts and other criminal activity. Remarks hint that the mythical Fountain of Youth can be found somewhere in this underground setting.

The fantastical characters are forbidden from entering a human building unless they are invited. Pursuing a troll who has emerged from underground, the elf Captain Holly Short goes into an Italian restaurant because she hears a child cry for help. Her efforts to subdue the troll are complicated by the crowded, candle-lit restaurant. Because Holly's shield is weak and she is exposed to the humans, she has to perform memory wipes on the patrons. Her clumsy capture of the troll causes Holly problems with her commanding officer and results in her traveling vulnerable to elf-napping.



Social Sensitivity

Artemis Fowl has few scruples. He does not hesitate to pursue what he wants using unprincipled means. Artemis coldly assesses people to determine their weaknesses and flaws. He evaluates their strengths. For example, he notices Nguyen Xuan's manicured nails, fine clothing, and Oxford accent, which alert Artemis that the man is not a waiter. Artemis easily lies and misleads people. Almost reptilian, Artemis narcissistically looks after his interests and is self-absorbed. He would do almost anything to achieve his aspirations. The only hints that he is capable of empathy occur when he is around his mother, although he vows not to let her interfere with his activities.

A work ethic is important to both human and fantastical characters. Butler and Juliet are mostly dutiful to their employers, respecting a long-held tradition in their family. Holly and the LEPrecon team are usually loyal to their coworkers. Although they may complain and make sexist comments, the male officers risk their lives to rescue Holly from harm. Ironically, the supernatural characters seem to have more human qualities of empathy and camaraderie than their human foes. Holly saves Butler instead of ignoring his injury after the troll attacks him.

Morals are subtly presented in this novel.

Although Artemis seems overwhelmingly villainous, he knows that his relationship with his parents has priority over his greed for material possessions. Artemis chooses his mother's health over hoarding all of the gold he won. He misses his father. Comments about his father's ties to the criminal underworld and crossing of the Russian Mafia emphasize that Artemis lacks appropriate role models and has the potential to become more violent and criminal if he does not reform his ways. At times, Artemis momentarily questions his ability to continue his malicious behavior and loses confidence. Although these episodes are intermittent, they suggest that Artemis may develop morals and a conscience as he matures.



Literary Qualities

Almost all critics agree that Colfer's combinations of technology and fairy tales are the most satisfying element in the novel. By altering traditional Celtic depictions of supernatural characters, Colfer amuses readers with modern versions of ancient figures. These legendary creatures, usually shown to be peaceful, helpful, and kind, are cast as aggressive, self-centered renegades.

Colfer's characters are definitely not whimsical. He interweaves literary genres by equipping fairies and elves with fantastic state-of-the-art technology, most of which surpasses the technical capabilities of real devices available in the early twenty-first century. Colfer also demonstrates that keen intellects can be more effective than powerful technology to survive conflicts. He also shows the power of nature and ancient traditions by mentioning the importance of rivers, trees, and the moon in preserving magic.

Language accentuates Colfer's smart, comedic style. He invents jargon and acronyms, such as LEPrecon, memory swipes, blue rinse, buzz batons, overground pass, Ritual, mesmer, Neutrino 2000, and the curse "D'Avrit" specific to his characters and settings. Knowledge of this specialized vocabulary makes readers feel that they are part of the action. The characters' wit and sarcasm deliver memorable lines such as Holly deriding humans for clinging to stereotypes about leprechauns. She speculates that if people knew the derivation of the name from LEPrecon that they would try to vanquish leprechauns and other supernatural characters from earth. The matchbox-sized fairy manual and fairy code are also appealing, and Colfer provides clues to help readers translate mysterious messages which accompany the novel's text.

Humor is the foundation of this book, whether it is comic (such as sly references to the swear toads) or dark (such as casual comments about destroying annoying characters). The novel's violent, militaristic, and grotesque scenes, such as the flatulent dwarf, can either amuse or repulse readers. Characters often speak vulgarly or rudely. Colfer also draws in horror elements which can be interpreted humorously, such as comparing pale Artemis to a vampire and reinforcing this image with his mother's darkened room and extreme reaction to light.

Colfer selected names to convey meanings. The surname Fowl indicates the protagonist's foul nature. It also hints of his inclination to roost at the family's manor.

The mythical name Artemis of both father and son suggests their inclination to hunt for property and characters that can benefit them. The Greek goddess Artemis is also identified with lunar events, and much of Artemis's activities occur at night with only moonlight to illuminate darkness, such as the full moon on the night of Holly's capture. His mother, Angeline, is cast as an angel, even when her mental collapse renders her unbearable. She is like Sleeping Beauty, awakening when love revives her.

The opening identification of the novel being a psychiatric report establishes the tone that Artemis has victimized people.

The style of this literary device is personable rather than clinical and helps initiate character development and awareness of their psychological nature and motivations.

The use of an omniscient narrator enables several points of view to be presented as the characters are featured in alternating chapters then interact at the Fowl manor. Readers find the battle among characters who are not solely good or evil but exhibit a complex mixture of qualities and deficiencies compelling. Colfer, who calls his novel "Die Hard with Fairies," admits he was influenced by such popular culture characters as Darth Vader, Huckleberry Finn, and James Bond and wanted to portray his characters as imperfect beings who make mistakes and misjudge each other. The epilogue, foreshadowing sequels, identifies the psychiatrist who suggests that Artemis will continue being wicked and confront Holly Short in future decades and ultimately ally with her against a goblin uprising.



Themes

Courage

Throughout *Artemis Fowl*, the reader finds various acts of courage. Most of the main characters exhibit courage at one point or another, particularly as they try to save each other from danger. These acts of courage happen because of the bonds that the characters have for one another and their senses of duty and responsibility. Although Artemis is the main character, his actions are not necessarily guided as much by courage as they are by bravado and thought-out planning.

Butler is one of the characters who displays courage throughout the book. This is somewhat mitigated by the fact that he is well trained and often just carrying out his job as Artemis's manservant and protector. Butler does act on instinct and training against the troll, a creature who is large and more deadly than Butler. The troll also virtually kills Butler and Butler still goes back to fight with it in order to protect Juliet.

When Butler finds himself and Juliet threatened by the troll, he acts, risking his own life to try to save Juliet's. The troll mortally wounds Butler and he is saved only through Holly's healing touch. Knowing what the troll can do to him, however, Butler fights with it again, trying to protect Juliet and Holly. He knows that the troll can easily kill him and he acts in an altruistic and courageous manner.

The fairies also exhibit courage at various points in the book. Root braves negotiating with Artemis in the manor, for example. But it is Holly who most clearly exhibits courage and bravery. She knows how deadly the troll can be and yet, she goes after it twice. During the second encounter, Holly knows that the troll has already probably killed Butler and she knows that she is no match for it, but she launches herself at it anyway in an attempt to save Juliet. Holly doesn't have to risk her life to save Juliet, particularly as Juliet is one of the people who are holding her hostage, yet she does, knowing that the troll could kill her.

Magic

Magic plays a central role throughout *Artemis Fowl*. It is the means by which the fairies fight back against Artemis. Artemis also uses his knowledge of fairy magic to manipulate and dodge the fairies' attempts to stop him. In the end, magic restores Angeline Fowl and gives Artemis the gold that he was after.

The fairies use various magic tactics within the book to try to stop Artemis. They are able to stop time for a number of hours to prevent him from spreading word of them to the outside world. They shield themselves from human eyes. Holly manages to put a mesmer spell on Juliet, which makes her think she is watching wrestling. The fairies also use the blue rinse in an attempt to kill Artemis and get the gold back. In addition to



these tactics, Foaly has also devised a number of technologies that help the fairies in their tasks, helping them use their magic better and more efficiently.

Although Artemis cannot do magic himself, his knowledge of the fairies' magic makes it possible for him to get gold from them. Through the Book, he learns about the hostage fund of gold, shielding, mesmers, the time-stop, fairy rules, and the blue rinse. With this knowledge, he is able to manipulate the fairies and anticipate the moves that they will make. This allows Artemis to prepare for their magic and figure out ways around it. Without this knowledge, Artemis would not be successful in his quest.

Friendship

Each of the main characters in Artemis Fowl is tied to others through bonds of friendship, although the bonds are at times complicated. Butler is tied to Artemis and Juliet, while Root is tied to Foaly and Holly. Their actions demonstrate the lengths that individuals will go to in order to protect those close to them as well as how those relationships are complicated by differing power levels.

Butler views Artemis as his friend and takes on a father-like role in his protection and guidance of Artemis. Butler is also Artemis's employee, paid to serve, protect, and care for Artemis. Throughout the novel, Butler demonstrates his feelings for Artemis by following Artemis's plan, even though it often places Butler and Juliet in danger. He tries to protect Artemis by using the skills that he's developed and gently questions Artemis about his plan. At the same time, however, Butler is bound to Artemis and as his employee, the relationship is complicated. Butler only leaves Artemis once in the narrative and only because he believes Juliet to be in grave danger. Butler seems to sense that Artemis is sometimes too manipulative and arrogant for his own good. At times he tries to rein him in a bit, but ultimately he follows Artemis because he works for him.

Root also has several complicated friendships. Although Root often appears as tough and quarrelsome toward Holly and Foaly, he seems to genuinely care for both of them. In part, his harsh behavior may be due to the fact that he is their superior and at least with Holly, he wants her to succeed and do well. For all the arguing that Foaly and Root do, they also appear to be fond of one another and their sparring. They join together against Cudgeon when he tries to take over. Although Root is the superior in both relationships, the friendship that he feels for both Holly and Foaly spills over his gruff exterior. He relies on them in his job, but he also cares about them, not wanting to see either getting hurt.



Themes/Characters

Greed and excess are this novel's essential themes. The anti-hero, Artemis Fowl the Second, is a child prodigy who knows few limitations. The son of wealthy parents, Artemis has enjoyed having his whims fulfilled. He is unfamiliar with not getting what he wants. Artemis represents the themes of narcissism, arrogance, and entitlement. His only acknowledged weakness is a "slight dust-mite allergy." Artemis lives by the motto "Know thine enemy" and gathers knowledge to reinforce himself.

From the novel's beginning, he is depicted as a genius who capably uses nightvision goggles and computer and digital technology to locate information on the Internet, post his advertisement, and scan the fairy manual and send it electronically to safe locations. Artemis also appropriates computer knowledge to crack Gnommish, the fairy code, which he uses to translate the fairy's book thus gaining power and control over those creatures. He has access to any technological tools he needs. Although money is ample to fund his interests, travels, and security, Artemis always wants more.

The descendant of a notorious Irish crime family, Artemis is shown to have felonious tendencies and rebels against rules. He is cast as a mastermind who uses his brain to fill two simultaneous but antagonistic roles as hero and villain. The namesake of a Greek hunting goddess, Artemis is focused on his personal hunts to secure the items he desires. He speaks bluntly and chillingly to frighten people into cooperating. The themes of selfishness and callousness are evidenced when he cruelly confronts the alcohol-addicted Vietnamese fairy and taunts her in order to get what he wants. Artemis has one goal: to secure sufficient quantities of gold to replenish his family's billionaire-level wealth that has been depleted to mere millions after his father's ship, the Fowl Star, was destroyed by a Russian missile. Artemis Senior has not been seen since that explosion. Artemis is convinced that the easiest way to achieve this goal is to kidnap a fairy and demand a ransom of a ton of 24karat gold ingots. Devising a blind and donning sunglasses to protect him from the fairies' mesmer, he strategically achieves this capture and defends his home against the invading rescuers.

Although Artemis is physically a child who has not yet entered puberty, his intellect surpasses that of most adults he encounters. The fact that Artemis believes that magic and fairies really exist is fundamental to this novel and reveals his childish innocence. The fact that Artemis procures the guide to prepare for seizing a fairy hostage and defending his home indicates his adult nature. His emotions, however, waver between being adult and childlike.

He is most emotionally susceptible regarding his parents. The themes of family and love seem minor compared to the novel's other concepts but do motivate Artemis and expose his vulnerabilities. Artemis admires his father, whom he wishes not only to emulate but also to exceed in cunning and ruthlessness.

Angeline Fowl is depicted as a weak, mentally broken woman who has withdrawn into her own sense of reality after the loss of her husband. She sometimes has



conversations as if her missing husband is with her, and becomes agitated if the curtains in her room are drawn and she is exposed to sunlight. Drugged with sleeping pills, which later are crucial to the plot, Angeline often does not recognize her son and is critical of Juliet, Butler's younger sister and the maid. Artemis tolerates Angeline's verbal abuses and knows how to respond to convince her that her complaints will be rectified. He ultimately sacrifices his gains to secure his mother's health.

True to her name, Angeline becomes angelic by the novel's conclusion, when she emerges smelling of perfume on Christmas Day; nonetheless, she seems contrary to the Fowl characterization. She fondly calls Artemis Arty and inquires about school, making him feel like a boy again.

The ever present and thoroughly competent Butler is physical opposite of Artemis.

He is tall with a vigorous athletic body. A trained assassin, Butler can kill people with his bare hands in a multitude of ways, but is usually armed with many weapons. He is descended from a long line of personal bodyguards that have served the Fowls for generations. The Fowl-Butler combination represents dependence, loyalty, and service. The omniscient narrator informs readers that the Butler family was the source for the word "butler." Ironically, Butler acts submissively to the physically weaker Artemis. He calls him "sir" and reacts quickly to Artemis's orders. Assigned to Artemis when he was born, Butler seems fatherly.

He is the closest person to Artemis, and their relationship almost resembles friendship. Butler's sister, Juliet, is not as responsive. She questions Artemis's belief in fairies, resents his chores for her, and does not always obey instructions, which enables fairies to gain the advantage over Artemis.

Colfer's fairies, known as the People, do not resemble the characters in most traditional fairy tales. They refuse to submit passively to Artemis's orders and prepare an assault to save their colleague without giving Artemis any of the ransom fund's gold. They are just as determined as Artemis to achieve their goals. Action is the predominant theme associated with the supernatural characters who defend their civilization and culture from Artemis. The elite LEPrecon representatives fight their enemies with a combination of magic and military technology, which is more advanced than human technology. They unleash a troll that had been previously captured and feel no remorse for the potential damages to life and property that might ensue. Unfortunately, Artemis underestimates the fantastical characters's intellectual and technological capabilities. He does learn that at one point fairies and humans lived more compatibly, and that the People traded magical favors for goods. This knowledge helps Artemis buy a wish.

Captain Holly Short is an atypical heroine. An overworked elf who defies orders to replenish her magical powers by undergoing the Ritual, Short resents her male superiors whom she feels are sexist and inadequate military officers. Standing three feet tall, Holly is the great-granddaughter of Cupid and is described as being an attractive elf. She is the first female officer on her Recon squad and confronts prejudice from her commander and peers who think the job is too dangerous for a female. Holly is



constantly compelled to prove herself and worries about being demoted to traffic duty. Although Holly likes her high-tech helmet and uniform, she resents having to dress as a leprechaun and repress her elfin identity. Holly becomes vulnerable after her botched attempt to snare the troll in Italy. She daringly resists Artemis and refuses to succumb to his charms during her captivity. Smart and resourceful, Holly also reveals her empathetic nature when she heals Butler after the troll attacks him. She also feels sympathetic toward the humans when she thinks they have been killed by the blue rinse biological bomb. Holly and Juliet, although forced into a relationship of prisoner and guard at the Fowl manor, share many characteristics. Upset that Artemis defeats her, Holly vows revenge and becomes the LEPrecon Artemis Fowl expert.

Commander Julius Root warns Holly that she must prove that females should be on the Recon squad. His officers dub him "Beetroot" because his face often flushes purple during his episodes of rage. Root constantly threatens to transfer Holly and insists she restore her magic before returning to duty. This mission results in her kidnapping. Root orders his men to do everything possible to remove Holly from her captors. He even wears an iris-cam and meets inside with Artemis during timestop negotiations.

The LEPrecon squad have technological superiority because of Foaly, a "paranoid centaur." Inventing since he was young, Foaly fears that humans want to read his thoughts. He wears a tinfoil hat to block any thought transmissions. Foaly acts antagonistically. He likes irritating Root and places viruses in computer systems he designs, such as the helmets agents wear in order to prevent unauthorized use. Foaly warns Root about Lieutenant Cudgeon, whom the council names acting commander.

Cudgeon is ambitious and disloyal to Root, who has been his friend for six hundred years. Cudgeon dismisses military advice and implements unwise missions, including the troll and blue rinse, in an effort to defeat Artemis.

Fantastical creatures reveal the links between humans and magic. The troll is described as a large, hairy beast with claws that can retract. It reacts viciously to light or sound and is the reason that the People interact with humans before Artemis initiated his plan. Mulch Diggins, the appropriately named dwarf in jail for kleptomaniac behavior, agrees to tunnel into the Fowl cellar to liberate Holly. By unhinging his jaw, Diggins can eat through ground, expelling dirt as quickly as he consumes it.

His hair serves as an antennae to guide him underground. After Diggins steals the returned gold, he decides to flee and pretend to be a human dwarf.

The psychiatrist, Dr. J. Argon, provides a report for the LEPrecon Academy, which casts Artemis as a devious miscreant who has driven other mental health professionals mad. During the battle at Fowl Manor, Dr. Argon and his colleague Dr. Cumulus (names that indicate they are full of hot air) analyze Artemis's behavior to determine if he lied to Root. Based on victims' accounts, Dr. Argon's report seems to express awe at Artemis's intellectual abilities while denouncing his treatment of the magical creatures. Dr. Argon also provides information that this novel represents Artemis's first, but by not means

final, act of villainy. He questions Artemis's sincerity for healing his mother, saying that Artemis only acted to keep away social services.

Style

Points of View

The story is told in the third-person omniscient point of view. Within the chapters, the story often jumps from character to character, showing what each is feeling and thinking during the events that are taking place. For example, in the scene where the troll is in the manor, Colfer writes the scene several times, each from a different character's perspective. The reader is thus able to see how Artemis, Butler, Holly, and Root each see the events that are taking place.

Writing the story in this way allows the reader to see and understand the characters' thoughts and feelings. This also allows for a fuller picture of each character and the relationships between the characters. This complexity is important because of the unorthodox plot. While most stories have a good protagonist that the reader can identify with, this story has at the center a twelve-year-old genius, who is both rich and a criminal. Artemis masterminds a plot to steal gold from the fairies and in the process he puts his household in danger and holds perhaps the purest character as a hostage. The back and forth movement of the perspective allows the reader to see Artemis's humanity: his guilt, concern for his mother, and his doubt. In spite of the things he is doing, Artemis becomes likeable through these insights and his interactions with Butler and his mother. In the same way, Root is a contradiction of sorts: he is mean, yet also caring. Without being able to see each character's thoughts and motivations, the reader may not gain empathy or understanding of these characters. In the end, the reader is given a set of characters with no explicit villains or heroes. Each character has both good and bad aspects and through the third person perspective, the reader is able to see and understand this.

Setting

The story is set in several different sites: Ho Chi Minh City, Haven City, Italy, and Fowl Manor in Ireland. The time period is present day. The settings mix both real and fictional/fantasy places. Ho Chi Minh City is a real city and Haven City is purely fictional. Both the city in Italy and Fowl Manor mix fiction and reality in their descriptions.

Haven City is set near the earth's core and is the home to fairies. Holly, Root, and the rest of the fairies in the story live and work there. As the fairies themselves are fictional creatures, it is appropriate to the story to have them living in a fictional place. The connections between this city and the surface, as well as the ability of the fairy characters to move back and forth, adds to the plot lines. This setting and the fairy characters allow the reader to imagine two different worlds meeting. Each plays by its own rules and has its own set of conduct. These clash within the story, preventing the fairies from entering Fowl Manor.



Fowl Manor also adds to the story with its grandness and history. Through it, the reader is able to see the long history of the Fowls and understand, to a degree, why Artemis is so eager to gain more fortunes. As the remaining heir, Artemis feels a sense of responsibility to live up to his ancestors' histories, ones that include devious dealings and large amounts of money. The setting also allows for some of the story to be believable, such as the ability to build a cell for Holly and the placement of suits of armor in the lobby, which Butler uses to defeat the troll.

Language and Meaning

The language used in the book is simple and easy to understand. There is some "pg-rated" language and violence. The book is geared toward younger readers and as such, is written in a fast paced and in an easy-to-read format. With half of the characters as fairies, Colfer creates various fairy words and technologies, but he explains these well. One example of this is the pod that Holly uses to get to the surface. Colfer explains what the pod is and how it works, making sure that the reader isn't lost through the events.

It is also important to note that Colfer uses language to show Artemis's cunning and intelligence. While Artemis doesn't use complicated words or phrases, his is the voice of instruction for Butler and Juliet. He uses orders and explanations that clearly place him as the leader within the household. Colfer also uses imagery to show these features of Artemis's character. For example, the following quote captures Artemis's confidence and deviousness. "When Artemis smiled, as he did now, one almost expected vampire fangs to sprout from his gums" (pg. 93). Through both Artemis's language and the words used to describe him, Colfer shows a character full of devious ideas and the confidence to carry them out.

Structure

Artemis Fowl is comprised of nine chapters, a prologue, and an epilogue. The titles of the chapters refer to the main topic of each chapter. For example, "The Book" is about Artemis and Butler finding the Book in Ho Chi Minh City. The titles, then, help to organize and structure the book, letting the reader know what each chapter will be about and grabbing their attention.

The book follows a more or less linear pattern. Some events are repeated within the narrative to illustrate how each character saw and felt about the events. Other than these sequences, which are often at important events like the troll attack on Butler, the narrative follows a typical beginning to end format.

The pace of the book is fast, with events moving quickly. Colfer relies on both description and dialogue to carry the plot along and to develop the characters. The dialogue in particular illustrates the characters' relationships with one another. For example, Butler's conversations with Artemis show not only how much they care for

each other but also Butler's role as Artemis's manservant. Butler quietly questions Artemis but ultimately goes along with his wishes.

Artemis Fowl is first in a series of books about the title character, according to the author's sketch at the back of the book. At several points in the book itself, the author alludes to subsequent narratives. In the Prologue, he identifies this "case" as the first of Artemis's criminal ventures. The Epilogue gives a brief glimpse into a future story involving Artemis and Holly.



Quotes

"Artemis was the closest thing Butler had to a friend, and Butler was the closest thing Artemis had to a father, albeit one who obeyed orders." Chapter 1, pg. 22

"The Book of the People.

Being Instructions to our Magicks

And Life Rules.

Carry me always, carry me well.

I am the teacher of herb and spell.

I am they link to power arcane.

Forget me and they magick shall wane.

Ten times ten commandments there be.

They will answer every mystery.

Cures, curses, alchemy.

These secrets shall be thine, through me.

But, Fairy, remember this above all.

I am not for those in mud that crawl.

And forever doomed shall be the one,

Who betrays my secrets one by one." Chapter 2, pg. 37-38

"Root was right to be nervous. If he'd known how this straightforward Recon assignment was going to turn out, he would probably have retired then and there. Tonight, history was going to be made. And it wasn't the discovery-of-radium, first-man-on-the-moon, happy kind of history. It was the Spanish Inquisition, here-comes-the-Hindenburg bad kind of history. Bad for humans and fairies. Bad for everyone." Chapter 3, pg. 56

"There on the monitor before them, in frozen suspension, was a hypodermic dart. There could be no doubt. Captain Holly Short was missing in action. Most probably dead, but at the very least held captive by a hostile force." Chapter 5, pg. 116

"Root was on his own. Truth be told, that was the way he liked it. No science. No uppity centaur whinnying in his ear. Just a fairy, his wits, and maybe a touch of magic." Chapter 5, pg. 147



"Holly's fingers closed around the object that had been digging into her ankle. She knew immediately by its contours what was concealed there. The acorn! It must have slipped into her boot during all the commotion by the oak. This could be a vital development. All she needed was a small patch of earth - then her powers would be restored." Chapter 6, pg. 165

"Blue rinse was the slang term for the devastating biological bomb used on rare occasions by the force. The clever thing about a bio-bomb was that it destroyed only living tissue. The landscape was unchanged." Chapter 6, pg. 178-179

"Artemis had added yet another monitor to the bank. This one was linked to a camera in Angeline Fowl's attic room. He spared a moment to check on his mother. Sometimes it bothered him having a camera in her room; it seemed almost like spying. But it was for her own good. There was always the danger that she could hurt herself. At the moment she was sleeping peacefully, having swallowed the sleeping pill that Juliet had left on her tray. All part of the plan. A vital part." Chapter 6, pg. 200

"The constrained wind had built itself up to mini-cyclone intensity and could not be constrained. And so it exited. Rather abrasively. Blowing open Mulch's back flap, and slamming into the rather large gentleman who had been sneaking up behind him." Chapter 7, pg. 259

"Nothing happened for a heartbeat. Perhaps two. Then Holly felt the magic rush up her arm like a jolt from an electrified troll fence. The shock sent her spinning across the room. For a moment the world swirled in a disconcerting kaleidoscope of color, but when it settled, Holly was no longer the defeated elf she had been." Chapter 7, pg. 267

"Artemis catalogued the events of the last few minutes. The manor's security had been compromised. The safe room was in shambles, blown apart by some sort of fairy flatulence. Butler lay unconscious, possibly paralyzed by the same gaseous anomaly. His hostage was loose in the house, her fairy powers restored to her. There was an unsightly creature in leather pants burrowing holes beneath the foundations with no apparent regard for the fairy commandments. And the People had retrieved a copy of the Book, one of several copies as it happened, including one on disk in a Swiss vault." Chapter 7, pg. 276

"Holly had a plan, or sorts. Sneak around shielded, reclaim some fairy weaponry, then cause havoc until Fowl was forced to release her. And if several million Irish pounds' worth of property damage happened to ensue, well, that was just a bonus." Chapter 8, pg. 298

"For once in his life, Artemis realized that he didn't have a snappy answer. He opened his mouth, waiting for his brain to supply the customary pithy comeback. But nothing arrived." Chapter 8, pg. 305

"The manservant realized instantly what the fairies had done. They had sent in a primal hunter. A creature with no interest in magic or rules. A thing that would simply kill



anything in its way, regardless of species. This was the perfect predator." Chapter 8, pg. 316

"The bio-bomb detonated. A blue orb of condensed light crackled and spread, filling every corner of the manor with its deadly rays. Flowers withered, insects shriveled, and fish died in their tanks. Not one cubic millimeter was spared." Chapter 9, pg. 373

"Fowl was the winner this time, but someone like him wouldn't be able to rest on his laurels. He would be back with some other moneymaking scheme. And when he arrived, he would find Holly Short waiting for him. Waiting with a big gun and a smile." Chapter 9, pg. 382

Adaptations

Artemis Fowl has been adapted for an audiotape version read by Adrian Dunbar.

Most fiction about fairies is written for young readers and depicts fairies as kind, helpful characters. Trolls are also described as misunderstood, gentle creatures. Some fiction describes fairies kidnapping humans instead of humans abducting fairies. For example, in Terri Windling's *The Changeling* (1995), a brother rescues his sister from fairies, and in Perry Nodelman's *The Same Place but Different* (1995) and *A Completely Different Place* (1997) tells how John Nesbit saves his sister and children who have been kidnapped by fairies. Reminiscent of the period when humans and the People intermixed, Eloise McGraw's *The Moorchild* (1996) focuses on a changeling who is not entirely a human or fairy as she seeks her identity.

Early twenty-first century authors depict fairies as having civil strife. In Mary E. Lyons's *Knockabeg: A Famine Tale* (2001), fairies from Knockabeg fight with other fairies during the Irish potato famine. The *Fairy Diaries* series written by Louise Bradley also features fairy wars. In *Annie's Journey* (2001), the protagonist Annie searches for her missing mother, much like Artemis worries about his lost father, while the conflict of the Light Fairies versus the Shadow Fairies occurs. The main character in *Rebecca's Quest* (2001) is a Fairy Finder who goes to Fairyland to save both humans and fairies from the sinister Shadow Fairy Court.

Herbie Brennan's *Faerie Wars* (2003) portrays the Faeries of the Night as being antagonistic against other fairies.

Other books that can be compared to *Artemis Fowl* include J. R. R. Tolkien's writing, which has a variety of elf, dwarf, and fairy characters and Roald Dahl's humorous, raucous, and often macabre works.

Artemis Fowl resembles the boy characters in Mark Twain's *Tom Sawyer* (1876) and *Huckleberry Finn* (1884).

Supplementary nonfiction discussing Celtic lore includes Diarmuid A. MacManus's *The Middle Kingdom: The Faerie World of Ireland* (1973) and Peter Haining's *The Leprechaun's Kingdom* (1979).



Topics for Discussion

1. Why does Colfer characterize Artemis Fowl as an extraordinary genius? How would the plot have been plausible if he had been less intelligent?
2. How are the disappearance of the senior Artemis Fowl and illness of Angeline Fowl essential for plot development?
3. In what ways is Butler a surrogate father to Artemis?
4. What rules control Artemis and Captain Holly Short and their respective allies? How do they work around these restrictions?
5. How are Holly and Juliet similar? How does Colfer humanize the magical creatures and dehumanize Mud People?
6. How do the exotic locales Artemis and Butler visit influence their characterization as devious, greedy people? In what ways does Colfer perpetuate stereotypes of Third World places and people?
7. What are Artemis's weaknesses? How does he overcome his vulnerabilities and outsmart his enemies?
8. How does Artemis seem older than his age and wiser than adults? In what ways does this make the story more convincing? When does he seem immature and how does this influence his characterization?
9. Why is it significant that Angeline Fowl is restored to health on Christmas? How does this conclusion seem contrary to Artemis's nature?
10. In what ways does the presentation of the story as a psychiatric report lend the plot credibility? How might it distract readers and cause them to question the veracity of the information?

How would the novel be different if Artemis had been the narrator? In what ways is an omniscient narrator the most effective way to tell Artemis's story?



Essay Topics

Why does Artemis want to get some of the fairies' gold? How is this motivated by the death of his father?

Compare and contrast the Artemis and Root. Are their leadership styles different? Why or why not?

Describe the magic that is used in the book. How does magic affect the outcome?

Why do you think Holly grants Artemis's wish after he has held her hostage?

Discuss Butler's relationship to Artemis. Why does Butler follow Artemis? How does Juliet fit into this relationship?

The book alludes to Artemis's future adventures. What do you think he does after getting the gold from the fairies? What plan do you think will put him into contact with the fairies again?

What is the importance of the sleeping pills? Discuss how these enable Artemis to carry out his plan.



Ideas for Reports and Papers

1. Write a paper to explain whether this novel is science fiction, fantasy, or a combination of both these genres.
2. List famous child prodigies. How many of them became criminals?
3. Create a code based on cultural interests you have such as science, arts, or sports and write a short message to your best friend.
4. Design a building you would use as a fortress. What technology would you include for protection and conveniences? Invent a device to meet your specific needs and prepare a drawing of it to display with your structural design.
5. Outline the hierarchy of fairies and compare it with the organization and bureaucracy of several countries' militaries.
6. Research Irish mythology and history to determine how much of the information Colfer presents has a factual basis.
7. Analyze the motif of kidnapping and treasure stealing in this book and other examples of children's literature.
8. Rewrite a popular belief, like the Easter Bunny, to reflect the fictional history of when fairies and Mud People coexisted and traded favors.
9. Pretend you are a fairy and devise a plan to outwit Artemis. What have you learned in this novel that would help you? Which mistakes did the fairies make that you would avoid?
10. Make a wanted poster for Artemis Fowl to distribute in the fairy world. Include a physical description, list of crimes, and illustration.

Further Study

Baker, Jennifer. Review of *Artemis Fowl*.

Library Journal, vol. 126 (June 15, 2001): 102. Baker recommends this book for its action and humor. She suggests that Colfer's "quirky characters and delightful humor" will appeal to a variety of readers, and praises Colfer for developing characters that behave contrary to stereotypes or expected behavior.

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Maguire, Gregory. Review of *Artemis Fowl*.

New York Times (June 17, 2001): 24. Maguire recommends the novel despite clichés and criticisms of style, but notes that the fairies and the humans in *Artemis Fowl* are "another generation entirely."

McQuaile, Jenny. "Just a Minute: Eoin Colfer." *Mirror* (July 3, 2002): 14. McQuaile engages Colfer in an interview in which Colfer answers basic questions about his writing career.



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Cover Design

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Library of Congress Cataloging-in-Publication Data Beacham's Encyclopedia of Popular Fiction

Includes bibliographical references and index

Summary: A multi-volume compilation of analytical essays on and study activities for the works of authors of popular fiction. Includes biography data, publishing history, and resources for the author of each analyzed work.

ISBN 0-933833-41-5 (Volumes 1-3, Biography Series)

ISBN 0-933833-42-3 (Volumes 1-8, Analyses Series)

ISBN 0-933833-38-5 (Entire set, 11 volumes)

1. Popular literature—Bio-bibliography. 2. Fiction—19th century—Bio-bibliography. 3. Fiction—20th century—Bio-bibliography. I. Beetz, Kirk H., 1952-

Z6514.P7B43 1996[PN56.P55]809.3—dc20 96-20771 CIP

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Printed in the United States of America First Printing, November 1996