

Artemis Fowl: The Time Paradox Study Guide

Artemis Fowl: The Time Paradox by Eoin Colfer

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Plot Summary

The Time Paradox by Eoin Colfer is the sixth book in the Artemis Fowl series. In this book, Artemis has recently returned from Limbo and still growing used to his new twin siblings, Beckett and Miles, when he learns that his mother is dying of some mysterious illness. Artemis immediately calls for help from his fairy friends only to discover that his mother's illness is a fairy illness believed to have been eradicated. The only cure is the brain fluid of a special lemur that is now extinct. Artemis must travel back in time to save the lemur and bring it to his mother in time to save her life. The Time Paradox is an exciting new adventure for Artemis fans and new readers alike that will leave all grappling with the complexities of time travel.

Artemis is in the study with his two-year-old twin brothers when his father comes and tells him that his mother appears to be dying. Artemis immediately rushes to his mother's side to attempt to heal her with the remaining amounts of magic that he stole from the fairies. However, his mother's body resists the magic and appears to grow worse. As Artemis' father and Butler make plans to get Angeline help, Artemis reaches out to Captain Holly Short of the LEP, a fairy who may have access to other types of magic that can help his mother.

When Holly arrives, she realizes that Angeline Fowl suffers from a fairy illness associated with polluted magic that once devastated the fairy population. The only cure is the brain fluid of a silky sifaka lemur of Madagascar. However, this lemur is extinct, thanks to a fire in Madagascar and Artemis' own actions when he sold the last remaining lemur to a group called the Extinctionists. Hence, Artemis realizes he must travel back in time in order to save his mother. Artemis lies to Holly, telling her it is her fault that his mother is ill, causing her to agree to his crazy plan.

Artemis and Holly use the magic of a demon friend, N°1, to travel back in time eight years. When they arrive, Artemis believes it will be simple to take the lemur, all they have to do is wait for Butler to place the lemur in Artemis' study. However, events do not unfold as Artemis recalls them. For this reason, Artemis and Holly are caught by Butler and captured, placed in the trunk of the Fowl family Bentley. Fortunately, the dwarf Mulch Diggums, comes and breaks them out of their prison. It turns out that Mulch found a letter from Artemis promising him a great amount of gold if he came at that moment to rescue them.

Artemis sends Holly into the zoo where his younger self is at that moment attempting to steal the lemur while he and Mulch will follow underground. Artemis hopes to steal the lemur out from under his younger self, but fails when he and Mulch end up in the wrong cage. Artemis then attempts again to steal the lemur when it climbs up a power pylon, but fails again when his younger self threatens to shoot the lemur and let it fall to its death.

The older Artemis and Holly follow the younger Artemis to the exchange with the leader of the Extinctionists, hoping to steal the lemur during the exchange. Artemis and Holly



are successful at getting the lemur from the younger Artemis. However, the younger Artemis manages to kidnap Holly. The younger Artemis then sells Holly to the Extinctionist. The older Artemis stages a rescue for Holly, but it goes wrong and he finds himself in the hands of Opal Koboï, a pixie who was once a brilliant member of the fairy world but now wants to make herself empress of the world. Opal needs the lemur in order to increase her powers and make her unstoppable.

Older Artemis manages to escape Opal, but as he travels forward in time, he begins to realize that there are some oddities about his mother's illness. Artemis sets in action a plan to prove his theories, coming to realize that his mother is not really sick, but that Opal has taken control of her body and is using her to get the lemur. Artemis manages to outsmart Opal, causing her to chase him to a small island near his home where he traps her underground.



Prologue and Chapters 1-4

Prologue and Chapters 1-4 Summary

Artemis Fowl is the son of a reformed leader of an organized crime syndicate and has grown up emulating his father's actions and making dangerous deals of his own. Some of these deals have caused Artemis to come in contact with a secret fairy world living beneath the human world.

In the Prologue, Artemis has recently come back from Limbo, a trip that caused him to lose three years in the real world although for him only a few short weeks have passed. For this reason, Artemis appears to still be fourteen even though he should be seventeen. Artemis has also returned to discover his parents now have two-year-old twins, Miles and Beckett.

In Chapter 1, Artemis is in the study with his twin brothers, trying to teach them advanced things such as French, but not making much progress. Finally Artemis gives up and settles down to paint with the boys. When Artemis' father comes into the room, Artemis can immediately see that something is wrong. Artemis guesses correctly that his ill mother is dying. Artemis speaks with the doctor and learns that they cannot identify the illness. For this reason, Artemis rushes to his mother's room despite Butler, his bodyguard's, caution, and tries to heal her with fairy magic he took from some of his fairy friends. However, Angeline's body seems to resist the magic and grows worse. Artemis's father comes in and suggests they begin searching for a way to heal her.

In Chapter 2, Captain Holly Short of the Lower Elements Police, or LEP, is on her first solo mission since her return from Limbo. Holly is on an island of Helsinki to check on a sensor that monitors the health of the kraken that makes up much of the island. When Holly reaches the sensor, she discovers that there is nothing wrong with it, suggesting that the other three sensors on the kraken are malfunctioning. However, Foaly, Holly's contact back in Haven, tells her to leave the area because the kraken is about to shed, which means it is about to set off the equivalent of a methane bomb. Unfortunately, Holly notices the heat signature of several humans on the island. Holly returns and moves the humans out of harm's way just as the kraken sheds, destroying huge sections of the island.

In Chapter 3, Artemis, his father, and Butler set plans in action to try to help Angeline. This gets everyone out of the house but Artemis, his mother, and the doctor's nurse. Artemis is with his mother when Holly Short arrives. Holly examines Angeline and then calls Foaly, asking him to examine Angeline too. When Foaly is done doing his scans, he tells both Holly and Artemis that he believes Angeline has Spelltrophy, a disease of fairies that was caused by polluted magic. The disease is fatal and the only cure is the brain fluid of a silky sifaka lemur of Madagascar. The only problem is that the lemur is extinct because of a fire in Madagascar caused by Opal Koboi, a pixie who perfected



the cure and then tries to profit from it. There was one left, but Artemis killed it eight years ago.

In Chapter 4, eight years ago Artemis' father disappeared while on a final illegal deal, an attempt to sell untaxed soda to Russia. Artemis is left the man of the house and worries that his mother is spending too much money. Therefore, when he learns that his mother spent fifty thousand euros to save the last remaining silky sifaka lemur, Artemis makes plans to steal the lemur and sell it to finance a new expedition in Antarctica to search for his father. Artemis tells Holly and Foaly that he sold the lemur to a group called the Extinctionists, a group that dislikes all animals and celebrates the extinction of each species. Artemis then tells Holly and Foaly that he will have to go back in time to save the lemur from himself in order to save his mother. Both Holly and Foaly protest until Artemis tells Foaly that if his mother has the illness, than others probably do to. Not only this, but he lies to Holly and tells her that her magic must have caused his mother's illness, guiltling her into going with him.

Prologue and Chapters 1-4 Analysis

In the early chapters of this novel, the reader meets the main characters and the conflict that will propel the plot of the novel. The main character is Artemis Fowl, a young man who has a history of ruthless dealings who has recently turned a new leaf and befriended some of his worst enemies, the fairies. Now, just a short time after returning from Limbo and losing three years in the real world, Artemis finds himself in need of help from the fairies. Artemis' mother is ill and no one seems to know what the problem is.

Holly Short is a fairy who has made a career of helping everything from humans to dwarfs. Holly still grieves the death of her mother, therefore when Artemis asks for help to save his own mother, she is more than willing to help him out. Artemis more than likely did not need to lie to Holly, but he chooses to play on her gentle heart and her compassion to make her agree to his plan to save his mother. This has the potential of causing great harm to the new relationship between Artemis and Holly, a relationship that has been adversarial in the past and friendly most recently.

Guilt is a major theme in this part of the novel as Artemis deals with the guilt of knowing that his own actions ended the life of a creature who is his mother's only hope at this point in his life. At the same time, Artemis is filled with guilt for lying to Holly to make her help him. This lie fills Holly with guilt, making her more determined than she might have been previously to help Artemis.



Chapters 5-7

Chapters 5-7 Summary

In Chapter 5, the young demon warlock, N°1, arrives at Fowl estate. The demon is a strong warlock and Artemis believes he can help he and Holly travel through time. In fact, Artemis wants the demon to go along with them, but the demon informs him that he must remain in the current time to act as an anchor point for their travel. The demon assures them he can open the time stream, but tells them they must travel as close to naked as possible so that they do not have to worry about the atoms rearranging themselves improperly and leaving their clothing as a permanent part of their bodies. Holly and Artemis are not happy with this and are even increasingly unhappy when the demon makes a joke about them holding hands as he begins the spell.

In Chapter 6, when Holly and Artemis arrive in the past, Artemis tells Holly that all they have to do is wait for Butler to slide the lemur into the room while young Artemis deals with his mother's emotional outbreak. However, somehow things do not unravel as Artemis remembers them and Butler catches them in the study. Butler shoots them both with a tranquilizer gun he had in anticipation of stealing the lemur later in the evening. Butler and young Artemis place Holly and older Artemis in the trunk of the family Bentley and continue with their trip to Rathdown Park, the secure zoo where the lemur is being kept. When Holly wakes, she turns on a small light in the trunk and wakes Artemis. Holly begins to despair about their situation and is surprised when the dwarf, Mulch Diggums, arrives to rescue them.

In Chapter 7, Artemis comes up with a plan to get the lemur. Artemis has Holly go into the zoo with her magic making her invisible, while he plans to have Mulch tunnel under the lemur's cage. Unfortunately, older Artemis does not realize that his younger self has a camera in the trunk and is aware that they have broken out. Mulch takes Artemis just under the lemur. When they hear from Holly, they settle back to wait, but Mulch has an attack of flatulence that propels him up through the ground into the cage. When Artemis follows, he discovers that they are in the cage beside the lemur's. This cage holds a gorilla. Older Artemis is attacked by the gorilla as young Artemis and Butler watch from a blind. Holly busts into the cage and distracts the gorilla by speaking to it in its own language. Holly then heals Artemis, kissing him in the excitement of his healing.

Young Artemis and Butler use their distraction to go after the lemur, nearly luring the lemur to them with a bag of sap. Holly distracts the animals by screaming out a warning, causing the lemur to leave its cage. Butler shoots Holly once more with the tranquilizer darts. At the same time, the gorilla realizes that it was tricked and starts to come after Artemis and Holly. They jump into the tunnel Mulch has made and Mulch propels them forward by collapsing the tunnel behind them on top of the charging gorilla. Once outside, older Artemis sees that the lemur has climbed a power pylon and young Artemis and Butler are trying to coax it down. Older Artemis uses a service pylon to go



after the lemur, successfully getting hold of it. However, young Artemis threatens to kill the lemur rather than give it up, so older Artemis allows young Artemis to take the lemur.

Chapters 5-7 Analysis

Artemis has convinced Holly, with the use of a lie, to go with him to the past in order to save the only lemur that can help his mother. Artemis thinks he can remember clearly what happened eight years ago when he was ten and suddenly the head of his family. However, when they arrive, it turns out that Artemis' memory is faulty. This leads to a confrontation with his young self that could lead to a problem with the time continuum except for the fact that his younger self does not recognize him due to side effects of time travel that have caused him to age a few years and grow longer hair.

As Holly and Artemis fight to save the lemur, they come against the intelligence and the ruthlessness of young Artemis. It is a shock to older Artemis to realize just how dark hearted he was a young child. Artemis is seeing things in his own personality that he had never been aware of before and it is difficult for him to see this, but his determination to save his mother makes this self-awareness move to the back of his mind until he can better deal with it later.

The author introduces magical creatures and magic in his novel as though these are everyday things that are common to the world. This causes the reader to accept whatever the author might want to introduce without question, especially since many of these characters are characters that the reader may be familiar with due to past novels in this series. This fact, however, adds another odd thing to the plot as the characters must deal with someone who is their friend in the future, but is not a friend in the past. It is a complex situation that the author handles with grace.



Chapters 8-12

Chapters 8-12 Summary

In Chapter 8, Holly wakes from the tranquilizer. Holly and Artemis talk to Mulch, convincing him to continue helping them by promising him that Holly will give him access to the LEP equipment lockup and Tara. Artemis and Mulch shake on the deal.

In Chapter 9, young Artemis is on a private jet speaking to Damon Kronski, the president of the Extinctionists, about their deal. Damon seems like the kind of guy who might steal the lemur and not pay, which causes Young Artemis to be cautious about their deal. Back in Tara, Mulch helps Holly and Artemis break into the LED shuttleport in Tara. While Holly and Artemis wait for Mulch to do his thing, Artemis tells Holly the truth about the lie he told her to make her come with him. Later, they get in to the shuttleport without too much trouble and manage to steal a mining shuttle.

In Chapter 10, young Artemis and Butler prepare for their meeting with Damon while Holly pilots the shuttle quickly to their location in Morocco. Holly is still angry with Artemis, so he arranges for her to speak to her old friend, Commander Julius Root, whom she was unable to say goodbye to before he was murdered by Opal Koboï. The conversation is sentimental for Holly, repairing some of the damage Artemis's lie did to their friendship.

In Chapter 11, Holly and Artemis arrive in a cham-pod at the souk where Damon has arranged for the exchange. Artemis tells Holly that Damon chooses this location because of the horrible smell of the pigeon droppings used to soften the leather. Damon cannot smell, but the smell distracts those he is doing business with. During the exchange between Damon and young Artemis, Holly hides using magic to make her invisible and places explosives in the dye vats. Holly then sets them off, creating such chaos that the lemur is able to escape Damon. Artemis grabs the lemur, but then realizes that he has placed Holly in danger. As Artemis realizes this, Butler suddenly appears in the souk and grabs Holly.

In Chapter 12, young Artemis goes to Damon's compound with him where they can discuss what has taken place. Young Artemis makes it clear that he has no intention of giving back the money for the lemur. However, he tells Damon he has something even more impressive for his banquet with the Extinctionists that night. After Damon agrees to pay five million euro in diamonds, Young Artemis has Butler reveal himself and show Damon Holly. At the same time, Older Artemis begins to hatch a plan to save Holly. As Damon prepares for the banquet and ensures that Holly is secured, Butler tells Young Artemis that he is going to return to Morocco to help Older Artemis save Holly from the Extinctionists.

At dinner, Damon lords over the banquet of the Extinctionists, having prepared for them a yellow cutthroat fish that has been extinct for a hundred years, but a school of which



has been found frozen in a flash freeze. Afterward, Damon presents Holly to the party and claims that she is a true fairy. Then the planned trial begins. A member of the Extinctionists is chosen to be Holly's lawyer. Unbeknownst to Damon, the lawyer is older Artemis. While Damon makes good arguments that wins over most of the members, Artemis bids his time, finally using magic bandages, makes it appear as though Holly's ears are fake and that he has taken one off. A short time later, everyone present is sent an email with a video of Damon's reaction to the explosions in the souk earlier that day. Pandemonium breaks out, worsened when Damon has his security lock down the building.

Holly has escaped her cage with older Artemis' help. Now they find themselves blocked in the room by the panicking Extinctionists. Artemis has Holly turn invisible and approach two guards by the kitchen door, hoping she can disable them and allow for he and she to escape. Before Holly can do this, Butler takes out all the guards with a tranquillizer shotgun. Holly is forced through the kitchen by the crowd and loses contact with Artemis. At the same time, Damon attacks Artemis and they fight in the cage that held Holly. Artemis accidentally hits Damon's remote, causing the bottom of the cage to fall open and himself to fall into the furnace that has been designed to kill the animals. However, Artemis is not killed, but instead falls through a false door and is captured on a soft mattress. It is Opal Kobo who has mesmerized Damon and managed to kidnap Artemis.

Chapters 8-12 Analysis

Artemis and Holly make a deal with Mulch to get him to help them since Mulch does not know that the three of them are good friends in the future. This deal leads them to Tara where Mulch helps them get into the fairy shuttleport where they steal a mining shuttle. Artemis continues to be determined to get the lemur for his mother, even chasing himself around the world and facing dangerous people such as the leader of the Extinctionists. However, Artemis fails to realize that he is dealing with himself, a young man of great intelligence and a lack of compassion.

Artemis and Holly have a brief falling out, leaving Holly questioning her ability to forgive Artemis and to regain their friendship. However, when Holly is kidnapped by Butler, Artemis does not think twice of going after her. It appears that by the kiss they shared in an earlier chapter and both of them wasting a great deal of thought on this kiss, that there might be the possibility of a romantic relationship between these two. Therefore, it is clear to the reader that there is a great deal of affection in this relationship and Artemis' lie did not damage it enough to cause him to walk away from Holly when she is in danger.

As Artemis goes to save Holly, his younger self is headed home. However, despite his apparent callousness, young Artemis creates an Internet campaign against Damon and does not object when Butler decides to return to help Holly. This suggests that the changes in Artemis' personality more than likely began to happen a great deal sooner than he had originally thought.



Chapters 13-16 and Epilogue

Chapters 13-16 and Epilogue Summary

In Chapter 13, Butler and young Artemis reunite in the souk. At the same time, older Artemis is taken to Opal's laboratory to have his brain fluid drained before he is killed. Holly is making her way to the souk to hopefully find older Artemis, but Damon's security men see her and begin to chase her. When it appears that Holly is going to be caught by Damon's men, young Artemis throws down diamonds to distract the security guards. Holly is able to escape, but runs directly into Damon. As they struggle, Holly recalls that Damon cannot smell. Holly uses the last of her magic to heal Damon's sense of smell. The sudden ability to smell the foul pigeon droppings drives Damon insane.

Back at the compound, Opal's assistant begins to use a leech to remove Artemis' brain fluid. When the pixie leaves the room, Artemis manages to remove the leech and escape his restraints. Before he can escape completely, however, Opal arrives. While learning that Opal has been using the near extinct animals supposedly killed by the Extinctionists to increase her power. The lemur is the last animal she needs. Artemis releases all the animals and manages to escape the building and is picked up in the shuttle by Holly and Mulch.

Opal tracks Artemis using a tracker placed on him when he was captured. Holly manages to elude the tracker until they are forced to make the sonic jump to Ireland. As Holly and Artemis are about to go forward in time, Butler and young Artemis step out of their hiding place and demand to know everything. As Holly and older Artemis deal with this, Opal arrives and steals Mulch's memories, learning all about older Artemis and Holly. However, Opal arrives too late to go through the time tunnel as well.

In Chapter 14, when Holly and Artemis arrive back in their own time with the lemur, Artemis quickly goes into his mother's room to give her the antidote. However, Angeline wants to hold the lemur and becomes very demanding. It turns out she is being compelled by Opal. At the same time, Butler overwhelms Holly and the demon, placing them in a barrel of animal fat that makes their magic unusable. Then Butler enters Angeline's room at Opal's demand. Opal orders Butler to shoot Artemis, but Butler struggles, giving himself a heart attack. Artemis distracts Opal with the lemur and saves Butler with a portable defibrillator. At the same time, Opal calls the doctor into the room and demands he retrieve the lemur from the chandelier, but he also fights her control.

As Opal deals with young Artemis and Butler in the bedroom, older Artemis sneaks through the house and into the security room where Opal is watching over the house. Artemis manages to shoot Opal with a tranquillizer gun. Artemis then goes upstairs and checks on his mother. When Angeline falls asleep, Artemis reviews things with Butler and realizes that the doctor is missing. When they go in search of him, they find him leaving with Opal in the back of the car. However, they are returning. Artemis decides to



take the lemur and fly away from the house in a Cessna he has been retrofitting to use solar power in order to draw Opal from the house and his mother.

In Chapter 15, Artemis flies low over Opal in the front yard of the Fowl estate to catch her attention. Very quickly Opal begins to fly after Artemis and the plane. Opal attacks the plane, breaking the solar panels and creating terrible damage. Finally Artemis shoots her in the face with a flare gun. When Opal falls away, she hits a wing and shears it from the plane. Artemis lands near the seashore, breaking his collar bone in the crash. Artemis walks out to several sea sacks, dropping the lemur on one before continuing on. Opal grabs the lemur only to discover it is not the lemur but a child's toy. Artemis then uses a laser to cut through the shell of the kraken where she stands, causing an explosion that leaves Opal buried onto layers of rock. Holly arrives a few minutes later and heals Artemis' arm.

In Chapter 16, Artemis says goodbye to his friends and learns that the demon, who sent young Artemis back to his own time, erased his memory and sent along a spell to wipe Butler's memories as well. Artemis then goes to check on his mother only to discover that she has been left with all of Opal's memories, causing her to be filled with questions for Artemis about his secret life.

In the Epilogue, when the LEP dig up the rocks covering Opal, they discover she is gone. Young Artemis retains a vague memory of fairies.

Chapters 13-16 and Epilogue Analysis

Holly is nearly killed by Damon's security, but young Artemis helps her by throwing down the diamonds Damon paid him for Holly. Once again, young Artemis shows a glimmer of the compassion that he will later demonstrate as an older version of himself. This again shows the reader that Artemis always was capable of compassion, it simply took several difficult situations to help him find that side of himself.

Holly and Artemis both escape danger to find one another and escape back to their own time. However, Artemis finally begins to question how his mother got the illness she is suffering and who might be behind it. Artemis is prepared for danger when he returns home, ready with a plan that eventually outsmarts Opal. Artemis is a brave, strong young man and finally those around him are beginning to realize this. Artemis and Holly seem to have repaired the difficulties in their relationship and are once again very affectionate with one another. At the same time, Artemis' friendships with others in the fairy world appears to be very strong.

Artemis' mother suddenly knows everything about Artemis' secret life. This is a complication that Artemis has been attempting to avoid for a long time, but he seems almost relieved when his mother admits her knowledge. Things are definitely changing for Artemis and fans will wonder where these changes will soon take him.



Characters

Artemis Fowl

Artemis Fowl is a young adventurer. Artemis' father was once the leader of an organized crime group and Artemis has learned many of his father's secrets. For this reason, Artemis has lived a life of crime, using cruelty and his extreme intelligence to get what he wants no matter who it hurts. However, recently, Artemis has become more moral and has begun to give up his life of crime in the pursuit of more humane quests. As a part of this, Artemis has recently befriended one of his enemies, the fairies.

Artemis has recently returned from Limbo, where he spent several weeks in battle but has returned to discover three years have passed in reality. Artemis is surprised to find that his parents have had twin boys, Miles and Beckett. However, Artemis quickly adjusts and takes on the role of older brother with relish. Everything seems to be good in Artemis' life until his mother becomes ill. No one seems to know what is making her sick. Artemis tries to heal his mother with magic, but it only makes the situation worse.

Artemis learns that his mother is dying from a disease that is specific to fairies. The only cure is the brain fluid of a lemur, but Artemis himself arranged the death of the last surviving lemur. For this reason, Artemis decides he must go back in time to save his mother, proving that changes in his personality that have made him much more compassionate are still going strong.

Captain Holly Short

Captain Holly Short is an officer with the LEP. Holly takes her job very seriously, but she is also well known for often going against orders in order to save people. The main reason for this is that her mother spent her life trying to save creatures and she wanted her legacy to be one of hope, not destruction. When Holly learns that Artemis' mother is ill and Artemis tells her that it is possibly her fault, Holly is quick to agree to help Artemis.

Holly and Artemis have a difficult relationship, one that was once antagonistic but has grown much friendly after all the difficult situations they have been in together over the past months. In fact, when Holly goes back in time and becomes something of a younger version of herself, she kisses Artemis after she heals him from near death. This causes some confusion and discomfort for both Holly and Artemis, but hints at deeper feelings between the pair.

In the end, Holly works hard to help Artemis save his mother and he works to save Holly from the difficult situations he places her in. They struggle with their relationship after Artemis reveals his lies to Holly, but she finds a way to get past her anger and in the end they become the same good friends they were in the beginning.



Mulch Diggums

Mulch Diggums is a dwarf. The dwarfs in these books are diggers, something like gophers, who digest the dirt they remove from their tunnels and often excrete it. This causes dwarfs to be something of an unpleasant companion. However, Mulch has become a good friend to Holly and Artemis in the future, therefore it is not a surprise that they should turn to him in the past. Mulch does not know that they will eventually become friends, but is more than willing to help Holly and Artemis when they promise him a great amount of valuables he can sell on the black market.

Foaly

Foaly is a centaur who works for LEP as a type of technical expert. Foaly has invented or improved most of the technology that LEP agents use and he helps agents during missions by talking them through difficult situations or using his computers to help them with whatever they might be doing. Holly and Foaly are good friends and they work well together. Holly is working with Foaly when she learns of Artemis' troubles and Foaly helps advise them about Angelica's illness and Artemis' desire to time travel.

Young Artemis

Young Artemis is the ten year old Artemis who exists in the time period in which Artemis and Holly travel. Young Artemis is somewhat ruthless, but his ruthlessness is rooted in his fear for his father who has recently gone missing. Young Artemis has chosen to sell the lemur his mother saved to pay for an expedition that will help his father. It is a cruel thing to do since young Artemis is aware that the lemur will be killed even though, or because, it is the last of its species. However, Artemis feels that the deal is the only choice he has in the situation. When young Artemis comes into contact with Holly and his older self, he becomes fascinated by Holly and sells her to the Extinctionists as well. Young Artemis proves to be a worthy opponent to his future self and nearly destroys his older self in the process of trying to save his father.

Butler

Butler is Artemis' bodyguard. Butler exists in both the past and the future. Butler in the future is mesmerized by Opal and forced to cage Holly and the demon to stop them from interfering in Opal's plans, but when Opal tries to get him to kill young Artemis, Butler has a heart attack in his attempts to resist her commands. The Butler of the past works closely with young Artemis, helping him steal the lemur and take it to the Extinctionists. However, Butler has moral issues with the action, therefore when Holly is given to the Extinctionists as well, Butler insists on going back to help her. Although Artemis does not seem aware of it, Butler is a kind man and his moral code seems to eventually rub off on young Artemis.



Damon Kronski

Damon Kronski is the leader of the Extinctionists. Damon dislikes animals because he was once attacked by an animal as a child. Damon and his Extinctionists believe that animals who are not helpful to mankind should be destroyed. In this belief, the Extinctionists believe they have ended many animal species by destroying the last of their kind. This is why Damon wants to buy the lemur, but loses it when older Artemis and Holly cause a distraction in the souk where Damon makes the exchange. Later, Damon buys Holly to replace the lemur in the hopes of impressing his members and encourage more donations. Instead, it leads to Damon's downfall when Holly is exposed as a fraud by a trick performed by Artemis.

Opal Koboï

Opal Koboï is Artemis Fowl's nemesis. Opal is a pixie who once filled a role similar to Foaly's. However, Opal has gotten it into her head that she should become empress of the world. To this end, Opal has done many things to make herself many powerful. The last thing Opal needs to make herself powerful is the brain fluid of a lemur. However, older Artemis tricks her out of the lemur so she goes into the future and makes Artemis' mother ill in an attempt to get the lemur when older Artemis brings the lemur back to save his mother. In the end, Artemis outsmarts Opal, but then she disappears.

Angeline Fowl

Angeline Fowl is Artemis' mother. Angeline knows nothing of Artemis's secret life that is filled with fairies and other magical creatures. However, when Opal wants the lemur, she makes it appear as though Angeline is sick with a rare fairy disease, making Artemis think that he gave the illness to his mother. It is just a trick and Opal is using Angeline's body. When it is over, Angeline is left with Opal's memories and knows about Artemis's secret life.

Artemis Fowl Senior

Artemis Fowl Senior is Artemis's father. Artemis's father was once an organized crime boss, but has since become a legitimate business man committed to saving the world. However, when Artemis was ten, his father disappeared and Artemis became the man of the house, leaving him to govern his mother's spending and to begin making his own criminal deals. This led to the selling of the lemur. Artemis, the younger, was trying to save his father, but by doing so he was stopping the older Artemis from saving his mother.



Objects/Places

Omnitool

Holly finds her old omnitool among Mulch's things when he arrives to save her and Artemis from the Bentley's trunk. This tool can unlock almost any lock.

Holly's Suit

Holly wears a special suit that is designed with multiple features, including an ability to flex around her to protect her from impact.

Holly's Helmet

Holly's helmet contains something similar to a computer interface that allows her to speak to Foaly and to use certain equipment such as scans so that she can find threats or victims. Opal is wearing this helmet at the end of the novel when she goes after Artemis and the lemur.

Cessna

Artemis has a small Cessna that has been working to make completely solar-powered. Artemis escapes from his home in this plane in an attempt to draw Opal away from his mother and his friends at the end of the book.

Shuttles

Shuttles are slow moving crafts that fairies use to travel underground and among humans.

Time Stream

Holly and Artemis travel to the past through a time stream that the demon has created with magic.

Lemur

A lemur is a type of monkey. Artemis must save the last lemur of its species from himself in order to take it to the future and save his mother.



Extinctionists

The Extinctionists is a group of people who dislike animals and find pleasure in causing species of animals to become extinct. Young Artemis sells the lemur to this group.

Dublin, Ireland

Dublin, Ireland is where the Fowl estate is located.

Haven

Haven is the city underground where fairies live.



Themes

Guilt

Guilt is a major theme of the book because it is the major thing that motivates the main characters. When his mother becomes ill and Artemis learns that the cause is Spelltrophy, he is overwhelmed with guilt for two reasons. First Artemis believes he gave the illness to his mother when he used stolen fairy magic to stop his mother from questioning his three year absence. Artemis realizes as well that if he made his mother ill, that he more than likely also made his father ill when he used magic for the same purpose on him.

Artemis' guilt does not stop with the cause of the illness, however. Artemis then learns that the only cure for the illness is the brain fluid of a special lemur. It turns out that the lemur in question is extinct and that Artemis himself caused the death of the last surviving lemur. This leaves Artemis feeling as though he must do all he can to help his mother and repair his own past mistakes.

Artemis' guilt continues to grow when he lies to his friend Holly by convincing that his mother is ill because Holly once healed her. Artemis insists that it was Holly magic that is killing his mother and not his own in order to convince Holly to help him travel back in time and bring the lemur back to save his mother. Hence, guilt is a major theme of the novel.

Friendship

Friendship is an important theme of this novel because many of the friendships in this novel are important to the motivations of the characters. Artemis has not always been friends with the fairies and has, in fact, been enemies to them. However, Artemis is now good friends with the fairies and it is in this capacity that Holly and Mulch help Artemis.

Artemis' friendship with Holly is important to the overall plot of the novel because it motivates both Artemis and Holly to help one another in the attempt to save Angeline. At the same time, it is this friendship that causes Artemis' overwhelming guilt when he realizes that his line to make Holly help him was unnecessary and cruel. Finally this friendship is important because it inspires Holly to save Artemis and heal him twice in the plot while Artemis saves Holly's life once in the novel.

At the same time, there are other friendships in this novel that are important. Artemis' friendship with the demon is important because it inspires the demon to help him travel in time. Foaly's friendship with Holly inspires him to be the one desenting voice in the plan to travel back in time. The friendship between Butler and Artemis is deeply important because not only does Butler do anything Artemis asks, and save his life a few times, but young Artemis eventually begins to learn from Butler and his moral code,



eventually causing him to be the kinder, gentler young man that the reader meets in the present time. Hence, friendship is an important theme in this novel.

Compassion

Compassion is an important theme in this book because it is a character trait that many of the characters in this novel lack. Compassion is something that is severely lacking in the members of the Extinctionist group. These people feel that animals simply take up space that could be used by humans and therefore promote the destruction of many animals, causing the extinction of their species. It is this lack of compassion that leads to the near death of the lemur and the desperation that sends older Artemis back in time.

At the same time, young Artemis seems to lack compassion as well. Artemis is desperate to save his father, therefore he is willing to end an entire species in order to fund an expedition to save his father, unaware that the lemur is needed to save his mother's life in the future. However, young Artemis slowly begins to show signs of learning compassion when Holly is desperately trying to escape the Extinctionist security guards and Artemis spills his five million euros of diamonds to distract the guards. Hence, compassion is a theme of novel.



Style

Point of View

The novel is written in the third-person omniscient point of view. The author tells his story from the point of view of many characters, but most of the novel is seen through the eyes of the main character. The author often moves into the minds of other characters when something happens that Artemis either cannot be aware of or when the opinion of the other character is important to the overall plot of the novel.

The point of view of this novel works well with the plot in the fact that it tells most of the story from the point of view of Artemis Fowl, the main character, and it allow the reader to build a relationship with Artemis that makes it important what happens to Artemis. However, the author often moves into the minds of other characters without warning, often causing a jarring move that disturbs the reader's concentration. Many of these moves, in fact, are very brief and give the reader information that is important to the plot, making these moves jarring but satisfying in the overall purpose of the point of view. Hence, the point of view of this novel is appropriate to the plot.

Setting

The novel begins in Ireland where Artemis Fowl and his family live. The novel begins in the Fowl home where Angeline Fowl has become ill and no one seems able to decide what is causing her illness. The novel then moves to Helsinki and later to Morocco, following the plot of the novel. The biggest change in setting in this novel is the move from the present to a time eight years in the past. This time change creates many obstacles for the main character, creating a situation that is most important to the plot of the novel.

At the beginning, the setting of the novel is most likely familiar to most fans of the Artemis Fowl books. However, the novel quickly moves into the past and then to Morocco, a place that is hot and forbidding, adding suspense to the already suspenseful novel. The setting of this novel is important in the time change created by time travel rather than the actual location. The time travel is of great importance to the overall plot of the novel and therefore the setting of this novel creates a situation that not only houses the plot, but gives it the conflict that propels a great deal of the action. Hence, the setting of this novel works well with the plot.

Language and Meaning

The novel is set in Ireland and the writer is Irish, therefore some of the simple English in which this novel is written contains phrasing or slang that might not be familiar to the average reader. However, the language is of a simple, if somewhat sophisticated, nature that is exactly what the reader can imagine someone like Artemis Fowl might



use. The novel contains very little in the way of foreign phrases or words, but there are many words that are important to the fairy species, creating made up words that explain odd tools and items that are unique to this novel.

The language of this novel is simple and appropriate to the young audience for whom it is intended. While some of the language is made up and other parts of the language are incredibly formal, the language supports the age and intelligence of the main character, making it appropriate to the plot. There is little about the language of this novel that might confuse or distract the reader, therefore the language of this novel works well with its intended audience, its characters, and its plot.

Structure

The novel is divided into sixteen chapters, a prologue and an epilogue. The chapters differ in size, some quite long while others are exceptionally short. Each chapter is given both a number and title that is unique to that chapter. The novel is told in both narration and dialogue, showing a story to the reader rather than simply telling.

There is one main plot in the novel and several subplots. The main plot follows Artemis as he tries to save a lemur, the only thing that can save his mother from a rare illness. One subplot follows the friendship between Artemis and his fairy friend, Holly. Another subplot describes the relationship between Artemis and his brothers. Another subplot involves the relationship between young Artemis and his older self, highlighting the differences between the two personalities. All the plots come to a satisfying conclusion at the end of the novel.



Quotes

"Barely an hour north of Dublin's fair city lies the Fowl estate, where the boundaries have changed little in the past five hundred years" (Prologue, p. 7).

"Artemis did not yet have all the facts, but nonetheless he was reasonably confident that whatever was wrong with his mother could be healed with a burst of fairy magic. And he was the only human on Earth with that magic running through his system" (Chapter 1, p. 12).

"Holly couldn't help applying the phrase to Artemis' mail. So often the Irish boy manipulated people by telling them almost the truth" (Chapter 2, p. 36).

"He couldn't turn back the clock, but he knew a demon warlock who could. It was a chance. A chance" (Chapter 4, p. 51).

"This was a face that only a mother could love, and then perhaps only if her sight were failing" (Chapter 6, p. 73).

"Moving with less than its customary grace, the gorilla stumbled toward the rear of the cage, moving as though underwater, sense dulled by the Mesmer" (Chapter 7, p. 86).

"Mulch turned his back to Artemis, causally unbuttoning his bum-flap. This action was among the worst insults in a dwarf's arsenal. Second only to what was known as the Tuba, which involves a cleaning of the pipes in someone's direction. Wars have been fought over the Tuba" (Chapter 9, p. 109).

"I, Artemis Fowl, have been bamboozled by myself" (Chapter 11, p. 132).

"Artemis sighed. I did this, he realized. It's just the kind of thing I would do" (Chapter 12, p. 158).

"And it began to rain diamonds" (Chapter 13, p. 166).

"But one thing he now felt sure of was that Opal was behind this. She was behind them and in front of them. Chasing their group into her own clutches. A time paradox" (Chapter 14, p. 200).

"Fairies. Something about fairies" (Epilogue, p. 229).



Topics for Discussion

Who is Artemis Fowl? Where has he been for the last three years? What does he think of his younger brothers? Why did his parents have more children? How does Artemis feel about his parents? Why did Artemis steal fairy magic? How did Artemis end up with one eye that is blue and one hazel? Why does Artemis' mother ask why he is not seventeen? How old is Artemis?

Who is Holly? What is her job? Why does Foaly speak to her all through her mission? What is Foaly's job? What is Holly trying to do when she goes back to the humans on the Helsinki island? Why is Holly in trouble for saving the four humans? What did she save them from? What caused the incident in which Holly saves the humans? What is a kraken? How many exist in this novel?

Who is Butler? Why does he want to warn Artemis not to use magic on his mother, but does not? What is Butler's role in Artemis' life? Why does Butler agree to seek help for Artemis' mother? Does he? Why does Butler have a problem with young Artemis' desire to sell the lemur to the Extinctionists? What does Butler do about his feelings in this case? Why does Butler eventually insist on helping Holly? Why did Butler not help Holly sooner?

Who is Damon? Why does he want the lemur? What did he plan to do with the lemur? For what reason? Why does Damon agree to pay such a large price for Holly? What does Damon want to do with Holly? Why does Artemis not allow this to happen? What might have happened to Holly had Damon had his way? Why?

Who is Opal? How has she been getting nearly extinct creatures? Why is she doing this? What does Opal hope to do with the lemur? Why does Artemis become so determined to keep the lemur from Opal? How does Opal use Artemis' mother to trick him into bringing her the lemur? Does Artemis fall for Opal's tricks? How does Artemis eventually get the best of Opal? What happens to Opal?

Who is the demon? Why does he help Artemis and Holly travel in time? How does he do this? Why does the demon give Holly magic? How is this important? What is the relationship between Artemis and this demon? How are they similar? Why do you think the author created such a parallel character in this demon?

Why does Holly kiss Artemis? What does she mean by this kiss? Why does Holly become so upset about this kiss later in the novel? Why does Artemis react to the kiss the way he does? Is it the kiss that causes Artemis to tell Holly the truth about him using magic on his parents? Is it the kiss that makes Holly want to heal Artemis later in the novel? Is it the kiss that makes Artemis save Holly from Damon? What does this kiss suggest about the future of Holly and Artemis' relationship?