

# **Sir Thursday Study Guide**

**Sir Thursday by Garth Nix**

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## Plot Summary

Arthur Penhaligon's search for the Keys to the Kingdom continues. He has already uncovered the first three Keys and the first three parts of the Will of the Architect. Now he must continue his fight against the Morrow Days to uncover the remaining four Keys and Wills. For Arthur to succeed in his quest, he is forced to use sorcery. However, if he uses it too much he will become a Denizen. As such he will never be able to return to his rightful place as a mortal in his Secondary Realm.

Arthur must retrieve the Fourth Key and Will from Sir Thursday, the leader of the Army of the Architect, a Denizen who has vowed to destroy Arthur. Arthur's friends Leaf, Suzy, and Fred, will assist Arthur in securing both the Key and the Will. As Arthur is in the Great Maze trying to secure the Key and Will, his friend Leaf is back in their Secondary Realm trying to protect Arthur's family from Skinless Boy. Skinless Boy has been sent to Arthur's home Realm by Lord Sunday to destroy Arthur's family. Sunday hopes to blackmail Arthur by offering his family's safety in exchange for the Keys and the Will.

Arthur does not want to be the Rightful Heir to the Architect, but accepts his responsibilities with bravery and intelligence that reveals a maturity far beyond the age of 12.



# Prologue - Chapter 4.

## Prologue - Chapter 4. Summary

Sir Thursday is the fourth installment of Garth Nix's The Keys to the Kingdom series. 12 year old Arthur Penhaligon has already located the first three Keys and Wills of the Architect. Now he must find the Fourth. However, the Great Maze is under attack by Nithlings and a Spirit-eater has taken over his identity and is trying to kill his family.

In the Prologue, Colonel Trabizend Nage is in charge of the garrison located at Boundary Fort, inside the Great Maze. The Great Maze is cut off from the Nothing by a seven mile long tunnel. The tunnel has four gates which are never opened at the same time. The gates are made of gold, silver, bronze and Cleargate. Col. Nage is concerned that the Nithlings on the other side of the tunnel are organizing against the people inside the House and Great Maze. However, Nage's higher ups do not believe the Nithlings are capable of organizing. They have given orders to open all four of the tunnel's gates at the same time; something that has never happened before. The gates are sealed so as to control the influx of Nithlings to the Great Maze. Nithlings are thought to be unintelligent and uncontrollable. They are only admitted into the Great Maze in controlled numbers to be used for battle practice. Col. Nage tries to tell those in command that something unusual is happening with the Nithlings and that they should not let them come in the gates all at once, but no one wants to hear it. Col. Nage prepares his men to open the gates. He also warns them that they may all die.

In Chapter 1, Arthur Penhaligon and his female friend, Leaf, want to go home to their own dimension. They are on their way to the Door so that they can leave the Lower House and go home for a short visit. Arthur tells Leaf that they have to get through the Door fast before Dame Primus, the personification of the Will, finds them and persuades Arthur to stay in the Lower House. Arthur and Leaf knock on the Door and are told by the Lieutenant Keeper that Arthur is not allowed to go through the Door and visit his family at home. There is some sort of trouble beyond the door. Arthur is told that a Cocigrue, Spirit-eater, had taken Arthur's identity and place in his home world. Arthur and Leaf absorb this news as his friend Suzanne, Suzy, materializes on a Transfer Plate. Dame Primus meets Arthur as the lieutenant returns to his place through the Door. Dame Primus tells Arthur that he must come with her. They are to convene a war council. She tells him that there are Assassins in the Lower House and that Mister Monday and Grim Tuesday have been murdered.

In Chapter 2, Arthur, Leaf, and Suzy are lead to the meeting room by Dame Primus. Arthur, who has become the Rightful Heir to the Architect of Everything, is seated in the tallest chair around the huge color changing round table. He insists that Leaf be given a chair next to him. Dame Primus has given everyone a copy of the agenda, there are six thousand items to be discussed. All Arthur wants to know about is Spirit-eaters. What they are, where they came from and what they will do to his family. Dame Primus has organized the agenda alphabetically and has little patience for Arthur's questions as



they are not yet listed on the agenda. Arthur tells her to rearrange the book in order of importance and asks Dr. Scamandros to tell him what he knows about Spirit-eaters. Dame Primus is not happy; Arthur is uncomfortable exercising his power. Arthur is told that Mister Monday and Grim Tuesday were killed by powerful sorcerers and that he may be next on the list of people to kill. It is hoped that Arthur's possession of the Third Key will protect him. Arthur is told that the Spirit-eater imitating him will eventually begin to control his family's minds. He determines that Leaf should go back to the mortal world, she is mortal, and try to destroy the Spirit-eater. Arthur is not yet a full sorcerer and he doesn't wish to become one, however, the more he uses the magic in the Third Key the more he becomes a sorcerer. Once he is a full sorcerer he will no longer be able to return to the mortal world.

In Chapter 3, Dr. Scamandros gives Arthur a ring to wear that will determine how close Arthur is to turning into a Denizen, a sorcerer. Once Arthur is 6/10ths Denizen he can never be mortal again. His appearance will change making him taller and better looking. The ring determines Arthur is 4/10ths Denizen. Each time Arthur uses the magic of the Key he will become more Denizen and less mortal. Arthur uses the Key and the Atlas to find information about the Spirit-eater. He feels that it is worth the risk of using sorcery so that Leaf isn't sent after the Spirit-eater with no information. Arthur discovers that the Spirit-eater calls itself the Skinless Boy and was formed from a stolen pocket off of Arthur's school uniform. The Skinless Boy has a lair at the hospital in town and uses gray mold to contaminate those around him. Once the mold is in the victim's system, Skinless Boy will be able to control their mind through telepathy. The only way to destroy Skinless Boy is to retrieve the pocket and for Arthur to throw it in the Nothing. Leaf agrees to go to the mortal world and steal back the pocket, but she is upset to find that she won't be returning on Wednesday like she thought. She will be arriving home on Thursday and her parents will be upset because she didn't come home Wednesday night.

In Chapter 4, Sneezzer escorts Leaf to the Seven Dials where he will send her back to her own Secondary Realm. He gives Leaf more appropriate clothing and a pair of cracked gold rimmed spectacles so that she can find the Door and return to the Lower House after she destroys the Skinless Boy and retrieves Arthur's pocket. Arthur gives her the Mariner's medallion and tells her that it may be able to help her if she runs into problems. After Leaf leaves the group returns to the items on the agenda. Dame Primus reveals that the Morrow Days may be trying to destroy the universe and that Arthur will have to fight each of them for Keys 4-7. Arthur will also have to use the power of the Third Key to return the Border Sea to its original boundaries. Arthur takes a drink of his orange juice and finds a coin in his glass. The coin is a trick used by Sir Thursday to draft Arthur into the Army of the House for the next hundred years. No one seems very concerned by this except Arthur and they prepare for him to leave.

## Prologue - Chapter 4. Analysis

In the Prologue, the different classes of the book are touched upon in the Prologue. There are Nithlings, who live outside the gates of the House and Great Maze, and there



are the people inside the Great Maze. In the Great Maze there are two classes, so far, the Denizens and the Borderers. The Great Maze is protected by Boundary Fort, a military facility charged with protecting the Great Maze from the Void, the Nothing and the Nithlings.

In Chapter 1, Arthur is trying to return home to see his family before he undertakes an unidentified task. Arthur is in the middle of a task which will unfold as the story continues. Leaf and Suzy are his friends, but it is not clear how he knows them or how they are involved in the story. Dame Primus feels that Arthur is an important person, but she does not feel the same way about Leaf. It seems that Arthur and Leaf both belong to the same world, and that they are both outsiders to the world in which the Lower House resides. Suzy seems to belong in the same world as Dame Primus.

In Chapter 2, Arthur describes Dame Primus as a scary school teacher. She is stern and is clearly used to being in charge. She doesn't like that Arthur tries to change the way things are supposed to be run. She is also having a hard time giving up power to Arthur. Arthur is having a difficult time accepting and using his power. He is young and is not familiar with all of the things everyone else knows. As a result, he needs information and guidance frequently. This is frustrating for Arthur as it seems like he is being forced to play a game where he hasn't been given the rules. Leaf and Arthur are both mortals, but Leaf is given no respect from Dame Primus. Dame Primus goes out of her way to let Leaf know she is neither welcome nor respected.

In Chapter 3, Arthur does not want to become a sorcerer and considers it to be a sort of contamination. This view is insulting to those around him, but they do not say much about it. Arthur also suggests that he is the Heir only by accident and that he is sure Dame Primus has others who can take his place. No one argues this idea with Arthur, but it seems that they do not agree with him either. There is information that Arthur isn't being told. It is also revealed that the Architect is a female who created the House and other realms (like the mortal one) out of the Nothing. Her creations are ordered according to importance, with the Denizens in the House being at the top.

In Chapter 4, Arthur is terrified that the universe may be destroyed. He is willing to use the power of the Third Key to prevent the destruction, even if that means he will turn into a Denizen with sorcerer's powers. However, he is not happy with being drafted into the Army of the House. Arthur is angered by the draft and by the attitudes of those around the table. They seem to feel that there is nothing that can be done to keep Arthur from the Army. They also don't care that he is upset about not being able to return to his own Realm or see his family again. Arthur vows to fight instead of allowing himself to be taken into the Army. Suzy vows to fight with him.



# Chapter 5 - Chapter 9.

## Chapter 5 - Chapter 9. Summary

In Chapter 5, before letting the recruiter in to get Arthur, Arthur hands the Third Key over to Dame Primus so she can contain the Border Sea. If Arthur keeps the Key and the Atlas for protection they will be confiscated by Sir Thursday (who has the Fourth Key). Dame Primus already has the first three parts of the Will of the Architect and now will also have the first three Keys. She tells Arthur they will continue looking for the fourth Will and Key and they will try to get him out of the Army as soon as they can. Crosshaw, the recruiter, comes in and gives Arthur his paperwork. This effectively turns him into a recruit. Suzy tries to volunteer for the Army so she can go with him, but is turned down. Arthur is lead away to the Army at Fort Transformation.

In Chapter 6, Leaf and Sneezer are in the Seven Dials preparing her for her return to her world. Sneezer sets the clock so that Leaf can take a look at the situation in her world before she goes. She is able to see the Skinless Boy lying in a hospital bed. A doctor comes in and is surprised to see that the cast on Boy's leg has melted into his skin. Before the doctor can call for assistance, Skinless Boy kills him and throws his body in a closet. Then the fake Arthur leaves the hospital room. Leaf returns to her world an hour and a half after Skinless Boy kills the doctor. The jump through the Seven Dials leaves her feeling sick and disoriented. Leaf immediately notices that things are different at the hospital than they were when she left sixteen hours earlier. Her family had been quarantined at the hospital due to a bout of Sleepy Plague, but now there are more guards and her family is gone. A guard catches Leaf and tells her to go back to the first floor. When she reaches the first floor she asks a nurse what is going on. Dr. Penhalion, Arthur's mother, has been attacked by a new virus. They think terrorists may be behind the virus. She has had herself quarantined and the biohazard team is investigating. Leaf realizes that Dr. Penhalion has probably seen the gray mold placed on her by Skinless Boy. Leaf sees Skinless Boy touching and contaminating people as he walks down a corridor.

In Chapter 7, Arthur and the recruiter arrive at the Army compound and are met by Sergeant Helve, a tall and loud man. Crosshaw pulls Helve aside and tells him of Arthur's special circumstances, then leaves Arthur with Helve. Helve lets Arthur know that he will not be given special treatment because it is bad for moral and for the other soldiers. Off the record, he tells Arthur he realizes the boy is a political recruit of some kind and he tells Arthur that he should use another name while in Army training. They agree on the name Ray Green. Helve then points Arthur toward Corporal Axeforth in the barracks. Arthur arrives late and is told to watch the demonstration. The other recruits are Denizens, except for one other boy. All the recruits are tall, but not over six foot.

In Chapter 8, Leaf follows the Skinless Boy down the corridor through a series of metal doors which have been twisted off their hinges. As she follows him, he looks back and sees her. The Skinless Boy begins to chase Leaf down the stairs. She takes the stairs



two at a time and realizes that she has nowhere to go when she reaches the bottom. As she realizes this, she trips and falls down the remaining stairs. Before she loses consciousness she sees the Skinless Boy walking toward her. Leaf wakes up to the noise of the intercom telling people to go to report themselves if they have gray spots. Anyone trying to leave the quarantine will be shot and burned. Leaf has hurt her neck and is very weak. As she regains consciousness she remembers what happened. She looks at the back of her hand and realizes she has been infected with the mold. It is only a matter of time before the Skinless Boy can read her mind. Leaf searches the corridor and enters a room in which the sign has been taken off. She finds a woman guarding the room. The woman is being controlled by Skinless Boy. Leaf begins to throw things at the woman, who is weak, and puts on the glasses Dr. Samandros gave her. She can now identify the location of the pocket in the linen closet. Leaf grabs the pocket and runs, hearing the Boy tell her that it is only a matter of time before he controls her too.

In Chapter 9, Arthur has made a new friend and confidant in his platoon. Fred Initial Numbers Gold, or Fred, is the other Piper's child in the platoon. Fred arrived at the barracks the day before Arthur and is helping Arthur get acclimated to his new role. Fred helps Arthur understand how the platoon is structured and what it is they need to do to keep Helve from yelling at them. The two boys practice marching until they are interrupted by Helve who works all the new recruits until they are exhausted. Fred tells Arthur that he hasn't had mail in two years because the mail has been disrupted by problems in the Lower House. Arthur realizes that Fred doesn't know Monday has died, but can't tell him the news without permission. Fred and Arthur go to check the schedules and learn they are set to meet with Bathroom Administration the next day. Fred tells Arthur this is a bad thing; it means they will be cleaned between the ears.

## Chapter 5 - Chapter 9. Analysis

In Chapter 5, as Arthur gives Dame Primus the Key he notices how she has grown taller, more powerful and more beautiful with each Will and Key she receives. He also thinks that she would be happy if he were in the Army for a hundred years where he will be out of the way and safe. It is revealed that Suzy has somehow had her brainwashed and no longer has memories of her past. Crosshaw calls her a Piper's child, but it is uncertain what this means.

In Chapter 6, the point of view has now switched to focus on Leaf. Now Leaf's actions and thoughts are being chronicled by the narrator. Leaf is determined to get rid of Skinless Boy and return to the House with Arthur's pocket as soon as she can.

In Chapter 7, Arthur arrives at the Army camp to find that he will not be allowed the special treatment he was expecting. Corporal Axeforth does realize that Arthur is special and offers him the protection of a fake name while he is in basic training. It seems that there is another Piper's child in the barracks with Arthur, but they have yet to be introduced.





In Chapter 8, Leaf has now been infected by the mold. She must find a way to escape quarantine at the hospital and find the Door to the House before the Boy controls her completely. The Boy is in the process of infecting the staff at the hospital and will soon have an army at his disposal.

In Chapter 9, Arthur is not used to the physical activity required of new recruits and needs Fred's encouragement to keep going. Helve seems to want to push Arthur to his limit, but it doesn't seem to be due to who he is. Helve is hard on all the recruits. Arthur is amazed that Fred is two years behind on news from the House and wants to tell his friend what has been happening. However, Arthur is not sure at this point who he can trust.



# Chapter 10 - Chapter 14.

## Chapter 10 - Chapter 14. Summary

In Chapter 10, Leaf walks down the corridor trying to find a place to hide from the Boy and to recover some of her strength. She is still in pain from her fall down the stairs. She finds an unlocked laundry room, enters and locks herself inside. Once there she picks up the phone and calls her brother, Ed. Leaf tries to explain what is going on to Ed, but he thinks she has hurt her head and isn't making sense. Ed hands the phone to Leaf's father and Leaf hangs up. Minutes later there are men in the corridor looking for her. Leaf looks for a place to hide and finds a huge pipe that was used to pipe water into the building. The pipe is open where repairmen had been working. She crawls into the pipe and begins to slide downward. Leaf realizes that she will eventually slide down into water and begins to panic. At the last minute she slides past another open panel and manages to climb out of the pipe before she hits water. Leaf finds herself in the bowels of the building and begins to crawl away from the pipe.

In Chapter 11, Fred tells Arthur that there is no way to escape being cleaned between the ears. When a person is cleaned they forget everything they know. Sometimes even their name. Fred suggests they write down important things, like their name and favorite color, in the hopes that it will help them regain memories after their cleaning. Fred thinks Arthur must have been cleaned lately if he forgot all of this information about cleaning. Arthur realizes he can't escape the cleaning and begins to write. However, he isn't sure what to write down in case the writing is discovered. He writes down his fake name and the names of his friends. Fred tells Arthur that a coin under the tongue or salt in the nose is supposed to help a person keep their memory, but they have neither. The boys go to perform their morning shave and cleaning and decide to hide in the bathroom. The bathroom disappears after the last person is finished and they are hoping to disappear with the room until the next day. Their plan doesn't work. The Bathroom Attendants find them and proceed to clean them between the ears. At the last minute, Arthur remembers the silver ring he was given in the House and puts it in his mouth. Then everything goes dark.

In Chapter 12, Leaf crawls through the underground sewer leading from the hospital. About a mile down the road she pops up into the street through a manhole. The street is quiet and empty. Leaf looks back at the hospital with the glasses on and discovers a building floating above the hospital. It is the House and the location of the Front Door. She realizes that she has to go back to the hospital to return through the Door. Leaf climbs out of the manhole and is called to by an old woman. Sylvie tells her to come inside and cleans her wounds. Sylvie tells Leaf that the city is under quarantine because of a biochemical terrorist attack at the hospital. On the news, Leaf watches a biohazard team shoot and burn people who have been infected by the mold. Leaf wants to leave but the woman won't let her. She has the woman put on the glasses and tells her to look at the hospital. Leaf hopes that the woman will believe her story after she sees the House above the hospital.



In Chapter 13, Lieutenant Corbie is on the Border fighting against the Nithlings. He is watching as hundreds of Nithlings move into the Maze. As he watches them through his telescope he realizes they have a new weapon. It is a large, long spike made by sorcery. Corbie realizes that the Nithlings are positioning it at the five hundred/five hundred square. If the Nithlings understand how the squares move and where they will be positioned (the Maze is patterned like a chess board) then they must be receiving intelligence from someone inside the Maze. Corbie immediately reports the information to Sir Thursday's agents.

In Chapter 14, it has been six weeks since the cleaning between the ears. Fred and Arthur are no closer to remembering their past lives than they were when they woke up after the cleaning. In fact, Arthur believes that his name is Ray Green. He knows he is supposed to remember something important, but he can't seem to figure out what it is. Arthur has spent the past six weeks learning everything he can about the Army. As a result his platoon looks to him as their leader. He and Fred are watching the horizon when they see several hundred Nithlings marching toward the camp. Colonel Helve sees them too and tells the camp they are under attack. The Army gets dressed and prepares to do battle with the Nithlings. Arthur remembers his name as the battle begins.

## **Chapter 10 - Chapter 14. Analysis**

In Chapter 10, Leaf has no means of escape and no one to help her. Now that she has been infected by the mold her time to help Arthur is quickly running out. Escaping the hospital is dangerous and may just get her killed. However, waiting to become mind-controlled by Skinless Boy is not an option for her either. Leaf is a courageous girl and decides to take a chance by escaping through a water pipe not knowing if there will be water in the pipe or where the pipe will lead.

In Chapter 11, Arthur is hindered by what he doesn't know about the world he is in. It seems that someone could have informed him of possible dangers before he left for the Army, but for some reason certain information has been withheld from him. Arthur survives on his wits and with the help of friends like Fred. Fred is a kind person who finds strength in Arthur's confidence. Together they try to hide from their cleaning fate and stand up to Frloimel, the platoon bully.

In Chapter 12, Leaf is trying her hardest to help Arthur despite her infection and injuries. She thought the Door was going to be at Arthur's house only to realize that it was at the hospital. Now she must break back into the quarantined building in order to return the pocket to the House and Arthur.

Chapter 13 is the continuation of the Prologue. The Nithlings have organized and are beginning to invade the Great Maze. They are organizing for an attack on the Maze. However, Nithlings are made of Nothing and are not intelligent enough to organize a full-scale war. Lieutenant Corbie realizes that they are receiving help from a sorcerer inside the Maze.



In Chapter 14, it seems that Arthur's memories are lost. Even the notes he wrote for himself aren't helping him to regain his memory. In the days immediately after the cleaning, Arthur and Fred even had to learn how to read and write again. The Nithling army spotted in Chapter 13 is now advancing on the Army recruiting camp. The battle has begun. It has been implied that Sir Thursday may be helping to organize the Nithlings. However, if he is the antagonist, it is not clear why he hasn't made a more obvious attempt to kill Arthur.



# Chapter 15 - Chapter 19.

## Chapter 15 - Chapter 19. Summary

In Chapter 15, Sylvie tells Leaf that she can see the House and asks if it is real or is a trick of the glasses. Leaf tells her it is real and explains a little of what is going on with the mold and why she must get to the House. Leaf decides to go to Arthur's house and use his special phone to call Dame Primus for help because she won't be able to get back into the quarantines hospital. Sylvie wants to help Leaf, but she doesn't seem too surprised about the information Leaf has given her. Leaf wants Sylvie to call the police or an ambulance and hopes that she can hijack one of their vehicles when they come to the house. Sylvie has a medical alert button and comes up with a plan to call an ambulance so they can take it over. The ambulance comes and Sylvie takes charge. Leaf can't tell if Sylvie is acting to help her or if the old woman has gone a little crazy. Sylvie pretends to have a heart problem and she and Leaf are put into the ambulance to go to a hospital that is not under quarantine. Once inside Sylvie takes out a syringe and tells the medics she will inject them with poison if they don't drive them to where they want to go. Leaf has Sylvie take them to Arthur's house. Sylvie tells Leaf to get out and pick flowers. Leaf gets into Arthur's room and uses a special phone to call Dame Primus for help. She is told that Dame Primus is unavailable.

In Chapter 16, the battle is terrible and Arthur is surrounded by death, noise and confusion. In the end the Nithlings are pushed back to the desert tile they arrived on and the tile is moved. There are wounded and dead from both sides. The platoon is given an early mail call as a reward for their service. Everyone is also given a ration of rum, except for Arthur and Fred. The boys wonder what will happen now and are told to brace themselves for another battle soon. At mail call Arthur receives a note from Saturday. The note tells him that his family is under the control of Saturday's agent and if Arthur doesn't hand over the Key their memories will be erased and he will no longer have a home in the mortal world. Arthur can't remember his family and thinks the note is a hoax of some sort.

In Chapter 17, Leaf is being taken over by the Boy. To her horror, her limbs are not obeying her and she is unable to speak without effort. Her head is aching as the Boy probes her brain for control. Leaf tells the person on the other end of the phone that she will not leave a message for Primus. Instead she asks to be put through to Suzy. Suzy comes on the line and tells Dr. Scamandros to turn the Dials and send her to Arthur's house. Leaf tells her to hurry. The door opens and Arthur's sister, Michaeli, comes in. She demands to know who Leaf is. Leaf tells her she is a friend of Arthur and that she has the Grayspots. Michaeli is about to call the police when Suzy shows up in a yellow wig with wings "borrowed" from Dame Primus' dressing room. Michaeli is confused and awed. Leaf gives the pocket to Suzy and tells her to get it to Arthur. Suzy tells Michaeli to get Sylvie from the ambulance and tell her that Leaf needs help. Suzy hits Leaf on the shoulder with a truncheon and knocks her unconscious, then she heads to the roof. Suzy jumps off the roof and flies to the House. However, before she can get to the Front



Door she encounters three Nithlings who are guarding the door. They have yet to see Suzy because they are preoccupied playing chicken with a human helicopter. The Nithlings have been created by the same person who created the Boy.

In Chapter 18, Arthur and Fred have received battlefield promotions and are now Troopers for the GHQ (General headquarters). A Troop Lieutenant Jarrow comes to pick them up at mail call and takes them for six hours of exhausting Not-Horse training. Arthur is almost asleep on his feet by the time they are finished. The boys are then handed off to another person for training and another to take them to GHQ. Fred is told to ride his Not-Horse for the journey and Arthur is put into a sack on his horse so he can sleep. Arthur wakes rested to find Fred sore and crabby. While asleep Arthur dreams that he has grown taller and the ring on his finger has turned entirely gold. He also dreams that Searchers have torn the pocket off of his shirt and taken The Compleat Atlas of the house from him. He wakes up with memories of his past. The Troop Lieutenant taking them to GHQ tells the boys that the New Nithlings (now called this because of their new abilities) may come for them. He tells them which square the GHQ is located on in case they are separated. It is just in time because the New Nithlings have come after them.

In Chapter 19, the Nithlings guarding the Door are too busy playing with the airplane to notice Suzy until it is too late. Suzy pulls in her wings and drives herself head first, at full speed, through the Door. Once inside she is suspended in darkness. She isn't sure where she is, but she expected to land in the House at Doorstop Hill. Suzy calls for the Lieutenant Keeper of the Door and sits to eat a sandwich she has kept under her hat. She is interrupted by a silver dressed, silver tongued Denizen who compels her to hand over the pocket. The Denizen is Superior Saturday's Dusk. Before Dusk can grab the pocket, Lieutenant Keeper strikes him and they begin to battle. Suzy watches, uncertain who will win. Lieutenant Keeper wins by sending Saturday's Dusk through a portal. He then tells Suzy to pick where she wants to go before the Dusk comes back. Suzy chooses to go to Sir Thursday's Citadel at Star Fort in the Great Maze so she can find Arthur and help him send the pocket to the Nothing. Keeper warns her that she may not be able to return as the Nithlings are attacking. Suzy understands this and goes through the door to the Citadel. Before she leaves, Keeper takes her wings.

## **Chapter 15 - Chapter 19. Analysis**

In Chapter 15, Leaf isn't sure if Sylvie is trying to help her or if the old woman is completely out of her mind. She is a little worried that Sylvie might harm one of the ambulance medics. Dame Primus does not take Leaf's call when she finally gets to Arthur's house. It is unclear if Dame Arthur is really unavailable or if she just refuses to acknowledge Leaf, whom she considers inferior.

In Chapter 16, Saturday's threatening note backfires when Arthur can't remember his mortal family. As a Piper's child, Arthur is convinced his family is already dead.



In Chapter 17, Leaf is losing control of her own body and the Boy can now see through her eyes. She gives the pocket to Suzy so that Suzy can complete the mission and take the pocket through the Front Door and to Arthur. The tension in the plot is beginning to build and the novel's pacing is picking up. Things are moving more quickly toward the climax.

In Chapter 18, Arthur's memory is in the process of returning and he is remembering pieces of his past. He and Fred have been promoted to the GHQ and Arthur thinks it is because Sir Thursday now knows he is in the Army posing as a Piper's child. All Piper's children in the Army have been summoned. Fred still doesn't know who Arthur really is.

In Chapter 19, Suzy has had a chance to witness some of the rivalry and politics that have been going on behind the scenes in the House. She is told by Keeper that he and Saturday's Noon have been fighting each other for a while. She is also told that Saturdays' people are sneaky and don't obey rules.



# Chapter 20 - Chapter 24.

## Chapter 20 - Chapter 24. Summary

In Chapter 20, Arthur and Fred are still being led to the GHQ by Troop Lieutenant Jarrow. They outrun the New Nithlings and stop their Not-Horses for the night, sleeping on the ground. Jarrow tells the boys they will be at the Citadel in the afternoon. Along the way he teaches them how to tell the boundaries of the tiles. Mostly the border tiles can be determined by their yellowing plants and trees. The tiles shift at certain times and their new positions can be determined using a Ephemeris. He also tells the boys that things at the Citadel have been confusing since Tuesday was replaced by Lord Arthur. At the mention of his name, Arthur remembers everything. He also remembers Saturday's note which threatened his family. They resume their travel in the morning where they come upon a water defense across from the Citadel. There is a smokescreen around the Citadel, indicating an attack of some kind. The smoke prevents Jarrow from sending a message to the fort. He, Arthur and Fred build a raft to float across the water defense and enter the Citadel. As they are drifting across the water, the tiles change and Jarrow tells the boys to jump in the water.

In Chapter 21, as the three emerge from the water they notice that the tiles did not shift and change as they were supposed to. If the tiles have stopped shifting, then something is very wrong in the Great Maze. Jarrow puts the boys back on the raft and they row into the Citadel. Once inside they change and the boys are told to join the other Piper's children in the hall. Arthur and Fred are the last to arrive and get into formation. There are about twenty children there. One of the soldiers is Suzy. Arthur is surprised to see her, but they are stopped from talking by the arrival of Sir Thursday and another officer. Thursday tells the group that a big spike of stabilized Nothing has been placed at the center of the Maze on tile five hundred/five hundred. The rest of the tiles are unable to shift and move as a result. The spike was placed by New Nothings who have had help from a traitor inside the Citadel. Sir Thursday is very angry about this. His plan is to take the Improbable Stair to the tile and destroy the spike then return via the Stair. Denizens can't use the stair, only Piper's children. Thursday would like 12 children to volunteer.

In Chapter 22, Arthur, Fred, Suzy, and ten others step forward when Thursday asks for volunteers. Since Arthur is the first to volunteer, he is made second in command of the mission. They are led from the room and Thursday leads Arthur to another room where they can speak in private. He tells Arthur that he was surprised that Arthur was drafted. Now that he is in the Army, Thursday must obey certain rules, but so must Arthur. Thursday orders Arthur not to look for or take the Will or the Fourth Key. Because Arthur is a soldier, he must obey Thursday as his superior officer. Thursday tells Arthur that he is tired of guarding the will and is only doing it because Sunday ordered him to when the Architect disappeared thousands of years ago. Thursday says that he is a soldier and must follow orders. However, he is tired of always having to guard against the Will trying to escape. As Arthur leaves the Will contacts him through telepathy and tells him it is





attached to the key. Arthur thinks the Will and the Key may be part of the badge on Thursday's hat.

In Chapter 23, as the platoon gets ready for their mission on the Improbable Stair, Arthur motions for Suzy to follow him behind a rack of supplies. She tells him that she has his pocket and suggests he destroy it with one of the weapons that contain Nothing. Arthur asks how his family and Leaf are, but Suzy tells him she isn't certain. Arthur wants the details but knows they will have to wait until later. He tells Suzy about his conversation with Thursday. He also tells her that the Will can escape if Thursday is distracted. However, being under direct orders, Arthur can't be the person to cause the distraction. He also thinks the Will can help to free the Key once it has escaped. Arthur tells Suzy the Will can't be freed until after they destroy the spike, otherwise the New Nothings can't be stopped. Suzy agrees to be the person to cause the distraction. Arthur also wonders if the New Nothings can be negotiated with, an idea Suzy thinks is crazy. Thursday calls for the group to get ready and tells them that he will lead and Arthur will be the last in line. All soldiers are to hold onto the person in front of them and are to let go under no circumstances. If someone lets go and falls off the Stair there is no way to know where they will land.

In Chapter 24, Sir Thursday gives the command and the group begins to climb the Improbable Stair. Each person disappears into the stair until Arthur is the last to go. He has been on the Stair before, with Suzy, but the Stair looks different now. The group emerges on the other side in front of the spike. Sir Thursday begins to attack the spike as the group begins to fend off an attack by the New Nithlings. They are in the heat of battle when a high pitched note played by a flute stops everything. The note freezes the Piper's children and they are unable to move. Everyone except Arthur. The Nithlings seem to be retreating when one of their own walks through them playing the flute. Sir Thursday screams at the Nithling and then begins to kill the Piper's children with his sword. It becomes clear to Arthur that Sir Thursday and the New Nithlings planned this as a way to kill Arthur and the others. Arthur takes the pocket out and throws it onto the spike. The spike is made of Nothing and will be able to destroy the Skinless Boy if the pocket is destroyed, thus saving Arthur's family. As Arthur prepares to throw the pocket, Thursday begins to disappear back into the Stair. Arthur throws the pocket and jumps on Thursday's back at the same time.

## **Chapter 20 - Chapter 24. Analysis**

In Chapter 20, Arthur finally fully remembers his past and his identity. He understands that Thursday may kill him. Arthur also wonders why Thursday would summon all the Piper's children to the Citadel; is it possible Thursday doesn't know where Arthur is located in the Army? Arthur decides not to confide in Fred because he is afraid that the knowledge of his true identity may put Fred in danger. Arthur also remembers the note sent to him during mail call and wonders what is happening to his family.

In Chapter 21, Thursday is very angry that there is a traitor in the Citadel. His anger makes it unclear if he is really the person out to harm Lord Arthur. Thursday and Arthur



do not directly acknowledge each other, but Arthur fears that Thursday is setting him up for something. Suzy has come to give Arthur the pocket, but is unable to tell him she has it before Thursday arrives.

In Chapter 22, Arthur and Thursday are at a stalemate. Both are limited in what they can do to each other by their positions in the army. Thursday tells Arthur that he can't hurt him, but he also orders Arthur to leave the Will and Key alone. If Arthur decides to disobey this direct order the penalty is death. Arthur doesn't think too much about this because he is convinced Thursday is going to try to get him killed on the mission to the Improbable Stair and tile five hundred/five hundred. He also thinks the rest of the Piper's children will resent him when they find out he is their superior but has less training, experience and rank than they do.

In Chapter 23, Arthur has come up with a plan to free the Will and the Key without directly disobeying orders. He is also beginning to think that the New Nithlings may be motivated to attack the Maze by their own needs. He thinks it would be a good idea to talk to the New Nithlings and find out what they want. However, the spike must be destroyed before anything else can be done. Arthur inspects the troops before they leave, but is unaccustomed to being in command and feels unqualified to be in charge.

In Chapter 24, Arthur and his fellow Piper's children have been betrayed by Thursday and will most certainly die. Thursday screams that he has been betrayed by the Nithlings, but it is not quite clear how they have betrayed him. Arthur is willing to sacrifice himself to save his family from Skinless Boy and to try to set the Will free. The subplot surrounding the pocket has been resolved.



# Chapter 25 - Chapter 30.

## Chapter 25 - Chapter 30. Summary

In Chapter 25, Sir Thursday began to climb the Stairs with Arthur hanging on to his back. He tries to throw Arthur off, but can't without throwing them both off of the Stairs. Arthur tells Thursday to get off of the Stairs at the briefing room in the Citadel. He warns Thursday that if they do not get off at the briefing room, he will throw them off the stairs. Thursday does as asked and they end up in a room of soldiers. Thursday commands them to hold Arthur and to kill the Piper's children. Arthur shouts that Thursday is a traitor and that Arthur has the right to be heard. Thursday refuses to allow Arthur to be heard, but is stopped by his three Marshals: Dawn, Dusk and Noon. The Will tells Arthur to distract Thursday by making him angry. Before Arthur can do more, Thursday punches him and again insists he is to be killed. The Marshals stop Thursday from killing Arthur causing Thursday to fly into a rage. The Will, in the form of a serpent, dislodges itself from Thursday's sword hilt and goes to Arthur, bringing the key with it. Arthur takes possession of the Will, but it is uncertain that the soldiers will follow him instead of Thursday unless Arthur immobilizes Thursday by using the Key.

In Chapter 26, Arthur uses the power of the Key to immobilize and demote Thursday who is then taken into custody. Arthur then tells those in the room that he plans to try and negotiate with the New Nithlings. Everyone is surprised by this plan because they are not used to Nithlings being intelligent enough to negotiate with. Arthur thinks about the Piper's children still frozen by the spike and decides that they will be ok. The Piper himself is the person who was blowing the flute that froze them and leading the New Nithlings. Arthur thinks about what he knows of the Piper. That the Piper is one of the three children born of the Old One and the Architect and his older brother is Lord Sunday, but that is all he can remember about the Piper. Arthur calls Primus and requests she send all important people from each of the houses. He intends to take them all with him when he meets the New Nithlings.

In Chapter 27, Arthur and the others gather at the top of the Citadel where they can look out on the New Nithling army. The army is huge and there is no guarantee they will talk with Arthur. In fact, they may kill him. Arthur decides to go directly to the army and ask to talk with the Piper. If the Piper isn't there it will buy more time for Primus and her reinforcements to arrive. Noon, Dusk and Dawn prepare Arthur as they best can and he leaves for the meeting. The Piper meets Arthur in the field and tells Arthur he is the Piper and is the Rightful Heir to the House.

In Chapter 28, Arthur tells the Piper that he has been chosen by the Will of the Architect to be the Heir. The Piper tells him this is only because he couldn't be found. His brother, Sunday, threw him into the Nothing. Now the Piper wears a mask and cape because his body was eaten away by the Nothing. The Piper built a world for himself in the Nothing and plotted how to return to the House. It was during that time he created the New Nithlings, not Denizen but not mortal either. The Piper asks Arthur to hand over the



Keys and to return to his world where he belongs. The Will tells the Piper that he is not the Heir and that he is now a traitor. The Will insists Arthur is the Heir and points out Sunday threw Piper into the Nothing because he tried to free his father the Old One. Arthur wants to know if the Piper will stop the House from interfering in the Secondary Realms if he is the Heir. The Piper tells him, "no." The Will spits acid into the Piper's mask and Arthur takes off running to the Citadel. When they arrive he banishes the Will from his sight for causing more trouble. War is now unavoidable.

In Chapter 29, Arthur and the others prepare for war. He tries to call Primus and the others, but there is no answer in the Lower House. As they prepare for battle, Arthur notices that the tiles are shifting again. When he threw the sorcerous pocket at the spike it destroyed both the pocket and the spike. Arthur decides that he must use the Key to defeat the Nithlings, even if it means never returning to his Realm. The Denizens arrive to help the fight, five thousand of them. Dame Primus has arrived and uses the Keys to fight the New Nithlings. Arthur is awed by the power they wield. Her use of the Keys prevents hm from having to use the key he has. Arthur calls for his fighters to let the Piper's army retreat. He decides the Piper will either wait and fight another day or will negotiate the next time. The battle is over. Arthur looks at the ring on his finger, it is one-half gold. He is almost a Denizen.

In Chapter 30, Leaf awakens in a hospital with a woman in a hazmat suit holding a bucket for her as she throws up fluid. She has been unconscious in the hospital for a week. The nurse tells her the terrorist was killed and that Leaf has been given a cure. Leaf realizes that Suzy and Arthur must have successfully destroyed the pocket if she is still alive. Leaf asks where her parents are and the nurse says she will go and check. As the nurse leaves she tells Leaf that today is Friday and that the doctor, Lady Friday will be in to see her shortly.

## Chapter 25 - Chapter 30. Analysis

In Chapter 25, Arthur, Thursday and the soldiers in the room are at a stand off. It is clear that the soldiers are confused by what is going on. Even though Arthur claims that he is the Heir to the Will of the Architect, unless he is willing to use the sorcery in the Key the soldiers may not follow him. Thursday uses their uncertainty to claim that Arthur isn't what he claims to be.

Chapters 25 and 26 represent the climax of the main plot and storyline. Arthur is showing his confidence and his skills as a leader. He is not allowing Thursday or the Will to make decisions for him and he is trying to think of a plan that will save everyone. Even if the plan causes him to use sorcery and ultimately stop being a mortal. Arthur remembers some things his brother, a soldier, taught him about war. Mainly armies often fight a new war in the same way they fought an old one. Arthur recognizes the need to acknowledge that the New Nithlings are different than the old ones and must be handled in a different way.



In Chapter 27, before Arthur leaves he gets assurances from the soldiers that no one will be harmed unless he gives the orders. He also tells the Will that he will not try Sir Thursday in court until the New Nithling attack is under control. As Arthur takes the field he wonders if Skinless Boy has been destroyed or if he wasn't able to throw the pocket far enough to reach the Nothing spike. If that is the case he hopes he can get the pocket back from the Piper.

In Chapter 28, Arthur now understands why the New Nithling army was created. As much as he would like to hand the Keys and the Heir over to the Piper he can't. The Piper does not care for the welfare of the beings that inhabit the Architect's Secondary Realms. If things are going to be put back the way they should be, it is Arthur who must do it. He doesn't want to fight and he doesn't want to be the Heir, but he has no choice. After the Will spits acid at the Piper, war is now unavoidable.

In Chapter 29, Arthur is ready to do whatever he must do to win the war. Again, even if this means sacrificing the things he holds dear. However, he is saved from having to use sorcery when Dame Primus shows up and uses the powers of the first three keys to defend the Citadel. Arthur is relieved the battle is over, but knows that there is more to come if he is to retrieve the final three keys. The rest of the subplots are resolved as this chapter closes. However, it is obvious that the story will continue.

In Chapter 30, Leaf is awake and knows that the world has been saved. However, the reader is left with a cliffhanger when Leaf is told that the doctor, Lady Friday, will be in shortly to see her.



# Characters

## Arthur Penhalion.

Arthur Penhalion is a 12-year-old boy who has been named the Rightful Heir to the Architect in the House. He is reluctant to accept the position and is not well informed as to what he is supposed to do as the Heir. Arthur must fight the Morrow Days in order to recover the seven Keys and seven parts of the Will of the Architect. He must also try to figure out the new world he is experiencing. Arthur is a mortal from a Secondary Realm. However, the more he uses the Keys, the closer he comes to being an immortal Denizen and permanent resident of the House.

## Leaf.

Leaf is a girl who is about Arthur's age. She is from the same Secondary Realm as Arthur. Leaf has a brother, Ed, and is a brave girl who wants to help Arthur save the Secondary Realm. They have had a previous adventure together. She is not highly regarded by Dame Primus or the other Denizens in the House. However, Leaf is brave and proves herself willing to fight to help Arthur.

## Suzanna Turquoise Blue

Suzy is also a friend of Arthur. She is not a Denizen, but a Piper's child. Suzy has been alive for hundreds of years and was in the Army of the Architect at one time. However, Suzy has been "cleaned between the ears" and can't remember large parts of her life. She is willing to do what she has to in order to help Arthur in his quest. She is also someone who knows about the House and is willing to help Arthur understand things he isn't familiar with. Suzy is not afraid to disobey orders and enjoys upsetting Dame Primus.

## Fred Initial Number Gold.

Fred is a Piper's child who is drafted into the Army of the Architect the day before Arthur. He and Arthur become friends and Fred supports Arthur on his quest, even though Fred is not aware that Arthur is the Heir to the Will. Fred is a brave friend who is willing to do what he has to in order to support his friend.

## Dame Primus.

Dame Primus is in charge of the Lower House. She is a powerful, tall Denizen who holds the parts of the Will and Keys for Arthur. Dame Primus is on Arthur's side, but does not go out of her way to help him. She knows the rules of the House, but is not so



willing to share the rules with Arthur. She is a snob who enjoys making Arthur feel inferior. She also likes to ignore Leif and insult Suzy. Dame Primus does not like to listen to Arthur, as she feels she knows more than he does.

## **Sir Thursday.**

Sir Thursday is one of the Morrow Days and a Trustee of the Key. He is trying to keep the Key and the Will away from Arthur. Thursday would like to destroy Arthur, but can't because Arthur is under his command in the Army. Sir Thursday devises a plan to trap Arthur and destroy him. Arthur eventually retrieves the Key and Will from Thursday, demotes him and takes over as commander of the Army of the Architect. Sir Thursday represents the sin of Wrath.

## **The Piper.**

The Piper is the son of the Old One and the Architect. He is one of the three sons they had via a surrogate mother. The Piper was banished to the Nothing by his brother, Sunday. He spent seven hundred years in the Nothing creating an army of New Nithlings and plotting his revenge. The Piper feels that he is the Rightful Heir to the Architect.

## **Dr. Scamandros.**

Dr. Scamandros is a Denizen who is willing to help Arthur even if it displeases Dame Primus. Scamandros also helps Leaf when she goes after the Skinless Boy.

## **Sneezer.**

Sneezer is the Denizen in charge of the Seven Dials. He sends both Leaf and Suzy to Arthur's Realm to find the pocket and defeat Skinless boy.

## **Sylvie.**

Sylvie is an elderly woman who helps Leaf. She finds Leaf in the street when the city is under quarantine. Sylvie helps Leaf hijack an ambulance so she can drive to Arthur's house and call Dame Primus. Sylvie is a feisty old woman who enjoys being a hijacker.

## **The Morrow Days.**

The Morrow Days are the Trustees of the Keys and Will of the Architect. The Morrow Days have gone rogue and are not being good trustees of the powers they have been given. They are: Mister Monday, Grim Tuesday, Drowned Wednesday, Sir Thursday,



Lady Friday, Superior Saturday and Lord Sunday. Each corresponds with one of the Seven Deadly Sins.

## **The Architect.**

The Architect is a female who is the creator of the Universe. She has been missing for thousands of years. The Keys and parts of the Will belong to her.





## Objects/Places

### **Spirit-eater.**

A Spirit-eater is created from Nothing by sorcery. Skinless Boy is a Spirit-eater that has been sent by the Morrow Days to imitate Arthur and destroy his family. Skinless Boy uses mold spores to infect people and take over their minds.

### **Seven Dials.**

The Seven Dials is located in the Lower House and is run by Sneezzer. The Dials enable mortals and Denizens to move through time and dimensions. The Dials are used to transport Leaf and Suzy to the Secondary Realm where Skinless Boy is infecting people.

### **Upper, Lower, Middle Houses.**

The Upper, Lower and Middle Houses are all designed by the Architect and represent the highest realms of the Universe. Only Denizens live in the House.

### **Nithlings.**

Nithlings are unintelligent creatures created from the Nothing. They are only allowed in the Great Maze in controlled numbers. The primary purpose of Nithlings is to help train the Army of the Architect. However, the Nithlings are beginning to organize and are showing evidence of growing intelligence.

### **Nothing.**

Nothing is the matter that the Universe was created from.

### **The Will.**

The Will of the Architect has been divided into seven parts. Each part was given to each of the Morrow Days to be protected. The Will protects the person who is supposed to have it.

### **The Keys.**

There are seven Keys. The Morrow Days are the Trustees of the Keys and are their protectors. However, the Morrow Days are misusing the power of the Keys.



## **Ephemeris.**

An Ephemeris is a map that shows Denizens and soldiers where and when the squares on the tectonic grid will shift.

## **Great Maze.**

The Great Maze is the area run by Sir Thursday. It contains the Citadel, Army and various forts. The Maze is situated on a checkerboard-like area that shifts.

## **Secondary Realms.**

The other dimensions created by the Architect. They contain mortals, aliens and others.

## **Citadel.**

The Citadel is the power center of the Great Maze. It is described as looking like a great tiered cake and is the headquarters of Sir Thursday.

## **Tectonic Strategy.**

Tectonic Strategy is the chessboard-like design of the Great Maze. The squares in the grid shift, appearing and disappearing at certain times of the day.



# Themes

## Kindness.

Kindness is one of the main themes of Sir Thursday. Unlike most of the Denizens in the House, Arthur is a polite young man who is concerned about the different dimensions of the Architect. He doesn't consider himself better than others like Dame Primus does.

In fact, his kindness is displayed in stark contrast to her snobbery at different times in the book. Most notably when she refuses to acknowledge Leaf's existence in the beginning of the book. It is also shown when she refuses to help Leaf after she has been infected by Skinless Boy's mold. Arthur doesn't appreciate the way Primus treats his friend and makes a point to show Primus that he isn't happy. Toward the end of the book, Arthur calls for Dame Primus and excites the operator on the other end of the line by using the word "please."

Arthur is tempted to give the Keys and Will to the Piper until he realizes that the Piper doesn't care for the welfare of the mortals and others who exist in the Secondary Realms. Arthur feels a responsibility to help those unknown millions and keep them from harm. No matter how much he wants to give up being the Heir, he won't do it if it means others are mistreated.

The House and the Universe is hierarchical. The Denizens feel they are at the top of the hierarchy and that all others are beneath their notice or concern.

## Trusting One's Own Abilities.

Arthur, Leaf, Suzy and Fred are all young adolescents who are thrust into a world in which they are at a disadvantage. Arthur and Leaf must learn about the world of the House while trying to save their own lives and the lives of others. Suzy and Fred are Piper's children who have been "cleaned" and don't remember large parts of their lives. They are also people who come from a lower class in the House.

Arthur must trust that he has the courage to fight against Sir Thursday and the intelligence to find the Key and Will. He must also trust his own judgement because there is no one to guide him.

Leaf must trust her own abilities when it comes to defeating Skinless Boy. She is not a Denizen, she is a mere mortal. She has no special powers, abilities or information. She must rely on her wits and strength to retrieve the pocket and return it to Arthur.

Suzy is not taken seriously by anyone in the House. She is often looked down on and frequently can't remember things about her past. However, she bravely offers to help Arthur in any way she can.



Fred is a worker from the Middle House who is also a Piper's child. He is not the bravest of soldiers but he trusts Arthur and is willing to help however he can. Fred proves his bravery in battle.

## **Power and Responsibility.**

"With great power comes great responsibility" is a value system that Arthur learns the hard way during his time in the House. The use of the chessboard for the landscape of the Great Maze is very symbolic. The game of chess is an intellectual game that can often be seen as a game of power and will.

Arthur understands that he must sacrifice his own goals and desires to protect others, because he is the only person with the power to protect them. However, Arthur also finds that it is easy to abuse power. He shows that even he can be influenced by the power of the Keys when he punishes one of his Marshals because the Marshal annoyed him.

The Morrow Days have been corrupted by the power they have as a result of being Trustees of the Keys and parts of the Will. Their misuse of power has led to Arthur's presence and great discord in the House.

Skinless Boy uses the power of his mold spores to infect and control others. Saturday is using his power to control the Skinless Boy and threaten Arthur.



# Style

## Point of View

Sir Thursday is primarily recounted from the limited and omniscient point of view. Most chapters follow Arthur Penhaligon as he searches for the Key, Will, and Sir Thursday. However, a few chapters are told while following Leaf as she battles the Skinless Boy. Two chapters are told as the Army watches the New Nithlings approach the Great Maze. These characters are chronicled so the story can be told when Arthur is not present in the text. However, Arthur is the main character of the book. Leaf may be considered the second major character in the book as she becomes the lead character when Arthur is not in the chapter. Arthur and Leaf's thoughts help the reader to understand the story. Their thoughts are especially helpful when they are flashing back to scenes from previous books in the series.

## Setting

There are two main settings in Sir Thursday, that of the House and that of the Secondary Realm. Each of these settings is broken down into smaller settings where action takes place.

The majority of the novel takes place in the House. Within the house the action takes place in the Citadel, the Lower House, Fort Transformation and in the Great Maze. Arthur begins the book in the Lower House, but is soon drafted into the Army of the Architect and moved to Fort Transformation for his basic training. After leaving the fort, Arthur makes his way through the Great Maze. He eventually ends up in the Citadel where he is when the book ends.

Leaf's action takes place in the mortal Secondary Realm where she and Arthur are from. While in the realm, the majority of the action takes place in the East Hospital where Leaf's family is quarantined and the Skinless Boy is hunting down Arthur's family. Only small parts of Leaf's adventure take place outside of the hospital.

## Language and Meaning

The language used by the author is very specific to the Arthur's story and to the world the author has created. Many everyday words have been changed to mean something specific in the Maze. For example: aids to various persons in the Maze are titled Dusk, Dawn and Noon. Ordinary words become proper nouns in the world of the Great Maze. For those readers who are not familiar with the first three installments of the Keys to the Kingdom series may find themselves confused and frustrated by the "terms of art" in the story.



The author is very good at description and often uses uncommon vocabulary to describe situations, people and ideas. Arthur is a young boy, but his position and experiences have aged him beyond his twelve years. This is evidenced in his vocabulary, thoughts, and intelligence.

## Structure

Sir Thursday has thirty chapters and a prologue:

Chapters 1-5, 7, 9, 11, 14, 16, 18, and 20-30 follows Arthur in the House, Maze, Army, and Citadel.

The Prologue and Chapter 13 follow members of the Army watching the Boarder of the Great Maze.

Chapter 19 follows Suzy as she returns through the Door with the pocket.

Chapters 6, 8, 10, 15, and 17 follow Leaf as she attempts to retrieve the pocket in the Secondary Realm.



## Quotes

"Like all superior Denizens, he was very handsome and very tall, and his frown hardly altered his features" (Prologue, p. 4).

"Dame Primus and her entourage were only a dozen yards away, the personification of the Will scowling at Suzy" (Chapter 1, p. 25).

"She inclined her head but didn't bow, and Arthur once more had the feeling that it would suit the Will to have him trapped in the House for ages, with the Skinless Boy taking his place back home" (Chapter 5, p. 74).

"She thinks she ought to be Recruit Lance-Corporal because she's got the highest precedence in the House of the lot of us. I guess She'll find out that doesn't matter here" (Chapter 9, p. 118).

"Though Florimel was tall, for a moment Arthur appeared taller still, and his hair suddenly moved as if it had been swept by the beat of unseen wings" (Chapter 11, p. 144).

"Never even-tempered at the best of times, Sir Thursday was supposed to have become angrier than usual" (Chapter 13, p. 161).

"This will be just like the drill! The enemy are the Nithlings. They are inferior! We are the Army of the Architect!" (Chapter 14, p. 174).

"Then Suzy folded her wings all the way back and she fell like a meteorite from the heavens, straight down" (Chapter 17, p. 215).

"Images, sounds, smells and thoughts reverberated everywhere within his skull, so many that he momentarily felt disoriented and sick" (Chapter 20, p. 242).

"But there was something about those dark eyes, the flat-lined mouth, and the lift of his chin that made Arthur immediately fear him" (Chapter 21, p. 261).

"'Traitors!' he screamed. 'Five minutes is all I asked!'" (Chapter 24, p. 293).

"If he wasn't careful, he thought, he'd not only turn into a Denizen, he'd turn into one like Sir Thursday" (Chapter 27, p. 318).



## Topics for Discussion

Who is the Architect and what has happened to her? How would you describe the Architect? Why is she called the Architect? Is her title significant? What other title might she be given? What can she be compared to outside of the book?

The characters in the book *Sir Thursday* are often based upon literary and historical figures, places, and ideas.

- 1) Which literary figures are represented in the book?
- 2) Which historical figures or situations are represented in the book?
- 3) Why do you think the author chose to base his characters on familiar figures and ideas?

The world of the Great Maze is modeled after a chess/checker board. The tiles of the Maze shift each day and a special book is required to understand where the tiles will move to next.

- 1) How does the setting of the chess or checker board influence the plot?
- 2) How does it affect the characters?
- 3) Why is it important for Sir Thursday to destroy the spike and get the tiles moving again?

The House and Secondary Realms were created by the Architect and encompass the entire Universe. How is the House structured? Who is most important in the house? Who is least important? What are the Secondary Realms? Why do they exist? Where do they rank in importance?

When the book begins, Arthur discovers he has been replaced in the Secondary Realm by a Spirit-eater calling itself Skinless Boy. What is Skinless Boy's goal in the Secondary Realm? How does will he accomplish his goal? Who sent Skinless Boy to the Secondary Realm? How was he created? How can he be destroyed?

Arthur Penhaligon is a twelve year old boy who has become the Heir to the Architect.

- 1) How does Arthur feel about his role as Lord Arthur? How do you know this? Provide three examples from the text to support your position.
- 2) Do you feel that Arthur's character has grown from the beginning of the book to the end? In what ways? Provide examples from the text to support your position.

Sir Thursday is the antagonist of the story. He is the commander of the Army of the Architect and is trying to kill Arthur. Which of the seven deadly sins does Sir Thursday





represent? How do you know this? What weakness did Sir Thursday have that finally allowed him to be destroyed?

Who is Dame Primus and how does she know Arthur? Does Primus like Arthur? Why or why not? Why do you feel the way you do? How does Arthur feel about Dame Primus? How do you know?

Do you think Dame Primus will give up the Keys and the parts of the Will when she is asked too? Use the text to support your argument.

Sir Thursday.