

# **Wondrous Strange Study Guide**

## **Wondrous Strange by Lesley Livingston**

(c)2015 BookRags, Inc. All rights reserved.



# Contents

<a href="#">Wondrous Strange Study Guide.....</a>	<a href="#">1</a>
<a href="#">Contents.....</a>	<a href="#">2</a>
<a href="#">Plot Summary.....</a>	<a href="#">4</a>
<a href="#">Samhain 1.....</a>	<a href="#">5</a>
<a href="#">Samhain II.....</a>	<a href="#">6</a>
<a href="#">Samhain III.....</a>	<a href="#">8</a>
<a href="#">Samhain IV.....</a>	<a href="#">9</a>
<a href="#">Samhain V.....</a>	<a href="#">10</a>
<a href="#">Samhain VI.....</a>	<a href="#">11</a>
<a href="#">Samhain VII.....</a>	<a href="#">12</a>
<a href="#">Samhain VIII.....</a>	<a href="#">13</a>
<a href="#">Samhain IX.....</a>	<a href="#">14</a>
<a href="#">Samhain X.....</a>	<a href="#">15</a>
<a href="#">Samhain XI.....</a>	<a href="#">16</a>
<a href="#">Samhain XII.....</a>	<a href="#">17</a>
<a href="#">Samhain XIII.....</a>	<a href="#">18</a>
<a href="#">Samhain XIV.....</a>	<a href="#">19</a>
<a href="#">Samhain XV.....</a>	<a href="#">20</a>
<a href="#">Samhain XVI.....</a>	<a href="#">21</a>
<a href="#">Samhain XVII.....</a>	<a href="#">22</a>
<a href="#">Samhain XVIII.....</a>	<a href="#">23</a>
<a href="#">Samhain XIX.....</a>	<a href="#">24</a>
<a href="#">Samhain XX.....</a>	<a href="#">25</a>
<a href="#">Samhain XXI.....</a>	<a href="#">26</a>
<a href="#">Samhain XXII.....</a>	<a href="#">27</a>



[Samhain XXIII..... 29](#)

[Samhain XXIV..... 30](#)

[Samhain XXV..... 31](#)

[Samhain XXVI..... 32](#)

[Samhain XXVII..... 33](#)

[Samhain XXVIII..... 34](#)

[Samhain XXIX..... 35](#)

[Samhain XXX..... 36](#)

[Samhain XXXI..... 37](#)

[Samhain XXXII..... 38](#)

[Samhain XXXIII..... 39](#)

[Samhain XXXIV..... 40](#)

[Samhain XXXV..... 41](#)

[Samhain XXXVI..... 43](#)

[Opening Night..... 44](#)

[Characters..... 45](#)

[Objects/Places..... 48](#)

[Themes..... 50](#)

[Style..... 52](#)

[Quotes..... 54](#)

[Topics for Discussion..... 57](#)



## Plot Summary

Wondrous Strange is a novel by author Lesley Livingston. The story follows the main character, Kelley Winslow, as she tries to make it in theater after moving to New York City. Kelley is in Central Park practicing her lines after finding out she has to take on the lead role as the understudy of Titania in *A Midsummer Night's Dream*. Kelly catches the eye of a handsome stranger, who gives her a rose and then disappears.

On her way out of Central Park, Kelley saves a horse from drowning in one of the lakes. In her struggle with the horse, she leaves behind some of the pages of her play with the theater address. The handsome stranger, Sonny Flannigan, turns out to be a Janus guard for the Otherworld. He thinks Kelley is in danger because the horse that winds up inside of her bathroom is a kelpie or a Fae from the Otherworld. When Sonny starts showing up at Kelley's theater, she thinks that he is stalking her.

While Sonny and other 12 Janus guards go to Central Park, which is the gateway between the mortal world and the Otherworld, for the nine nights every nine years to keep the Fairy Folk from entering the mortal world, Kelley is trying to figure out how a horse got into her bathroom and how to get the horse out of her bathroom.

In the end, Sonny and Kelley discover that Kelley is not a mortal. She is the abducted daughter of Auberon, the King of Winter in the Otherworld. The horse, Lucky, in Kelley's bathroom is no ordinary horse, but the roan horse, which is an enchanted horse. With the right situation, the roan horse and its rider are there to hunt Kelley down and kill her so that Auberon can continue to rule without a threat to his life. Sonny and Kelley end up falling in love and protecting the mortal world from being overrun by the Fairy Folk. Sonny had to return to the Otherworld to serve his duties to the king, so all that's left now is for Kelley to figure out how to get Sonny back to the mortal world for good.



# Samhain 1

## Samhain 1 Summary

Kelley hears Puck's words in her head as she watches the merry-go-round in central park. As a storm brews and the merry-go-round spins, the horses on the merry-go-round seem to come alive. In the distance, a rider gallops up on a roan horse. The merry-go-round horses join the roan horse and rider heading out for the faerie war.

Kelley is a 17-year-old understudy for the Hoboken production of Shakespeare's *A Midsummer Night's Dream*. She has been working as a stage hand, but when she finds out the leading lady has sprained her ankle, she goes into rehearsals for the part of Titania. She stumbles into practice, but when she tries to say her lines, she gets them mixed up and forgets them in front of the director, even though she knows them like the back of her hand. The director, Quentin, firmly instructs her that she has less than two weeks to learn her lines, before the show hits the stage.

Jack, the 50-ish actor playing Oberon, sits down with Kelley and gives her a pep talk. He tells her that for her first time on stage, she did half good and half bad. He encourages her by saying she has voice, presence and enough guts to make it in the business.

After the second half of rehearsal, where Kelley is forced to practice with her script, Quentin sends the cast home early.

## Samhain 1 Analysis

Kelley appears to be part of an enchanted world. The enchanted world could be Kelley's dream or it could be her imagination. It's possible that Kelley moves between a world with magic and the regular world. There is foreshadowing that the enchanted world will collide with the regular world.



# Samhain II

## Samhain II Summary

Sonny Flannery is perched up on the terrace of his 17th floor apartment, overlooking Central Park. Sonny is thinking about his preparation for when the Samhain Gate will open and 13 guards will separate the mortal world from the otherworld. Sonny is a changeling, which means Sonny was stolen from the mortal world as a baby and raised as a surrogate child of the Faeries, and a Janus guard.

Sonny feels a cold chill behind him in the apartment. He finds Auberon, the King of Winter of the Faeries, and the owner of Sonny's accommodations standing behind him. Auberon produces a bottle of Faerie wine and says he's there to celebrate Sonny's one-year anniversary as a Janus guard. Sonny says that it's nice but that he hasn't proven himself yet. The king says that Titania, the queen of the Seelie Court sends her regards.

The king turns himself into a hawk and flies off the balcony. Sonny goes down into Central Park, which is a façade for the Samhain Gate, which is what separates the mortal world from the Faerie Otherworld. Approximately 20 years after Central Park was built, Auberon ordered all four of the gates shut, including the Samhain Gate. The problem is that a crack remained in the gate. the Janus guards were selected to guard the gate from sunset on October 31 to sunrise on November 1, when the gate opens. They also guard the gate every nine years when the gate swings open and remains open for nine nights. This year the gate is set to stay open for nine nights. On this night in the park, Sonny comes upon Kelley as she is rehearsing her lines for the play. At first, Sonny thinks she's a princess sent by Queen Titania, but then he realizes that she is just a girl practicing her lines.

Sonny reaches for a dead rose on one of the bushes nearby. He uses his magic to bring the rose to life. He calls out to Kelley, offering her the rose. She thanks him and says it's beautiful. As she looks up again, Sonny is gone.

## Samhain II Analysis

There is foreshadowing that a portal door is scheduled to open in Central Park. This door or gate is what separates the mortal realm from the Faerie world. Sonny as a Janus guard is either there to allow someone or something from the Faerie world into the mortal realm, or stop it from entering.

It appears as if the world created by Shakespeare in a *Midsummer Night's Dream* really exists. Titania is the role that Kelley is performing in the play, but Sonny knows the real Titania, the queen of the Seelie Court. Auberon eludes to the fact that his people are trying to claw and cleave their way into the mortal world, which suggests that Sonny's job, along with the other 12 Janus guards is to prevent that from happening when the Samhain Gate does open.

Sonny and Kelley are about the same age in Sonny's mortal years. Their interaction in Central Park also foreshadows a forbidden love forming between the two of them.



# Samhain III

## Samhain III Summary

Kelley looks for the young handsome stranger as she heads out of the park toward home, but she doesn't see him anywhere. Kelley notices that it's getting dark as she reaches the outskirts of the park. Near the lake, she hears horrific screaming, as if someone is in trouble and needs help. she also hears noises that indicate someone might be flailing or drowning in the lake. As Kelley arrives at the lake, she sees that it's a horse that appears from out of the water, flailing and thrashing, and then dipping below the surface again.

Kelley dives into the icy cold water and makes her way toward the horse. She tries to soothe the horse and calm it as she approaches it. Kelley realizes that some weeds from the lake are imprisoning the back legs of the horse. She takes a deep breath and dives underwater trying to break the weed netting. Something seems to pull really hard on the weeds, which jerks Kelley in a forward motion and she blacks out.

## Samhain III Analysis

Kelley is witnessing the opening of the Samhain Gate. the horse that is trying to break through is from the Otherworld. Either a Janus guard or someone from the Otherworld tugs on the seaweed netting that is draped around the horse. This person probably knocks Kelley out so that she is not a witness to what is happening between the Faerie realm and the mortal world.





# Samhain IV

## Samhain IV Summary

Sonny sees his friend, Maddox, emerge from the trees. Maddox asks how everything has been. Sonny says quiet for now, but as the cracks start to widen, it becomes hectic with all of the people trying to get out of the Otherworld and into the mortal world, and with only 13 guards to keep them back. Maddox and Sonny walk over the bridge to meet up with the other Janus guards, in preparation for the first of the nine nights of the gate opening.

The guards spread out to cover all four corners of the gate. When the wall of granite cracks before Sonny, the first face he see is that of a piskie. He throws a special salt on the piskie and then is bombarded by a herd of them. It takes Sonny an hour to fight them off and kill them all. He senses there is something wrong and his senses lead him to a lake. He notices that it looks like something was dragged out of the pond. He also sees hoof prints from an unshod horse. When he finds pages of the script with lines he saw the girl rehearsing earlier, and petals of the rose he gave to her, he knows something that has happened to her.

## Samhain IV Analysis

It appears as if Kelley has been kidnapped by someone or something from the Otherworld. Sonny finding this out foreshadows him hunting her down and saving her. Ultimately, this will lead to a lasting love between Sonny and Kelley.



# Samhain V

## Samhain V Summary

Soaked and muddy, Kelley kicks her apartment door open and yells out for her roommate, who doesn't appear to be home. She jumps into a hot shower to warm up. All Kelley remembers is right before she blacked out, she saw strange flashes of light and heard music. When she woke up, she was lying face down on the path with the horse nudging her shoulder. Then, the horse vanished. When Kelley opens the shower curtain, the horse is standing right in front of her. Kelley thinks she's hallucinating from jumping into the cold water of the lake. Kelley manages to cover herself and shut the bathroom door behind her as she slumps in the hall. She can still hear the horse making noises, so she realizes she's not hallucinating.

Eighty-five minutes later, Kelley is on the phone with animal control, with a woman who thinks Kelley is drunk, telling them a horse is in her bathroom and it must have climbed up the fire escape. The lady at animal control hangs up on Kelley. Kelley returns to the bathroom and tries to get the horse out of the tub. The horse has also managed to knock over an expensive bottle of her roommate's bubble bath into the tub, which leads Kelley to believe that Tyff is really going to kill her.

At 4 am, Kelley goes into the living room to wait for Tyff to come home. She looks for her script, but realizes it's missing. He drifts off to sleep while watching infomercials on TV. The music in Kelley's dream is similar to that of what she heard when she was in the lake. The next morning, she doesn't remember the tune.

## Samhain V Analysis

What Kelly saw and heard prior to her blacking out what the carousel of horses that turn into real horses. The Otherworld and the mortal world are colliding. Soon, Kelley will be aware that the Otherworld exists, which explains why the horse that she tried to save in the park has managed to crawl up her fire escape and through the tiny bathroom window of her apartment.



# Samhain VI

## Samhain VI Summary

Sonny wakes up from a dream. He looks outside to see it's mid-morning. He hears a knock at the door, which he correctly assumes is Maddox, who enters the room. Maddox says he wants to cover the Ramble area of the park with Sonny tonight. He finds out that Maddox had a similar experience that Sonny did. Maddox was occupied by a pack of nyxxies for the first hour.

Sonny and Maddox head to the back booth at a diner to eat while Sonny tells Maddox about his night. Sonny tells Maddox he thinks that a kelpie got through the gate in the lake. A kelpie disguises itself as a horse to lure mortals. When the mortal mounts the horse, the kelpie drags it underwater and through to the Otherworld. Other kelpie eat their victims.

Finally, Sonny tells Maddox about the girl he encountered in the park. Then he says her found pages of her script by the lake. He asks Maddox to go with him to question the girl at the address of the playhouse someone scribbled onto one of the pages.

## Samhain VI Analysis

It seems as if the Otherworld is strategically makes its transition into the mortal world during the nine nights that the gate is open. They are sending through the least offending of the Fair Folk to occupy the guards as a diversion for allowing the other Fair Folk to come through in different locations. For example, Sonny's diversion kept him occupied so that the horse could get through the lake area.

# Samhain VII

## Samhain VII Summary

When Kelley wakes up the next morning, Tyff is frantic. She's telling Kelley not to go in the bathroom because there is a horse in the tub. Kelley sits Tyff down and explains what happened to her. Tyff points out that the horse has beads in its mane. These are the same beads that Sonny found by the lake with some of the horse's hair, although Kelley doesn't know this. Kelley realizes she's late for rehearsal, so she asks Tyff to feed the horse some oats and that she'll be back as soon as she can.

Kelley is in her dressing room when Mindi appears in the doorway with the altered corset her character wears. Kelley asks Mindi if she thinks she wear the four-leaf clover necklace her aunt gave her for good luck during the play. Mindi says it matches her costume and that the play needs all the good luck it can get.

## Samhain VII Analysis

The glittery four-leaf clover seems to be a symbol of a lucky charm that might possess magical power. It might be the charm that saves Kelley from the harm of the keltie-horse. It might also be the charm that possesses some magical powers for Kelley that she isn't aware of.

# Samhain VIII

## Samhain VIII Summary

When Sonny and Maddox arrive at the theater, they see a bunch of mortals running around dressed as Faeries. Maddox even comments on how the actor playing Puck is not doing a good job on the portrayal. Sonny and Maddox are wearing a cloak that makes them invisible to mortals. Maddox also suggests that the Puck they see on stage is the real Puck, a boucca, which is a rare breed Fae. Maddox says that rumors say the real Puck is stuck in the mortal world. Kelley comes on the stage. While Sonny thinks the setting isn't like the real realm of Titania, it is nice. When he sees Kelley, she glows.

## Samhain VIII Analysis

It's ironic that Sonny and Maddox find mortals dressed up as the parts of real-life fairies in the Otherworld. Kelley glowing infers that Kelley is a Fae. Kelley doesn't know that she's a Fae, but this might explain why both of her parents were killed.

# Samhain IX

## Samhain IX Summary

During practice, Kelley looks over to the side of the stage and sees a face she recognizes. A trickle of blood runs down Sonny's chest from the medallion he wears around his neck. Suddenly, Kelley awakes with a start. She has been dreaming. When Kelley wakes up, she is on the stage of the set and she does really see the familiar face to the side of the stage. Quentin yells for someone to get Kelley some No-Doz. Alec, who is playing the part of the mule makes fun of Kelley for falling asleep and asks her out for a cup of coffee. She asks for a rain check. Kelley questions her reaction to Alec because a week ago, she would have jumped at the chance to go out with him. She heads toward the area of the stage where she thought she saw the familiar face, but there isn't anybody there.

## Samhain IX Analysis

It seems as if something is compelling Kelley to think certain thoughts. These thoughts and visions are coming through in Kelley's dreams. This is what is causing Kelley to see the horses on the carousel, Sonny, and the other magical things she is seeing when she sleeps. It's ironic that the line of the play is, "What thou seest when thou dost wake, do it for thy true love take" and when Kelley wakes up, she thinks she sees Sonny.



# Samhain X

## Samhain X Summary

The boucca has Sonny by the throat because he was distracted by Alec when he took Kelley's hand after rehearsal. Sonny throws the beads at Puck, asking him what they are, but Puck says he doesn't have a clue. Sonny compels Puck to tell him the truth because he knows Puck's real name is Robin Goodfellow. It doesn't work because Puck says that his name isn't a secret anymore because Shakespeare let the cat out of the bag.

Sonny thinks of the name "Bob" that he saw on Kelley's script. When Sonny tries to compel Puck with this name, it seems to work. Bob admits that the beads belong to a kelpie, but he doesn't know what the beads are. Then, Sonny asks Bob how Kelley, a mortal, could see Sonny when he is cloaked.

Puck asks Sonny what Auberon told him was the reason for closing the gates. Sonny says to protect the Fae people. Bob tells Sonny the real reason Auberon closed the gates is because Sonny's mortal mother crossed into the Otherworld to steal a Faerie child in revenge for Sonny being stole from her. Sonny asks Puck if the rumor is true that he crossed a leprechaun that shut him in a honey jar and buried the jar. Puck says it is true and that he was freed when a gold course was constructed and they broke the jar.

## Samhain X Analysis

The fact that Kelley can see Sonny when he is veiled insinuates that she is not a mere mortal, but one of the Fae Folk. Puck suggests that he once worked for Auberon, just like Sonny does. He implies that his work is what got him into trouble with the leprechaun that cursed him and trapped him in the mortal world. Puck also mentions taking care of her, which implies he is speaking of Kelley.



# Samhain XI

## Samhain XI Summary

Kelley showers in the bathroom off her dressing room. She considers spending the night in the theater because it is pouring down rain outside and she doesn't want to deal with the wrath of Tyff. As she exits the theater, she sees the handsome stranger perched on a crate outside of her dressing room window, looking in it. She confronts Sonny. He says he knows she stayed in the park after dark the night before and that she saw something. He goes on to say he needs to know where it is. She tells him to get lost and when he tries to touch her hair, something jolts through Kelley's body, causing her four-leaf clover necklace to break and fall in the puddle below. She strikes out at Sonny and he looks at her with astonishment.

## Samhain XI Analysis

Sonny is hinting to the fact that Kelley has the horse, which is really a kelpie, without coming out and saying it to her. The jolt that goes through Kelley's body is her magical powers that she isn't even aware she has. These powers even shock Sonny, but further solidify his thoughts that Kelley is not a mere mortal.





# Samhain XII

## Samhain XII Summary

Fireworks ignite in the alley where Kelley and Sonny are. When Sonny looks at the spot where Kelley once stood, he sees a glorious goddess. Then, just as suddenly the vision is gone and Kelley is back. Kelley calls Sonny a jackass and mentions that he almost broke her necklace. He is still dumbfounded by the vision he saw. He asks who she is. She says he should know that since he's stalking her. After Kelley runs away, Maddox steps out from behind the dumpster, where he was veiled. When Sonny asks what Maddox saw, Maddox admits he saw something that scared him. Sonny suggests they follow her, but Maddox says that's not a good idea. Sonny says she knows more than she is letting on about the kelpie. Sonny follows Maddox out of the alley as Maddox tells Sonny to forget about the girl.

## Samhain XII Analysis

Maddox and Sonny witness Kelley's powers. They are powers she isn't even aware of. Having. Ironically, Kelley thinks Sonny is stalking her when he actually trying to protect her. While Maddox is telling him to forget Kelley, forgetting her is the last think that Sonny is going to be able to do.



# Samhain XIII

## Samhain XIII Summary

Kelley gets back to her apartment drenched again. Tyff tells her the horse ate her \$80 bar of complexion soap and Kelley's bar of Irish spring. She also says he likes Lucky Charms cereal. Kelley tells Tyff about the stranger she saw in the park and outside in the alley of the theater. Tyff suggests that it's someone her Aunt Emma hired to follow Kelley around. Tyff leaves for her date and Kelley feeds the horse some more cereal. She also decides to name the horse Lucky.

## Samhain XIII Analysis

It's ironic that the horse likes Lucky Charms cereal. It foreshadows that the horse might be a leprechaun, or a kelpie being punished by a leprechaun, so the leprechaun has turned the kelpie into a horse. To add to the irony, Kelley decides to name the horse Lucky.



# Samhain XIV

## Samhain XIV Summary

Sonny is in the park fighting a boggart and trying not to think of Kelley at the same time. The boggart leads him to a circling of huge black crows, which are the pets of Queen Mab. Sonny successfully fights off the birds. When Sonny arrives back at his apartment, he finds Auberon waiting for him on the terrace. Auberon tells Sonny that Mab is not happy that he killed her pets. Auberon asks Sonny about the girl, saying he can see her in Sonny's eyes. Sonny says she's just an actress that he met in the park.

Auberon warns Sonny not to allow the girl to distract him from his duties as a Janus guard. Sonny tells Auberon about his fight with the piskies and about the kelpie that came out of the lake. Sonny says he doesn't think it was just any kelpie and shows Auberon the onyx beads on the red horsehair. The king says that he has seen the beads before. They are from the roan horse, which is the horse that leads the wild hunt. The king suggests that Mab has sent the roan horse. He turns into a falcon and flies away.

## Samhain XIV Analysis

While Sonny has always been a focused guard and fighter in the past, his feelings for Kelley are going to be a distraction. The roan horse as the leader of the wild hunt suggests the start of a war between the kings and queens of the seasons. The fact that the roan horse seems to be loose in New York City and in the mortal world suggests that the mortals are in danger.



# Samhain XV

## Samhain XV Summary

Kelley is at rehearsal, but she is recalling the strange dreams she had the night before. Alec flirts with Kelley and she realizes that he likes her. After rehearsal, Kelley goes to the park to put up flyers to try to find the horse's owner. She runs into Sonny. She asks him to introduce himself. He does and Kelley introduces herself.

When Kelley asks what Sonny does, he says he's a guard. Kelley assumes he is a night watchman. As Kelley starts to head through a section of the park, she hears a dog howling in the distance. Sonny urges her not to go that way because it's getting dark. Sonny calls her a mortal nutcase. Kelley asks him what he means by that, when a huge wolf-like creature lunges at the two of them, and Sonny shoves Kelley to get her out of the way of danger. When Sonny shouts at the hell-hound to turn, Kelley thinks she is in the wrong Shakespearian play.

## Samhain XV Analysis

Sonny has divulged to Kelley who he is but in an indirect way. Kelley thinks that Tyff might be right in that Sonny is a bodyguard or PI hired by her aunt to follow her. Kelley thinks she is seeing things when the huge wolf-like dog tries to attack her and Sonny. The visionary dreams that Kelley is having are either memories of the things that she did in her past life as a goddess or visions of her future actions as a goddess.



# Samhain XVI

## Samhain XVI Summary

Sonny sees Kelley has blacked out as the creature lunges for her. Sonny struggles with the beast. As Sonny tries to unsheathe his sword, the beast connects with Sonny's unprotected side and pain emanates in her body. Suddenly, Maddox is there and the beast has run down the path. Maddox says that two of the other guards have gone after the beast.

Maddox says the wolf is the Black Shuck. Sonny shows Maddox the bloody scratches where the animal dug his poisonous claws. Sonny says he must be the one that kills the beast and tells Maddox to take care of Kelley and to get her home. Sonny says he needs to find out where Kelley lives because she has a horse in her bathtub. Sonny runs and catches up with the other two guards that have been battling with the beast. Sonny tells one of the guards, Camina, that he has to kill the beast. She calls off the other guard from killing it when she sees that Sonny is bleeding.

Sonny slays the doglike creature. He cuts some wiry hair from its body and asks Camina to help him. She braids the hair and puts it on Sonny's wrist like a bracelet. He warns the two guards to be careful because Auberon thinks that someone is trying to wake the hunt.

## Samhain XVI Analysis

Sonny's need to kill the beast suggests that it is the only way to prevent Sonny from dying from the poison in the dog's claws that have scratched Sonny. Wearing the dog's hair as a bracelet is a symbol of the kill and another magical effort to save Sonny's life.



# Samhain XVII

## Samhain XVII Summary

Kelley wakes to find Maddox hovering over her. She asks what happened and Maddox tells her he saw a rabid dog attack her and Sonny. She asks for Sonny and Maddox says he's off chasing the dog until the dogcatcher arrives. Maddox tilts Kelley's head up so that he can look directly into her eyes.

Maddox gets Kelley into a cab and gets her home. When Kelley gets up to her apartment, she recalls hearing a conversation between Sonny and Maddox while she was unconscious, where they were calling the dog a Black Shuck. She wonders what a Black Shuck is.

She boots up her laptop to find out what it is and goes to greet lucky while the computer is starting. Lucky seems distressed and tries to back away from her. It's as if he smells the scent of danger on her. After she changes her clothes and washes up in the kitchen sink, she approaches Lucky with a box of cereal and he seems to be better.

Kelley also ponders why the cereal they are putting into the horse doesn't seem to be coming out. When she Googles Black Shuck, she finds out that it is a demon dog that typically precedes the appearance of the Wild Hunt, which is a feared Faerie war band.

## Samhain XVII Analysis

Maddox looking directly into Kelley's eyes is some kind of power that he wields to control her thoughts or movements, so that Kelley doesn't figure out what is really going on. Maddox refers to Sonny as Kelley's "man." This infers that the two are going to have a romantic relationship of some sort that Maddox is predicting. The appearance of the demon hound that Sonny and Kelley encounter in the park foreshadows that indeed the war hunt is about to begin.



# Samhain XVIII

## Samhain XVIII Summary

Camina asks Sonny who would start the wild hunt. Sonny says Auberon thinks it's Mab, which is the one that created the wild hunt in the first place. Maddox walks up behind them while they are having their conversation. When the twin guards go to finish their patrol, Maddox tells Sonny to stay away from Kelley for her own safety.

Maddox also says that Sonny needs suturing. They return to the penthouse and Maddox uses his first aid kit to sew up the substantial wounds from the demon dog. Maddox and Sonny talk about how the Black Shunt seemed to go straight for Kelley, as if someone sent the hound after her.

As Sonny and Maddox return to the park, they run into a siren by the name of Chloe. She escaped the Otherworld after Auberon closed the gates to be with her love—a mortal. Chloe launches into a song that is the same Sonny heard from Kelley's play. He asks Chloe where she got the song. Chloe says she got it from a drowning mortal—a girl on the first night of the nines that she almost had to let drown. Chloe admits to saving the girl because her music was too pretty to let go. Chloe says stealing a bit of Kelley's song didn't hurt Kelley because of what she is and that Kelley doesn't know what she is.

Chloe latches on to Sonny, kissing him. While she's kissing him, Sonny feels his mind go numb and blank as she steals his memories. Maddox realizes that Kelley is the Faerie king's daughter, the one Sonny's mortal mother stole when she snuck into the Otherworld.

## Samhain XVIII Analysis

Kelley doesn't realize that she is a Fae. In fact, she is a royal Fae because she is King Auberon's daughter. This is why Kelley is in danger. The Fae think she possesses sensitive information. They are hunting Kelley down to retrieve the information they think she has. This further indicates that the dreams Kelley is having are visions of her life.



# Samhain XIX

## Samhain XIX Summary

Kelley has just finished rehearsing the scene of the play where the two royals are arguing over a changeling child. Kelley steps outside in between scenes to get some air and finds Sonny sitting on a stone bench. Sonny warns Kelley that she is in danger. Sonny continues to tell her that the parents Kelley knows were not her real parents. He tells Kelley she is the daughter of a king from another world. Of course, Kelley doesn't believe him. When Kelley accuses Sonny of being delusional, he rips open his shirt to reveal the bandages over his wounds from the attack in the park. Kelley walks into the theater and when Jack sees the look on her face, Jack tells Sonny not to come back.

Kelley calls her Aunt Emma to ask if she is adopted. Her aunt's sigh on the other end of the phone reveals Sonny is telling the truth. Aunt Emma says Kelley wasn't adopted, but she was abducted. Emma admits that she stole Kelley from "him" because he stole her baby from her. Emma says all of the folktales she told Kelley about the Fair Folk as a child are real stories.

Emma tells Kelley that she crossed into the Otherworld to steal her. When she came back, decades had passed in the real world. The Winslows, Kelley's parents, found Emma wandering in the park with the baby and they took her in and eventually adopted Kelley because they couldn't have kids of their own.

Before they hang, Em asks Kelley who told her and Kelley says a friend. Emma warns Kelley to be very careful. Emma asks if Kelley still wears her clover necklace. When Kelley says yes, her aunt says she should for luck. When Kelley hangs up the phone, Bob walks up behind Kelley, tells her to listen to her aunt and recites a line from Macbeth. She says it's the second time that someone has recited a line from Macbeth to her and that she feels as if she is in the wrong play.

## Samhain XIX Analysis

The play is right in line of what happened in reality in the Otherworld. Kelley feelings as if she is in the wrong play is symbolic of her living in a world that is not her own. She belongs in the Otherworld, but is living her life in the mortal world.





# Samhain XX

## Samhain XX Summary

As Sonny walks home from the theater, he passes several disguised Fae along the way. When he arrives at the penthouse, he finds a Storm Hag, which is a servant of Mabh, hovering in the apartment entrance. She is delivering a message from Mabh that Mabh wants to form an alliance. Mabh wants the item that the universe holds returned to her and she will grant Sonny a favor.

## Samhain XX Analysis

The Fae are living in the mortal world but they are disguised as regular people. Mabh wants the horse that made it through the gate and is currently living in Kelley's bathtub returned to her. Mabh cannot retrieve it herself because she is bound to the Otherworld. Sonny agrees to the arrangement with Mabh because it's good to have a favor from a queen waiting for you.



# Samhain XXI

## Samhain XXI Summary

Kelley goes to the park after rehearsal, hoping to run into Sonny. A few minutes after sitting on a bench, Sonny comes out of the woods. Sonny starts to explain about the Faerie world and admits that he is a changeling. Sonny explains about the gate and the nine nights. Samhain is the Faerie name for Halloween he explains. Sonny also admits to work for Kelley's real father, Auberon.

Sonny tells Kelley that Lucky is a kelpie and is very dangerous. Sonny shows Kelley the black beads and she says that Lucky has them braided into his mane and tail. Sonny explains they are talisman, symbols of an enchanted spell. Sonny pays for two tickets on the carousel in Central Park. He offers to show Kelley about the Wild Hunt.

The horses they are riding on the carousel disappear and Kelley and Sonny are suddenly riding on real horses.

## Samhain XXI Analysis

Kelley and Sonny feels such a connection with one another because they are living parallel lives. Sonny was the son of a human that was abducted by the Faerie. Kelley is a Fair Folk taken by a mortal. Not only is Sonny going to tell Kelley about the Wild Hunt, but he is using his magic powers to allow Kelley to experience the Wild Hunt firsthand.



# Samhain XXII

## Samhain XXII Summary

Sonny explains that Herne is a mortal prince, as they become part of a hunting party dressed in hunting regalia. While Herne is a mortal, the rest of the hunting party surrounding him are not mortals. Sonny warns her that the story doesn't have a happy ending.

Sonny and Kelley see Queen Mabh arrive and Herne greets her as his love. The next several days are joyous for Sonny, Kelley and the rest of the hunting party. One night, as Herne lay with his head in Mabh's lap, she pulls a handful of onyx beads from the folds of her skirt, drops them into the spring and the water boils and become inky.

A kelpie appears. Everyone watches as the queen uses her talisman to turn the object in the water into a beautiful stallion. Herne the Hunter mounts the roan stallion. Mabh turns herself into a raven and flies after Herne riding on his horse. After they depart, one of the Fae comments that it's unheard of for a Fae to use magic to bestow such an extravagant gift to a mortal.

The rest of the hunting party mount their horses and follow the two into the forest. The queen orders that a royal quarry, beasts from the Fae world be released for the party to hunt. One day, Herne shoots an arrow into a beautiful white stag. The animal lay twitching and pawing on the ground and then suddenly jumps up and runs away, leaving only a trail of its silver blood behind.

One night, Kelley wakes to find the queen pacing among the Fae, turning them into ugly and evil beings while they sleep. Mabh goes to the edge of the forest, waves her hands and conjures up a stone wall. She whistles silently and a pack of Black Shucks appear. The Black Shuck heard the Fae animals and send them back to the Otherworld via the stone wall.

Sonny tells Kelley that mortal beasts are no longer challenging enough to the hunting party. The next morning, the Fae wake with a bloodlust that is deeper and more intense than the one they had when they went to sleep the night before. Mabh blows a gold horn that makes the hunters go wild. They turn to the village that lies beneath them in the valley. The actions cause Auberon, the King of Winter, and Titania, the Queen of Summer, to pull Herne from the roan horse in the sky—leaving the roan horse to roam without a rider. The king and queen punish Mabh by confining her to own kingdom, where she is still confined today.

Sonny returns them to the carousel in Central Park.



## Samhain XXII Analysis

Sonny implies that scary beasts must be created to keep up with the desires of the hunters. This foreshadows a great greed spreading among the hunters that will cause the hunters to try to break into the Otherworld and ravage the beasts that live there. Ultimately, this will cause a rift between the mortals and the Fae that leads to the two worlds having to be separated from intermingling with each other.

The new bloodlust the hunters have will cause them to hunt the people that live in the village in the valley below the hunting camp. In other words, the hunted are not beasts any longer but humans.

The roan horse is Lucky, the one standing in Kelley's bathtub in her apartment in New York City.



# Samhain XXIII

## Samhain XXIII Summary

Sonny explains that when Herne was released from the spell, he felt such great remorse for leading the kills that he retreated deep into the forest. The other hunters are locked in an enchanted slumber, at least until they find another leader. As long as Lucky remains in Kelley's bathtub everything is fine. If he gets loose, the Wild Hunt horn is blown and Lucky finds a rider, he will transform into the roan horse, which could destroy the mortal world.

As the sun starts to set, Sonny tells Kelley she should go home. She tries to urge him to rest from his injuries too but he says he'll be fine. They look into each other's eyes and Kelley rests her hand on Sonny's chest as they talk.

## Samhain XXIII Analysis

Sonny and Kelley are falling in love with each other. Even though he is a changeling and she is a Fae, the relationship might work. This is because she is a Fae living in the mortal world. Sonny is stuck in the mortal world and unable to return to the Otherworld because of his duty as a Janus guard.



# Samhain XXIV

## Samhain XXIV Summary

The workload for Sonny is light that night. The next morning, he goes to Kelley's address, which he is finally able to pry out of Maddox. He sees the kelpie horse swishing his tail and snoring through the bathroom window. He sees Kelley in a deep slumber through her bedroom window.

Sonny goes to the theater and breaks into the building. He starts to ponder what Kelley will be like now that she knows her true identity. Sonny hides himself in the pews of the balcony as the crew starts arriving. Sonny falls asleep and Puck wakes him up. Puck says Kelley doesn't know Sonny is there. Sonny tells Puck he needs his help. Sonny says he knows why the leprechaun locked Puck in a honey jar because he stole the necklace Kelley wears around her neck to protect her and hide her true identity.

Puck admits that he did it because he fell in love with a mortal or the woman Kelley knows as Aunt Emma. When the king brought home Kelley as a baby, he never said who her mother was. He also barely paid attention to, but spent all of his time with Sonny. The crying baby combined with Puck's memories of the crying Emma led him to steal the four-leaf clover charm from a leprechaun to mask Kelley's glowing aura. Then, he helped Emma break into the Otherworld to steal the baby and get back into the mortal world.

The temperature in the theater drops as King Auberon appears below on the stage. Puck veils both of them so the king can't see them. After looking at each of the actors' faces, the king heads toward the dressing room and towards Kelley.

## Samhain XXIV Analysis

This is the transition point of the novel. Sonny now knows the entire story about his abduction and Kelley's abduction. The only piece of the puzzle that is missing is the identity of Kelley's mother. Kelley is also about to come face-to-face with her biological father for the first time. Kelley's necklace shielding her glowing aura explains why when the necklace fell off in the alley when she was fighting with Sonny that there was such a bright light and a jolt that ran through Kelley's body.



# Samhain XXV

## Samhain XXV Summary

Kelley is backstage getting ready to fix the drooping ear on Alec's ass head when she feels the arctic air hit her. Auberon introduces himself to her. Kelley says he's not her father that her father was a doctor. Auberon warns Kelley she is great danger because she is his daughter.

He offers to make her mortal so that she can remain hidden and safe. He warns her if she claims her birthright that she will likely perish. When Kelley resists him, Auberon tells her that if she remains a Faerie Queen that Sonny will not love.

Sonny comes in to make sure Kelley is safe. She realizes Bob is one of the Fae. She also learns that her Aunt Emma is Sonny's mother. Sonny grabs her in his arms and tells her to be careful while he goes off to work.

## Samhain XXV Analysis

Auberon is using Sonny to convince Kelley to become near mortal so that she will be able to continue to lead the life she has. This will also ensure Kelley's safety. Auberon tells Kelley that she has her mother's eyes before he disappears. Sonny saying he wishes he could meet his mother and Kelley saying he will foreshadows that they will have a future together.



# Samhain XXVI

## Samhain XXVI Summary

The 13 Janus guards are meeting in the back of Central Park. Sonny tells them that he found the stolen child. One of the guards, Cait, says that he shouldn't tell Auberon. Each guard says that he shouldn't tell Auberon because the palace is such a joyless place. The Wolf, however, scoffs at these comments because he says they all serve the king.

Sonny admits that Auberon already knows and that he visited Kelley. Sonny declares that she isn't going to go back and live in the Otherworld. Sonny announces that he thinks the appearance of Kelley and the fact that someone is calling for the Wild Hunt again correlate with each other. He thinks it could be Mabh's revenge. She creates a bloodbath to wipe out New York City, taking out Auberon's daughter in the process. Cait gives him two safe passage coins to take Kelley away to hide her temporarily until they can figure out how to keep her safe permanently.

Sonny goes home to sleep. When he wakes up, he finds a message written on his bathroom mirror stating the place and time for him to return Lucky to Mabh.

## Samhain XXVI Analysis

Sonny states that Kelley isn't going back to live in the Otherworld so vehemently because he plans on having Kelley stay in the mortal world with him. With the Janus guards now knowing of Kelley's existence, it foreshadows that one of them could leak the information to the wrong person, putting Kelley and Sonny in danger. Sonny returning Lucky to Mabh's minions could be a trap. If Sonny goes missing, then he isn't there to protect Kelley.





# Samhain XXVII

## Samhain XXVII Summary

Kelley is brushing Lucky when there is a knock on her door. She finds Sonny standing there with a huge bouquet of roses. Sonny goes into the bathroom to see Lucky. When he comes out, Kelley is arranging the two dozen roses in a vase. Sonny breaks the news to her that he has to take Lucky back to the Otherworld.

Sonny tells Kelley he'll cash in his boon with Mabh to make sure that Lucky is cared for and protected. Kelley mentions Tyff is fond of Lucky too when the door swings open and Tyff walks in. Sonny cries out that she is a seelie witch and Tyff's eyes turn comet-like. Sonny moves into a position to protect Kelley.

Tyff tells Sonny to relax, that she would never hurt Kelley because she pays an outrageous amount of the rent. Tyff realizes that Sonny is Kelley's "stalker." Sonny tells Tyff she's been living with Auberon's lost daughter all this time. Tyyfanwy of the Mere, lady-in-waiting Titania the Summer Queen, says Titania is going to kill her when the word gets back to Titania about this.

## Samhain XXVII Analysis

Ironically, Tyff has been living with Auberon's daughter all this time and she didn't even pick up on it. The reason Tyff became so fond of Lucky could be because she picked up on the fact that he is a kelpie and possibly the fact that he is the roan horse. This might be why she didn't make such a big about him being in the apartment. Tyff knew that the horse couldn't turn into the roan horse if the horn was blown for the Wild Hunt and that the horse couldn't find a rider if it is locked up safely in their bathroom.



# Samhain XXVIII

## Samhain XXVIII Summary

Tyff admits she was banished from the Otherworld, but that it wasn't supposed to be permanent. She was supposed to serve her time and then return, but Auberon closed the gates. Sonny asks Tyff to help Kelley by removing the talisman from Lucky. He says there are 78 beads left, which Tyff has three days to carefully untie each bead from its intricate elfknot. He tells Tyff and Kelley that he is taking Kelley to the Green in Central Park to keep her safe for now.

## Samhain XXVIII Analysis

Even though Tyff and Sonny have opposing bosses, they are working together for the good of Kelley and mankind as a whole. Tyff telling Kelley to wear something nice and loaning Kelley one of her outfits suggests the Green is a very nice place for Kelley to hideout.



# Samhain XXIX

## Samhain XXIX Summary

While Tyff does Kelley's hair and puts her in a gown, Kelley asks why Tyff's ears aren't pointed like Kelley's slightly pointed ears. Tyff says she had them done, and that's also why she's a parts model so that nobody can photograph her from the neck up. Tyff explains the Green is very upscale so that Kelley will fit right in her formal attire. When Sonny sees Kelley, you can see in his eyes that this is a date.

When Sonny and Kelley arrive at Central Park, Sonny picks one of the horse-drawn carriages for them to ride. When Sonny asks the driver to take them to the Tavern on the Green, the driver says it'll cost him to take that road. Sonny pulls out the coins he got from Cait and hands them to the driver.

During the ride, the driver tells the narrative about the four carousels that have been in the park. When Kelley asks Sonny if he will support her if she chooses to claim her Faerie Princess life, he says he will support her no matter what she chooses.

They pull up to the Tavern on the Green. The doorman greets them, welcoming them to Herne's House. When they step inside, Herne introduces himself and he looks just like he did in the vision of the hunt.

## Samhain XXIX Analysis

Sonny chose a specific horse and driver. He chose them because they are Fae and can take them to the special hiding spot he has chosen for Kelley. For a moment, Kelley thinks Sonny is in love with her, but then she starts to think that she is just another one of his assignments.



# Samhain XXX

## Samhain XXX Summary

Sonny takes Herne aside to tell him of Kelley's true identity. Kelley observes all the other Fair Folk mingling in the room. When Sonny returns to Kelley, he explains that Herne's home co-exists with the Tavern on the Green. The house is neither in the mortal world or the Otherworld, but in a world of its own, somewhere in between the two worlds, which is why it is safe. He says when the gates closed, the lost Fae gathered here as a type of sacred place or sanctuary.

One of the Fae tells Kelley that the Janus cannot kill them here. Herne learns that a Black Shuck got through the gate. Sonny warns him that Mabh might be trying to call the Wild Hunt. When Herne finds out that Kelley is the subject of the hunt, he says she and her world are in great danger and he will protect her himself. Sonny shows Kelley around the home before he has to leave. Finally, Sonny asks Kelley to dance with him.

## Samhain XXX Analysis

Sonny is savoring the time he has left with Kelley before he leaves to return Luck to Mabh. Sonny knows that if she chooses to live with the Fair Folk that he will never see Kelley again. It seems as if Kelley is leaning toward remaining in the mortal world, which also means that she is choosing to lead her life with Sonny.



# Samhain XXXI

## Samhain XXXI Summary

As Sonny and Kelley dance, she feels at home in Sonny's arms. She tells him she doesn't belong here. He removes the necklace from her neck and calls Kelley, "My Firecracker." By removing the necklace, Sonny has unleashed Kelley's natural glow and it lights up the room.

Kelley realizes she is floating above the floor. Then, she notices that she has sprouted fairy wings. Sonny grabs her hand to keep her from floating away. Herne and the rest of the Fairy Folk bow to Kelley in respect for who she is. Later, as they sit on a bench, Sonny returns to Kelley the pages of the script he found in the park.

Before he goes, Sonny says he wants to show Kelley one more thing. He leads her into another area of the house. He shows her a wall that he says separates the mortal world from the Otherworld. He says it's the one place where the worlds meld and can talk to each other. He says the name of the place is Avalon, which is the same name of the theater where Kelley works.

Sonny tells Kelley he wants to do a scene from her play with her. He chooses it and shows it to Kelley. He keeps having Kelley say her line that ends with "I love thee." Then they kiss.

Hernes summons Sonny. He says the hags are circling over central park. It's time for Sonny to leave for his appointment. He tells Kelley not to forget the words.

## Samhain XXXI Analysis

Kelley's true self is unleashed. She is able to experience her fairy-like existence for the first time in her life. Sonny grabbing Kelley's hand to keep her from floating away from him is symbolic that he isn't ever going to let Kelley go and that he'll always be there for her.

Everything in the Otherworld exists in a parallel universe, which is the mortal world. Sonny purposely choosing the line of the play that has Kelley say she loves him. Kelley catches on to what he's trying to do by saying the three words over again.



# Samhain XXXII

## Samhain XXXII Summary

When Sonny picks Lucky up from the apartment, Tiffany groomed her and topped him off with a red bow. Sonny leads Lucky out the bathroom window that he came in, veils them and walks the horse to the meeting spot in Central Park. It's Halloween, or Samhain, night.

When Lucky and Sonny arrive in the park, a rift opens right in front of them. Mabh appears dangling an injured and bloody Chloe in one of her hands. Sonny is shocked to see Mabh, but she assures him she is still shackled and tethered, revealing one of her ankles to him.

Sonny says he'll hand over the keltie, but gives Mabh his conditions first. When Sonny hands over the horse, Mabh asks where her daughter is. When Sonny realizes Mabh is Kelley's mother, he also realizes Auberon is responsible for trying to release the Wild Hunt.

Because Sonny broke his promise, this sets Mabh free. As Mabh breaks her chains, the Janus guards come of the bushes. Mabh drops Chloe to the ground and Maddox runs to her. Chloe admits to telling Auberon about Kelley and then she dies.

## Samhain XXXII Analysis

Mabh has chosen Samhain to have Sonny return Lucky to her realm. This is symbolic since it is the night that the gate opens completely. When the storm hag told Sonny this realm has something that doesn't belong here, she wasn't talking about the horse, she was talking about Kelley. Kelley is Mabh's daughter. Sonny also realizes that Kelley has Mabh's green eyes, but Kelley's are missing the malice that Mabh's have.



# Samhain XXXIII

## Samhain XXXIII Summary

At the Green, Hernes and Kelley are talking. Herne tells her that she could be a danger or an ally to Auberon. This is because she is the only heir to his throne. This can either make him vulnerable to enemies or protect him, because the only way a Faerie can die is if he is killed. Herne warns Kelley to choose her option wisely. Suddenly, Herne throws Kelley to the ground to save her from a pumpkin falling out of the sky.

As Mabh appears in the sky demanding her daughter, Kelley realizes that Mabh is her mother because they have the same eyes. The Fair Folk arm themselves and rush to protect Kelley. Kelley flees, out into the parking lot of the Tavern on the Green and back into the mortal world.

Kelley sees that all sorts of Faerie beasts are pouring through the unguarded gates in Central Park. The monsters are harassing the mortals dressed in the Halloween regalia. Kelley rips the necklace from her neck, causing a howler monkey attacking a Halloween goer to burst into thin air. She knows that she has to find Sonny or the only other person with the power to do something.

## Samhain XXXIII Analysis

Kelley doesn't know what her father's motives are. He could be offering to make her human so that it saves his life, or he could truly love Kelley and want what is best for her. The only other person with the power to do something is Auberon, Kelley's father. Finding him could put Kelley in danger, however.



# Samhain XXXIV

## Samhain XXXIV Summary

Sonny yells for Herne to tell him where Kelley is. Herne and the other Fae are fighting Mabh's minions and the Green is in chaos. Herne says Kelley ran into the park and Sonny needs to find her before Mabh or someone else does. Sonny meets up with Maddox outside of the Tavern.

As they make their way to the park, they encounter some Fae monsters for a fight. Lucky is with them and also joins in the fight, striking out with his hooves. The Fennrys Wolf also drops out of the sky to help. The Wolf tells Sonny to take the horse to find Kelley and that he and Maddox will take care of the battle.

As Sonny jumps on the horse, he hears the Wild Hunt horn sound. He thinks nothing of it because Tyff removed the talisman from the horse's mane and tail. When the second horn sounds, Sonny hears the beads clanking together and realizes that there were hidden beads, veiled by a glamour until now, in the horse's mane.

## Samhain XXXIV Analysis

With Sonny on the roan horse and the Wild Hunt horn sounding, Sonny has just become the rider of the roan horse. The official start of the Wild Hunt has begun, which means that everyone will be hunting Kelley and anyone that is associated with trying to help her. This also transforms Sonny into a ruthless hunter, which means that he will be hunting Kelley as well.





# Samhain XXXV

## Samhain XXXV Summary

Kelley hears the horn as she trips over Bob-Puck-Robin Goodfellow. Bob grabs at his throat but Kelley realizes Bob can't speak to her because he has been enchanted. Pink foam emerges from his mouth as Puck recites his lines from the play. Kelley manages to veil herself and Bob, as she sees the carousel in the park spin out of control and Sonny emerge on the roan horse.

Kelley watches in horror as the horses from the carousel spring to life. As Sonny and the rest of the hunters ride into the sky, Kelley drops the veil and puts her necklace around Bob's neck to protect him. As Bob tells her it is AUberon that started the Wild Hunt, Kelley sees the king appear in the distance, bend down and pick up the hunt horn. As he approaches Kelley and Bob, he says the apple doesn't fall far from the tree.

Auberon tells Kelley that if she gives up her claim, he will stop the hunt and save Kelley and Sonny from their fates. Kelley agrees but asks Auberon to stop Mabh and her minions and to get them out of the park. After Auberon drains Kelley of her royal blood, he tells her that he can't tell her how to stop Mabh but that he has given Kelley what she needs to do so.

Kelley asks Bob for advice. Bob says she has to reach Sonny and that she is the only one that can. Kelley finally realizes that what Bob and Auberon are talking about is using the powers within Kelley that come from her mother. While Auberon took the powers of his court from her, Kelley still possesses the dark powers of her mother. Kelley connects with this power inside of herself.

Kelley tears a rift so she can enter the world that her mother rules. It's a dark, swampy bog-like place with a forest surrounding it. Three hellhounds surround Kelley, but before they attack her, the White Stag appears and saves her. She climbs on the White Stag's back and holds on to its mane for dear life as it rides off, returning to the mortal world and the Wild Hunt.

Kelley leads the White Stag as high in the sky as she can to draw the hunting party away from the mortals below. As the roan horse and its rider close in on Kelley she throws herself and her horse at them and knocks the rider off the horse. She watches as Lucky plunges out of the sky. Kelley opens a rift, allowing Lucky that has transformed back into a kelpie, back into Mabh's realm.

With the magic gone, Kelley's horse too disappears, which sends Sonny and Kelley tumbling toward the ground. Sonny is now human again, so he tries to twist and turn their bodies together so that when they hit the ground, he takes the brunt of the impact. Kelley summons her inner strength and powers, sprouts her faerie wings and starts flying to save them from crashing to the ground.



## Samhain XXXV Analysis

Through his play lines and pointing, Bob is trying to give Kelley a message. The horses springing to life from the carousel are the hunting party assembling to hunt Kelley down and kill her. Auberon is insinuating that Kelley is just like him.

The White Stag symbolizes prey for the Wild Hunt. Kelley riding on the White Stag will attract the hunters' attention and she will be able to lead them where she needs them to be.

The moral of the story is that when you are up against adversity, you have to look for the strength that you have within. You have to use your inner strength to take control of the situations that you can control. Don't allow anyone to tell you who you are or who you are not. Instead, be who you want to be and who you are from the inside out.



# Samhain XXXVI

## Samhain XXXVI Summary

Kelley lands them safely on the ground. Auberon applauds her performance. Kelley takes the hunt horn from him and crushes it. As Kelley and Sonny try to walk off together, Auberon summons Sonny back, saying Sonny works for him. Kelley screams that they had a deal, but Auberon says it didn't include Sonny.

Sonny tells Kelley he must contain Mabh because it's her fault that she is free again. He promises that he will find a way back to her.

## Samhain XXXVI Analysis

Sonny and Kelley symbolize the actors in the play. The actors too are separated by a wall. In the play, they talk to each other through the wall. Ironically, in the play the outcome is not a good one, but Sonny expects the real outcome to be a positive one.



# Opening Night

## Opening Night Summary

It's opening night of Kelley's play. She's not happy because Sonny isn't there. Bob shows up dangling her necklace. As he puts it back on her, she asks if he can mask her powers forever. He says he can, but that she should think about it because it's what she uses her powers to do that truly counts.

Bob leads her to the stage. He parts the curtain slightly, where she sees Tyff, Aunt Emma, and Sonny in the audience. Bob says Sonny can't stay but that he is here for the play. He hands her an envelope from Sonny that contains the page of her script with the words "I love thee" circled. Bob also tells her that he's going back to court to work as Auberon's henchman.

Kelley decides to focus on opening night tonight and then she'll worry about how to get Sonny back for good.

## Opening Night Analysis

Bob tells Kelley that it's not the source of her power that counts. It's what she uses her power to do. This is similar to what people say and do. It isn't what you say or do sometimes, but rather how you go about it that truly counts. The story also teaches the lesson that things don't always work out 100 percent the way we want them to, so you have to work with what you have and be happy for what you have, when you have it.



# Characters

## Kelley Winslow

Kelley Winslow is a 17-year-old girl. She is living in New York after graduating high school early. Kelley is working as an understudy in a Hoboken production of a *Midsummer Night's Dream*. Kelley has been living in New York for six months and attended and dropped out of a theater training program.

Kelley's parents died 12 years earlier. When they died, she moved in and is raised by her Aunt Emma. As the story unfolds, Kelley finds out that she was abducted from the Otherworld as a baby by her Aunt Emma, and that her real parents are King Auberon and Queen Mab. The four-leaf clover necklace she wears around her neck is a gift from her Aunt Emma, but is really a gift from the Fae that stole her and gave her to Aunt Emma.

When her mother, Queen Mab wreaks havoc on Central Park in an effort to get her daughter back, Kelley discovers her Faerie powers. She uses her powers to fly and make herself invisible to save her own life, Sonny's life and Bob's life.

## Sonny Flannery

Sonny Flannery is a changeling. Godlike beings stole Sonny from the mortal realm when he was a baby. He grew up as the son of the King of Winter in the Otherworld, Auberon. As a changeling, Sonny is a surrogate child to the Faeries.

When he is in the mortal realm, Sonny lives in Auberon's penthouse apartment overlooking Central Park. Auberon sent Sonny back to the mortal world to work as a Janus guard. Sonny's job, along with the 12 other guards, is to guard the gate that separates the Otherworld from the mortal world.

When Sonny sees Kelley for the first time, he knows that there is something special about her. He is able to figure out that Kelley is not a mortal, but unbeknownst to her, she is the abducted daughter of Auberon. Sonny works to protect Kelley, who he believes is the target of an attack by someone in the Otherworld.

## Mindi

Mindi is the stage manager at the Avalon Theater, where Kelley works. Mindi is the one that tells Kelley that her understudy role means she'll be taking over for the lead actress to play the role of Titania. Mindi also works to help boost Kelley's confidence about her acting abilities and refits the costumes and wings to fit Kelley for the production.



## Aunt Emma

Aunt Emma is Kelley's aunt. Aunt Emma raised Kelley after Kelley's parents died. Aunt Emma is very protective of Kelley, so she is less than thrilled that Kelley has moved to New York City to pursue her dreams of acting. Aunt Emma turns out to be Sonny Flannigan's biological mother.

When Sonny is stolen from Emma, she seeks revenge. She sneaks into the Otherworld, with the help of Bob, to steal Auberon's daughter from him. That daughter is Kelley. When Emma gets back from the Otherworld with Kelley, the parents that end up adopting Kelley find Emma wandering in Central Park. They take her home and then end up adopting Kelley.

By the end of the novel, Kelley knows the truth. Emma and Sonny are also reunited to restart their relationship as mother and son.

## Auberon

Auberon is the King of the Unseelie Court of Faerie. He is the King of Winter, so each time he appears in the mortal world, the people in the room or area where he lands feel the temperature drop prior to his arrival.

His hair is charcoal gray with a streak of silver in it. He has pale lips. He is the King of Winter, which makes him the most powerful king of the Four Courts of Faerie.

Auberon is prohibited from interacting with the mortal realm. He does maneuver between both worlds as he wishes, however. Auberon owns the apartment that Sonny Flannery lives in. He also raised Sonny from the time he was a baby until now. It turns out that Auberon is Kelley's biological father. In an attempt to save his place on the throne and his life, Auberon is responsible for calling the Wild Hunt, to hunt Kelley down and kill her.

## Tyff

Tyff is Kelley's roommate. She is a parts model, so she models her hands, feet, legs and certain parts of her body. She uses very expensive bath products, so when Lucky spills one of these products into the tub of water, Kelley is concerned Tyff is going to kill her.

Tyff turns out to be a Fair Folk too. She was a lady-in-waiting for Queen Mab. Tyff was banned from the Otherworld for a set period of time. During her sentence, Auberon decided to close the gates between the Otherworld and the mortal world, trapping Tyff in the mortal world.



## Bob

Bob is one of the actors in Kelley's play. His true identity is Robin Goodfellow, or Puck. Bob is the one that is responsible for helping Aunt Emma to kidnap Kelley when she was a baby. He is also the one that put the four-leaf clover necklace that he stole from a leprechaun around her neck.

## Mabh

Mabh is one of the queens of the Otherworld. She is punished to confinement when she gives her mortal boyfriend, Herne, an enchanted gift. The enchanted gift is a roan horse. The roan horse turns its ride, and in this case Herne, into a hunter that will only hunt the most cunning of prey, which turns out to be people.

Mabh is also Kelley's biological mother. when Sonny breaks his promise to Mabh, she is released from imprisonment and starts wreaking havoc on New York City in order to find and get her daughter, Kelley, back.

## Chloe

Chloe is a siren that now lives in the mortal world. Chloe knows Kelley's true identity when Chloe steals a song from Kelley while she is helping the horse out of the lake. When Mabh finds out that Chloe revealed Kelley's identity to Auberon, Mabh feels Kelley is in danger. Mabh tortures Chloe and eventually kills her.

## Herne

Herne was Mabh's love. Herne was a hunter, but when Mabh gives him the enchanted horse, his new prey is the human villagers that live below the camp where Herne, Mabh and the rest of the hunting party are staying. In essence, he becomes the hunter of what is known as the Wild Hunt. When the enchantment breaks and Herne realizes that he killed innocent people, he is banished to stay in his own home, which turns out to be Tavern on the Green. When Herne finds out Kelley's true identity, he vows to protect her himself.

## Maddox

Maddox is another one of the Janus guards. He is also Sonny's best friend. Throughout the novel, Maddox provides advice to Sonny, he also assists Sonny out of some dangerous situations.



# Objects/Places

## Four-leaf Clover Necklace

Kelley wears a four-leaf clover necklace around her neck. She thinks that it's a gift from her Aunt Emma. In reality, Bob stole it from a leprechaun and gave it to Kelley to shield her glow as a Fae and protect her in the mortal world.

## Lucky

Lucky is what Kelley names the horse that she saves in Central Park and that follows her home. Lucky is really a kelpie, which is a type of Fae. Lucky has onyx beads in his tail and mane. These beads are enchanted, so when someone sounds the hunting horn, Lucky becomes the roan horse, and whoever gets on Lucky's back will turn into the rider of the Wild Hunt. In this case, when Lucky turns into the roan horse, Sonny turns into its rider and starts to hunt Kelley.

## Central Park

Central Park is acres and acres of land in the middle of New York City. In the novel, Central Park is a façade. The park covers the gate that allows passage between the Otherworld and the mortal world. After Auberon shuts the gates, Sonny and the other Janus guards go to the park to protect the mortal world from being invaded by Fairy Folk that are trying to escape into the mortal world from the Otherworld.

## The Gate

The Gate is the passageway between the Otherworld and the mortal world. After Kelley is stolen as a baby, Auberon orders that the gate be shut and locked. Essentially, this cuts off entrance to and from the Otherworld to the mortal world. The Janus guards are put in Central Park to protect the four corners of the gate to keep the Fairy Folk from escaping into the mortal world.

## Play Pages

In an effort to save the horse from drowning, Kelley drops a few pages of her script by the lake. Sonny finds these pages, which have the name of the theater on them. This is how he locates Kelley again. Later in the novel, he uses one of the pages to express to Kelley that he loves her because one of the lines in the play is, "I love thee."





## The Avalon

The Avalon is the theater in Hoboken where Kelley works. It is also a place in a *Midsummer Night's Dream*. Since everything in the play has a real location in the Otherworld and other Fae-owned locations, the Avalon is also an island that is reachable from the Tavern on the Green. Sonny shows this location to Kelley, telling her that it is the "wall" that separates the two worlds so that they can always communicate through it like the characters in the play talk through the wall.

## Onyx Beads

Sonny finds some onyx beads on the shore of the lake, along with the script pages and some horse hair. The beads are also weaved into Lucky's mane and tail. The beads are enchanted, or talisman. These beads are what give Lucky the magical power to turn him into the roan horse, when the hunt horn is blown and a rider gets on his back. Tyff thinks she removes all of the beads from Sonny to prevent the Wild Hunt from restarting, but there are some hidden beads in his mane. When the horn sounds, Sonny is riding on Lucky's back, so Lucky becomes the roan horse and Sonny the rider.

## Tavern on the Green

Tavern on the Green is a bar, restaurant and lounge in New York City's Central Park. It is also the home of Herne. As part of his punishment for the Wild Hunt incident, Herne is on house arrest to Tavern on the Green. The house is also an in between location between the Otherworld and the mortal world, so it is a safehouse, where Fae cannot be killed or injured. This is where Sonny takes Kelley to keep her safe.

## Otherworld

The Otherworld is a magical fairyland world where the Fae, or Fairy Folk live. It's where all of the kings and queens of the seasons live and rule. The Otherworld is shut off from the mortal world because Auberon has locked the gates that used to allow passage between the two worlds.

In the Otherworld, time changes at a different rate than in the mortal world. For example, when Aunt Emma goes into the Otherworld to steal Kelley, when she returns, decades have passed.

## Mortal World

The mortal world is the world we know as Earth. It is the world that sits on the opposite side of the gate from the Otherworld. In the novel, some of the Fae were trapped in the mortal world when the gates closed, so they are living among the mortals.



# Themes

## Relationships

One of the primary themes running through the novel is relationships. The primarily covers two different kinds of relationships: friendships and romantic relationships. A third relationship the novel touches upon is family relationships.

Friendship is the first type of relationship the novel tackles. Sonny and Maddox are very close friends. They also serve as Janus guards together. The loyalty and devotion between Sonny and Maddox is very strong, to the point where it's unbreakable. In a slightly different way, the bond or friendship that Kelley forms with Lucky is very strong as well. Kelley feels responsible for caring for the horse and making sure that he is not harmed. She even convinces Sonny to make sure that Sonny is taken care of when Sonny thinks he has to turn Lucky back over to Mabh.

Romantic relationships are also tackled in the novel. Kelley gradually falls in love with Sonny, although she tries to fight it at several points as the novel unfolds. Sonny also has romantic feelings for Kelley. The problem becomes that they are from two different worlds, and when these worlds no longer collide, they are kept from being together on an ongoing basis.

The finally types of relationships the novel tackles is family relationships. Auberon raises Sonny from the time he is a baby. This creates a strong and loyal bond between the two men, even though they are not biologically related. The same holds true for Aunt Emma and Kelley. Kelley looks to Emma as a mother figure because Aunt Emma has raised Kelley since her parents died.

## Coming of Age

One of the primary themes that run throughout the novel is growing up and coming of age, even against adversity, such as the death of parents and being abducted as a child. Kelley struggles with the fact that her coming of age includes searching for happiness in her pursuit of becoming an actress. Kelley deals with the responsibilities in life of caring for herself, on her own, at the age of 17 because she has moved away from her aunt to pursue her dreams.

Additionally, Kelley learns that her coming of age also brings magical powers. Kelley has to learn how to deal with her two separate lives—that as the mortal she has been living as for the past 17 years, and that as a Faerie Princess. Kelley especially struggles with if she should claim her birthright as a Faerie Princess or become eternally mortal so that she can be with the man she loves, Sonny.



## Good versus Evil

Another primary plot throughout the entire novel is that of good versus evil. The gate that separates the Otherworld from the mortal world is a dividing line between that of good and evil. Once the gates were closed and locked, the forbidden mortal world turned many of the Fair Folk into evil beasts and monsters in an effort to breach the gate and make their way into the mortal world.

Auberon represents good, while Mabh represents evil. Throughout the novel, Auberon is seen as the good king, while Mabh is seen as the evil queen. As the truth comes out, Auberon has an evil side of his own because he is the one that is blowing the horn and calling for the Wild Hunt.

Finally, Kelley has an inner struggle with her powers, which are a combination of good and evil. The light and glow that Kelley gives off if she's not wearing her four-leaf clover necklace represents her good powers. These are the powers that she has inherited from her father. On the other side, Kelley possesses the dark and more sinister powers of her mother, Mabh. Even when Auberon releases the good powers from Kelley, Kelley is able to conjure up her dark powers from within to save her own life, Sonny's life and the mortal world as a whole.

# Style

## Point of View

The novel is written from the third-person point of view, from the perspective of author and narrator of the novel. The novel swings back and forth between the present and the past. The present represents the time after Kelley and Sonny came to the mortal world. The past represents the time leading up to the closing of the gates that led to Sonny and Kelley living in the mortal world.

The point of view of this novel is intimate, allowing a reader to connect closely with each of the main characters, Kelly and Sonny. The book written in this manner allows the reader to get inside Sonny and Kelley's heads, thoughts, and inner struggles. The reader cares what happens to Kelley and Sonny, and even some of the other characters that help the duo along the way. The point of view also allows the author to inject her own opinions into the narration and to expand on the events taking place around the other characters and the occurrences taking place.

## Setting

The novel is set primarily in New York City. The main characters are involved in the aftermath of the gate shutting and locking—separating the Otherworld from the mortal world. Sonny is constantly trying to keep the Fae from escaping the Otherworld to enter the mortal world. Additionally, he becomes personally responsible for keeping Kelley safe..

The setting of this novel works well with the plot. At first, the reader is not aware that Central Park is magical and holds secret passageways that lead to and from the Otherworld and the mortal world. However, as events unfold, the magic is a constant part of the plot, the lives of the characters, and even the outcome of the novel.

## Language and Meaning

The language of this novel is relatively simple and easy to read. The author, however, interjects some made-up words to fit into the setting of the novel. The language seems to be from the 21st century, which is when the novel is set. The language is descriptive enough that it helps to explain the situations and is detailed enough for the reader to truly understand.

## Structure

The novel is divided into 37 chapters. Each chapter ranges from five pages to 30 pages long. The chapters tell the story primarily in exposition and some dialogue. The narrator

injects her own voice and thoughts throughout the book, providing her opinions and feelings of the events unfolding in the novel.

The novel contains one main plot and several subplots. The main plot is that of human relationships - friendships, romantic relationships, and family relationships. One subplot is the coming of age of the characters, primarily Kelley and Sonny. Another subplot is good versus evil.



## Quotes

"Our darling Diva deWinter just busted her ankle. She is out of commission, and that means you, little understudy, will be stepping into the lead role of Titania, the fairy queen, for the run of this show" (Samhain I, p. 2).

"This year of all years...I must not fail" (Samhain II, p. 10).

"You're okay. I'm here. I'll help" (Samhain III, p. 17).

"How goes the day, Sonn? Does it feel different to you yet" (Samhain IV, p. 18).

"You're not real! I can't hear you because you're not real" (Samhain V, p. 24).

"I did once - from a great distance - when I accompanied Auberon on a visit to Queen Mab's Borderlands. They mostly lurk in the swamps thereabouts. Vicious things" (Samhain VI, p. 28).

"The stones are green amber. My aunt gave it to me when I was a baby. It's sort of a good-luck charm" (Samhain VII, p. 31).

"I recognize him. I used to see him coming and going from the Unseelie Court in the days before Auberon shut the Gates. Before your time, Sonn" (Samhain VIII, p. 33).

"What thou seest when thou dost wake, do it for thy true love take" (Samhain IX, p. 35).

"Once upon a time, I was Auberon's henchman, much like you. But I was never Auberon's fool. And I am not entirely without compassion" (Samhain X, p. 42).

"I know you were. I know you stayed there after I left you in the garden, and I know you found...something. I need to know where it is. Tell me. Now" (Samhain XI, p. 43).

"She saw me. Standing onstage - she saw me. Through the veil. Did you...see her" (Samhain XII, p. 46).

"Lucky" (Samhain XIII, p. 49).



"Oh, Mabh, is this what your folly has brought us to now" (Samhain XIV, p. 52).

"Fine. So you're a night watchman" (Samhain XV, p. 56).

"Auberon thinks that someone may be trying to wake the Hunt" (Samhain XVI, p. 61).

"Ah, right. An idiom, that. Figure of speech, lassie. I hope" (Samhain XVII, p. 62).

"Sonny...you've found the Faerie king's daughter" (Samhain XVIII, p. 70).

"I've denied you your birthright. Your destiny. I thought that I was doing a good thing, but it was all kinds of evil and I see that now. I only hope you can forgive me one day" (Samhain XIX, p. 75).

"She wants it back. It should never have been sent here. It was a mistake. Find it. Return it. And the queen will grant you a boon" (Samhain XX, p. 80).

"Let me show you the story of the Wild Hunt" (Samhain XXI, p. 83).

"Mabh turned them from a hunting party into a deathless, dead-mad war band, waking nightly with the rising of the moon to ride out with a single purpose: to kill" (Samhain XXIII, p. 91).

"That's my girl" (Samhain XXIII, p. 96).

"And yet, I noticed that you are still keeping an eye out for the well-being of a certain princess" (Samhain XXIV, p. 100).

"You have your mother's eyes, you know" (Samhain XXV, p. 104).

"She's not going anywhere" (Samhain XXVI, p. 106).

"All this time living under the same roof, and it never occurred to Tiffanwy of the Mere,



lady-in-waiting to Titania the Summer Queen, that her 'silly little mortal' roommate also happens to be Auberons lost daughter" (Samhain XXVII, p. 112).

"Like I told you, I don't think Lucky is very normal, as far as kelpie go" (Samhain XXVIII, p. 114).

""Long has it been since you have honored Herne's house with your presence" (Samhain XXIX, p. 120).

"He means the Janus cannot touch us here. They cannot kill us here" (Samhain XXX, p. 122).

"I love thee" (Samhain XXXI, p. 127).

"Mabh was so angry when she found out that I told him. She thinks Auberon wants to do the girl harm" (Samhain XXXII, p. 133).

"The kings and queens of Faerie are protected by the power of their thrones. Without heirs, they remain utterly inviolate, and without deadly enemies" 9Samhain XXXIII, p. 134).

"Go, Sonn. Go! Find her" 9Samhain XXXIV, p. 138).

"You can't break my fall. Not when I can fly" (Samhain XXXV, p. 148).

"You know that story ends horribly, right" (Samhain XXXVI, p. 150).

"Twasn't me - the Winter King gifted Sonny enough of his own power to cross over" (Opening Night, p. 152).





## Topics for Discussion

Who is the true Kelley Winslow? Do you think the dreams she is having are true dreams or visions? When Kelley realizes she was abducted from Auberon as a baby, why doesn't she want to meet him right away? When Kelley conjures up her powers during the time the Fae are attacking Central Park, do you think this is something she knew she had the power to do all along? What does Kelley ultimately realize about her relationship with Sonny?

Discuss the relationship between Kelley and Sonny. Are they friends, foes or somewhere in between? Is there true competition in their relationship? How does Kelley feel about Sonny? How does Sonny feel about Kelley? How do Kelley's feelings change? What does she do about it? What happens to Sonny?

Discuss the relationship between Sonny and Auberon. Are they friends, foes, employer and employee, or somewhere in between? Is there true competition in their relationship? How does Sonny feel about Auberon? How does Auberon feel about Sonny? How do Sonny's feelings change? What does she do about it?

Discuss the relationship between Auberon and Mabh. Are they co-rulers, lovers, foes or somewhere in between? Is there true competition in their relationship? Do you think they had an ongoing affair that resulted in Kelley being born? Why does Auberon try to kill Kelley? Why does Mabh try to get Kelley back?

Discuss the relationship between Aunt Emma and Kelley. How does Aunt Emma feel about Kelley? How does Kelley feel about Aunt Emma? How do Kelley's feelings change when she finds out her true identity? What does she do about it? What happens to Aunt Emma?

Who is Sonny Flannigan? Is he a tortured soul or simply a changeling? Why do you think Sonny agrees to work as a Janus guard? What role does Sonny play in Kelley learning her true identity?

Discuss the magic in the novel. What impact does the magic have on the characters of the novel? How does it motivate them and how does it derail their lives?