Chapter 1 at home on moving day

Ambril and family pack up house prepare to leave for Trelawnyd, their hometown. They left years ago when Ambril's father died. Ambril and her brother do not want to go for different reasons. Ambril because she is happy where she is and will miss her friends, particularly Mr. Tran. Traz doesn't want to go because he remembers his father's death and knows that the town will not accept them warmly. Ambril gets Ashera, it falls in her lap. Traz throws an empty milk carton at her she kicks it back to him. He throws a tennis ball at her, she kicks it back he throws a football at her and she kicks it in his stomach. She tells him as he doubles over that she learned a thing or two at soccer camp that year. I had a great teacher, she had 7 older brothers.

(Ambril frustrated with Mom who is making them move again. Sad to leave her friend Mr. Tran and puzzled by Traz's behavior. Reflects on mother's behavior her whole life has come to expect little support from her. But running off to marry some one she hardly knows. Moving, they had done in spades, but this was different. They were moving to something, not away. Ambril wasn't sure about it. Definitely didn't like Feldez her soon to be stepfather. )

**Chapter 2 Mr. Tran’s shop**

Mr. Tran tells Ambril about Ashera and fixes robot with AI. He gives Ambril advice about Ashera and helps her find amulet. In street just after Ambril leaves, he instructs 2 old friends to ride with Ambril and keep her safe. (They are a squirrel and a crow and the squirrel hides among the junk on top of the car. Traz breaks robot, and rips an old label on the front of it partially, leaving the letters, FLIT. Which become the robot's name

2-

She thinks the Ashera is cool but doesn’t take it seriously. Reflects on her father. Tran has been the closest thing to a father to her and she has to leave him. Thinks about her grandmother Rosa and family connections. She's going back to her hometown. There might be too may relatives.

**Chapter 3 In the car to Trelawnyd**

She thinks the Ashera is cool but doesn’t take it seriously. Reflects on her father. Tran has been the closest thing to a father to her and she has to leave him. Thinks about her grandmother Rosa and family connections. She's going back to her home town. There might be too may relatives.

3-

Ambril feels betrayed by mother when she suggests they should give up their father's name. Traz is livid and alludes to another reason other than just convenience and simplicity. He hints that the town doesn't think much of their father. Ambril is stunned by this saying that she though Dad had been killed in a fire. Ambril is frightened at Traz's violent reaction and worried and scared when he runs into the forest.

**Chapter 4 in the forest one**

Ambril's Mom follows Traz into forest making Ambril swear to not leave the car. She shakes and beats the front seat with the Ashera in frustration. It begins to glow and resonate. She looks down and sees a new figure, it herself running away. She sees a figure walk quickly up the road and turn off into the forest just ahead of the car. Then she sees the Dullaith following the figure up the street but instead of following the figure into the forest it seems to see her and come after her. It attacks the car. The Dullaith nudges the car and hits the hood. Finally Ambril gets out and starts to run. She tries to runs into the forest following her Mom but gets cut off by the Dullaith so she runs inthe opposite direction. The Dullaith comes after her. She runs into the shadowy figure startling it and interrupting what it was doing. Who trips and falls. He drops something but runs. Ambril hooks it to pick it up with the Ashera and with a flash of light a sickly and exhausted looking fairy emerges. She looks at the fairy, the fairy looks at her and then they both look at the Dullaith who appeared to be stunned by the flash of light but is recovered and roars, angry, just behind them. Ambril runs with the fairy in her hand. The Ashera in the other. Behind her, the Dullaith is right behind her she runs.

4-

She reflects on Traz but gets so confused she decides to take her mind off her family and look at the Ashera. She gets down on herself, saying to herself that the kids at school were right she was a nobody. But the Ashera responds to her suddenly

**Chapter 5 in the forest two**

 Ambril sees a small hole in solid wall of trees ahead and wriggles through onto a clearing with a circle of stone in the center. The fairy flies wearily onto her shoulder. She runs to middle and hides behind a sickly tree. She sees the Dullaith fighting to get through and feels the Ashera quivering in her hand. She seems to hear instructions in her head telling her to focus her energy on the Ashera. Distracted by the Dullaith Ambril finds it hard but she tries and is rewarded by a flash of light. The Dullaith is weakened but recovers again. This time, Ambril knows what she has to do but doubts she can do it. She is after all just an ordinary kid. She feels a tug at her neck and realizes that the fairy has pulled out her amulet. She tells him to knock it off. The fairy touches the stone and points with the other hand toward the Ashera. A blinding beam of light makes a steady stream. Ambril is startled at first but then gets the idea of focusing the light on the Dullaith. Who finally dissipates. Ambril drops to her knees and looks at the exhausted fairy she says Thanks. Just as 2 huge chicken feet land on either side of her and she is knocked out by a brick falling on her head.

5-

Confused and frightened Ambril has no time to think logically about what she's doing but she is absolutely stunned by the events occurring to her. Why me? She tries to reason with the Dullaith saying you've got the wrong kid, I’m nothing special. See's fairy is amazed by it. Startles shadowy figure that trips and drops the fairy trap, the fairy is released. She must be seeing things, a fairy, a monster? It’s unreal. And yet it was real.

Chapter 6 Fowlclun

Ambril awakens in rocking moving room. There are voices but when she opens her eyes she finds no one there. The voices are talking about her, her amulet, the Dullaith, the script which describes their rescuer in just that way. There is a table (Mable), an armoire (Korrigan), a feather duster (Ester) and a clock (Crystal) plus the bed she is in then she opens her eyes. She decides that she must have been dreaming when she heard the voices. There is also a stone flower used as a paper weight (Tweek). Ambril picks it up and examines it. It's beautiful and there is writing around the bottom. Ambril wonders aloud if this is the script she heard about in her dream. The table responds. She thinks she is still dreaming or that it's the bump on her head. But they convince her that she is not. Eventually she realizes the furniture is enchanted. Hendoeth, a small pigtailed pudgy old woman with a western accent, Levis and cowboy boots comes in and explains, She owns the home they're in which is named Fowlclun, a house on chicken legs who roams the forest. Ambril had been hit on the head by a brick from their chimney and FowlClun was very sorry. The furniture think she is going to rescue them from their enchantment. But she gets them to pipe down that there are lots of people with fancy jewelry around their necks who come to visit. Hendoeth tells her she knew her father and Gran, the puzzle box she has is called an Ashera, very serious magic. She should wear the Amulet around her neck at all times, it will keep her safe most of the time. They give her hot chocolate and take her to Olaf's house Ambril tells them about the fairy, the figure, and the little box that opened when she touched it with the Ashera and how he helped her using the Amulet. Hendoeth is shocked, saying fairies don't usually help humans, considering them inferior, smelly sorts of creatures. But that it probably felt beholden to her for having released him. She asks her if she remembers anything else. Ambril thinks hard and remembers a skull on the trap. She draws a picture of it and Hendoeth says nothing but looks concerned. The drop her off at Olaf's house

6-

Startled by new surroundings when she awakens. Wary and suspicious she wonders if she's still dreaming when she meets the talking furniture until something hits her and she realizes she's awake. Then she starts thinking that she 's hallucinating Hendoeth convinces her reluctantly to trust herself and eventually to trust her. She did save her from the monster. Hendoeth tells her just a little about what she had seen as they're rushed and then drops her off at Olaf's. She still leaves a lot of unanswered questions.

Chapter 7 Olaf and car

Olaf is a big Swede of few words. He puts her on his bicycle and takes her to her Mom who is freaking out on the roadside. Traz is back there is a police car and Feldez has come. Their car has been smashed up by the Dullaith. Everyone thinks that Ambril's Mom caused the damage when she pulled to a stop despite her saying it couldn't have been. Ambril volunteers that there might have been a hit and run. Buckthorne stares hard at her and nods noncommittally. Feldez drives them in his car while their car gets towed in.

7-

Olaf looks at her oddly when Ambril asks him about Hendoeth and all the weird things going on. Begins to jibber on how she's never been anything special, especially good at anything. He asks her if she's Rosa's granddaughter. Ambril, startled said her grandmother's name was Rosa. Olaf nods and says you special. Looks like things are about to move forward now. It is time. Ambril asks him how he knew that and he said you look just like her. Then he says nothing more. Ambril is stunned by this statement and immediately doesn't believe it. There had to be a simple explanation right? Maybe...but she couldn't think of an explanation simple or otherwise Olaf clams up and Ambril has time to think about the fairy, what the figure I the woods was doing, how the heck you can life in side a chicken house and talking furniture. Her head begins to throb just as they bicycle up to the car. Her mother envelops her in a hug. Feldez is there looking peeved at her.

Chapter 8 in Feldez’s car fire scene and drive through town

 They pass a fire by the side of the road. Ambril sees a young boy run from building with a cat and gives the cat to a girl they're both about her age.

8-

Traz is still upset but says nothing as he stares out the window. Tylia flutters at Ambril, Traz and Feldez trying to make everything all right and failing. She is nervous around Feldez who stoically tolerates her attentions and answers her questions quietly and carefully. Ambril observes his profile, describes his sharp thin nose well groomed hair and clothes. Always cool and calm. He is answering questions about the dangers in the forest, how it's been safe for years, nothing out of the ordinary. Ambril starts to interrupt him but decides not to though her mother encourages her. She doesn't trust Feldez as he peers at her through the rear view mirror. His eyes bright and dark. They drive by a still smoldering fire. A farmer’s vegetable stand, out of use for the season had been set ablaze. The firefighters had put it out. Feldez however stops the car too quickly and stares in what Ambril takes as horror or as close to horror as Feldez can display at a round blackened hole to the side of the stand. When Tylia questions why they had stopped he recovers and drives on. Ambril sees Sully and Teg and the scene with Sully's cat. An old lady with a flowered hat on is there looking at the burned circle and shaking her head. Feldez says no one is hurt and they drive on to his house.

Chapter 9 Feldez’s house

House is cold but beautifully designed. Ambril dislikes it. Feldez orders everyone to bed. Ambril gets in trouble for peaking into his study. She sees something there he doesn't want her to see. On the computer screen is the sign of a skull she has seen before. And Monday with the roman symbol for 12:00 next to it.

9-

Feldez invites them in, shows them to their rooms and leaves again quickly. Tylia sits down with Traz and Ambril and they talk through what happened. She tells them she's sorry and they don't have to change their names. Ambril asks her about their Dad, did something happen to him we should know about? Tylia hesitates and says she thinks the past should stay in the past. Traz snorts and says that isn't gonna happen, when pigs fly. You should tell her before some one else does. He storms out. Ambril tries to tell her Mom about the weird things she had seen but her mother is still worried about Traz and doesn't hear her. She sends Ambril off to bed. Ambril find her room, gets into her PJ's and decides she needs a glass of milk. She goes downstairs and sees a door open to what appears to be Feldez's study. Curious she goes in trips over something and jars the laptop screen on. There is a picture of a skull, a familiar skull. Ambril realizes with a start that she saw it into the forest on the fairy trap. She hears a door slam and leaves quickly just getting to the frig before Feldez comes in and asks her what she is doing. He goes into his study and turns off his laptop looking at her accusingly. She tells him she wanted a glass of milk. She goes upstairs. Puzzling about the connection between the figure in the forest and the skull sign on the computer. Could it have been Feldez that she saw? She decides it was possible but too dark to say.

Chapter 10

Ambril can't sleep, gets up and overhears Traz talking with Feldez about Dullaith. She goes in after Feldez leaves and asks him about it. Tells her what happened to her. Traz flies into a rage and tells her she can't ever talk about it. That the Dullaith is why they had to leave into a first place. It's what killed their father.

10-

Back in her new room, she's tossing and turning. She hears a noise and goes to investigate. It's coming from Traz's room. He's shoving things into his backpack. Tells her he's leaving. Ambril sits down on his bed in shock, pleads with him to stay, not to leaves her there with Feldez and then bursts into tears. She tells him what she had seen in forest and then what she saw on Feldez's screen. Traz looks concerned and scared. He stares out the window thinking. Ambril asks him about their dad. He tells her their dad as killed by the Dullaith he conjured. He was experimenting with black magic and it got out of control. Feldez saved the town by killing it but not before it had already killed 2 other people, and have course their father. Ambril is stunned but immediately doesn't believe it. She remembers her Dad as being always happy. Traz said he did too but he must have just shown that side to them. He had been old enough to remember what it had been like afterward. The town’s people were openly hostile toward their family. Traz was beaten up at school, which prompted Tylia to take them away. Ambril still doesn't believe. She wants to know more, they have to ask around...Traz becomes livid and slams Ambril up against the wall. You don't know what they can be like he says white with anger and fear. You cannot talk about this with any one, ever not ever. Moms right about that. What’s past is past. We can't undo what he did.

Chapter 11 in Ambril’s room

Ambril goes to sleep and is visited by a fairy, who she had released in the forest (he had been trapped) He has come for the amulet around her neck but can't get it off. He’s curious as he watches a rose emblem glow and transfer itself to Ambril. See robot sitting behind him as scene ends.

11-

As Ambril sleeps a fairy enters her room through the open window. He tries to take the Amulet from her neck but it won't come to him. He gets frustrated and stomps around dislodging the Ashera and waking Ambril. The fairy hides in the robot until Ambril is asleep again. He’s conflicted. And curious. He reads the Ashera and appears resigned. And looks over at the robot on the desk.

Chapter 12

 Ambril's Mom tells Ambrtil to go for a bike ride and explore the town. Traz leaves on his own. She gives Ambril directions to the center of town and tells her to go and see Betula. Flit has tucked himself into her backpack and pokes his head out on the ride.

12-

Ambril sleeps late. She wakes to smell breakfast smells and the clatter of dishes. She feels a little better about things and decides to talk to Traz after breakfast. She takes the robot down to breakfast and talks to it like Mr. Tran told her to do. Traz however finishes quickly and bolts without a word. Feldez says nothing behind his paper. Her mother keeps up a constant nervous flow of words. Ambril thinks they are anything but a couple of lovebirds. Wonders what it is her Mom sees in Feldez, so cold and uninterested. She agrees to a bike ride around town and likes the idea of the candy shop. Betula is a funny name she thinks. Weird like her family's name. Everywhere else people were named usual things, like Ashley, Morgan, Nicole, never another Ambril or Traz. Maybe it's a sign that she would fit in, finally. She just had to clear her Dad's name, convince her mom not to marry the mobile marble statue and figure out a way to keep Traz from freaking out and leaving them. She stows her backpack in the basket of her bike the robot's head pokes out and she starts to talk to it. It begins to repeat words back to her.

Chapter 13 on the bike

Ambril rides around, and then she is hit on the head by a tomato. She returns the fire and hits some boys who get mad and come after her. Girl helps her her own age who helps hide her. She's the girl at the fire. Her name is Sully. She says some one started a fire at their fruit stand where they sold fruit in the summer. While they are chatting, the boys come back. A small figure is taking some trash out further down the street. The large blonde boy sneers and says let's go have some fun. They ride around the smaller kid, jeering at him and pelting him with tomatoes. Another boy, short but stocky comes out of nowhere and starts deftly unseating the boys from their bikes, he’s very strong and commandeers their tomatoes and pelts them ferociously with them. They run like scared rabbits. Ygg helps Reilly up. Sully tells Ambril that was Reilly and Reilly's brother Lance, the blonde big one. She gets her bike and they ride off to Betula's

13-

Beautiful day, it lifts her spirits. Feels the wind in her hair and the sun shining through the budding trees. She's just starting to feel good about the place when a hard green tomato broadsides her. She immediately skidded to a stop and saw a bunch of boys laughing at her from a vacant lot. She picks up the tomato and angrily launches it back hitting the largest blonde headed one squarely in the face. He blanched, growled and then the whole gang was charging toward her. Ambril felt great initially but then became very frightened. The boys were a lot bigger, more like Traz's age and they were mad. Pedaling like made she winds her way through the town, the boys are on their bikes gaining on her when she goes around a corner and some one shouts at her in here! She see s girl about her age beckoning to her, she skids around and follows her behind some large bushes just in time as the boys fly by shouting. Sully introduces herself. Ambril likes her instantly. Perhaps she'll be able to make a friend and if they stay, keep her an s a friend instead of a pen pal. She thinks. Ambril is horrified at Lance's treatment of his brother and feels so sad for Reilly. She vows to be nice to him at school.

Chapter 14 ride to Betula’s

14-

Ambril realizes she's having a really good time. It's nice to have a friend your own age. She'd like to confide in Sully but she doesn't want to come across as weird or anything. She feels sorry for Sully's family not being able o get a fair price for his produce. Ambril as she's riding toward town, following Sully reflects on her grandmother and the Derwyn family name. Her mother had never really said much about it and she wonders if anyone around here would know about her grandmother and the great old house

Chapter 15 Betula’s Candy shop

 Sully takes Ambril to meet Betula Betula's shop is the very best candy shop Ambril had ever seen. There were entire scenes in the window with little candy figurines. There was a replica of the main street too. . Ambril's mom comes in while they're having their ice cream. They see Mrs. Twid who snubs Ambril's Mom Sully talks a little about the magic of Betula but how most people don' believe it's magic, just she's a great cook. Bob comes in there is a scene with Betula, Twid and Bob. Farmer in book 2 comes in with Lola who knows Sully.

15-

. Betula greets Ambril's mother with great affection and talks of her skills as an herbalist. "We could use someone like you round here again,” she says. Ambril is flabbergasted. Her mom? Good with herbs? But her mother looks assured and happy in Betula’s shop. Tylia is just about to leave when Mrs. Twid comes in and snubs her, and then watching her leaves says something about how the town is going to the dogs. Betula sticks up for Tylia; Ambril is mortified and then angry. Twid comes in to remind Betula, brusquely that she's being counted on to supply the cakes and pastry for the church tea the next day. Betula said unsmilingly that she hadn't forgotten and she'd bring them by herself. Twid reminds her of the time and how not to be late; she sniffs, like every other time. A roly poly bald man comes barreling through the door "Hey Bets darlin' I-- then his demeanor changed abruptly. Mrs. Twid, how are you he says much more subdued Mrs. Twid brightens up, Why Robert, how lovely to see you she patted hr hair, are you coming to the tea tomorrow? Betula's bringing her best cakes and there will be music and dancing? Robert, looking embarrasses said well perhaps he'd stop by. Mrs. Twid asks him to walk him up the street but he says he has business with Miss Betula. Twid leaves and Bob heaves a sigh of relief. Betula lets out a laugh and teases him about Mrs. Twid having eyes only for him. But he says, but Bets you’re the only girl for m, you know that.

Chapter 16 2nd day breakfasts

Feldez preoccupied with fire. He is short with Tylia as she nervously tries to make wedding plans over breakfast toast. He says he can't meet Tylia for lunch, he has an appointment. He looks at his watch and as he does Ambril notices a ring on his finger with a skull on it. Kids are going off to school Traz is white lipped and but Ambril is fine. Sully has promised to meet her at the gate and walk with her to class. Ambril glances at the newspaper just as she is leaving and notices a diagram of a circle with strange symbols around it and roman numerals around it like a clock. She's seen it somewhere before, but where?

16-

Ambril watches sadly as her mother tries and fails to engage her future husband. She wishes she'd just give up, develop a backbone and get on with life. Why him? She thinks for the thousandth time? The robot has somehow gotten onto the table again and is buttering her toast badly using the knife as a spatula. Her mother is sad after her father leaves. Ambril brings out the rubbing from the Derwyn estate and asks her mom about it. She tells her she found a ramshackle old house with the name Derwyn on it. Wasn't her maiden name Derwyn? Her mother looks startled and stammers that it was her grandmother's name and that might actually be her house out there in the forest. She's surprised it's still standing, hasn't been lived in for years and years. Ambril tells her it's great, really a wonderful old house and a wild overgrown garden. Her mother looks at her sharply and tells her she shouldn't be spending time there. It could be dangerous then she stops herself looks sideways at Ambril and says there could be poison ivy. But ambril knows that wasn't what she meant. She was holding something back about the garden. She resolves to ask Sully to go back with her and explore it more thoroughly.

Chapter 17 First day of school for Ambril

Sully is waiting for Ambril at the gate. Description of school. They see Ygg and Lance and his gang. Traz is there hanging out on the peripheral of Lance's gang. Sully shows Ambril around. They speculate on Ygg and who he is and what he's doing. Teacher references the founding of Trelawnyd. Early Trelawnyd in a different location that today. Too swampy people became ill so settlers moved the town to present location. (Picture of old buildings with stone circle in center) They talk with Ygg at lunch; tell him they saw what he had done for Reily. He says that he's not sure if Reilly is such a great guy but he didn't like to see him ganged up on like that. I'm sure he should have done the same and shrugs. Are you going out for the baseball team? Asks Ambril. Sully says, yeah you can really throw. He gets quiet and closes down. Shrugs again and says nah, not interested and slouches away to eat by himself.

17-

Ambril is worried that Sully will have changed her mind. It had been so much fun the day before but she didn't want to get her hopes up. Sully is there and smiles broadly at her when she arrives. They talk about Ygg and Lance who is being rude to a pretty older girl as she walks by, she sasses him right back and the other boys laugh in spite of themselves. Traz smiles a little. As they're going back to class after lunch, Ambril happens to glance up at the janitor's closet and with a shock recognizes the picture of the skull she had seen. She really needs to talk to someone about it and resolves to try and talk with Sully after school. Just as the bells rings she looks around and sees Feldez coming out of the janitor's closet.

Chapter 18 after school with Ygg

Sully tells her the rumors hasn't been used for years, it’s considered haunted. The janitor uses the principal's coat closet instead. Because something happened there. Ygg needs to pick up something from Olaf for Mrs. Twid but doesn't know the way. Ambril volunteers the information. Glad that Ygg asked for the only address she knew other than her own in the entire town. They walk together a little while. Ygg is very quiet. Ambril has copied down some of the strange lettering from the Ashera during the more boring parts of one of her classes. Ygg happens to see it and recognizes it as an ancient language that is sometimes used in his hometown. He tells them how he lives with Mrs. Twid, working for her for room and board and the chance to go to school and something of his hometown experience and his family. . He says he knows a place where there is more of that kind of writing near by. Where he's from they use the language still, at least the old timers do anyway. The language of earth we called it. He says he doesn't really have time but he'll show them where it is. He does laugh a little bit and begin to tell jokes.

18-

Ambril is curious about Ygg. He had said he didn’t think Reilly might be worth saving but saved him anyway. Ambril thinks he's funny and good hearted. She likes him and begins to trust him. She wonders if he can help her. He also wonders how he lives without his parents and why but thinks it might be rude to ask. He's clearly trying to hide something though. She realizes she's having a great time again. Friends really do make a difference.

Chapter 19 Derwyn Estates

Just as they come in, Ambril trips on a vine, which falls away from a stone pillar, near the drive. It says Derwyn Estates. Ambril tells Sully it's her mother's maiden name. They find an old gazebo where Ygg shows them the lettering. Flit mysteriously climbs out of Ambril's backpack. She shrugs; I have no control over him. He's AI, artificial intelligence. He fascinates Ygg though Flit doesn't seem to take to him at all. Flit walks around the gazebo while the three look at the writing on the stone pillars. Ygg says there is some poetry or something, and recites it. The poetry makes the Ashera in Ambril's backpack start to vibrate and glow. Shows Ambril has to explain it to them. She starts with the Ashera, her grandmother and reluctantly and at their insistence tells them about the Dullaith, They solve the puzzle in the poem and find the secret compartment with the old book in it. It's wrapped in an old newspaper. She stuffs it in her backpack to throw away at home. (In it there is an article, which explains how her father passed away at least from the towns' perspective.) Ygg is examining the Ashera finds some new phrases. He recites them to her and she repeats them. There are new figures, that of 3 dogs. Ambril and Ygg read what is on the Ashera together. Ambril is holding it and she accidentally calls the dogs. They run. The kids leave in a hurry.

19-

Ygg begins to open up and relax. He hints that Twid has a hold on him. That he isn't really supposed to be there. Ambril is curious and concerned about him. He is very knowledgeable about magic and begins to lighten up when talking about it. He really is very homesick. He talks just a little about his hometown and then gets sad. Sully has a tremendous interest in magical spells and begins to absorb all she can. Ambril is excited and saddened by the newspaper account of her dad's death. But in her heart of hearts she knows it isn't true. When she calls the dogs she is frightened and vows never to use the Ashera again. But Ygg reminds her of the poem and how she may have to anyway. It's part of her now.

Chapter 20

Gradually, Ambril, Sully and Ygg become good friends. Life goes on. Ambril gets into routine of school after the first couple of days. They meet regularly at the gazebo. Ygg comes when he can; Ambril and Sully grow to hate Mrs. Twid because of how she treats Ygg. Fortunately he has to make a lot of deliveries for Mrs. Twid. She sells herbal teas and remedies. Many of the elderly are feeling poorly, Ygg swears she buys it off the shelf at a natural foods store in the next town and then mixes something into it. They think she's a quack. They are trying to teach themselves magic. The book has made is easier to translate the old language. They also run into some very unusual plants in the garden. One or two quite ferocious but most are harmless. Sully decides they should try to fly. Ask Ygg to join them. They get out of control and land in the forest. Ambril has forgotten to wear her amulet. They meet the dancing tree that gives them their tree sacks. The Gray lady comes and tries to kill them they are saved by the dancing tree flinging them over the wall. The flying powder helps to bring them down gently near Olaf's house. He watches them come down from a distance. Olaf talks about others not feeling well. He tells Ambril to ask her mother to help.

20-

Chapter 21

Ambril does talk to her mother about the elderly not feeling well. Well there was a recipe of your grandmother’s, which always seemed to make people feel better, where did I put that? She mentions that Twid used to be a big name in town, they owned the mines and just about everything else for a while there. Then something terrible happened and the mines had to close. Twid does a little bit of everything just to make ends meet now but she still remembers what it was like, I'm sure. Twid is the cotillion dance instructor. All the kids have to go. Mrs. Flood is terrible pianist. She gets an attack of arthritis and Ygg has to step in. He is a really good piano player, Mrs. Twid doesn't like that he is and make so him play boring music. Twid talks about church tea. She's in charge of refreshments. In the newspaper is an article about Ambril's father's death. And there is a picture in the cotillion of Twid outside of mine with Deputy Skarn in it. They are both much younger.

21-

Chapter 22 at Betula’s

Next day they go to Betula's shop. Ambril tells Betula about the Gray lady and Betula confirms that the amulet will protect her from her. Betula is mystified as to why the gray lady after her. Something the gray lady says however makes her speculate that she thinks Ambril's family has cheated her. On the way home they pass by fern's house. See gnomes. Ygg accidentally trips on one. Breaks off a tip of its nose. The gnome comes alive and starts to abuse Ygg. Ygg asks him about himself. He has to freeze because Fern's guest comes out. Looks frightened say to her how the gnomes have moved, and there are more of them. Ygg promises to fix the gnomes nose.

22-

Chapter 23 at the Library

Go to the library to research founders of Trelawnyd. Ambril finds out her family was one of the first to come. Came from Wales, old language is from there. There is a small translation. Ygg gets frustrated and decides to write is paper about his town. Knows his own village's history about the mines

23-

Chapter 24 outside library and Unk

Ygg goes back to Fern's garden and fixes the gnome's nose using glue that Sully has made up from recipes in the old book. The gnome is grateful, there are other gnomes who need fixing. They tell him the great fixit Joe has gone away. Ygg says he'll help them as best he can. They show him fixit Joe's garage behind Fern's house. There is a unique and beautiful flowering vine growing all over it. Unk comes and tries to take Ygg away. Twid comes and says she doesn't want a troublemaker staying with her any longer. He has all the correct papers. Ambril and Sully stop him and talk him into staying so that Ygg can finish school. Olaf comes along and offers to put them up at his place. Ygg goes to live with Unk at Olaf's house. At home, Ambril sees another message on Feldez's screen. It talks about him meeting the skull person tomorrow at noon under his sign.

24-

Chapter 25 may day practice

At breakfast, Feldez has already gone. Ambril wonders whom he is meeting. They have a May Day practice. Ygg plays the piano. Twid gets mad. Teacher says it's great, he gets to play at the end of the practice, Ambril sees Feldez going into the school and then into the janitor's closet. Above the janitor's door is tacked a sign of the skull. Ambril is convinced he’s behind the Dullaith reoccurrence

25-

Chapter 26 Betula’s town poison remedy

After school Ambril, sully and Ygg go Ambril's house and find that Tylia and Betula have come up with a remedy for the sickness infecting the townspeople. Betula has a hunch that is behind it but won't say. Ambril tells Betula what she thinks about Feldez but she doesn't believe her. Tylia overhears and gets mad at Ambril. Betula thinks Feldez may not be particularly nice but that he's seen the error of his ways and wouldn't actively start to hurt the town. Ygg delivers the remedy rather than Twid's tea.

Chapter 27 Feldez’s house

At dinner, Ambril watches Feldez when Tylia tells him about the tea remedy they gave out and how happy she was to have helped. Feldez does not look pleased, more preoccupied. Tylia has found a photo of Ambril's father in his laboratory. Feldez is in the picture and she shows it to the family. Ambril sees a strange ring with a skull on it on Feldez's hand. Feldez goes to his study and makes a phone call. Ambril overhears just the first part when he starts to talk about something happening during the May Day celebration. Ambril resolves to stop him.

27-

Chapter 28 May Day celebrations

Ambril, Sully and Ygg split up and try to watch Feldez but they are involved in the dance and Ygg is playing the piano. They see Feldez going toward the bandstand where the mayor and other dignitaries are sitting. Reilly is dancing nearby. Feldez lunges at Reilly just as a cloud of smoke engulfs them. A Dullaith appears.

28-

Chapter 29 Dullaith battle

The kids are prepared. They begin to fly around and Ambril gets out her Ashera and hits it with light beams. It is stronger and bigger than the others and slashes seem to slash at Reilly who falls. Betula's sugar plum people come to help by firing sticky cannonballs at it and Bob's robots also help by blasting it with the music or electricity. Maybe both. Ambril finally finishes it off with a large light beam aimed at its head. The gnomes help too.

Chapter 30 aftermath of battle

Instead of being grateful. The townspeople are angry and upset. They blame the kids for the Dullaith accusing Ambril of conjuring it just as her father had in the past. The make up excuses for the sugar plum people, and the gnomes. Feldez interferes by getting Chief Buckthorne that the kids would be safer out of town for a bit. He agrees to have them take to another town for safekeeping and orders Skarn to take them away. Reilly is in pain and needs help. He tells her before they take him away that he knows the Tylwith Teg know of a cure. He has to go and see them; it's the only way. He knows there is a doorway to them through the janitor's closet.

30-

Chapter 31 in the forest with Skarn

Skarn takes them just out of town and then takes a detour into the forest. He tells them the boss has ordered him to make sure they don't return. He has a package on his front seat bearing the sign of the skull. He drops them off in the heart of the forest where the thing that the forest people had told them not to go. Ambril has her amulet on so they aren't worried about the gray lady but they stumble around the forest until they meet the swamp thing. The swamp thing turns out to be a laboratory experiment of Bren's. An organic energy source. He's lonely and doesn't want to scare any one anymore. The kids promise to help him. Hendoeth comes along says she'll help the swamp thing as well and look for a suitable home for it. Says she's on her way to clean up the aftermath of the Dullaith and can't stay to chat. She shows them the way back and then goes on her way.

31-

Chapter 32 back to town, talk with Feldez

Kids get back inside the wall with a little magic the kids split up. Ambril says she has to go and talk to Feldez, she thinks he might know of a cure or a way to find one. The other kids decide to go to the janitor's closet to find a way through to help Reilly. Ambril confronts Feldez about the Dullaith and what she knows about him She shows him the picture that her mother found and the skull ring. She also tells him what the swamp thing had told her. He confesses that it had been him that had mistakenly conjured the Dullaith. Bren had saved both him and the swamp thing but had succumbed to the Dullaith after. The skull ring he had on had no relation to this skull ring. He had gotten close to the ringleader by pretending to be interested in helping him and had been about to nab him when the Dullaith came. Tylia comes in a nod he confesses he wanted to help her but didn't love her.

32-

Chapter 33 medical clinic and Mrs. Twid

Ambril asks Feldez if he knows of a cure, he says there isn't any. She says she has to try. She goes off down the street but gets nabbed by Skarn who takes her to the boss (Mrs. Twid). Mrs. Twid is taking care of Reilly as a part time nurse at the clinic. She tries to gather to drink her tea but Ambril outwits her. Mrs. Twid justifies her actions trying to get the townspeople to sell her their property. She used to be part of a grand family. Who owned half the town, merely trying to get what was rightfully hers. She tells Skarn they'll have to force the tea down her throat but get distracted by a noise outside the front door of the clinic. Leave them in a locked room. The gnomes break through the wall and save them. Ambril takes Reilly to the janitor's closet. Skarn in hot pursuit.

34- Janitor’s closet and the 3 aunties

The find a stairway down into the basement. Where there is a rough stonewall, a broken area exposes the bare earth. Ambril uses the Ashera and pronounces the phrase she sees there. The aunties come and begin to knit something while they pass around the 2nd eye and talk. They say they'd be willing to let them into the chutes but they'd just get lost unless they had a guide. The smallest and weirdest auntie says they have a guide with them but he needs to come out. Flit makes his appearance. He talks with Ambril just as he did as her robot. She's indignant that he had been hiding in there all that time but after a while realizes that he had helped her a lot. He says he will take them to a healer through the chutes. The form a line with Ambril and Reilly at the end and enter the chutes.

Chapter 35 the last Dullaith

The chutes are a wild ride, they see gray area that makes them feel cold and they see lots of signs to go to funny or interesting places. Ambril feels a sudden lurch and then something hits her hand very hard. She and Reilly are cut off from the others. Ambril is concerned about Reilly. Reilly tells her that her amulet may help him. She immediately puts it around his neck. He stands up miraculously cured. He reveals that he is the skull ring, pulling up his sleeve and showing her his birthmark shaped like a skull that he had been the one trapping fairies and conjuring up Dullaiths. He had also sold Twid her poison tea. He takes from his pocket an imprisoned fairy and conjures up the king Dullaith just before he leaves. Tellng Ambril that this is the one that killed her dad. She battles it, calls dogs they consume it.

Chapter 36 the dogs of Hell talk

The dogs tell her the gray lady won't come while they are there. A light beam comes and she can see ghostly people rising up through the beam. The dogs tell her they are all the souls taken by the Dullaiths. Now the king is dead, they are free. Flit and the kids arrive suddenly and tell them how they had been hurled from the path and had had a wild ride back. Ygg talks about a weird bald guy caught inthe act of breaking something guiltily. There was lots of snow and strange Gray Island with lots of cats. Flit darts past and goes to the pillar of light. They wander over too and see the souls as they are going up. Some dressed in old-fashioned garb some wave. Flit sees a fairy he knows asks a question she it is downward and shakes her head sadly. He tries to enter the beam, and then when the beam ends tries to burrow his way below. He's very sad.

Chapter 37 Fowlclun to the rescue

Hendoeth comes, kids pile in. Ambril tells her story to Hendoeth. Hendoeth looks worried. Flit recognizes Aggie as his long lost fairy friend. He tells Ambril her story. Ambril promises to try and help free his friend. Fowlclun takes them to the gates. Buckthorne is waiting there for them.

Chapter 38 Buckthorn’s police car

Buckthorne tells Ambril he's taking her home, you mean Feldez's house, she says. Buckthorne explains that Feldez came to them and shared the information he had. He also made a full confession about Bren's death. Skarn has been taken into custody for endangering the kids. Twid is being questioned. They're enroute to the Derwyn estate when Buckthorne decides to take a short cut and the car starts to fly. Ambril reflects of the town down below and how it really had become her home. Looks at her friends.

Chapter 39 Derwyn Estates

They arrive at the Derwyn estate where the gnomes are helping to clean up, Unk, Olaf, Betula and Bob are helping out. Hendoeth shows up later with Fowlclun. Mr. Tran is there and has a talk with Ambril. The house has been cleaned, their old furniture is on it's way, they celebrate.

Chapter 40 in the forest at the stone circle

At the old stone circle, a dark figure appears. He takes the amulet from his pocket, mutters a few words, a brilliant flash of light and an explosion occurs. The circle of trees die and the stone cracks. A black mist issues forth, like a Dullaith and a slithery eel like form lurches out. Not all is seen of it but the figure speaks to it telling it its master. The creature laughs an evil laugh, wraps it's wormlike tentacles around the figure and moves off through the forest. The figure protesting all the time that he's the master and he released him. The monster takes no heed.