



# MEMORY'S WAKE

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*Complete summary including spoilers.*

A lost girl wakes up from what seems like a chaotic nightmare and finds herself in a dark forest. With no memory of where—or who—she is, she meets **Eloryn**, a panicked girl who is looking for someone called **Alward** while talking about impossible things like magic and wizard hunters.

When a dragon attacks them and military men appear in the woods to pursue the girls, impossible feels far too real. The lost girl has no choice but to flee with Eloryn in attempt to evade the hostile attack. When a wild-looking man blocks her path, the lost girl fears the worst. But he flings her into a cave as the hunters close in, and rockfall seals the lost girl and Eloryn inside.

Unbeknownst to the lost girl, the wild-man was only trying to save her—and he has been waiting for her for so very long. Lamenting her lack of recognition and shocked by her appearance into the land of the fae after so much time, he entreaties the sprites **Mina** and Yvaine for aid. He won't let her be harmed. Not again.

Inside the cave, Eloryn grapples with whether or not she can trust this strange girl with her pink-streaked hair and facial piercings, all the while hoping Alward will find them before it's too late. Last she saw him was right before she escaped through the **Veil door** as Alward took a shot to the chest from a crossbow.

Eloryn gives the lost girl a name: **Memory**.

Eloryn and Memory's safety is short-lived, and, pursued by trolls, they flee through tunnels that should hopefully lead them to Maerranton, the nearest major city. One thing is for certain: they must find Alward. He is the only one who can help them.

In the markets of Maerranton, a young man named **Roen** mistakes Memory and Eloryn to be thieves, and steals a bag from them. When the girls are accused of wrongdoing and forced to flee from the guards, Roen is overcome with guilt and beckons them into the safety of an alley. He quickly recognizes Eloryn's royal medallion and realizes she is the **lost Princess of the Maellan** bloodline. He begs the girls to let him escort them out of the city to safety. He confesses that he is the son of Duke Brannon and Grand Duchess Isabeth Faerbaird, who are loyal to the late **Queen Loredanna**, but lost their titles after the Queen and her King were murdered by **Thayl Vaicorn**.

Roen escorts Memory and the long-lost Princess to his family's house outside of the city. His father is furious at Roen for bringing strangers into their home, but Isabeth is more hospitable, and soon the girls are fed and baths are prepared.

In the bath, Memory discovers a long, twisting scar in the middle of her chest, and learns that her dark hair is dyed when the water starts turning black, deepening the mystery of her identity.

Afterward, Eloryn confirms to Roen's family that she is indeed the heir, and Memory is angry that Eloryn lied to her about why she was being hunted. Eloryn explains that Wizard Councilor Alward—previously called Pellaine—saved her and raised her.

With all eyes on Eloryn, Memory feels alone and confused. She wanders outside, wishing she could remember her own family or that anyone wanted to help and console her. Out in the dark, she notices star-like lights zipping around in nearby trees. Roen follows her outside and tells her there must be something special about her if she's making friends with a princess and attracting sprites. He notices her many bruises and worries she'd been attacked, but she doesn't remember how or when.

When Roen goes to gently brush the bruise beneath Memory's eye, something growls in the trees above them. They return inside, back to warmth and safety.

Meanwhile, Eloryn has just shared the biggest secret of her life—one that she and Alward kept for sixteen years. She knows Memory is angry with her, and she tries to apologize. Yearning for Memory's forgiveness and friendship, Eloryn tells Memory the tale of a man called Thayl, who became obsessed with the Queen and sought her hand in marriage. When the **Wizard Council** chose another to become the Queen's husband, Thayl never forgave them, and he vowed revenge. On the day that the Queen gave birth, Thayl returned and unleashed a terrifying new magic, slaughtering everyone. One wizard, at the Queen's behest, took the newborn and fled. Thayl took control of the kingdom, forever hunting the few wizards that escaped, all the while seeking the heir he knew survived.

That night, Memory has a nightmare about a man's glowing hand that hurts her, and a young boy who pushes the man, making him disappear. She and the boy fall into the darkness and run through a forest hand-in-hand, and they seem to have matching wrists.

When she awakens, Memory finds that hidden beneath the bruise on her wrist is a tattoo that she hadn't noticed before.

Roan's family receives news that Alward—Eloryn and Memory's only hope for answers—has been captured and put into a cell. He is alive, but his magic is blocked by poison. What's more, the wizard hunters are now looking for the girls, searching houses and farms around Maerranton. They prepare to flee at once. Brannon says that they will call on local resistance fighters to rescue Alward, but that they must get Eloryn to safety. Roan prepares to escort them to the estate of **Duke Lanval**, a trusted family friend. If any of the Wizard Council still survives, Lanval will be the best chance of finding them.

Roan, Memory, and Eloryn make their way to a nearby farm to acquire horses for their journey, but the wizard hunters have beaten them there. Eloryn instead decides to summon horses using her

magic. Memory thinks about magic, and the dragon, and it appears before them, as though summoned through a magical portal at Memory's words.

As if on cue, the dragon appears and gives chase to the now mounted trio. They ride hard until they arrive at Duke Lanval's castle. All the while, Memory frantically wonders how she would have summoned the dragon. Who is she? *What* is she?

Duke Lanval welcomes Memory, Eloryn, and Roen, and they have arrived in time for Grand Autumn Masque, where they will be able to stay in disguise. A well-connected man in Lanval's trust will be attending as well, who should be able to help them track down the Wizard Council.

Memory convinces Eloryn that the best way to avoid accidentally summoning the dragon again is to learn how to control her magic, so Eloryn attempts to teach Memory her first magical behest. Memory performs the spell without using the proper words, nearly crushing Eloryn with a flying dresser. There is only one other person ever known to be able to use magic without the correct words: King Thayl Vaircarn.

Later, on her way to the ball, Memory overhears Eloryn and Roen talking about her. They question whether Memory is even human, what with her strange ways and uncanny resemblance to Eloryn. Memory is shocked to realize that they think she might be a demon from the other world.

Angry with Roen after what she overhears, Memory turns down his invitation to dance and instead has a drink with her new acquaintance, **Perceval**, who tells her she's the eye of the ball. Perceval turns out to be King Thayl's personal escort—which means King Thayl himself is present. With this unexpected turn of events, Memory decides she wants to meet the king.

Elsewhere, Duke Lanval warns Roen that King Thayl has arrived, and that they must get Eloryn out of there at once—but Eloryn won't leave without Memory.

Memory recognizes the handsome, dark-haired king as the man from her nightmare. After commanding her to remove her mask, King Thayl is shocked to see her, especially because she hasn't

aged at all. He calls her a devil escaped from hell. Memory makes a run for it and reunites with Eloryn and Roen, jumping into the river to escape.

Memory almost drowns but is once again rescued by the wild-man from before, but he doesn't stick around, and seems upset that she doesn't recognize him.

In the chaos of retreat, Eloryn left behind her mother's amulet, but Lanval has given her a token to contact the Wizard's Council.

Memory, Eloryn, and Roen make their way to a tavern called Elder's Bridge, where Roen overhears men bragging about how they work for Thayl and control a dragon. The trio has a few drinks, and when Memory leaves, Roen and Eloryn share an intimate moment, and Roen kisses her.

Outside, Memory is agonizing over her potential identity as a devil when the wild-man shows up and warns her not to use the dragon; it's under the control of a man who uses **a flute** made from the bone of the dragon's dead soulmate.

The wild-man is disappointed; he wants so badly to tell Memory everything, but when he finally has the chance, she is drunk.

Mina is angry with the wild-man's preoccupation with the girl, reminding him that she, not Memory, is the one who saved him, who showed him wonders he could never imagine.

Thayl comes to Memory in her dreams and apologizes for calling her a devil; he mistook her for his nightmare. He says he can tell her who she really is and where she came from, but he wants something in return: Eloryn. Memory is annoyed—everything is always about Eloryn.

When Memory reprimands Thayl for killing the woman he loved, he becomes distraught, and shows her a scene of Queen Loredanna sobbing into his shoulder upon hearing the news that they would not be permitted to marry. Then another: Thayl and Loredanna running away together.

Loredanna in labor. Pellaine—Alward—takes away her child. Surrounded by dead bodies, he kills her right in front of Thayle.

Memory awakens to people singing about hanging thieves, and she and Eloryn discover that a group of men are beating up Roen outside, who is tied up.

The girls instigate a rescue mission, but Roen wants them to seek safety. Hoping they will abandon him and run, he confesses that he was the real thief on the day they first met. Eloryn uses magic to pay off the men with fake gold, but the distraction is short-lived, and the men attack all three of them.

The wild-man arrives to help. Overcome by anger about everything she has been through, Memory unleashes her own magical fury and beats the men back. After, Memory lets loose on Eloryn and Roen, accusing them of thinking she is a monster from hell. Roen and the wild-man have a standoff, but Memory begs the stranger not to harm Roen. The wild-man assures Memory that she is not a monster before he disappears again.

Having failed in his attempt to steal the alleged bone flute from the men, Roen begins to lead the girls to Kenth, where they hope to find the Wizard's Council. When they take a wrong turn, they're forced to hitch a ride on the carriage of a woman and her young daughter. Soon, though, Roen realizes that they're going the wrong way, and it turns out that the woman and her child are actually **unseelie fae**, trying to turn them in for a reward. In self-defense, Memory strikes the girl-fae with her knife and it reacts terribly with her skin. Memory is accused of breaking **the Pact**, and they flee.

They arrive at their destination, but it appears to be a ghost town. Following instructions that Lanval gave him, Roen scratches a message on the Wizard Council token with Memory's knife, and tosses the coin into the well. Eloryn discovers that Memory's knife is made of iron, which is poisonous to fae—and impossible, because all iron was removed from Avall as part of the Pact.

Members of the Wizard Council answer their summons and bring them to one of the ghost houses. They celebrate the return of the heir, but Eloryn insists she does not want to rule, she just wants to rescue Alward.

Uncomfortable with the Council members' intentions, the trio decides to leave, but they are stopped by a young wizard called **Lucan**. Lucan offers them his assistance, and delivers news that, thanks to the resistance, Alward has already been freed and is on his way here to find Eloryn. Lucan insists that he must bring Eloryn alone to meet Alward.

It turns out that everything about Alward was a lie, and Lucan delivers Eloryn to Thayl. It doesn't take long for Memory and Roen to realize something is amiss, and they follow them. Roen tries to protect Eloryn, but Thayl flings Roen into a wall with magic, dislocating his shoulder. He informs Eloryn that Alward has been put to death for his crime of murdering Queen Loredanna, and that they have taken the rest of the Wizard Council for execution.

Thayl tells Memory that she and Eloryn are sisters, and he reveals one of his hands is covered in rune-shaped scars. He begins the process of extracting the last of the magic inside Memory that he didn't get last time. Hit with the realization that it was Thayl who stole her life, her memories, and her soul, Memory summons all the magic she can muster to escape him, but is quickly captured again. The dragon arrives and mortally wounds Eloryn while Memory is held captive. She breaks the bone flute around her captor's neck, and it turns on those who had controlled it. In the chaos, Roen escapes with Eloryn's body, and the wild-man carries Memory away.

The wild-man scolds himself for breaking the rules again, but he had to save her. He confesses to Memory that they know each other from the other world where they lived in a children's home together. He laments not being able to protect her from her abuser there, and he explains that one day, he found Thayl hurting her, in an alley. He pushed him, and they all fell into another world. The wild-

man officially introduces himself as **Will**, and hands Memory her wallet, which has her ID in it. Memory learns her real name, and sees that their wrists match with the same tattoo.

Meanwhile, Roen has carried Eloryn into the forest but can't keep going due to his own injuries. He also laments that he cannot help her in any magical way due to a curse of his own.

With Will's help, Memory tracks down Roen and Eloryn just in time and heals Eloryn with her magic.

Eloryn is overcome with guilt about Alward's death. She wants to find out the truth about Alward murdering her mother, so she attempts to summon Alward's body. Instead, the fae arrive, including Yvaine and Mina. Eloryn and Yvaine make a bargain: Yvaine will deliver Alward's body and show Eloryn his memories in exchange for Eloryn taking her place on Thayl's throne and renewing the failing Pact with Maellan blood.

When Alward's body appears, Eloryn, Roen, Memory, and Will are cast into his memories. They watch as Thayl anxiously assists the Queen, who is in labor. A newborn with a rune freshly carved into its chest sits in the arms of a hooded shape. The figure drops the baby, alone, through a Veil door.

A battle ensues as the Queen gives birth to the other newborn. Alward accidentally hits the Queen with his magic, killing her.

After the memory, Alward's body sinks into the ground, and Memory tells Eloryn that the other baby with the chest wound was her—they're twins. Eloryn uses magic to rid Memory of her hair dye once and for all, and Roen confirms it: they're identical. Eloryn admits that Alward always seemed to be searching for something, obsessed with veil doors, and Will reminds Memory how she always said she was found as a baby, right near the orphanage, all cut up with that wicked scar on her chest.

They realize that somehow, Thayl got his magic from Memory. Eloryn wants revenge on Thayle, and they decide they must sever his connection to Memory if that's how he is getting his powers.



The dragon appears above them and offers a boon to Memory as thanks for being released from its imprisonment. It agrees to teach Memory the way of the Veil doors.

Equipped with her newfound knowledge, Memory transports them to the safety of a cottage set up as a safehouse by Alward. Eloryn gets in contact with Duke Lanval using a **Speaking Mirror** and learns that the Wizard's Council members are still alive. He tells her where they're being held, and agrees to rally the resistance.

Memory visits Thayl in his dreams and offers to bring him Eloryn. In exchange, he must take no more memories from her, and he must make her his heir. But when she asks about the hooded figure that dropped her through the Veil door, Thayle panics, worried she has some connection to the witch. He owes the witch a debt, but doesn't have to repay until he has completed his revenge.

He informs Memory that he plans to marry Eloryn, and tells her where to bring her.

The next day, Memory creates a Veil door that will lead them to their fate. She, Eloryn, Roen, and Will travel to a big castle room where scores of guards keep the members of the Wizard's Council in shackles.

Eloryn is surprised as the guards put her and her friends into shackles—everyone but Memory. Memory is going off script, not following the plan, and they believe she has betrayed them.

When Thayle threatens to kill Memory now that he has what he wants, she lies and tells him he's their father. She takes advantage of his moment of shock to summon a sword from a nearby guard, and she cuts off Thayl's scarred hand. There is an explosion of magic and Memory passes out.

Roen picks the locks on their shackles as fighting breaks out. Eloryn uses her magic to strengthen her friends, and the resistance arrives. Eloryn then realizes that no one is helping Memory, who is in mortal danger from a furious Thayl, and she makes the decision to abandon Roen in order to save her sister.

Eloryn joins Memory in spirit, hoping to wake her. She travels through Memory's consciousness and witnesses some of her memories: Fights. Foster care. Running the streets. Abuse. Will, much younger than he should be, and Memory together. Eloryn can see how traumatizing regaining all those harsh memories at once must be, and makes the decision to expel them again in order to save Memory's life.

Memory wakes up with Thayl's sword pointing at her chest. Eloryn's spirit is still with her and strengthens her magically. She takes control of Memory's body and slashes Thayl with the sword. Then she commands everyone to stop fighting, announcing that the Maellan heir has returned. After, Memory finds Roen shaking Eloryn's unconscious body. Memory/Eloryn kisses her on the forehead and Eloryn returns to her own body.

Will slips away from the crowds, but Memory trusts he is remaining nearby. Eloryn promises Roen that she will reinstate his family titles. Memory did not end up getting her memories back, but feels as though she has found her family and her home. And though she learned her true name, she decides she wants others to continue calling her Memory. She and Eloryn plan to rule side-by-side as joint heirs, and for now, she has everything she needs here in this world.



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