



Providence Unveiled

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Complete summary including spoilers.

Memory quickly contends with the news that she is now the queen of Avall. Fae royalty arrive through a Veil door to address the sudden change of command: **Aine, queen of the Seelie fae** and her human Consort, **Lugh**; Mina and **Yvaine, the princess of the sprites** with whom Eloryn once made a bargain; and **Finvarra, king of the Unseelie fae**, along with his daughter, **Nyveve**.

Both Seelie and Unseelie fae take issue with Memory being Avall's new ruler, accusing Eloryn of dishonoring her oath to serve as queen. Aine states that they cannot allow such unstable power as Memory holds to be in the hands of a human ruler, and Memory agrees to make an oath never to use her so-called stolen magic again—at least, not on purpose. When the fae depart, Mina takes a reluctant Will with her.

Memory, Eloryn, and Roen agree to keep her new oath a secret lest it be used against her. Memory gets straight to work as Avall's new queen and asks **Peirs, Erec**, and men they trust to remove Hayes's loyalists from positions of power in the military. Peirs informs Memory that he lost contact with **Maeve** and the other orphans who had been living at her homeless shelter when the militia found them and forced them to move.

Memory struggles as her memories conflict with her current identity, but she doesn't want to doubt anymore that she can be loved. What's more, she is overwhelmed by a singular thought: she doesn't

want just anyone to love her; she wants Will to love her. When Will visits her on her balcony later that day, he is surprised to hear that she has all her memories back. When she asks him if he loves Mina, he tells her that Mina saved his life and he owes her, but evades the question. Memory decides it's time to get rid of their old rules about not being allowed to touch.

Over breakfast, Eloryn and Memory ponder whether the Maellan bloodline is cursed. Eloryn admits that many fae opposed Arthur for including Branding in the Pact. Memory theorizes that Providence is fae—and that Hope was Providence. She decides they should be carrying iron for protection, and Roen volunteers to show Eloryn the iron stash in the secret cavern.

Will protects Memory while she sleeps, grappling with the fact that he is allowed to touch her now—but he still lives by other rules that leave a deep sadness within him. After Eloryn and Roen return with iron for them all to carry, Clara arrives and announces the bad news: Hayes is still demanding to marry Eloryn.

Memory is repulsed to learn that wives have certain duties to their husbands under law in Avall, and she gets to work trying to find a way out of Eloryn's magically bound contract with Hayes. Peirs arrives with Isa, Maeve's younger sister, who says she saw Maeve and the others get taken by gaunts before she herself was captured by Hayes's militia. It seems that anti-human sentiment amongst the Unseelie fae has gotten worse, and Peirs says he has found bodies drained of blood.

While searching Thayl's old quarters, Eloryn and Memory find a box of the iron darts that the Wizard hunters used to block the Spark of Connection. Through a small experiment, Memory discovers that she can send some of her magic to Eloryn. The runes on the darts lead Eloryn and Memory to believe that they're connected to Providence somehow. Eloryn finds a stash of documents showing that Thayl had hired someone to collect iron for him, and they can't help but wonder—what exactly was Thayl preparing for?

Meanwhile, Peirs and Roen track a pair of gaunts, hoping to find Maeve and the missing children. They follow the gaunts to a remote house in disrepair—and one of them is dragging a dazed girl. Before they can act, they are discovered, and Roen is taken. Peirs immediately returns to the castle with the news, and Memory, Eloryn, Peirs, Erec, and Will prepare to mount a raid on the house where Roen is being kept. On their way, Mina arrives, and commands Will to leave with her.

The rest of the group sneaks into the house, but it doesn't take long for the gaunts to be alerted to their presence. Fighting breaks out, and Peirs is wounded. Memory tries to help Peirs, but he doesn't make it. Memory takes a blow to her head, and passes out.

Eloryn finds Roen hiding in the house, and he leads them to a hole in the floor where the missing kids are being kept, including Maeve. That's when they realize that Peirs is dead—and Memory is gone.

Memory finds herself in the hands of two gaunts and fends them off with her iron knife. Will arrives, and they escape together as Will shares what he learned from Mina: this house belongs to Finvarra—which means the Unseelie king is behind the abductions and blood draining. Memory feels certain now that Finvarra is in fact Providence, but Eloryn warns that they can't do anything about it without risking outright war.

Back at the castle, Hayes is found dead, and witnesses claim to have seen someone who looked like Roen near his cell. An investigation ensues about Roen's potential guilt. While they wait for the verdict, Memory tells her friends everything about her past, including when she accidentally killed her abuser in the other world with her magic.

Bedevere finds proof that it wasn't Roen, but his brother, Dylan, who poisoned Hayes. Memory refuses to have Dylan executed, though, and instead declares that execution will no longer be a punishment in Avall.

With the threat of Finvarra hanging over their heads, Memory decides to host a ball in order to learn more about him. She invites both the Seelie and Unseelie fae, and demands to know why the fae are violating the Pact. Nyneve tells her that it's because they are dying—and according to Finvarra, humans using up magic with their Sparks of Connection is to blame.

The next morning, Memory is surprised when Will joins her friends for breakfast, and it strikes her that Will is truly becoming his own person. With a rush of emotion, she runs up to him and kisses him for the first time. In surprise, he drops the piece of iron that has been protecting him from the fae, and then an angry Mina arrives, grabs Will, and disappears.

Memory, Eloryn, Roen, and Erec prepare to travel to **Tearnan Ogh**, the fairy realm, to free Will.

Equipped with pieces of the Speaking Mirror and iron, they go to the woods and spring a trap on an Unseelie fae called **Shonae**, coercing her into leading them into Tearnan Ogh. They are transported into the lifeless Unseelie wilds, and as they make their way towards the Seelie court, they cope with tricks and obstacles that play on their emotions. When Eloryn becomes entangled in enchanted vines, Shonae refuse to help, and Eloryn is dragged away. The group hacks desperately through the vines with their iron weapons, but when they finally reach Eloryn, they find themselves surrounded by King Finvarra's soldiers.

To Memory's horror, one of the knights points his finger at Roen and Brands him. Chaos breaks out as they try to fight back against their enemies. Soon enough, the knight has Branded Eloryn and Erec as well—and Memory knows this is a death sentence. Nyneve arrives in the chaos and leads Memory and Shonae away to safety. Once safe, she tells Memory that Finvarra has captured her friends to get to her, and he'll keep them alive until he does. But there is one way she could still lift the brand: she must

go to the Unseelie court and challenge Finvarra for their lives. And she has twenty-four hours to do it before the Brand becomes fatal.

Memory makes the impossible decision to go after Will first—and maybe together, they can save their friends. She and Shonae follow the Briar Path to the Seelie court. As they get to know one another, Memory wonders if the human prejudice against the Unseelie fae is really justified.

When they arrive at the Seelie court, Memory must go in alone. She finds Queen Aine and tells her that she's there for Will, but Aine informs her that Will rightfully belongs to Mina, because he took food from Mina when he first arrived in Avall. Memory denies this—and uses their matching tattoos as proof that Will has belonged to Memory long before he came to Avall.

Aine forces Mina to relinquish Will to Memory. Reunited, Memory abdicates Will of any debt he feels he owes her; she wants him to be with her only if he truly wants it, not because he feels obligated. Will assures that he wants to be with her, and they regroup with Shonae.

Unfortunately, Mina isn't finished with them. She attacks them, forcing them to stray from the Briar Path, which means they could be anywhere in the fae world. All hope of getting to their friends in time feels lost—but then the dragon appears, and offers to give the trio a ride to the Unseelie court.

Nyneve bids them entry, but they must leave all their iron behind. Inside, Eoryn, Roen, and Erec are bound and hanging from the branches of the throne tree. When Memory begs Finvarra to set them free, he refuses, and she is left with no choice: she challenges Finvarra to a trial by combat. Will gives Memory the fairy gold dagger that he got from Mina, and the intense duel begins. During the fight that follows, Memory drops her weapon, but Nyneve discreetly hands it back to her during an opportune moment. Memory successfully draws first blood—but Finvarra dies before her eyes, and Memory realizes Nyneve hadn't given her the fairy gold dagger; she'd handed Memory her own iron knife.

The Unseelie court grows angry, accusing Memory of murder. As Memory, Will, and Shonae fight to protect themselves against the angry mob, Memory realizes that she was tricked all along, not by Finvarra, but by Nyneve. Nyneve declares Finvarra's death an act of war, and the Pact null.

The ending of the Pact removes the Brands from Eloryn, Roen, and Erec—but it doesn't matter, because it also removes the Spark of Connection amongst humans, which means they are powerless against the angry mob of Unseelie fae. But with the Pact gone, Memory decides it's time to break all the rules. She unleashes her own magic against the fae, clearing a path for them, and hurls Eloryn, Roen, and Erec through a Veil door to safety.

Aine arrives and announces that Memory has broken her oath not to use magic—for which the penalty is death. Nowhere in Avall or the fae lands will be safe for her now. In a last-ditch effort, Memory punches a hole in the Veil and transports herself, Will, and Shonae away—and they end up in the alleyway outside the children's home where she'd first been confronted by Thayl.

The earth tremors beneath their feet, and they realize that with the Pact gone, Avall is trying to come back to this world. Memory is able to communicate with Eloryn through the Speaking Mirror, and she quickly explains that Nyneve has been Providence all along, and that it was her drinking human blood, because it gives her protection from iron. She and her followers will need that as Avall reemerges with the rest of the world. Memory tries to remember everything she knows about Caliburn—or Excalibur—and theorizes that it could help them. She formulates a plan, but she knows it means saying goodbye to everyone she loves.

Back in Avall, the Unseelie knights have begun to attack the humans of Avall. Memory opens a Veil door and she, Will, and Shonae return to the underground lake beneath the palace of Caermaellan. Recalling old stories about Excalibur, Will dives down into the lake. When he emerges, he carries Caliburn with him.

When Memory, Will, and Shonae go to the Round Room in search of Eloryn, Nyneve intercepts them. Memory and Nyneve fight, but Nyneve severs Memory's sword hand, forcing her to drop Caliburn. When Nyneve prepared to deliver the killing blow, Shonae jumps in the way and sacrifices herself to save Memory. Nyneve informs Memory that ever since Myrddin's death, she has made sure to punish the Maellan bloodline—and now she will finish them. Will intervenes, and he and Nyneve become locked in a vicious duel to the death.

Memory can't wait for the fight to resolve, if she wants to save Avall from its impending doom as it continues to crash back into the rest of the world, she has to act immediately. She rips a hole into the Veil and at the same time, expels the vast stores of magic within her out into the world, turning herself into a sort of conduit. Her actions recreate the Sparks of Connections in all humans and she fills Avall with magic again, saving the fae who had been starving without it. But she has to expel everything within herself, and in the process, she loses herself and forgets where—and who—she is.

When Eloryn feels her Spark of Connection reignited, she enters the battle, flinging a deadly iron mist at the Unseelie army. She commands the fighting to stop.

Meanwhile, Will and Nyneve continue to fight, but it seems all is lost—until Mina arrives at the last second to save Will's life. Will takes the opportunity to defeat Nyneve with Caliburn. He and Mina agree to be friends, against all odds, and he asks for her aid.

When Eloryn, Roen, and Erec regroup, an Unseelie fae arrives and announces herself as **Oonah**, wife of Finvarra. Having been banished by Nyneve for her human sympathies, Oonah now claims the Unseelie throne and commands her army to leave. One Unseelie knight loyal to Nyneve tries to attack Eloryn, but kills Clara instead.

Eloryn, Mina, and Roen find Will and Memory, who is locked in her position as the magical conduit. In attempt to save Memory from her fate, they manage to put Caliburn in Memory's place,

binding the doorway to it instead of Memory. It seems to have worked—but Memory has no idea who they all are.

Aine and Oonah, the fae queens, work together to stabilize Avall and stop it from shifting back into the rest of the world. The Pact is over, and Branding is gone; everyone is equal now.

A grand wedding for Eloryn and Roen follows the end of the war, and Oonah gifts Eloryn Nyneve's old journal, which contains information that might help them restore Memory to her self.

Using newfound knowledge from the journal, Eloryn uses Caliburn to filter Memory's past back into her, but this time, without the over-abundance of magic it was tangled with before.

When Memory wakes up, she remembers everything.

The friends come together to mourn their past and celebrate their futures—and finally, Memory feels like she is home, and whole, and loved.



[Memory's Wake](#)

[Hope's Reign](#)

[Providence Unveiled](#)

[Memory's Wake Coloring Book](#)

[Memory's Wake Companion Guide](#)

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