



**\*SMALL SPOILER WARNING\***

## HELLO READERS!

The main protagonist, Lark, is an orphan who has to survive in an orphanage by stealing to pay her "rent". As she is trying to steal from a magical museum, she interacts with the younger prince of the kingdom, Jasper, in which he enchants a sword. Lark stumbles upon it and it tells her that she is chosen and is destined to be the next Nightingale (name of a hero). As she learns to help people rather than steal, she meets new foes which she has to face with her newfound companions, and powers. This is a fantasy-adventure story which I love very much. My favorite part of Nightingale is when Lark and Sophie go to a soda parlor for her birthday. The machine is malfunctioning, so it creates colorful bubbles of flavor. The book was well thought out, so you could easily imagine the events happening,

and what the characters looked like as they did stuff.

## MAIN CHARACTERS

-Twelve year old Lark, is the main protagonist who lost her mother that was fighting for her daughter in the aether factories. Lark becomes the brand new Nightingale; the hero of the kingdom of Lamlyle.

-13 year old Prince Jasper also lost his mother (Queen Jessamine). He always seems to be forgotten -despite being directly apart of the royal family. He tries to help Lark. He also provides her money for her heroic deeds.

-Ms. Starvenger (orphanage caretaker): She is a side antagonist who stole Lark's late mother's locket. She threatens to get rid of it when Lark is failing her heists. She makes the orphans pay 'rent' for sleeping, eating, and breathing there each night.





-The Red Knight is the main antagonist who was so powerful that he killed the last Nightingale. He is a really big threat, so he has to be defeated for the sake of Lamlyle.

## DEVA FAGAN

Deva Fagan writes fantasy and science fiction for all ages. She is the author of several books, including Rival Magic,



Nightingale, The Mirrorwood, and A Game of Noctis. She lives in Maine with her husband and their dog. She

describes writing as, "In a way, writing books is a way to answer those mysteries, to explore different lives and experiences, including the ones that aren't necessarily possible in the real world, like exploring cursed magical forests or running away to join an alien circus."

## AETHER AND HAUNTS

Aether is the kingdom of Lamlyle's magical source of energy and power. In order to keep this energy, people must work in factories to sell blue aether stone. When people work in the factories, the dust gets in their lungs, making them



barely visible, unable to eat or drink, or sometimes not even be able to speak. Citizens call these people

'Haunts' because they have qualities of a ghost. Out of fear, no one wants to work here unless they have absolutely no choice.

## THEMES OF THE BOOK

- Treat others how you want to be treated: give rather than take and you will be rewarded someday.
- Never give up: as though Lark was almost killed, she never gave up and successfully won.
- Good versus evil: heroes versus villains.

