

THE BEGINNING: FIN AND MARRILL

Chapter 1:

Everyone magically forgets Fin. He was left at an orphanage (no mom/dad). Fin broke into a store to steal a brooch (jewelry) from Sharktooth. Fin runs away. Fin tricks Sharktooth so he can escape. Fin goes home (Parsnicks). He gives the brooch to Mrs. Parsnickle who is kind of like his foster mom, even though she doesn't remember Fin. The next morning there is a letter addressed to Master Thief. Fin grabs the letter and runs away.

Chapter 2:

Marrill is in Arizona with her parents. She find out her mom is sick again and they won't be able to travel around anymore. Marrill is disappointed and goes for a walk with her one-eyed cat named Karnelius. She is walking in a parking lot which magically turns into a stream of water and she sees a ship.

Chapter 3:

Fin opens the letter and it is a riddle. It says if Fin wants to find his mom he needs to go to steal a key from a ship that is in the harbour. Fin goes to a pie shop full of thieves before he goes to rob the boat. The thieves say the boat is heavily guarded. Stavik, the king of pirate thieves, tells him the ship belongs to the Meressian Order and they have ton of treasure on the boat. Stavik tells Fin that if he is able to rob the ship he should bring him something back.

Chapter 4:

Marrill goes up to the ship and is talking to Ardent the wizard. There is another man on board called Coll. Ardent is looking for a scrap of paper that Ardent says is a map. Ardent says they are on the Pirate Stream but lost. Marrill touches some barnacles on the side of the ship that Ardent says are poisonous.

Chapter 5:

Fin gets past the guards of the Meressian Temple Ship by distracting them with a brine butterfly. The crew is worried about some guy called the Oracle getting on the boat. He puts puck pills in the stew to make the crew sick. He steals a set of knives and then runs into a wall that says, "Gotcha."

Chapter 6:

Marrill was poisoned by the barnacles. Ardent comes down off the boat and heals her arm. Marrill goes on the ship to ask Ardent if it is possible to heal her mother. He says it is possible. When she turns to get off the boat and head home the ship is already out on the Pirate Stream.

Chapter 7:

The statue looks white and happy on the top but he sees a reflection where the statue is wearing black robes and is crying. Fin jumps through the water in the vault. In the vault he takes a vial of water, a sun-shaped doorknob, and a ruby key. When he takes these things the room starts filling with water and Fin thinks he might drown.

Chapter 8: page77

Marrill meets the capian named Coll who has a tattoo of a rope around his hand. Ardent explains that the ship is controlled by a Rope Bone Man. Ardent explains how the Pirate Stream is magic and you should never touch it. He also says that the Pirate Stream comes from the River of Creation. Marrill wants to go home but since the Pirate Stream is so big and touches all different worlds and places it is so huge it would be near impossible to find their way back again. Ardent promises to take Marrill home he just doesn't know when.

Chapter 9: p88

Bull Face tells Fin that he needs to return the key or they will drown. Bull Face starts throwing up because of the puke-pills he had eaten. The Meressian Ship was sinking, and Fin didn't know how to swim. Fin climbs up as high as he can on the ship. Bull Face sees Fin again and begins to chase him again, up the ship. There are big winds coming. Fin has strings in his sleeves of his shirt. He pulls the strings and wings pop out and he "skysails."

Chapter 10: page96

Marrill gets a tour of the ship. She meets the Pirats which are mice that help read maps and steer the ship. Ardent explains there is a Map to Everywhere that will help Marrill get home. Ardent wants the map because there is someone he is trying to find. The map is in pieces and other people might be looking for it also. The first piece called the Compass Rose will help them find the rest of the pieces they need.

Chapter 11: p105

Fin lands on the shore of the Khaznot Quay, and looks at the things he has stolen. He gets a lady to give him a tantelo which is a type of fruit. He walks through the market and hears a sound of some crying loudly. He goes to Ad and Tad's pie shop who are crying. He goes to the Thieves Den and all the thieves and pirates are crying like babies. Even Stavik who never cries is crying. Next to Stavik is a man with clear eyes staring at Fin. He wears dark robes covered in stars. He has a white face covered in black tears.

Chapter 12: page112

Marrill is concerned her parents will over react to her being gone which will cause the parents a lot of stress and worry. Coll's rope tattoo moves depending on where they are in the Pirate Stream. Marrill asks if Ardent can teach her magic but he says it is complicated and

different for every person. They spot the compass rose and follow it into the Khaznot Quay (which is where Fin is located). Ardent, Marrill, and Coll go ashore. Karnelius will stay on the ship and the pirates will watch him.

Chapter 13: p122

Fin is in the pie shop in front of the Oracle. The Oracle says he is the one that wrote the letter. He tells Fin to give him the key. The Oracle is speaking in rhyme and is confusing. The Oracle makes everyone cry and he cries too. Fin feels sad and really wants to find his mom so he is about to give the Oracle the key.

Chapter 14:

Marrill, Ardent, and Coll go to shore. Marrill chases the Compass Rose and gets separated from everyone. She runs into AlleySally who gives her a scarf and she cuts off part of Marrill's hair. Marrill grabs the Compass Rose but gets picked up and taken away by the wind.

Chapter 15: p138

Fin is used to being sad so he fights the sadness and knows the Oracle won't really help him. He wants to find his mom so he can be happy but Fin doesn't think the Oracle will really be able to help him. The thieves and Oracle try to grab Fin; the Oracle tells Fin to give in to his pain and be miserable and cry with them. Fin tries to escape through a chimney but Stavik grabs him. Fin kicks Stavik between his legs and goes up the chimney. When people touch the Oracle's robes their fingers freeze; the Oracle says he won't forget Fin. Fin is worried it's too windy to try and skysail and that he would crash into the cliff. Someone is screaming flying through the air so Fin grabs the person and they go flying away together. (It's Marrill.)

TRAVELING ON THE STREAM

Chapter 16:

Fin and Marrill are flying through the air and eventually land with only minor cuts and bruises. Marrill asks Fin to help her get back to the *Enterprising Kraken* and Fin is very interested in the boat. Fin wants to get away from the Oracle and is going to try and hide on Marrill's boat. As they get to the dock more people are crying so they know the Oracle is close and the dock is on fire. Ardent creates a magical ice bridge so they can escape. Marrill waves goodbye to Fin and Fin is shocked that she remembers him.

Chapter 17:

Fin sneaks onto the ship by grabbing the anchor. Marrill, Coll, and Ardent watch the scrap of paper with the Compass Rose turn into a real life bird. The bird is called Rose and will lead them to the next pieces of the map. You need all pieces in order to get anywhere you want. Fin is hiding on the boat and hears all this, and he thinks he can use the map to get to his mom.

Chapter 18:

Marrill remembers Fin but Ardent and Coll keep forgetting him: Ardent says whatever is going on with Fin is not magic. Ardent explains the five pieces of the map:

Compass rose (which they have)

Face which shows you things

Neatline which is the black line around the edge

Scale which tells distances and sizes

Legend which tells what everything on the map means

Chapter 19:

Fin is sad that whatever makes him be forgotten is not caused by magic. Fin goes to his room upset and Marrill comforts him. Fin tells about his life and Marrill shares about her mom. Fin is careful not to tell Marrill he is a thief because he doesn't want her to think bad about him. He is excited to have a friend,

Chapter 20:

The group eats pollycrab which tastes different every time you have one like chocolate or sauerkraut. Fin and Marrill are bored on the stream and throw objects into the water. When things hit the water they turn into something else. They throw a pepper shaker into the water but it turns into a Kraken. Ardent makes it turn back into a pepper shaker with magic. Ardent explains a girl Annalessa needs his help and that is who he wants to find with the map.

GIBBERING GROVE and the FACE

Chapter 21:

The *Kraken* gets tangled in some vines and trees of a forest like island. He goes ashore to follow Rose and finds a talking tree. When Fin leaves Marrill is worried she can't trust Fin and maybe he is only after the map. The vines of the forest look like mouths and ears.

Chapter 22:

Marrill, Coll, and Ardent go ashore to find Finn and Rose. Ardent explains about the Council of Whispers. The Council use to run the Stream. They would collect secrets and then use them to control people (blackmail). Coll and Ardent disappear. Marrill gets wrapped up by the rumors and lays tangled in the forest.

Chapter 23:

Fin is talking to a tree explaining how the rumors get planted and grow. He whispers to the tree a secret: “he never had a real friend before.” He follows the whispers to find Marrill tangled in the vines. Everytime he cuts a vine another one wraps her up. He tells a rumor that Marrill is made of poison fire and if the forest touches her bad things will happen. The forest drops her on the ground.

Chapter 24:

Fin and Marrill start following Rose to the Gibbering Grove. The branches don't touch Marrill because they think she is made of poison fire. We still don't know what has happened to Coll and Ardent. However, they keep grabbing at Fin. Marrill says she will need to carry him a bit.

Chapter 25:

Marrill carries Fin for a bit and they make it to the Gibbering Grove. They see the Face of the map stretched out across the sky with different images passing across the screen. There are 5 big trees that are the Council of Whispers. Marrill and Fin have been grabbed and sent into the air by the trees. Fin says he “knows a secret you don't know.” They make a deal to let Fin and Marrill go in trade for Fin's secret. Fin's secret is “I don't have a secret.” He thinks it will give him enough time to escape because he is forgettable but then realizes he may have just put Marrill in danger.

Chapter 26:

Marrill has to carry Fin to the Gibbering Grove because the vines and brambles are still trying to grab at him.

Chapter 27:

Lefaria gives the Map to Fin and wants him to take it away from the Grove so it can be safe. Marrill gives Lefaria her scarf so she can use it on the other trees and they will stop fighting. Fin goes off to find Coll, and Marrill goes off to find Ardent. Lefaria tells them how the Oracle whose real name is Serth was a wizard who drank from the stream water. Now he is mad (crazy) and can see the future. The future he sees is called a “prophecy” and he wants that to still come true.

Chapter 28:

Marrill finds Ardent and because there are no new rumors, the vines are weak and she pulls him free. The Oracle is chasing them and throws fireballs. They all arrive back at the boat and have a lead on the Oracle. The Oracle is in the *Black Dragon* which is Stavik's ship. Even though they had a lead all of a sudden the Oracle catches up to them in the blink of an eye.

TRAVELING ON THE STREAM

Chapter 29: Down She Goes (escape)

The *Black Dragon* is catching up because the space between them just keeps disappearing. They head into a black storm with red lightning. There is a ghost story about red lightning meaning a ship called the *Iron Ship* would show up. Fin tells the *Kraken* to go toward the storm because the Oracle is afraid of the *Iron Ship*. Ardent is ready to fight the Oracle/Serth. Serth says that the events are not happening in order so he lays off and goes away. Fin tells Marrill about the ruby key he had taken from the Meressian Ship that he was supposed to give to the Oracle but didn't. Fin says he is the reason Serth is following them. Ardent and Serth used to be friends.

Chapter 30: The Meressian Prophecy

Ardent use to be friends with Serth. There were 8 wizards and they would meet and exchange ideas: they were like brothers. When Serth wanted to drink from the Stream, Ardent supported him. Serth drank and his brain was filled with ideas of the future. Serth would tell of all the things he saw and a group of people called Meressians would write it all down. The prophecy is that there is a Lost Sun of Dzannin locked behind a gate. That sun or star will cause the end of the Pirate Stream and all worlds to be destroyed. To find the Sun, the Oracle needs the Map to Everywhere so he can then unleash the Sun of Dazannin. Ardent says the future is not set and can always change so they need to fight Serth to save the worlds.

CRYSTAL WASTELANDS and the NEATLINE

Chapter 31:

The prophecy says that Serth wants to find the Lost Sun of Dzannin and open the gate it is locked in. When the gate is open the sun will destroy everything. Fin shows Ardent and Coll the Face of the map from the Gibbering Grove. When they open the face pictures start appearing but then falling all over the cabin. Ardent says this is why they need the neatline. They travel into an icy cold place. The *Kraken* is a good ship and starts sailing across the snow.

Chapter 32:

It is very cold and when they talk the words freeze into letters. Fin and Marrill come up with a type of sign language so they can communicate. They see a tall ice tower that Rose is circling which means that is where the next piece of the map is. The rest of the Crystal Wastelands has ice and cliffs falling around all around them. They go up to the ice castle and there are a lot of signs that tell them to turn around. They start climbing up anyway.

Chapter 33:

The group find their way in and meet the Naysayer. He is a weird blue/purple salamander guy with 4 arms. He lives here because he takes things from other people who travel here and

then freeze. He takes those people's hopes and is burning them in the fire to keep warm. He tells everyone to leave and is mean. Fin realizes the Neatline is being used to keep everything still standing in the tower. As soon as they realize this they look outside and see Serth starting to take it.

Chapter 34:

Serth takes the Neatline and the group has to sled out of the tower to safety. Once they land they see Serth has the neatline. Rose attacks Ardent and she takes the Face from him. Rose then flies to Serth. Now Serth has the Neatline, Face, and Rose. We do not know who has the Legend or Scale.

BIG FIGHT SCENES ON THE WATER

Chapter 35: A Matter of Scale

Stavik took Fin's bag which has the key in it that is supposed to open the gate. Fin chases after them and gets onto the *Black Dragon*. The Naysayer also gets on the ship but he is captured into a net. He grabs his thief bag with the key from Stavik but the Oracle shows up. Fin says the *Kraken* is coming. Then the Oracle pulls out the scale which looks like tweezers and explains he has the scale which controls distance. He spreads them and there is a lot of distance between the two ships. The Oracle is escaping.

Chapter 36:

The *Kraken* starts to catch up. There is red lightening and the *Iron Ship* shows up with its master. The leader of the *Iron Ship* starts fighting Ardent and in the meantime the *Dragon* is getting away. Marrill uses Fin's jacket to fly to the *Dragon*. She lands and the Oracle says, "I have been waiting for you."

Chapter 37:

The Oracle starts to assemble the map. He puts the neatline around the face. He puts the scale into the map and then Rose flies into the map. The last piece is the legend. Another word for legend is key and Fin does have that but he's trapped on the boat. The Map hangs in the air and starts throbbing. It turns into gates and they realize the map is the gate that holds the Sun of Dzannin which can destroy everything. Fin holds up the key/legend and threatens to throw it into the Stream. It would stop Serth but it would destroy the map because it's part of the map. It means if it is destroyed Fin won't be able to find his mom and Marrill won't be able to get home.

Chapter 38:

Marrill doesn't know if they should through the ruby key overboard or not. The Oracle says it doesn't matter because that's not the real key. The real key was the sun-shaped doorknob which the Oracle has. The Oracle puts the real key into the map and the gates begin to pulsate and Oracle starts to open them. The ray so the Lost Sun of Dzannin start to spill out. Fin and Marrill throw acorns from teh Gibbering Grove around the ship which turn into rumor vines. They try and confuse the Oracle so Marrill can attempt to close the gate. The Naysayer gives Marrill a hope crystal so she gets courage and tries to close the gate. Just as she is closing the doors the Oracle grabs her shoulder and she gets very cold. The Kraken shows up and Karnelius the cat jumps on the Oracle and starts attacking him. Marrill grabs the key from the door and the gates are closed. Then the Iron Ship appears.

Chapter 39:

Marrill was knocked out and Fin goes to check on her. Karney the cat grabs the key but the Oracle has the rest of the Map. The Oracle grabs Marrill and says he will only give her back if Fin gives him the key. Fin throws the key overboard and the Oracle jumps in head first. The key has been destroyed but at least the Stream has been saved.

Chapter 40:

The Iron Ship is attacking. Their crew is made of shadows and Fin releases the glowglitters to attack them. The Iron Ship is tangled with the Black Dragon and so it sinks. The Master of the Iron Ship goes down in the Pirate Stream and sinks. Everyone else (Coll, Ardent, Fin, Marrill, Karney, Naysayer, and the other pirates) are safe on the Kraken. They are talking and Marrill says she saw some numbers before the Map was taken apart. The numbers are coordinates to take Marrill home.

TAKING MARRILL HOME

Chapter 41:

They begin traveling to take Marrill home, and Fin's sees letters from the Crystal Wasteland frozen on the stairs. He follows them to his room and we find out Fin didn't throw away the real key to the Map. He had switched it with the tentalo he had been carrying around. Fin reassembles the Map and sees his mom and someone that looks similiar to him (maybe a brother). The mom is traveling on a ship so Fin realizes he needs to keep the map so he can keep tracking her. He tries to hurry up before they reach Marrill's land and before anyone catches him with the Map. He also finds a letter from the Oracle that says someone might try and release the sun again and that this isn't over. Fin worries that if someone does get the Map that the worlds could be in danger again.

Chapter 42:

They get to Marrill's land but it is too bumpy of water to stop the ship. Fin gives Marrill his jacket with the wings that she can use to fly home. Ardent says that the Stream won't touch Marrill's world again unless something has gone terribly wrong. Ardent also says the Map will be safer with Marrill and she takes the Map (everyone still thinks the Map is broken except FinP). Ardent says he will miss her. Coll gives Marrill her drawing all tied up into a nice book. He says he knows how hard it is to leave a place you love and not be able to return. Marrill and Fin say goodbye and she says he is her best friend. He gives her the vial of water that he stole from the Meressian ship. She gives him two pieces of cloth that have a picture of Fin and explains who he is. They can give them to Ardent and Coll so that they remember who Fin is every time they forget him. Marrill takes Karny and sails off.

Chapter 43:

Marrill lands and runs home. Her mom is at the mailbox and they cry and hug each other. The dad comes home and asks where Marrill has been. She tells them she got lost in the desert because she thinks they won't believe her. She is worried because her mom is still sick-looking. She also knows that she is going to live in Arizona, go to school, and start being "normal," but she says that might be its own kind of adventure. Part of her will miss the Stream and her friends.

Chapter 44:

Fin locks up Stavik and the pirates because they are trying to take over the ship: they don't mean it as a bad thing but they're pirates so that's just what they do. Fin jokes he will let them out if they can tell them Fin's name, but they keep forgetting Fin so they can't. Fin reminds Ardent and Coll who he is by using the scraps of description and picture Marrill left for them. Even though continue to forget him Fin feels like he has a family. Coll seems much older than he is but we don't know his whole backstory. Fin is hopeful that he will still be able to find his mom, and Ardent says there are other ways to find what you are looking for even without the Map: the Map was just the easiest way.

Epilogue:

After the battle there is a black cloud in the sky. It shoots out red lightning and the Iron Ship rises with its Master. The Master is in armor and has not been affected at all by any Stream water. As the ship and Master rise, Serth is also on the ship. The Master has saved him by casting this spell where he's like wrapped in a bubble that the Stream water couldn't get into. Serth is released from the safety ball, and says he knew the Master would save him and calls him "old friend." (Coll, Ardent, Master, and Serth have all called each other "old friends"- they must have all known each other at one time?)