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The Timekeeper's Moon

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Ariel Farwalker finds an odd map inside the Vault. Soon after the map's discovery, Ariel begins to hear the moon calling to her with threatening messages. When she asks the trees what is wrong, they counsel her to leave Tree-Singer Abbey and find the person who sent the telling dart to her. Ariel and her guardian Scarl set out on a quest, and two more companions join them. Each person in the company uses his or her skills to help Ariel reach her destination. Ariel discovers that a place outside of time holds the telling darts. Ariel enters this limbo-like world, finds the original telling darts, and then releases them into her world. Afterwards, Ariel realizes that she was the person who sent out the darts in the first place.

This story is the companion book to *The Farwalker's Quest*. Sensel starts out great, but the story's momentum and pacing slow down to the point that it's a chore to continue reading. When Ariel actually reaches her destination, the story has lost all sense of plot and character development. Many occurrences are not explained and leave readers guessing. Also, readers may be confused about Ariel’s world because in some cases there is actual magic, but in other cases it is only technologies of the past that seem like magic. It is not clear if Sensel is basing her story on our world or if this is a parallel planet to Earth.