Teacher Name: **Rashda Arif** Class: **7** Subject: **English** Date: **10th March 2019**

## Topic: The Phantom Tollbooth Summaries (16-20)

### **Chapter 16**

Milo gives up on his trip to Infinity and returns to the Mathemagician's workshop, where he finally broaches the subject of Rhyme and Reason. When Milo tells him that Azaz has agreed to release the princesses, the Mathemagician refuses to allow it since he and Azaz always disagree. The Mathemagician tells Milo that if he can prove that he and Azaz have ever agreed, he will consent to the release of the princesses. Milo points out that if the Mathemagician and Azaz always disagree then they have agreed to disagree. The Mathemagician gracefully accepts his defeat and even gives Milo a miniature version of his magic pencil as a gift.

Milo and his companions leave Digitopolis and head towards the Mountains of Ignorance. As the clamber up a dark, craggy path, a mysterious voice in the distance keeps making puns with their words. The Everpresent Wordsnatcher, a filth-encrusted bird, eventually presents himself and explains that his purpose is to take the words of other and twist them to make little jokes.

After more climbing, Milo, Tock, and the Humbug finally reach a flat part on the mountain, where the find a well-dressed gentleman whose face has no features on it—no eyes, no nose, no mouth. Despite his frightening appearance, the man seems very friendly and politely asks for help on a few tasks. He instructs Milo to move a pile of sand a grain at a time, Tock to drain a well using an eye-dropper, and the Humbug to dig a hole through the mountain with a needle. Since the gentleman seems so nice, the three travelers accept their tasks and begin working. Soon hours have gone by with no end in sight.

### **Chapter 17**

Milo, Tock, and the Humbug are happily working away on the absurd projects they were assigned by the faceless gentleman when Milo points out that he feels like he could go on forever. He decides to use the magic wand the Mathemagician gave him to figure out just how long it will take him to complete his task and discovers that it will be 837 years. Milo confronts the gentleman and discovers that he is the Terrible Trivium, "demon of petty tasks and worthless jobs, ogre of wasted effort, monster of habit."

The travelers run away from the demon, running and scrambling up the increasingly steep and difficult path with the Trivium not far behind them. From nowhere a voice begins shouting what seems to be helpful advice, directing the three companions through a confusing part of the trail. But before they know it, they drop into a deep pit and realize they've been tricked. The owner of the voice introduces himself as the long-nosed, green-eyed, curly-haired, wide- mouthed, thick-necked, broad-shouldered, round-bodied, short-armed, bowlegged, big-footed Monster—or simply the Demon of Insincerity.

The demon warns Milo and his friends not to try to escape from the pit since he is "one of the most frightening fiends in this whole wild wilderness". Tock and the Humbug cower in fear, but Milo pulls out the telescope that Alec Bings told him would show things as they really were. He takes a good look at the Demon of Insincerity and discovers that he is a small, pathetic-looking animal. Crushed by Milo's realization of the truth, the demon wanders away while the travelers climb out of the pit.

They continue along the path for a time and, upon stopping for a rest, find themselves in the palm of the Gelatinous Giant. They do not notice the giant until he announces himself because this demon tries as hard as it can to look exactly like whatever is around it. Being different simply is not safe, the giant explains. Milo cannot believe that someone so big could be afraid of anything, yet the Gelatinous Giant says he is afraid of everything, especially ideas. Milo pulls out the box of words that King Azaz gave him and shoos the giant away with it.

And so the travelers are on their way once again. News of their journey seems to have spread across the demon network, though, and soon an entire throng of monsters is hot on their trail. Once they spot this horrible crowd, among its members all of the demons they had already met, Milo, Tock, and the Humbug press ahead at an even more urgent pace.

### **Chapter 18**

Racing ahead, the three companions soon come upon the staircase to the Castle in the Air. As they reach the first step, they notice a little man at a desk with a huge book upon it. The Senses Taker asks all sorts of questions about the travelers that become increasingly trivial, and he writes down all of the answers in his ledger. They become engrossed in the question game and forget all about the castle and the horde of demons chasing them until Milo drops the bag of sounds that the Sound keeper gave him. The package breaks open and explodes with laughter, pulling Milo from his trance since humor is the one sense the Senses Taker cannot seize.

The travelers bound up the stairs, climbing so high that they push through the clouds. They reach the castle and meet the princesses of Sweet Rhyme and Pure Reason, who have apparently been expecting them. Milo stammers an apology about his trip taking so long because of all the mistakes he made, and the princesses assure him that there is nothing wrong with mistakes so long as he learned from them. Learning is important, they explain, but learning how to use the lessons is important too.

The talk of learning is interrupted by the demons below, who tear apart the staircase and send the Castle floating off into space. Since time flies, Tock volunteers to get everyone back to the ground safely. The group piles on his back, and Tock leaps out the window.

### **Chapter 19**

Tock, carrying Milo, the Humbug and the princesses on his back, glides down from the Castle in the Air and lands with a sudden jolt. The group quickly begins running down the Mountains of Ignorance as the horde of demons spots them and follows. Milo casts a glance over his shoulder and sees a horrible host of monsters that appears to be gaining on them. Just as the demons have caught up and are poised to pounce, they inexplicably stop in their tracks. Milo looks up and sees the armies of Wisdom, led by King Azaz and the Mathemagician, galloping towards them. The demons turn tail and run back up into the dark places from which they came.

A huge celebration ensues and all of the people Milo met during his journey through the Lands Beyond show up to congratulate him for finding Rhyme and Reason. King Azaz finally tells Milo the "secret" he warned him about back in Dictionopolis: the mission to save Rhyme and Reason was actually impossible. The king explains that he kept this from Milo because "so many things are possible just as long as you don't know they're impossible."

After Milo and his friends enjoy an joyous celebration, the princesses tell Milo that it is time for him to return to his home. He exchanges goodbyes with all the people he has met in the Lands Beyond, including his friends Tock and the Humbug, and sets out on the highway in his electric car.

### **Chapter 20**

Milo comes upon a tollbooth like the one he assembled in his bedroom and passes through it to find himself right back where he began. He realizes that days or weeks have passed while he has been away and hopes that no one has been worried. As it turns out, however, only a few hours have passed. It is near nightfall and Milo, who is exhausted, decides to go to bed.

The next day begins like any other. Milo goes to school where he is distracted by thinking of making his next trip through the tollbooth. He rushes home from school planning to hop in his electric car and have another adventure. When he reaches his bedroom, however, he finds that the tollbooth is gone. In its place is a note addressed "FOR MILO, WHO KNOWS THE WAY." The note explains that there are many more boys and girls in need of the tollbooth and suggests that, thanks to the lessons he has learned, Milo can explore many more wonderful lands all by himself. The tollbooth was just the first step, it seems, and now Milo is free to do all the exploring and adventuring he desires. Milo contemplates this, looking around at his room in a whole new way and seeing all sorts of wonderful and interesting things. "Well I *would* like to make another trip," Milo thinks, "but I really don't know when I'll have the time. There's just so much to do right here."