

It is clear from Wiseman's preface and his populist interpretation of this historical period that he was intent on creating a widely accessible text, and, accepting at face value the above research of Christa Ressmeyer Klein and testimony of Michael Watson, the evidence suggests that *Fabiola* was accepted by and for contemporary younger audiences. This highlights the continuing relationship between the gothic and adolescent readers, who responded to both high drama and their own representation in such fiction, which was otherwise becoming rare. *Fabiola* is unusual not just for its multifaceted generic approach but for the increasing obsolescence of its generic footing. Wiseman invokes fairly conventional gothic tropes in a period where they were falling out of fashion, unless metaphorical or ironic – consider the way *Jane Eyre* and *Great Expectations* self-consciously invoke gothic tropes as matters of individual perspective which rarely play out according to convention. Even the written style of *Fabiola* is anachronistically florid and didactic, while *Jane Eyre* and *Great Expectations* employ far more individual first-person perspectives and styles. That the adolescent subject recedes from view in favour of the pre-adolescent child and how their subjectivity informs a flawed adulthood in this period's literature renders uncommon *Fabiola*'s use of relatively nuanceless adolescents. *Fabiola* might be called an alternative evolution of the gothic to those of Brontë and Dickens – but that in itself is one more indication of the gothic's incredible generic diversity. Moreover, *Fabiola*, as noted above, was extremely popular. The gothic formula might have been out of fashion, but – perhaps for the very reason of its sudden rarity in its classic three-volume form – there still remained a taste for it.

It is partly the formal elements which render Wiseman's novel particularly unusual. The three-volume form had remained the most popular form since the 1790s period, with *Jane Eyre* and *Great Expectations* also published this way, but few of the most conventional and formulaic instances of gothic were still written to this length. As discussed in Chapter Two, a desire for immediate gratification and swifter profitability created an impetus for much shorter gothic fiction, first in bluebooks and then in short or serialised stories for magazines, a form which broadened in use to cover general supernatural tales and any melodramatic fiction; as noted, *Great Expectations* was first carried in this form before its complete three-volume publication. Taking this shorter fiction into account, more ephemeral both in its own time and subsequently (as opposed to the elevation to classic status of *Jane Eyre* and *Great Expectations*, and *Fabiola*'s contemporary popularity), Wiseman's novel is no isolated resurgence of gothic but part of a trend of the classic female gothic taken to greater extremes.

Ellen Wood's – better known as Mrs. Henry Wood in her time – 'Gina Montani' of 1851, Elizabeth Gaskell's 'The Grey Woman' of 1861, and Sheridan Le Fanu's 'Carmilla' of 1872 bear notable generic similarities, largely in common with *Fabiola*; all three take place in the conventional gothic setting of historical Europe, all feature the motif of the gothic castle as the seat of evil power, and all three have as their protagonists virtuous young women who become the victims of patriarchal or otherwise sexual tyranny. The eponymous Gina Montani is the poor and jilted lover of a count whose jealous wife has her walled up alive; Anna Scherer, the 'Grey Woman' of the title, is lured into marriage with a wealthy aristocrat who proves to be the leader of a vicious robber gang; Laura is preyed on by the vampiric Carmilla in her own home. What is notable about each tale is that they, like Wiseman, choose not to protect their young female protagonists from the villains' predations; Wiseman's Agnes is executed as a Christian, Gina Montani is secretly murdered, Anna Scherer marries and becomes pregnant by a brutal tyrant rather than conveniently avoiding it, and Laura nearly dies from being gradually bled by Carmilla. In gothic romances of the Radcliffe type, it was rare for such characters, particularly as protagonists and main characters, to actually suffer the consequences of their villains' plans, although stories with male, often antiheroic protagonists differed in this regard. This suggests that one development of gothic in this period was the erosion of narrative preferment towards female protagonists, or possibly changing cultural standards no longer demanding the same delicacy. Supporting the latter are examples from these same decades of children, too, losing their protective aura; the following case study will provide further evidence, but among the authors listed above, an 1870 story by Le Fanu entitled 'The Child that Went with the Fairies' involves a male child being kidnapped by fays through no particular fault of his own. But there is a less arbitrary logic to 'Gina Montani', 'The Grey Woman', and 'Carmilla', which is that no further felicity is extended to the passive female protagonist of gothic fiction, who could usually trust a masculine figure to rescue them from a horrible fate. Agnes and Gina Montani both die, Laura is drained to the point of death, and Anna survives only thanks to her resourceful maid, not her own virtues. The heroes, rather than protagonists, are older, masculine figures who play more active roles. Carmilla is ultimately destroyed by the male trinity of Laura's father and his military and aristocratic associates. Anna Scherer's maid, Amante, is 'tall and handsome, though upwards of forty, and somewhat gaunt';⁷⁰³ her implicitly masculine build suggests that proactive roles in the gothic were associated with male characters, and where

⁷⁰³ Elizabeth Gaskell, 'The Grey Woman' (1861) in *Gothic Tales* (Penguin Classics, 2004), p. 302.

such roles were assigned to female characters then male characteristics transferred over as well. This suggests that passivity is being prescribed against rather than femininity or youth; as in *Jane Eyre*, the practicality of a character being active rather than passive depended on certain demographic choices, which can be recognised as centring on age rather than gender. The marginalisation of passivity agrees with a reading of gothic as developing towards, or being consumed as, a more unitarily action-centric genre. The greater emphasis on event and thrills was always characteristic of gothic over rival genres, but many of the gothic's greatest commercial successes, such as *The Monk* and bluebooks, were built upon exaggerating this, making the events more numerous and the thrills more intense. The result is that nineteenth-century gothic, though in many ways a moderating influence compared to controversial past successes, produced further developments seen in *Jane Eyre* regarding the role of female protagonists, who were coming to be written with less concern for propriety. However, where *Northanger Abbey's* Catherine Morland and *The Heroine's* Cherry Wilkinson were effectively condemned for their misguided actions as much as their misreadings of reality, subsequent female protagonists were also written with fewer anxieties about acceptable behaviour when threatened, having greater freedom in actively responding to the events of the narrative – which often manifested itself in their falling victim to violence, but in other areas produced what may be called recognisably modern female protagonists, as in the following case study.

Owing to the absence of works aimed directly at adolescents, the texts of this chapter have typically been written, at least ostensibly, for adults, but the significance of children's fiction to this thesis cannot be forgotten, as both signifier and logical end-point of any trend to tailor the gothic towards an adolescent audience. The transgressive or adventurous elements of gothic always appealed to younger minds, adolescent and child, and Chapter One discusses numerous gothic works clearly aimed at children rather than adolescents which embraced these elements. The effect of the descension of gothic tropes into children's works through adolescent works varies; to appeal to Chapter One's examples, *Dangerous Sports* employs the gothic to satirise the consequences of reckless adventure, while *The Village-Orphan* conversely presents adventure in gothic surroundings as both interesting and effectual. But both make clear that there is appeal to children in transgressing those boundaries set down by adults and attempting an individual adventure, for better or worse, and this highlights the adolescent impulse in children – the desire to attain greater independence, and experience its concomitant excitement and danger. The later nineteenth century was certainly no desert for

such works. 1872, the year of ‘Carmilla’, saw the publication of the subject of this chapter’s final case study, which likewise celebrates the continuing potential of gothic tropes and the increasing agency of female protagonists: George MacDonald’s *The Princess and the Goblin*, published as a standalone novel after being serialised, like many other contemporary works, in the journal *Good Words for the Young* over 1870 and 1871.⁷⁰⁴ In modern parlance it is obviously recognisable as a fantasy novel, set in no real time and place – the context given for its setting is simply that ‘There was once a little princess whose father was king over a great country full of mountains and valleys.’⁷⁰⁵ In its contemporary context, however, this is recognisable as a combined gothic and fairy-tale milieu – foreign in time and place in addition to being situated in a simple and unreal geography. The fairy-tale genre shares much common ground with the gothic, with its prevalence of castles and royalty, its sudden turns of fortune and malevolent villains, and there were many gothic tales which adopted the use of goblins and other mildly threatening imaginary creatures from fairy-tales; the proximity and increasingly common footing of the two genres may also be seen in their common anthologisation, with the 1826 collection *Legends of Terror!* including familiar gothic stories such as ‘The Midnight Embrace in the Halls of Werdendorff, a Romance from the German’ (for which, see Chapter Two) alongside obviously folkloric tales such as ‘The Leprighaun, or the Gold Goblin, an Irish Tale.’⁷⁰⁶ There was ample precedent for a work such as *The Princess and the Goblin* in the gothic anthology and the quest for suitable material for fantastic tales, many already read by children, if not intended for them; George MacDonald’s insight was to synthesise the gothic and the fairy-tale in a full-length story directly intended for children.

This is not to say that the story’s generic premise was wholly original. Previous chapters have argued for the gothic almost as a multigeneric category, congenial to multiple other genres, with its grim and terrifying tropes adaptable to domestic, adventure, or travel narratives, romances and social satires – multitudinous other forms generally. *The Princess and the Goblin* is built upon similar principles. As children’s fiction, it is atmospherically distinct from much recognisable gothic in that even threats of harm are more implicit than stated; certainly there is no sexual threat, and no human characters are killed during the story, although the goblins are not so lucky. But not only are many tropes of the gothic present, as

⁷⁰⁴ Anonymous, Endpages in George MacDonald, *The Princess and the Goblin* (1872) (Puffin Classics, 2011), unnumbered p. 241.

⁷⁰⁵ George MacDonald, *The Princess and the Goblin*, p. 1.

⁷⁰⁶ Anonymous, *Legends of Terror!* (1826), Contents.

are fairy-tale figures as mentioned previously, these are arranged around a narrative which features both a domestic and an adventure element, and indeed a girl's story and boy's story. Multiple sources of appeal are planted for the multi-faceted children's audience. This accords with other development in the period's gothic fiction; previous case studies have shown nineteenth-century literature as placing the gothic in fresh contexts or approaching it with original attitudes, and Smith and Hughes agree that 'From roughly the 1870s on, supernatural, Gothic elements were frequently combined with adventure tales'⁷⁰⁷ – which places *The Princess and the Goblin*, with its serialisation beginning in 1870, at the forefront of the trend, even if that trend was anticipated in earlier gothic tales with adventure elements. MacDonald's novel also fell into line with mid-nineteenth-century developments in children's fiction. Darton concludes that, 'between 1837 and 1862' – a foundation established not long before *The Princess and the Goblin* – 'elements in the juvenile library had been clearly stabilized', among which were the "boy's and girl's' book: original unbabyish stories, without explicit 'morals', ranging, for subjects, far outside English domestic circles,' and 'Fairy-tales as a permanent and honourable possession'.⁷⁰⁸ The fairy-tale aspect of the story, evident even in a title which enshrined princesses and goblins, has been discussed above, but is also true is that *The Princess and the Goblin* prioritises interest, intrigue, and adventure above any attempt at didacticism; indeed, unusually for the period, it is only implicitly religious. The story takes place in an imagined rather than authentic setting, and might well be considered 'unbabyish' for choosing not to patronise its readers. Indeed, the novel seems to be directly rebuking the timidity of the average gothic protagonist; on multiple occasions, the eponymous princess, Irene, wakes up in the night and chooses to go alone to climb a mysterious and lonely old staircase in her vast and labyrinthine home. The scenario is essentially a revisiting of similar gothic incidents of heroines exploring the obscure castle they are lodged in, suffering intense terrors in the process; MacDonald undermines their fears by noting that 'Some little girls would have been afraid to find themselves thus alone in the middle of the night, but Irene was a princess.'⁷⁰⁹ His protagonist is made of sterner stuff, and her literary ancestors are compared to juvenile 'little girls' of less respectable stock. Rather than asking his young readers to share in a protagonist's terror, he encourages them to be brave.

⁷⁰⁷ Andrew Smith and William Hughes, 'Introduction: Locating the Victorian Gothic' in *The Victorian Gothic: An Edinburgh Companion*, p. 12.

⁷⁰⁸ F.J.H. Darton, *Children's Books in England*, p. 249.

⁷⁰⁹ George MacDonald, *The Princess and the Goblin*, p. 83.

The novel's protagonists, as noted above, are both a boy and a girl, appealing to readers of both sexes. Princess Irene is 'about eight years old', which is very young for the protagonist of a gothic novel, 'but she got older very fast'⁷¹⁰ – a statement essentially confirming, for this novel, the hypothesis that gothic experiences are maturing ones, standing for adolescence in developing a character out of childhood innocence and into the wisdom of adulthood. Irene takes the role of the female gothic protagonist – nobly-born, 'sweet [...] fair and pretty', and with adventures largely confined to her at once domestic and alien residence, 'a large house, half castle, half farmhouse', combining every lonely gothic residence.⁷¹¹ Curdie, a miner's boy and stock high-minded peasant, is 'a very nice-looking boy', 'about twelve years old'⁷¹² – it is unusual that he is older than Irene by half her age, but this is in deference to his profession as miner and more dangerous adventures, taking place in a gothic subterranean 'full of hollow places [...] and winding ways'.⁷¹³ The mountain is inhabited by wicked and, despite the title, plural goblins, who in addition to being equivalent to banditti in serving 'to annoy the people who lived in the open-air storey above them', are also figured as foreign by being described as racially degenerate, having 'at one time [...] lived above ground' before becoming 'greatly altered in the course of generations [...] misshapen in body' from their subterranean residence.⁷¹⁴ The premise is thus established as a family-friendly vision of the gothic, one which also develops its fairy-tale aspects in lieu of the more common supernatural aspects of the gothic, for the story is devoid of ghosts, thus avoiding the necessity of sympathetic characters dying at any point. Eliding the issues of both sexuality and mortality helps to sanitise the story for children, although it is not without menace. While Irene faces no sexual threats, this commonplace device of the gothic is alluded to in the goblins' plan to marry her to their prince, the brutish Harelip, who declares 'it *will* be nice to make her cry. I'll have the skin taken off between her toes, and tie them up till they grow together.'⁷¹⁵ This fairly horrible torture is arguably more explicit than most threats of violence in the gothic, as is a similar proposal mooted upon the goblins' capture of Curdie, to 'tie him hand and foot, and have the pleasure of seeing him torn to pieces' by animals.⁷¹⁶ To threaten children in this way innovates upon the gothic novel, and in Irene's case recalls Christina Rossetti's 1862 poem 'Goblin Market', in which the non-specifically young Lizzie

⁷¹⁰ Ibid., p. 2.

⁷¹¹ Ibid., p. 2, 1.

⁷¹² Ibid., p. 36.

⁷¹³ Ibid., p. 2.

⁷¹⁴ Ibid., pp. 5, 2, 4.

⁷¹⁵ Ibid., p. 131.

⁷¹⁶ Ibid., p. 141.

piously suffers as goblins ‘cuff’d and caught her, / Coax’d and fought her, / Bullied and besought her, / Scratch’d her, pinch’d her black as ink, / Kick’d and knock’d her, / Maul’d and mock’d her’.⁷¹⁷ MacDonald’s protagonists do not, however, suffer any of these threats, and that they remain just threats is arguably a gothic quality, more than if the violence was actually inflicted; on the other hand, while no human characters die, the evil and inhuman goblins do in droves, ‘swept up drowned’ after their plot to kill the humans by flooding backfires, with the grisly result that ‘dead goblins were tossing about in the current’.⁷¹⁸ While *The Princess and the Goblin* is in some measure sanitised, in other respects it embraces graphic violence and almost resembles the excesses of gothic bluebooks, which were themselves arguably the more accessible form to child readers.

Irene’s introduction foreshadows that these menacing experiences will prompt the characters to grow up – to become more adult, which means passing through adolescence. Both Irene and Curdie are introduced as simple characters. Irene, though described as ‘a sweet little creature’, begins the story as a bored and somewhat petulant character; forbidden to go outside in inclement weather, she is ‘so tired that even her toys could no longer amuse her’ (despite their being amazing toys which the author cautions the artist not to attempt to draw), and exaggeratedly ‘very miserable’ in consequence, enough that her fondest desire is to ‘go out and get thoroughly wet, and catch a particularly nice cold, and have to go to bed and take gruel.’⁷¹⁹ Her emotional response, not unrepresentatively for a child, is disproportionate to the events around her, to jeopardise her health from boredom and spite. Slipping away in her nurse’s absence, Irene gets lost in an unfamiliar part of her home and, after some time, ‘threw herself on the floor, and burst into a wailing cry broken by sobs.’ Her emotional disturbance is moderated less by character growth than by her noble status, ‘for she was as brave as could be expected of a princess of her age’, but this illustrates Irene’s emotional immaturity.⁷²⁰

Curdie, a little older, is a little wiser; old enough to work as a miner, one of the ‘more courageous of them’ for his willingness to work all night, when the goblins are about, so that he can ‘get extra wages that he might buy a very warm red petticoat for his mother’, and to attempt ‘finding out what the goblins were about’.⁷²¹ Curdie shows bravery, generosity, and

⁷¹⁷ Christina Rossetti, ‘Goblin Market’ (1862).

⁷¹⁸ George MacDonald, *The Princess and the Goblin*, p. 231.

⁷¹⁹ *Ibid.*, pp. 2, 6-7.

⁷²⁰ *Ibid.*, p. 8.

⁷²¹ *Ibid.*, pp. 48-49.

self-sacrifice – but he too has flaws which he outgrows in the course of the story. Irene certainly does; after meeting her wise great-great-grandmother, Irene is no longer afraid to go wandering the labyrinthine corridors of her house at midnight, because ‘Irene was a princess.’⁷²² Not long afterwards, waking in the night ‘in a terrible fright’ and hearing ‘a hideous noise in her room’, a magical thread given to Irene by her grandmother grants her immediate courage to escape and to follow the thread, which her grandmother has guaranteed will lead back to her.⁷²³ Irene exhibits both bravery and, particularly, faith in doing so – ‘to her surprise, and somewhat to her dismay’, the thread leads Irene outside and ‘straight up the mountain’, but even when it leads into an underground stream and a dread ‘shudder ran through her from head to foot’, ‘She did not hesitate’ to follow.⁷²⁴ Despite her newfound confidence, Irene’s faith is shown not to be indefatigable; ‘it tried her dreadfully’ to follow the thread, and she is scared, but ‘wonder[s] at herself that she was not ten times more frightened’.⁷²⁵ This is significant in the same way as Pancratius’s trials in *Fabiola* – they suggest that true bravery is not the absence of fear, but the ability to overcome it. Comparison to *Fabiola* also illuminates the religious allegory of Irene’s grandmother and the mysterious but ultimately beneficial ways her thread leads Irene – for Irene’s faith is rewarded when her thread leads, along its obtuse journey, to the imprisoned Curdie, who Irene is able to release and lead to safety. Irene’s terror in maze-like castles and underground passages leads her to grow from being a spoiled and irritable child into a heroine and model of faith and courage.

Despite Curdie’s advantages as an older and more confident character, he requires further trials to reach Irene’s state of maturity – often the case for male gothic protagonists, who, due to relaxed social standards for males, are more likely to fall during the course of the story. He dismisses Irene’s magical grandmother, allegorically a religious figure, as simply ‘nonsense this child talks’ due to his lacking faith, but his superiority is tested where he repeatedly concedes his inferiority to Irene’s abilities and reason⁷²⁶ – for instance, when lost and trapped in the mountain and has to admit ‘I know nothing about the way, miner as I am’, it is Irene who frees him, where conventionally their roles would be reversed.⁷²⁷ Irene’s faith repeatedly trumps Curdie’s self-assurance, yet ‘she had felt all the time that Curdie was not believing what she told him’; Irene intuitively understanding Curdie’s point of view without

⁷²² Ibid., p. 83.

⁷²³ Ibid., p. 147.

⁷²⁴ Ibid., pp. 148, 150.

⁷²⁵ Ibid., p. 151.

⁷²⁶ Ibid., p. 159.

⁷²⁷ Ibid., p. 160.

reciprocation highlights the contrasting psychological maturity between the two.⁷²⁸ Curdie's inability to place faith in others is reflected in his literal inability to perceive his saviour, for when introduced to Irene's grandmother, he sees only 'a big, bare, garret-room [...] a heap of musty straw, and a withered apple'. Most damningly, he patronises Irene as a simple child, telling her to 'go down to the nursery, like a good girl', ignoring both her achievements and his failings.⁷²⁹

Curdie's dismissal of the 'nonsense this child talks'⁷³⁰ is akin to that of widely-denigrated old wives' tales – 'the Old Wife's orally transmitted tales of supernatural activity' which Dale Townshend has shown the expurgation of to be central to the reformation of early children's literature, as seen in the constant disavowals of the supernatural in children's fiction in Chapter One of this thesis.⁷³¹ In doing so, Curdie is misreading the genre of his own story, and as such also loses the sympathy of the reader who is enjoying the fantastical tale; Curdie's error is also MacDonald's rebuke to those who have dismissed supernatural fiction for children over the years. Worse for Curdie is that he implicitly banishes religion to the nursery, rather than trusting to the signs of a higher power which he himself has experienced. This evidences that Curdie's fatal character-flaw is pride, which blinds him to any knowledge superior to his own, but hope for his redemption by appreciating another's point of view is seeded in a suggestion that he becomes 'sorry, without a chance of confessing, that he had behaved so unkindly', and his continuing investigation of the goblins is a form of apology by proxy;⁷³² in consequence, the narrator, in both a knowing nod to a frequent genealogical plot twist of romance and a more progressive statement on the nature of nobility, proposes that 'Curdie was not a miner only, but a prince as well. Many such instances have been known in the world's history.'⁷³³ However, there is also a punishment for his lack of faith, which rebounds upon him magnified: Captured and indeed shot by men-at-arms whilst investigating the goblins' activities around Irene's home, he falls into a fever in which his earnest attempts to warn others are considered 'incredible [...] raving', and while the guards 'did for him what they could, and promised everything he wanted,' this is 'with no intention of fulfilment.'⁷³⁴

⁷²⁸ Ibid., p. 167.

⁷²⁹ Ibid., p. 171.

⁷³⁰ Ibid., p. 160.

⁷³¹ Dale Townshend, 'The Haunted Nursery: 1764-1830' in *The Gothic in Children's Literature* (Routledge, 2008), p. 17.

⁷³² George MacDonald, *The Princess and the Goblin*, p. 194.

⁷³³ Ibid., p. 195.

⁷³⁴ Ibid., p. 199.

As noted above, children too were coming to suffer more in the period's fiction, and Curdie suffers the worst in this novel. Nonetheless, it is strictly in parallel to Irene that he is trapped, disbelieved, and even ridiculed, though this is also traditional for male gothic protagonists, often imprisoned for debt or murder or abducted by the Inquisition; significantly, it also presents a more abstract form of the 'fall into moral and spiritual night, in which the young person wanders lost, alone, perplexed and despairing' which Roderick McGillis observes as part of 'the basic pattern of nearly all of MacDonald's novels and fantasies.'⁷³⁵ It is only through suffering that Curdie gains the understanding and maturity necessary to resolve the narrative: Coming to a rapprochement with Irene, defeating the goblins, receiving the king's own favour, being granted a kiss from the princess. Defeating the villains of the narrative, progressing the chaste romantic subplot, and indeed being granted the possibility of social elevation all signal Curdie's growth to a newfound maturity, achieved by character development accelerated by suffering in gothic events; Curdie's early immaturity and lack of wisdom merely awaited an adolescent state to work through.

The Princess and the Goblin sheds light on a number of significant literary and social developments in the gothic and its reception by this later point in the nineteenth century. It demonstrates that literary gothic had not necessarily changed beyond recognition; the gothic tropes in the story are recognisable as those written a century before. What changed was their presentation. MacDonald's resituation of gothic tropes into a fantasy setting, and his orientation of his story towards children, unravel the long-standing arguments discussed in Chapter One that unrealistic fiction corrupted readers' expectations of reality, and that supernatural tales were fit only for children or nobody. There is little chance of any but the smallest child mistaking the setting of *The Princess and the Goblin* and the actions of its characters as plausible or possible to emulate; few of the novel's readers were likely to encounter goblins, fairy grandmothers, or even, inter-class interaction being limited, boy miners. On a slightly more realistic level, the novel depicts Irene as repeatedly running away from her guardians and leaving her home, which is hardly to be recommended for young girls of any period – but perhaps what made this an exciting reading prospect for such an audience was its unreality; as Penny Brown has pointed out, 'For young females, the sheer logistics of

⁷³⁵ Roderick McGillis, 'Childhood and Growth: George MacDonald and William Wordsworth', in *Romanticism and Children's Literature in Nineteenth-Century England*, p. 159.

rebellion and escape were [...] problematic', the more so the younger the person.⁷³⁶ While young girls might often have desired escape, it was unlikely to be achieved, and thus was a fantasy safely to be indulged. As for the gothic's suitability or otherwise for children, the criticism is undercut in a sanitised gothic story explicitly intended for children and admired for it.

But it is also true that, by this point, attacks on gothic fiction were obsolete, gothic's more traditional expressions having largely given way to the revised forms exhibited in this chapter – and sensation fiction, as will shortly be discussed, inheriting the gothic's critical lightning rod. There is a fair argument that *The Princess and the Goblin* is readable as a fairy tale rather than a gothic novel, which might have substituted goblins for, perhaps, bandits masquerading as spectres, but this does not diminish the story's use of gothic elements; if these were read over by critics or treated differently for their presence in a children's fantasy story, this merely proves that the gothic was becoming accepted literary material by means of careful reworking and sampling, even if that process went unnoticed by consumers. Additionally, several generations of readers had passed since the time of the genre's archetypal texts; by the 1870s, few eighteenth-century readers of gothic could still have been alive, much less their expired criticisms. It is perhaps because of this that readers were able to enjoy and recommend *The Princess and the Goblin* without reservation. Although the first edition of *The Princess and the Goblin* is dated 1872, it seems to actually have been published late in 1871, cannily positioned as a Christmas present, and reviews were enthusiastic and uncritical, with the reviewer of *The Athenaeum* praising it as 'full of romance and adventure', though this same feature would have been regarded negatively were the book only published nearer the start than the end of the nineteenth century.⁷³⁷ Such had times changed; 'Among Christmas literature for children a better storybook [...] could hardly be desired' was *The Examiner's* conclusion.⁷³⁸ An adult's recommendation is no sure sign of a child's approbation, of course, but during the story's original serialisation, *The Examiner's* magazine reviewer noted that 'we may record that two small children grumble that a monthly part does not come out every week', which signals that its audience had taken to the story⁷³⁹ – and, if 'small', may signal also the continuing habit of children reading above their age

⁷³⁶ Penny Brown, *The Captured World: The Child and Childhood in Nineteenth-Century Women's Writing in England*, p. 139.

⁷³⁷ Anonymous, 'Christmas Books' in *The Athenaeum*, Iss. 2304 (December 1871), p. 835.

⁷³⁸ Anonymous, 'Christmas Books' in *The Examiner*, Iss. 3334 (December 1871), p. 1273.

⁷³⁹ Anonymous, 'The Magazines' in *The Examiner*, Iss. 3292 (March 1871), p. 238.

group. Of course, what these approbations implicitly reveal is that the gothic had not become the preserve of children alone. The gothic always had much to recommend it to young people, but while they were inspired to look forwards to their maturity, for older readers there was the possibility of nostalgic remembrance of their own youth, and being given cause to romanticise that age. As the author of *The Westminster Review*'s 'Belles Lettres' article slyly noted, the story 'will we think have charms for others besides children.'⁷⁴⁰ This open avowal of the book's crossover potential reveals another way in which times had changed, if critics could finally permit that reading tastes need not alter with a person's age. In providing cross-reading appeal and supporting the adventurous young person in fiction, *The Princess and the Goblin* helped pave the way for much subsequent adolescent-centric fiction.

Although *The Princess and the Goblin* concludes the case studies, it at last bears mentioning that there was another, significant, popular literary form at work in the nineteenth century ultimately derived from the gothic. This is the (much-deferred) sensation fiction genre, which may be described as the gothic situated in contemporary England, representing criminality not as the product of exotic climes or antique times but as something that could be encountered beneath the veneer of modern civility. As this definition implies, *Jane Eyre* and *Great Expectations*, along with many later gothic novels, presaged the taste for gothic-styled melodrama in a setting closer to the reader; they merely lacked a greater emphasis on modern polite society, and its reverse, social scandal. The link between sensation fiction and gothic was, if not explicit, observed and acknowledged, with many of the same criticisms being levelled at both. H.L. Mansel, in an 1863 delineation of the genre, drew a continuous line between the Minerva Press, chief publisher of much gothic fiction, and 'the thousand and one tales of the current season', uniting the two in their chief purveyor, the circulating-library, a multigenerational 'hot-bed for forcing a crop of writers without talent and readers without discrimination.' Like the gothic, Mansel outlined the sensation genre as formulaic, 'Each game [...] played with the same pieces, differing only in the moves'; the use of a board game metaphor rather than the shopping list of the 'Terrorist' gothic critiques translates the criticism from a basis of unimaginative consumption to one of light entertainment, although Mansel is similarly scathing of the 'commercial atmosphere' of production as deferential only to the 'market-law of demand and supply'. But it is this law of entertainment, rather than improvement, which Mansel particularly objects to; 'Excitement, and excitement alone,

⁷⁴⁰ Anonymous, 'Belles Lettres' in *The Westminster Review*, Vol. 41, Iss. 2 (April 1872), p. 581.

seems to be the great end at which they aim' – an end united with their profiteering aims, of course – and this parallels Mansel's dismissal of the gothic output of the Minerva Press as 'light reading' rather than improving material.⁷⁴¹

It is no coincidence that, conversely, Edith Birkhead used the word 'sensation' to describe the contents of gothic narratives.⁷⁴² Indeed, subsequent critics have more overtly connected the subsequently well-established gothic and sensation genres, with Winifred Hughes noting sensation fiction's 'general affinity with the eighteenth-century Gothicism of Ann Radcliffe and "Monk" Lewis', among other sources such as the 'more suspect performances of the Newgate novelists';⁷⁴³ Laurence Talairach-Vielmas advocates a stronger connection, with sensation fiction 'heavily indebted' to and 'finding its inspiration' in gothic stories; he detects also overlapping narratives and tropes between the two, 'The well, the waters or the lonely quarry as crime sites [...] The search for the secret in sensation novels was, indeed, much modelled on that in its Gothic predecessors.'⁷⁴⁴ That Ellen Wood, the author of the aforementioned traditional gothic tale 'Gina Montani', was also a prominent sensation novelist cements the connection. But while this form was one which carried gothic forwards, it did so without great significance for literary or actual adolescence. As with gothic novels, it is highly likely that sensation novels were read by adolescents, but there was little internal narrative material for them to project onto in the way of quasi-adolescent protagonists. Sensation narratives generally required their protagonists to be independent adults capable of being taken seriously in social activity. To highlight a typical example, Walter Hartright, protagonist of Wilkie Collins's genre-defining *The Woman in White*, is twenty-eight years old, and while the plot hinges on the target of the novel's villains, Laura Fairlie, not yet being of age, at twenty years she is outside the range of most female gothic protagonists – and more significantly, she is not among the novel's multiple narrators, indicating her secondary status as a character and plot device.⁷⁴⁵ Were *The Woman in White* a gothic novel, Laura Fairlie must certainly have been both younger and the viewpoint character. As it stands, she illuminates that characters of adolescent or teenage years were inadequate to the challenges of the sensation plot. As such, sensation fiction's significance to gothic considerably

⁷⁴¹ H.L. Mansel, 'Sensation Novels' in *Quarterly Review*, v. 113, no. 226 (Apr., 1863), pp. 482-514, on Gaslight <<http://gaslight.mtroyal.ca/sensnovl.htm>> [accessed 22 November 2013].

⁷⁴² Edith Birkhead, *The Tale of Terror: A Study of Gothic Romance* (Constable & Company Ltd., 1921), p. 185.

⁷⁴³ Winifred Hughes, *The Maniac in the Cellar* (Princeton University Press, 1980), p. 7.

⁷⁴⁴ Laurence Talairach-Vielmas, 'Sensation Fiction: A Peep Behind the Veil' in *The Victorian Gothic: An Edinburgh Companion*, p. 29.

⁷⁴⁵ Wilkie Collins, *The Woman in White* (1860).

outweighs its significance to adolescence, and thus it bears only a passing mention here – as one of the many directions taken by the gothic in this period, and a sign of why the adolescent protagonist fell out of use, prior to the emergence of more ambitious children’s and young adult literature.

It is the emergence of *The Princess and the Goblin* which has the greatest implications for the gothic and children’s literature from the late nineteenth century. Its success reveals that both social and market conditions were prepared for a children’s and adolescent literature which placed active, independent young characters in improbable or outright fantastical gothic scenarios, a model which is essentially modern in its principles. There is an essential difference between MacDonald’s novel and earlier children’s works as studied in Chapter One, such as *Dangerous Sports* or *The Village Orphan*; rather than children getting into inconsequential scrapes and being rescued by adults, there is a new willingness to accept their depiction as capable of saving the day independently, even being depended on by adults for this purpose. The survival of gothic tropes in this form, to which there is no sign of a negative response, likewise reflects a shift in critical opinion, one that testifies to the enduring appeal of the gothic. Despite claims of generic exhaustion and market saturation, the gothic has been shown to appear in recognisable form in multiple highly distinct literary expressions throughout the century, some of which are ironic or self-aware comments on fictionality, as in the case studies of Part I, and others of which are unquestioning repetitions of ideas which have lost none of their narrative or figurative power, as in Part II. MacDonald’s novel was not an obvious trendsetter, but emerges as being within a trend with the potential for market success: The enduring combination of the maturing child and the gothic adventure. Care still had to be taken in how to present this, though; while Le Fanu’s ‘Carmilla’ was published in the same year as *The Princess and the Goblin*, it met far more disparaging reviews: ‘Mr. Le Fanu’s ghastly “Carmilla” is, fortunately for the readers of the magazine, brought to a conclusion’ is all that *The Examiner*’s critic cares to say.⁷⁴⁶ This appears to have had some relation to ‘Carmilla’’s invocation of the supernatural, and specifically the vampire, judging from the more measured comments of *London Society* magazine’s critic, who acknowledges that Le Fanu ‘has a pleasant way of telling dreadful things’ but declares that a vampire’s ‘material habits and sanguinary appetites bring it immediately to the touch of experience and reason, and render faith in such existences impossible’ – while admitting of some bias in

⁷⁴⁶ Anonymous, ‘The Magazines for March’ in *The Examiner*, Iss. 3345 (March 1872), p. 262.

declaring that ‘I do not think that vampires are quite so interesting as ghosts.’⁷⁴⁷ If suspension of disbelief remained a problem for critics, as this comment suggests, then conceivably *The Princess and the Goblin* was treated more generously for being set in a wholly unreal land, and moreover, aimed at a more credulous audience for whom suspension of disbelief is less problematic. Whether Le Fanu considered ‘Carmilla’ a story fit for youths or for adults alone is unclear, published as it was in the eclectic annals of *The Dark Blue* magazine alongside short stories, serial romances, poetry, and articles on English sculpture, but the story’s sexual overtones and violent content render it unlikely children’s fiction⁷⁴⁸ – much though it was probably read by some, as gothic novels were. Of course, critical reaction has never been a reliable barometer of success. It was thanks to such works as ‘Carmilla’ that the vampire became an instantly recognisable icon of the gothic and one of the most successful additions to the genre – in addition to preserving a place in the gothic for young women.

In speaking of the gothic adventure, one final work of the nineteenth century forms an illuminating example in terms of bridging the gap between classic and modern gothic, adult’s and children’s literature. Jules Verne is best-known as an author associated with early science fiction, but it is equally proper to term him a significant figure in the proliferation of adventure literature, and indeed crossover literature – a work that ‘commands a dual readership of adult and child’ here defined by Penny Brown, and indeed previously alluded to in the reviews of *The Princess and the Goblin*.⁷⁴⁹ Just as the latter was suggested to possess ‘charms for others besides children’,⁷⁵⁰ Verne was ‘certainly inspiring not to boys alone’, in Darton’s opinion.⁷⁵¹ While earlier gothic novels were suggested to have been written for adults and appropriated by children, what is implied here is that MacDonald and Verne wrote for children but were adopted by adults; however, it is unclear where Verne’s allegiances lay. His texts do not prioritise the adventures of child or teenage heroes, though Brown has argued that they were nonetheless intended to appeal to a similar audience; while ‘resisting the possibility of reader identification’, his characters were ‘exaggerated’ to evoke stronger emotions of ‘admiration, envy, or fear’.⁷⁵² His influences are similarly ambiguous; Brown records that he ‘had read and admired James Fenimore Cooper, Daniel Defoe, Edgar Allan

⁷⁴⁷ Anonymous, ‘The Talk of the Town’ in *London Society*, Vol. 22, Iss. 129 (September 1880), p. 283.

⁷⁴⁸ John C. Freund, ed., *The Dark Blue*, Iss. 10 (December 1871).

⁷⁴⁹ Penny Brown, *A Critical History of French Children’s Literature, Volume Two: 1830-Present*, p. 103.

⁷⁵⁰ Anonymous, ‘Belles Lettres’ in *The Westminster Review*, p. 581; F.J.H. Darton, *Children’s Books in England*, p. 298.

⁷⁵¹ Frederick Joseph Harvey Darton, *Children’s Books in England* (Cambridge University Press, 1982), p. 298

⁷⁵² Penny Brown, *A Critical History of French Children’s Literature, Volume Two: 1830-Present*, p. 93.

Poe, Sir Walter Scott, and Johann David Wyss in his youth and appropriated the basic formula', but although he would have had first-hand knowledge of these authors' appeal to youthful readers, having been one himself, neither were these authors writing for children.⁷⁵³ But whoever Verne intended to read his works – supposing that he even held a preference – is not wholly relevant when his works were nonetheless serialised in Britain in *The Boy's Own Paper* for over thirty years, thus opening them up to a children's readership.⁷⁵⁴ Verne is relevant to the history of gothic because he did not simply, as noted above, write science fiction. Verne's work crossed numerous generic boundaries, and many of his stories debatably have a gothic element; however, in one particular novel this is indisputable. Verne's *The Castle of the Carpathians* (*Le Château des Carpathes*) was published in French in 1892 and serialised in English in *Boy's Own* from March to July of 1893, under the title *Rodolphe de Gortz; or, The Castle of the Carpathians*.⁷⁵⁵ Unusually, for both the period and author, *The Castle of the Carpathians* is very distinctly a gothic novel, and employs gothic tropes entirely recognisable from the Radcliffe era. The following quotation is representative of the atmosphere throughout:

A castle deserted, haunted, and mysterious. A vivid and ardent imagination had soon peopled it with phantoms; ghosts appeared in it, and spirits returned to it at all hours of the night. Such opinions are still common in certain superstitious countries of Europe, and Transylvania is one of the most superstitious.⁷⁵⁶

The story centres around a mysterious ruined castle in the mountains of Transylvania – intriguingly, anticipating Bram Stoker's *Dracula* by five years, though their similarities end there. This castle and its environs are visited by a vast number of gothic tropes – mysterious sounds and lights, spectral warnings issuing from the ether, an enigmatic and reclusive baron, the apparent phantom of a woman long-dead. Three-quarters of the book are spent on developing a seemingly supernatural situation by use of these still-familiar gothic tropes, but Verne's plan in setting up these well-established devices was to provide an all-the-more-surprising modern twist upon them in his conclusion – or perhaps a less surprising twist for anyone familiar with Verne's oeuvre: 'At this period [...] the use of electricity, which has justly been called the soul of the universe, had been brought to its highest perfection' – and so of course electricity was employed in 'special machinery for spreading terror in the country

⁷⁵³ Ibid., p. 86.

⁷⁵⁴ Andrew Nash, 'Jules Verne: Boys Own Paper / Boys Own Annual' in The Jules Verne Collecting Resource Page <<http://www.julesverne.ca/jvboysown.html>> [accessed 3 March 2014].

⁷⁵⁵ The FictionMags Index – Galactic Central, 'Stories, Listed by Author' [Verga to Verner] <<http://www.philsp.com/homeville/FMI/s3999.htm#A128934.14>> [accessed 3 March 2014].

⁷⁵⁶ Jules Verne, *The Castle of the Carpathians*, trans. anonymous (1903) (Fredonia Books, 2001), p. 24.

by producing phenomena which could only be ascribed to diabolic agencies.⁷⁵⁷ The novel's every mysterious and apparently supernatural incident is explained in careful detail by the use of various electrical devices, employed perhaps improbably and certainly redundantly in this lonely Transylvanian castle under the direction of its legal proprietor who was conducting no illegal or illicit activities whatsoever.

The nominal villain's actions do not, in fact, bear scrutiny, but the point for Verne was clearly to recreate the gothic novel of old and show how new technological developments gave it a fresh breath of life, permitted new possibilities. Even the electrical plot device is firmly in the gothic tradition of the explained supernatural. Thus, in every respect, Verne's novel represents a revival, however brief, of the tradition of the gothic novel – and that this was thought fit for the readers of *Boy's Own* highlights either a continuing appeal of these classic tropes to a young readership or at least a consideration of such an effect. It is insufficient, given that they only appear at the conclusion, to suggest that Verne's trademark science fiction devices were the selling point; the story subsists on its gothic roots, and indeed, the gothic gets the last word in the text. The novel's final page undermines the rationality of its own denouement in predicting that its technologically-explicated conclusion would be forgotten: 'although these different phenomena have been explained in so natural a manner, it must not be imagined', Verne warns, that the villagers 'ceased to believe in their supernatural nature'; the rationalist characters 'found reasoning in vain [...] many years will elapse before [the villagers] will renounce their superstitious beliefs.'⁷⁵⁸ Verne himself positions the gothic story as the great survivor even over his own scientific romance; other genres, other ways of navigating modernity may come and go, but the antiquity of the gothic outlives them all in the popular imagination.

The nineteenth century was a period of change for the gothic and for its young readership – but not revolution. As a form of popular literature, the gothic may have ceased to be the most prominent genre, but its successors possessed a clear indebtedness to it; the sensation novel exploited terrors and improbabilities derived from the laws and standards of contemporary society and continued to emphasise melodrama and clearly-defined good and evil, while the cheap penny dreadfuls at their most bloodthirsty indulged to excess the gothic's fascination with crime and violence. But the tropes of the gothic were, as has been shown, not uniformly

⁷⁵⁷ Ibid., pp. 186, 188.

⁷⁵⁸ Ibid., p. 211.

adapted or transmuted to modernity; they survived, albeit in hibernation following the peak of the gothic's market domination in the early decades of the century – and though not always aimed at a younger readership, they were written with a consciousness of the gothic's influence on youth. *Jane Eyre* places its late-teenage protagonist in a revised *Northanger Abbey*, in which her compliant attitude to mysterious events traps her in a scenario which she not only constructs as gothic but which has genuine gothic shades – simultaneously debunking and affirming gothic's role in fiction and suggesting that even a genre-aware, post-gothic text can develop the genre for modernity and express new insights into its influence on a young person's personal growth. *Great Expectations* associates gothic tropes with the forces of the older generation in the way the exertion of their control distorts the expectations and livelihood of the younger generation, showing how a brutal upbringing which fails to respect young people's individuality squanders their talents and frustrates their emotional development. Both texts represent the gothic as partly delusive or artificial, but nonetheless argue for its very real and detrimental effects as inevitably practiced upon naïve youths. The implicit logic of early gothic narratives – that suffering brings reward – is gradually reworked into social satire expressing the tribulations of a child's maturation where adults seek to exploit them. Thus the implication of the gothic as an adolescent rite of passage is more seriously and critically dramatised as part of a growing awareness of and interest in child subjectivity in fiction. *Fabiola*'s more earnest invocation of the gothic highlights important generic and social realities regarding the gothic and adolescence; the former is reworked into an unusual historical and pro-Catholic romance with a reception suggesting that the gothic had become an accepted part of the literary landscape, while the latter is depicted in an outdated but consciously aspirational fashion that suggests an awareness of and tailoring to an adolescent audience. *The Princess and the Goblin* approaches adolescence more obliquely by aiming its gothic fiction directly at children, but its plot depends upon the same quietly understood logic of the gothic as a vehicle to develop immature characters into wiser and stronger individuals. This seemingly disparate collection of individual texts from the nineteenth century, by authors canonical and more obscure, aimed at differing age groups and representing gothic in varying degrees of originality, does in fact reveal trends in fiction's approach to gothic and adolescence; the gothic broadens out in generic range and becomes ever more integrated into the literary landscape, while children become better-acknowledged and adolescence better-understood as subjects and audiences for fiction. Uniting the two are closer examinations and widespread tacit acceptance of the gothic's relevance to a younger

audience, as catalyst and metaphor for their personal development but also as a popular element in their consumption of fiction.

In asking what the authors of the nineteenth century made of the gothic, and whether it retained its pertinence to adolescent audiences, the conclusions which the case studies and overviews of the period's fiction direct to are more accordant with the status quo than might be expected, given the efforts made by critical reviewers to hound the gothic to extinction, particularly in the literature of the young and impressionable. The gothic persisted, often in highly recognisable form, through the entire century, and where it was found, awareness of adolescent development, synthesised with the high drama of the narrative, was to be found also – and often written with greater attention and subtlety than in the gothic style of the late eighteenth century. This correlation itself correlates with the fiction discussed in earlier chapters, in which the adolescent was likewise at home in a gothic narrative; thematically and dramatically, there is considerable reason to conclude that adolescents were the ideal gothic protagonists. Outside of fiction, in the realm of its audience, evidence is harder to obtain – but reader identification suggests that there would have been considerable child and adolescent interest in the gothic-flavoured narratives this chapter details simply because their protagonists tended to be children and adolescents; the account of Michael Watson as a reader of *Fabiola* provides one corroboration of this proposal.⁷⁵⁹ Also significant is that, while many of the texts cited in this chapter took no steps to outline their intended reader – and as such did not rule out children and adolescents, who would certainly have read them – there are included texts which were definitely aimed at children, such as *The Princess and the Goblin* and the translated *The Castle of the Carpathians*. That the gothic was finding its way into children's narratives – again, recalling Chapter One's proof that this had always been the case – suggests that authors did not simply consider this an appropriate connection, but that a demand from this audience for gothic material was being catered to. It is likely no coincidence that these works advocate the behaviours and actions of maturity: Wisdom, bravery, independence. Part of the gothic dream was not just to place oneself in an imagined scenario of terror, but to picture oneself as a person capable of resolving these situations. The gothic prepared its young audiences to be better – which meant being older. It guided them through the impulses and motions of adolescence, if in a highly dramatised form. And that these scenarios were so unreal – that the tropes invoked were a century or more old, and

⁷⁵⁹ Michael Watson, 'In the Days of Youth', p. 607.

referred to situations not encountered for centuries more in the past – provides the strongest proof that the gothic was not capable of becoming outdated or obsolete. Like a gothic castle, this was a genre built to last – and though it may have fallen into ruin, it remained inhabitable, perhaps the more so for its decay. As Killeen observed, in a line cited early in this chapter, the gothic ‘fragmented and took up ghostly habitations elsewhere, indeed everywhere [...] became ubiquitous.’⁷⁶⁰ The texts cited in this chapter show evidence of gothic in areas quite outside its most popular Radcliffean milieu – modern-day England, ancient Rome, fairy-tale lands. The sensations expressed by the gothic, and their effect on adolescents, were confined to no one era, within fiction or outside of it. Its trans-historical appeal and relevance is such that it even, in works some centuries old, remains comparatively readable to a modern audience – unlike certain fictions. As Morrison and Baldick observe, in their collection of early nineteenth-century *Blackwood’s* gothic tales, ‘the sentimental and comical fiction of that period is almost entirely unpalatable to modern readers.’⁷⁶¹ The gothic has, by and large, stood the test of time. Even such a futurist of fiction as Jules Verne proposed that, in defiance of the triumph of rationalism, stories of a supernatural ilk would survive in the minds of children for many years to come:

‘And Magister Hermod continues to base the lessons he gives to the young folk of Werst on the study of the Transylvanian legends; and for many years yet the villagers will believe that spirits from the other world haunt the ruins of the Castle of the Carpathians.’

--Jules Verne, *The Castle of the Carpathians* (1892)⁷⁶²

⁷⁶⁰ Jarlath Killeen, *History of the Gothic: Gothic Literature 1825-1914*, p. 3.

⁷⁶¹ Robert Morrison and Chris Baldick, ‘Introduction’ in *Tales of Terror From Blackwood’s Magazine*, p. xviii.

⁷⁶² Jules Verne, *The Castle of the Carpathians*, p. 211.

CONCLUSION

A Happy Ending?

‘In this book, not only is there no happy ending, there is no happy beginning and very few happy things in the middle.’

--Lemony Snicket, *The Bad Beginning (A Series of Unfortunate Events)* (1999)⁷⁶³

The archetypal gothic castle is instantly recognisable. ‘The whole edifice is set on a small plateau on the side of a mountain’, quite commonly, to which has been ‘added new wings, extra towers, numerous chapels, halls’ by generations of zealous and eccentric occupiers; it boasts an ‘armoury’, ‘murder holes’, and of course the obligatory ‘lost’ wing, not to mention ‘vast cavernous vaulted cellars’, and if one is especially lucky, beneath them, ‘caves [...] ancient and dark places.’ An aged raven is seen to roam the turrets; the retinue of servants are prone to disappearances and grisly fates; natural disaster as much as an invading force threatens an end to the castle’s very existence. Such a place might have been described in eighteenth-century fiction; in this case, it hails from the twenty-first, specifically Marcus Sedgwick’s *Flood and Fang* of 2009.⁷⁶⁴ The first instalment of *The Raven Mysteries*, it explicitly markets itself as ‘goth-froth’, a term implying, if not actually denoting, a gothic light of heart and subject matter.⁷⁶⁵ This seems almost oxymoronic, like the gothic in children’s literature – and yet, it exists. Such is one example of where the gothic in children’s literature presently rests – and where this thesis rests. Literature for young people in the twenty-first century is a rapidly-evolving field, rife with generic and formal experimentation; it, too, may be best surveyed with hindsight – but not without an understanding of the journey taken by authors and readers alike to arrive at that point.

To understand the presence of the gothic in children’s literature, this thesis has examined its past, and in doing so has found itself equally occupied with the history of the adolescent; as the present cannot be wholly understood without the past, literature cannot be wholly understood without the reader. There stands still a nominal disconnect between the terms ‘children’s literature’ and ‘adolescence,’ but increasingly their reading seems to point to these as injudicious, unrepresentative terms, struggling to embrace categories that are blurry

⁷⁶³ Lemony Snicket, *The Bad Beginning (A Series of Unfortunate Events)* (HarperCollins, 1999), p. 1.

⁷⁶⁴ Marcus Sedgwick, *Flood and Fang (The Raven Mysteries)* (Orion, 2009), pp. 23-25.

⁷⁶⁵ Marcus Sedgwick, ‘Flood and Fang’, MarcusSedgwick.com
<http://www.marcussedgwick.com/rm/Flood_and_Fang.html> [accessed 31 December 2014].

beyond definition. This struggle to disentangle the child and the adolescent in terms of their reading now seems natural, for the gothic actively bridges the two; the popularity of the gothic in their literature is accounted for by the same factors, and indeed, one might call them identical when intersected with gothic literature. This is the secret of the gothic's descent into younger literature and less threatening forms: It spread to cover the continuum of its readership. As the popularity of the gothic with those younger than its assumed audience has been continually if tacitly observed, more authors have asked why they should not have their own form of gothic – a gothic presented more amenable to the younger reader but scarcely less transgressive in its subject matter. The experiment of separating children from the gothic was tried from the outset, and failed; this being the case, it must be accepted that the gothic has a natural and therefore inevitable place in children's fiction. This thesis's Introduction took this as a self-evident 'paradox,' but the preceding chapters have since unfolded that paradox, if not exploded it.

Chapter One shows how proto-gothic fictions were, against the wishes of moral guardians, continually peddled to and enjoyed by youthful audiences, up to and including their emergence as fully-realised gothic fiction in the closing years of the eighteenth century. Furthermore, authors allegorised – consciously or otherwise – the experience of the burgeoning adolescent in the form of gothic fiction, presenting their adolescent-aged protagonists as emerging from a sheltered, well-educated childhood into a predatory world of unprepared independence – manipulated legally and affronted by aggressive sexuality, their individuality assaulted by patriarchs from a background of fortune and class. Children and adolescents were sure to identify with this, even to the point of admiring their protagonists' romanticised (and often superficial) suffering, especially with the comforting measure of conclusive happy endings, which reassured readers that even the naïve, at sea in a world that hates them, could eventually grow into a happy adulthood. While critics may have grown increasingly tired of this model, the young audience was by nature rapidly replenished, and their association with gothic reading was so normalised by even the most antagonistic criticism that texts began to emerge specifically celebrating adolescent readership of gothic, as in *Northanger Abbey*, or bringing it directly to an intended audience of children, as in *Dangerous Sports* and *The Village Orphan*. The genre was born for young people's reading; the features of the genre always spoke best of and to the adolescent.

While Chapter Two acknowledges that the aesthetics of bluebook fiction may not always have reached the artistic heights of the gothic novel, this was more than compensated for by the advantages of their form, which so fortuitously suited the adolescent consumer – which publishers may have anticipated, derived as the bluebook was from the chapbook, which thrived among the poor and less educated. Nonetheless, bluebooks did represent original works of art, simply on their own terms, and that where they were derivative or gruesome, the gothic novel at its worst equalled their low standards. Shedding as part of their abbreviative project arguably the least gothic parts of a gothic novel enabled bluebooks to become, on multiple levels, more accessible to younger people as a form – easier to read, to carry, to possess, and indeed to purchase. The latter facet of the bluebook’s existence, their capacity to transition their audience from passive child readers into independent consumers and market agents, is a unique transformative element in the influence of the bluebook that validates their inclusion in, at the very least, this particular analysis of gothic literature. The child spurred to practice a tentative adulthood by their engagement with bluebooks must be considered an adolescent.

Chapter Three’s overview of gothic influence on nineteenth-century literature dispels the illusion of gothic’s disappearance and examines instead how the gothic’s dead hand continued to rest upon the rudder of popular fiction when dealing with adolescence. The fundamental adolescent narrative of growth, change, disillusionment and rebirth is so quintessentially gothic that, even as the province and potentialities of literature unfolded to absorb new times, places, and forms, gothic resonances continued to dictate the story of the growing youth, if in subtler or disguised form. That many of these texts were no longer aimed directly, or exclusively, at adolescents as readers is beside the point, since few authors of gothic fiction ever aimed at a specific audience, and likely did not anticipate their appeal to a younger one. It is the association of the gothic with adolescence as corresponding themes that is significant to the development of future literature, in continuing to assert the credibility of the association outside of largely-expired formal gothic literature of the late eighteenth century mould. Indeed, this conviviality was in fact more relevant in the nineteenth century than before, for where previously gothic had been a largely retrospective genre which allegorised contentiously if at all the social tensions of the historical period that produced it, nineteenth-century gothic as applied to the adolescent subject was often employed as a more direct critique of contemporary treatment of young people. If the more recognisable tropes of the gothic – particularly the castle – fell by the wayside for a time, this was largely a

consequence of other allegories taking its place, but other gothic tropes, and especially gothic logic, were dominant forces; the survivability of gothic is implied in its roots, in national romance narratives having already been retrospective at the time of their debut as gothic fiction in the eighteenth century. New approaches to the young person in fiction, including a broader range of children's fictions and realist presentations of adolescent characters, upheld the gothic's link to adolescence and made it indispensable.

These observations point to the following conclusions regarding the gothic in children's literature: It acknowledges the gothicism of the adolescent experience, and constructs the young reader as the adolescent they wanted to become. The necessarily transformative experience of adolescence between childhood and adulthood, a state in which neither the self nor others knows quite whether to treat the adolescent as a child or an adult, is realised as a gothic one in which the responsibilities and social assumptions of adulthood are passed onto an individual who is governed as an immature, dependent child – a model perfected in Radcliffe's *The Mysteries of Udolpho*, and reiterated both in successive gothic novels including *The Village Orphan*, and later a powerful influence upon nineteenth-century texts including Brontë's *Jane Eyre* and Dickens's *Great Expectations*. Being forced into the responsibilities and roles of adulthood without the readiness and understanding of how to manage them, alongside an experience of conscious exploitation or suffering, is an universal experience universal owing to biological inevitability, which though dramatised comically in Parkinson's *Dangerous Sports* and Barrett's *The Heroine* is more often, and more naturally, presented as being as horrifying as it is confusing, for instance in Wilkinson's *The Subterraneous Passage* and most other conventional gothic works. The gothic understands that this social pattern is best allegorised and dramatized with reference to the arbitrary authority and its terrifying expressions found in the medieval, antiquated, or otherwise gothic historical periods – less conventional but still highly characteristic examples of which are revolutionary France in the bluebook *The Bloody Hand*, a gothic of the classical period in Wiseman's *Fabiola* and a wholly imaginary time and place in MacDonald's *The Princess and the Goblin* – though the contemporary world can be imagined as equally gothic to a highly subjective protagonist such as that of Austen's *Northanger Abbey*, and arguably any ambiguous and loosely factual historical period is equally imaginary, especially if set in climes so distant as Verne's *The Castle of the Carpathians*. Whether reading a novel like Lewis's *The Monk*, a bluebook like *The Wandering Spirit*, or a serial like *Carmilla* – more significantly, whether written for children or not – reader identification allows readers to

empathise with their protagonists and consume gothic fictions as a playing-out of their own anxieties, but while doing so, the experience of consuming fiction often written for older consumers, or taking on the role of the older consumer in venturing out to buy gothic fiction for themselves, moves the reader to take on the perspective and responsibilities of an adult, thus growing up through adolescence in the process of engaging with gothic fiction. Gothic fiction both caters to and creates adolescent characters and readers.

This thesis concludes its analysis at the close of the nineteenth century, but this leaves much room for a continuation of its premise, especially owing to the inspiration of contemporary young adult literature of the early twenty-first century. Naturally it is to be supposed that there have been numerous examples of the gothic in children's literature in the intervening century, or literature which otherwise carries on the traditions of the gothic and its association with adolescence. However, the nineteenth century also set a precedent for an extremely broad interpretation of gothic within fiction. While the early twenty-first century has seen a massive outpouring of children's fiction, in which examples of nearly any genre can be found in great numbers and diverse forms, the children's fiction of the twentieth century, much though there may be a century's worth of it, is neither so abundant nor, broadly speaking, so bold either in its presentation of the adolescent experience or in its representation of unrelenting tragedy and persecution to child audiences. Still, sanitised though they are, there certainly are fictions of the period with an awareness of how well-suited adolescent-aged characters are to gothic adventures. The Introduction points to Enid Blyton, and particularly her *Famous Five* holiday romances of the mid-century 1942 to 1963 period, in which the eponymous Five, made up of four children (aged initially between ten and twelve) and one dog (age indeterminate) spend their holidays in castles, ruins and caves, discovering all kinds of hidden criminal schemes along the way, which represents a plausible contemporary reimagining of the adventures of gothic fiction – and if the protagonists never faced a threat with real consequences, it must be recalled that neither did the protagonists of much early gothic fiction. Blyton's wider oeuvre is in a similar vein, and represents no inconsiderable source of gothic material, especially when combined with those inspired by and imitating her work, all of which represents a legitimate direction for investigation of further gothic development.

The Introduction also pointed to a number of contemporary gothic classics, those being *Harry Potter*, *A Series of Unfortunate Events*, and *Goosebumps*, in which the gothic appears in

sometimes wildly differing guises. The vein of gothic in children's literature is a rich one, and not difficult to find when sought for; its seeds are everywhere sown in modern literature for children and young adults – a distinction which is often collapsed within such works themselves, where a series like *Harry Potter*, published over a decade, was long enough to bring many of its readers to adulthood along with its protagonists, whose adventures transition from the whimsical to the morbid. Forms of gothic children's literature along similar lines are by no means uncommon, in a field with such popular works for inspiration and emulation. Tending more specifically to the older side of the spectrum, the evolving young adult market, broadly targeting adolescents and teenagers, has an almost universal fascination with death, darkness, mystery and tyranny to an extent that practically defies the need for example – although Derek Landy's nine-part *Skulduggery Pleasant* series, an increasingly dark gothic-noir epic about a wisecracking skeleton wizard detective investigating criminal and political intrigue in an urban fantasy milieu, epitomises the type. There is potential, too, in the many novels categorised under 'paranormal romance' or similar terms, which deal with the sinister creatures of the gothic supernatural, most famously in the *Twilight* vampire romance tetralogy by Stephenie Meyer; that this is a heavily derivative genre with numerous borrowings from the previously-named text is also suggestive of the publishing conditions under which the gothic flourished. What many of these texts have in common, additionally, is that they come in series – the modern equivalent of the favoured gothic form of the novel published in multiple volumes; the only difference is that the volumes are published serially rather than simultaneously, with independent titles and more refined breaks between instalments. Even publishing forms therefore owe a debt to the gothic novel. Lastly, *The Raven Mysteries* and 'goth-froth', conceptually, illustrate how many of the most infamous terrors of gothic have over time been defanged; cartoon skeletons, vampires, mummies, zombies and Frankenstein's monster are perennial instalments of Hallowe'en displays, even and especially at the most public locations. Such displays would not exist if children were not well aware of these iconic threats of gothic horror – and had not been enjoying them for generations.

Contemporary critics of the early gothic novel were quick to condemn any suggestion that they could be read by young people, but it is important also to remember their qualitative arguments: That the gothic was formulaic, repetitive – in short, stagnant. Since, to their mind, the gothic neither evolved nor progressed, it might have been said to be going nowhere – but, with the benefit of two centuries of hindsight, it is clear that this can only be true in its

reverse sense: That, rather than never evolving, the gothic never expired, and thrives today in the fertile, endlessly consuming, endlessly refreshed grounds of children's literature – sustained, vampirically, by young blood. If the gothic is criticised for being too dark for its audience, it must be remembered first that this darkness is a reflection of the world that produces it; secondly, that the audience has its own darkness to bear; and thirdly, that every generation of children has taken that darkness and made it their own. A darkness that is unreal and fictitious, and moreover will inevitably be defeated prior to a happy ending, is far more comforting than the inescapable darknesses of the real world; the newspaper is more frightening than any gothic novel. Indeed, the final trope of the gothic novel, which must allay some concerns about the genre's darkness, is the happy ending, the ultimate cliché. Few were the gothic novels which could not scrape together some good to have emerged from their narratives; the vast majority were of the same mind as Ann Radcliffe in insisting that their narratives described the triumph of virtue over villainy: 'useful may it be to have shewn, that, though the vicious can sometimes pour affliction upon the good, their power is transient and their punishment certain; and that innocence, though oppressed by injustice, shall, supported by patience, finally triumph over misfortune!'⁷⁶⁶ Gothic novels are not narratives of relentless nihilism: Even Lemony Snicket, who warns his readers that his story 'has no happy ending', stretches the truth, for *A Series of Unfortunate Events* does eventually conclude with optimism, though it takes the protagonists the course of thirteen volumes to reach it.⁷⁶⁷ And though these happy endings may sometimes defy probability, the whole genre has weathered the same accusation, and survived – and indeed, if the final message of the gothic can be put so bluntly as 'you will suffer, but you can still be happy,' is this not a more realistic, responsible message for the young than to protect them from the very notion of unhappiness entirely? The gothic is a literature of hope for the future, and in the darkened chamber of adolescence, that is exactly what the reader needs.

'All was well.'

--J.K. Rowling, *Harry Potter and the Deathly Hallows* (2007)⁷⁶⁸

⁷⁶⁶ Ann Radcliffe, *The Mysteries of Udolpho* (1794) (Oxford World's Classics, 2008), p. 672.

⁷⁶⁷ Lemony Snicket, *The Bad Beginning*, p. 1.

⁷⁶⁸ J.K. Rowling, *Harry Potter and the Deathly Hallows* (Bloomsbury, 2007), p. 607.

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