

Fablehaven

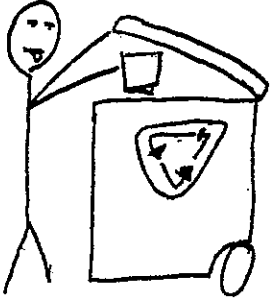
Written by: Brandon Mull

Genre: Fantasy

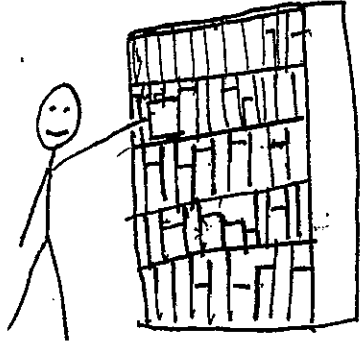
Assignment: Literary Review

Review by: Talmage Madsen

My Rating System



This book is garbage. Don't read.



It held my attention for a half hour, then it became boring.



Wonderful, I couldn't put it down.



It was so good it absorbed me!

Fablehaven – A Literary Review

My name is Talmage Madsen. The assignment I am doing is a Literary Review. The book I am reviewing is "Fablehaven," written by Brandon Mull. The book's genre is fantasy. I will now present to you a short summary of the book.

Kendra (age thirteen) and Seth (age eleven) are heading to their grandma and grandpa Sorenson's house. They were not invited there. Kendra and Seth's other grandparents had died and had left a will, which stated that "all their children and their spouses were to use an allocated sum of money to go on a Scandinavian cruise." The will didn't invite the grandchildren. Since their parents are leaving on the cruise, Kendra and Seth are sent to their grandma and grandpa Sorenson's house.

As they approach their grandma and grandpa Sorenson's house, Kendra and Seth start to see signs posted to ward off trespassers. The very last sign, attached near the front gate, reads: "Certain Death Awaits." After they pass the gate and near the house (which is more like a mansion), they see three people. The first person is grandpa Sorenson himself, and he is followed by Dale, the groundskeeper. The last person is Lena, the housekeeper (who they will learn later was formerly a naiad).

Kendra and Seth are shown to their room and there they are given two rules: 1) never go into the woods; and 2) never go into the barn. As grandpa Sorenson leaves their room (which is really the attic playroom), he gives Kendra a key ring with three keys on it and challenges her to find what each key unlocks.

On the second day of their stay, Seth decides to break the rules and he wanders into the woods. It is there he discovers Muriel, an evil witch held prisoner by two magical knots in a rope. There used to be thirteen knots in the rope keeping the evil witch bound, except that when someone needs magical assistance they

untie one of Muriel's knots and she helps them. Upon discovering Muriel, Seth is scared and quickly returns back to his grandparent's house.

Meanwhile, Kendra has found what the first key unlocks – a jewelry box. She soon finds what the second key unlocks – a secret room in the dollhouse. In that secret dollhouse room, she finds a very delicious rose-shaped chocolate and a gold key. She slips the key on the key ring. Soon she discovers a book on the bookshelf titled "Journal of Secrets." The book has three metal clasps locking it shut. Out of curiosity, she tries the gold key in the locked clasps that hold the book shut. The key fits into one of the clasps leaving only two more clasps left to unlock!

Just then, Seth comes clonking up the stairs. Out of breath he explains his adventure in the woods to Kendra.

The next day Seth breaks the rules again and comes back inside to get Kendra covered in mud, but excited. Kendra reluctantly follows Seth outside and is astonished that Seth has found a pond with exotic animals all around it. In the middle of the pond is an island surrounded by a white boardwalk that is connected by a bridge to the shore. Also connected to the boardwalk are gazebos and a boathouse. They explore the area for a few minutes and then return to their grandparent's house.

That night during dinner grandpa Sorenson scolds them for entering the woods and sentences them to one day of confinement in the attic. During their time in the attic, Kendra discovered where the third key fits – in the bottom compartment of an old rocking horse. Seth found the keyhole, so Kendra gave him half of the ten chocolates she found in the compartment. Inside the compartment was another gold key. While still confined to the attic, Kendra found a third gold key in the jewelry box that she had previously opened.

Kendra used the two newly discovered gold keys to unlock the clasps of the book and she and Seth discover the secret of Fablehaven. Fablehaven is a place where

endangered, magical, mythical creatures live. Over the next few days, Kendra and Seth come to recognize that their Sorenson grandparents are the caretakers of Fablehaven.

On Midsummer's Eve (the day and night before the summer solstice), all the residents at grandma and grandpa Sorenson's house (those who know the secrets of Fablehaven) prepare magical defenses, so that evil creatures can't come into the house (on Midsummer's Eve horrible creatures come into the yard).

That night grandpa Sorenson tells Kendra and Seth not to open any doors or windows no matter what they may see and hear. But Seth opens a window, which allows some monsters to get into the house before he can shut it again. Kendra and Seth barely survive the night. After falling asleep exhausted, they wake up to see the house in ruins with not a single sign of life. They search everywhere looking for their grandparents and the others and in the process end up entering the off-limits barn. It is there they discover Viola the giant cow who needs to be milked. They milk the cow and while doing so realize that their grandma Sorenson has been turned into a chicken.

Recognizing that the witch Muriel may be able to turn their grandmother back into a human, they visit the witch and request her magic, but in the process of changing grandma Sorenson back into a human, Muriel ends up getting set free. However, after grandma Sorenson was restored, she Kendra and Seth go and try to save the others. In doing so everyone gets trapped except for Kendra.

Desperate for help, Kendra goes to a shrine dedicated to the fairy queen (knowing that the last person who attempted to do that was turned into dandelion fluff) to ask how to save her family and Fablehaven. The fairy queen takes pity on Kendra sensing the sincerity of her desires and tells her (through the shrine) how to make a potion and who to give it to. Kendra then makes the potion and offers it to the fairies in the garden. The fairies instantly turn into battle fairies and commence an attack on Muriel and the witch's band of evil monsters. The fairies win and get

small again and everybody is saved. A few days later, Kendra and Seth go home and the book ends.

If I were to give this book a rating, I would give this book a:



I would give it this rating because because it is well written and flowed smoothly, and I couldn't put it down.

I would recommend this book to fans of the Percy Jackson and Harry Potter because this book has mythical creatures and magic in it.

I recommend this book because I am giving it my highest rating because it is fun, exciting, and well-written.

— give an example from the book here

I like this book because it met my expectation—to be so good that I could hardly put it down. This book was a fun read. I can't wait to read the rest of the series.

*Very well written
summary.*

*Excellent format and
editing.*

*I wish your recommendation
had been expanded.*

*Love, love, love the rating
scale!*

3H