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Fablehaven by Brandon Mull

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Author: Mull, Brandon

Title: *Fablehaven*

Year of Publication: 2006

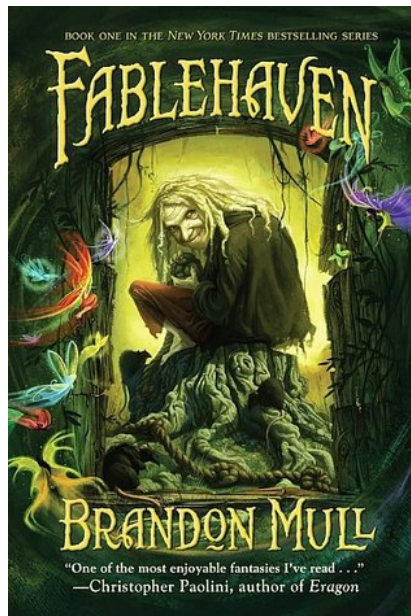
Publisher: Shadow Mountain

ISBN: 9781416947202

Number of pages: 359

Rating: Excellent

Reading/Interest Level: All



Keywords: Fantasy; Novel; Courage; Trust; Coming of Age; Grandparents; Siblings

Review:

Kendra and Seth, the main characters of *Fablehaven*, are going to stay with their Grandpa and Grandma on a reserve for the summer. What they do not know is the reserve is actually for fairies, trolls, witches, and goblins. There are a few times a year when the evil creatures come out and play, and the biggest is midsummer's night. During the night, the humans are protected until a creature tricks Seth into opening the bedroom window resulting in Grandpa being kidnapped. The next day Kendra and Seth discover that the chicken in their bedroom is Grandma. They have Grandma return to her human state to help save Grandpa. At the same time, they let loose an evil witch who wants to release the Bahamut and cause havoc throughout the world. After the three fail on the first rescue attempt, Kendra escapes and becomes the last hope. She calls upon the fairy queen to save the preserve.

The best part about *Fablehaven* is the relationship between the brother and sister. As Seth is a typical boy, he gets the siblings into a ton of mischief. Then, Kendra, as the older sister, finds a way out. While the book does have a slow beginning, Mull uses this to help set up the world of *Fablehaven*. As the story continues, it is difficult to put down since the reader wants to know what will happen next, and once the resolution sets in, the book is over in a blink of an eye. With the combination of a slow beginning and quick end, it is an excellent one-time read for any age group.

Reviewed by: Brandon Holst

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