



2017

# Crown of Three #2: The Lost Realm

Tessa McMillan

Follow this and additional works at: <https://scholarsarchive.byu.edu/cbmr>

### BYU ScholarsArchive Citation

McMillan, Tessa (2017) "Crown of Three #2: The Lost Realm," *Children's Book and Media Review*: Vol. 38 : Iss. 7 , Article 46.  
Available at: <https://scholarsarchive.byu.edu/cbmr/vol38/iss7/46>

This Book Review is brought to you for free and open access by the All Journals at BYU ScholarsArchive. It has been accepted for inclusion in Children's Book and Media Review by an authorized editor of BYU ScholarsArchive. For more information, please contact [scholarsarchive@byu.edu](mailto:scholarsarchive@byu.edu).

# Book Review

**Title:** Crown of Three #2: The Lost Realm

**Author:** J. D. Rinehart

**Reviewer:** Tessa McMillan

**Publisher:** Aladdin

**Publication Year:** 2016

**ISBN:** 9781481424462

**Number of Pages:** 496

**Interest Level:** Young Adult

**Rating:** Excellent



## Review

Escaping the zombie plagued Idilliam, Gulph finds a shaky sanctuary in the lost underground realm of Celestis. Meanwhile, the wizard Melchior arrives at the Trident camp and takes Tarlan on a journey to rejuvenate his wizarding powers. Once Tarlan leaves, Elodie's adopted father, Lord Vicerin, attacks the Trident troops but Elodie pretends to turn on her soldiers to spare their lives. When Elodie returns with Vicerin, his true intentions are revealed. Vicerin poisons his wife and then blackmails Elodie into marrying him so he can lay claim to Toronia's crown. Secretly, Gulph makes his way back to Idilliam to free the captured Tangletree Players. Unfortunately, Brutan's forces prepare to follow Gulph's rescue party after he returns to Celestis. Armed with the knowledge that fire can end the zombie plague, Gulph climbs up from the chasm surrounding Idilliam and sets fire to the city. Gulph faces off with Brutan, but Gulph jumps into the chasm to avoid being plagued by Brutan. Tarlan soon arrives and finally destroys Brutan.

More suspenseful adventures unfold as the royal Toronia triplets attempt to claim their prophesied birthright. But many insurmountable obstacles lie in their path to the throne: a zombie father, an undead army, a psychopathic adopted father, an unfeeling underground realm, and even more invading forces. However, as the problems get harder, the triplets' inner powers get sharper. Gulph learns he can become invisible. Tarlan hones his skill to speak and gather animals. And Elodie's gift of summoning ghosts may save her and her friends from Vicerin's evil plans. What would have aided this series is a map showcasing the travels and locations of the triplets. This visual aid would have helped readers keep track of the triplets' movements and better understand the distances they traveled while facing their different challenges.

\*Contains moderate violence