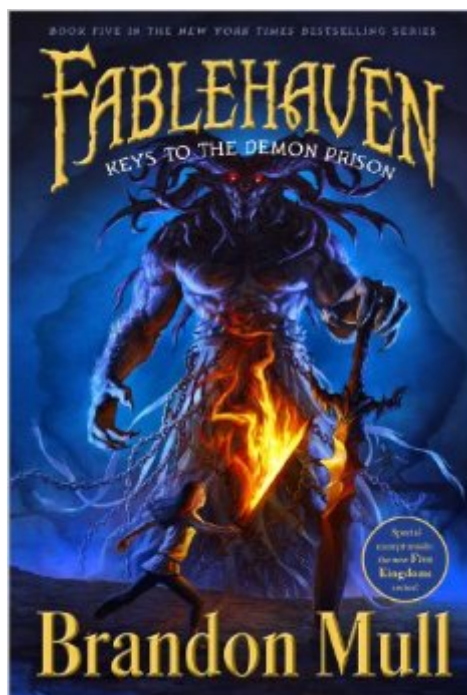


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# Keys To The Demon Prison (Fablehaven)



## Synopsis

Since ancient times, the great demon prison Zzyzx has protected the world from the most dangerous servants of darkness, including Gorgrog, the Demon King. After centuries of plotting, the Sphinx is on the verge of recovering the five artifacts necessary to open the legendary prison. Facing the potential of a world-ending calamity, all friends of light must unite in a final effort to thwart the Sphinx's designs and find a safe home for the five artifacts. To this end, Kendra, Seth, and the Knights of the Dawn will venture far beyond the walls of Fablehaven to strange and exotic magical preserves across the globe, where the end of every quest becomes the beginning of another. In this explosive series finale, allegiances will be confirmed and secrets revealed as the forces of light and darkness collide in a desperate struggle to control the keys to the demon prison.

## Book Information

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## Customer Reviews

This starts off as a routine fantasy footprint - two kids, Kendra and Seth, get palmed off on their grandparents for a visit that becomes a lot more than they ever dreamed. As they soon learn, Fablehaven is no ordinary country estate, but a protected area for magical creatures, and their grandfather is the current caretaker. As if that weren't enough, their grandmother has disappeared, and granddad isn't telling the truth about her whereabouts. But here's where it really gets interesting - Brandon Mull overturns conventional thinking on fairies, and when Seth makes a terrible mistake, the retribution is swift and merciless. At Fablehaven, a giant cow gives enchanted milk that allows

the fairies to be seen, naiads frolic in a lake, satyrs drop by for adult parties, and a witch sits in a shack in the forest imprisoned by magical knots. Soon it's Midsummer Eve, one of the nights when magic reigns free, and when the children break the rules, the aftermath is chilling. As a result of their disobedience, the two children find themselves alone except for a hen, and it's up to them to rescue their grandfather, the housekeeper, and Fablehaven itself, before a powerful demon is released from his prison. Wildly imaginative, this is a wonderful debut for Mull - may he write many more chapters, and very soon. Amanda Richards, August 29, 2006

As a school librarian, I was sent an advance copy prior to publication and I shared it with a number of students. I already have a long waiting list of kids who can't wait to read this wonderful book! It has magic, family, problem-solving and enough scariness to make it fun. Nothing inappropriate here, but best suited for readers 4th grade and up, I think, just because the language (like Harry Potter) would be too difficult for younger kids and the scare factor is probably better for the older kids. Buy it, read it and know you're reading a book everyone will be talking about!

Kendra and Seth's parents have been kidnapped by the duplicitous Sphinx, head of the Society of the Evening Star. And the Sphinx now has control of most of the keys to the demon prison Zzyzx, which he wants to open. But opening the demon prison means the means the end of the world. In this final installment of the Fablehaven series, siblings Kendra and Seth are separated throughout most of the book. Both face their own epic quests as they try to stop the opening of Zzyzx by any means possible. Along the way, they are reunited with old friends and confidants as well as new mysterious characters. Because of their past experience, neither sibling is quick to trust strangers anymore. But the side of good needs all the help they can get in this seemingly unwinnable war. Fablehaven has continued to be one of my all-time favorite children's fantasy series. And this final book finally reveals mysteries and questions that fans have been waiting for. I am a little disappointed that the series has ended, but am very pleased with the way Mull has wrapped up the story. Kendra and Seth have been extremely enjoyable characters. And the world of Fablehaven appeals to people of all ages. With more fantastic creatures, far off lands, and dangerous quests, Keys to the Demon Prison leads up to an action-packed final battle with a satisfying ending to an incredible series.

It's very rare, in this day and age of Harry Potter mania (and yes, I admit I'm a very devoted victim!) to find a fantasy story that can actually hold your attention. With FABLEHAVEN, though, new author

Brandon Mull manages to do just that from the very first page to the last. Not to mention, thank the fairies, that there's already another book planned in the series. The premise is simple enough: two siblings, thirteen-year-old Kendra and her eleven-year-old brother, Seth, are relegated to spending time with their paternal grandparents, Grandma and Grandpa Sorenson, while their parents enjoy a seventeen-day Scandinavian cruise. At first glance, that might not seem so strange, but you have to understand that their family's relationship with the grandparents Sorenson is sort of an odd one. They don't visit much, they don't call; in fact, Kendra and Seth don't really know their grandparents that well at all. This is a forced, mandatory vacation though, so the kids don't have much choice in the matter. And when they finally reach Fablehaven, where, unbeknown to them, their Grandfather is the caretaker, they're a little overwhelmed. First, there were the No Trespassing and Private Property signs that gave way to one that said Certain Death Awaits. Now, they find out that however pretty and secluded Fablehaven may be, there's no television, no radio, and a ton of rules -- not all of which make sense. What follows is two weeks of more adventure, trouble, suspense, and magic than the kids could have ever dreamed of. When their rash actions, and disobedience to some important rules, leads to retribution from the magical world of Fablehaven, Kendra, Seth, Grandpa Sorenson, and even Grandma, who seems to be missing, are in for a ride. FABLEHAVEN is a great fantasy novel perfect for everyone, from young adults to those young at heart. With a cast of characters ranging from witches to fairies, satyrs to imps, strange chickens and conniving trolls, there's definitely something for everyone. I plan to give my copy of FABLEHAVEN to my ten-year-old son to read next, and I'm pretty sure he'll enjoy it as much as I did (not to mention my mom, who gets it when he's done!). Kudos to Mr. Mull for such a great debut fantasy novel, and for giving me something absolutely wonderful to read during my Harry Potter-deprived winter. I can't wait for the next book in the series! Reviewed by: Jennifer Wardrip, aka "The Genius"

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