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Home/Children and Young Readers/ Grip The Shadow Plague (Fablehaven, Book 3) ISBN: 9781416986034 by: Brandon Mull Danger lurks everywhere in Fablehaven, where someone has released a plague that turns the creatures of light into creatures of darkness. Acutely in need of help, the Sorensons question where to turn, now that long-trusted allies have been identified as potential enemies. Kendra embarks on a special mission that only she can try because of her new abilities as a fairy, while Seth is left behind and discovers an incredible new talent of her own. Siblings are put to the test as the threat grows both overseas and at home in Fablehaven Save, and Brandon Mull backs his richest and most exciting fantasy tale yet in this third title of the popular fantasy series. ISBN Details: 9781416986034 Publisher: Shadow of the Mountain Publication Date: Number of Pages: This article needs additional quotes to verify. Please help improve this article by adding quotes to reliable sources. Non-sources of materials can be challenged and removed. Find sources: Fablehaven: Grip of the Shadow Plague - News Newspaper Book Scientist JSTOR (July 2015) (Learn how and when to remove this template message) Fablehaven: Grip of the Shadow Plague First editionAuthorBrandon MullIllustratorBrandon DormanCountryUnited StatesLanguageEnglishSeriesFablehavenGenreFantasy novelPublic 2008 GmiaPosition E-book and AudiobookPages487ISBN9778-1-59038-898-3OCLC2611177520SubenFablehaven: Rise of the Evening Star followedthavenable: Dragon Secrets Sanctuary Fablehaven: Grip of the Shadow Plague is the third novel in the Fablehaven fantasy series, written by Brandon Mull. The book was released on April 21, 2008. These stories are often associated with mythological creatures such as fairies. A plot summary of this book raises where Fablehaven: The Rise of the Evening Star goes, during the same summer of the second year at Fablehaven. Sometime during the summer, Kendra asks Captain Knights of Dawn that she should be recruited, and for the first time, Kendra and Warren must visit another magical reserve, called Lost Mesa, which is located in Arizona. They live there, with Lieutenant Dugan Fisk and dragon tamer Gavin Rose (to whom Kendra feels). Another hidden artifact must be extracted from Lost Mesa before the Society unravels it first. However, Patton Burgess has already restored the artifact and delivered it to Fackhaven. Meanwhile, Seth discovers that someone, or something, has let out the plague all over Fablehaven before others, but as the disease spreads throughout the reserve, it is clear that they can no longer protect the reserve. Creatures of light turn into dark creatures. Since light creatures can penetrate most places throughout the reserve, the same rules apply to their dark forms. Seth got stuck in Fablehaven, where he, his Tanu and Coulter must try to solve the mystery of the new plague that transforms magical creatures. Seth discovers that he has acquired new abilities by destroying Famihaven's retribution. He is able to walk in the shadows, hear the voices of prisoners from the dungeon that live under the main house, and speak the language of many creatures such as demons, goblins, trolls, demons and giants. (Kendra can refill magical artifacts, see in the dark, control fairies, glow very brightly, and talk to many magical creatures like Seth.) Returning, Kendra learns that Warren, Grandpa, Grandma, Dale, Tania and Coulter - shadows. However, she also learns that Seth brought Patton into the future for three days using a chronometer. Patton helps Seth and Kendra close the plague using a stone provided by the fairy queen, and Lena dies as they close the plague. After the plague stopped, Dugan came to accompany Kendra home. He also said the Sphinx was their biggest enemy. External links official Fablehaven series site Children's Literature portal extracted from the Kendra and Seth along with grandfather dn Grandma Sorenson discover that someone or something has released a plague that turns the light creatures Fablehaven into creatures of darkness. And for the first time, Kendra and Warren are due to visit another magazine: Children's Fiction Similar Books by Other AuthorsThe Ruins of Gurlana (The Ranger's Apprentice, book 1) John FlanaganAnubis and Golden Collar (Time Dogs)Helen MossThe Thirteenth Fairy (Chronicles Never After, Book 1)Melissa De La Cruz Bootlace MagicianCassie Beasley Used by the presence of Brandon Mull in Grip from the shadow of the plague Ga naar zoeken Ga naar hoofdinhoud Ebooks lezen is the heel of makkelijk. Na aankoop zijn ze direct beschikbaar op je Kobo e-reader en op je smartphone tablet met de gratis bol.com Kobo app. The Fablehaven series generates buzz as a contender in the fantasy adventure genre to replace the Harry Potter franchise. - Hollywood Reporter Like Harry Potter, Fablehaven can be read aloud in the family with the same pleasure for adults as for adults. It's a happy book that can hold this kind of story. - Obert Skye Strange Things in Motion at Fablehaven. Someone or something has released a plague that turns the creatures of light into creatures of darkness. Seth discovers the problem in its infancy, but as the infectious disease spreads, it becomes clear that the reserve cannot last long. Acutely in need of help, the Sorensons question where to turn. The Sphinx always gave sound advice - but is he a traitor? Inside a quiet box, Vanessa may have information that can lead to treatment - but can she be trusted? Meanwhile, Kendra and members of the Dawn Knights must pass into a distant reserve and get another hidden artifact. Does the Evening Star Society restore it first? Will the plague eclipse all the light in Fablehaven? Find out in Fablehaven: Grip the Plague of Shadows. The Fablehaven series was awarded the Mormon Letters Award, the Nevada Young Readers Award and the Tennessee Volunteer State Book Award, was a finalist for the Lambda Literary Award, and was nominated for the Rebecca Caudill Young Reader Book Award, the Hawaii Nene Prize, New Mexico Land Charm Book Award, Indian Brush Book Award, Colorado Children's Book Award, Wyoming's Soaring Eagle Book, and Pacific pdpTaxonomyObj:pageInfo:pageType:PDP.language:nl.website:bol.com.userInfo:productInfo: productid:920000033219749,97810644048 3: Clutch of The Plague of Shadows,Price:7.99,categoryTreeList: Tree: Boeken,Religie, Spiritualiteit Yu0026 Filosofie,Filosofie, brick:10000926,chunk:80007266,publisher:Shadow of the Mountain.author:Mull,averageReviewRating:0.0,seriesList:sellerName:bol.com.uniqueProductAttribute:BINDING-e-book I'm not pAndpalyticsObj: pageInfo:pageType:PDP.country:NL.shoppingChannelContextTypeAndDeviceType:www.bol.com.canonicalUrl: productid:920000033219749,Title:Fablehaven, Vol. 3: Clutch of the Plague of Shadows.Category:Boeken/Religie, Spiritualiteit yu0026 Filosofie/Filosofie.brand:brick:10000926.seller:0,ordered:true,price:7.99,categoryNumbersFlatten: 8299,40585,2562 Grip of the Shadow Plague is the third book in the Fablehaven series. Summary of Publisher Strange Things in Motion at Fablehaven. Someone or something has released a plague that turns the creatures of light into creatures of darkness. Seth discovers the problem in its infancy, but as the infectious disease spreads, it becomes clear that the reserve cannot last long. Acutely in need of help, the Sorensons question where to turn. The Sphinx has always given sound advice, but is he a traitor? Inside the quiet box, Vanessa may have information that can lead to treatment, but can she be trusted? Meanwhile, Kendra and members of the Dawn Knights must pass into a distant reserve and get another hidden artifact. Will the Evening Star Society be able to restore it first? Will the plague eclipse all the light in Fablehaven? Find out in Fablehaven: Grip the Plague of Shadows. A plot of Strange Things is happening in Fablehaven. Book takes off on the right were the second books to stop, during the same summer their second year at Fablehaven. Kendra and Seth helped save Fabilhaven from the Evening Star Society, but new troubles are singed almost immediately. Seth discovers that someone, or something, has let the plague out all over Fablehaven before others, but as The disease is spreading throughout the reserve, it is clear that they can no longer protect the reserve. Creatures of light turn into dark creatures. Since light creatures can penetrate most places throughout the reserve, the same rules apply to the more darkened form of them. Sometimes during the summer, Kendra asks Captain Knights of Dawn that she should be recruited, and for the first time, Kendra and Warren must visit another magical reserve called Lost Mesa, which is located in the central state of Arizona. They retire there, with Lieutenant Dugan Fisk and Dragons tamer Gavin Rose (to whom Kendra has feelings). Another hidden artifact must be extracted from Lost Mesa before the Society unravels it first. However, Patton Burgess has already restored the artifact and delivered it to Fackhaven. Meanwhile, returning to Famihaven, Seth discovers that he has acquired new abilities, destroying The Revenant of Famihaven. He is able to walk in the shadows, hear the voices of prisoners from the dungeon that live under the main house, and speak the language of many creatures such as demons, goblins, trolls, demons and giants. (Kendra can refill magical artifacts, see in the dark, control fairies, glow very brightly, and talk to many magical creatures like Seth.) Returning, Kendra learns that Warren, Grandpa, Grandma, Dale, Tania and Coulter - shadows. However, she also learns that Seth brought Patton into the future for three days using a chronometer. Patton helps Seth and Kendra close the plague using a stone provided by the fairy queen, and Lena dies as they close the plague. After the plague stopped, Dugan came to accompany Kendra home. He also said the Sphinx was their biggest enemy. 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