

# **The Son of Neptune Study Guide**

## **The Son of Neptune by Rick Riordan**

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# Contents

<a href="#">The Son of Neptune Study Guide.....</a>	<a href="#">1</a>
<a href="#">Contents.....</a>	<a href="#">2</a>
<a href="#">Plot Summary.....</a>	<a href="#">3</a>
<a href="#">Percy: Chs. I - IV (1 - 4).....</a>	<a href="#">4</a>
<a href="#">Hazel: Chs. V - VIII (5 - 8).....</a>	<a href="#">7</a>
<a href="#">Frank: Chs. IX - XII (9 - 12).....</a>	<a href="#">10</a>
<a href="#">Percy: Chs. XIII - XVI (13 - 16).....</a>	<a href="#">12</a>
<a href="#">Hazel: Chs. XVII - XX (17 - 20).....</a>	<a href="#">14</a>
<a href="#">Frank: Chs. XXI - XXIV (21 - 24).....</a>	<a href="#">16</a>
<a href="#">Percy: Chs. XXV - XXVIII (25 - 28).....</a>	<a href="#">18</a>
<a href="#">Hazel: Chs. XXIX - XXXII (28 - 32).....</a>	<a href="#">20</a>
<a href="#">Frank: Chs. XXXIII - XXXVI (33 - 36).....</a>	<a href="#">22</a>
<a href="#">Percy: Chs. XXXVII - XL (37 - 40).....</a>	<a href="#">24</a>
<a href="#">Hazel: Chs. XLI - XLIV (41 - 44).....</a>	<a href="#">26</a>
<a href="#">Frank: Chs. XLV - XLVIII (45 - 48).....</a>	<a href="#">28</a>
<a href="#">Percy: Chs. XLIX - LII (49 - 52).....</a>	<a href="#">30</a>
<a href="#">Characters.....</a>	<a href="#">32</a>
<a href="#">Objects/Places.....</a>	<a href="#">36</a>
<a href="#">Themes.....</a>	<a href="#">38</a>
<a href="#">Style.....</a>	<a href="#">40</a>
<a href="#">Quotes.....</a>	<a href="#">42</a>
<a href="#">Topics for Discussion.....</a>	<a href="#">43</a>



## Plot Summary

Percy Jackson is a Greek demigod who has lost his memory and wandered into a Roman demigod training camp. His father is Neptune, the Roman sea god. Also known as Poseidon, the Greek sea god. Percy has been in the wilderness for some time under the protection of Luna, the goddess protector of Rome. However, he has been led to Camp Jupiter by the goddess Juno who has a plan in mind for Percy. Unfortunately, he won't find out what that plan is until after he has once again proven he is a hero.

Percy can't remember his past and isn't certain what his future will be. When he arrives at Camp Jupiter, he is assisted by two new friends who take him under their wing. Frank and Hazel are outcasts at Camp Jupiter. They know what it is like to be an outsider and both consider it their duty to help Percy adjust. Each also has their own demons to fight and past to overcome. Before any of them have a chance to gain their footing, they are selected to go on a quest to rescue Death from the giant Alcyoneus who is hiding deep in Alaska. Uncertain of their skills and sure that they will not survive the trio, they embark on the test of their lives.

The goddess Gaea has a plan to destroy the gods and the world along with them. She has created seven children, all of whom are giants. Each of these giants is matched to fight a god who is an enemy. Each giant has the skills to oppose one god and they can only be defeated if the gods and the demigods join forces. This is not an easy task. Percy and his friends manage to defeat the Alaskan giant and save Camp Jupiter from destruction. During their journey, Hazel and Frank become true heroes who know how to use their powers and have self-confidence. Percy regains his memory and helps them save the day.



# Percy: Chs. I - IV (1 - 4)

## Percy: Chs. I - IV (1 - 4) Summary

The Son of Neptune opens with Percy Jackson being chased through modern Berkley, California, by three gorgons who are the sisters of Medusa. Percy is a demigod, but has amnesia and cannot remember anything from his past except for those few things a wolf, Lupa, has told him.

Chapters I-IV are told in the third-person and limited omniscient perspective about Percy and his inner thoughts. Percy Jackson is being chased through Berkley, California, by two gorgons who want to kill him. He first encountered the gorgons at the store when he was trying to shop for items he might need on his journey. Percy has tried killing the gorgons three times, and they have tried killing him, but the four of them seem to be indestructible. Finally the gorgons corner Percy on a hilltop. Percy can either stand and fight the gorgons or he can jump off of a cliff on the hillside. Percy tries to talk the gorgons, Eurayle and Sthenos, into leaving him alone by explaining to them that he can't remember killing their sister. The gorgons are not buying his excuse. They claim that he can't be killed because someone has dunked him in the fabled river Styx, just like the legendary hero Achilles. Percy doesn't know if this is true or not, but doesn't really want to test their theory that he has a weakness somewhere. Sthenos, still in her food store uniform, keeps offering Percy Cheese 'n Weiners to eat and tells him they have her blood in them and will make his death quick. Percy is grossed out by the admission. Percy decides to steal the food tray from Sthenos, knock her out with it and then use the tray to sled down the cliff and escape.

In Chapter II, Percy is still being chased down the hill by the gorgons who have now sprouted wings and are flying toward him. He lands his sled on the hill and notices what looks like a sewage tunnel entrance in the side of the cliff. However, being a demigod, Percy can see through the magic Mist and knows that the tunnel is really an entrance to a magical place. He doesn't have a good feeling about the tunnel entrance and isn't certain he should cross the divided highway to enter them. While Percy is thinking about his options he notices an old woman sitting by him on the hill. He describes her as a hippy who has been homeless for about forty years. Smelly, old, no teeth . . . the woman says her name is June and Percy is aware that she is yet another magical creature. He just isn't sure what kind. The woman gives him a choice: 1) He can run to the ocean where he will be safe forever, or 2) He can carry her to the tunnel, go inside, cross a river and take whatever fate dishes out to him. The catch - if he doesn't go into the tunnel everyone he knew and loved in his life and all of the gods will be destroyed. Percy knows he has to carry the lady into the tunnel. He crosses the highway with the gorgons hot on his heels. By the time he makes it to the top of the hill the woman's weight is killing him. There are two guards at the entrance to the tunnel, Frank (16) and Hazel (13), they fend off the gorgons and Percy and June make their way into the tunnel. Once inside Percy discovers an entire underground city. June calls the city Rome. Percy must cross The Little Tiber before he can enter the city, but something in



him says that it is a bad idea. June tells Percy that once he crosses the river he is no longer protected by the river Styx, he will not be indestructible. Percy sees no other way and uses his powers of Poseidon to move the waters. After Percy, Frank, June and Hazel make it to the other side they are met by teens in Roman garb. The leader of the teens, Reyna, seems hostile to Percy. They all know of him, but he can't remember any of them. Percy has arrived at Camp Jupiter and must await judgement before he is allowed to stay. June transforms into the beautiful Roman goddess, Juno and tells Percy he will regain his memory if he can survive the camp.

In Chapter III, Reyna, Frank, and Hazel lead Percy through the camp to the Principia, a headquarters of sorts for the camp. On the way Percy notices that many of the residents in the camp are dead already, they are ghosts called Lares. The Lares are staring at Percy and a few hurl insults at him. Once inside the Principia, Reyna takes Percy and Hazel into a room where there are two chairs guarded by sculptures of dogs, one gold and one silver. The dogs turn out to be Reyna's protectors. Reyna questions Percy about who he is and where he came from. He asks if they know each other, but she ignores his question. Reyna and Hazel try to figure out if Percy was part of a legion somewhere, but discover that he isn't when they learn he doesn't have a tattoo similar to theirs. Percy shows Reyna Riptide and she is impressed that it is made of precious Grecian metal. Percy tells the girls that both the gorgons and Juno warned him that the goddess Gaea was coming and would cause destruction. Reyna knows this already and forbids Percy from telling anyone else. She also tells him that the goddess will arrive this week during the Feast of Fortuna. Reyna does not usually rule alone, she has a partner named Jason Grace son of Jupiter who usually helps her make decisions. However, Jason has been missing for eight months. Reyna has not given up hope that he is alive and Percy feels she and Jason were more than friends. Percy decides to help Reyna and Hazel in their fight against Gaea.

In Chapter IV, Hazel takes Percy on a journey across the camp to meet with Octavian in the Temple of Jupiter. Octavian will read the auguries, the future, and determine if Percy will join a legion. Along the way Percy learns that demigods can choose to stay at camp where they will go to college, get married and lead long lives. He is surprised by this news. Hazel stops to talk to a camp creature along the way and Percy watches as she picks a diamond out of the dirt and puts it in her pocket. It is clear that she doesn't want to talk about the stone. They get to Octavian and Percy discovers that his father, Neptune, is not highly regarded by the Romans. They are not sea lovers and feel that any time a child of Neptune is present something bad will happen. Percy asks his father for guidance and leaves an offering of bread. He feels a stirring of power, but can't identify it. Octavian is a pale, skinny teen who looks as if he might be crazy. Instead of sacrificing animals and using their entrails to read the future, he tears apart stuffed animals and reads the stuffing. He is curious about Percy and says he may join a legion. Percy reads a prophecy on the floor of the room and knows that it is significant, but he can't remember why. Octavian tries to blackmail Hazel into voting for him as Jason's replacement. It is clear that Hazel hates him. He claims to know rumors about her that would destroy her if true. Percy and Hazel leave to meet Hazel's brother. They meet him at the Temple of Pluto and Percy feels like he knows the brother. The brother also seems to know Percy and introduces himself as Nico di Angelo.



## Percy: Chs. I - IV (1 - 4) Analysis

In Chapter I, Percy Jackson is on the run from three gorgons who are the surviving sisters of Medusa. Two years earlier, Percy killed Medusa and now the sisters want revenge. However, Percy has lost his memory and can't remember killing Medusa. He also can't remember anything from his life up to this time. Percy alludes to a wolf, Lupa, who has helped him to understand the interesting world of gods and demigods, but he has not yet explained how he knows Lupa or what has happened to him. Percy still carries Riptide, his pen which turns into a sword, and vaguely remembers his old friend Annabeth. Percy is confused by all the gods and demons he has recently learned about, but he is making the best of it and seems to be headed somewhere where he can find help. Chapter I is humorous and action packed.

In Chapter II, Percy is at a complete loss. He knows that he must help June and that going into the tunnel is his best bet for finding Annabeth and getting his memory back. However, he can't shake the feeling of foreboding that comes over him as he looks at the tunnel entrance. Percy is on some sort of mission, but the reader has yet to discover what that mission is. It seems that Percy's reputation has preceded him and everyone at Camp Juno is in awe of him. Although, some seem to see him as an enemy. Unfortunately for Percy he can't remember who he is or what he may have done to make enemies. Percy knows he is not going to have it easy, but he is willing to do what he must to regain his memory and find Annabeth. Percy is a Greek demigod, the son of a mortal and the Greek god Poseidon, but once he crosses The Little Tiber he is called the son of Neptune. The gods of Greek and Roman mythology are very similar. They share many attributes, stories, and often they share names. By crossing The Little Tiber, the author is letting the reader know that the will now be told from a Roman mythological perspective. Being the son of Poseidon and the son of Neptune is essentially the same, their stories just come from different cultures.

In Chapter III, Percy is worried about being at Camp Jupiter. He doesn't know what is going to happen to him, but it is clear to him that the people in the camp don't like him and are bothered by his presence. He decides to go along with what Reyna asks him to do because he doesn't think he has any other choices. His memory is gone and until he can regain it he is at a disadvantage. Percy also knows that Camp Jupiter, and everyone else, are in danger and that he must do something to help save them. However, he has no clue how to help. It is obvious to Percy that Reyna hates him, but he feels the need to help her because they are both demigods. He decides to stay at the camp and help to fight Gaea when she shows up.

Chapter IV is the last chapter of the introduction phase of the book. The reader has now been given the main characters, setting and major conflicts of the story. The plot has been revealed. The next section of the book will focus on Hazel. It is clear that Hazel has a dark secret that she wishes to keep hidden, something that will make her hated in the camp.



## Hazel: Chs. V - VIII (5 - 8)

### Hazel: Chs. V - VIII (5 - 8) Summary

In Chapter V, Percy and Hazel speak to her brother until Frank comes to get Percy so he can meet with Reyna. Percy wishes to speak more to Nico about the past, hoping he can remember something. It is clear that Nico has no desire to help Percy regain his memories. Nico explains that Gaea is Mother Nature and she hates the gods and their children. As Nico explains, Hazel has a memory of spending time with Gaea, but stops the memory to listen. Gaea's son is the Titan Kronos who tried to take over the world. Gaea gave birth to giants who fought the gods until the gods won. Nico describes a second Titan war that took place last summer. He expects Percy to have a memory of this, but Percy doesn't. Nico tells Percy that the Romans don't trust him or Hazel because their father is Pluto. Pluto is the ruler of death and wealth. Hazel stresses to the boys that Gaea isn't the real problem; the real problem is that the monsters attacking them don't seem to die. Percy leaves with Frank and Hazel stays to talk to her brother. They are half siblings who recently met. Nico's full sister, Bianca, is no longer around. Hazel reveals that when she is nervous diamonds appear and alludes to the fact that if others pick up the diamonds they will be hurt in some way. She also seems to have a crush on Frank and is not happy about it. Most significantly, Hazel has done something that has caused her to time travel. She is really from 1941 in New Orleans.

In Chapter VI, Hazel has blacked out and is no longer sitting next to Nico in the temple. She is having a flashback of her 13th birthday one year ago. However the date is December, 1941. World War II is going on and Hazel is living in segregated New Orleans. Her mother is a fake Voo Doo practitioner who calls herself Queen Marie. Hazel is attending school for colored and half-breed children, one of many such schools during this time. He acknowledges that she is "colored," her mother is African-American, and that the kids at school don't like her because of her curse. The one exception is a boy named Sammy who takes Hazel to ride horses on her birthday and gives her a kiss on the cheek. Sammy is Native American. Hazel's mother calls her a poisoned child because Hazel is both cursed and gifted. She can produce jewels and gold, but when the items are given to others it leads to disaster and death. As a result, Queen Marie can't pay their bills. Hazel finds her mother in a trance where a spirit is trying to convince her mother to move and bring Hazel with her. Hazel's father, Pluto, shows us to dissuade Queen Marie, but she won't listen to him. He is a pale white man who claims that Hazel's curse is her mother's fault and not his. Hazel hates him for abandoning her and hears his fight with her mother. Pluto states that there is a war and he has many enemies. If she takes Hazel away he will not be able to protect them, then he disappears. Hazel is forced to pack to move to Alaska. As Hazel runs away she blacks out.

In Chapter VII, Hazel and Nico are in a rush to get to the evening muster call where Percy will be accepted into a legion division. If they are late the penalty will be bad. On the way Hazel is so upset that she calls up a heavy gold bar. Nico is amazed as she





uses her mental powers to bend the brick into a ring and rebury it in the ground. The two make it to roll call just in time. Hazel stands with Frank and The Fifth Cohort. Nico goes to stand by Percy. Octavian and Reyna, astride a pegasus, ask the crowd which legion will accept Percy. Frank stands up for Percy but is reminded by Reyna that he is on probation and is not a full member. Frank is humiliated. Hazel then offers to stand up for Percy, she can't stand to see Frank humiliated and wants to stand by Percy. However, Hazel is not highly thought of either and the Fifth Cohort is known as a disgrace. The cohort accepts Percy and they all go to dinner.

In Chapter VIII, Hazel, Nico, Frank, Percy, and Dakota are in the dining hall eating and getting to know each other. Hazel discloses that Dakota is the son of Bacchus and is not allowed to drink wine. He has ADHD and a big time sugar addiction. She tells Percy that most demigods have ADHD or dyslexia. Frank and Hazel explain why the Fifth Cohort is disgraced. It seems they have a long history of losing their symbolic golden eagle. The last time they lost it was in Alaska in the 1980s. Jason, the missing boy, was also in the cohort and when he disappeared the cohort was even more disgraced. Frank and Nico tell a story of Hazel earning her stripe recently for saving Dakota from a unicorn stampede. Nico also tells how he found his sister in New Orleans and brought her to the camp. However, through Hazel's thoughts we know that is not quite true and it is more likely he saved her from the Underworld... but that is not certain. Don the faun comes into the dining hall and smells that Percy has an empathy link to a faun. Before Percy can ask questions, Nico hauls Don off. When dinner is over the cohorts all leave the dining hall to collect their weapons for a mock battle.

## **Hazel: Chs. V - VIII (5 - 8) Analysis**

Chapters V -VIII are told in the third-person and limited omniscient perspective. The focus is on telling Hazel's story and only Hazel's thoughts can be heard. In this chapter the reader learns more about Hazel. She believes the secret she is hiding has somehow caused monsters to cheat death. She wants to trust Percy and Frank with her secret, but feels they will hate her if she tells them the truth. It is also revealed that Hazel was a captive of Gaea and that Hazel has time traveled to Camp Jupiter. After blacking out on her birthday in 1941, she ended up in the camp in modern day. Hazel is afraid of her brother, but they seem to have some sort of relationship. He had a sister, Bianca, and Hazel feels that she is his consolation prize sister. That he accepts her, but will never love her. She is isolated and alone due to her father, her secret and some power yet to be named.

In Chapter VI, Hazel's curse is one that kills people and that is why she is always afraid others will pick up the stones she creates. Sometime between the blackout on her birthday and today she was taken to the Underworld. Something bad happened to her there, but it is unclear what. Nico is also from the 1940s, but his story has yet to be revealed. Hazel is angry with Pluto, but remembers that he told her a son of Neptune could break her curse. She hopes that person is Percy.





In Chapter VII, Hazel shows a great deal of caring and loyalty. She stops her brother from picking up her gold brick for fear that he will be cursed. She also goes out of her way to bury the brick so no one else will be hurt. She expresses anger over the fact that Octavian has discovered her secret because he is using it to blackmail her. She also shows longing for Reyna's horse. Hazel loves horses but will never be allowed such a treasure because she is a legionnaire. Hazel accepts Percy into her cohort, but knows she is not doing him a favor. However, she makes her brother happy and he calls her "sis," an endearment that means a lot to Hazel as it indicates that she belongs to someone.

In Chapter VIII, the author reveals more about Nico and Hazel's connection to the Underworld and to an event that happened in Alaska. It still isn't clear what has happened to them, but their journey lead to Nico's discovery of Hazel and his bringing her to the camp. Nico found Hazel while searching for Bianca, Hazel is intimidated by the siblings' connection. Don the faun also gives the reader more insight into Percy. Percy is connected to a faun in some way and the connection has been deliberately hidden. Percy also indicates that he is familiar with being the underdog and is happy to be a part of the disgraced Fifth Cohort.



## Frank: Chs. IX - XII (9 - 12)

### Frank: Chs. IX - XII (9 - 12) Summary

This section is told in the third-person and limited point of view from Frank's perspective.

In Chapter IX, Frank Zhang's character, goals and motivations are more deeply assessed in this chapter. Frank is an orphan. His mother died in Afghanistan and his father is a god who has yet to claim him. He just turned 16 and was supposed to be claimed on his birthday, that he wasn't makes Frank uneasy. Frank thinks he will be the son of Apollo because he is good with archery. Frank lived in Canada with his grandmother until a few months ago. He is part Chinese and his surname, Zhang, means "master of bows." Another reason Frank thinks his father is Apollo. When Frank was young he was visited by the goddess Juno who chose a path for him. He is still uncertain what that path is, but was given a piece of half-burned wood that is supposed to protect him. However, when Frank has used it, the fire seemed to take away some of his life energy. Frank is secretly in love with Hazel and admires Percy. Frank discovers that Vitellius, the Fifth Cohort Lar, knows about his heritage, his future and his past, but won't tell him what he knows. Frank has kept two vials of blood left behind from the death of the gorgons. One vial can heal and the other will kill, but Frank doesn't know which is which. He presents the vials to Percy and is told to keep them. He is surprised that Percy didn't accept them to heal his memory, but instead says someone else may need them more later. Frank explains to Percy that the Greek gods changed over time as they were adopted by and improved upon by the Romans.

In Chapter X, as Frank walks to the war game with Percy and Hazel, he remembers what his life was like the day of his mother's funeral. The day she was buried is also the day Frank's grandmother told him that his father was a god. She also told him the story of how they found out and of his family. Frank's grandmother, his mother's mother, is not a kind woman and she is not warm and fuzzy, but it is clear that she loves Frank. She tells him that his Chinese family is descended from great people and that the Chinese and Roman gods have a lot in common. She tells him that his father was a Roman god, but she doesn't know which one. Shortly after Frank was born they were visited by a goddess. The goddess gave Frank's mother a special stick and told them that the day the stick burned up is the day he would die. After the funeral, Luna showed up to take Frank to Camp Jupiter. He has had a hard time getting used to the camp and is seen by most as useless. When Frank, Percy and Hazel arrive at the war game they are told to do "whatever." Clearly they are not considered useful in the game. However, Frank comes up with a way to use Percy and Hazel's powers to their advantage.

In Chapter XI, Frank's plan is brilliant. Hazel used her power to find tunnels and was able to lead the trio underneath the ground and to the gates of the fort. Percy used his powers to explode the water cannons so the defenders couldn't attack the Fifth unit. Then Frank shot an arrow ladder to the top of the wall. They climbed up and managed to assist their team in advancing on the fort. Frank is amazed, he has never had a plan



work before. The Fifth, and their allies, are amazed too. Frank, Percy and Hazel go after the banner so no one else can claim their victory.

In Chapter XII, Frank, Percy, and Hazel take the banner and are immediately surrounded by their legion. Reyna calls the game over and everyone begins to assemble for honors. Gwen, leader of the 5th, is brought in on a stretcher. She has been shot in the back with an arrow. The arrow went straight through her and she is pronounced dead. Frank believes that Octavian is the one who shot her. Before anyone can react, Gwen wakes up from death and describes turning her back on the river of death in the underworld. Hazel and her brother exchange a look that is noticed by Frank. Frank and Percy help Gwen up while the others watch. The god Mars, Ares in Greek, shows up to warn everyone that demons and monsters can no longer be held as dead in the underworld. Percy is sure he has dealt with Ares before, but the god denies it. Mars tells the crowd that the guardian of the dead, Thanatos, has been captured by giants and is being held. If he can't be found and returned to the underworld, no one will ever die again. Mars claims Frank as his son and gives Frank an M16 rifle. He then sends Frank, Percy, and another of their choosing on a quest to find and save Thanatos.

## Frank: Chs. IX - XII (9 - 12) Analysis

Up to this point in the book, Frank has been described as good natured, but not as a character with much depth. In this chapter that analysis of his character changes. Frank isn't sure what his future holds and he doesn't seem to have any guidance at camp. Most people at camp think he is a fool because he is so large and has such a baby face. Frank is also an archer which is not thought highly of in Rome. Frank considers himself Roman, but it is hinted that there is Greek in his past like Percy. Frank is keeping his connection to Juno a secret as well as the half-burned piece of wood she gave him.

In Chapter X, the reader learns more about Frank's life, past and his reasons for being at the camp. Frank is meant to be the savior of his family's name and their honor. He is uncertain about his abilities and doesn't think he will amount to much. He is also told that the stick he carries with him is a special one; when Frank's stick burns to the end, his life is over. Now that Percy has shown up at the camp, Frank is afraid it is the beginning of the end of his life. However, at the beginning of the war game, Frank shows strength and skill when he organizes an attack of the fort.

In Chapter XI, Frank is convinced his special ability is working with archery. However, it isn't clear if this is his real talent. Frank's plan to take the fort was brilliant and he has surprised himself with his ingenuity.

In Chapter XII, Frank has finally been claimed by his father, and he is not very happy about it. The mission to Alaska, which Mars gave them, is a mission to certain death. It is the place where the 5th has met disaster many times. Frank doesn't have the confidence to make this journey and knows that others feel he is unqualified.



## Percy: Chs. XIII - XVI (13 - 16)

### Percy: Chs. XIII - XVI (13 - 16) Summary

In Chapter XIII, Percy is dreaming about a faun named Grover and about Annabelle. They tell him that they are looking for him and if he stays put Tyson will find him. The dream changes and the goddess Gaea tells him that she will use him as a pawn in a game against the gods. When Percy wakes up everyone is getting ready for breakfast and a Senate meeting. Percy, Frank and Hazel are required at the meeting because it is about the quest they are going to be sent on. As they arrive at the meeting, Percy notices the men, women, and children who live in the city surrounding the camp. He begins to understand that if they fail in their quest all of these people will die.

In Chapter XIV, the emergency Senate meeting is not productive. Frank is promoted and given a medal for his work on the field the day before. Every member of the Senate voices their displeasure that Frank, Percy and Hazel are to be the ones going on the quest. They all think it is doomed to failure. Octavian takes this chance to make himself look good to the Senate at Reyna's expense. Reyna reluctantly supports the mission, but Octavian feels it is irresponsible and requests that they Senate not fund the quest. He feels the resources will be wasted on a doomed quest. Percy states that all they require is a boat, so the navy is put at their disposal. Nico steps forward to explain who the giants are and what Thanatos's role is in the underworld. Pluto runs the underworld, but Thanatos acts as border security. Without him, they are unable to plug all the holes in the metaphorical fence between life and death. Thanatos's personal portal, the Doors of Death, are under Gaea's control and she is now letting out evil creatures to return them to life. Nico states that even with Thanatos back on the job, a battle with Gaea will require many gods and demigods. He explains that there are 12 giants, one created to oppose each god. The giant in Alaska is named Alcyoneus. He can't be beaten unless he is taken out of Alaska.

In Chapter XV, Reyna requests a private meeting with Percy. In the meeting she impresses upon him how important the quest is and ask him to become her partner when he returns in four days. Percy doesn't want the job, or the power, and tells her that there are more candidates that would work. Neither Percy or Reyna want Octavian to replace the missing Jason as Reyna's partner. Reyna asks Percy to think about it. She also tells him that she met him four years earlier when he and Annabelle destroyed the spa she lived in. Reyna said she doesn't hate him for it, but her sister, Hylla, does. Percy apologizes and tells her he doesn't remember the destruction. Reyna also tells Percy that Octavian has seen another giant with a large army on the way to attack the camp, but she and Octavian haven't told anyone because they fear a large panic. She gives him her signet ring and asks him to find her sister and ask for help.

In Chapter XVI, after being approved for exit by Terminus, the no-armed border statue, and told to watch out for Polybotes the trio heads to Alameda to take advantage of the



Camp's navy. What they find is a dilapidated rowboat with no oars. Percy cleans out the boat and they get in.

## **Percy: Chs. XIII - XVI (13 - 16) Analysis**

In Chapter XIII, Percy remembers Annabelle in the dream, but not Grover or Tyson. He doesn't remember Gaea, but he knows that she is a threat. When Percy wakes up he is nervous about what Gaea intends for him. He is also reluctant to join Frank and Hazel on the quest because he now knows that his friends are coming for him - if he just stays put. Percy is struggling, internally, between his old life and his new one. He knows that he belongs somewhere else; he just isn't sure exactly with whom or where. However, he also realizes that Frank and Hazel need him on the quest if they want any chance of success.

In Chapter XIV, Frank offers Percy and Hazel a last out and tells them they don't have to go with them. Percy longs to stay and wait for Annabelle, but knows that everyone will die if he doesn't help the others succeed in Alaska.

In Chapter XV, Percy isn't sure if Reyna is offering him a power partnership or a romantic one, but either way he is not interested. He tells her he has a girlfriend and surprises her by saying that he isn't interested in power. Reyna tells Percy that many at camp are suspicious of him, but that she isn't. She feels that two gods would not have endorsed him if he was there to destroy them all. Percy tells Reyna he will check on her sister and that he will do his best to free Thanatos.

In Chapter XVI, Percy is irritated at the thought of Octavian laughing at them in their rusted out little boat. He is also fighting the gloating voice of Gaea who seems to keep speaking to him in his head. She reminds him that he chose entering the camp instead of a life at sea and that his choice will make him her pawn. However, because they are on the water, Percy is confident that they will at least be safe in their boat travel.



## Hazel: Chs. XVII - XX (17 - 20)

### Hazel: Chs. XVII - XX (17 - 20) Summary

In Chapter XVII, Hazel, Percy, and Frank set out in the small boat to make the trip to Alaska. While on the boat, Hazel thinks about her brother and the others at the camp. Nico warned her that her blackouts may get worse the closer she gets to Alaska. Hazel knows that she will die on this quest because she has died once before. She is convinced that Thanatos will send her back to the Underworld once he is freed. As Hazel remembers her life in Alaska with her mother, she blacks out. Hazel is taken back to the past and to Alaska. She remembers Gaea taking over her mother's body at night and the two of them traveling to a secret island. On the island, Gaea has Hazel digging up gems and metals to recreate her dead son, the giant Alcyoneus. When the project is finished, Hazel's mother must give her life to finish the job. By trading her life for the giant, she has been assured that Hazel will live. Hazel refuses to allow her mother to die and she refuses to blame herself for the destruction Gaea will create. As a last act, she kills herself and her mother.

In Chapter XVIII, Hazel awakens to find Frank holding her hand. Percy is kneeling by her with concern and she tells them that she blacked out. She also realizes that she needs to tell them the truth about her blackouts if they are to rely on her in battle. Percy goes to get Hazel some water and warns Frank to be on the look out, something about the place they have docked the boat makes him nervous. He also notices Frank's hand on Hazel's. Frank tells Hazel that he knows she is from the past and that she is back from the Underworld. Then the pair are attacked.

In Chapter XIX, Hazel is being kidnapped. Her kidnappers have managed to take her away quickly. She is able to summon up a large green stone and scramble to the top of it. The kidnappers can't climb the stone. They are Karpoi, they represent the grasses and grains of the world who are working with Gaea in the hopes to someday be able to grow freely without being cultivated. They resemble ugly Cupids with sharp teeth. The Karpoi stand underneath the rock and try to get Hazel to come with them. They are not very bright and Hazel is able to get information from them about Alcyoneus. He is in Alaska, but the Karpoi will not say where. Just before the Karpoi reach her on the rock, they are shot with arrows.

Chapter XX: Percy and Frank manage to kill the Karpoi with arrows. As they begin to come back from the dead, Percy lights a lighter and tells them he will burn the grass if they don't go away. The Karpoi leave. The trio climb to the top of the rock and find the giant, Ploybotes marching toward Camp Jupiter with his army. Percy is shocked by what he sees. His fear indicates that he has seen a battle with these people before. The army is made of Centaurs and Cyclopes which confuses Percy who knows these creatures as the good guys and not the bad guys. They watch as the army tries to take over a convenience store with a minor goddess hiding inside. The army fails and they march on.



## Hazel: Chs. XVII - XX (17 - 20) Analysis

Chapter XVII brings healing between Hazel and her mother, Marie. Marie admits that she conjured Pluto with a spell and that she asked him for all the riches under the earth. He tried to warn her that there would be a price for her greed, but she didn't listen. For a long time she hated Pluto and Hazel because of Hazel's curse. Now that she has been taken over by Gaea she has come to see that she loves Hazel and she is sorry. Hazel badly needed to hear this from her mother. Gaea also reveals that she planned to kill the gods while they were preoccupied with the fighting in WWII. Hazel also thinks about her brother Nico and about his concern for her; maybe he thinks of her as a precious sister after all.

In Chapter XVIII, Hazel is nervous about telling her partners the truth about herself. She is ashamed of what she did for Gaea, but she knows she needs to come clean in case she blacks out in battle. She is very relieved when Frank tells her he knows the truth and she is intrigued when he tells her he also has a secret. Before they can talk, they are attacked.

In Chapter XIX, Hazel is scared to learn that Gaea has a specific revenge in mind for her. She is also disappointed to learn that Alcyoneus is not hiding the place she expected. If she has to search all of Alaska there is no way they will find Thanatos in time to return for the Feast of Fortuna.

In Chapter XX, Hazel recognizes that Percy is upset by what he has seen and heard. She also wonders if Percy was part of the battle the cyclopes talks about when she says that her people were destroyed by the army of purple and orange. Purple is the color of camp Jupiter, orange is what Percy was wearing when he showed up at camp. Hazel and Frank agree to get Percy to the water where he will feel better.





## Frank: Chs. XXI - XXIV (21 - 24)

### Frank: Chs. XXI - XXIV (21 - 24) Summary

In Chapter XXI, Frank and Hazel take Percy to the convenience store to see if they can get help from the goddess inside. Before they can enter, Frank must get the snakes left behind by Polybotes out of the way. He shoves them down a hill and the three enter the store. There they meet Fleecy and the goddess Iris. Iris is a Greek goddess who refuses to be trapped by her role as the messenger of the gods. She is also non-violent and doesn't wish to be involved in the wars of the gods. She recognizes that Percy has a memory sickness and states that the goddess, Juno, is playing tricks again. She sends Hazel and Percy off with Fleecy who will try to send a message to Camp Jupiter and try to make Percy feel better. She asks Frank to stay and talk with her.

In Chapter XXII, Iris tells Frank that he is so powerful that he will be able to choose his own destiny. She tells him that the stick was given to him by Juno who wanted to make sure he lived. She wants Frank to be one of her seven heroes. Iris shows Frank his past and he notices and remembers things that he had forgotten. Different stories his mother told him of her heroic and god-like family. That he is descended from royalty and more. Iris tells Frank that he doesn't have to go to war as Mars wishes, that he can blaze his own path just as she did. However, Frank knows he can't let the camp or his friends down. Iris also tells him that he is destined to be holding the stick when it burns out and he dies. She suggests he give the stick to someone else to hold. Frank considers Hazel and then forgets it because he thinks she will see him as weak. Iris tells him to seek out the seer, Phineas, in Portland to find where in Alaska the giant is hiding. He goes out to get rid of the snakes so they can continue their journey.

In Chapter XXIII, Frank follows the basilisk snakes in an attempt to kill them. When he finds them he notices that they are acting strangely and his weapon, a spear, is acting funny too. It is then that he notices he has walked into an ambush.

In Chapter XXIV, as the basilisks (snakes) gather around Frank to attack he remembers a story about dragon's teeth from his lessons. The tip of the spear, given to him by Mars, is a dragon tooth. He touches it to the ground and a skeleton comes up from the dirt to do his bidding. The skeleton attacks and kills the snakes, then returns to the ground. Frank remembers that Mars told him the weapon could only be used twice and would buy him some time until he understood his powers. Frank senses that he doesn't really control the skeleton and that it could easily get out of control. Percy and Hazel show up and are amazed that Frank killed the snakes. He doesn't explain what happened but only says that they have to continue on.



## Frank: Chs. XXI - XXIV (21 - 24) Analysis

In Chapter XXI, Frank hates his life and he hates himself. He is convinced that he will be a failure and doesn't really believe that he could be the son of Mars. Frank feels that he is not cut out to be a hero. When Iris asks to see Frank after the others have left the room, he is nervous about what she wants. The goddess reminds him of his mother and that has thrown him off balance.

In Chapter XXII, Frank doesn't know what to do with the information Iris has told him. He doesn't quite believe that he could have any type of power he works at. He also is sure that he doesn't want to be a demigod of war because war is what killed his mother. However, he will not let the people who depend on him down. Iris tries to convince him that he would be better off not going on the quest: Hazel will not be sent to the Underworld, he might not die, his grandmother will live. But Frank refuses to shirk his duty.

In Chapter XXIII, as Frank looks for the snakes he begins to wonder about his family. How powerful were his ancestors and how did they go from Greece to Rome to China. He also wonders about his great-grandfather who disgraced Camp Jupiter somehow. Just as he is thinking more into what powers he may have, he is ambushed.

In Chapter XXIV, despite Frank's opinions about himself, he is growing in this section of the book. He is slowly coming to believe in himself and in his abilities. He does what he must do and seems to be doing it successfully. However, he doesn't yet realize that he is growing.



## Percy: Chs. XXV - XXVIII (25 - 28)

### Percy: Chs. XXV - XXVIII (25 - 28) Summary

In Chapter XXV, Percy, Hazel, and Frank get back on the boat. Percy doesn't know how Frank beat the snakes, but he thinks it has to do with Frank's spear. He and Hazel explain to Frank about the messages they sent at the convenience store. Hazel contacted Reyna and found out that she already knew the army was coming. Percy tried to contact Annabeth, but the signal to her was blocked. Percy asks a whale to take them to Portland and then falls asleep. While sleeping he has a prophetic dream. Gaea and the giants are waiting for him. She tells Percy that his friends will die, but that he will live. Percy also sees a ship that is being made to save Camp Jupiter and a cyclops who is looking for him. One that calls him "brother." When he awakens he finds that they have landed in Portland. The trio goes to find Phineas the seer.

In Chapter XXVI, Percy, Frank, and Hazel find Phineas shortly after landing in Portland. He is a fat old man in bunny slippers who tries to kill starving harpies with a weed whacker. Phineas explains that he is now working for Gaea. After she brought him back from the dead they made a bargain. The harpies that used to torture him are now being tortured by him and in return Gaea asks for prophesies. Phineas was blinded eons ago by Jupiter because he had a big mouth and told too many of the gods' secrets. They starved him by having the harpies guard him and keep him from his food. Now Phineas guards the food and starves the harpies. He is very happy about the situation. Phineas reveals that the risen giant is the fault of Hazel and that Frank will die when his stick burns out. He also tells Frank that when he finds out the truth about Hazel he won't have a crush on her anymore. He tells Percy that he knows what has happened to Percy, but that he won't tell him. Phineas agrees to tell them where the giant is in Alaska if they agree to capture one of the harpies to be his prisoner. The trio hate Phineas and won't agree to his plan.

In Chapter XXVII, they take some food from Phineas's table and head off to find the harpy with the red feathers, the one the old man wants to torture. After walking a ways, they sit down and wait for the harpy to come to them. Her name is Ella and she is small, extremely dirty and thin. She takes some of the food they offer and then is attacked by the other harpies. They take the food and fly away. Ella is the smallest of the bunch and is easily taken advantage of. Percy is now determined to help her. Hazel accidentally says Phineas's name and Ella flies away. They follow her to a library and coax her into talking to them. It is here that they find out Ella has a photographic memory and is wanted by Phineas so he can use her memory. She recites part of a poem about Percy and they realize this is why Phineas really wants her. Ella helps them to come up with a plan to defeat Phineas. He can predict big things, but not small ones. So he loves to gamble. They decide to use the Gorgon blood Frank has to make a bet with Phineas. If Phineas wins, they will give him his site back. If he loses, he will tell them the info they need.



In Chapter XXVIII, the plan works. Percy offers Phineas the bargain: Phineas can hold the vials of blood and choose which he wants to drink. One will heal his sight and the other will kill him. Death from the blood is so strong that whoever takes it will stay in the Underworld. No one knows which vial is the one that kills. Phineas is overcome with joy at the thought of regaining the power he once had and agrees to the deal. First, however, he must write the name of where Alcyoneus is hiding on a piece of paper. Frank and Hazel swear that if Percy dies, they will leave. Everyone swears of the river Styx to uphold their part of the deal. Before giving Phineas the vials, Percy silently communicates with Gaea. He tells her that if she really believes he is valuable to her then she must choose between him and Phineas. Phineas drinks the wrong vial and dies. Gaea tells Percy that he is clever, but not to push his luck. Phineas's note tells them that the giant is hiding at the Hubbard Glacier in Alaska.

## **Percy: Chs. XXV - XXVIII (25 - 28) Analysis**

In Chapter XXV, Percy feels worthless. He is supposed to be an important demigod, but he can't harness his memories. This is much like Frank's inability to harness his powers. The failure leaves Percy feeling useless. He is also embarrassed that he was so sick after seeing the giant's army and that he allowed Hazel to be kidnapped. However, Percy's greatest fear is that he will no longer be able to picture Annabeth's face in his mind. He tells Hazel and Frank about his dream, but leaves out the part about Gaea saying they will die.

In Chapter XXVI, Percy, Frank, and Hazel are disgusted by the way Phineas treats the harpies. They are also all stunned by the amount of information Phineas knows about them.

In Chapter XXVII, Percy's reaction to Ella proves that he is a champion of the underdog. He is also very unsympathetic when it comes to people who are cruel. As they pass through the library he begins to have memories of being in a library with Annabeth. He also remembers the poem that Ella recites about him, but can't place where he knows it from.

In Chapter XXVIII, Percy has no idea if he will live or die. He has pegged all of his hopes on the knowledge that Gaea wants him for something special. Percy gambles that Gaea will tell Phineas to choose the deathly vial. Percy also remembers that Juno told him to expect great pain and sadness if he is to succeed in saving the world and his friends. He worries that this means he will lose Frank and Hazel.



## Hazel: Chs. XXIX - XXXII (28 - 32)

### Hazel: Chs. XXIX - XXXII (28 - 32) Summary

In Chapter XXIX, Ella the harpy decides to go on the quest with Hazel, Frank and Percy. Once on the boat, Hazel tells Frank and Percy how she was responsible for her death and for Alcyoneus's rise and death. She waits for them to be upset with her, but they surprise her by telling her that she was brave to take on the Gaea alone. When Percy asks Hazel how she escaped the underworld, she begins to black out. Frank grabs her hand and goes to the past with her. They watch as Hazel is judged. Frank is amazed that Hazel would rather spend eternity in Fields of Asphodel, wandering aimlessly forever, than go to Elysium and spend eternity happy. Hazel tells those who are judging her that they can't blame her mother for everything and send her to be punished while Hazel is not. So she and her mother both go to Asphodel. The people in Asphodel can't remember anything, but Hazel can. While they wait for the rest of the memory, Frank tells Hazel about his stick and asks her to keep it for him. She agrees and Nico shows up. Nico is looking for his sister, but she isn't there. He realizes Hazel is his sister too and takes her through the Doors of Death and back to the living.

In Chapter XXX, once in Seattle, Ella tells them that they are looking for a group of Amazon women. She also tells them that Hazel will no longer have blackouts now that she has shared her burden with Frank. Hazel touches her coat and realizes that she has Frank's stick and that she wasn't just dreaming he was with her. Ella flies off and the trio search for the Amazons. Ironically, they find them at the headquarters for Amazon.com. Inside, Percy makes the mistake of speaking without being spoken to and the three are taken prisoner and marched off to see Queen Hylla, whom they are looking for anyway. As they walk they see that men are second class citizens in the Amazon world. They also learn that the old queen, Otrera, has been brought back from the dead by Gaea and is causing a division in the Amazon world. At midnight either she or Hylla will die. Hylla is enraged to see Percy and orders that he and Frank be locked up while she speaks with Hazel. Percy begins to get his memory back as a result of drinking the gorgon blood.

In Chapter XXXI, Hazel and Hylla talk about what has been happening in the Amazon's world. Otrera was the first Amazonian queen and would like to take back the throne. Gaea has allowed her to come back from the dead so that Otrera could march her army to join the army attacking Camp Jupiter. Otrera is a pre-Greek demigoddess. Hylla tells Hazel that even if she kills Otrera tonight, the goddess will just keep coming alive again and again until Hylla is defeated. The caged horse, Arion, seems to have taken a liking to Hazel. The horse is dangerous and wild and has killed those who have tried to interact with it. Amazon legend says the woman who tames the horse will bring fame to the Amazon kingdom. When Hazel feeds the horse successfully, Hylla is convinced that Hazel is their savior. Hylla comes up with a plan to help Hazel break Percy and Frank out of the cell where they are being held.



In Chapter XXXII, the plan to break Percy and Frank out of their holding cages is a success. Luckily they are being held above large crates of jewelry, precious stones and precious metals. Hazel is able to use her powers to rain jewelry down on those who get in their way. The trio make it to the throne room and take Arion out of his cage. Percy can communicate with Arion and the horse is willing to pull a cart with them in it so they can escape. Hazel rides Arion to the cart while Percy and Frank fight the Amazons in their wake. They collect Ella before leaving and burst out of the Amazon warehouse with Arion pulling Frank, Percy and Ella in a cart. The horse gets to the water and jumps over the sound with sonic speed.

## **Hazel: Chs. XXIX - XXXII (28 - 32) Analysis**

In Chapter XXIX, Hazel can't forget what Phineas said to her; that she was responsible for the return of the giant. She is scared to tell Frank and Percy her story, but she does. She is beginning to like the changes in Frank and is becoming more and more attracted to him. As she remembers her journey to the Underworld she starts to black out, at the last minute she grabs Frank's hand and he returns to the memory with her. Hazel can't believe that Frank would trust her with his stick and is surprised when Frank declares that she is his best friend.

In Chapter XXX, Hazel is both amazed and appalled at the world of the Amazons. As she enters the queen's chamber she sees the horse she was chasing when she lived in Alaska and is mesmerized. He is in a cage behind the throne and is being held for the Amazons' greatest warrior. This seems to be some foreshadowing about what Hazel may have to do in order to get them all out of the Amazons' warehouse. Queen Hylla takes Hazel to a private place to talk and informs Hazel that she, Hylla, may just be killed at midnight.

In Chapter XXXI, Hazel, like Frank, is beginning to come into her own powers. She is becoming more confident and more comfortable with her abilities. When she realizes that the horse, Arion, can be hers she begins to believe that she is destined for something big. She is also willing to do anything to redeem herself after helping Gaea in her first life.

In Chapter XXXII, Hazel is in charge and the boys both admire her skill and bravery. She is very clever when making the escape and all of the success of the break out can be credited to Hazel. As they make their escape, Percy's old knowledge and abilities begin to come through.



## Frank: Chs. XXXIII - XXXVI (33 - 36)

### Frank: Chs. XXXIII - XXXVI (33 - 36) Summary

In Chapter XXXIII, Arion is able to fly the group into Canada before the chariot breaks to pieces. When they land, the horse goes to look for food and Frank, Hazel and Percy discover they are only a short distance from Frank's grandmother's home. They decide to go to her home for the night. When they arrive at the house, they find that it is surrounded by vicious ogres that resemble the Big Foot monster. Frank uses his spear to summon his skeletal warrior, Gray, to kill the ogres. Gray kills them quickly and the group goes to Frank's home.

In Chapter XXXIV, Frank, Percy, and Hazel arrive at the house to find everything dirty and in disarray. They search the house and finally find Frank's grandmother in bed in her bedroom. Frank looks in the door and finds Mars sitting at her bedside. He sends his friends away and speaks with Mars. Mars tells Frank that his grandmother has not died yet because she has been waiting for him. He tells Frank that Frank is a great tactician and that he is brave. He also tells Frank that he is as good as Percy, that soon Percy will have to make a hard choice that he can't make without Frank's help. Mars helps Frank process through what the family gift may be and helps him to understand how the family came from Greece to settle in China and then Canada. When Mars leaves, Frank falls asleep and is awakened by his irritable grandmother in the morning.

In Chapter XXXV, Hazel and Percy are inspecting weapons in the attic as Frank prepares to talk to his grandmother. His grandmother is just as surly and critical as he remembered, but she seems to be truly concerned for Frank and is glad to see him. She tells Frank that Hazel had given him a pillow and blanket the night before and made him breakfast. Then tells him he smells and that he needs a hair cut and a shower. Frank tells his grandmother that he thinks he has the ability to transform into other living beings. She tells him this is true, within reason. Then she tells him to go and battle the ogres. He doesn't want to leave her behind, but she tells him that she is going to die and that she isn't going to let ogres do her in.

In Chapter XXXVI, Frank finds Ella in the attic. The harpy recites part of a prophecy in which the son of Neptune will drown. Frank realizes that Ella has read old, burned documents and must be saved at all costs. He goes to the roof where he, Percy and Hazel come up with a plan. Hazel, Percy and Ella will get into his grandmother's car, Frank will meet up with them and they will drive to the airport where his grandmother has arranged a plane to take them to Alaska. They go and Frank stays on the roof, trying to transform himself so he can attack the ogres. His attempts to transform fail and he runs through the house and jumps into the car. As they drive away, hitting a few ogres, Frank sees his grandmother in the shape of a buzzard flying from the house. They get to the plane, but Ella won't get in. Percy tells her to hide and that he will send someone for her. She then recites a prophecy about the daughter of Athena that causes





Percy some concern. Frank holds off the ogres with arrows until they can all take off in the plane.

## Frank: Chs. XXXIII - XXXVI (33 - 36) Analysis

In Chapter XXXIII, again Frank wishes he is any god's son except Mars. When he calls Gray to help them Frank is saddened to see that Hazel is shocked by the violence. Percy also warns Frank that Gray is a Spartus and is evil and a killer. Frank does what he has to do to save his grandmother, but he isn't happy about it.

In Chapter XXXIV, Frank doesn't like Mars because the god represents war. Frank has some bitterness that his mother went to war and died, leaving him alone. He admires her, but he is hurt and doesn't understand her commitment to duty and war. To Frank, Mars is a symbol of his mother's abandonment of him thru death. Frank puts together the story of his ancestors and it seems that his gift may be the ability to transform himself into an animal of some kind, but that remains to be seen. Mars tells Frank that his grandmother will help him with his gift when she wakes up, then she will die. Frank finds it hard to believe that he could be considered one of the seven heroes along with Percy and Jason. He doesn't understand why Juno would want to use him to fight Gaea and the giants.

In Chapter XXV, Frank loves his grandmother and feels obligated to protect her. He wants to make her proud and he is going to miss her. She tells him, quietly, that she is proud of him. Grandmother Zhang is a tough woman. Frank now knows the secret of his family; whether he can use his skill is another matter. However, in order to beat the ogres and finish the quest he must give it his best shot.

Chapter XXVI is packed with action and the pacing is extremely fast. Frank is devastated by the time he gets on the plane. He thought he could harness his family gift and fight the ogres. Hazel and Percy told him how wonderful they thought he was when he summoned Gray and Frank wanted to believe that he was different now somehow. He breaks down in tears on the plane feeling like he failed everyone.



## Percy: Chs. XXXVII - XL (37 - 40)

### Percy: Chs. XXXVII - XL (37 - 40) Summary

In Chapter XXXVII, once inside the plane Hazel tries to comfort Frank by telling him how brave he is. Percy tells his friends that he is a Greek demigod and that there is a Greek camp similar to Camp Jupiter called Camp Half-Blood. Hazel and Frank are surprised and think that if the Romans knew of the camp they would start a war. The Roman-Greek hate for each other has caused much suspicion over the centuries. Percy suspects that is why the gods have kept them all apart. It is Juno's desire to unite the two camps to help the gods defeat Gaea. Percy is terrified of flying and every bump makes him nervous, but when he sees how brave Hazel is he feels silly. Hazel has been through so much and is risking everything by going to Alaska. Percy decides to sleep in an attempt to contact a friend through his dreams. As he sleeps he goes back to the Zhang house. There he sees a cyclops, Tyson, looking for him. He tells Tyson that he is safe and to locate Ella. Then he tells him how to get to Camp Jupiter and that he will meet Tyson there. When Percy awakes, they are in Alaska.

In Chapter XXXVIII, the trio gets off of the plane in Alaska and Hazel is amazed at how things have changed. All around them they see a gentle race of blue giants who live in the area and go unnoticed by the people who live there. Percy tells them about Tyson, his cyclops half-brother, and then he thinks of Annabeth. After breakfast they decide to take a train to the glacier. Before getting on the plane, Percy calls his mother to explain where he has been and that he ok...for now. The train leaves the station and Percy, Hazel and Frank try to come up with a plan. However, the plan is interrupted when the train is attacked by large winged beasts that the other tourists think are eagles.

In Chapter XXXIX, the flying gryphons, like flying hyenas according to Percy, grab Percy and try to fly off with him. Frank and Hazel save him and the three run for a gryphon nest. Frank used his last spear summons to call up Gray so he could protect the people on the train from the gryphons. Percy, Frank and Hazel are stuck. Then, Percy realizes the nests are filled with precious metals. Hazel tosses all the metals into the air and they run for a giant who is bathing near them. The trio climb under his leg while the gryphons attack the giant. The giant uses his breath to freeze the gryphons and Percy, Frank and Hazel escape.

In Chapter XL, after walking all for a long time, Percy, Frank and Hazel stop at a picnic bench outside of a gas station to rest for the night. Hazel immediately falls asleep and the boys have a heart-to-heart talk. Frank tells Percy that he feels as if he has been a burden on the trip and that he is scared. Percy tells Frank that he thinks Frank has been heroic and that they are all scared. Frank asks Percy if he meant it when he said he was glad they were related (Frank is descended from Neptune) and Percy says yes and then lists the amazing things Frank has done on the journey. In the morning the gas station owner feeds them breakfast and they hitch a ride to Seward, Alaska. The car breaks



down a few miles from town so they decide to walk the rest of the way. Percy is walking ahead when the ground suddenly swallows him up.

## **Percy: Chs. XXXVII - XL (37 - 40) Analysis**

In Chapter XXXVII, Frank was told by Mars that every hero has a weakness and that Percy's weakness is his friends. Percy will do anything for his friends and considers them to be family. On the plane he is relieved to discover that Hazel and Frank consider him to be family. His love for Tyson is evident when they speak and Percy seems to be more worried about those around him than he is for himself. From the bits of prophecy Ella has said so far, it seems that Percy may have to choose between his friends and defeating the giant.

In Chapter XXXVIII, Percy is not about to take a plane to the glacier. The son of Neptune is always in danger from the god Jupiter when he is in the air. He also worries that he may not be able to breathe underwater if Alaska is out of the reach of the gods. If this is true, then Percy just may drown like Ella's prophecy predicted. Percy thinks about how much he wants to protect Camp Jupiter, not just because of the people living there, but because it gives him hope that he and Annabeth can have a future together when the war is over.

In Chapter XXXIX, Percy's returning memory is helping them all at the most useful times. Percy remembers that giants can freeze with their breath and takes the chance on hiding under the giant. He is right and his skill allows them to escape. Percy is glad that Frank used his last spear summons to protect the people on the train, but he is also disappointed that they now have one less weapon with which to protect themselves.

In Chapter XL, Percy is only 16, but he is wise beyond his years. His experiences have helped him to become confident in himself and also taught him to understand the weaknesses in others. And to appreciate those things as human feelings. He is always trying to reassure others and to face up to his obligations, regardless of how he feels at the moment.



## Hazel: Chs. XLI - XLIV (41 - 44)

### Hazel: Chs. XLI - XLIV (41 - 44) Summary

In Chapter XLI, Hazel and Frank act quickly to save Percy from the sinking earth. Frank holds a rope and Hazel jumps into the earth holding the other end. Before she can find Percy she is overcome by a false memory planted by Gaea. Gaea tells Hazel she can have a wonderful life with a happy mother and marry the boy Sammy whom she loved. All Hazel has to do is let Percy go. Gaea says she will take care of him. When Hazel fights what Gaea is saying, the goddess gets nasty. She tells Hazel that her life is fake and that she will return to the Underworld where she belongs. The goddess also says that she captured Nico and that Nico lied to Hazel. Hazel reaches Percy and Frank pulls them out of the ground. She tells the boys what happened and they go off to find a place to clean up.

In Chapter XLII, Hazel leads Frank and Percy to her old home. There are still pictures up of her mother and Sammy. Percy thinks he knows Sammy from somewhere, but Hazel tells him he couldn't have met the boy. Frank leaves to get supplies and Hazel and Percy talk. Percy tells Hazel that he won't let anything happen to her and that she is too valuable to them all. Hazel tells Percy that it is possible Ella had the prophecy wrong and he won't drown. Frank returns and they clean up. Then they go to eat at a cafe. While there they are attacked by more gryphons. Arion, the horse, shows up and takes them to the glacier.

In Chapter XLIII, Arion manages to get the group to the top of the glacier at warp speed. Hazel is invigorated by the ride, but Percy and Frank are in a panic the entire time. Arion is quite a mouthy horse and he curses a lot, Percy usually has to soften what the horse says when he translates for Hazel and Frank. Once at the top of the glacier they find a frozen replica of Camp Jupiter, but this camp is abandoned. They know they are walking into a trap, but have no other choice. Thanatos is tied in the middle of the abandoned city. Hazel knows that one touch from him could send her back to death, but she is determined to see her quest through. As she speaks to Thanatos they are surrounded by ghosts in armor. The trap has begun.

In Chapter XLIV, when Thanatos throws off his hood, Percy, Frank and Hazel are amazed at how beautiful and angelic Thanatos is. He knows who they all are and he is surprised that Hazel wants to free him and asks if she understands what his rescue will mean to her. She knows it will mean her death. It will also mean that the ghost warriors can be banished back to the Underworld. Thanatos questions if this is really what Hazel wants to do. Frank tells Thanatos that his questions are unfair and Thanatos tells him that there is no such thing as fair when it comes to death. Thanatos tells them the only way to melt his chains is with the fire of death. Frank seems to know what this means. As they are talking to Thanatos, Alcyoneus shows up.



## Hazel: Chs. XLI - XLIV (41 - 44) Analysis

In Chapter XLI, Gaea tries her best to play on Hazel's weaknesses when Hazel is trapped inside the earth. However, Hazel has higher self-esteem than she did when the story started. She is happier, more confident and has friends. She is not going to be easily persuaded by Gaea. Once Hazel is above ground again she thinks about how much she cares about Frank and how much she trusts him. She also wonders if Frank would be safe if his fire stick were buried in the earth. She also thinks of Hylla and how the Amazons are counting on her. For the first time, when presented with the past, Hazel is more interested in securing the future.

In Chapter XLII, Hazel is sad to see the pictures of her past and it makes her worry about her future. She wonders if Gaea was telling the truth when she said that Sammy wondered about her for the rest of his life. When Arion shows up, Hazel decides that if this is going to be the last day of her life then she will go out with a bang.

In Chapter XLIII, the moment of truth for Hazel arrive. She will not back down from her destiny, no matter what the price. She knows that if she doesn't face her fate she will disappoint the most important person of all is actually herself. This is the climax for Hazel's character.

Chapter XLIV represents the last chapter in the book from Hazel's point of view. Things will move quickly and each of the heroes will have to meet their destiny.



## Frank: Chs. XLV - XLVIII (45 - 48)

### Frank: Chs. XLV - XLVIII (45 - 48) Summary

In Chapter XLV, Frank asks Hazel for his stick. Hazel is reluctant to give it to him, knowing what it means, but she does. Alcyoneus is laughing at them because they think they can beat him. He talks to them about how the giants will attack the homeland after they take care of the new Rome built in America. He loves that the world is a mess. Percy, Hazel and Frank prepare to do what they must. Frank will free Thanatos, Hazel will attack the gem laden giant and Percy will hold off the ghosts.

In Chapter XLVI, Frank manages to free Thanatos by using his stick to burn through the god's chains. Thanatos tells Frank that he will sit back and watch, but now any ghosts that are destroyed will die for good. By the time he is finished there is almost nothing left of his stick. While Frank is working, Percy is holding off the ghost army and trying to retrieve the golden eagle lost by the legion years earlier. Percy tells Frank to help Hazel and Frank runs to her. Arion has been trying to distract the giant while Hazel tries to hold him off, but they are losing fast. Frank turns into an eagle and lands between the giant and Hazel, then he turns into a bear and attacks the giant, knocking him over and out. Frank asks Hazel if Arion can drag the giant over the land. They turn to help Percy, who has the eagle, and he tells them to go. They take off and Percy uses his sword to destroy the glacier . . . burying himself in the sea.

In Chapter XLVII, Thanatos tells Hazel and Frank that they must hurry to get Alcyoneus out of Alaska if they want to destroy him. He also tells them that they are not on his list of souls to take back to the Underworld, he read this on his iPad, and he tells them he will see them again under less pleasant circumstances. Hazel asks how to find the Doors of Death to close them, but Thanatos tells them it is something only a certain demigod can do and that demigod can be found in Rome. She also asks about Nico and again he tells her to look in Rome. The glacier is breaking under their feet and it is time to go. Frank tells Arion to land as soon as he feels they are out of Alaska and into Canada. They dismount and Alcyoneus talks trash . . . until he realizes they are no longer in Alaska. Frank turns into an elephant and attacks the giant, then Hazel kills him with her sword. As they celebrate, and kiss, Gaea can be heard gloating. She tells them that there are already deaths at Camp Jupiter and that they will never make it back by the Feast of Fortuna. Hazel and Frank mount Arion and fly back to the glacier.

In Chapter XLVIII, Hazel and Frank arrive back at the glacier to find Percy safe and sound. The prophecy from Ella had been incomplete. However, Percy looks a little miffed. He gives Frank some grief about being able to change into animals and then smiles, he is just playing around. The three take time to collect Imperial weapons from the bottom of the sea and to resurrect the chariot. They load the weapons, attach the chariot to Arion and set off for the camp at sonic speed.



## Frank: Chs. XLV - XLVIII (45 - 48) Analysis

In Chapter XLV, Frank is aware that he will have to use his stick to free Thanatos. He resents that this is his duty, but he now understands that it is his obligation to sacrifice one for the many. Himself to save others. Thanatos knows that this is a hard decision for Frank and Frank now understands his mother and father better. Frank's bitterness about his mother's death disappears.

Chapter XLVI is the climatic moment for Frank's character. He has come full circle: healing the hurts of his past and accepting his future bravely. In doing so he also takes charge of his powers.

In Chapter XLII, Frank has done it. He has become a hero and gotten the girl. Now he must find Percy and head back to camp.

In Chapter XLVII, Frank's last fear is vanquished. Percy isn't upset with him for his powers, he thinks they are great.





## Percy: Chs. XLIX - LII (49 - 52)

### Percy: Chs. XLIX - LII (49 - 52) Summary

In Chapter XLIX, in the four hours it takes for Arion to fly them back to San Francisco Percy remembers everything about his past. His friends, his family and the fact that Hera/Juno kidnapped him and took eight months of his life from him. Percy also realizes that Gaea intends to attack the true home of the gods, Mt. Olympus. When Percy, Frank and Hazel dismount from the chariot they see that the battle between the monsters and Camp Jupiter is already underway. Tyson, Percy's cyclops half-brother, comes to greet them. He brings Ella and Percy's dog, Mrs. O'Leary with him. Tyson and Ella have developed some sort of crush on each other. The group decides to try and help the camp and discuss going into battle. Tyson is given a helmet from the camp so that he is not mistaken from the enemy. Ella insists on going with Tyson and Percy asks Mrs. O'Leary if she can pull a sled.

In Chapter L, the battle is in full swing. All of the legions are involved. When Percy and his gang join the battle, the others are amazed. Everyone is rallied by the golden eagle of the lost Fifth Legion that Percy carries above him. Now that Thanatos has returned to the Underworld the monsters they kill stay dead. Polybotes thinks that the efforts of the Romans are funny. He is thrilled when the Amazons come to join the fight, thinking they are led by Otrera. However, Hylla has won their fight and her Amazon warriors fight against Polybotes. Hylla joins with her sister, Reyna and they battle together. The only person not happy with Percy's return is Octavian, but he has no choice but to support Percy. As the battle moves on, Percy finds himself confronting Polybotes. He knows that he can't destroy the giant without a god, so he runs to the Camp boundaries to find Terminus, the armless and legless guardian of the city. At first Terminus refuses to help, but after Polybotes tries to enter the perimeter with weapons he becomes enraged and agrees to help Percy. The two vanquish the giant. Everyone surrounds Percy and the camp is thrilled.

In Chapter LI, the battle is over and the feast is on. Everyone who participated in the battle is joyful and celebrating. The camp has declared Percy to be praetor, counterpart to Reyna and Jason's replacement. The only person not thrilled by the news is Octavian who wanted the position for himself. After celebrating for a while, Percy, Frank and Hazel begin to walk through the camp. Sensing that the couple would like some alone time, Percy heads off to bed. He doesn't feel comfortable taking Jason's old house so he goes back to the Fifth Legions dorm and falls asleep. Once asleep he dreams about Juno/Hera. She explains to him that she had to take care of other issues and that he was safer without his memory than he would have been with it. Percy is not happy with the goddess and tries to dump her in a river. Juno/Hera goes on to tell Percy that her husband, Jupiter, is furious with him and will not accept the help of demigods to defeat Gaea, but she knows that Gaea can't be beaten unless gods and demigods work together. Juno explains that there will be another quest, one that will take them to



Rome. She also tells Percy that Annebeth may be a big liability to him on the quest. This makes Percy even more angry. He tries to bury the goddess in water and wakes up.

In Chapter LII, Percy tells Frank and Hazel about his dream. He also convinces them that they are part of the seven heroes of the prophecy and that he wants them to go on the next quest with him. As they are talking a video message arrives. The Greeks are on a floating ship and will arrive any minute. They want to make sure that their landing is peaceful considering the hatred between the Greeks and Romans. The boy in the message is named Leo, but he looks just like Hazel's old love Sammy. Percy wants to think this is a coincidence but he doesn't believe that it is. He is also worried that Annebeth will make the next quest difficult just as Juno/Hera said. Percy, Frank, Hazel, Tyson and Ella rush to the camp for a senate meeting that will be presided over by Percy and Reyna. The meeting is a tense one. Octavian is resentful of Percy and is still trying to steal power for himself. Percy asks them all to trust him and to let the Greek ship land in peace. He tells them that they must all work together if they are to fight the giants that are still out there. The Romans are distrustful, but when Reyna says to stand down they listen to her. Reyna is excited by the possibility that Jason Grace is on the ship. As the ship lands they go to greet the Greeks and the book ends.

## **Percy: Chs. XLIX - LII (49 - 52) Analysis**

In Chapter XLIX and Chapter L, Percy is finally back to his old self. He has remembered everything and will need his knowledge if they hope to help the camp. He is worried about what might happen to Camp Half-Blood and now understands exactly why Juno/Hera did what she did to him. He is glad to see Tyson, but disappointed that Annebeth isn't with him. Her ship won't reach the camp for two more days. Percy is also frustrated with Nico for denying that he knew him when he arrived at camp. This is the climax of the plot. All of the loose ends of the book begin to come together now and the subplots are resolved. Very few things are left of the falling action and resolution of the book.

In Chapter LI, the falling action is short and sweet. Everyone is happy, couples are formed and Percy gets an explanation for everything that has happened. The scene is also set for the next book.

Chapter LII sets the stage for things to come in the next book. It is known that there will be another quest undertaken by Frank, Percy, Hazel and four people from the Greek camp. Percy is aware that Annebeth may become a problem and Octavian is foreshadowed to become an enemy of Percy's.



# Characters

## Percy Jackson.

Son of the Roman god Neptune otherwise known as the Greek god Poseidon and a mortal woman. Percy is a demigod who has lost his memory and doesn't know what powers he possesses. Percy begins the book lost in a memory fog. He knows that he belongs somewhere, he just isn't sure where. He remembers a girl named Annabeth, his girlfriend, but isn't sure where she is or why they are apart. Percy is lead to Camp Jupiter by the Roman goddess Juno. At the camp, he meets Hazel and Frank. The three of them embark on a quest together to destroy a giant and save Camp Jupiter. By the end of the story, Percy has his powers and his memory back.

## Hazel Levasque.

Hazel is a 13-year-old girl whom Percy met as she guarded the tunnel to Camp Jupiter. Hazel is the daughter of an African-American woman named Marie and Pluto, god of the underworld. In the beginning of the story Hazel is guarding a big secret. She once helped the goddess Gaea bring back a giant, but sacrificed her own life to bury the giant back in the earth. Hazel died and was sent to the underworld. Her brother, Nico, found her there and brought her back to life. Hazel has the gift of finding precious gems and metals, but her gift is also a curse. Those who use the stones and metals meet horrible fates. She lives with fear and guilt throughout much of the book, but overcomes her fears when she helps to defeat the giant Alcyoneus. The same giant she almost brought to life in the past.

## Frank Zhang.

Frank is a 16-year-old boy whom Percy met as he guarded the tunnels to Camp Jupiter. Is from Canada and is of Chinese descent. Frank is the son of Mars, the god of war. His mother was descended from magical people and died in Afghanistan as a soldier. As the book begins, Frank is known as a clumsy oaf who doesn't have any special or unique abilities. As he grows in the book he discovers that he has his father's tactical abilities and his mother's ability to change into animals. Frank is more valuable than he knows, but he must gain confidence in himself if he is to help on the quest. He does this when they defeat Alcyoneus the giant. Frank was given a stick by the goddess Juno when he was a baby. When the stick burns it takes time off of Frank's life. When the stick is gone, Frank will be too.

## Annabeth

Annabeth is the daughter of the Greek war goddess Athena. She is Percy's girlfriend and is not featured in this book. However, she is always on Percy's mind.



## **Lupa.**

Lupa is the goddess protector of Rome. She is discussed in the book, but never seen. She protected Percy before he came to the camp and has the ability to be a wolf.

## **Neptune, Poseidon.**

Neptune is the Roman god of the sea who is also known as Poseidon in Greek. He is one of the four main gods in mythology. Neptune is Percy's father.

## **Gaea.**

Gaea is the goddess who wants to destroy all of the old gods. She has created a race of giant children to opposed the gods and has a plan to destroy the gods and the world. She is known as Mother Nature, but not as a kind one. She is the goddess of the earth. Gaea kidnapped Hazel and forced her to resurrect her son, the giant Alcyoneus. Gaea also contacts Percy through his mind. She wants Percy to join her in defeating the gods.

## **Juno/Hera.**

Juno is the Queen of Olympus and the wife of Jupiter. She is known as Hera in Greek and her husband is known as Zeus. Juno has been watching Percy, Frank and Hazel all of their lives. She gave Frank his special stick as a way to prolong his life. She also gave Percy amnesia and led him to Camp Jupiter. Percy hates this particular goddess. Juno is the goddess who has a plan to defeat Gaea, but she needs the Greek and Roman demigods to get along if they are to succeed.

## **Reyna.**

Reyna is in charge of Camp Jupiter. She is a warrior who's sister is Queen Hylla of the Amazons. Reyna doesn't trust Percy, but can see that he might be able to help her camp. She has a counterpart, Jason Grace, who is missing and is believed dead.

## **Octavian.**

Octavian is the reader of auguries in the Temple of Jupiter. He is tall, skinny and unhealthy looking. It is possible that he is crazy, but it is also possible that he is crafty and evil. He wishes to take Jason's place and lead with Reyna.



## **Jason Grace, son of Jupiter.**

Reyna's counterpart who has been missing for eight months. Just as Percy has been at the Roman camp, Jason has been at the Greek camp thanks to Juno. Sending the boys to different camps is her way of helping the Greeks and Romans learn to trust each other.

## **Nico di Angelo.**

Nico is Hazel's half-brother and another child of Pluto. Nico was in the underworld trying to save another sister when he found Hazel and brought her back to life. He seems to care for Hazel and is captured by Gaea by the end of the book. Nico knows Percy, but pretends like he doesn't when Percy comes to Camp Jupiter.

## **The Giants.**

Gaea has created 12 giants to oppose the gods. Each giant is assigned to one god and has powers that match that god. The giants in this book are Alcyoneus and Polybotes.

## **Ella.**

Ella is a harpy that was sent to guard Phineas the seer. She is a small, nervous harpy who is picked on by others. She also has a photographic memory and has managed to memorize some ancient prophecies which are no longer in writing. As a result she is wanted by many who would use her to do harm.

## **Mars/Ares.**

Mars is the Roman god of war, known as Ares in Greek. He is Frank's father and genuinely seems to care for Frank. He is proud of Frank's accomplishments. It is Mars who sends Frank, Percy and Hazel on the quest to Alaska to save Thanatos from the giant Alcyoneus.

## **Thanatos.**

Thanatos is the god of Death who has been kidnapped from the underworld. If he is not returned, there will be no one to keep the dead in the underworld.

## **Alcyoneus.**

Alcyoneus is one of Gaea's giants. He is the giant she tried to force Hazel to resurrect. Alcyoneus is based in Alaska and can't be killed while in the state. He has kidnapped



Thanatos so that no one is guarding the Doors of Death in the Underworld. As a result, Gaea is able to bring anyone who will help her back from the dead. Frank and Hazel defeat this giant.

## **Polybotes.**

Polybotes is one of Gaea's giants. He is leading an army toward Camp Jupiter that is set to arrive during the Feast of Fortuna. Polybotes is defeated by Percy and the armless statue of the god Terminus.

## **Queen Hylla.**

Queen Hylla is the sister of Reyna. She is an Amazonian who helps to defeat Polybotes's army.

## **Tyson.**

Tyson is Percy's half-brother. He is also a cyclops. Tyson cares deeply for Percy and spends most of the book looking for him.



## Objects/Places

### Camp Jupiter.

Camp Jupiter is the Roman demigod training camp. Not only do the demigods train to fight there, but they live there as they grow old. The town is a revelation to Percy who didn't know that there was a Roman camp. He also never thought that there could be a place where he and Annabeth could grow old together and live peacefully. The camp is reluctant to take Percy in, but they do so when they are told by the goddess Juno that he is the son of Neptune. However, Percy doesn't fully gain the trust of the camp until he helps to defeat Polybotes who is set on destroying the place.

### Riptide.

This is Percy Jackson's sword. It is a pen that turns into a sword made of Celestial bronze. Riptide was given to Percy when he first found out he was a Greek demigod. The sword is different than anything seen by the Roman camp, who do not know there is a Greek camp. Riptide is capable of destroying almost anything and does not stay away from Percy for long. If Percy loses or sets Riptide down, the pen will materialize in his pocket.

### Frank's piece of wood.

Frank was given a half-burned piece of wood by the goddess Juno when he was a baby. As long as he keeps the wood with him he will be protected. When he thinks of fire the wood will catch fire, but when it does it takes the life out of Frank. Frank keeps the wood a secret. When Frank was born, his mother was given a piece of wood that would determine the length of Frank's life. Frank is told that his life will burn hot, but short. Frank is told that he will be holding the wood when he dies. To ensure the safety of the wood, and himself, Frank entrusts it to Hazel so that she can protect it.

### The Little Tiber.

This is the equivalent of the Greek river Styx. Once Percy crosses the river at the entrance of Camp Jupiter he is no longer protected as Achilles was. The river represents the line between Greek and Roman mythology.

### The Fifth Cohort.

This is the legion that Frank, Percy and Hazel belong to. They are known as cursed and have lost their golden eagle numerous times. The Fifth Cohort is a joke at Camp Jupiter.





The last mission they were sent on was to Alaska where they became lost and never returned. The missing Jason is also of this cohort.

## **Precious gems and metals.**

Hazel is cursed with the ability to control metals and gemstones. She can call them from the earth at will. Before she learns to appreciate her powers, this is a great burden. When she gets upset the gems just pop up out of the ground. Anyone who picks up or uses the gems will meet a horrible fate. After Hazel learns to appreciate her powers she is able to control these elements to her advantage in battle.

## **The Feast of Fortuna.**

The Feast of Fortuna is the date when Polybotes and his army will destroy Camp Jupiter. Percy, Frank and Hazel must succeed in their quest and return to camp by the feast or there will be no hope to save those who live there.

## **The Mist.**

The magic worked by the gods and the mystical creatures who roam the earth are all protected by the Mist. The Mist prevents mortals from seeing what is going on in the magical world around them.

## **Camp Half-Blood.**

Camp Half-Blood is the Greek equivalent to Camp Jupiter. It is Percy's home and is where his friends are.

## **Arion.**

Arion is a special horse meant for Hazel. Arion is a captive of the Amazons who believe that the woman who can ride the horse will restore honor to the Amazon tribe. Hazel is the woman who can ride and tame the horse. Arion is a funny animal with an attitude and tendency to curse.



# Themes

## Friendship.

Friendship is one of the main themes in *The Son of Neptune*. Friendship is what drives the characters to act and it is what makes the characters capable of supreme sacrifices. Each of the three main characters: Percy, Frank, and Hazel is changed by the support they receive from their friends and by the support they give to their friends.

Percy's biggest weakness is his deep love for his friends. It is stated many times in the book that his inability to hurt his friends will be his downfall. When Percy's memory is gone he is still driven by the feeling that there are people out there he loves and who love him. Annebeth is the only one he can truly remember, but he also catches glimpses of Gordon and Tyson in his dreams. Percy is quick to bond with Frank and Hazel and trusts them with his life. The bond they form is more than friendship, it is family. Percy is willing to sacrifice anything to keep them safe.

Hazel is another character who is willing to do anything for her friends. She is in need of close friends who she can tell her secrets to. It is in the telling of her secrets, and unburdening of herself, that she is able to stop the blackouts that scare her so much. When she learns to trust in friendship she is able to open up a part of herself that she wasn't aware of. She begins to control her abilities, appreciate herself and gains self-confidence. She also finds the ability to love.

Frank is a character who needs friends to get by. He is also a good friend to both Hazel and Percy because he is willing to do anything to help them. His friends enable him to believe in himself. Despite all of the brave things that Frank does, he needs the praise of Percy and Hazel before he can truly accept that he is a hero. He is a supportive friend who is willing to die for Percy and Hazel time and again while they are on their quest.

Friendship between the Greek and Roman demigods is also the goal of the goddess Juno. If the two groups can't be friends then the world will not be saved.

## Self-Worth.

It seems that almost every character in the novel has an issue with self-worth. They either have none or in the case of the gods and giants, they have too much. Percy, Frank, Hazel, Reyna, and even Octavian all struggle with their sense of worth.

Percy feels useless because of his amnesia. He knows that he is capable of doing more than he has done, but he just doesn't know what he is capable of.



Frank feels that he is a clumsy oaf who is not worthy of being the son of a god. According to him, he has no skills and no powers and he is seen as a big klutz at the camp.

Hazel hides a secret that she feels will turn everyone away from her. She can't believe that anyone would accept her knowing that she is cursed and undead.

Reyna is terrified that she can't do her job without her partner Jason. She doesn't believe that she can save her camp and she is worried that she will make the wrong decisions.

Octavian feels that he should have more power than he does. His every action is meant to threaten and undermine Reyna. His inability to sacrifice anything more than stuffed animals is emasculating.

## **Sacrifice.**

Most of the characters in *The Son of Neptune* are asked to make some sort of sacrifice at one time or another. These sacrifices take many forms, but for the most part they all fall under the same theme where there is the need to sacrifice one for the greater good of many. It is in the characters' willingness to make sacrifices that they prove they are truly heroes. The choices the characters face are the catalysts for change and growth in their character.

The most blatant example of this is Frank's mother. She sacrificed her life on the battlefield for the greater good. It takes Frank most of the book to understand why she chose to become a soldier. When he finally understands what his mother was thinking it is because he is faced with a similar choice. That of sacrificing himself so that Percy and Hazel might live.

Percy is constantly being asked to place himself in danger for others, and he does so willingly. Percy doesn't seem to be scared, he is confident in his abilities. He is always willing to do what must be done to save others. His courage at Alcyoneus's lair when he broke up the glacier is a prime example. Percy thought he might die as the prophecy stated, but he did what he had to do anyway.

Hazel's sacrifice is perhaps the most bittersweet. After years of being abused by her mother, Hazel chooses to sacrifice her own life instead of allowing her mother to sacrifice hers. Hazel goes even further when she gets to the Underworld and refuses to blame her mother for what happened. As a result Hazel will suffer in the Underworld for eternity, as will her mother, instead of going to a happier place while her mother goes to a more miserable one.



# Style

## Point of View

The Son of Neptune is told from the third-person and limited point of view. The point of view, however, switches between the three main characters of the book and always rotates in the same order. Percy, Hazel and then Frank. Each character's story is told in equal numbers of chapters. Each time the narrator changes to a different character, the reader is aware of everything that character thinks, feels and experiences. The benefit of this technique is twofold: 1) It allows suspense to build, and 2) It allows the reader to understand the goals, motivations, and conflicts of each character. The result is a satisfying relationship with each main character.

## Setting

The overall setting of the novel is the West coast of the United States in the present day. The story begins in California in a hidden place called Camp Jupiter. As the story continues, the three main characters find themselves in the Pacific Ocean and near these areas: Portland, Oregon; Seattle, Washington; Canada and Alaska. However, the bulk of the story is set at Camp Jupiter. The quest, which is the main component of the story, takes the characters to the different cities, country and states listed.

The setting could also be considered a world within a world. Although the characters live and function in the United States, they are privy to a different dimension which takes place along side of the moral one.

## Language and Meaning

The Percy Jackson books are based on Greek and Roman mythology. As such, the author uses terminology from different myths in those cultures. A glossary is provided in the back of the book to assist the reader in understanding all of the unique things that make up these different types of mythology. The author tends to use words with a certain amount of gravitas when describing the heroic exploits of the main characters. The language and descriptions fit in well with the world the author has built.

The author also uses a lot of pop culture references and humor in the work. For example: the god of death whips out an iPad to determine if Hazel should be taken to the Underworld. Percy groans to himself and wonders if there is an app for that? The humor is a clever way to bring the reader into the story and to help the reader remember that although the mythology is ancient, the story is set in the modern world.



## Structure

The book is structured so that the reader gets equal exposure to each of the main characters.

The story begins with four chapters about Percy, then four about Hazel and four about Frank. Then the pattern starts all over again. The book begins and ends with Percy.

Percy, Chapters 1-4

Hazel, Chapters 5-8

Frank, Chapters 9-12

Percy, Chapters 13-16

Hazel, Chapters 17-20

Frank, Chapters 21-24

Percy, Chapters 25-28

Hazel, Chapters 29-32

Frank, Chapters 33-36

Percy, Chapters 37-40

Hazel, Chapters 41-44

Frank, Chapters 45-48

Percy, Chapters 49-52



## Quotes

"The thing about plummeting downhill at fifty miles an hour on a snack platter - if you realize it's a bad idea when you're halfway down, it's too late" (Chapter II, p. 13).

"The campers were going to love that - the son of Neptune and the son of Pluto arriving on the same day. Now all they needed was some black cats and broken mirrors" (Chapter V, p. 66).

"I cannot see your future clearly, but someday you will find your place. A descendant of Neptune will wash away your curse and give you peace. I fear, though, that is not for many years..." (Chapter VI, p. 77).

"Romans, lend me your ears!" (Chapter XII, p.145).

"Octavian managed to convey all that without saying it, simultaneously calming the senate and sympathizing with them" (Chapter XIV, p. 165).

"He felt like the bag was comment of his massive, incredible uselessness." (Chapter XXV, p. 259).

"Life is only precious because it ends, kid. Take it from a god. you mortals don't know how lucky you are" (Chapter XXXIV, p. 363).

"No such thing as fair," Frank told himself. "If I'm going to burn, it might as well be bright" (Chapter XLVI, p. 458).

"But don't think I'm doing either of you a favor. We will meet again under less pleasant circumstances" (Chapter XLVII, p. 463).

"Next time Percy saw the Queen of Olympus, he was definitely going to give her a goddess-sized slap upside the head" (Chapter XLIX, p. 474).

"They were, without a doubt, the strangest reinforcements in Roman military history" (Chapter L, p. 481).

"The one who will cause you the most trouble is the one closest to you - the one that hates me the most" (Chapter LI, p. 501).

"The book was the Art of War by Sun Tzu" (Chapter LII, p. 503).



## Topics for Discussion

Who is Percy Jackson and what does the reader know about him as the book opens. Can you tell that there have been other books in this series? If so, how do you know? Do you feel that this story starts in a good place? Why or why not?

Percy Jackson is the hero in a number of books by this author. Each book in the series builds upon the book before it and continues in the next installment of the series. Do you feel that this book is a good stand alone story? Why or why not? If you had never heard of Percy Jackson, or the book series, would you feel satisfied at the end of this book? Why or why not?

Hazel is a unique girl. She was born as a demigod and has some very special abilities. Why is Hazel able to pull riches from under the earth? Who gave her this power? Why was she given the power? How does Hazel's ability effect her relationship with her mother? What do you think of Hazel's mother? Do you feel, as Hazel does, that her mother made up for her behavior in the end? Why or why not?

Frank Zhang is the son of the god Mars and a Chinese-Canadian woman who lost her life in Afghanistan. Both of his parents believe in war, yet Frank hates it.

- 1) Why does Frank hate war? Is his reaction normal? Why or why not?
- 2) In what way is Frank's parentage ironic?
- 3) How does Frank feel about war at the end of the book?
- 4) What do Frank's parents understand about war that he doesn't?

Frank's family tree tells the reader a lot about the movement of people in the ancient world. What is the path of migration that Frank's family followed? Do you think this type of movement happened a lot in the ancient world? Why or why not?

Not only does Hazel give up her life for her mother, but she gives up her chance at a happy afterlife for her too.

- 1) Do you think Hazel is noble? Why or why not?
- 2) Which of these two sacrifices is greater? Why do you feel the way you do?
- 3) What do Hazel's actions tell the reader about her character?
- 4) How do her actions help to predict the actions she will take while on their quest?

Percy is the son of a Greek god, but he spends this story in a Roman world. How are the two worlds similar? How are they different? Why would new Rome establish itself in





the United States? What qualities are in the US that can also be found in Percy's Greek and Roman worlds? Give examples from the text to support your answers.

Octavian is an interesting character. He seems to want what is best for Camp Jupiter, but he also seems to want what is best for himself. Is Octavian a protagonist in this book? An antagonist? Or neither? Use examples to explain your answer.

Each of the gods in the story seem to be very pragmatic. They do what they do after assessing the circumstances and they are not necessarily driven by what we would consider right and wrong. What are some examples of the gods' pragmatism in the book? Why might they have taken the actions they did? Do you think the gods have the same values as the mortals and demigods in the book? Why or why not?