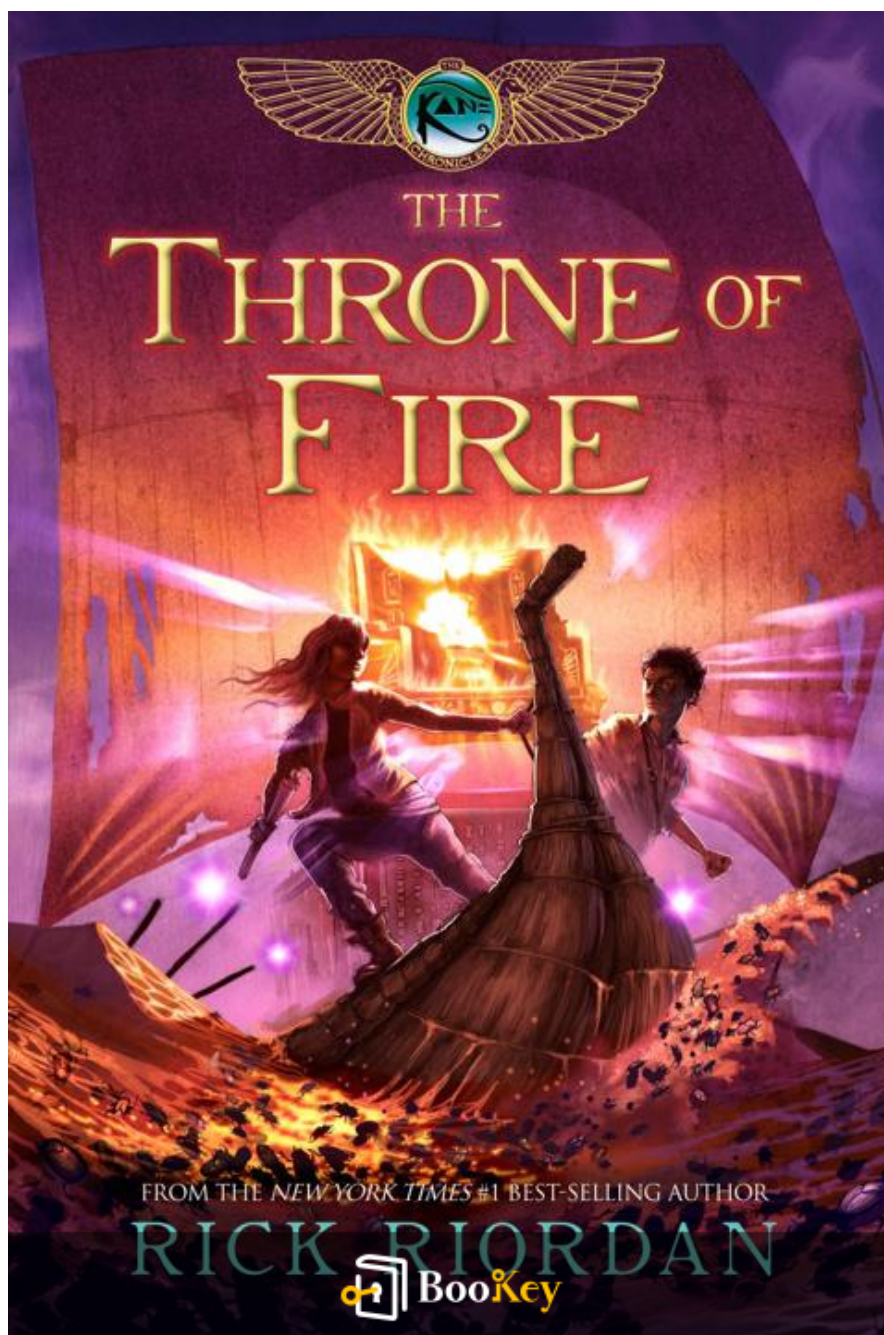


# The Throne Of Fire PDF (Limited Copy)

Rick Riordan



More Free Book



Scan to Download

# **The Throne Of Fire Summary**

Awakening ancient powers to save the world.

Written by Books1

**More Free Book**



Scan to Download

## About the book

In "The Throne of Fire," the second installment of Rick Riordan's captivating Kane Chronicles, siblings Carter and Sadie Kane dive headfirst into a heart-pounding mission to awaken the ancient Egyptian sun god Ra before the forces of chaos, led by the malevolent god Apophis, can extinguish his light forever. As they navigate a world teeming with powerful deities, cunning magicians, and treacherous allies, the Kanes must harness their unique magical powers and unite diverse factions of magicians to prevent an apocalyptic showdown. The narrative is infused with humor, action, and rich mythology, drawing readers into an exhilarating struggle where courage and cleverness are the only paths to salvation. Join Carter and Sadie as they race against time, encountering thrilling challenges, explosive spells, and vivid artifacts from a civilization long past, all while discovering the strength of family and the true meaning of bravery.

**More Free Book**



Scan to Download

## About the author

Rick Riordan is an acclaimed American author best known for his captivating fantasy series, which weave together elements of mythology, adventure, and humor. Born on June 5, 1964, in San Antonio, Texas, Riordan initially gained recognition for his work in the realm of children's literature, particularly through his popular 'Percy Jackson & the Olympians' series, which brings Greek mythology to life for a contemporary audience. His unique storytelling style, characterized by engaging characters and swift-paced plots, has not only earned him numerous awards but also a dedicated fan base across the globe. With a penchant for blending ancient myths with modern experiences, Riordan's narratives encourage readers to explore their own identities and aspirations while delving into the rich tapestry of cultural legends.

**More Free Book**



Scan to Download





# Try Bookey App to read 1000+ summary of world best books

Unlock **1000+** Titles, **80+** Topics

New titles added every week

Brand

 Leadership & Collaboration

 Time Management

 Relationship & Communication



Business Strategy

 Creativity

 Public

 Money & Investing

 Know Yourself

 Positive Psychology

 Entrepreneurship

 World History

 Parent-Child Communication

 Self-care

 Mind & Spirituality

## Insights of world best books



Free Trial with Bookey



# Summary Content List

Chapter 1: 1. Fun with Spontaneous Combustion

Chapter 2: 2. We Tame a Seven-Thousand-Pound Hummingbird

Chapter 3: 3. The Ice Cream Man Plots Our Death

Chapter 4: 4. A Birthday Invitation to Armageddon

Chapter 5: 5. I Learn to Really Hate Dung Beetles

Chapter 6: 6. A Birdbath Almost Kills Me

Chapter 7: 7. A Gift from the Dog-headed Boy

Chapter 8: 8. Major Delays at Waterloo Station (We Apologize for the Giant Baboon)

Chapter 9: 9. We Get a Vertically Challenged Tour of Russia

Chapter 10: 10. An Old Red Friend Comes to Visit

Chapter 11: 11. Carter Does Something Incredibly Stupid (and No One Is Surprised)

Chapter 12: 12. I Master the Fine Art of Name-Calling

Chapter 13: 13. I Get a Demon Up My Nose

Chapter 14: 14. At the Tomb of Zia Rashid

**More Free Book**



Scan to Download

Chapter 15: 15. Camels Are Evil . . .

Chapter 16: 16. . . .But Not as Evil as Romans

Chapter 17: 17. Menshikov Hires a Happy Death Squad

Chapter 18: 18. Gambling on Doomsday Eve

Chapter 19: 19. The Revenge of Bullwinkle the Moose God

Chapter 20: 20. We Visit the House of the Helpful Hippo

Chapter 21: 21. We Buy Some Time

Chapter 22: 22. Friends in the Strangest Places

Chapter 23: 23. We Throw a Wild House Party

Chapter 24: 24. I Make an Impossible Promise

**More Free Book**



Scan to Download

# Chapter 1 Summary: 1. Fun with Spontaneous Combustion

## ### Chapter 1: Fun with Spontaneous Combustion

Carter begins the story with a sense of urgency, establishing a dire situation involving loose Egyptian gods, a cadre of magic-wielding magicians, and a looming apocalypse signified by a giant snake threatening to swallow the sun. Introduced with a comedic tone, Carter transitions to a recounting of events that led to the current crisis, particularly an ill-conceived mission that involved trying to "borrow" an Egyptian artifact from the Brooklyn Museum.

The mission's crew consisted of Carter, his sister Sadie, their baboon companion Khufu, and two young trainees, Jaz and Walt. The plan was initially simple: sneak in, retrieve a statue, and escape unseen. However, they encountered an unexpected wedding party inside the museum, complicating the situation. Sadie, ever resourceful, attempts to open the exit, while Carter frets about their cover. Despite his apprehensions, they push forward with the plan, undeterred by the dancing guests below.

Carter reveals their unique backgrounds—a life spent traveling the world with their father, an Egyptologist, until the chaos of magic turned their lives





upside down. Sadie, who has been honing her magical abilities, helps crack the locks on the museum dome but remains skeptical about the mission's feasibility. The siblings bicker about the best way to proceed, highlighting their contrasting personalities—Carter's cautiousness versus Sadie's daring nature.

After successfully entering through the window and navigating the Egyptian artifacts, they ponder the importance of the statue they seek, dedicated to the god Khnum—the god of creation associated with the sun god Ra. As they locate the statue, which features Khnum shaping a figure from clay, the sense of urgency grows. They're reminded of the rich history they share with these gods and artifacts, especially their father's connection as the new host of Osiris, king of the underworld.

As they discuss their next steps, Walt points out the significance of a scarab amulet on the human figure at the statue's base, leading Sadie to act impulsively. She taps her wand, triggering an unexpected reaction: the amulet reveals a hidden scroll, setting off a catastrophic chain of events. Sadie's impulsive action not only causes the scroll to ignite but also unleashes a white ghost fire that begins consuming the museum, triggering protective spells and curses. This leads to a dramatic climax as unseen threats in the museum wake up, and the crew realizes the trouble they are in—their heist has just taken a perilous turn, and now they must find a way to escape both the immediate danger and the consequences of their actions.



With the chaos surrounding them, Carter knows they might just have triggered their great diversion, but at a potentially astronomical cost. The stakes have never been higher as they grapple with the consequences of their magic and the awakening chaos of ancient gods.

**More Free Book**



Scan to Download

## Critical Thinking

**Key Point:** The Importance of Courage in Facing Uncertainty

**Critical Interpretation:** In the face of overwhelming chaos and danger, Carter and Sadie showcase the power of courage when they choose to act despite the risks. This moment highlights how taking bold steps, even when uncertainty looms large, can lead to transformative experiences. You may find inspiration in their journey to face your own fears and uncertainties, embracing the courage to push through challenging situations, knowing that growth often emerges from the very moments that make you feel the most vulnerable.

More Free Book



Scan to Download

## Chapter 2 Summary: 2. We Tame a Seven-Thousand-Pound Hummingbird

### Chapter Summary: We Tame a Seven-Thousand-Pound Hummingbird

In an intense moment, Carter and Sadie Kane face a terrifying creature - a griffin, one of Egyptian mythology's majestic and fearsome hybrids, signaling trouble in the museum. The siblings, previously merged with the powers of the Egyptian gods Horus and Isis, are now separated from that immense strength due to the inherent dangers of wielding such power. They are left with their limited magic and must navigate a crisis that arises when the griffin breaks free, triggered by a magical scroll that Sadie inadvertently ignites with ghostly flames.

The griffin, large and formidable, quickly becomes a menace. It is composed of lion and eagle features, with wings that beat aggressively, reminiscent of a colossal hummingbird. The siblings try to devise a plan in a frenzied atmosphere where their friends, Walt and Jaz, witness the chaos for the first time. With the griffin drawn to Sadie, Carter summons his khopesh, hoping to keep the creature at bay while Sadie conjures a staff to fight back. However, chaos ensues, leading to the griffin overpowering Sadie's conjured tiger with ease.

**More Free Book**



Scan to Download

Amid this turmoil, Walt discovers that the windows of the room are cursed. Cued by urgency, Carter finds himself navigating their perilous surroundings while losing precious time. As the griffin grows increasingly agitated, Sadie hurls a magical rope to bind it, but this only escalates the frenzy as the griffin begins devouring ghostly entities - spirits known as the Arrows of Sekhmet, which represent plague and chaos.

As disaster unfolds in the ballroom filled with frightened guests, Carter realizes he must take control of the griffin, tethering it through Horus's connection while saving his friends. In a stroke of chaotic serendipity and increasing urgency, Jaz draws on her skills to channel energy from Sekhmet to combat the looming danger, emphasizing the synergy of destruction and healing in Egyptian magic. Ultimately, Jaz sacrifices her stamina to forcibly banish the spirits, leaving her collapsed and vulnerable as a result of her powers.

With moments to spare before the police arrive, Carter and Sadie manage to escape in a magically conjured reed boat guided by the griffin, leaving the pandemonium behind. They fly into the night, grappling with the questions of what they've unleashed and the dark undertones of their quest. As their journey unfolds, they're deeply aware of the thin line between power and chaos, and the uncertain future ahead following their risky decisions.



# Chapter 3 Summary: 3. The Ice Cream Man Plots Our Death

## Chapter 3: The Ice Cream Man Plots Our Death

In this chapter, we return to Sadie, who is reeling after the chaotic events that led her and her brother Carter back to Brooklyn House. Their arrival is marked by immediate chaos, with Sadie's hand glued to a flaming scroll and a griffin wreaking havoc below. They land atop their magical residence, appearing both mysterious and chaotic, as the hovering flames provoke panic in Brooklyn. Jaz, a friend and ally, lies in a coma with glowing eyes, which raises alarm for both Sadie and the others present.

While Sadie deals with her hand in flames and feels a myriad of emotions regarding her brother's well-being and her crush on Walt, her other friend, she's acutely aware of the turmoil surrounding their current situation. A magical scroll in Sadie's possession, part of the legendary Book of Ra, seems to link her brother's life to an ominous fate, as Jaz had gifted her a wax figurine that symbolizes Carter's chance at healing.

As Sadie tends to her burning hand, her former pet - now revealed as Bast, the cat goddess - comes to assist, casting a spell to douse the flames and restore calm. The chapter unfolds with much-needed exposition about Bast's





backstory, highlighting her past imprisonment and connection to Sadie's parents, as well as her role as a guardian.

As they converse, Sadie questions the nature of their findings and the true intent behind awakening Ra, the solar god who could either help or be a threat to humanity. The discussion reveals Bast's complex feelings towards Ra, who once imprisoned her to battle the chaos serpent, Apophis.

Feeling worn out, Sadie withdraws to her room, reflecting on her current life in Brooklyn, which starkly contrasts her recent past in London. Despite the comforts, she is plagued by emotions connected to her family and the chaos within her relationships, particularly her unanswered feelings for Anubis, a god she once encountered, and her growing affection for Walt.

Sadie falls asleep and experiences a vivid dream (or a call from the Duat, the Egyptian underworld), wherein her spirit travels to the Hall of Ages, the headquarters of the House of Life in Cairo. There, she witnesses a powerful meeting between Michel Desjardins, the Chief Lector, and a sinister man named Vladimir, who has a terrifying appearance suggesting deep trauma and malice. They discuss the Kanes, implicating Sadie and Carter as threats to their plans, particularly in conjunction with the scrolls they have discovered.

The chapter concludes with Sadie waking to her Uncle Amos, who appears



unexpectedly and seems to share a troubling insight about impending danger, confirming Sadie's fears that they are being targeted by dark forces. This sets the tone for the impending conflict, linking the warmth of family ties with the threat posed by adversaries plotting against them.

**More Free Book**



Scan to Download

## Chapter 4: 4. A Birthday Invitation to Armageddon

### ### Chapter 4: A Birthday Invitation to Armageddon

After recounting a disturbing vision of impending doom, Sadie Kane seeks comfort in the form of breakfast. Despite the text's foreboding atmosphere, she momentarily distracts herself by getting ready for her birthday—an occasion typically set aside from her responsibilities as a magician.

Although she knows she should dress formally for her teaching role in Sympathetic Magic, Sadie opts for a more rebellious outfit consisting of ripped jeans, a tank top, and a leather jacket.

She prepares to leave her magical supplies behind, a challenging feat for her to manipulate the Duat, a mystical space where magical objects can be stored. With effort, she successfully opens the Duat, causing her supplies to vanish. Grabbing a scroll she and her brother Carter had taken from an adversary named Bullwinkle, she heads downstairs to find the other members of the Twenty-first Nome, their branch of the House of Life.

The Great Room of Brooklyn House, a lively space normally bustling with activity, feels eerily still as Sadie finds her fellow magicians in various states of shock at the once-routine breakfast gathering. The atmosphere shifts dramatically as Amos, her mentor, and Bast, her protector goddess, appear



grim-faced. The unsettling news that followed Sadie's vision still lingers in the air, and the group awaits her explanation.

As Sadie reluctantly reveals the details of her vision—which foreshadows catastrophic events—they are met with fear and disbelief. Especially young Felix's innocent query, “So we’re all going to die, then?” amplifies the gravity of the situation. Amos reassures the group, expressing confidence in their magical defenses and the strength of the Kane siblings, though he too acknowledges the threat posed by a magician named Michel Desjardins and the chaos god Apophis.

They learn they have a limited time to act—only four days until March 21, the Spring Equinox—a period ripe for magic and a potential target for Apophis. Carter proposes an audacious plan to awaken Ra, the sun god, who has been asleep in the Duat, positing that if they succeed, they may secure a powerful ally against the forces of Chaos. The proposal sparks skepticism, as some members voice their concerns about effectively managing such a risky endeavor.

As Bast explains the necessity of waking Ra, Amos reiterates the urgency, suggesting that Desjardins will likely prepare for an attack, but they must find Ra’s three-part spell first. Sadie realizes that the current situation is both dire and daunting but is also concerned about her role in uncovering the remaining scrolls needed for the task.



Cleo, another trainee, grows unsettled as the weight of their mission begins to sink in. Sadie then reflects on her earlier view of the scroll they possess, realizing it is only part of a larger solution. After being told of the other sections scattered across the world, a decision looms to seek them out. However, the reality of their circumstance—facing a powerful enemy with few resources—adds to Sadie’s anxiety, especially in the wake of her friend Jaz’s recent injury.

As the breakfast meeting wraps up and the trainees prepare to disperse, Sadie resolutely insists on taking a break in London to honor her birthday before embarking on the dangerous quest. This bold stance, though self-serving, earns mixed reactions among her comrades—primarily disdain from Carter, who feels she is shirking their responsibilities. Nevertheless, Amos, sympathizing with Sadie's need for a moment of normalcy, permits the brief excursion.

Afterward, Sadie prepares to leave for London, reflecting on Jaz’s sacrifice and feeling a profound weight as she visits the infirmary. With a heavy heart, she makes her way to the rooftop to summon a portal. She and her brother exchange tense words about responsibility and trust, revealing cracks in their relationship over recent events, including the obsession Carter has developed surrounding a girl named Zia, whose fate weighs heavily on him.



Upon successfully navigating her portal to London, Sadie arrives at her grandparents' flat, expecting a warm welcome. Instead, she is met with an unsettling silence and an eerie sense of dread as she senses that something is gravely amiss. The stark emptiness of the flat contrasts sharply with her fond memories, heightening her anxiety until she is abruptly confronted by an ominous, non-human voice, echoing a sinister greeting, “Welcome home, Sadie Kane.”

This serves as a harrowing cliffhanger, thrusting Sadie further into the chaotic plot that intertwines her family legacy with the wider struggles against ancient gods and contemporary threats, all while balancing the personal toll of loss, love, and responsibility.

## **Install Bookey App to Unlock Full Text and Audio**

**Free Trial with Bookey**







# Why Bookey is must have App for Book Lovers



## 30min Content

The deeper and clearer interpretation we provide, the better grasp of each title you have.



## Text and Audio format

Absorb knowledge even in fragmented time.



## Quiz

Check whether you have mastered what you just learned.



## And more

Multiple Voices & fonts, Mind Map, Quotes, IdeaClips...

Free Trial with Bookey



## Chapter 5 Summary: 5. I Learn to Really Hate Dung Beetles

### Chapter 5 Summary: I Learn to Really Hate Dung Beetles

Carter Kane reflects on a frustrating situation: while the world is on the brink of destruction and he and his sister Sadie are tasked with an urgent quest, Sadie has chosen to celebrate her birthday in London. Despite his irritation, Carter tries to focus on the task at hand, particularly a vision he has had that deeply unsettles him.

The vision transports Carter into the body of Horus the Avenger, where he finds himself on a magical boat navigating the demanding currents of the Duat, the Egyptian underworld. As he experiences the enhanced powers and perspective of a god, he confronts monstrous creatures that emerge from the waters, revealing the constant threat they face from the forces of Chaos. Horus shows him a terrifying landscape of dead scarab beetles, the remnants of Ra's former glory and guardianship, indicating that Apophis, the serpent god representing chaos, is on the verge of breaking free from his prison.

Through this vision, Horus stresses the urgency of their mission and presents a dilemma for Carter: should they awaken Ra, the old sun god and their only hope against Apophis, or trust in Horus's strength as the current king of the

**More Free Book**



Scan to Download

gods? Carter is haunted by the implications of both choices. He counters Horus's warning about Ra's potential weakness by asserting the belief that bringing Ra back might be their only chance of defeating Apophis.

The next morning, despite having woken from the vision feeling shaken, Carter leads a class for young trainees at Brooklyn House, designed to teach practical applications of magic. Here, four students experiment with combat scenarios using shabti, animated figurines that serve as training targets. As they engage, the room unexpectedly trembles, revealing a transformation of a statue of Ra, which crumbles to become a three-headed serpent bathed in scarab shells.

This serpent, with an ominous request for the scroll that Sadie had entrusted to Carter, threatens to destroy Zia—another ally—if Carter does not comply. The students, however, respond bravely, launching an offensive against the creature, demonstrating their recently learned skills. Ultimately, they succeed in defeating the serpent, but not without leaving Carter with a sense of foreboding and deep concern about the serpent's threatening message and its connection to their larger quest.

Realizing the serpent's voice matches that of a previous foe, Carter resolves to seek out Amos for answers about this encounter and the looming danger of Apophis. Emphasizing the gravity of their situation, he sets off to gather information and strategize their next moves, aware that time is running out.



## Chapter 6 Summary: 6. A Birdbath Almost Kills Me

### Chapter 6: A Birdbath Almost Kills Me

In this chapter, Carter finds himself in a tense situation with his uncle Amos after a disturbing encounter with a demonic creature—a three-headed winged snake that threatens their safety and hints at the rising threat of Apophis, the chaotic god. As they sit in the library, a sanctuary filled with the spirits of Geb and Nut, Carter explains the snake's frightening capabilities, recalling its connection to a previous enemy, the minion of Set. Amos reflects on its symbolism, cautioning that in Egyptian mythology, snakes can embody both protection and danger. While Carter expresses concern about Apophis's influence and the impending quest to find the scrolls of the Book of Ra, Amos tries to bolster his spirits, reminding him of their past accomplishments and urging him to trust his instincts.

Their conversation is cut short when Amos is interrupted by the arrival of Cleo and her classmates. Carter, feeling overwhelmed by the responsibilities of leadership, seeks solace in his room, finding Khufu, his baboon friend, lounging and watching sports. He retreats to the balcony, where he uses a scrying bowl—a magical item created by his friend Walt—to try to locate Zia, a girl he cares for who has gone missing. However, his attempts to see her are thwarted, leading him to contemplate the consequences of neglecting



both his quest and his feelings for Zia.

While distracted, he suddenly realizes that the scene in the scrying bowl changes abruptly, revealing a chaotic scene in his grandparents' living room—empty of life, lights off, and the door smashed in. Panic sets in as he tries to locate Sadie, his sister, but his connection fails spectacularly with the oil erupting into flames. Realizing the urgency of the situation, he instructs Walt to prepare for an immediate portal to London, as he suspects Sadie is in grave danger. They rush from the room, prepared to confront whatever threat looms ahead.

In this chapter, themes of responsibility and the weight of leadership surface as Carter grapples with feelings of inadequacy and fear in the face of imminent danger. With the chaotic forces of Apophis amassing against them, Carter's determination to rescue both Zia and Sadie sets the stage for the trials that lie ahead.

**More Free Book**



Scan to Download

## Chapter 7 Summary: 7. A Gift from the Dog-headed Boy

In Chapter 7 of Sadie's adventure, titled "A Gift from the Dog-headed Boy," Sadie Kane finds herself confronting a sinister presence in her grandparents' flat after her brother Carter and his friend Walt rushed off to London assuming she needed rescuing. As she stands in the doorway, she hears a chilling voice—"Welcome home, Sadie Kane"—and senses impending danger. Desperate for her magical tools, she realizes her lack of preparation leaves her vulnerable.

Her fears materialize as she encounters a terrifying old woman descending the staircase, who exudes a grotesque, decaying presence. The woman morphs into an avatar of the vulture goddess Nekhbet, a deity associated with death and the afterlife, notorious for devouring the weak. She reveals intentions to possess Sadie's grandmother, asserting that Sadie's noble lineage makes her family ideal vessels for the gods. Sadie confronts her, attempting to stall and stall while mentally cataloging the pantheon of Egyptian deities to gain an advantage.

In a moment of desperation, Sadie manages to identify Nekhbet, although she slightly mispronounces the goddess's name. Nekhbet's chilling laughter further unsettles Sadie as she taunts her about the arrival of Babi, the god of baboons, hinting that he's about to join the fray. Just then, a crashing sound and her grandfather's enraged roar echo from upstairs, confirming her worst





fears—Babi is awakening.

As Sadie flees the flat, her friends Liz and Emma crash into her. The trio dashes away from London's chaos while avoiding the wrath of both Nekhbet and Babi. Sadie's description of her friends—Liz, sensible but panicked, and Emma, flamboyant and flustered—provides a lighthearted contrast to the horror of their situation as they try to comprehend the supernatural events happening around them.

Just as Sadie's hopes for escape seem grim, they encounter Anubis, the Egyptian god of the afterlife, who appears in a human guise. He offers insights about Babi's uncontrollable rage and explains that they must venture into the Duat, the realm of the dead. Despite initially needing help, Anubis admits he cannot intervene directly against the gods possessing her family. Instead, he presents Sadie with a ceremonial blade, meant for a vital yet unspecified purpose, and instructs her on escaping below ground via the Underground train system, emphasizing that running water weakens the gods.

When they learn that time is critically against them, Sadie and her friends bolt for the Canary Wharf station, with the cacophony of chaos close behind. In the midst of the chaos, there's a moment of tension when Anubis kisses Sadie, adding an unexpected personal twist to her already tumultuous birthday.



As they escape into the station, the dynamics between Sadie and her friends, and the interplay of light comic relief against the backdrop of impending danger, serve to heighten the tension. With the blade tucked away, Sadie's determination to confront her harrowing challenges shines through, hinting that she may need to embrace her heritage to save her family and herself.

**More Free Book**



Scan to Download

## **Chapter 8: 8. Major Delays at Waterloo Station (We Apologize for the Giant Baboon)**

### **Chapter 8: Major Delays at Waterloo Station (We Apologize for the Giant Baboon)**

As Sadie and her friends descend into the London Underground, the eerie acoustics amplify the chaos above—sounds of sirens and the distant roars of Babi, the ancient baboon god who has possessed her grandfather. Anubis had advised them to travel underground to avoid confrontation, and Sadie is desperate not to be caught without her magical supplies or to end up fighting Babi while he controls her beloved grandparents.

After a harrowing train ride, they manage to find a sense of security momentarily, but the tension rises as Sadie's friends, Emma and Liz, demand to know what's happening. Sadie reflects on the absurd transition from their once mundane lives to this surreal situation—her grandfather is possessed, her grandmother transformed into Nekhbet, and she is now a magician. Overwhelmed, Sadie takes a moment to calm herself and successfully reaches into the Duat, retrieving her magic bag, much to Emma and Liz's astonishment.

Sadie recounts the bizarre events that led them here, including their



encounters with the Egyptian gods and their quest to awaken Ra.

Surprisingly, her friends express their belief in her, acknowledging that she has changed. But, as they approach Waterloo Station, danger looms large, and their leisurely conversations are cut short by the sight and sound of Babi tearing through the station in pursuit of them.

The station becomes a chaotic battleground as Babi creates havoc, turning frightened commuters into a stampede while Nekhbet taunts Sadie. Amidst the chaos, the police arrive, but their futile attempts to confront Babi result only in further pandemonium. As everything falls apart, Sadie realizes they need to escape to Waterloo Bridge and prepares to fight.

In a desperate attempt to hold Babi off, Sadie uses the potion she'd created, channeling its magic through her staff. The resulting magical wave animates objects around them, turning the chaos against Babi and Nekhbet, creating a momentary distraction. The three friends seize the chance to escape the station, where they encounter a scruffy, comically foul-smelling chauffeur named Bes, who offers them a ride in his unexpected magical limousine.

The storyline shifts as they reach Waterloo Bridge, where Babi and Nekhbet pursue them, leading to a critical showdown. Sadie musters her courage, setting up defensive magical barriers while enlisting her friends' assistance to grab the Sons of Horus and draw a protective circle just as the gods attack.



As the confrontation escalates, Sadie's resolve is tested, and as Babi charges toward them, she recognizes the severity of the situation. However, just as she begins to falter, Bes intervenes in a startling and outrageously humorous manner, overwhelming the gods with his bizarre form and antics, ultimately

## **Install Bookey App to Unlock Full Text and Audio**

**Free Trial with Bookey**





## Positive feedback

Sara Scholz

...tes after each book summary  
...erstanding but also make the  
...and engaging. Bookey has  
...ding for me.

**Fantastic!!!**



I'm amazed by the variety of books and languages  
Bookey supports. It's not just an app, it's a gateway  
to global knowledge. Plus, earning points for charity  
is a big plus!

Masood El Toure

**Fi**



Ab  
bo  
to  
my

José Botín

...ding habit  
...o's design  
...ual growth

**Love it!**



Bookey offers me time to go through the  
important parts of a book. It also gives me enough  
idea whether or not I should purchase the whole  
book version or not! It is easy to use!

Wonnie Tappkx

**Time saver!**



Bookey is my go-to app for  
summaries are concise, ins  
curated. It's like having acc  
right at my fingertips!

**Awesome app!**



I love audiobooks but don't always have time to listen  
to the entire book! bookey allows me to get a summary  
of the highlights of the book I'm interested in!!! What a  
great concept !!!highly recommended!

Rahul Malviya

**Beautiful App**



This app is a lifesaver for book lovers with  
busy schedules. The summaries are spot  
on, and the mind maps help reinforce wh  
I've learned. Highly recommend!

Alex Walk

Free Trial with Bookey





## Chapter 9 Summary: 9. We Get a Vertically Challenged Tour of Russia

### ### Chapter 9: A Vertically Challenged Tour of Russia

In this chapter, Carter recounts a harrowing experience alongside his sister Sadie and the dwarf god Bes as they navigate the chaos of attempting to save their family from powerful adversaries. Their adventure begins with a perilous flight to the Brooklyn Museum, culminating in a comical yet dangerous descent from the museum's griffin statue, where they narrowly escape various city officials and bemused locals who mistake them for a hummingbird.

Once they open a portal to London, they arrive amidst a tumultuous scene at Waterloo Station featuring escaped animals and unsettling winds, hinting at recent supernatural disturbances. With Walt, a skilled magician and Sadie's ally, they regroup with Sadie, who arrives stylishly in a limousine managed by Bes, whose somewhat amusing and awkward appearance contrasts with the serious tone of their mission.

As the siblings share their recent experiences, they come to grips with the gravity of their situation—Sadie's grandparents are being overtaken by hostile gods, and Carter is haunted by dreams of Apophis, the ancient

**More Free Book**



Scan to Download

embodiment of chaos. They realize that they are not just battling individual adversaries; they are facing a broader threat from the gods who disapprove of their quest to awaken Ra, the sun god.

The group envisions the critical importance of the black ceremonial knife Sadie possesses—an item steeped in ancient rituals for funerary practices, suggesting implications of death and rebirth. Despite their witty banter, a palpable tension simmers between Sadie and Walt, especially after Sadie invokes the name of Anubis, further complicating Walt's emotional struggle as he navigates his loyalties and feelings for both Sadie and Jaz, a comatose friend.

As they plot their route to Russia, Bes drives them away from the secured location of the British Museum from which they set off, aware that rival Egyptian magicians are now on high alert, eager to track them down. Bes takes them through a less conventional and more concealed path, leading to the Crystal Palace ruins, where they discover a staircase flanked by sphinxes—a curious connection between England and Egypt that ultimately serves their purpose.

Bes explains that although these sphinxes are not original monuments from ancient Egypt, they still possess the necessary magic to create a portal, emblematic of how all great empires cherish Egyptian symbolism. Tension mounts as the gravity of their mission intensifies; they must navigate threats



not only from magicians but also from their own misunderstandings and emotional ties.

As their journey transitions into Russia, they arrive in a snowy, vibrant St. Petersburg—a landscape filled with historical grandeur juxtaposed with modern chaos as local teenagers confront them, antagonized by the unexpected arrival of the magical Mercedes. Bes's quick-thinking and comedic character shine as he roars like a lion to disperse them.

They fix their sights on the Hermitage, an enormous museum that now houses one of the best Egyptian collections in the world. However, the urgency of their mission looms large as they only have three days to locate Ra before the impending chaos reigns without his light.

With Bes unable to enter the museum due to magical barriers laid by the local magicians, he instructs Carter and Sadie to navigate the museum's defenses and find their way to the Eighteenth Nome, the Heart of the necromancers, without raising alarms. He expresses concern about potential capture by Prince Menshikov, a notable antagonist with a dark history of dealing with gods, hinting at the peril awaiting them.

As they prepare for their daunting task, Sadie asserts herself, humorously demanding chocolate from Bes as a reward for their dangerous endeavor. With a mix of trepidation and determination, Carter and Sadie set their sights



on the Hermitage, ready to face whatever challenges lay ahead, despite feeling the weight of their monumental quest looming.

With their resolve firm, the adventure takes a thrilling turn as they strategize to infiltrate a bastion of magical concealment, aware that a single mistake could lead them to their doom.

**More Free Book**



Scan to Download

## Chapter 10 Summary: 10. An Old Red Friend Comes to Visit

### Chapter 10: An Old Red Friend Comes to Visit

Carter and Sadie Kane find themselves at the daunting Hermitage Museum in St. Petersburg, Russia, on a critical quest to stop the chaos serpent Apophis from being unleashed. With the help of their Egyptian god allies, Isis and Horus, they use magic to bypass the museum's advanced security system, gaining access to the Egyptian collection filled with artifacts, including sarcophagi and hieroglyphic scrolls. The urgency of their mission is palpable; they have less than 72 hours before Apophis breaks free and wreaks havoc on the world.

After overcoming the initial security issues, Sadie utilizes her magic to disable surveillance cameras while Carter employs an invisibility spell he has been practicing—a feat made tricky by the chaotic nature of magic. After some humorous exchanges about their magical skills, Carter notices a grave marker displaying the name of the scribe Ipi, who served Pharaoh Tutankhamun. Sadie's interest is piqued, leading them to discover that the stele may not be what it seems: that it could be a false door to the Duat, the Egyptian afterlife.

**More Free Book**



Scan to Download

When Sadie successfully activates the false door spell without fully understanding her newfound capabilities, a shimmering portal opens. As they step through, they are transported to an opulent ballroom filled with rich decorations and magical energy. In the distance, they spot Vlad Menshikov, a pudgy magician casting a summoning spell, accompanied by a monster— a demon bound in chains, and a large glowing green vase. Sadie and Carter realize they need to locate Menshikov's desk to retrieve the next section of the Book of Ra, crucial for containing Apophis.

As they stealthily approach the desk, Menshikov intensifies his summoning ritual, intending to summon a major god by sacrificing the demon. Carter is horrified by Menshikov's casual cruelty in using the demon to fuel his magic. The stakes rise as Menshikov's conversation reveals his dark intentions: he plans to free Apophis and attack their uncle, Amos. Recognizing the danger, Sadie and Carter hastily search for the precious scroll.

Discovered, they must react quickly as Set's voice exclaims Carter's name, revealing their presence. In a panic, the invisibility spell fizzles, exposing them to Menshikov. With a menacing smile, he prepares to kill them, believing they are no longer a threat. As a mystical two-headed serpent creature is summoned to eliminate them, Carter and Sadie realize they have no choice but to summon help.



Remarkably, Sadie commands Set's malachite jar to shatter. A sandstorm erupts, and from it emerges Set, the god of chaos and darkness, ready to aid them. Set's humorous demeanor contrasts sharply with the tense situation, and while he can't directly help Carter and Sadie in the way they'd like, his presence temporarily distracts Menshikov. After a brief comedic interaction, Set seems more interested in his own cleverness than the fight at hand.

With newfound urgency, Carter and Sadie flee from the tjesu heru, the two-headed serpent, as set loose by Menshikov, navigating the chaotic ballroom while Set's laughter echoes mockingly behind them. They must effectively balance the looming threat of Menshikov and Apophis while seeking a way to survive and retrieve the vital scroll. As they navigate the shifting dynamics of gods and mortals, the stakes for their survival and the fate of the world continue to rise.

**More Free Book**



Scan to Download

## Chapter 11 Summary: 11. Carter Does Something Incredibly Stupid (and No One Is Surprised)

### Chapter 11: Carter Does Something Incredibly Stupid (and No One Is Surprised)

The chapter opens with Sadie reflecting on a harrowing escape from a monstrous demon called a **tjesu heru**, a two-headed snake creature, as they navigate the corridors of the Winter Palace. Sadie and her brother Carter had just infiltrated the palace, hoping to retrieve a critical scroll, but were quickly pursued by this terrifying beast. Their teleportation into the Malachite Room had left them disoriented—Sadie could barely muster any magic after her earlier efforts drained her energy.

As they flee through polished hallways, they finally spot a way out but are confronted with a padlock on the exit doors. To Sadie's surprise, Carter channels the Eye of Horus to break the lock, bursting through the doors just as the monster closes in. As they step into the wintry night, Sadie becomes increasingly uneasy about the ease of their robbery—alerting readers to potential traps yet to be encountered.

Once outside, Sadie's instincts warn her of danger above. The tjesu heru dives down, nearly crushing Carter, who slips on the icy pavement. In a frantic effort to protect him, Sadie distracts the monster with a glowing

More Free Book



Scan to Download



hieroglyph that symbolizes Isis, hoping to buy Carter time to escape. However, just as plans form to fight back, an unexpected ally appears: a young Russian guard dressed in a heavy coat and wielding a rifle, who against all odds turns out to be a magician himself, ready to join their fight—for reasons that could be more than mere curiosity.

Both Sadie and the guard engage with the creature, but a moment of chaos ensues when Carter leaps to tackle the monster, aiming to protect Sadie but facing grave danger. As the creature bites into Carter's shoulder, Sadie is overcome with rage and fear, channeling her magic fiercely enough to obliterate the tjesu heru, but not without consequences. In an emotional moment, she rushes to Carter, who lies unconscious and poisoned from the monster's venom.

Struggling to maintain control, Sadie realizes she must escape quickly from the enemy territory and find help. Enter **Set**, the god of chaos, who arrives grinning and insists on “helping.” Despite her resentment toward him, Sadie has no choice but to enlist his aid in locating the only person capable of curing Carter’s grievous condition: **Bes**, the dwarf god of chaos.

As they make their precarious escape down Nevsky Prospekt, a famed street in St. Petersburg lined with chic shops and cafés, Sadie wrestles with the horror of the situation—her comatose brother, a malignant god, and no



certain way to safety. Her observations about Russian culture and how out of place they are amid the chaos serve to ground the reader in the setting.

Bes eventually appears, but their reunion is interrupted by Set, who is eager to broker a deal just as enemy magicians close in—filled with anxious urgency, he offers information about a crucial scroll in exchange for his secret name. Sadie must decide: trust him or risk everything without the knowledge he claims to possess. As the tension builds, Bes indicates the danger is real, and in a moment of desperate compromise, Sadie agrees, establishing conditions that would keep her family safe.

The chapter culminates in a thrilling car chase as Bes drives them away, showcasing extreme peril and the dangers of their world—the Mercedes careens through St. Petersburg, besieged by enemy magic and projectiles that threaten their escape. Just as Bes attempts to activate an escape portal, they crash—a vivid metaphor for the chaos surrounding them, yet Sadie's determination pulls through.

As darkness engulfs Sadie upon losing consciousness, the chapter ends on a cliffhanger, encapsulating her deep bond with Carter, the risks of dealing with Set, and the uncertainty of what lies ahead. This moment emphasizes the stakes of their journey, weaving together themes of family loyalty, the consequences of power, and the ever-looming threat of impending doom.



## Chapter 12: 12. I Master the Fine Art of Name-Calling

### ### Chapter 12 Summary: I Master the Fine Art of Name-Calling

Sadie Kane wakes up in a disorienting state as her ba—a spirit form—floats through dark waters, unsure of her physical body's status after an underwater portal mishap. She is anxious about her brother Carter's well-being, recalling that he may be dying from poison after their last encounter. Upon arriving at Brooklyn House, she sees Anubis and Walt Stone in distress near the infirmary. Anubis informs her that both she and Carter are on the brink of death, allowing their spirits to communicate, but urges her to be cautious since time is limited.

Sadie enters the infirmary, filled with dread and memories of her past experiences in hospitals. Inside, she finds her friend Jaz, seemingly in a comatose state, and is shocked to see Jaz's ren (another part of her soul) manifesting as a shimmering image of her life experiences. Sadie, grappling with guilt for Jaz's predicament stemming from her decisions, learns that Jaz's ren can exist as long as her name is remembered.

Through their conversation, Jaz emphasizes the significance of purpose and encourages Sadie to take action to heal Carter quickly, referencing how Sadie once channeled the goddess Isis's power. Jaz hints that retrieving

**More Free Book**



Scan to Download

Carter requires Walt's help, urging her to use the amulet he has—despite the risks involved. As Sadie's time with Jaz concludes, she receives a vision of Ra and Isis from ancient times, revealing the implications of Ra's secret name—crucial for healing and power.

In this vision, Ra, now a frail and poisoned sun god, is confronted by Isis, who cunningly desires his secret name to gain power. Their tense interaction culminates in her successful acquisition of it, yet the consequences of her ambition are hinted at, foreshadowing future chaos. The vision ends with Ra's costly departure, leaving Isis elated but unaware of the impending catastrophe her actions will bring.

Sadie wakes up in what appears to be a luxurious hotel room in Alexandria, Egypt, realizing she is separated from Carter, who lies feverish on a couch nearby. Bes, the dwarf god, assists her and explains that they must act quickly to save her brother, who is still suffering from poison. As Sadie prepares to heal Carter using a wax figurine infused with his secret name—realizing that the name embodies every detail of a person's life—she reflects on their close sibling bond.

The healing process begins despite Sadie's doubts about time and their precarious situation. Through a profound moment of connection, Carter shares his secret name, allowing Sadie to dispel the venom from his body. Their bond deepens, and they discuss what comes next amidst their looming



deadline—the battle against Set and the retrieval of the final scroll from the Book of Ra.

As Bes urges them to rest, Sadie and Carter gather supplies for their upcoming quest to locate the scroll, learning that it lies hidden in Bahariya

## **Install Bookey App to Unlock Full Text and Audio**

**Free Trial with Bookey**







# Read, Share, Empower

Finish Your Reading Challenge, Donate Books to African Children.

## The Concept



This book donation activity is rolling out together with Books For Africa. We release this project because we share the same belief as BFA: For many children in Africa, the gift of books truly is a gift of hope.

## The Rule



Earn 100 points



Redeem a book



Donate to Africa

Your learning not only brings knowledge but also allows you to earn points for charitable causes! For every 100 points you earn, a book will be donated to Africa.

Free Trial with Bookey



## Chapter 13 Summary: 13. I Get a Demon Up My Nose

### Chapter 13: I Get a Demon Up My Nose - Summary

In this chapter, Carter reflects on his overwhelming sense of embarrassment due to his sister Sadie, whom he feels has had to shoulder a considerable burden in their magical quests. The chapter begins with him recounting the difficult journey he and Bes have undertaken in search of Zia, who is trapped in a magical sleep in a village called al-Hamrah Makan. After leaving Sadie in the care of Walt while she searches for a scroll, Carter feels guilty for not being by her side, especially after she saved his life.

Carter and Bes travel with Bedouins through the dusty roads of Egypt, questioning locals about the lost village. The Bedouins, who have a deep respect for Bes as a good-luck charm, provide Carter with sustenance, but their relaxed pace weighs heavily on him. He is consumed by worry over Zia's safety and what repercussions might ensue if he does not reach her in time. His internal struggle reveals a deeper anxiety—not just about Zia, but about his sister knowing his secret name, which has made him feel exposed and vulnerable.

As they journey, Carter contemplates the nature of secret names, pondering their significance in connecting with the divine and the potential power they

**More Free Book**



Scan to Download

wield. The mention of Zia's village brings a sense of urgency for Carter, leading to a conversation with Bes about their mission. He learns more about Bes's tumultuous past involving powerful magicians, hinting at the longstanding enmity between them and his captors from centuries ago.

Their fortunes change when they receive an important lead from a local farmer, who marks on a map where they might find the village, warning them of its cursed nature. Upon arriving, Carter and Bes discover a desolate landscape emblazoned in ominous red hues, the ground littered with remnants of past structures suggesting a dark history.

As they navigate the riverbank, their hope of finding Zia intensifies, yet they feel the lurking presence of danger in the depths of the Nile. The innocent wading turns perilous when three water demons emerge from the river, intent on attacking them. Here, Carter's panic threatens to consume him, but in a moment of clarity inspired by the spirit of Horus, he channels divine energy and manages to push the demons back, reshaping the course of the river and exposing a hidden tomb on the riverbed.

Inside the tomb, he uncovers a stone door etched with hieroglyphs spelling out "Z-I-A," confirming that Zia is indeed inside. Although Bes warns Carter about the potential dangers lying ahead, Carter's determination to rescue Zia drives him down the steps and toward the door, refusing to turn back despite the looming sense of danger.





This chapter illustrates themes of guilt, bravery, and the complexity of sibling relationships amidst epic quests, all while blending action, magical lore, and nuanced character development.

**More Free Book**



Scan to Download

## Chapter 14 Summary: 14. At the Tomb of Zia Rashid

### ### Chapter 14: At the Tomb of Zia Rashid

Carter Kane finds himself facing a magnificent sarcophagus made entirely of shimmering water, housing Zia Rashid, a girl with stunning features reminiscent of the famous Queen Nefertiti. Dressed in white, Zia holds pharaoh symbols—the crook and flail of Ra—in her hands. Bes, a dwarf god and Carter’s ally, reveals that Zia is a host for Nephthys, the river goddess, and that her powerful magic has kept her hidden and safe from the chaos of the outside world, specifically from the serpent god Apophis, who seeks her destruction.

As Carter contemplates waking Zia, he feels torn. Even if he succeeds, he fears she may not remember their shared experiences or may harbor resentment towards him. Yet, sensing her urgent need for rescue, he reaches into the liquid sarcophagus, channeling magic to wake her. As he does, the water bubbles and Zia suddenly awakens in a panic, struggling to breathe as she expels water. Carter rushes her to the safety of the Nile, where the river's touch revives her, drawing the spirit of Nephthys, the goddess she hosted, to emerge in a benevolent form. Nephthys instructs Carter to protect Zia, hinting at an important destiny awaiting her, before she dissipates back into the waters.



Despite the relief of awakening Zia, her confusion and anger manifest. As memories elude her, she turns aggressive, confronting Carter and Bes. While struggling with her emotional state, Zia grapples with the loss of Iskandar, her mentor, and the recent chaos brought on by dreams of terror from Apophis.

Conversations between Carter and Zia intensify. Carter insists they must join forces to defeat Apophis, who is poised to escape his imprisonment. Zia's trust falters, and she accuses Carter of manipulation, unaware of the connections they once shared. As tension rises, Carter inadvertently wields the symbols of Ra for protection against Zia's attack, showcasing both his desperation and the legacy of his lineage.

However, just as their conflict deepens, a bright light engulfs them, revealing enemies—Michel Desjardins, the Chief Lector, and Vlad Menshikov, both representing perilous opposition. Desjardins, now looking worn and older, accuses Carter of thievery and involvement with the gods, while Menshikov, reveling in his disdain for the Kane siblings, seeks to use Zia's confusion against them.

Zia, caught between her former life and the present chaos, struggles to comprehend her associations and instincts. As Desjardins and Menshikov attempt to persuade her, Carter watches helplessly, fearing that Zia may not



believe in their alliance against Apophis. With looming threats from both within and outside, Carter understands that time is short, and Zia's belief in him is crucial to counter the chaos rising ahead.

In this critical moment, Carter must navigate the treacherous currents of trust, duty, and destiny, all while preparing for the impending storm as Apophis's threat draws close. As the dying sparks of their previous connection flicker in Zia's eyes, the stakes are higher than ever; their lives hang in the balance, and the true battle is just beginning.

**More Free Book**



Scan to Download

## Critical Thinking

**Key Point:** The importance of trust and connection in adversity

**Critical Interpretation:** In the turbulent moments of facing immense challenges, like Carter awakening Zia, you come to realize that trust and connection are vital for overcoming life's trials. Just as Carter reaches out to a confused Zia despite the risks, you too are called to build strong bonds even when uncertainty looms. This chapter teaches you that opening yourself to others can lead to profound alliances, allowing you to face your own 'Apophis'—those overwhelming obstacles in your life—with courage and unity, reminding you that together, you can navigate the darkest waters.

More Free Book



Scan to Download

## Chapter 15 Summary: 15. Camels Are Evil . . .

### Chapter 15: Camels Are Evil...

As Sadie reflects on her recent adventures, she expresses little sympathy for her brother, Carter, and the challenges he faced with water demons. Instead, she recounts her own miserable journey involving magic camels — whimsical creatures summoned by Walt’s amulet. Sadie humorously compares the discomfort of riding these magical camels to riding ordinary ones, noting that their magical qualities only exacerbate their repulsive behavior.

The tale begins with an agonizing bus trip through Egypt, packed with foul-smelling passengers, which leads to a chaotic encounter with bandits. Fortunately, Sadie is able to fend them off with her magic staff. After this scare and a broken-down car, Sadie and Walt decide to go off the grid, avoiding attention and potential danger from bandits and lurking magicians. They summon camels to traverse the relentless desert toward Bahariya, all while grappling with the extreme heat and monotony of the sands.

During their trek, Walt appears preoccupied, prompting Sadie to encourage him to share whatever weighs on his mind. In what Sadie frames as a hypothetical conversation, Walt reveals his lineage from Pharaoh

**More Free Book**



Scan to Download

Akhenaton, who controversially sought to worship only one god — the sun disk Aten — manipulating the religious landscape of Egypt. Sadie humorously realizes that she might be a pharaoh too, which leads to a deeper conversation about the implications of their ancestry, including the tragic fate of their ancestor, King Tutankhamun.

Their banter is interrupted by a stunning sight: an oasis sprawling beautifully below them after their relentless desert journey. However, they are soon greeted by a messy, injured cat worn by the chaos of the Duat; it's Bast, the goddess of home and domesticity, using it as a vessel to communicate. Bast shares urgent news about Apophis, the serpent god who intends to awaken during the summer equinox to swallow the sun and wreak havoc on the world. She explains that Apophis is manipulating events to coincide with the awakening of Ra, the sun god, but warns that the plan may lead to chaos among the gods and magicians.

Sadie realizes that they must stick to their original plan to awaken Ra, even as they face the potential chaos that Apophis desires. They need to unite the gods and magicians rather than succumb to fear and division. After a strategic conversation mixed with urgency, Bast sends her regards and indicates the location of the entrance to a tomb hidden in a nearby date farm, advising them to look for a black water tower.

With new resolve, Sadie and Walt make their way to the site, where the



landscape seems odd and quiet, with a sign advertising dates and cold Bebsi (soda). They find the water tower themselves, though it appears to lack any obvious tomb entrance. Observing pooled water, Sadie discovers a stone that seems unnatural. They try to lift it, but it is too heavy. Instead, Sadie harnesses her magic and blasts it open, inadvertently causing a significant collapse of the tower and an explosion of water, which creates chaos.

This playful yet dangerous moment leads to a considerable disruption, revealing rows of mummies below that are now irreparably damaged. As they may face the wrath of whoever owns the farm, Sadie and Walt must act swiftly and efficiently to escape their predicament, exemplifying their ability to turn chaotic moments into decisive actions. Sadie's impulsiveness lands them in trouble, but it also further propels them toward their next great adventure.





## Chapter 16: 16. . . .But Not as Evil as Romans

### ### Chapter 16: ...But Not as Evil as Romans

Sadie and Walt discover a hidden burial chamber while exploring a catacomb filled with mummies. This particular room, unlike the others they've encountered, is well-preserved. They marvel at the gold-painted mummies laid on stone slabs, particularly a family group consisting of a man, a woman, and a child, named Purpens. Sadie's heart aches at the sight of their likenesses and the child's toy horse, prompting her to ponder how they met their tragic ends.

Suddenly, a ghost named Appius Claudius Iratus, nicknamed "Mad Claude," appears, revealing that the family and many other Romans have been trapped due to improper burial rites, leaving their souls tethered to their mummified bodies. He explains that because Roman customs clashed with Egyptian burial practices, their spirits cannot move on and are instead imprisoned in the afterlife.

Mad Claude is eager to receive offerings from Sadie and Walt, who he believes are priests. He becomes frustrated when he realizes they are novices. He informs them about the wasting disease that killed the mummies they were just admiring and expresses annoyance at being stuck in this



limbo. He also implies that they could help free him and likely others if they can gain access to a crucial scroll—the Book of Ra.

Intrigued and a bit nervous, the duo agrees to help Claude find the ancient scroll. Following him deeper into the catacombs, they encounter various mummies, ranging from the impressively preserved to the poorly wrapped, where Mad Claude shares tales of their past lives, which blend humor and tragedy.

Finally, they enter a much older burial chamber filled with Egyptian nobility mummies. Here, Sadie deciphers that they must find the scroll in a blocked corridor, and using the ceremonial knife and their limited knowledge of Egyptian magic, they hope to clear the rubble.

Their initial attempts are futile, and a poignant exchange reveals Walt's own struggle with a hereditary curse linked to an ancient pharaoh's family—a curse that threatens his life. Sadie, overwhelmed with emotions, displays anger at Walt for risking his life. However, his determination to live fully despite the curse resonates with her.

In a moment of inspiration, Sadie recalls using sympathetic magic to create a model of the rubble to connect it with the real obstruction. Once they've replicated the blockage, they successfully clear the path, revealing a small box with the scroll.



As they celebrate their small victory, however, the atmosphere shifts ominously—a crowd of mummies, led by Mad Claude, begins to move towards them, evidently angry at their interference. Sadie and Walt prepare to defend themselves, but a swarm of rats suddenly pours into the chamber,

## **Install Bookey App to Unlock Full Text and Audio**

**Free Trial with Bookey**





# World' best ideas unlock your potencial

Free Trial with Bookey



Scan to download



# Chapter 17 Summary: 17. Menshikov Hires a Happy Death Squad

## Chapter 17: Menshikov Hires a Happy Death Squad

As the chapter opens, Carter finds himself in a perilous situation, backed against the steps of Zia's tomb, surrounded by hostility. He is under attack from Menshikov, a powerful Russian magician with a complicated history involving the gods of Egypt, and Michel Desjardins, a formerly trusted ally who now opposes him. Carter is embroiled in a web of manipulation, as both Menshikov and Desjardins seem to have their own dark agendas, particularly revolving around the resurrection of Ra, the sun god.

Carter, armed with the crook and flail—iconic symbols of power associated with Ra—realizes he's in a fight for survival. Menshikov's motivations implicitly hint at his past failures in trying to resurrect Ra, suggesting that he now seeks not only vengeance against the gods but chaos as a means of revenge. This revelation strikes a nerve, as Carter begins to understand the stakes: awakening Ra could spell disaster if those who intend to control him are unworthy.

Tension escalates when Menshikov unleashes a trap, entwining Carter in magical bonds. Just as defeat seems imminent, the scene shifts dramatically



with the entry of Bes, the dwarf god. Bes's unexpected arrival disrupts the conflict and provides critical support, showcasing his unique and chaotic approach to magic. Bes's dramatic entrance—complete with a surprising wardrobe change and a resounding “BOO!”—successfully sends Menshikov and Desjardins reeling, allowing Carter and his friends a moment of reprieve.

With Sadie and Walt joining the fray, they quickly gather the remaining scrolls needed for the resurrection of Ra. However, little time is wasted in their escapade as they coordinate with the Bedouins to flee Cairo. The urgency is palpable, as they know the enemies they've just evaded will soon reassemble. Carter remains acutely aware of Zia, who has just returned from a long slumber, signifying that their journey is laden with pressures both external and internal—the fear of losing another ally to the chaos that seems ever-looming.

As the night deepens, Carter's mind wanders while he sleeps, leading him into the mystical Hall of Ages. Here, he converses with Horus, who encourages him to seize the crook and flail—symbols of the pharaoh's sovereignty. This internal conflict grips Carter as Horus tempts him with power, suggesting that he alone can unite the fractured House of Life against the ever-growing threat of Apophis. Yet, Carter wrestles with the implications of such power, recalling the moral consequences of Menshikov's ambition and the historical violence that once gripped the



magician's community.

The chapter culminates with insight into Menshikov's opaque motives and the depths of Desjardins's despair as they prepare to unleash a ruthless assault on Brooklyn House, calling into question their dedication to Ma'at—the principle of cosmic order. Carter's resolve strengthens as he realizes that the world is at a tipping point. The impending confrontations with Menshikov's army and the daunting task of awakening Ra loom large, demanding that Carter navigate through deception and despair to forge his path ahead.

Wrapping up the chapter, Carter's focus centers on the importance of Ra over personal ambition. With the safety of his friends and the integrity of their mission weighing heavily on his shoulders, he understands that true leadership must come from humility and strength united with a purpose greater than himself—emphasizing the responsibility that accompanies power and the threats binding them all together in this high-stakes conflict with the ancient gods.

**More Free Book**



Scan to Download



## Chapter 18 Summary: 18. Gambling on Doomsday Eve

The chapter "Gambling on Doomsday Eve" begins with Carter waking up on a shabby hotel sofa in Cairo, disoriented and with a headache. He is greeted by his companions—Sadie, Bes, Walt, and Zia—who are playing a game of senet, the ancient Egyptian board game. As he gathers himself, the group discusses their recent chaotic experiences, including two hotel disasters: one burning down and another exploding.

Carter quickly realizes that Sadie and Zia have formed an unexpected camaraderie, stirring a sense of panic in him since he fears their new friendship could disrupt their dynamic. The mood lightens as they joke about Carter's embarrassing Pokémon pajamas, and Sadie reveals they have been waiting for him to discuss their next steps.

Sadie's confidence shines as she shows Carter a scroll, the Book of Ra, which contains instructions for navigating their journey. Everyone is focused on the need to awaken the sun god Ra to counter the threat posed by the antagonist Menshikov, who is plotting an attack on Brooklyn that night.

During the conversation, Carter shares his troubling vision of Menshikov's intentions and the danger he brings, which worries Zia as she recalls how she narrowly avoided becoming involved with Menshikov in the past. Underlying their discussions is a growing realization of how urgent their





mission is and the impending dangers they'll face.

As they strategize, the idea emerges for Zia to teleport to Brooklyn with Walt to warn Amos of the approaching invasion while Carter and Sadie delve into the Duat to find Ra. Walt reveals the curse affecting his bloodline, connected to the historical priests of Amun-Ra, adding depth to his character and increasing the stakes. The group understands they need to save not only themselves but also those they care about.

After some negotiation, Zia insists on joining the warning mission while Walt supports her, emphasizing their strengths. Carter senses their unity growing, and in an impulsive but confident moment, he suggests seizing the opportunity to bargain with Menshikov during their quest in the Duat, seeking potential answers regarding Walt's curse.

The chapter culminates with Sadie having a stroke of luck, winning the senet game and claiming a pair of sunglasses from Menshikov. This win symbolizes their success in making a decision: they will confront their fears at sunset, activating a portal to the Great Pyramid.

As they approach the pyramids, Carter reflects on their ethereal beauty, juxtaposed against the realities of hordes of tourists, ensuring a sense of tension against the backdrop of their epic quest. With difficulty, they ascend to the pyramid's peak to harness its magic for their journey into the Duat.



Carter and Sadie enter into the spirit world, confronting their grandparents' spectral forms that warn them of impending doom. The once-familiar figures twist into the guises of gods, challenging their resolve as they prepare for the trials ahead. Armed with the crook and flail—symbols of pharaonic power—Carter asserts his command over them, demanding their allegiance in the quest to quell Apophis, the chaotic force threatening them all.

With the gods subdued, they set their sights on the tattered sun boat waiting for them, both anxious and determined to find and awaken Ra. Carter's strengthening connection with his purpose and Sadie reinforces the suspense as they take their first steps into a treacherous journey through the Duat, bound by destiny to face the unknown.

Summary Points
Carter wakes up disoriented in a shabby hotel in Cairo with companions Sadie, Bes, Walt, and Zia playing senet.
The group discusses their chaotic past events, including two hotel disasters.
Carter feels panic as Sadie and Zia form a bond, disrupting their team dynamic.
Sadie shows Carter the Book of Ra, crucial for their mission to awaken the sun god.
They discuss the threat posed by antagonistic Menshikov planning an attack on Brooklyn.
Carter shares a troubling vision about Menshikov, causing concern, especially for Zia.

### Summary Points

They strategize with plans for Zia and Walt to warn Amos in Brooklyn while Carter and Sadie seek Ra.

Walt's curse connected to Amun-Ra's priests adds stakes to their mission.

Carter suggests bargaining with Menshikov, revealing confidence in their quest.

Sadie's win in senet leads to claiming sunglasses, symbolizing a decision to face Menshikov.

The group ascends the pyramid, reflecting on its beauty against tourist crowds.

Carter and Sadie face ancestral spirits warning of doom, with gods challenging them.

With the crook and flail, Carter commands the spirits, asserting his role in their quest.

They prepare to board the tattered sun boat to find and awaken Ra, ready for their venture into the Duat.

The chapter emphasizes suspense and determination as they confront the unknown.

**More Free Book**



Scan to Download

## Critical Thinking

**Key Point:** Unity in Diverse Strengths

**Critical Interpretation:** In this chapter, the growing unity among Carter, Sadie, and their companions, despite their differences, showcases the power of collaboration. It teaches us that embracing diversity in strengths and perspectives can lead to innovative solutions in our own lives. Just as Carter learns to value Sadie's assertiveness and Zia's bravery, we, too, can find inspiration in recognizing the unique contributions of those around us. This unity not only empowers us to face challenges but also enriches our experiences, reminding us that by working together, we can achieve far more than we could alone.



## Chapter 19 Summary: 19. The Revenge of Bullwinkle the Moose God

### Chapter 19: The Revenge of Bullwinkle the Moose God

As Sadie and Carter navigate the Duat, they find themselves transformed into Ancient Egyptian attire, with Sadie in a shimmering white gown and Carter wearing a man-skirt that elicits mixed feelings. Their adventure begins aboard the sun god Ra's magical boat, but soon they encounter trouble when the vessel becomes stuck in the water. To make matters worse, Sadie senses that the boat, imbued with the memories of its past, harbors ill will toward her due to her association with the treacherous goddess Isis.

To overcome the boat's animosity, Sadie bravely attempts to placate it, admitting her name and purpose. Her magic finally compels some glowing orbs to come to life and assist them, enabling the boat to sail downstream into the darkness of the Duat. This marks their entry into the mythical Houses of the Night, each representing an hour of the night while challenging them with trials representative of Ra's journey.

Carter expresses confusion about the nature of these Houses, prompting Sadie to explain that they must pass through twelve stages where she needs to recite spells from the Book of Ra to resurrect the sun god. Meanwhile, the

**More Free Book**



Scan to Download

magical crew of orbs continue to exhibit rebellious behavior, and the siblings are beset by feelings of dread in the encroaching darkness.

As they progress, they soon encounter a massive figure—the ram-headed god Khnum—who tells them he will cut them to pieces unless they can name him. Sadie recalls their previous encounters with similar tests and realizes that knowing his true name is the key to passing. Khnum reveals his sadness about being left behind by Ra, which motivates Sadie to find a way to help him. After some back and forth, she connects the dots between Khnum and Ra's missing essence, ultimately deducing that he is an aspect of Ra herself.

Through quick thinking and deft interpretation of the magical scroll she holds, Sadie successfully names Khnum, who then allows them to advance into the next zone of the Duat—the Lake of Fire. Despite its intimidating appearance, she devises a plan to lead their boat through the fiery waters, intending to harness Ra's rebirth theme.

In a heart-pounding leap of faith, Sadie and Carter plunge down a waterfall into the boiling lake, their survival relying on magical glyphs she hastily paints onto Carter's forehead. Miraculously, their protective flames allow them to traverse the inferno unharmed. Exhilarated but exhausted, they reach the shore, where their surroundings have been rejuvenated, reflecting the renewal of the sun god's power.



Upon regaining their composure, they are greeted by the cheerful, whimsical deity Bes, who reveals they are now at the “Sunny Acres Assisted-Living Community.” Time is of the essence, as a pursuing threat signals danger looming at their backs—Menshikov, their prior adversary, is hot on their trail. Bes urges them to move swiftly to locate the sun god, hinting at the escalating stakes of their quest amidst the magical complexities of the Duat.

**More Free Book**



Scan to Download

## Chapter 20: 20. We Visit the House of the Helpful Hippo

### ### Chapter 20: We Visit the House of the Helpful Hippo

Sadie recalls her dislike for certain places, adding nursing homes to the list, as her own experience indicates that despite living with her grandparents, she finds actual institutions unbearable. The chapter begins with Sadie and her companions entering a nursing home for old gods, which she humorously describes as an eerie Egyptian version of assisted living. This place, named absurdly cheerful “Sunny Acres,” is adorned with colorful columns and views of the ominously titled Lake of Fire. The atmosphere is bleak, with elderly figures, some gods, sitting in despair or unresponsive in this residence for forgotten deities.

Confused and disturbed by the scene, Sadie, along with her brother Carter and the dwarf god Bes, approaches the nurses' station for help. To Sadie's shock, they meet Tawaret, the goddess of childbirth and protectress of women, who also happens to be a hippo. Tawaret's welcoming demeanor contrasts with the duo's unease, especially for Bes, who shows clear signs of discomfort, indicating a troubled history with Tawaret.

As they converse, Sadie reveals their quest to awaken Ra, the sun god. Tawaret's apprehension mounts when she hears this, as she explains that





awakening Ra is both dangerous and challenging given that he has not been seen for millennia. Despite Tawaret's skepticism about their chances, Sadie insists that the fate of the world hangs in the balance, driven by the impending threat posed by Apophis, the serpent god.

Tawaret shares her struggles looking after aging gods, noting the slow decline of beings once revered and the melancholy of their forgotten names. Bes expresses regret over the past when he and Tawaret were together, revealing complications due to his infatuation with the more popular goddess, Bast. This history of unreciprocated affection deeply affects Bes, who feels ashamed of how he treated Tawaret and the responsibilities he now fails to meet.

Despite the emotional weight of their discussion, the urgency of finding Ra prevails. Tawaret mentions having seen a falcon-headed god resembling Ra in the southeast wing, a potential lifeline for their quest. Encouraged, the group sets off down the endless hallways, the atmosphere weighed down by the overwhelming presence of forgotten divine beings.

The expedition is interrupted as Tawaret must assist Heket, the frog goddess who has escaped her room, demonstrating her commitment as a caretaker. Their chaotic interaction prompts Sadie to realize she needs to take a risk in the form of a “leap of faith” to awaken Ra, believing it will allow them to pinpoint his location through the magic of the Book of Ra.



With Tawaret's guidance and her own courage, Sadie begins reading the spell from the Book of Ra, feeling warmth ignite as she invokes the sun god. As she recites, her body glows and emits smoke, revealing a path forward toward Ra. However, once they reach his chamber, Sadie is confronted with

## **Install Bookey App to Unlock Full Text and Audio**

**Free Trial with Bookey**





# Try Bookey App to read 1000+ summary of world best books


Unlock **1000+** Titles, **80+** Topics

New titles added every week

Brand

 Leadership & Collaboration

 Time Management

 Relationship & Communication



Business Strategy

 Creativity

 Public

 Money & Investing

 Know Yourself

 Positive Psychology

 Entrepreneurship

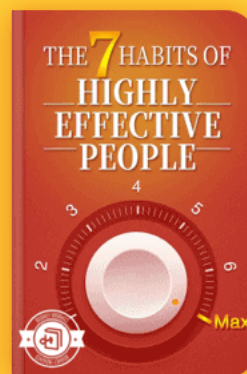
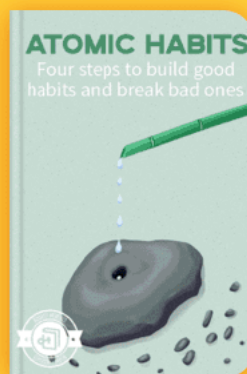
 World History

 Parent-Child Communication

 Self-care

 Mind & Spirituality

## Insights of world best books



Free Trial with Bookey



## Chapter 21 Summary: 21. We Buy Some Time

In Chapter 21, titled "We Buy Some Time," Carter finds himself grappling with hopelessness after bidding farewell to Zia at the Great Pyramid.

Standing at the dismal docks of the Lake of Fire, he laments the impossibility of their mission to resurrect Ra—especially with Menshikov's betrayal hanging over them. Menshikov had deliberately left them in the Duat, planning to allow Apophis to rise and plunge the world into chaos. Despite this bleak outlook, Horus, the god of the sky, urges Carter to maintain hope and keep moving forward for the sake of their friends, including Bes, Zia, and others still fighting back at Brooklyn House.

As they board the sun boat, guided by Tawaret—a goddess associated with protection and childbirth—Carter is uplifted by the prospect of potentially seeing his father in Aaru, the Seventh House, which is described as a paradise. Ra, now reduced to a feeble state, comically babbles about zebras, adding to the gravity of the dire circumstances with his childlike demeanor. Nevertheless, Carter and Sadie remain determined to press on.

On their journey through the Fifth and Sixth Houses, the siblings witness the reaction of lost souls as they pass by, glowing with gratitude—a bittersweet reminder of their mission's urgency. Entering Aaru, they find it filled with beauty and a feast reminiscent of their past—especially a birthday cake for Sadie. During this emotional moment, they also reunite with their parents,



who, though in spirit form, express pride and love for their children, encouraging them to find a way to overcome their obstacles.

As the dinner unfolds, Khonsu, the moon god, surprises them with a proposition to play a game of senet for time itself. He offers to provide the siblings with three extra hours if they can beat him, though the stakes are dire—each time Khonsu wins, he threatens to take a part of their souls. Overwhelmed by their circumstances, and with Bes ultimately stepping in to wager his own existence to aid them, Sadie and Carter agree to play.

The game begins, filled with tension and strategic play. They manage to rally together, winning back their time, but at the cost of Bes's sacrifice, lost when Khonsu devours his essence. Fueled by anger and determination, Carter and Sadie ultimately defeat Khonsu, reclaiming the hours they need.

However, their victory is tainted as they find themselves in the final stretch of the Duat, racing against time to escape as they plunge into an impending disaster—a void created by Apophis. With Menshikov awaiting them on the other side, taunting them about the end of the world, the chapter ends on a cliffhanger, leaving readers anxious about the fate that awaits the Kane siblings.





## Chapter 22 Summary: 22. Friends in the Strangest Places

### ### Summary of Chapter 22: Friends in the Strangest Places

The chapter opens with Carter Kane confronting Vlad Menshikov, who appears transformed and menacing after his ordeal in the Lake of Fire, resembling a mere shadow of the formidable magician he once was. Carter harbors a deep resentment for Menshikov, blaming him for their losses, including the fate of their friend, Bes.

As they arrive on the scarab-shell beach, the seemingly senile sun god Ra begins to perform antics that amuse the assembled demons, confusing them about this much-devalued figure's identity. Menshikov expresses faux amusement, revealing his confidence as he anticipates the chaos that will ensue with the release of the serpent god Apophis. Menshikov taunts Carter, suggesting he could take back the powerful weapons of the pharaoh but warns him of dire consequences.

Despite Horus's urging in Carter's mind to reclaim their weapons, Carter feels an internal struggle but ultimately transforms into a fifteen-foot giant hawk warrior, gaining strength and confidence. In tandem, Sadie conjures a massive kite that serves as protection against Menshikov, who feigns amusement but grows increasingly desperate.



Menshikov reveals a critical piece of information: the power of chaos is rising, and Apophis's awakening is imminent—tying together their past, present, and future battles against this archaic threat. He tempts Sadie and Carter with the possibility of salvation for their dying friend, Walt, if they join forces with Apophis. In a moment of realization, Carter sees the vulnerability hidden beneath Menshikov's bravado; his once-proud spirit is now a mere puppet of Chaos.

As tension escalates, a surprising ally surfaces: Michel Desjardins—once an enemy—now presents himself as an unwilling combatant against Menshikov. While Desjardins challenges Menshikov's power, he urges Sadie to begin her spell with the Book of Ra. Menshikov, however, attempts to manipulate the tide of events by goading them into embracing Chaos.

The resulting chaos is overwhelming as Demons charge forward, and a frantic battle erupts. Using their abilities, Carter and Sadie engage in desperate combat, while Desjardins conjures powerful winds to fend off Menshikov. Sadie manages to summon the essence of Khepri, a vital scarab, but a moment later, catastrophe strikes as Menshikov reveals his true magnitude and absorbs the magical energies of the battlefield.

A climactic confrontation ensues between Menshikov, now revealing his connection to Apophis, and Desjardins. However, Desjardins remains



undeterred and uses his last ounce of strength to execrate Apophis, unleashing fierce magical forces that nearly consume both combatants. The resulting blast sends shockwaves throughout the cavern, tearing apart their surroundings.

Desjardins sacrifices himself to defeat Apophis, leaving Carter and Sadie to carry on. They salvage the golden scarab, the key to Ra's rebirth, but an unsettling fate awaits them if they cannot escape the encroaching Chaos sickness. As they struggle to navigate the aftereffects of their battle, hope flares as the dawn beckons beyond the cavern, offering a way out through the River of Night.

The chapter concludes with Carter and Sadie steering their sun boat back toward New York, determined to help their friends even as they confront the daunting chaos that persists around them.

**More Free Book**



Scan to Download



## Chapter 23 Summary: 23. We Throw a Wild House Party

In this exhilarating chapter titled "We Throw a Wild House Party," Sadie Kane takes charge as the narrative unfolds amidst chaos. The chapter begins with her playfully asserting her dominance over the story, highlighting her vibrant personality.

On March 21st, a strange double sunrise over Brooklyn stirs intrigue among the locals; theories range from pollution to aliens. Sadie reveals the truth: the second sun is Ra's boat, descending from the Duat into the mortal world as a battle breaks out at Brooklyn House. Magicians and demons clash fiercely, led by Sadie's allies, including Freak the Griffin, who tries valiantly to fend off winged enemies called uraei.

As the sun boat lands, it brings Ra, the ancient god of sunlight, who awkwardly interacts with Sadie and her friends, demonstrating his senility. Amidst the chaos, enemy forces breach the mansion's defenses, leading to frantic skirmishes inside. Amusing interactions include Khufu, the baboon, wreaking havoc and Felix unleashing a squad of penguins against their foes.

Sadie experiences a surge of pride as she witnesses her friends—a group of young initiates—fighting courageously against seasoned magicians. Together with Carter, she joins the fray, and as they unleash their magic, the tide begins to turn in their favor.

**More Free Book**



Scan to Download

At a critical moment, Sadie channels the power of Isis, gaining magnificent wings and gaining the enemies' attention. She speaks to them, revealing the truth of their recent battles, including Ra's rebirth and the betrayal they suffered at the hands of Menshikov. Carter presents the leopard-skin cape of the Chief Lector, further solidifying their credibility.

However, not all are convinced; Sarah Jacobi, a dissenting magician, stirs doubt among her peers, proclaiming treachery against the Kaness. Amos intervenes, rallying support by urging the magicians to acknowledge the imminent threat of Apophis and the necessity of unity. He demonstrates the arrival of Ra's sun boat, now a beacon of hope and renewal.

As Ra departs for the heavens, Bast promises to escort him to the other gods, signaling a strategic shift. With defeat looming for their opponents, some enemies surrender, while a few, led by Jacobi, escape through a portal. The chapter culminates in a moment of reflection on their victory and its cost, as Amos reveals his new role as the Chief Lector, positioning him as the new leader in this tumultuous time.

The chapter masterfully intertwines humor, action, and the gravity of leadership, setting the stage for further developments as the characters grapple with the aftermath of their confrontations and the challenges that lay ahead.



## Chapter 24: 24. I Make an Impossible Promise

In Chapter 24, titled "I Make an Impossible Promise," Sadie reflects on the many farewells she must confront as their situation becomes increasingly dire. Brooklyn House, though restored thanks to Alyssa's earth magic and the ingenuity of the initiates and Khufu, remains a tense fortress on the brink of conflict. With Apophis awakened and Desjardins dead, Sadie and Carter brace for the challenges ahead as they grapple with their new responsibilities.

As Zia opens a portal to Cairo with Amos, their new Chief Lector, the siblings bid them farewell, despite their fears about the uncertain future. Zia reassures Carter of her commitment, while Sadie shares unspoken worries about their roles in this unfolding saga—especially Zia's ominous connection to Ra's cryptic words about zebras. The moment is bittersweet: Sadie longs for more time with them, reflecting on her unexpected position of leadership, which comes with heavy burdens.

Bast soon appears, having returned from guiding Ra in his role as sun god. Despite feeling exhausted and disheveled, she informs the siblings of Ra's impending journey through the Duat, a necessary ritual tied to the ancient cycles of day and night. The siblings quickly join Bast as Anubis materializes, guiding them to the gods' throne room. There, they encounter both familiar deities and formidable new gods, united yet tense in the



shadow of their ancient enemy, Apophis.

Horus, now the de facto leader, addresses the assembly, urging unity despite hostility lingering in the air. Sadie and Carter must navigate this fraught atmosphere, where former allies harbor doubt and resentment. As the celebration of Ra's return begins, the implications of their actions weigh heavily upon them. The gods may appear to rejoice, but shadows of distrust cast doubts on their loyalty.

A somber visit to Sunny Acres nursing home reveals the cost of their victories: Bes, once vibrant and heroic, now sits lost to senility, cared for by Tawaret, who is furious at Bast for what happened to him. Sadie's heart breaks as she pleads to heal Bes, promising Tawaret they will restore him. This moment crystallizes Sadie's resolve to act despite obstacles, though she feels the weight of so many failures.

After returning home, Sadie grapples with her emotions about impending war, juxtaposed with mundane concerns about boys—soon disrupted by Walt's unexpected visit. They share a heartfelt exchange about their journey, with Walt affirming their bond and hope despite his curse. He insists on focusing on defeating Apophis, prompting Sadie to reflect on her role as communicator. Carter presents Sadie with their mother's old textbook, deepening their connection and symbolizing familial love amid chaos.



Ending the chapter, Sadie records a new message calling for unity among magicians, recounting their struggles and rallying her community for support against Apophis. She candidly shares her internal conflicts about Walt and Anubis, highlighting the personal stakes amidst the looming threat. The chapter closes on a note of urgency, as the Kanes prepare for the battles ahead, setting the stage for the crucial efforts needed to confront their powerful adversary.

## **Install Bookey App to Unlock Full Text and Audio**

**Free Trial with Bookey**





# Why Bookey is must have App for Book Lovers



## 30min Content

The deeper and clearer interpretation we provide, the better grasp of each title you have.



## Text and Audio format

Absorb knowledge even in fragmented time.



## Quiz

Check whether you have mastered what you just learned.



## And more

Multiple Voices & fonts, Mind Map, Quotes, IdeaClips...

Free Trial with Bookey

