

Eliza Raine

The Jinxed Journey (Olympus Academy, 3)

United Kingdom (2019)

TAGS: [Aphrodite](#) [Ares](#) [Artemis](#) [Crius](#) [Hermes](#) [Icarus](#) [Keres](#) [Manticore](#) [Oceanus / Okeanos](#) [Olympus](#) [Pandora](#) [Phoenix \(Bird\)](#) [Prometheus](#) [Zeus](#)



We are still trying to obtain permission for posting the original cover.

General information	
Title of the work	The Jinxed Journey (Olympus Academy, 3)
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Creators



Eliza Raine (Author)

Eliza Raine is an English fantasy author. She has a BA in history. She is inspired by mythological stories and she prefers writing about strong female heroines. She is the author of *Olympus Academy* and *Immortality Trials* series, both inspired by Greek mythology.

Source:

Official [website](#) (accessed: August 20, 2020).

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Additional information

Summary

In the third and final installment of the series, the group (Icarus, Zali, Thom, Arketa, Vronti) led by Pandora is headed to find Oceanus on the flying Tethys, Oceanus' ship. They soon discover that Pandora's mum, the sea nymph Kallianassa (a Nereid), also secretly boarded the ship. The journey takes them to a few of Olympus realms: Gemini market's place (Hermes' realm) and Aries (Ares' realm) where they consult the god and also must race in a vicious air-chariot race with Evenus, Oceanus' descendant. Finally, they arrive at Artemis' forbidden realm, Capricorn, where they successfully pass her test. Pandora proves to Artemis that she cares more about her friends than about herself and her quest. As a result, the group is able to waken Oceanus. Oceanus reveals to them that the fire teacher Neos is actually the cunning Titan Crius and that the group must capture him so that Oceanus can help them retrieve their friends' souls, which were taken by a Keres demon in [the previous volume](#). The group heads back to Olympus academy, now under Neos' control. They confront him and in the end manage to capture him. Oceanus fills his promise and in the end Pandora gets to visit her father and sister, whom she greatly missed. This journey is an opportunity for Pandora to get closer to her mother and realizes that she truly loves and cares for her. She also must learn how to control her power, being constantly warned that the opposing forces of water and fire which she controls might eventually destroy her. The journey also provides an opportunity for the rest of the group to bond. Pandora understands that Arketa hates Titans since her sister was killed in a school-fire set by one of them. Thom learns to control his manticore shifting with the help of Zali, Icarus learns to control his powers despite his broken arm, while Vronti tries to sabotage the journey and alert Zeus. In the end the group becomes stronger and through team effort they manage to capture Crius and save the academy and their friends. The epilogue suggests a continuation of the story, concentrating on Icarus, but no new volumes have been published yet.

Analysis

In many stories, a journey can be an important literary vehicle through which the characters develop and grow up. They are facing challenges and life-threatening situations and they must learn to cooperate while at the same time trusting themselves.



Pandora must learn how to control her immense power, especially the firepower which poses a great danger to them all. Yet more importantly, she gets the chance to reunite with her mother and reconcile with her. She understands that her mother truly cares for her and that she even watched her in the academy from afar. This reconciliation is an important step in Pandora's maturation and self-acceptance. The mother is the only adult character in most parts of the book, and she is the one who guides the group and guards them, while Dasko is revealed to be a traitor, and breaks the students' trust in him, as well as in Neos. Yet in the end, Dasko redeems himself by saving Pandora and therefore his role as a teacher and mentor is restored.

A father figure is revealed in the character of Oceanus himself. He turns out to be a benevolent god, who takes a liking to Pandora, as a kind grandfather. Unlike Neos or Zeus, he does not let power dictate his conduct. He explains to Pandora that those who possess real power do not need to show it off. Some of the divinities, such as Zeus and Ares are shown as completely uncaring for humans and as only interested in their own lives. They cause suffering to humans yet they are indifferent to them. This is not a rare portrayal of the gods, especially of Zeus. In various stories, especially about Pandora, Zeus is portrayed as selfish and unkind to humans. For example: Marcia Williams' *Pandora's Box & Perseus and the Gorgon's Head*, Kate McMullan's *Myth-O-Mania* series, Jean Marzollo's *Pandora's Box* and more.

The adventures the group go through help them bond with each other. Pandora finally realizes that Arketa is not just a bully who hates her for no reason. She has a painful reason to fear and hate Titans. In the end she understands that Pandora is different and accepts her. We still do not learn more on Icarus' mysterious past, but it appears he is learning to put the pain behind him. Friendship is a powerful message in this story, it can heal and help one overcome trauma.

This volume (as well as the entire series) focuses on adventures and team effort but also on the value of family, friendship and true comradeship. But also self-confidence and self-control, as the journey is also an internal one, where each character must face and overcome fears and self-doubts in order to grow up and become a better person. The journey is in fact a journey for self-discovery and for mutual understanding and friendship. The characters learn to accept one another and to forgive each other.



Classical, Mythological,
Traditional Motifs,
Characters, and
Concepts

[Aphrodite](#) [Ares](#) [Artemis](#) [Crius](#) [Hermes](#) [Icarus](#) [Keres](#) [Manticore](#)
[Oceanus / Okeanos](#) [Olympus](#) [Pandora](#) [Phoenix \(Bird\)](#) [Prometheus](#) [Zeus](#)

Other Motifs, Figures,
and Concepts Relevant
for Children and Youth
Culture

[Coming of age](#) [Conflict](#) [Emotions](#) [Family](#) [Friendship](#) [Good vs evil](#)
[Identity](#) [Individuality](#) [Journeys](#) [Magic](#)

Addenda

The review refers to the Kindle edition.

