

Tera Lynn Childs

Goddess Boot Camp (Oh. My. Gods., 2)

United States of America (2008)

TAGS: [Aphrodite](#) [Ares](#) [Asclepius](#) [Athena](#) [Hera](#) [Heracles](#) [Nike](#)



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General information	
<i>Title of the work</i>	Goddess Boot Camp (Oh. My. Gods., 2)
<i>Country of the First Edition</i>	United States of America
<i>Country/countries of popularity</i>	worldwide
<i>Original Language</i>	English
<i>First Edition Date</i>	2008
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<i>Target Audience</i>	Young adults
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Creators



Tera Lynn Childs , b. 1976 (Author)

Tera Lynn Childs is an American award winning YA author. Among her awards are Romance Writers of America RITA Award for Best First Book, the National Readers' Choice Award for Best First Book and more. The author holds a BA in Theatre from the University of Colorado at Boulder, and an MS in Historic Preservation from Columbia University.

She is the author of the "Oh. My. Gods." series, the "Forgive My Fins" mermaid romance series, the kick-butt monster-hunting "Sweet Venom" trilogy, and the "Darkly Fae" series.

Source:

Official [Website](#) (accessed: December 12, 2020).

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Additional information

Summary

In the second book of the *Oh. My. Gods.* series, Phoebe Castro must try to find a way to control her newfound powers. Phoebe is an 18-year-old American girl from California who moved with her mother to the Greek island of Serfopoula. There Phoebe attends a special school, for Greek gods' descendants. After struggling to find her place in the school and coming to terms with her mother's remarriage to the school headmaster, Damian Petrolas, this book focuses on Phoebe's struggles to balance her powers. It turns out that Phoebe is a descendant of the goddess Nike, at a remove of three generations. This gives her great powers (teleportation, changing the appearance of objects, reading thoughts etc.) but she cannot yet control them, leading Damian to tell her that the gods are not pleased with her progress and they will conduct a trial to see if she can truly control them. Phoebe is terrified by this mysterious trial since the gods are notorious for inflicting grave punishments. She is also tormented by the thought of her father who died for apparently traversing the gods' strict rules of using one's powers in the "nothos" world, the world of the regular humans. At the same time, Phoebe and Griffin also practice on the racecourse in order to qualify for the Pythian games.

In order to help her control her powers, Damian insists that Phoebe attends a special camp. Phoebe discovers, to her great dismay, that the other campers are 10-year old girls and what is worse, the instructors are her step-sister Stella and her nemesis Adara. Adara is the former girlfriend of Phoebe's current boyfriend, Griffin Blake.

Throughout the book, Phoebe slowly learns to control her powers as she also struggles with some emotional issues that also greatly affect her powers by distracting her: she suspects Griffin is cheating on her with Adara and this makes her lose control. She also receives mysterious emails regarding the trial of her father and she starts researching what happened to him. During this process, she becomes closer with Stella, who genuinely wishes to help her. She also encounters Xander, a descendant of Narcissus, who also went through a similar trial in the past (and failed once). Phoebe even becomes closer to Adara, who confides in her that her mother is leaving to serve Apollo on Olympus and will be there for 25 years and explains that Griffin was only trying to comfort her.

In the end, Phoebe discovers that the mysterious emails regarding her



father were sent by Damian, who was trying to keep her mind occupied so that she would not be stressed by the upcoming trial. He gives her the file on her father but Phoebe decides not to read it yet. Phoebe reconciles with Griffin and together they qualify for the games. Apparently, the mysterious trial was connected with the preliminary race which decided the qualifications for the Pythian Games. Phoebe had to prove she would not use her powers in order to illegally win it and she does. She also discovers that Nike herself had participated in the race as the leading runner and when Phoebe did not try to use her powers to surpass her, she passed the test.

Analysis

As in the previous instalment and in keeping with similar YA mythology-inspired novels (such as *Demigods Academy* series), the mythological background is the setting against which the heroine must overcome life's struggles. Phoebe is facing personal challenges, which are not necessarily connected to any mythological powers. These include coming to terms with her father's death and doubting her relationship with her boyfriend. Her powers only emphasize her inner turmoil and respond to her restlessness. They externally show her inner unrest and anxiety. When she learns to control her emotions and think clearly, this is how she can also control her powers. Hence, it is not that different from regular young adults on the verge of adulthood which must grow up and learn how to control their emotions and resolve conflicts peacefully and calmly.

Phoebe is supported by her family and friends and as she learns to open up to them and not keep things bottled inside her, only then does she truly progress. The importance of sharing is therefore an important message of this book.

Phoebe keeps thinking about her deceased father and wonders whether he preferred his athletic career over his family since he apparently died as a punishment for abusing his powers during a game. While the mythological element makes his death more unique, Phoebe's self-questioning and doubts are similar to many who experience grief for the sudden passing of a loved one. In the end, when Phoebe completes her grieving process, she no longer needs to read the records of her father's trial, since she is certain of his love for her.

This book is easy to read and light-hearted, in spite of the more



serious themes it deals with, and it offers its readers the message that there is always hope and one can survive everything if they believe in themselves and with the support of family and friends.

Classical, Mythological,
Traditional Motifs,
Characters, and
Concepts

[Aphrodite](#) [Ares](#) [Asclepius](#) [Athena](#) [Hera](#) [Heracles](#) [Nike](#)

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

[Adventure](#) [Death](#) [Emotions](#) [Family](#) [Friendship](#) [Individuality](#) [Journeys](#)
[Learning](#) [Love](#) [Magic](#)

