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Seven Wonders #4: The Curse of the King

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Book Review

**Title:** Seven Wonders #4: The Curse of the King  
**Author:** Peter Lerangis  
**Illustrator:** Torstein Norstrand  
**Reviewer:** Tessa McMillan  
**Publisher:** HarperCollins Publishers  
**Publication Year:** 2014  
**ISBN:** 9780062070494  
**Number of Pages:** 308  
**Interest Level:** Intermediate, Young Adult  
**Rating:** Outstanding

**Review**

After the Loculus of Healing is smashed, Jack, Cass, and Aly think that their quest is over. So the three tweens return home to live out their last months. But when Jack and Cass’s Loculus shards fuse together, they realize their mission is still possible. However, the Massa took the remaining shards back to their headquarters on Karai’s island. To get the Massa’s attention and be returned to the island, the three friends pursue the Loculus of Strength held by the statue of Zeus in Olympia. Once they touch the Loculus, Zeus’s statue comes to life and the tweens lose the Loculus. The Massa trap the friends and take them back to the island. With Marco and Jack’s mom’s help, Jack, Cass, and Aly find the Karai rebels but they are attacked by Zeus’s statue from Olympia. The statue opens the rift in the Heptakiklos and he pulls Aly inside with him. Marco and Cass close the rift, but the statue’s actions cause the continent of Atlantis to rise.

Warning! *The Curse of the King* may cause readers to stay up all night due to the book’s addictive plot and adrenaline-pumping action. Fans were left speechless when Jack destroyed the Loculus of Healing at the end of *The Tomb of Shadows*. But hope blooms in *The Curse of the King* when the Loculus’ shards heal themselves. This revelation jump-starts Jack, Cass, and Aly’s commitment to their life-saving mission. With time quickly running out, the threesome take greater risks in gaining an upper hand against the Massa. However, their risks come with grave consequences, like the loss of rebel friends and the rise of Atlantis. Even though the books say “Seven Wonders”, Lerangis is graciously writing five novels to complete the series. The final book, *The Legend of the Rift*, will come out March 2016.

*Contains mild violence.*