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Is annabeth in the kane chronicles

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(July 2016) (Learn how and when to remove this template message) This article relies too much on references to primary sources. how and when to remove this template message) (Learn how and when to remove this template message) "The Staff of SerapisAuthorRick RiordanCountryUnited StatesGenre(s) Fantasy short storyPublished in English Publisher Disney Hyperion and Puffin BooksMedia typepaperback (April 8, 2014); E-book and audio book (May 20, 2014); hardcover (April 5, 2016)Publication dateApril 8, 2014Preceded by "The Son of Sobek and the second book in the Percy Jackson and the Olympians/The Kane Chronicles crossover series. It was released in the back of the paperback version of The Mark of Athena on April 8, 2014 and as a single e-book and single audio book on May 20, 2014. On April 5, 2016, it was released as the second of three short stories in a hardcover novel entitled Demigods and Magicians: Percy and Annabeth Meet the Kanes.[1][2] Plot While on the subway after a failed internship interview, Annabeth Chase notices a monster with a wolf head and a lion head. As she does not have a weapon, she starts an argument between the two heads to keep it from hurting her or nearby mortals. Sadie Kane arrives, scares the beast off with some spells, and helps Annabeth recover from its poisonous aura. Annabeth and Sadie introduce themselves, and, deciding that another monster with only a dog head must be connected to the first beast, team up. The two attempt to explain their worlds as they track down a god Annabeth remembers having something to do with the conglomerate monster they have encountered. They meet the god, Serapis, a minor Egyptian god elevated to major importance by Ptolemy I Soter, originally a Greek general of Alexander the Great's who acquired the Egyptian sector of Alexander's empire upon his death and founded the last of the dynasties of Egypt, the Ptolemaic dynasty, ruling from Alexander founded. Serapis plots to destroy both the Greek and Egyptian pantheons. The two work together, experimenting by mixing together their particular brands of magic and defeat both Serapis and his wolf/lion/dog monster. The two exchange phone numbers and go their separate ways. This will be interesting to see how it will go on with those too, as they are very similar.[1][3][4] [5] Characters Sadie Kane - A member of the House of Life and Carter Kane's sister. She earlier appears in The Kane Chronicles as a protagonist and narrator. She is a magician and sometimes host to the Egyptian goddess Isis. Annabeth Chase - Daughter of the Greek goddess Athena and Percy Jackson's girlfriend. She appears in each of the author Rick Riordan's mythology series References ^ a b Riordan, Rick (2016). Demigods & Magicians: Percy and Annabeth Meet the Kanes. Los Angeles: Disney-Hyperion. pp. 47–114. ISBN 978-1-4847-3278-6. ^ Rought, Karen (October 6, 2015). "Rick Riordan announces 'Trials of Apollo' series set in Percy Jackson's world". Hypable. Retrieved July 27, 2016. A Riordan, Rick (2014). The Staff of Serapis. Disney Hyperion. ASIN B00CJ05D6U. Rick Riordan Audiobook Retrieved from Rick Riordan fans, the impossible is finally coming true. The author has written a crossover story featuring both Carter Kane and Percy Jackson! Titled "The Son of Sobek," the short will be published as part of the paperback edition of Riordan's third installment of the Kane Chronicles, The Serpent's Shadow. "There are a lot of gods and a lot of characters in my books," Riordan told Publisher's Weekly. "I picked two that I know very well. Percy and Carter are my touchstones." The author also addressed the news on his blog, explaining why now is the perfect time to give fans what they've been clamoring for. "My publisher Disney-Hyperion was looking for something fun to add to the paperback version of The Serpent's Shadow ... something to encourage folks who haven't yet tried the Kane Chronicles to pick up the series. I decided what the heck. Let's throw Carter and Percy together in a Greek-Egyptian dilemma and see what happens. The result was SO much fun to write." But what if you already own the hardcover edition of The Serpent's Shadow? Don't worry! "The Son of Sobek" will also be available to purchase separately. "Disney will be releasing it a little later in the summer as an e-single and audio, read by yours truly — the first time I've ever narrated the entire audio for my own story," Riordan revealed. "The e-single will be priced accordingly, and I hope you find the adventure worth it. I certainly had a blast mixing up the Egyptian and Greek worlds." "The Son of Sobek" hits shelves with The Serpent's Shadow on May 7. Are you excited to see Percy and Carter meet? Goodreads users select best books of 2012 — FIRST LOOK Honey blondBrown (Percy Jackson and the Olympians: The Lightning Thief) 179 cm/5'11" (In The Demigod Files) "Even strength has to bow down to wisdom sometimes." —Annabeth to Percy, in The Lightning Thief. Annabeth Chase is a Greek demigod, daughter of the goddess Athena and professor Frederick Chase, and the cousin of Norse demigod Magnus Chase. Annabeth is one of the main characters in the Percy Jackson and the Olympians series as well as in the Heroes of Olympus series, as she is one of the Seven demigods of the Prophecy of Seven. Annabeth is the architect of Olympus and the head counselor of Athena's cabin. Annabeth is currently the girlfriend of Percy Jackson. History Birth Frederick Chase met Athena, the goddess of wisdom, battle, and handicrafts, while he was studying History at Harvard. She helped him get through his studies; consequently, they fell in love. Shortly after, in 1993 on July 12, Athena sent him their daughter, a girl named Annabeth, as a gift.[1][2] She was considered a "brainchild" like all other children of Athena, which means that they were born from the thoughts of the goddess. Annabeth appeared on Frederick's doorstep in a golden cradle carried down from Olympus by Zephyros, the West Wind. Her father asked her mother to take her back to Olympus and raise her there, as he didn't see Annabeth as a gift the way Athena did because he didn't know their relationship would result in a child and wasn't prepared to take care of her. Athena refused and told Frederick that heroes were supposed to be raised by their mortal parents and not their godly ones. In the end, he had no choice but to reluctantly take Annabeth in and care for her as well as he could. Childhood Annabeth took the last name of her father. When she was five, her father got married and had two sons with her step-mother, the twins Matthew and Bobby. Since she was a demigod, Annabeth was a target for monsters which caused constant fighting between her and her parents, who felt that she was constantly putting everyone in danger. When Annabeth was seven years old, she and her father visited their family for Thanksgiving at the Chase Mansion in Boston. This included her oldest uncle, Randolph, and her aunt Natalie and her son Magnus Chase, who was unbeknownst to Annabeth a demigod son of Frey. Magnus and Annabeth played in an upper level of the house while the parents argued. Annabeth, while constructing a pantheon out of a set of Randolph's runestones, told Magnus to be careful, and that she was going to run away. A few moments later, Frederick and Annabeth left. Natalie also appeared to take Magnus away, and Annabeth would not see her cousin for years after that. As revealed in The Mark of Athena, Annabeth was assaulted by a flood of spiders sent by Arachne at night for three days. Her skin was freckled with bites and cobwebs covered her eyes, mouth, and nose. She would subsequently scream for her father, who was always away for work, so her stepmother would see her. Whenever her stepmother would see her. stepbrothers and refused to call Frederick. By the time, she got dressed each morning, the marks of the painful bites inflicted on her had already faded, leaving the cobwebs, which didn't make for a convincing proof. As a result, Annabeth ran away from home at the young age of seven, thinking her family hated her. She then fought monsters under the guidance of her immortal mother for a few months, using only a hammer. Traveling with Thalia and Luke A seven-year-old Annabeth was hiding under a sheet of corrugated iron in Richmond Ironworks, the same alley twelve-year-old Thalia Grace and fourteen-year-old Luke Castellan were hiding in once they escaped the house of monsters. After escaping, Thalia and Luke heard a noise coming from it and investigated the sound. After removing the sheet of iron, Annabeth ran toward Luke with her hammer and almost brained him with it, thinking he was a monster. Upon finding that Annabeth was a demigod, Luke and Thalia agreed that she could run away with them and Luke promised that he would become a better family than her old family, a promise he would break years later. Luke gave Annabeth a bronze knife, which he got from Halcyon Green, so she would be able to protect herself with something better than a hammer for monsters and making hideouts on the East coast (woven from plants, like Native American huts) that still contain sleeping bags, blankets, ice chests, and kerosene lamps, along with Celestial Bronze javelin tips, quivers with arrows, swords, and nectar/ambrosia. They seem to have taken quite a few photos of themselves during this time, as shown in The Lost Hero. They show Luke wearing ragged makeshift leather armor over his t-shirt, enthusiastically pointing to a dark alley, Luke and Annabeth sitting at a campfire and laughing hysterically, and a photo of them together with Thalia. After visiting Luke's old house to get medical supplies for Thalia, the group met Hermes for the first time. From that point on, Luke was never the same and began to act like he had something to prove, which the young Annabeth didn't see as a problem since Luke was her personal hero. They got into more skirmishes because of his recklessness, fighting more monsters since Luke wanted to pick a fight with each one he came across. They once ran into Zoë Nightshade and the Hunters of Artemis, who tried recruiting Thalia among their ranks, but she refused in favour of remaining with Luke and Annabeth. Journey to Camp Half-Blood Eventually, the trio ran into Grover Underwood, a satyr, who was in charge of taking demigods like them to Camp Half-Blood. The quartet began to travel to Camp Half-Blood but were chased by monsters sent by Hades, still furious and bitter about Zeus having once murdered his beloved Maria di Angelo for having children, hoping to kill Thalia. Furthermore, Grover took some wrong them into an abandoned mansion, which was a Cyclops lair. The Cyclopes separated them, using a loved one's voice to lure each person into a trap. Everyone but Annabeth got captured. After wandering around, she found where the Cyclops was keeping Thalia, Luke, and Grover, who were hanging over a pot. The Cyclops tried to lure Annabeth to him by imitating her father's voice, but instead of going to the voice and getting captured as well, she stabbed him hard in the foot, which startled him and untied Thalia, who then took care of everything else. Despite their escape, the group was delayed long enough for a pack of Hellhounds and all three Furies to catch up to them. They couldn't outrun them, so Thalia decided to stay behind so that Annabeth, Luke, and Grover could make it safely to Half-Blood Hill. While Thalia held back Hades' approaching army with her Aegis shield, Luke was forced to lead a crying Annabeth up Camp Half-Blood. As Thalia was dying surrounded by monsters, Zeus took pity on his daughter and turned her into a pine tree so that she wouldn't die and have to be judged by Hades. Early Life at Camp During the next three years, Annabeth would talk to her father via letters, as phones were too dangerous for a demigod. He would occasionally ask her to return home, but she always refused. Her father then sent her his Harvard college ring, in hopes that she would remember him by it and be convinced to come home. Annabeth was ten years old when she heard the Great Prophecy. She had constant nightmares about it because Chiron told her that she would have a part to play. Every time a new camper came to Camp Half-Blood, she wondered if they were "the one," even if none of them were children of the Big Three. Shortly afterward, Annabeth returned home at her father's request, but promptly called Chiron and returned to Camp Half-Blood before the end of the winter holidays since monsters continued attacking her and nothing had changed in her family. In The Mark of Athena, it is mentioned that several years before Annabeth met Percy, Connor Stoll had placed a tarantula in her bunk, a prank for which she nearly killed him. At some point around this time, Grover taught Annabeth a wilderness survival course, which while she considered "silly" at the time, would come in handy to her years later. Percy Jackson and the Olympians The Lightning Thief To see this text, hit the "Expand" link to the right. Annabeth first appears after Percy wakes up from his fight with the Minotaur the night before. She was nursing him back to health and quickly asked him if he knew anything about the Summer Solstice and what was stolen. However, Percy was still confused and didn't know what she was talking about. When someone knocked on the door, Annabeth filled Percy's mouth with a spoon full of pudding, and Percy didn't actually learn her name until Grover took Percy to see Mr. D and Chiron called Annabeth over and asked her to make sure his bunk in Cabin 11 was ready. Instead of commenting about how cool he was like he thought, Annabeth told Percy that he drooled in his sleep before heading off to the cabin. Percy then met her out front of Cabin 11 and saw she was reading an architecture book in Greek. When Percy entered the cabin, he was asked if he was regular or undetermined, to which Annabeth answered that he was undetermined. When Luke Castellan, the cabin leader, welcomed Percy, Annabeth began to blush but hid it when Percy noticed. Camp Half- Blood her second home Annabeth guickly dragged Percy from the cabin and began to get mad at him. She insulted herself for thinking that Percy was the one she was waiting for and explained that any other demigod would have loved the Chance to fight the Minotaur. She also explained to him how monsters never really die, as they will eventually reform in Tartarus. When Percy questioned why he can't just pick a cabin, like one of the empty ones, which are Zeus' Cabin, Poseidon's Cabin, Hera's Cabin, and Artemis' Cabin, she explained that the cabin depends on who the demigod's dad/mom is, and how some of them are just honorary. When Percy says that his father is dead, Annabeth says he isn't dead or Percy wouldn't be at Camp Half-Blood. When Percy tries to deny this, Annabeth correctly guesses that Percy had been kicked out of a lot of schools, moved around a lot, had dyslexia, and most likely ADHD. Before she can go on, Clarisse La Rue interrupted and Annabeth introduced her. When she tried to "initiate" Percy into the camp, Percy gave Annabeth the Minotaur's horn, but he was quickly overpowered by Clarisse. Annabeth watched through her fingers as Clarisse almost dunked his head in the bathroom toilets, but Percy controlled the water to force Clarisse out the door. Annabeth was also soaked, but she wasn't forced out. Annabeth was impressed to the point that she wanted Percy on her team for Capture the Flag. She then showed him the rest of the camp before leaving to train and saying that she would ask Chiron to allow Percy to see the Oracle, showing interest in getting her own quest and having some knowledge of a possible war among the gods. Later when talking to Luke about people saying he was Big Three material and Annabeth calling him the one she was waiting for, Luke said that Chiron was given a prophecy by the Oracle saying that Annabeth wouldn't be ready for a quest until a certain someone arrived at camp. He also mentioned that Annabeth and learned other selfdefense type classes. While the cabins prepared for Capture the Flag, Annabeth and two of her siblings came in with the banner of Ares. During the game, Annabeth led the blue team and used Percy as bait for Clarisse, knowing she would want revenge on him. After Percy managed to defeat Clarisse, Annabeth took off her invisibility cap to show she had been there. While Percy was understandably annoyed at her for using him, she claimed she was about to jump in, but Percy managed to handle it on his own. When Annabeth notices the wound in his shoulder healing as he stood in the water, she guickly figures out that Percy is a son of Poseidon, but had assumed that Zeus would have been the one to break the oath. Before she can explain it to him, a hellhound attacked. Annabeth stepped in front of the monster, but it jumped over her to attack Percy. The hellhound was quickly defeated by Chiron, but not before injuring Percy in the water, which quickly healed his wounds, and Annabeth pointed out the symbol of Poseidon hovering above Percy's head (the sign of his father claiming him). Later, after Percy visits the Oracle of Delphi and gets a prophecy, Chiron explains that the gods are on the brink of war because Zeus' Master Bolt had been stolen and is blaming Poseidon for it. When Grover Underwood volunteers to help in the guest, Annabeth guickly takes off her cap and volunteers as well. revealing she had heard the entire conversation. She claims that while Athena and Poseidon aren't on the best person for preventing him from messing up, calling Percy "Seaweed Brain." The next morning, Annabeth got ready for the quest by bringing her cap, her knife, and was given some supplies by the camp before leaving for New York City. Before leaving, Luke gave Percy a pair of winged shoes and gave Annabeth a goodbye hug, which almost made her pass out. After being driven into the city by Argus, they were quickly found by the Furies while taking a bus to New Jersey. Annabeth used her cap to hide Percy from them in hopes that Percy's smell will hide her and Grover's sent. Percy snuck past them, but the Furies went after Annabeth, violently demanding to know where "it" is. Percy hit the brakes and the bus crashed due to the fighting between the demigods and the Furies. The three escaped and Annabeth wondered what the Furies wanted was, as if they were talking about Percy, they would have said he. However, being tired and without a ride, they found their way to Aunty Em's Gnome Emporium. While Percy and Grover quickly fall for Aunty Em's kindness, Annabeth becomes suspicious and soon realizes that the old woman is Medusa. Annabeth because it was her mother that turned her into a monster because she was caught kissing Poseidon in one of her temples. When Medusa (Aunty 'Em') wants to take a picture with the three, Annabeth realizes that Medusa is trying to turn them into stone so she instantly warned them to look away before turning invisible and pushing Grover and Percy down. During the fight, Annabeth convinces Percy to kill her as she knows he has the better weapon and because Medusa hates her and her mother, Athena. After Percy killed Medusa, Annabeth walked up to it and covered the head in a dark veil so they wouldn't see it's eyes. Percy then ships Medusa's Head to Mount Olympus by Hermes' delivery. While camping in the woods, Percy figured out that Grover was the satyr that tried to get Annabeth, Thalia, and Luke back safely, but ultimately failed. The next morning, Annabeth woke Percy up and made the group breakfast, while Grover found a lost poodle that they could return for the reward money, allowing them to buy train tickets to St. Louis, Missouri. During the trip, Annabeth asked Percy (who had a dream about Kronos) who he won't help, as he said that in his sleep. Percy explained the dream, and Annabeth began to have doubts that Hades was the one that took Master Bolt as everyone had originally thought. She also told him he couldn't make deals with Hades, but Percy asked her what would happen if Hades took her father. This angers Annabeth and she explodes, saying she would leave her dad to rot and revealing a little about her past in the process, saying she hated her family, despite keeping her dad's ring. However, as soon as she sees the Gateway Arch, she brightens up and reveals that she hopes to one day become an architect and building something that would last for a thousand years. Once in the station, Annabeth took Percy and Grover to the Gateway Arch and got to the top shortly before closing time. While at the top, a large woman with a small dog asked about their parents, to which Annabeth told her that they were scared of heights. Shortly after, Annabeth went downstairs with Grover and waited for Percy, not knowing the danger he was in. They watched as Percy fell from the arch in an explosion and landed in the nearby river. Annabeth and Grover ran to him, with Annabeth trying to look mad, but really being relieved that he was not harmed. After getting on a train out of the city, they arrive in Denver and Annabeth showed Percy how to Iris Message. They get a hold of Luke instead of Chiron, and he informs them that the camp is becoming a battlefield with cabins picking sides in an upcoming war. Annabeth, on the other hand, messes with her hair and tried to make herself look prettier for Luke. However, the connection is cut short soon after. While at a diner, Ares appears before them and offers them a ride west if they get something for him in Waterland. Percy and Annabeth are reluctant because the item is in the Thrill Ride O' Love and neither feel comfortable. Once they are inside, a trap made by Hephaestus is activated and hundreds of thousands of metal spiders flood the room and Annabeth is paralyzed with fear. Percy floods the room with water from the pipes and they sail toward the exit, but the gate is closed. Annabeth uses her brain to figure out when the best time to jump was and they make it out safely (Percy noting that if they jumped when he thought they should, they would have smashed against the gate). When they return the item, Ares allows them to climb into the back of a Kindness International truck, which transported animals. While in the truck, they find that Kindness International are smuggling animals and they try their best to help the animals. Annabeth and Grover tell Percy the full story of how they made it to camp and how Thalia sacrificed herself. Annabeth also says that she doesn't blame Grover for what happened and neither did Thalia, also calling him the bravest satyr she knew. After Grover fell asleep, Annabeth talks about the beads on her necklace and eventually opened up about her rocky relationship with her father, explaining the ring on it. When Percy asked her if she would side with her mother if s Maurice (one of the truck drivers) went to go feed the animals, Annabeth put on her cap and started banging on the outside, distracting the driver long enough for Percy and Grover to free the animals. While in Las Vegas, they eventually arrive at the Lotus Hotel and Casino where they are given key cards and decide to have spent the night and play some games while they're there. Annabeth gets really into an architecture game and can't bring herself to pull herself away, even after Percy tells her it is a trap. She doesn't budge until the word "spider" is said and she comes to her senses. Once arriving in Los Angeles, Annabeth, Percy, and Grover are chased into Crusty's Water Bed Palace, where Annabeth and Grover are guickly trapped by a monster called Procrustes, who stretches out anyone to the exact length of the bed. While Annabeth pleads for Percy to help her, he is forced to outsmart the monster and eventually traps him in one of his own beds, freeing Annabeth in the process. Percy then grabs the address book and the three head to DOA Recording Studios, the entrance to the Underworld. Once reaching the Underworld, they couldn't think of a way to get to Hades without passing Cerberus, until Annabeth pulled out a rubber ball and began to play fetch with him and claiming she used to train a Doberman Pinscher. She played fetch long enough for Percy and Grover to pass by and then followed them telling Cerberus she would play with him again sometime and he whined as she left. After passing the large dog, Grover's shoes began to act up and began pulling him toward Tartarus, the deepest part of the Underworld. While thinking he was only messing around, Annabeth quickly jumped to action along with Percy as they pulled him. Annabeth suggested they untie the shoes, but Grover was only saved when his fake feet fell off and the shoes flew into the pit. Annabeth, knowing what the pit was suggested they all back away as soon as possible. When they arrived at Hades' Palace, Annabeth was respectful to Hades and informed him of a war approaching among the gods, but Percy guickly asked for the Master Bolt back from him. Hades erupts into anger at this, claiming that Percy not only took the Master Bolt, but his Helm of Darkness as well. Annabeth tried her best to figure out what all this meant but failed to see the connections. When the Master Bolt appeared in Percy's backpack, Annabeth becomes even more confused. Percy pulled out three pearls that his father had given him to escape the Underworld, and Annabeth offered to stay so Sally Jackson could go. Eventually, Grover, Annabeth, and Percy returned, leaving Percy's mom behind. Once back on the surface, Annabeth apologizes for leaving Sally behind. However, Ares soon appeared and revealed that he was the one that wanted the gods to go to war. Percy challenged Ares to a fight, much to Annabeth's protests, but she gave him her necklace for luck. Annabeth watched the battle with Grover and warned them when policemen had arrived, but Ares caused a wall of fire to appear in front of them. When Percy managed to get Ares to retreat, Annabeth warned Percy not to look at Ares' Divine Form. After taking the Helm of Darkness from Ares and giving it to the Furies, Annabeth and Percy both figured out what was in the pit. The three flew back to New York and Percy sent Annabeth and Grover back to Camp Half-Blood to tell Chiron what had happened. Also because if the gods didn't believe Percy's story, Chiron would've wanted to keep them away from danger. After the Master Bolt was returned to Mount Olympus and all seemed well. Percy returned to camp and celebrated a successful guest with Annabeth and Grover around the campfire. They even set up a picnic as Grover left to go search for the lost god Pan, with Annabeth giving him a goodbye hug. However, when Percy was poisoned by Luke while he was revealing himself to be an agent of Kronos, Percy woke up the next morning in the Big House with Annabeth tending to him once again, mirroring Percy's first arrival at camp. He explained what had happened with Luke, causing Annabeth to become shocked and then angry at him, cursing his name. Annabeth then spends her time helping Percy recover and admits that she will spend a year with her dad, as she had sent a letter to him shortly after arriving at camp. Percy and Annabeth then say their goodbyes, calling the other Wise Girl and Seaweed Brain respectively. The Sea of Monsters To see this text, hit the "Expand" link to the right. Annabeth returned once again to help Percy save the camp, though this time as friends, the previous tension between them as a result of their parentage was resolved by Percy's offer to put their differences aside. Annabeth arrives at Percy's new school to tell him what has happened at camp, but is wearing her cap so no one notices her. It is also found out that Percy carries around a picture of her which makes some of the other kids pick on him. During gym, a group of Laistrygonian Giants attack Percy, but Percy along with Tyson fight them off and Annabeth and Percy decide to work together to make a chariot like their parents for the upcoming Chariot Race, but because of Annabeth's fear of Tyson, they do make up after an attack by some Stymphalian Birds because Thalia's tree is dying and the borders are weakening. After a dream Percy has, Annabeth realizes that Grover found the Golden Fleece and ask Tantalus for a quest to get it, but he gives the quest to Clarisse. However, that night they sneak aboard a ship passing by the camp with some help from Hermes and Poseidon to search for the fleece themselves. The ship they arrive on is the Princess Andromeda. A monster ship with Luke on it and they are forced to escape. Annabeth leads them to an old hideout used by her, Luke, and Thalia. She also tells Percy after sending Tyson outside why she hates cyclopes, until Tyson comes back with a hydra nearby. After battling the hydra with little effect, Clarisse arrives and takes them with her on her ship, the C.S.S. Birmingham, to the Sea of Monsters. After entering the sea, Percy and Annabeth are split up from everyone else when Clarisse's submarine explodes and arrive at C.C.'s Spa and Resort. While Annabeth is given a full makeover, Percy is turned into a quinea pig. Annabeth outsmarts Circe and uses one of Hermes' multivitamins to turn Percy back and threatens her. They escape using Blackbeard's ship. Annabeth hears the Siren's song while on the boat, and although she'd convinced Percy to tie her to the mast, he forgot to disarm her and she got hypnotized by the song. The song showed her the things she wants most; her parents together, Luke as his normal self, and a redesigned Manhattan. It is confirmed that her Fatal Flaw is hubris, also known as pride, being a child of Athena. They eventually make it to Polyphemus' island where Grover and Clarisse are being held captive. In order to provide a distraction, she puts on her invisible Yankees cap and tells the cyclops she is "Nobody," angering him to no end as he smashes rocks and stops around, eventually capturing her. She is freed when Percy tells Polyphemus he is "Nobody," since Annabeth was a girl. He lets he go and Percy manages to defeat his half brother and take the fleece. They all eventually sail out of the Sea of Monsters and Annabeth and Percy give Clarisse enough money for a plane ticket back to camp. After she leaves, they are attacked by Luke for the fleece, but when he finds out they don't have it, Annabeth is forced to watch Luke and Percy fight each other. Percy manages to trick Luke into revealing he poisoned Thalia's Tree by sending an Iris Message to Camp Half-Blood behind Luke and getting him to admit he did it, proving that Chiron was innocent. Chiron and the Party Ponies come to their rescue and they return to camp. Annabeth and Percy teamed up to win the chariot race waged between the cabins of the camp. Following their victory, Annabeth's perpetual façade of calm cracked slightly when she kissed Percy on the cheek. Afterward, while Annabeth is doing patrol for the camp, the fleece's magic works too well, causing Thalia's pine tree to 'give back' Thalia's spirit, causing Thalia to come back to life. The Titan's Curse To see this text, hit the "Expand" link to the right. Annabeth, Percy, and Thalia enter a school looking for two demigods that Grover had been looking after. They are stopped in a hallway by Dr. Thorn and Ms. Gottschalk, but Thalia uses the Mist to convince them they were students. He lets them pass and the three go to the dance looking for the demigods and Grover. Annabeth and Percy start dancing and Annabeth says she has something very important to tell him, but are interrupted when Nico and Bianca disappear. Annabeth goes to get Thalia and Grover while Percy rushes off to find the demigods only to be captured. When Annabeth and Thalia attack Dr. Thorn, the Hunters arrive to help fight it off. During the fight, Annabeth jumps on Dr. Thorn as the Goddess of the Hunt and she ordered the Hunters to go to Camp Half-Blood. Percy has a dream that Annabeth sees Luke holding up the sky and pleading for Annabeth does so, right before the 'ceiling' collapsed on him, and Luke walks away, leaving her there alone. When he wakes up, Grover tells Percy that Annabeth was asked to join the hunters and that was what she wanted to talk to him about at the dance. Dr Thorn, her kidnapper Later, Percy has another dream where Annabeth is still holding the sky and in order to trap Artemis, he tells her that if she doesn't take the sky from Annabeth, she will surely die from the weight. Artemis takes the sky and Annabeth falls to the ground and carried away by Luke who decides to use her as bait for the other demigods. The Oracle of Delphi gave one of her ever-cryptic prophecies, and off went Percy, Thalia, Grover, Bianca di Angelo, and the Huntress, Zoë Nightshade, in pursuit of Artemis and Annabeth and the monster which Artemis was chasing after. Aphrodite, Goddess of Love and Beauty, convinced Percy that his love for Annabeth was worthwhile, though she also made it incredibly harder for them to fall in love. Though Percy was originally not included in the quest, Nico di Angelo pleaded to him and convinced him to follow them to protect his sister, Bianca. He was seemingly unable to leave the fate of his best friend in the hands of others. After a prolonged quest, which included the loss of Bianca in the Junkyard of the Gods battle to a prototype of Talos made by the forge god Hephaestus, the group arrived at the ruins of the Titans' palace. Mount Othrys in San Francisco, California, and found Annabeth, with a grey streak in her hair as a result of holding the sky and Artemis, who was struggling under the weight of the sky; both captives of Luke and Atlas. Upon the re-imprisonment of the Titan General Atlas, the death of Zoë, and the apparent death of Luke (or so they thought, except Annabeth), Annabeth was saved by Percy and the others, along with her mortal father, Frederick Chase who attacked the monsters chasing the group using the celestial bronze bullets that he had made from things Annabeth had left behind when she ran away from home. Also, Annabeth in this book when she tells Percy that even though she knows that Annabeth is a demigod and can't live in San Francisco because of Mount Orthys, the Titan base camp, she still has a home with them and can come anytime she wants. It is strongly hinted in this book that Annabeth was considering to join the Hunters of Artemis at the book's beginning, which is what she might have intended to tell Percy during their dance at Westover Hall, only for her to get interrupted. This theory is further supported by Percy later finding a Hunter brochure in her backpack, and Aphrodite later telling him that Annabeth was close to joining the Hunters ranks. By the end of the book, however, Annabeth has clearly changed her mind on the subject permanently. Right after the battle, Blackjack and his companions arrive and take Annabeth and her friends to Olympus in time for the winter solstice meeting. Annabeth is appalled when her mother votes to eliminate Thalia and Percy due to the dangers of the Great Prophecy. Upon seeing Athena with Percy, Annabeth realizes that she was giving him a hard time to her further grief. She puts this aside for now as she and Percy were supposed to go to the movies after his orientation day into his new school, Goode. However, their plans are interrupted when Percy blows up part of the school in a fight with some monsters, Kelli and Tammi, who were empousai in the forms of cheerleaders. Her possessiveness for Percy is revealed when she becomes annoyed at him after she finds him escaping with the mortal girl Rachel Elizabeth Dare. She has a fight with Percy and refuses to speak to him during the Gray Sisters' Taxi journey to Camp Half-Blood. Once back at camp, Percy and Annabeth accidentally discover an entrance to the Labyrinth under the rock pile known as Zeus's Fist while on a camp game designed personally by Ouintus. She realizes that Luke can use this entrance to invade the camp at any moment unexpected. Annabeth leads the guest into the Labyrinth, fulfilling one of her many ambitions at last. While studying the Labyrinth, Percy walks in on her. Annabeth was frustrated and held out her arms so Percy could give her a hug. He remarks that her hair smelled like lemon soap. Later, Annabeth descends into the Labyrinth with Percy, Grover, and Tyson (Percy's half-brother and a very good Cyclops) to find a way to stop Kronos' evil forces from invading the borders of Camp Half-Blood by searching for its inventor, Daedalus. The Oracle of Delphi gave her a prophecy which appears to have scared her and she refuses to say the last line. As they go into the Labyrinth, they face and fight many monsters. Annabeth faces a Sphinx and finds its riddles (which were actually factual guestions) not challenging enough and an insult to her intellect. They escape the claws of the Sphinx and continue on to find Hephaestus in one of his many forges so he can tell them about where to find Daedalus and his workshop in the Labyrinth. Annabeth believes that Percy will die when Mount Saint Helens erupts but right before he goes in she kisses him for good luck. Percy was instead marooned on the phantom island of Ogygia when he tried his best to fight the telekhines, half-dog half-monsters, who were perpetrating Hephaestus's once favorite of all of his many forges, where the sad but seductive Calypso resides. When Annabeth sees Percy return (while she is burning him to be dead) she hugs him fiercely, but quickly lets go when she realizes she is making a big scene in front of all the other campers. When she finds out what happened to Percy after he tells her and Chiron in Chiron's office in the Big House, Annabeth angrily exits after quessing where he was stranded and obviously feeling jealous. Percy asks mortal Rachel Elizabeth Dare, much to Annabeth's dismay. Annabeth makes several offending remarks toward Rachel, who simply shrugs them off and after a long while, Annabeth accepts her as their guide. The three of them discover Luke, who has become Kronos' vessel. After the Battle of the Labyrinth from the entrance of the Labyrinth under Zeus's Fist in the woods, Luke and his army are forced back into the Labyrinth, leaving after causing many, but only two named casualties. The Demigod Files Percy Jackson and the Bronze Dragon Annabeth is the captain for the team opposing Percy's in Capture the Flag at Camp Half-Blood. Apparently trying to trick Percy, she tells him that although her team will crush his, he "won't get pulverized too much" if he picks a safe position, such as the right flank with Charles Beckendorf, reasoning that Annabeth must not have wanted him to go that way for a strategic reason. Shortly after Beckendorf and Percy find Ant Hill and Beckendorf decides to try to recover Festus' head from the Myrmekes, Annabeth puts her knife to Percy's throat and after saying to him that boys are easy to follow because they

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"make more noise than a lovesick Minotaur", she disarms him and takes him as a prisoner of her team. Percy, Silena, and Annabeth soon realize that Beckendorf is in trouble and overwhelmed by the Myrmekes, but Annabeth refuses to let Percy run over and help. She leads Percy and Silena to the
dragon's head, then the three of them drag it away from Ant Hill. Led by Annabeth, they look for the dragon to the best of her abilities, then activates it. The three of them lead the dragon back to Ant Hill, where he attacks the
Myrmekes and buys time while Annabeth, Percy, and Silena find Beckendorf and get him to safety. They kill several Myrmekes on their way out. The four of them then deactivate the dragon. Annabeth helps Percy (who got a bit of Myrmeke acid through his shoe) limp through the woods, back towards
camp. Percy and Annabeth are just starting to talk about the subject of the fireworks on the 4th of July when three of her siblings from the bushes and congratulate Annabeth for capturing two prisoners, Percy and Beckendorf. Annabeth puts them in her team's jail, with them
protesting all the way. She then asks Percy "See you at the fireworks?" and leaves without waiting for his answer. The Sword of Hades Percy remembers his last conversation with Annabeth in a train of positive thoughts to think about something other than a poisonous wound he has. The Last Olympian
To see this text, hit the "Expand" link to the right. Annabeth joins forces with the campers and goes to New York City to save Manhattan and Mount Olympus itself from Kronos' Titan army. After obtaining
information from her mother through Hermes (she and Percy get angry at Athena for her warning for Percy to stay away from Annabeth), she used the Plan Twenty-Three to call several automatons, increasing the numbers of her side in the Battle of Manhattan. At one point, Annabeth takes a poisoned
knife for Percy that Ethan Nakamura was using to try to stab him. If she hadn't taken the dagger for Percy, he would have died because his only weak spot, the small of his back, was Ethan's target. Percy gets Blackjack to fly her away, takes Kronos on, and is forced to retreat. When Percy checks on
Annabeth, he decides to tell her where his Achilles heel is. While she is resting because of the poisoned knife, the two get immersed in a romantic moment. She tells Percy that Luke had visited her before they went into the Labyrinth, explaining why Hermes was mad at her for not saving Luke when she
had the chance to. When it is discovered that Silena Beauregard was Luke's spy, Percy describes Annabeth looking as if "The world had just been pulled from underneath her feet." After arriving at the Hall of the Gods, Annabeth saves Percy and Olympus by realizing for whom the Great Prophecy is truly
meant for: Luke. She tells Percy to give Luke her knife (which was Luke's gift to her when she was seven) so he can stab himself in his weak point, which would spread the weakened Kronos to the wind until he couldn't reform anymore. After the war, Annabeth is praised by her mother in front of the other
gods. She is rewarded by the gods to fulfill her dream of designing a new city on Olympus (as the old one was destroyed by Kronos), along with the new cabins at Camp Half-Blood. However, Annabeth is horrified when the gods offered Percy with immortality, though she looks happy when he declined the
offer. Annabeth and Percy celebrate his 16th birthday in the apparently empty dining pavilion of Camp Half-Blood. He attempts to tell her that he has strong feelings for her, but she is amused up until the point he states that she isn't making it easy for him to admit it. She laughs and warns him that she will
never make things easy for him and that he should get used to it before kissing him. Percy said that it felt like his brain was melting through his body until Clarisse and several other campers eavesdrop on the whole episode and throw the couple into the camp's canoe lake. However, Percy creates an air
bubble deep under the surface of the lake and share with Annabeth "the best underwater kiss of all time. Between the Series The Staff of Hermes To see this text, hit the "Expand" link to the right. While celebrating their one-month anniversary, Annabeth asks Percy what he had planned for their special
dinner on that night. Percy, who never remembered promising something like that, stalls for time just as Hermes arrives. Percy takes Hermes into his truck to talk, where the god reveals that while he was delivering packages to Janus, Cacus snuck into his truck and stole his caduceus. Because Hermes
doesn't want to be seen looking for it, as the other gods would never let him live it down, he sends Annabeth and Percy to find it for him. Annabeth takes out her Video Shield and at first when she said 'Let me see Cacus', the shield shows her the city of Seacacus New Jersey. After she rewords the
sentence and finds that the giant Cacus is in the meatpacking district. When Percy and Annabeth get there, they climb down a ladder into the sewers and find an underground cavern. There they meet Cacus and he tries to sell them watches and clothes, which Annabeth quickly notes are fake. When
Percy asks for the caduceus back, Cacus claims he will figure out how it works and become the god of traveling salesmen, mostly by forcing George and Martha to listen to him. Annabeth and Percy go on the attack, with Annabeth stabbing him in the back of the knee and Percy stabbing his leg. However,
Cacus backs her and Percy into a corner, destroys Annabeth's shield, and is about to turn her to stone when George and Martha turn into a cell phone. They escape the cavern when Percy calls thousands of gallons of New York sewage to him and it pushes them to the surface. Annabeth then comes up
with a plan and runs to a crane, knowing how to operate it as she observed them on Olympus. Percy lures Cacus under the crane's large hook and Annabeth drops it on his head before picking him up and swinging him into the air, where Percy destroys him with the caduceus' Laser Mode. Percy and
Annabeth then return the caduceus to Hermes, who is very grateful. When questioned what other enemies the gods have and what exactly Zeus has been threatening, Hermes dodges the question. As a reward however, Hermes transports them to Paris for a special dinner gourmet foods. Their night
ends with Percy and Annabeth walking by the river and Annabeth wondering what Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary, which makes Percy has planned for their two-month anniversary.
The Lost Hero, Annabeth went off to visit her father in San Francisco while Percy was celebrating Grover's birthday with Grover in Prospect Park, Brooklyn. As Percy is about to let go and perhaps fall to his death in New York during a mission to apprehend one of the Chrysae Celadones, Percy
remembers his time with Annabeth spent in the Sea of Monsters and how her anger at his death would be way scarier than any monster, which gives him the extra willpower to snap out of the Celadones' spell and come up with a plan to fight back. The Heroes of Olympus The Lost Hero Annabeth appears
in a chariot pulled by pegasi with Butch Walker, a demigod son of Iris, the carrier of messages through rainbow "Iris-messages" for the gods and the Rainbow Goddess, to pick up the three demigods Jason Grace, son of Jupiter, Piper McLean, daughter of Aphrodite, and Leo Valdez, the son of
Hephaestus. It is revealed she and Percy are still dating. Annabeth and Butch, went to the Grand Canyon in search of Percy, who has been missing for three days. Annabeth had been receiving visions from Hera, that a hero with one shoe, which she finds out is Jason, will solve her problems, which is
finding Percy. She is also shown as frustrated and worried about Percy's disappearance. Before leaving the Grand Canyon, Annabeth yells to the sky, "What do you want from me? What have you done with him?" Annabeth gives Piper a tour of Camp Half-Blood, also letting Piper choose her weapon
Katoptris, then explaining that Piper's relationship with Jason at the Wilderness School was an illusion due to the Mist and wanting to give Piper a chance to break down privately when she realized the same thing, though she has been holding herself together as well, it is obvious that Annabeth is equally
crushed at losing Percy so mysteriously. When Jason is given his quest to rescue Hera from the capture of Polyphrion the giant, Annabeth refuses to accompany the quest group, partly because the prophecy states that children of Hephaestus, Jupiter/Zeus, and Aphrodite will go instead, and partly out of
her own distaste for Hera. Instead, she uses the time they are gone to continue her search for Percy. She later meets up with Jason in Cabin One and informs him about Thalia. Annabeth also assures him that he has a good team and that she senses this isn't his first quest (which she is right about).
Upon hearing Thalia's last name, Jason remembers that Thalia is his older sister to Annabeth's shock. After the quest group returns and relates their findings — the rise of the giants, the attempted return of Gaea, and the fact that Jason was "exchanged" to the Greek Camp Half-Blood — Annabeth puts
everything together and realizes, as Jason has, that Percy has been taken to the Roman Camp called Camp Jupiter as the corresponding half of the exchange. She vows to accompany Jason, Piper, and Leo when they journey there to retrieve him. The Son of Neptune While Percy Jackson is running
away from the gorgons, Stheno and Euryale, he sees San Francisco, which reminds him of Annabeth, the only person he can remember from his past. Also, when Percy talked to Lupa, she told him that if he completed his quest, he would see Annabeth again soon. Before Percy goes on his quest to free
Thanatos, he has a dream and sees Annabeth. She tells him to stay at Camp Jupiter because Tyson and Mrs. O'Leary are close by and are trying to find him. When Percy wakes up, he feels bad that he will have to ignore Annabeth and go on the guest anyway as the Roman campers need him. During
his quest, Percy has flashes of memory about Annabeth, as when he looked at Mount Tam, he remembered the fight with Atlas and he told Frank and Hazel he had been their once looking for Annabeth. Later when looking for Ella in a library, he said Annabeth would like this place as it was quiet and
filled with books. He later remembers that she loved architecture. After completing the quest, Hera appears to Percy in his dream. She tells him that Annabeth will cause him trouble in the future. When Percy says that Annabeth is the person he most wants watching his back, Hera says "We shall see,"
and tells Percy that she will have a hard task ahead of her when he arrives in Rome and that she may not be up to it. The next morning, Percy arrives in the Senate meeting to discuss the arrival of the Argo II, which they will allow to land. As he goes to meet the ship, he says he knows Annabeth is on
board and this could be the best day of his life if everything went right. The Mark of Athena To see this text, hit the "Expand" link to the right. By this time, Annabeth had completed most of Olympus' redesign. As she approaches Camp Jupiter on board the Argo II, she checks the ship to make sure that
everything is set up, including the backup plans to the backup plans. She tries her best to keep Gleeson Hedge under control, while watching Piper McLean practice her lines for the meeting. When Piper repeats the line for the Romans to lay down their weapons, as the Greeks only wanted to talk, her
Charmspeak almost causes Annabeth to lay down her knife, and have a chat. She also watches Leo Valdez fiddle with the controls of the Argo II. While watching Jason Grace prepare for the meeting, she could not help but not trust Jason, as he always seems too perfect (always acting nobly, always does
the honorable thing, and even looks too perfect). She thinks maybe he would turn them in as prisoners once they landed and gave the ship as a gift. Also, whenever she looks at Jason, she remembers how much she misses Percy. All the same, Annabeth doesn't blame him for the exchange of leadership.
between the two camps. She wishes she could talk to her mother for help, but it was impossible after an encounter a month earlier with her, where Annabeth also mentions feeling a mysterious chill, as if "an evil snowman had crept up behind her and was
peering over her neck." An explosion nearly knocks Annabeth overboard, and Terminus, the Roman God of Boundaries, appears on the Argo II. He shrieks that he will not allow weapons inside the Pomerian Line. Annabeth tries to regain control of the situation and calm everyone down by introducing
herself to Terminus, who finds that Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva, is "scandalous." But before Annabeth being the daughter of Athena, the Greek form of Minerva and the Greek form of Minerva and
Frank Zhang, "a boy with a black buzz cut" and Hazel Levesque, "a girl wearing a Roman cavalry helmet," like they were best friends. She also notices that he is now a Praetor, which makes her heart do a gymnastics routine. Annabeth orders Leo to stop the ship as she asks Terminus whether there is a
rule against the ship hovering over New Rome. She explains that technically the ship will not be touching Roman soil, and suggests they use a rope ladder to get down to the Forum, promising Terminus that all their weapons will stay on the ship as long as the legion reinforcements will honor the same
rules. When questioned by Leo, who asks if this is a good idea, Annabeth clenches her fists to stee him. She replies, it will be
fine and Terminus will make sure that both sides will obey the rules, if Terminus agrees. Terminus agrees to "for now," and allows them to climb down the ladder to New Rome, but pleads them to not destroy his town. Annabeth descends with the rest of the Argo II's crew where she spots Tyson
and Mrs. O'Leary, and Reyna, whom she finds reminding her of herself. Just as Reyna Avila Ramírez-Arellano begins to give a welcoming speech, both Percy and Annabeth surge forward and hug and kiss each other, before Annabeth flips him over onto his back as she channels all her bitterness and
worry about him into her judo flip. Reyna jokingly asks if Annabeth is actually a Roman or an Amazon before inviting them to their welcome feast. But Annabeth still cannot shake the feeling that something is about to go terribly wrong. They all tell stories of the quests they have been on, and Annabeth is
surprised at the revelation that Hazel and Nico are related. When Percy reveals that Annabeth was the only aspect of his life that he could remember after Hera wiped his memory, Annabeth was so touched she had to try hard not to cry. Upon realizing that Reyna made a move on Percy, but Percy
rejected Reyna for her, Annabeth silently forgave her boyfriend for everything he ever did wrong. Annabeth helps in stopping Octavian from taking Ella the harpy, when she accidentally blurts out a prophecy, by ridiculing Octavian's idea that harpies can tell the future. While Reyna is walking with Annabeth
through New Rome, she calls for her dogs, Aurum and Argentum. The girls discuss the differences between Minerva at the camp due to Minerva being a virgin goddess, and that if they were to come to Camp Jupiter, they would be artists and not
warriors or leaders on quests. Annabeth then realizes that she had met Reyna before at Circe's Island. They walk all the way to the Garden of Bacchus and appreciate the view. Reyna explains that she wanted to talk to Annabeth to learn the truth. Instead of Annabeth feeling bad about her not being able
to trust anyone at camp, she talks about her family, growing up, and adventures in Camp Half-Blood. Throughout the conversation, Reyna mentions that when she was on Circe's Island, she had met a son of Athena who washed up on the shore and was rambling about the Mark of Athena. Then, a large
explosion makes a crater in the forum of New Rome. The Argo II then continues to attack the city. Reyna and Annabeth rush down to the Forum. Since Roman's are not allowed any weapons inside the Pomeranian Line, they had started to throw food, rocks, and plates at the Greeks. Piper and Jason try
to calm the angry mob by telling them they would never attack New Rome, but fail. Right outside the Pomeranian Line the Romans were set up catapults to fire on the attacking Argo II. Annabeth sees Percy using water from a fountain to douse the angry mob of Romans. Octavian comes down the leader
screaming that Leo has fired on everyone. Percy asks if Hazel and Frank are coming with them on the ship, and they say yes. Hazel calls for Arion and distracts the crowd by riding straight through it. Frank, in an attempt to let Percy and Annabeth climb the rope, changes form into a dragon. Once Percy
and Annabeth are up, Leo is tackled to the ground by Percy and falls on his head. Annabeth then takes charge of the ship and leaves Camp Jupiter as quickly as possible. Annabeth interrogates Leo, but is called down to check on Jason, when she returns Leo tells them that they need emergency supplies
to repair the ship and they land near the Great Salt Lake, in Utah. Percy and Annabeth ride Frank, in the form of a dragon, into Salt Lake City to get tar, although they run into some tar monsters, they return safely with a big bucket of tar. The demigods hold a conference in the mess hall, Piper tells them
about her visions that she has seen in her knife. Unable to figure out what the visions or prophecies mean, they decide to visit Kansas, where Piper saw a strange man, Bacchus is standing in front of a sign saying 'Topeka 32'. Leo needs Annabeth to help him repair the hull, but Percy promises to come
back to her. When they return, Annabeth and the rest of the crew are surprised when Piper returns on Blackjack with two unconscious demigods. Piper explains what happened; the conversation with Bacchus who told them to go to Atlanta and find Phorcys, the trap sprung by Gaea and the eidolons and
both Percy and Jason thank her for saving them. They work out what Gaea wants, the blood of two demigods, one male and one female, to water the stones of Mount Olympus and wake Mother Earth. Piper removes the eidolons from all three boys' bodies, and makes them swear on the River Styx that
they will never return to this ship or possess any member of their crew. In the middle of the night, Annabeth sneaks into Percy's cabin and wakes him up. They go down to the bottom of the ship where the stables are, which reminds her of their first guest when they were traveling in the truck full of zoo
animals. Percy asks her why she is nostalgic about that, but she says it was the first time they actually talked, and when she decided to like him. They kiss, and then fall asleep. The next morning, Frank finds them and is terrified that Coach Hedge is going to kill them for sneaking out, as everyone thought
they had been kidnapped. They have a conference, and Percy tells them his dream about the twin giants, Otis and Ephialtes, and Nico di Angelo suffocation in a bronze jar. Percy and Frank decide to find Phorcys, Percy also wants to take Annabeth, but Coach Hedge declares that she is grounded. He
volunteers himself for the expedition. When the trio return, Annabeth was trying to amuse Hazel by telling her about Percy's greatest 'Seaweed Brain' moments. Leo sets course for Charleston, while Percy and Frank tell the demigods what happened, with Hedge interjecting from time to time. They discuss
why they are heading to Charleston, to find a map, Percy suggests for 'The Mark of Athena' but Annabeth seems to be projecting an 'I don't want to talk about it' vibe, so Percy doesn't elaborate. Jason tells them that at Charleston, there is a museum full of Confederate ghosts, where he, Leo and Frank
volunteer to visit. He also mentions the Battery park near the harbor, where there was a ghost or spirit dressed like a Southern Belle from the Civil War, Reyna went up and talked to it but when she came back she was shaken and never acted the same way around him. Annabeth decides to have a girls'
adventure with Piper and Hazel. Annabeth thinks about the last time she met her mother, in her Roman form as Minerva. Annabeth tries to get her attention by calling her Athena, but the goddess dreamily replies that 'that was my name, before they sacked my city, took my identity, made me this.' Athena
tells Annabeth to avenge her, and destroy the Romans because they were dishonorable and copycats. Hera said that they must keep the two camps apart, but Athena wanted them to fight to the death, and for her children to destroy the 'usurpers.' When Annabeth argues back that she understood
warfare, and was wise enough not to fight with reason, but Athena replies that now she will never forgive them, and neither would my children. She gives Annabeth a coin that looks like an old-fashioned subway token, but when she looks upon it, it becomes an ancient Athenian silver drachma with the
symbols of an owl and an olive branch with a Greek inscription on the other side. Athena urges her to 'Follow the Mark of Athena. Avenge me.', when Annabeth tries to explain that Percy is missing and Hera's plan to bring the camps together, the goddess implores her to kill Percy if he has become
Roman, and if Annabeth joins them, then she has failed her mother already. No matter how many times, she tried to throw the silver coin away, it kept returning to her pocket like Percy's sword, Riptide. Annabeth thinks she is beginning to understand what her quest is, but prays to the gods that she is
wrong. Frank comes into Annabeth's cabin asking for help as he wants to know how to get out of the Chinese handcuffs, that he took from the Aguarium. Annabeth feels guite honored that Frank was embarrassed but looked for her help, after Leo teased him. She scans the handcuffs onto her laptop
which produces a 3-D model on the screen. She shows him the solution to the puzzle, is to not fight against the handcuffs, and that the best traps are the most simple. Annabeth, Piper, and Hazel find the 'ghost' who turns out to Aphrodite, who invites her to have tea and chat, even though, according to
her, war is coming and bloodshed is inevitable. Appropriate reveals that the civil war between the Greeks and Romans doesn't affect her as much as the other gods (who seems to have split personalities), as love is universal. She tells them about why Athena was so angry when she became Roman.
becoming more of a demure Goddess of Crafts and Cleverness, when they took away her military importance and the Greeks, nor Athena forgave them for that insult. Annabeth realizes that the Mark of Athena leads to a statue which the Romans took, and the children of Athena have been searching for it
for centuries, starting civil wars. Aphrodite directs them to a map close by that was left by her siblings in 1861, and that Annabeth can reply, Hazel spots a pegasus pulling a chariot, and two giant eagles descending to the dock. As they run back to the ship, they are
stopped by Octavian and two legionnaires. Annabeth chucks her dagger into the ocean, in a bid for Percy's help, Octavian is confused but orders the dock and dragging the Romans into the sea, he tells Annabeth that she dropped her
dagger. They run back to the Argo II and Annabeth and Percy pilot it to Fort Sumter. They see Frank as a giant bald eagle carrying Leo, and Jason riding the wind behind them, but Coach Hedge fires a 'warning shot' which knocks out the Roman chariot following them which then crashes into Jason and
also singes Frank's wings so he drops Leo. When Annabeth enters the fort she sees Leo firing at giant eagles, a full-grown elephant who was rampaging around the flagpoles and Jason fighting Dakota before knocking him out. Fortunately, there are a lot of tourists which causes chaos but also stops
Annabeth from moving anywhere guickly. Annabeth gets shut in a room, only to see it swarmed by tiny black spiders. She panics and has a flashback, when she was little and spiders came at night, her step-mother tells her to stop scaring her little brothers and she's only imagining it. The spider bites fade
before she gets dressed and her step-mom thought that the cobwebs were a trick. On the third night, Annabeth ran away from home. Gaea talks to her saying that although she would rather have Annabeth as a sacrifice, she will let the weaver take her revenge. Annabeth sees a red symbol of an owl
blaze on the wall and the spiders disappear. She runs towards an old artillery piece that is glowing red, and using her knife retrieves a small bronze disc, which she stuffs in her backpack. She is confronted by Reyna, with her two metal greyhounds, when she tries to explain, Reyna cuts her off and tells
her to come with her quietly, where she will be trialed and then painfully executed. Or Octavian will attack Camp Half-Blood, the location of which she told Reyna, Annabeth pleads that Reyna slows her down. Reyna says she respects her as they are both daughters of war goddesses, but she believes that
Annabeth's quest is doomed to fail. Reyna retreats but swears that when they meet again, they will be enemies on the battlefield. Annabeth runs for the deck. Once in the Mediterranean Sea, Percy has a dream of Ephialtes talking with a shadowy figure about how Gaea
prefers using him and Annabeth as sacrifices. Percy wakes Annabeth up and tells her about his dream. However, she makes him promise not to tell the others as it would only worry them, as she has already figured out what is waiting for her at the Athena Parthenos. They can't talk about this more as the
Argo II is attacked by Chrysaor and his crew of dolphin-men. The ship is quickly overwhelmed and Annabeth is captured, with Chrysaor as
there are no myths. When Percy does find a way to outsmart Chrysaor and forces him to retreat, Annabeth gives Percy a kiss and explains that he is brilliant. Shortly after arriving in Rome, Annabeth plans on leaving to start her own quest alone, but Percy manages to convince her to let him go with her,
much to her annoyance. They end up going around the city and seeing some of the sites, eventually stopping at a restaurant for lunch, Percy admits to Annabeth that he doesn't want her to go because he missed her and because they were separated for so long
Annabeth tells Percy that he will have to trust her and to believe that she will come back. Just then, Tiberinus and his wife, Rhea Silvia, appear and tell Annabeth onto the next part of her guest, as they have done for other children of Athena. They force Annabeth and
Percy to part once more and take her to the starting point of her quest. Along the way, Rhea talks about the city and how it is changed over the years, all the while praising Tiberinus for his role in the founding of Rome (which he considers being no big deal). They eventually drop Annabeth off to an
underground entrance and give her what little help they can. Annabeth enters the underground and her thoughts guickly turn to her past; mainly thinking about the last time she was truly alone was when she ran away from home, before meeting Thalia Grace and Luke Castellan. As she goes deeper, she
finds a room with crates of plastic swords and kite strings. Up ahead she finds a large cliff that she needs to climb down to continue onward. Annabeth guickly becomes frustrated as she thinks about all her friends and how she has watched them all gain amazing powers. She also thinks about how they
could use their powers to get down the cliff or gain help in some way, but she has nothing. A voice tells her that Odysseus had won the Trojan War and defeated monsters with nothing but his wit. Annabeth guickly uses the kite string and plastic swords to make
a rope bridge to climb down with. After safely arriving at the bottom, she places the kite string back in her backpack. As she keeps going, she finds herself in a cavern, with skeletons of other Athena children on the floor. Several ghosts appear and declare themselves to be the followers of Mithras.
Annabeth looks around and sees that the cavern is decorated with information about their worship of Mithras, including their ranks and the ordeals they must face. The followers of Mithras believe that Annabeth is some form of an all-knowing entity when she begins to reveal their secrets. This causes
unrest in the group, especially when Annabeth guesses that there is another trial besides dying by fire of dagger. Mithras was born from rock, so Annabeth tries to claim that she has passed their trials as she entered the room through a stone entrance. The leader of Mithras' followers says that coming
through a stone walkway and being born from stone is different and doesn't count. Annabeth then claims that for doubting her powers, she can destroy the cavern in one strike. When they don't believe her, she uses her knife to hit a weak support beam that causes the cavern to collapse. During her
escape from the collapsing cavern, Annabeth falls and breaks her ankle. When she looks around the room, she finds a few boxes from the boxes only contain bubble-wrap. She initially curses Hermes, but uses the bubble-wrap to make a cast to hold it in place. As she manages
to keep going, she finds that the tunnel she came from is filling with spiders. Annabeth is forced to keep going and finds her next challenge; two small beams of wood over a chasm. Despite the beams being too wide and weak to walk across, Annabeth uses the kite string to weave a rope bridge across.
Once on the other side, she burns the bridge so the spiders couldn't use it to follow her. Even though they could climb the walls, they don't go any farther down the tunnel. When Annabeth continues on, she eventually finds the Athena Parthenos, but Annabeth is quickly captured by Arachne, who wraps
Annabeth in her webbing. Despite being incredibly afraid of spiders and especially Arachne, Annabeth starts forming a plan. Annabeth starts to complement Arachne on her tapestries, claiming that they are even better than Athena's. Arachne's pride blinds her to Annabeth's plan, and she listens to what
the demigods have to say. Annabeth informs Arachne that she is the new architect for Olympus, and would love to feature her work in the main hall. Doing so would also be a huge insult to Athena, something Arachne would love to do. As a test however, Annabeth asks Arachne to make an abstract piece
of art that she could show to the Olympians as a type of audition. She shows Arachne a picture on her laptop of Frank's Chinese finger-trap and tells her that it is just what the gods are looking for. Arachne is unsettled as the silk required to make it to Annabeth's dimensions would require more silk then
she could make in a year, but Annabeth suggests using the silk covering the Athena statue. Arachne agrees and makes the design perfectly. Annabeth once inspecting it however, informs Arachne that there is a flaw in the middle. When Arachne goes inside to see for herself, the threading becomes tight
when she tries to pull herself out, just as Annabeth had planned. Now with Arachne trapped, and the statue uncovered, Annabeth taunts Arachne by saying that she has helped Athena greatly by keeping the statue safe and that it will be featured on Olympus, not Arachne's tapestries. This angers
Arachne, and she starts thrashing around, causing the floor to crack and fall into the entrance to Tartarus below them. Just then the Argo II arrives, thanks to some advice from Bacchus, after helping Percy and Jason defeat Otis and Ephialtes. Annabeth and Percy reunite as the rest of the crew start to
load the Athena Parthenos onto the ship. As Annabeth starts walking toward the ship, she is pulled backward toward the pit of Tartarus and Percy grabs her but falls in as well. Unable to cut the thread that Arachne had attached to her ankle, and with no one else able to reach them, Annabeth tells Percy
to let her fall so he could save himself. Percy, however, promised her that they wouldn't be apart again and tells Nico di Angelo to lead the others to the Doors of Death on the mortal side and that he and Annabeth would meet them. Percy lets go and he and Annabeth fall into Tartarus together. Back on
the Argo II, the crew all feel responsible for allowing Annabeth and Percy to fall into Tartarus. However, with some uplifting words from Hazel Levesque, Leo promises that they will save them, even if he has to build a claw that will go all the way to Tartarus. The House of Hades To see this text, hit the
"Expand" link to the right. Despite the crew of the Argo II trying to reach Greece in order to hopefully meet with Annabeth and Percy, they run into problems. Hazel Levesgue feels that without Annabeth there to come up with ideas and without Percy there to motivate them, the crew is slowly falling apart.
Annabeth is seen in Tartarus together with Percy Jackson. Along the way, other than coming across Titans from the past, and having the help of lapetus, Annabeth and Percy come across the arai, who after killed, will result in the killer getting cursed based on the number of monsters they have previously
killed. Annabeth was cursed with blindness, from the fact that she killed Polyphemus in the Sea of Monsters, using her invisibility cap and called herself "nobody." As such, before he died, cursed Annabeth with blindness, resulting in her turning blind after killing one of the arai. Another curse Annabeth
had was the curse of despair, which caused Annabeth to think that Percy abandoned her, even though he was just next to her. The curse came from Calvpso, who felt alone and abandoned after Percy left Ogygia to return to Camp Half-Blood. However, with the help of Bob after she managed to convince
him to change his mind, the trio left to meet Damasen, the gentle giant, in order to get Percy healed. With the help of Damasen, Percy is restored to his original condition and Annabeth's sight is restored. The trio is able to continue their journey to the Doors of Death, which are situated in the heart of
Tartarus. The dark hills that loomed in Tartarus, reminded Annabeth of her hometown, San Francisco, but just darker. However, in order to reach the Doors of Death, Percy and Annabeth have to seek the help of Akhlys, the Goddess of Misery, and Nyx, the goddess of the night. Firstly, they require the
help of Akhlys to get the Death Mist, so that they can easily pass through the hoards of monsters present at the Doors of Death without being noticed. They need the help of Nyx, so that they can pass through the Mansion of the Night, in order to get to the Doors of Death. In order to reach the Mansion of
the Night, Annabeth and Percy have to jump three hundred feet into the pitch-black void, which they fortunately succeed. With that, they reach the Doors of Death look exactly like the Mount Olympus
elevator doors, just upside down. They figure out that while the other party escapes to the upper world, someone must stay in Tartarus and hold the button to the elevator door for exactly twelve minutes. Then they must cut the chains to prevent Gaea from having the chance to use the Doors of Death ever
again. However, unexpectedly, the death mist covering them soon disappears, exposing them to the monsters. They then come face to face with Tartarus himself, who took on a physical form. Both Annabeth and Percy know that they are unable to battle Tartarus, since he is a class by himself. As such,
reluctantly but having no choice, Annabeth and Percy enter the Doors of Death, while the Titan, lapetus and the giant, Damasen, sacrifice their lives to save them. They meet the other five battling demigods in Epirus, and are weak after their time in Tartarus. They then continue their guest to travel to
Athens. The Blood of Olympus Annabeth and Piper disquise themselves as Greek serving maidens and Jason enchants himself to appear as an old man by the name of Iros. Jason admits that Annabeth's hair look like spider legs but seems wary of admitting it. They are doing this in order to infiltrate
Odysseus' palace, where a "gathering of evil spirits" is taking place. After sneaking into the palace, Annabeth repeats their plans before splitting up from the group. She is seen collecting empty plates and goblets, but when Antinous questions Jason about his purpose among the suitors, Annabeth helps to
stall by spilling wine down the ghoul's neck. When Jason's mother appears, Annabeth informs him that it's only a remnant of Beryl Grace. She later fights the attacking suitors with her drakon-bone sword, taking down many, including Hasdrubal the Carthaginian. Sometime during the fight, Annabeth also
received a cut on the side of her neck. She appears at Jason's side when he is stabbed by Michael Varus with an Imperial Gold sword, feeding the wounded boy ambrosia and telling him about Luke's problems with his own mother. Piper instructs Annabeth to contact Leo through Morse code, so the
demigods could form a plan. She returns saying that Frank will change form and fly Jason up to the Argo II, before crafting a litter that will secure him. When Juno appears, Annabeth coldly addresses the goddess, still bitter at her for wiping Percy's memories and taking him away. Upon arrival in Athens,
it's decided that Percy and Annabeth will sneak in with Piper while the others follow on the Argo II since the shrines dedicated to their godly parents, Poseidon and Athena, would help mask their presence. Under the city, the three discover the place where Poseidon made the saltwater spring appear when
he contested with Athena to sponsor the city, beginning their rivalry. Percy pulls Annabeth into a long kiss declaring that rivarly to be over and that he loves her, his feelings for her melt Annabeth's heart. Aroung this time, Reyna sucessfully delivers the Athena Parthenos to Camp Half-Blood. As a result of
the statue, the gods promptly arrives in Athens to participate in the final battle with the Giants. Annabeth helps her mother Athena (now in her Greek form) to slay Enceladus, after which Hades sends his body back to Tartarus. During the battle, Annabeth receives a cut on her leg and spills blood and
Percy gets a bloody nose. The combination of the two bloods awakens Gaea, who is at first restrained by the power of the Athena Parthenos, but eventually emerges from the ground at Camp Half-Blood to get her revenge. When the battle is over Annabeth, Percy, Piper, Jason, Frank, Hazel, and Nico
meet at the Big House to talk about Leo. Frank and Hazel tell the others about Leo's plan. They are angry at first but calm down when the two cry while explaining it. Over the next few days, the Greeks and Romans get along and he is present at the campfire before the Romans head back to Camp
Jupiter. Reyna and Frank then tell him that he and Annabeth can attend college and live in New Rome as long as they want Percy Jackson's Greek Heroes Right after finishing his narration of this book, Percy reveals that after the events of The Blood of Olympus, he, Annabeth, and the rest of the Seven
started the tradition of monthly Argo II reunion parties, and he is quite worried about being late to the current one. Demigods & Magicians Crossovers The Son of Sobek While Annabeth herself doesn't appear in this book, she is mentioned once by Percy when the latter claims that Carter reminds him of
her. The Staff of Serapis To see this text, hit the "Expand" link to the right, After failing an interview, Annabeth went to cheer her up. Suddenly she sees a monster with a wolf and a lion head sticking out of a cone-shaped shell. The monster glares at her, and then
turns away, as if it has business elsewhere. Annabeth decides to follow the monster, as they normally do not leave demigods like her alone. After this, she realizes she doesn't have her knife so she starts making the heads argue with each other. A train pulls in and Sadie casts a few spells on the
monster. The monster starts running away and Annabeth and Sadie introduce themselves. Sadie also has a dog that just appeared in her library that she named "Fido." She asks Annabeth to come walk her dog with her, and they exchange stories, both of them finding out about the other's world.
Annabeth also remembers Percy recalling fighting a giant crocodile with Carter. Sadie however, didn't know that and said she'd confront Carter later. Fido then breaks loose and both Sadie and Annabeth are blown backwards. Annabeth picks up Sadie's wand and it turns into a dagger. Sadie tells her to
keep it. Sadie then realizes that Fido was heading straight for the "storm." Annabeth doesn't know what she meant until Sadie rubbed something pink on her eyes and her eyes were able to see the Duat. They then head after Fido, but they come too late because he merges with the monster. They then
realize that they see a man on top of the building. They start figuring out this monster and this man (a god) were both Egyptian and Greek from the time when Ptolomy was the pharaoh. The structure of the building is also changing. Sadie says that they'll split up and that Annabeth could deal with the god
that they couldn't remember the name of with her staff creating a forcefield around her. He keeps ignoring her until she figures the god's name and yells "SERAPIS." Once she gets Serapis' attention she starts talking to him trying to give Sadie enough time "to do whatever Sadie was going to do". She saw
that Sadie was drawing chalk circles, and once they were complete she said the spell "tyet" and then said the "ha-di" spell. However Serapis just waved it away like it were a fly. When that doesn't work she yells "Suh Fah!" and the entire wall collapsed on him. (Suh Fah was a loosening spell.) They get off
the building, but then see Serapis again. Annabeth tells Sadie what she learned from talking to him, he was building a new lighthouse of Alexandria, he wanted all the gods to come to it so he could absorb their power and destroy them. They then form a new plan to get rid of Serapis because he emerges
from the rubble. Annabeth teaches Sadie some Greek and she starts chanting Egyptian and Greek to confuse Serapis. Then Annabeth, with the invisibility hat on, destroys the dog head, representing the future on Serapis's staff. (There are three heads on the staff) Serapis then is vanquished, and Sadie
tells Annabeth about her speculations that Setne was the one who released the Son of Sobek and Serapis. Sadie and Annabeth hug, exchange phone numbers, and part ways. The Crown of Ptolemy To see this text, hit the "Expand" link to the right. Annabeth goes to Percy's apartment and tells him
about a dream that she had from her mother Athena, about trouble brewing in Manhattan. They take a ferry to Governor's Island where a freak hurricane has caused all the mortals to evacuate. While they are trapped on the island surrounded by snakes, they attempt to contact Carter and Sadie Kane, but
fail. Annabeth and Percy decide to face Setne, who is reading from the Book of Thoth, by themselves. They make a plan to use invisibility cap to sneak up on Setne, while Percy distracts him. Before running off into battle, Percy gives Annabeth a kiss in case they die. While Percy is sneaking up on Setne,
he trips and falls on his butt which makes him noticeable to the magician. Setne knows that Annabeth is using her invisibility magic for as long as the pyramids have been existing. Setne then uses a magic spell that pins Percy to the ground.
Setne reveals that he was watching Annabeth and Sadie when they were battling Serapis, and that it was an experiment to see the powers that Annabeth and Sadie possessed. Setne summons Wadjet briefly so that he can consume her essence and take the Crown of Lower Egypt that she wears. Before
he destroys her, he takes a selfie with her to "remember" the moment. Annabeth concludes that once he puts two crowns of lower and upper Egypt that he will destroy the world. Setne claims he learned that a "little" demigod blood is good for starting a war, but Percy stops him by hitting him in the gut with
Riptide. With Riptide protruding from him, he absorbs the sword's essence and learns about all of Annabeth and Percy's adventures. Suddenly, Sadie and Carter arrive and attack Setne with a camel, but he manages to escape. The squad decides to regroup and decide to plan while heading south of the
Governor's Island. Carter and Annabeth decide that they need to combine attacks to defeat Setne. Carter gives Percy his wand turning into a kopis and Sadie teaches Annabeth the Egyptian word for explode. In exchange, Annabeth teaches Sadie the Greek word for explode and gives her invisibility cap
to Carter. When the squad finds Setne, he is trying to summon Nekhbet. They all charge in, but fail at attacking Setne. Nekhbet is successfully revived and tries to attack Setne, but Percy and Annabeth pull her away since Setne is trying to consume her essence. Setne drops the Book of Thoth when
Carter yells "stahp", and then he disappears with Nekhbet's Crown of Upper Egypt. Nekhbet decides to stay with the four teenagers to get her crown back and help destroy Setne. She suggests that she merge with Percy since mixing Egyptian and Greek powers worked earlier. Percy reluctantly agrees to
it, but only because it's the only way to defeat Setne. After merging with the goddess, they go off to find Setne again, After finding him, the guintuplet goes after the crown so he doesn't turn into the ground. Setne talks about Carter's dad, and Carter takes off his hat of invisibility and goes to attack Setne in
his avatar form, but Setne blasts Carter to the ground. Setne then rambles on about why he wants to be immortal including getting souvenirs after him such as snow globes. After Carter gets blasted, Percy turns into his vulture avatar form, and Sadie whispers something into Annabeth's ear. Percy grabs
Setne and swoops him into the air. While in the air, Setne tells Percy he was a fool for giving up immortality, but Percy fights back then plummeting to the ocean. Once in the ocean, Percy regains all of his strength, drops his
avatar form, grabs Setne by the throat, and drags him to the island. A newly bandaged Carter greets Percy, along with Annabeth and Sadie who have drawn a circle on the ground. Percy decides to make him suffer for eternity instead of destroying him. While sealing him off, Carter thinks of Setne's snow
globe idea and traps him in a snow globe. Sadie reveals that she told Annabeth her secret name earlier, but Annabeth decide to not tell Camp Half-Blood, at least not yet. The four determine that they will remain in contact.
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Sadie and Carter fly off, and Percy and Annabeth go on a date afterward. Magnus Chase and the Gods of Asgard The Sword of Summer Ten years after the guarrel between the three Chase siblings, Annabeth and Fredrick go looking for Magnus in Boston after being notified by Randolph that Magnus
has been missing since Natalie's death two years previously. Annabeth was very angry at Randolph and wanted to strangle him, for not telling her about Magnus. Frederick then told her she should probably avoid strangling him, and that he is her uncle, and that he
cannot explain her uncles actions, and never could. Annabeth was worried and didn't even know if Magnus was alive, and told her father he might be dead in a ditch somewhere. They decided to head to a youth center on Charles street to see if he was there, after Randolph called them and said he
wasn't at the nearest homeless shelter. Magnus witnessed them arguing and hid from them, and was notified of them looking for him by Blitzen, though he didn't know it was them. Magnus began to think a lot about his estranged cousin, and suggested to Randolph that instead of leaving, they wait for her
and her father. He also wanted to reconnect with her before he died once he arrived at Hotel Valhalla. Magnus reunited with Annabeth was ecstatic to see him and tackled him in a hug, saying she knew he wasn't dead. Magnus
blinked tears out of his eves and said it was good to see her, and she said that she thought he was dead, and called him a butt. Annabeth thought he was faking his death, but Magnus didn't deny that, since he didn't know how to explain the Norse afterlife to her. Magnus tried
to leave to find his friends, but Annabeth told him not to and that she needed some answers, and reassured him she had been in dangerous situations before. She told him that Randolph hadn't told her anything except for that he was in danger because of his birthday, and he was taking him to the bridge.
After Magnus told her there was a connection between his mother's death, the bridge, and who is father is, Annabeth offered to take him to a safe place, but Magnus declined. He quickly introduced her to Hearthstone and said he needed to go on a personal quest, and he will explain everything to her
when it was over. Annabeth said she wanted to help, but she learned the hard way that she had to step back and let people do their own quests. She gave him her phone number and he kissed her cheek, and she called him a butt. Magnus and Annabeth reunited on the Blue Hills after Magnus's quest.
and spilled Natalie's ashes, with Annabeth remarking it is a lot better than the last memorial she attended. She said that they cremated Magnus's former body instead, with his ashes placed in a family mausoleum. She said that the service was hard on Randolph, who seemed
shaken up, and confided that it was hard for her to hide what actually happened from her father, due to their rocky history and her efforts to try to be honest with him. Magnus apologized, saying he didn't want to rope Annabeth into his problems, but she said she understands more than he thinks. Magnus
reassured her that he was okay and staying with "friends", and she asked for details, but Magnus said he didn't want to put her in danger. Annabeth burst out laughing and said that her life was weird, and Magnus said he felt normal around her, and they shook hands, deciding to not hold secrets and
make the next Chase family generation less messed up. They decided to bet on who's story as weirder and went to Fadlan's Falafel. Between the books Annabeth told Magnus afterward about the Greek gods in New York, and Magnus told Annabeth about the Norse gods. Annabeth also explained to
Magnus how the Chase family had a special connection to gods, with both cousins being demigods from two different pantheons. She told him that all the old myths were true as long as their stories survived, and they fed off of human memory. She also told Magnus about Dryads, and cried when she told
him the most painful things she went through, of when she and Percy fell into Tartarus. Before she went back to Manhattan, she promised to talk about it more afterward and warned him that she didn't have a cell phone due to monsters. She also told him to give Randolph the benefit of the doubt and that
they shouldn't give up on Randolph. The Hammer of Thor Magnus is worried after Annabeth doesn't text him or contact him since January, even though she told him she doesn't text him or contact him since January, even though she told him she doesn't have a cell phone. Nevertheless, Magnus still cares about her and thinks about her, and has a picture of her in his hotel room.
After Magnus returned home from his quest, he sent a raven to meet up with Annabeth and they coordinated train rides, with them meeting halfway between Manhattan and Boston in New London, Connecticut. Annabeth hugged Magnus and was very worried about him, and said she was glad to see a
raven at her window. They got lunch at the Muddy Waters Café and Annabeth explained that communications were down due to Apollo falling and the Triumvirate Holdings, and she realized that communications were gone between all demigods, not just Greek and Roman. She said she would've came to
Boston sooner, but she had enough to deal with already. Magnus told Annabeth about Loki's escape and how he will be sailing to the farthest borders of Niflheim and Jotunheim to defeat him, and that since she'd been on a long boat ride, she could give him some pointers. Annabeth then decided it was
time for him to meet Percy. The Ship of the Dead Annabeth and Percy Jackson were visiting Magnus in Boston and helping him train for his journey, with Alex Fierro. Alex and Annabeth watched from the dock as Percy helped Magnus dive in the sea, and applauded Percy when he demonstrated.
Annabeth encouraged her cousin when he dived, but freaked out when she found out his sword, Jack could talk, and Magnus forgot to tell her. Jack chastised Annabeth when she called him "it" and she quickly corrected him and said "he". Magnus introduced Jack to Percy and Annabeth, and Jack flew
towards Annabeth trying to look for Riptide. Annabeth backed against the wall, and said she needed personal space. Annabeth was a girl, but wasn't shocked that Percy didn't know, and teasingly said he didn't even though she could write until the year before.
Alex and Magnus took Percy and Annabeth out to lunch then at Fadlan's Falafel, while they let Riptide and Jack get to know each other. They discussed when they were going to sail off, and Annabeth stated that heroes never get to be ready, but they do the best they can. Percy replied that it usually
works out as they haven't died vet. Annabeth then elbowed Percy saying that he keeps trying to die and he put his arm around her, kissing her blonde curls on the top of her head, making Magnus's heart do a little twist, reminding him of what was at stake if he didn't stop Loki. Annabeth joked that Estelle
Blofis drooled, just like Percy, when he told Magnus about Estelle. Annabeth also got worried when Percy that all sea gods are possessive, though it sounded like every god they've met, and smirked when she heard that Jason saved
Percy from Kymopoleia, making Percy's ears turn as pink as Alex's jeans. Annabeth frowned when Percy said that the best plan was no plan, saying that, as a child of Athena, she cannot endorse that, but Percy stated how Annabeth was the most powerful demigod of their generation, and even though
she cannot shapeshift and doesn't have powers, she is very smart and good at improvising, which what makes her deadly, and Magnus should have trained with her all weekend instead of him. Annabeth said that was sweet and kissed Percy on the cheek. After, Annabeth rapped her knuckles on Percy's
head after he and Alex discussed what they called the Mist, and said they were leaving soon, and that he should help her clean up. She then learned from Magnus and Alex that using their demigod powers short circuits mortal brains, and that they don't need to sneak around, they can just be themselves.
Annabeth said her goodbyes to Magnus and gave him a big hug and told him to take care, and ordered him to come back safely. Magnus promised, saving that Chases have to stick together. The last thing she did was ask Magnus if he was at Randolph's vet, since he needed to go through his things, and
Magnus promised to that day. The last Magnus saw of Percy and Annabeth was Percy singing badly to Led Zeppelin in his Toyota Prius, and Annabeth were any cuter together, they'd cause a nuclear explosion of cuteness
and destroy the Eastern Seaboard. During Magnus's Quest to stop Naglfar from Sailing, Annabeth's chance of a happy and normal life motivated him to go on with the quest, and Magnus knew Annabeth deserved better than planetary destruction. When Magnus returned back to Valhalla, he called
Annabeth (who was in California by the time) and told her how he was turning the Chase Mansion into a homeless shelter, and how Randolph's will was finalized. Annabeth was happy about it and said it was great, and that she needed good news. Magnus realized that Annabeth had been crying and
asked what was wrong. Annabeth responded that she will be okay, and that she got bad news when she and Percy arrived [which was Jason's death (not specified in this book)]. He asked if Percy was okay and Annabeth said he was as fine as expected. Annabeth gave a broken laugh when Magnus told
her to tell Percy he kept his butt clenched the entire trip, and she promised to tell Percy. Magnus told Annabeth to take care of herself and Annabeth promised to talk more the next time she saw him. Magnus felt that Annabeth had a chance of happy life. He also thought about asking Samirah al-Abbas if
Einheriar can go to California, 9 from the Nine Worlds I Play with Fire Alex mentions Annabeth when saving Magnus is away visiting her, presumably in New Rome, The Trials of Apollo Percy mentions that Annabeth is in Boston for a family emergency. The Burning Maze Grover mentioned Annabeth
when ordering Plan Twenty-Three to escape Macro's Military Madness alive. The Tower of Nero After a graduation party, she goes to the west coast with Percy and Grover. She retires from her role as counselor for Athena's Cabin to go to college and her brother Malcolm succeeds her. After Apollo
regains his godhood, he visits the daughter of Athena and Percy at New Rome University. She explains how she is attending architecture classes at both New Rome University and University of California Berkeley. She expresses her sadness over Jason's death and takes a blue chocolate chip cookie
from Apollo when the god summons a plate of Sally's cookies. Personality Like her mother, Annabeth is an intellectual genius, wise and very witty. Her eyes look calculating, like she is analyzing whoever she is looking at during a first meeting, as if "thinking of the best way to take the person down in a
fight". She loves architecture and spends her free time designing new buildings or visiting national monuments. She has a soft side for those who seek knowledge. She sometimes gets too philosophical, which makes the less complicated Percy to glaze his eyes. Annabeth is very strong-minded and
stubborn, showing to be incredibly determined and daring. Much like Percy and Thalia, she has shown many signs of bravery, courage, and dauntlessness. One of her most impressive displays was in The Titan's Curse, where after holding the sky for hours and starting to die, she vehemently protested
against Artemis for taking her burden. Even beings like Kronos acknowledged that she is very loyal to those who
later had win her approval. She isn't quick to give up on those cares about: even after learning Luke was a traitor in The Lightning Thief, she never completely stops caring about him and quickly took the sky from him in The Titan's Curse to save him from death. According to Sally Jackson, Annabeth is
the most level-headed demigod she has ever met. She hardly ever shows her true feelings, often hiding worry or upsetness with raw or teasing anger. When she assumed that Percy was dead in The Battle of the Labyrinth, she said to the crowd "He was probably the bravest friend I ever had", but when
he emerged and she figured out that he recuperated on Calypso's island, she said he was "the single most annoying person I've ever met!" Since Percy left the camp for months, Annabeth has become reckless when a situation concerns him and developed a fear of being separated from him for a long
time. She is greatly relieved when seeing him, but that guickly turns to anger with her judo-flipping him and threatening him to never leave her again. Fatal flaw is hubris, otherwise known as excessive pride: she thinks she can do anything and do it well, even building a world better
than the gods. She believes that she could get her parents back together, build great monuments, and save Luke as shown in The Sea of Monsters. When Percy thinks that a world run by him would be terrible, Annabeth says he is lucky he doesn't have hubris, because she knows it is a really dangerous
fatal flaw, which shows that she can recognise and acknowledges her mistakes. Evidence of how her hubris can be a hindrance is seen during her confrontation with the Sphinx, where Annabeth was forced to answer several random questions from her. Despite answering all correctly, she notices that
none of these questions are riddles, just random trivia, and demands a true challenge of her intelligence, though she knew that refusing to answer the riddles can result in her and her companions' losing their lives. Her actions effectively caused the Sphinx to attack them. In The Mark of Athena,
Annabeth's arrogance leads her to mock Arachne after the weaver had already been captured. However, her insult toward Arachne leads the latter to thrash about in her prison, causing the floor of her layer to crack and break, weakening the already fragile structures. This ultimately causes both Annabeth
and Percy to fall into Tartarus, along with Arachne. Fears The mother of her worst fear, Arachne Like all other half-blood children of Athena, Annabeth has immense arachnophobia, freezing up just when she sees a spider or anything bearing a close resemblance to one. This fear is caused by Athena's
bad history with Arachne, the mother of spiders who challenged Athena to see who could make the best tapestry. Both works were equal in beauty, but Athena couldn't stand the insult towards the Olympians, so she destroyed Arachne's tapestry and transformed her into a spider. Ever since then,
Athena's children have been paranoid that every spider they see is out to get them - which is largely true as spiders are unusually aggressive to them. When she was young, the spiders would attack her at night and hide again when it was morning. Her stepmother would never believe her, thinking that the
cobwebs were some sort of clever trick. In The Lightning Thief, Percy said that Annabeth was "screaming her head off" when they were in the Thrill Ride O' Love ride to get Ares' Shield. In the same book, she stated that any spider within the radius of one mile would be able to find her. In The Battle of the
Labyrinth, she screamed when the metal spider leading to Hephaestus' forge pops up. In The Demigod Files, she carried a bottle of anti-spider bug spray in her trunk. In the Mark of Athena, Annabeth used her 'Chinese spider cuffs' to defeat Arachne, but it resulted in sending them both into Tartarus,
along with Percy. Annabeth was scared of Cyclopes because of an event in her childhood when Luke, Thalia, Grover, and herself were trapped by one when trying to make it to camp. The Cyclopes used Luke's voice for Thalia and Annabeth's voice for Luke. She states that when she found Luke, Thalia,
and Grover, they were tied up and hanging from the ceiling. The Cyclopes used a variety of her friends' voice when they finally located her. Annabeth says that she still has nightmares about the Cyclopes' voice and finds it very creepy when a
Cyclops mimics another person's voice, such as when Tyson mimicked the voices he heard on the Princess Andromeda. Though not as scared of Cyclopes as she is of spiders, it still takes her most of The Sea of Monsters to be able to get close to Tyson, even though he was Percy's brother and helped
her a lot throughout the book. However, she would later accept him along with other friendly Cyclopes. Appearance Annabeth has tanned skin and a slender, athletic body. She has long, curly honey-blond hair similar to "a princess." Percy said that she "looked like a typical California girl, except her
stormy gray eyes ruined the image." As revealed in The Mark of Athena, she has a belly button despite not being born in the usual way. In the same novel, Aphrodite/Venus noted the beautiful young lady she's grown into. Despite being taller than Percy originally, Annabeth is now shorter than him,
standing at about 5'9 while Percy stands around 6'0. Although her hair was said to have a streak of gray as of The Titan's Curse due to the pressure of holding up the sky, she already lost it by The Mark of Athena. By The Hammer of Thor, Annabeth has started growing out her hair and the way it caught
in the sunlight briefly reminded Magnus of Sif. Annabeth often wears a ponytail, an orange Camp Half-Blood t-shirt, and though she used to often wear her magical Yankees cap during a fight, since it turned her invisible, it has since lost its magic. She also wears her father's college ring and later a coral
pendant that Percy gave her on a leather necklace with the clay beads that she earned every year at Camp Half-Blood. Because she came to camp at age 7, she would have 9 or 10 beads. Abilities and Tools ADHD: Annabeth's supernatural alertness and keen senses that keep her ready for, and alive, in
battle. Dyslexia: Annabeth's brain is "hard-wired" for divine Ancient Greek instead of mortal languages. Fighting Skills: As the leader of the Athena's Cabin, Annabeth is a highly proficient combatant. She trained during her long stay at Camp Half-Blood. Though she is more capable with weapons, her
hand-to-hand combat skills are considerable. She held off dozens of arai without a weapon, hold off an army of monsters in Tartarus, held her own against the giant Enceladus with Athena's help. Superhuman Agility: Being the daughter of a war goddess, Annabeth has
shown countless times her amazing agility. She is able to make incredible feats, such as vault over tall objects with ease and grappling over a railing of a helicopter in mid-air. Superhuman Strength: Being the daughter of a war goddess, Annabeth is stronger than the average mortal. Even when battered
and exhausted, she was able to physically hold the Titan Kronos (who was inside an equally tired demigod host) to a standstill with her knife. Superhuman Durability: Being the daughter of a war goddess, Annabeth is more durable than a regular human. She fell from a great height but only suffered a hurt
ankle and managed to keep going with insufferable pain in Tartarus. Morse Code: As show in The Blood of Olympus, Annabeth can both understand and communicate with Leo Valdez via Morse code. Willpower: Annabeth has amazing will power, as she was shown to hold the weight of the sky in a long
period of time and survived Tartarus without going insane. Mystiokinesis (possibly): According to Circe in The Sea of Monsters, Annabeth has potential to perform magic. Audiokinesis: Being a daughter of Athena (a goddess of the arts), Annabeth has an affinity for arts and music. Telumkinesis (limited):
Since she is a daughter of Athena (Goddess of Warfare), Annabeth has great control over weapons, though to a much lesser degree than the children of Ares. Weapon Proficiency: She can instinctively know how to use any weapon. Knifemanship: Unlike most demigods who use mid-range weapons,
Annabeth is shown to prefer and fight better with a knife rather than with a sword. She trained in knife fighting since the age of seven. Her skill is great shown enough to fight on par with a skilled fighter of Ethan Nakamura's caliber. She was capable enough to even fight against Kronos' Scythe, a weapon
made by Gaea. Percy described this event as only the 'quickest and most skilled knife fighter could have managed', if only for a very limited time. Archery: Annabeth is shown to be somewhat skilled combatant with a bow. Swordsmanship: Annabeth is very skilled with swords, able to hold her own against
larger, stronger opponents at the Parthenos. Disarmament: She can easily disarm almost anybody from their weapons. Genius Intellect: Due to her heritage as a daughter of Athena (Goddess of Wisdom and Strategy), Annabeth holds outstanding intelligence. She is very knowledgeable in history and
Greek myths, which is very useful in journeys and battles. She is the first child of Athena to uncover the mysteries of the Mark of Athena and solve it. Hazel has described Annabeth as being the brains of the Seven. Strategic Skill: Like her mother, Annabeth is a master tactician herself. Her analytical skills
are extremely sharp, which helps her to try to outsmart her opponents through creative plans. She has continuously proven to be able to formulate effective pre and mid-battle strategies. Her skills are more prominent in The Last Olympian, where Athena and her made numerous battle plans of various
lethal degrees. Percy acknowledges that Annabeth is the best strategist he knows. Craftsmanship: Because her mother is the goddess of crafts, Annabeth inherited her skill to certain extent. Architecture: Annabeth often studies ancient buildings and designs her own works, such as a temple for the gods
in The Demigod Files. She can calculate the respective weights of several construction materials with few glances. Her skill was enough to actually redesign the Olympus after the Second Titan War. She plans to study architecture in school. Expert Technician: Through her study of Daedalus' notes of
flying machines and her father's experience, Annabeth learned to control and maneuver a helicopter. Her skill allowed her to save a falling helicopter at her first try. In The Demigod Diaries, Annabeth supervises actual construction equipment during the reconstruction of Olympus. Besides Leo Valdez, the
inventor of the ship, she is the only one who can operate the engine room of the Argo II. Weaving: In The Mark of Athena, Annabeth's hands move with threads, even though it was her first time weaving and eventually stopped thinking about the task. Memorization:
She can never forget what she hears. Persuasion: She is shown to be very manipulative and eloquent, as she has easily manipulated mortals, monsters, and gods. Relationships Love Interests "Her voice caught on the word friend. Percy was a lot more than that. Even boyfriend really didn't cover it.
They'd been through so much together, at this point Percy was part of her—a sometimes annoying part, sure, but definitely a part she could not live without."—Annabeth's thoughts about Percy as she asked Damasen for help., in The House of Hades Percy Jackson, her boyfriend and best friend, The
growing relationship between Percy Jackson and Annabeth Chase plays an important role in the Percy Jackson and the Olympians series. At the beginning of The Lightning Thief, Annabeth first meets Percy after he defeats the Minotaur and collapses outside the camp border. seeing this she has hopes
that he is "the one" destined to take her on her first quest. Although after Percy makes a fool of himself to the Hermes' Cabin, she decides he can't be it and yells at him for it. She was shown to be very cold towards Percy and found him annoying at first, which only became worse after finding out his father
was Poseidon, her mother's rival. However, Annabeth began to open up a little to Percy during their guest, especially after he helped her escape from mechanical spiders. Following this and opening up about their personal lives, Annabeth fully resolved that she considered Percy a friend and was even
willing to sacrifice herself to allow him and his mother to leave the underworld. Despite this, she still doesn't like to show her feelings outright. Annabeth likes Percy, which she hints at, but she still had lingering feelings of kinship towards Luke. At the very end of The Sea of Monsters, she kisses Percy on
the cheek after they win the chariot race. In The Titan's Curse, there are suggestions of some romance between Annabeth and Percy, although this is complicated by her continuing belief in Luke despite his attempts to kill Percy numerous times and the fact that her mother disapproves of her
"relationship" with Percy. In The Battle of the Labyrinth, Annabeth finally expresses her feelings for Percy by kissing him good luck before she vanishes using her Yankee's cap. When Percy returns, she is extremely jealous because she suspects he has been with Calypso, who is cursed to fall in love with
any hero that lands on her island. In The Demigod Files, Annabeth asked Percy to the Fourth of July fireworks which is "the biggest dating event of the summer." During her interview, Annabeth states that Percy is courageous, has a sense of humor, and is good-looking ("but don't you dare tell him I said
that"). She also says that he is oblivious to how people feel even when it is totally obvious. In The Last Olympian, Annabeth is similarly jealous at Percy for hanging out with Rachel and angrily tells him to go on the vacation with the former. In the same book, Annabeth states Percy "looks cute when he's
worried" when he first checks on her after she took a knife that was meant for him. When he asks her why she did it, she admits she knows he would do the same for her. Percy trusts her to tell her where his Achilles heel is, his only weak spot. After the defeat of Kronos and saving of Luke's soul.
Annabeth confides to Luke as he dies that she always saw him as a brother, but never loved him. When Percy was offered immortality by the Olympians, he saw that Annabeth was very pale and suspected she was having a panic similar to the one he had when he thought she was going to join the
Hunters of Artemis. Later, Annabeth and Percy share their third kiss after he tries to tell her how he feels about her and tells him that she will never make things easy for him. But a raid of campers led by Clarisse snoop on this and throw them into the camp lake. They come to a fourth kiss underwater in
an air bubble made by Percy under the surface of the lake who says it was 'the best underwater kiss of all time'. They are together as of the Percy Jackson and the Olympians series. It is hinted that they might be married one day in the future as Annabeth said she wanted "to build something".
permanent" and Percy states that maybe they were "getting a good start together." In The Demigod Diaries, Percy and Annabeth celebrate their one-month anniversary in Paris after they rescued George and Martha from Cacus. As a reward for rescuing them, Hermes teleported them to Paris, where
they enjoy a dinner, a walk, and a boat ride. In The Lost Hero, it is said that Percy and Annabeth are still dating, but he goes missing for three days and Annabeth becomes very worried. She starts getting visions telling her to go to the Grand Canyon to find someone with one shoe. Annabeth thought that
person would be Percy, her boyfriend, but instead it was Jason Grace, son of Jupiter, Zeus' Roman counterpart. She gets mad at him because she wants to find Percy instead. She yells at the sky saying, "What do you want from me? What have you done with him?" At the end of the book, it is revealed
that Percy and Jason are switched because they are both war leaders of each camp, much to Annabeth's dismay. She says that she will join Jason, Piper McLean, and Leo Valdez on their next quest to go to Camp Jupiter to look for Percy and find the other possible demigods (the Roman ones who
should be on the guest to cooperate with the Greek demigods against the Giants and the earth goddess Gaea on the War. In The Son of Neptune, Percy remembers that Annabeth kissed him whenever he did something stupid. He later mentions that she must have kissed him a lot - also hinting that he
did stupid stuff a lot too. In The Mark of Athena, Annabeth appears to be nervous and excited to meet Percy, and she feels she is desperate to meet him. It is revealed that she had secretly harbored a crush on him since they were twelve years old, but only
last summer had she properly fell for him. Annabeth thinks that her feelings for him seemed to have grown more "painfully intense". Annabeth tells Percy that she loves him, and has a fear of losing him completely and that they need to be together to be truly happy, as she is only at home with Percy. In
The House of Hades, Annabeth and Percy go through the most difficult challenges they have ever faced in their demigod lives, as they journey through the challenges and difficulties they faced, their relationship has become stronger. Annabeth even thinks of
having children in the future as she promised Iapetus and Damasen that she will tell their stories and goodwill to "our" children. It is highly likely that the "our" refers to both Percy's and her children, and that she sees marriage and motherhood in her future. In The Blood of Olympus, Annabeth and Percy's
relationship remains stable, continuing their partnership and romantic relationship during the war. They eventually get ready for New Rome's college and a life there together. "-Annabeth reminding Luke of his promise to her years ago, in The Last Olympian Luke Castellan.
her childhood friend and crush turned into enemy Annabeth started to like Luke when he gave her his knife on the streets when they traveled from monsters with Thalia. During the events of The Lightning Thief, Annabeth introduced Luke to Percy and acted shy around him. When Grover, Annabeth, and
Percy sent an Iris message to camp, Luke appears on the other side of the rainbow and Annabeth immediately tries to clean herself off. After Luke betrayed the camp and almost killed Percy, she took it very hard. In The Sea of Monsters, Luke offered her a place in the Titan Army and says that if Thalia
were alive, she would have joined his side too. When Annabeth refused, she escaped and led Percy to a secret hideout, revealing how she met Luke and the promise that he and Thalia would be her new family. Since then, the relationship between Luke and Annabeth becomes a constant source of
conflict between her and Percy. During the events of the next few books, she begins to show feelings for Percy, but every time Percy brought up the fact that they have to stop Luke, she would always defend him. Even during the events of The Titan's Curse when Percy believed that Luke was dead,
Annabeth had a feeling that he wasn't, "He came under a flag of truce. He said he only wanted five minutes to talk, He looked scared, Percy, He told me Kronos was going to use him to take over the world. He said he wanted to run away, like the old days. He wanted me to come with him... I told Luke
there was no way. He got mad. He said I might as well fight him right there because it was the last chance I'd get... Hermes was right. Maybe if I'd gone with him. I could've changed his mind. "-Annabeth talking about Luke, in The Last Olympian In The Battle of the Labyrinth, Percy believes that
Luke has become completely lost after forcing Percy to fight another demigod and almost kill Annabeth and Rachel Elizabeth Dare, making off handed remarks after they escaped about how evil Luke had become. His words greatly upset Annabeth, who began to yell at Percy for being so cold. In The
Battle of the Labyrinth, Luke was the "love" Annabeth had lost to a fate worse than death when he became the host of Kronos. During the Battle of Manhattan, Annabeth reminded a struggling Luke about his promise to be a family, which led him to decide sacrifice himself with the same knive he gave her.
In his dying moments, he asked Annabeth whether she ever loved him while taking her hand. Annabeth told Luke "You were like a brother to me, Luke, but I didn't love you." Luke just nodded, having expected this, and died moments later. Friends Grover Underwood, her close friend. Grover Underwood
is one of Annabeth's closest friends. He helped her get to Camp Half-Blood when she was only a child. They remained friends throughout their relationship and fought together often. Annabeth usually showed concern for him. In the end of The Last Olympian when Percy is fighting Luke, Grover is holding
Annabeth to protect her. While searching for the Athena Parthenos under Rome in The Mark of Athena, Annabeth used the survival skills Grover taught her underground guest. Silena, her late close friend. Silena and Annabeth were very good friends in The Demigod Files.
Annabeth and Silena plotted to get Charlie ask Silena to go to the fireworks and we're on the same team in Capture the Flag. Annabeth also never hesitated to call out Silena, when she told her to get a grip when she kept crying, wanting to save Charlie, saying that they will save him. Annabeth also told
Silena the legend of The bronze dragon, which amazed her. In The Last Olympian, Annabeth felt horrible for Silena when Charlie died and put her arm around her to comfort her during the war meeting. During the Battle of Manhattan, Silena cried when Annabeth was gravely injured and helped nurse her
back to health before Percy and Will Solace arrived. Annabeth was devastated when Silena died and wanted to honor her, after she gave her life for them. Annabeth did not blame her for being a spy, and after learning what Luke did to her, causing her to completely turn her back on Luke. In The Lost
Hero, Annabeth was still devastated about Silena and said she was a great person. She refused to tell Piper McLean what happened to her, because it was too hard to bear. In The House of Hades, Annabeth is very guilty about Silena's death and is forced to relive her death in the River Acheron, knowing
how she could've prevented it. Thalia Grace, her childhood best friend. Annabeth met Thalia when she was seven, after running away. Annabeth was scared when she met, but Thalia comforted her and introduced herself. Thalia instantly wanted to protect her and get her clothes and food from a safe
house. Thalia also thought caring for Annabeth was giving her a second chance after Halcyon Green sacrificed himself for the two. Annabeth ended up joining Luke and Thalia, fighting monsters and becoming close friends and family. Annabeth and Thalia became close and Thalia became protective of
her, refusing to join the Hunters of Artemis, which meant leaving her, and they both had a shared love of Luke. They also took a lot of pictures during that time. Thalia told Percy that the best two years of her life were running around with Luke and Annabeth. Eventually, they started traveling to Camp Half-
Blood with Grover Underwood, a satyr. While they were traveling to camp, they got captured by Cyclops, and was separated from the ceiling. She saved her by stabbing a cyclops in the foot and untying Thalia, but being captured allowed monsters to catch up to them.
When they arrived at Camp Half-Blood. Thalia sacrificed herself to save Luke. Grover, and Annabeth, but got turned into a tree in the process. Annabeth cried while watching Thalia die and was devastated, and blamed herself for what happened to Thalia, and became distrustful of all cyclops, including
Tyson. When Thalia was revived due to the Golden Fleece, Annabeth was the first one to find her and stayed by her side in shock, but didn't celebrate the moment because she wondered what it would mean for the future. Thalia and Annabeth reconnected over the months, and went to the same boarding
school together in New York, being very close again by December. Annabeth told Thalia a lot about architecture, having Thalia memorize a lot of facts about monuments. In The Titan's Curse, they went on a quest to rescue Nico and Bianca from [[Westover Hall. When Bianca and Nico disappeared,
Annabeth immediately ran to get Thalia, showing how much she trusts her and respects her authority. Annabeth ended up sacrificing herself to save Thalia when the Manticore tried to attack her, causing Annabeth to fall off a cliff into darkness. Thalia was upset and angry over losing Annabeth, and
blamed Percy for what happened to her, especially after Luke was lost too. Thalia ended up going on the quest to rescue Annabeth, even though there was a risk that she might die in the prophecy. Thalia also helped everyone on the quest by finding the house of Annabeth's dad, because Annabeth gave
it to her, showing how much Annabeth told Thalia. Later, they got to Mount Tam, Thalia demanded that Luke let Annabeth was rescued, Annabeth was very supportive of Thalia joining the Hunters and squeezed her
hand. Thalia also gave Annabeth a big hug after she joined. The two stayed close friends after Thalia joined the Hunters and they missed each other very much. In The Last Olympian, the two were very happy to see each other and Thalia told Annabeth that she will take her and Percy out for burgers
when this is over, and visited Annabeth after she was stabbed by Ethan Nakamura. Later, Thalia expressed to Percy how she was worried about Annabeth's soft spot for Luke, and she may not be able to face him. In The Dark Prophecy, Thalia mentioned how Annabeth told her about her adventures in
the Labyrinth. Rachel Elizabeth Dare, her rival turned friend. Annabeth and Rachel met in The Battle of the Labyrinth, and Annabeth was very jealous of her because she liked Percy. Nevertheless, she reluctantly let her help her and Percy go through the Labyrinth. Annabeth started at Rachel for five
minutes when she was a gold statue, and Annabeth wanted to push her over. Annabeth was very rude to Rachel and asked her if she always dressed in gold, and when Rachel said she played dumb, Annabeth was it hard?". Annabeth was also angry when she announced to everyone that she
was half Greek god, and Annabeth called her "mortal girl" and said it wasn't a joke. Annabeth pretended to be polite to her when they entered the labyrinth, but she did not want her there, and was reluctant to believe that she could see through the Mist. However, Annabeth understood her when she said
her parents wouldn't notice if she was gone. But later, Annabeth was back to her rude sarcasm and called her Sacagawea, which made Percy to lay off of her, and she was doing the best she can. Percy apologized to Rachel, saying Annabeth usually wasn't like this, but Rachel knew why: she was jealous
of her. However, Annabeth began to slowly warm up to Rachel, and trusted her to get a car for them, though she looked uneasy. When they got back in the Labyrinth, Annabeth tried to ask Rachel more about her background, but Rachel was evasive about it. Rachel and Annabeth then struck up a
conversation about architecture, and they talked about different facades in buildings in New York. Annabeth and Rachel when she tried to
stop Percy and her from fighting, but she didn't say what she was going to say and started sobbing. Annabeth was also mad when Tyson said that Rachel was pretty. Annabeth was pretty. Annabeth was very
iealous of Rachel and hated how she was spending so much time with Percy. Annabeth didn't trust her to help Percy, since she was just a mortal, and after Percy said that he didn't like their chances to win against Kronos, Annabeth said angrily that he should go hang out with Rachel then. Annabeth was
furious when Rachel showed up at the Battle of Manhattan and asked what she was doing there, with her face red. But Annabeth reluctantly helped save Rachel from the falling helicopter. Rachel was grateful that Annabeth saved her life, but Annabeth told her to not get used to it and angrily asked what
she was doing in a war zone. Rachel said she had to be there to help Percy and Annabeth excused herself, saying she had friends to tend to, and stormed off. Rachel felt guilty, and said she messed everything up. The next day, Annabeth's eyes looked red, showing she had cried after Rachel showed up
Annabeth was also jealous when she saw Rachel on Mount Olympus, and told Grover Underwood to find traps with her. But by the time she returned, she didn't seem angry anymore, just concerned. Annabeth was later filled with dread when she found out that Rachel went to Half-Blood Hill, and went to
see if she was okay with Percy and Nico. Annabeth was concerned about her and was curious as to how she got past the barriers. Annabeth was in disbelief after she found out she couldn't date anybody, including Percy, and her
jealousy finally subsided. In The Lost Hero, Rachel and Annabeth had become good friends. Annabeth had Rachel come to Camp Half-Blood, and Rachel and Annabeth had become good friends. Annabeth had came as fast as she could. Annabeth and Rachel talked about Percy for a few minutes, and how they had no
news about him, and then Annabeth introduced her to Piper. Rachel also reminded Annabeth to tell Piper how Mount Olympus had been closed. Rachel also bragged about Annabeth, telling Piper she was redesigning the thrones on Mount Olympus and that she was an amazing architect, and said she
should see the salad bar. Later, after Piper passed out, Annabeth trusted Rachel to keep an eye on her while she took Jason to see Clovis. Later, Annabeth and Rachel both attended the war council with the others, and discussed together. In The House of Hades, Annabeth stated in Tartarus that she
and Rachel were good friends now, and that their drama was ancient history. Percy was uneasy whenever he mentioned Rachel's name, but Annabeth trusted Rachel enough to send her a note from Tartarus to tell Reyna to bring the Athena Parthenos to Camp
Half-Blood. She wondered if her message would make it to Rachel, and she felt slightly guilty that she put Rachel in danger, since she may be killed trying to bring the message to Reyna. Rachel ended up getting the note and giving it to Reyna, and told her that Annabeth was wise, showing she thought
highly of her. In The Blood of Olympus, Rachel reassured everyone that Annabeth knows what shes doing and that they must try for peace. Tyson, Annabeth and Tyson met in The Sea of Monsters, and she asked Percy where she found him, and was
disgusted by him. She was surprised to find out that he could talk. Tyson called Annabeth pretty and Annabeth screamed and called him gross, surprising Percy by how rude she was to him. Tyson thought they Annabeth was pretty and tried to touch her hair, but she slapped his hand away. She
reluctantly took him to Camp Half-Blood, and let him inside the camp so he could help Percy. She also told Percy angry even though
he was rude to him also. Annabeth said that cyclops were the most deceitful and treacherous creatures and Percy called her out for treating him like this horrible thing. Annabeth didn't want Tyson to go on the quest to the Sea of Monsters with her, and when Tyson suggested going, Annabeth's voice
panicked. Annabeth glared at Percy when he let Tyson go. On the quest, Annabeth got to know Tyson more and learned how he could imitate people's voices, which creeped her out. However, when Tyson allegedly drowned, Annabeth hoped that Tyson was alive and felt guilty, and realized she was
wrong about Tyson and wished she could tell him that. Annabeth eventually confessed to Percy why she hated cyclops, and it was because they were the reason Thalia Grace died. By the time she made it to Polyphemus' Island, Annabeth had no animosity towards Tyson, and he helped heal her with the
Golden Fleece. When they got back to camp, Tyson helped Percy and Annabeth win the chariot race, and Annabeth told the camp that they owed their lives to Tyson, and without him, they would've never saved Grover, got the fleece, or won the fleece. In The Titan's Curse, Tyson thought that Annabeth
was the coolest thing since peanut butter and loved her. He iris messaged Percy and asked him where Annabeth was. Percy didn't have the heart to tell him she was missing, so he just told him that she was busy. Tyson turn told Percy to say hi to Annabeth for him. Tyson was happy a few days later
when he found out she was Safe. In The Battle of the Labyrinth, Annabeth was happy to see Tyson again and they hung out near the canoe lake for awhile, though she was a little bit distracted, and during Capture the flag, Percy and Annabeth went missing and Tyson went to find them with Grover
Underwood. The next day, Annabeth got chosen for a guest and She insisted that Tyson come along with Percy and Grover, making Percy happy she included him, and Tyson was happy to go on the guest with her, Annabeth was later against Tyson and Grover splitting up on the guest and was afraid that
she would never see them again. When Annabeth found Tyson and Grover's footprints, she was insistent on finding them and said they were her friends. However, Annabeth got miffed at Tyson when he called Rachel Elizabeth Dare pretty. In The Lost Hero and The Son of Neptune, Tyson helped
Annabeth search for Percy, and Annabeth alerted Percy in an iris message that Tyson was close. He also told Percy that Annabeth would come for him soon, knowing about the mission, but pouted and his eye got misty when he said she wouldn't be coming for two more days. Tyson was excited when
Annabeth and the Argo II showed up, yelling, "Yay!". In The Mark of Athena had bad experiences with cyclops but thought that Tyson was a sweetheart, and since he was Percy's half brother, he almost was like family to her. Tyson also gave everyone a big hug, including Annabeth. Piper, one of
Annabeth's best friends Piper and Annabeth met for the first time when Annabeth rescued Piper, Jason, and Leo from the Grand Canyon in The Lost Hero. Piper was angry at Annabeth at first when she called her a Half-Blood, since she is mixed race, but she calmed down when Jason explained what it
meant. Piper and Annabeth later took a walk, where Annabeth told Piper about camp and being a demigod. Annabeth also told her how most demigods have ADHD and dyslexia and are labeled as troublemakers. Annabeth also told Piper how her memories about Jason were manipulated by the Mist, and
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Piper told Annabeth all of her fake memories about Jason. Piper cried, and Annabeth comforted her, telling her she can relate losing a boyfriend. Annabeth would make a cool friend in better times, and hoped she would be
claimed by Athena, so they can be in the same cabin together. Annabeth was furious when Rachel told her that Hera took over her body. As they spent more time together, they became friends by the end of the book, with Annabeth standing up for Piper when Drew called Piper dense, saying that she
asked a fair question. Piper could also read Annabeth's emotions very easily. Piper also told Annabeth that the prophecy and her losing Percy are connected, but was not mad at Annabeth when she decided to not go on the quest. Piper thought that Annabeth would be a great friend in better times. By
The Mark of Athena, Piper and Annabeth had become close friends and helped build the Argo II with Jason and Leo, and had created an inside joke where they steal each other's breakfast. Annabeth also loved Piper's charmspeak, which filled her with the desire to have a long talk with her and drop her
dagger. Annabeth knew Piper very well and could tell what she was feeling, and she hated how oblivious Jason was to Pipers jealousy towards Reyna. In return, Piper never had a better friend than Annabeth was, and was glad to see her happy with Percy near her. Annabeth confided in Piper how Percy
being missing was consuming her every waking moment and tormenting her. Piper was a little jealous of Annabeth's relationship with Percy however, because they got along so easy, it made her heart ache, but it didn't affect their friendship at all. Piper even stressed out about the Prophecy of Seven
because she could imagine what Annabeth would be like if Percy died. Annabeth also looked to Piper first to heal Percy, Jason, and Leo, when they were possessed by Eidolons. Piper likes Annabeth the way she is, noted when Aphrodite wanted to give her a makeoverm, Piper couldn't think of anything
wrong with her. Piper cannot imagine Annabeth doing anything vengeful. However, Piper became slightly worried at the notion that Annabeth would become vengeful towards Jason, and wished they were not rivals. When the Argo II made it to Charleston, Piper, Annabeth, and Hazel decided to go on a
girl's adventure, and Annabeth didn't mind hanging out with Piper. Annabeth could tell that Piper was afraid to tell her what she had seen in the blade of Katoptris. Piper was also the first person (plus Hazel) to find out about Annabeth's falling out with Minerva. Piper and Annabeth later sent a dream vision
to Camp Half-Blood together, warning Chiron about the Romans. Piper began to greatly appreciated how she and Jason began to trust each other and how she was taking up such a huge responsibility with the Mark of Athena. She
reassured Annabeth when she was worried, saying that she was going to kick some serious booty, because she could tell she was terrified and trying to hide her terror. After Annabeth defeated Arachne, Piper knelt next to her and worried about her cast on her foot. Piper was devastated after Annabeth
fell to Tartarus, but she knew it wasn't her fault or anyone elses. In The House of Hades, Piper was sad and devastated about Annabeth being in Tartarus and shed some tears about her with Hazel. However, Piper was determined to rescue her friend at Epirus. While fighting Khione, Piper thought about
what Annabeth would do. She revealed that she thought Annabeth was clever and great at devising plans, and didn't think she was as good as she was. When Piper first saw Annabeth again, she threw her arms around her and cried. In The Blood of Olympus, they were closer than ever. Piper thought
that Annabeth was the bravest person she ever met and had a lot of love for her friend. Annabeth had confided in Piper about the horrible things that happened in Tartarus, like Percy suffocating the goddess Akhlys. Annabeth and Piper went with Jason to Odysseus's Palace in Ithaca to find information
regarding Gaea. The two later went to Sparta together to defeat the giant Mimas, and get the Makhai for the Physician's Cure. The two went to museums together while looking for him. While looking for Mimas, Piper could tell that Annabeth was worried about Percy and reassured her that Percy was
smiling more and adjusting. Annabeth ended up breaking down and crying to Piper about how helpless she felt seeing the god Tartarus, her anguish of Percy disappearing, and how angry and scared she is about everything. Piper comforted her by talking to her and taking her hands as she cried.
Annabeth then called Piper a good friend and said she's angry at her for being annoyingly calm. When they made it to Mimas, Piper gave Annabeth advice to not think, just feel and only think about revenge for Bob and Damasen, and cupped her face and had their foreheads touch to calm her down. As
for Piper, she fought while thinking about her love for Annabeth. After Piper and Annabeth faced Mimas at Sparta, Annabeth began seeking Piper for advice and guidance more. They also learned they could tackle problems together from two different sides. When Kekrops arrived to lead them to Gaea,
Piper and Annabeth both agreed that it was a trick. When Annabeth heard Piper's singing, she was amazed and told her it was incredible. Piper later encouraged Annabeth to talk about the family that she would miss, causing her to open up about her family in Boston and the family she used to resent.
Piper thought how grateful she was to have boarded the Argo II because without it, she would've never became best friends with Annabeth, and Reyna became inseparable as they helped the two camps get along. Annabeth came to admire Piper as a mediator
between conflicts. The two are still in contact, and meet up for monthly Argo II reunion parties. In The Burning Maze, Piper thought of Annabeth wondered if Piper was okay and wished she was there for her
after Jason died. Chiron, her mentor and friend. Chiron is a close friend and advisor to Annabeth, including her part in the Great
Prophecy, which is why she was somewhat offended when he refused to tell her about Camp Jupiter in the The Lost Hero. Nico, her friend. Nico and Annabeth first meet in The Titan's Curse, when Annabeth helps save Nico from the Manticore, and ultimately ends up captured. Nico asked Percy if
Annabeth was his girlfriend, frustrating him. When Annabeth came home, she kept the secret that Nico was the son of Hades from Chiron, and searched for him all spring, to no avail. In The Battle of the Labyrinth, Annabeth was uneasy when she found out that Nico was communing with the dead, saying
that spirits are untrustworthy advisors, and that they needed to go track down Nico in the Labyrinth. Annabeth became extremely worried when she thought Nico would come after Percy. When Annabeth and Percy found Nico at Geryon's ranch, it is revealed that Nico, to some extent, blamed Annabeth for
Bianca dying and had informed Geryon about her. Nevertheless, after Percy's fault and that Kronos would do anything to get Nico on his side, and that Bianca wouldn't want to be brought back to life by him. But this made
Nico more upset, telling Annabeth that she didn't care about Bianca, and that if she did she would help him. But even after everything Nico said to her, Annabeth helped him summon Bianca's ghost and kept spirits away from him. She also told Nico that his sister was right when she told him that his anger
will be his doom, and reminded him again that Kronos would do anything to get him on his side. The next morning, Annabeth tried to convince him to join the group, saying that Bianca just wanted him to be okay, and put her hand on his shoulder, but he brushed her off and walked away. After he left,
Annabeth told Percy she was worried about him and scared he would talk to Minos again. Two weeks after that, Annabeth got an iris message from Eurytion and learned he had left his ranch and went back into the maze, making her so worried about him she was queasy. She and Eurytion thought that
he was talking to Minos again and knew he was in danger, afraid of what Minos wanted from him. However, Nico ended up choosing to side with Percy and try to save everyone, including
Annabeth, when he declared himself the Ghost King, finally trusting Annabeth. After they escaped, Nico chose to accompany Annabeth and Rachel chose to guard Nico while Percy went to see Luke. Nico and the girls agreed
that they needed to help Percy or else he'd mess things up, and they all saved him, and in return, Nico saved everyone again, including Annabeth, by making black Stone rise in front of Kronos's fortress. When they all arrived back at Camp, Nico didn't want to stay, but when Annabeth put her hand on his
shoulder and asked him to stay for her, Nico decided to stay, but only for her, possibly to mess with Percy. During the Battle of the Labyrinth, Annabeth, along with the others, helped Nico sit up as he healed. In The Mark of Athena, it is revealed that Annabeth has always had mixed feelings about Nico di
Angelo, and suspects that he had a crush on her ever since she rescued him from Westover Hall. However, Annabeth herself has no feelings for him beyond kinship, since he is too young, too moody, and has a certain darkness in him that makes Annabeth uneasy. Furthermore, she has always found it
hard to "read" Nico and his actions. However, Annabeth still admits to feeling responsible for him, and can relate to feeling like Nico did after Bianca's death—a homeless orphan, drifting through the world alone. Annabeth was upset when she found out about Nico's imprisonment, and listened to the news
sadly, shaking her head, but she wasn't surprised at all by the news, and figured out he would die on the Kalends of July. She also figured out rescuing him was a trap, but felt a responsibility to save him. A few days later, when she was reunited with Nico in Arachne's lair, Annabeth wasn't surprised that
he was there, and felt it was only right for him to be there with him. Nico, in return, didn't say much, but he told her the other side of the Doors of Death was Tartarus. Their reunion was cut short when Annabeth began falling into Tartarus, and Nico rushed to try to save her, using his strength to hobble in
her direction. He even leaned over the chasm, reaching out to help her and Percy, to no avail. The last sounds Annabeth heard before falling was Nico and Hazel screaming for help. Later, when Nico arrived back on the ship, Nico reassured Leo that Percy Annabeth were not dead, and if they were he
would feel it. He also said that Annabeth would make it through Tartarus, and that Percy would make it, especially with Annabeth on his side, showing he thought highly of the daughter of Athena. However, he was unsure if he could get her back safely. In The House of Hades, the Argo II thinks that Nico
has a crush on Annabeth, including Jason, who learned from Piper. However when he and Nico went to Croatia, he thought and was a deeper love. At first, Nico tried to lie to Jason, saying he left Camp Half-Blood because he crushed on Annabeth, but then admitted
that he wasn't. Jason connected the dots and it is finally revealed that Nico was actually jealous of Annabeth, not in love with her, due to her relationship with Percy (his actual love interest), which is why Nico initially didn't want to be around her. Nevertheless, despite his jealousy, Nico led the demigods
into the House of Hades to save Annabeth and Percy. After seeing Annabeth and Percy holding hands, Nico looks pained, showing that his secret crush on Percy is as strong as ever, although Hazel just thought it was because he went through Tartarus alone. As for Annabeth, in Tartarus, she was in
disbelief when she found out Nico helped them, and said she had no idea what drove him, and couldn't figure him out. When he left with Reyna and Hedge, she wished her good luck, and he wished her good luck in return, without making eye contact. In The Blood of Olympus, it is revealed that after her
return from Tartarus, Annabeth approached Nico as he was tying up the Athena Parthenos. Nico was afraid she found out about his crush, but instead, she went out of her way to thank Nico for being nice to lapetus (even before Percy did so), and telling the Titan that Percy is worth saving. While Nico is
still very jealous of Annabeth, and wants to hate her, he cannot bring himself to, since Annabeth's gratitude was genuine and sincere, and she never overlooked or avoided Nico like most people. Hence, Nico admits to himself that it would have been far easier for him if she were a horrible person. Later in
the book, when Hades reveals to Nico that one of the Seven is destined to die, the idea of any of them (even Annabeth) dying made him feel empty—like he was back in the dark Giants' Bronze Jar. By the end of the book, Nico finally finds the courage to tell Percy and Annabeth about his past crush on
Percy, coming out for the first time. By that point, however, Nico has come to realize that Percy is not his type, and that he is genuinely happy for Percy and Annabeth. While Annabeth is certainly shocked at such an unexpected revelation from Nico, she smiles at the son of Hades and high-fives him. Nico
is also happy when he finds out that Annabeth and Percy are going to college in New Rome the next year. Nico and Annabeth are on good terms. In Camp Half-Blood Confidential, Nico, Percy, and Annabeth help with the FAQ. Annabeth remarked that Percy and Nico were idiots and she would yell their
names, and Percy and Nico would yell her name in unison and annoyance. Hazel Levesque, her friend. Hazel and Percy and Percy and Nico would yell her name in unison and annoyance. Hazel Levesque, her friend. Hazel and Percy and Percy and Nico would yell her name in unison and annoyance. Hazel Levesque, her friend. Hazel and Percy and Nico would yell her name in unison and annoyance.
were a couple, but she dismissed the thought when she realized she was dating Frank Zhang. Annabeth was also suspicious of
Hazel when she covered up what Ella was saying, which was clearly a prophecy. However, Annabeth left a queasy Hazel at her cabin door to help Frank and Percy. That night, the ship had dinner, and Hazel defended
Annabeth, saying that she was right, and later got worried when she mentioned the The legend Reyna started mentioning. After, when Annabeth wanted to immediately talk to Hazel about it, showing the closeness of the two over a short amount of time. Annabeth
later tried cheering up Hazel after she got into a fight with Jason and Leo by telling her funny stories about Percy. Later, when the Argo II reached Charleston, Annabeth went on a girls adventure with Piper McLean and Hazel by following a map to find a ghost, and empathized with Hazel when she saw
that she was nervous, thinking about everything she must've seen in the Fields of Asphodel already. She didn't mind hanging out by everything there. The two also found out about her falling out with Athena/Minerva from Aphrodite/Venus. Later, Hazel smiled at
Annabeth when she saw her hug Percy, being supportive of the couple. Annabeth also promised to find Leo and Frank when Hazel got worried. The two interacted more on the ship, becoming close friends by the time they got to Rome. After Annabeth outsmarted Arachne, Hazel looked at
Annabeth with admiration, but was the first person to realize that Arachne's rope was pulling her into Tartarus and yelled for everyone to help her. The last thing Annabeth heard before falling into Tartarus was Hazel crying for help. Hazel was extremely saddened for
Annabeth falling into the pit but still trusted that she could save her. In The House of Hades, Hazel missed Annabeth very much and regarded her as the leader of the seven, and the smartest demigod, the one with all the answers. She wanted to take initiative and make Annabeth proud of her. Hazel even
trusted Hecate and decided to have the ship go the most dangerous route to Epirus just to ensure her survival. Hazel sobbed when she saw Percy and Annabeth come out from the Doors of Death limp as corpses, and demanded that Clytius let them go, and could feel Annabeth's life force wane. Hazel
was shocked when she saw Annabeth and Percy covered with black smoke and wanted nothing else but to save them from Pasiphaë and Clytius, which she did. When they returned to the ship, Annabeth demanded that Hazel stay with the Argo II because they needed her, and didn't want her to get lost
in the labyrinth. In The Blood of Olympus, Hazel helped disguise Annabeth with the Mist so she could go to Ithaca with Piper and Jason. Hazel also talked strategy with Annabeth before going to the Acropolis of Athens. As for Hazel, she cared about Annabeth but she kept Leo's suicidal plan from her at
his insistence. When the truth came out, Hazel cried to everyone about giving Leo the cure and manipulating the mist. Everyone was mad at Hazel first, but their anger subsided because they couldn't stand seeing Hazel crying, and they agreed it was a plan Leo would've done. The two have remained in
contact, hoping to monthly Argo II réunion parties. Leo Valdez, her friend and crew member aboard the Argo II. Leo and Annabeth first met in The Lost Hero, when she rescued Leo, Jason, and Piper from the Wilderness School, and knew about their protector, Gleeson Hedge. Leo wondered what her
problem was and why she was so angry until he found out that her boyfriend, Percy Jackson, was missing. Annabeth tried to get Leo to get along with Butch Walker on the way back to Camp Half-Blood, saying that he is the best equestrian and great with the Pegasi. Annabeth was also the one to tell Leo
that he had been claimed by Hephaestus, the god of blacksmiths and fire, when he thought his head was on fire. Annabeth was also fine with Leo accompanying Jason on his quest to save Hera. By The Mark of Athena, Annabeth and Leo had become good friends and had helped build the Argo II
Annabeth thought Leo was seriously ADHD, even for demigod standards, and respected him as a mechanic. She thought he had an impish grin. As for Leo, he respected Annabeth as the leader and obeyed her orders, like when she told him not to put a smiley face on a scroll to the Romans at Camp
Jupiter. Annabeth scared Leo and in return, Leo was scared to make her angry. He didn't find Annabeth attractive and ever since she had rescued him from the Grand Canyon, she changed his mind about blondes and now thought of them as much too smart and much too dangerous. Annabeth was
shocked when Leo fired on Camp Jupiter, and thought that Leo would never do that and told Reyna that. In return, Leo was sad when he thought that Annabeth knew it couldn't have been Leo and agreed that it was most likely magic from Gaea or Octavian. Leo and
Annabeth were the only people who could operate the engine room, so the two went in there a lot, with Annabeth going to help Leo in the engine room after he returned from seeing Narcissus, and the two staying behind in Kansas to make repairs after Leo needed Annabeth's help. Leo also joked around
with Annabeth, and could not stop grinning when she spent the night in the stables with Percy. The two thought about each other, with Annabeth being worried when Leo went missing in the Atlantic and with Leo thinking about Annabeth when he saw the Pantheon in Rome. Annabeth also reassured
Frank Zhang that Leo was a good guy and that he could trust him. After Annabeth fell into Tartarus, Leo felt very guilty and was convinced that the code in his fortune cookie from Nemesis used to save Frank and Hazel sacrificed Percy and Annabeth, and blamed himself for them falling into Tartarus.
Hazel reassured him that it wasn't his fault and Nico told him that Annabeth and Percy were not dead, and that they would make it through Tartarus. But he also was very determined to save them and head to Epirus. In The House of Hades, he still felt very guilty about her and tried not to think about her,
feeling like it was his fault that she fell into Tartarus. He thought he should've realized the cavern floor was unstable and gotten everyone aboard safely, before thinking about the statue. But he knew that moping around wouldn't get Annabeth back. Leo ended up being the one to save Annabeth and Percy
from Tartarus, by throwing a screwdriver and opening the mortal side of the Doors of Death. He was very happy and whooped when they came back safely. In The Blood of Olympus, Leo respected and cared about Annabeth as a good friend, and she approved of Leo going to face Nike. While he was
with Nike, he missed having Annabeth with him because she was good at talking. He also thought that Annabeth was no slouch. As for Annabeth with him as a leader, like when she also scolded Leo when he interrupted Piper while she was talking about her
visions in Katoptris, and told him to be quiet, and when she almost objected with Leo meeting with Apollo and Artemis in Delos. Leo also called Annabeth "the architect", when they got to Epidaurus, and said she knew her stuff when she spotted where Asclepius lived. Annabeth also wished Leo good luck
when he went to meet him. When the Argo II got to Athens, Leo, Frank, and Hazel talked strategy with Annabeth and planned a charge. Leo ultimately ended up sacrificing himself for everyone on the crew, including Annabeth, to make sure no one else would die, and kept his secret from Annabeth.
Annabeth was devastated when Leo died and was furious at Hazel and Frank for keeping it from her, but her rage dissipated when they cried and she agreed that it was exactly a plan Leo would've done. It is unknown if they met again, because when Leo visited Camp, Annabeth was in Boston visiting
Magnus Chase. Interestingly, both of them can communicate in Morse Code. Coach Hedge, her friend, mentor, and former chaperone. Annabeth and Gleeson knew each other in The Lost Hero, and knew him as Piper and Leo's protector. Annabeth became very worried when he wasn't there when she
rescued them and interrogated them to see where he was. In The Mark of Athena, Coach Hedge and Annabeth thought of Coach Hedge as a war crazed chaperone. On the morning before they arrived at Camp Jupiter, Annabeth pulled Coach aside and gave him the morning
off to watch reruns of mixed martial arts championships, because she didn't want a war crazed chaperone wrecking havoc at Camp Jupiter. Annabeth as the leader of the Argo II and obeyed her orders, which was remarkable because
he never obeyed anyone's orders. Coach Hedge was stubborn but was never crazy enough to defy Annabeth, even if he didn't want to do something, like when Annabeth ordered him to check if the fires were out, even though he already did it and grumbled, he did it anyway. However, he still felt a level of
responsibility over Annabeth, even though she didn't take him seriously and wasn't worried about getting in trouble by him. He was furious when she spent the night in the stables with Percy, being so mad he knocked down a cup of apples with his bat, and said she was irresponsible and broke the rules.
and thought she would have more common sense. After the incident, he was insistent that Percy and Annabeth don't go anywhere together and insisted that while he goes with Percy and Frank, the remaining crew watch Annabeth to make sure she is out of trouble. He even threatened to tie bells around
their necks. By the end of the day though, he forgot about the incident, though she was wary to have him be alone with Percy. Annabeth and Coach Hedge collaborated well together and they helped stop the Argo II from sinking in the middle of the Atlantic, and Annabeth saved him from Chrysaor's
bonds. It's also partially because of Coach Hedge Annabeth was freed, because he had ammo for ballistae, which was the reason she was freed in the first place. Coach Hedge was very guilty when Annabeth fell into Tartarus and paced around the death with tears in his eyes, pulling his goatee and
slapping the side of his head, saying he should've blown up more stuff. In The House of Hades, though he cared about Percy and Annabeth, he stayed behind from rescuing them because he wanted to come back alive for Mellie and his future kid. When they came back, he scowled, but he had a gleam
in his eyes that showed that he was happy to see them. He asked Percy and Annabeth what took so long and said that it was about time, and that they kept their guest waiting. When he left with Reyna and Nico, he reassured Percy and Annabeth that he would get back to camp safely and bring the
Athena Parthenos back, and see his baby. In The Blood of Olympus, they all missed Coach Hedge, so Leo programmed Buford to say things that he would say. Frank Zhang, her friend and crew mate aboard the Argo II. Frank first learned about Annabeth in The Son of Neptune but they first formally met
in The Mark of Athena. Annabeth thought that Frank was cute like an oversized cuddly panda bear and fought down a twinge of jealousy when she realized he was already close to Percy, and was suspicious when he and Hazel were hiding a prophecy concerning her from the camp. As for Frank, he was
very amazed when he found out she was a daughter of Athena and looked at her as if she grew a third eye. Annabeth quickly befriended Frank and trusted him to watch Leo after only knowing him for a few seconds. After
Annaveth heard how Frank turned into a koi, she couldn't look at him the same again without thinking of him as a koi. Annabeth also told Leo to knock it off after he insulted Frank, when he said that he's worth at least two or three Franks. When the Argo II arrived in Charleston. Frank went to Annabeth's
cabin and asked her to help him take of Chinese handcuffs, showing that Frank trusted Annabeth not to make fun of him. Annabeth was pleasantly surprised by the visit, thinking he was the least likely to come visit her, and she felt honored-she had a soft spot for people seeking knowledge and liked that
he trusted her. Annabeth also knew that Frank was embarrassed after Leo kept teasing him, and she knew he didn't want to be a laughingstock. Frank was impressed when Annabeth pulled up a 3D model of Chinese handcuffs, and Annabeth explained to him how to escape them. Annabeth also
reassured Frank that Leo didn't intend to be mean to him, and that he just gets nervous about Frank due to his size and powers, and that deep down, he's a good person. Frank almost told Annabeth about his lifeline, but the dinner bell rang. Annabeth noted that Frank made her feel warm and fuzzy, like
hot chocolate, and she could see how Hazel liked him. During their talk, Frank told Annabeth to "Keep it Simple" and Annabeth used that advice to help defeat Arachne, and so did the 3D model she made for Frank. After Annabeth fell into Tartarus, Frank felt very guilty and said he wished he was paying
attention, on the verge of tears. In The House of Hades, when Annabeth was gone, Frank missed her very much. Even though Mars screamed in his head to not trust her, Frank trusted Annabeth and thought she was kind, patient and helpful, even when he was distracted and acted like a buffoon. After
Frank rescued Percy and Annabeth, he asked them what happened in Tartarus, and they said they would tell him, not not now, they weren't ready. In The Blood of Olympus, Frank and Annabeth were very close and collaborated with each other as the leaders of the Argo II. Annabeth and Frank discussed
who should go on the quest to capture Nike and Annabeth agreed with Frank that four demigods should go: 2 Greek, 2 Roman, and exchanged war godly looks. They also agreed that they shouldn't go together on the quest because their godly parents are rivals. And when Frank and the others arrived at
Camp Half-Blood. Frank shapeshifted into a dragon and carried Annabeth in one claw. Due to Leo's insistence, Frank kept Leo's suicidal plan from Annabeth was very angry at first, but couldn't stay angry while Frank was crying and agreed that's a plan Leo would've
done. Frank and Reyna also told Annabeth that after she graduated from high school, she and Percy could go to New Rome University and then live out the rest of their lives in New Rome. Annabeth and Frank kept in contact, meeting for monthly Argo II reunion parties. Jason Grace, her friend and crew
mate aboard the Argo II. Jason and Annabeth first meet in The Lost Hero, where Annabeth and Butch Walker save Leo, Piper, and Jason at the Grand Canyon, after she got a vision saying a boy with one shoe was the answer to finding Percy. Annabeth was immediately suspicious when she met Jason
when he called Anemoi thuelai the Roman name and not the Greek name. Annabeth then thought that Jason did something to Percy when she realized that he only had one shoe. And when they made it to Camp Half-Blood, she became even more suspicious when he called Hephaestus his Roman
name, Vulcan, how he had a tattoo burned into his skin, and how he had a vision of a woman saying to be freed from a prison, who said he was his patron. Annabeth even became angry at Jason when she found out that Chiron told him something he didn't ever tell Annnabeth, who knew all of his
secrets. However, Annabeth agreed that Jason had a point when he wondered why his memory was taken, and helped see if she could hurt his memory back by taking him to see Clovis. Piper became suspicious when Jason and Annabeth were "hanging out" and was worried that they were attracted to
each other. Later, Jason sat next to Annabeth at the campfire, making Piper more jealous, and comforted him when he was embarrassed by Drew. Annabeth was also worried that the quest to save Hera was a trap, but Jason wanted to do it anyway, and she let him, but refused to go on the quest with
him. Jason also thought that Annabeth had a distracted look, thinking a million things at once. Annabeth later walked in on Jason looking at pictures to check on him, and encouraged him and said he would do fine on the quest. She also told Jason that he was most likely a loner who survived fighting
monsters before he arrived at Camp, though she was unsure where he got the tattoos. Jason also confided to Annabeth gave him advice for the guest, Annabeth even told Jason about Thalia and Luke, but their newfound friendship came to a halt when he said that Thalia
was his sister, thinking that he was lying. After the guest, Jason and Annabeth discussed Camp Jupiter. Jason also described Reyna to her after. In The Mark of Athena, it is revealed that even though Annabeth tried to hide it, he didn't trust him, and thought he acted and looked too perfect, and was afraid
he would betray her to the Romans. She also couldn't look at him without getting a bitter taste in her mouth, because he reminded her of how much she missed Percy. Later, on the Argo II, when she noticed Jason looking at her, he made her nervous and she wondered if he was really on her side.
However, it is revealed later that she didn't trust him due to whet happened with Minerva. On the other hand, Jason looked to Annabeth as a leader and a friend, and introduced her to Reyna, saying she usually doesn't Judo flip people. However, the two grew closer and learned to trust each other
throughout the book, and discussed the Mark of Athena together (the source of Greek/Roman hatred), without hostility or blame, amazing Piper, thinking that there was maybe hope between the two camps. Later, after Annabeth defeated Arachne, Jason was amazed at what she did, all with a broken
ankle. After she fell into Tartarus, Jason tried to dig through the rubble to find her and Percy, to no avail. He felt extremely guilty, thinking he should've flew down and saved them instead of the Athena Parthenos. However, he was determined to get to the House of Hades to save her and Percy. In The
House of Hades, he took her place as leader of the Argo II. In The Blood of Olympus, Jason promised to protect Annabeth, per Percy's request, when they went to Ithaca. Jason described Annabeth as ready for any threat, and would kick any guy in the legs if they asked for a drink. When Beryl Grace
appeared to Jason and tried to Charmspeak him. Annabeth tried to snap him out of it and told him that wasn't his mother anymore. After Jason was injured by Michael Varus, Annabeth freaked out over his injury and tried to heal him, her fingers trembling. Annabeth than sympathized with him about his
mom, and told him about May Castellan, her voice trembling. She almost cried when she realized it was only a matter of time before Jason died, since he was stabbed with Imperial Gold. Annabeth helped weave a makeshift bed to take him home. In The Tower of Nero, Annabeth was devastated by
Jason's death in The Burning Maze, and said that she cried herself sick, wishing she was there for Piper. She agreed with Apollo that Jason was the best of us. In The Ship of the Dead, Annabeth was crying from Jason's death when Magnus called her. Reyna Ramírez-Arellano, enemy turned friend
Reyna first learned about Annabeth in The Son of Neptune, where she learned that she was Percy's girlfriend. Annabeth also learned about Reyna from Jason in The Lost Hero. In the months after, Jason described Reyna to Annabeth. However, they actually met in The Sea of Monsters, when Reyna was
on Circe's island, where Reyna did her makeup and hair. Annabeth helping Percy escape was the reason why Reyna made it to Camp Jupiter: she was kidnapped by pirates, escaped, and made it to Camp. Reyna didn't hold a grudge against Annabeth and actually admired her for what she did, since she
never saw anyone refuse Circe's hospitality or outwit her. She thought she was brave and remembered her well, seeing why Percy cared for her. Reyna and Annabeth first met in The Mark of Athena, and could easily single her out as the leader. She also recognized a look of hopefulness, worry, and fear
that she couldn't show in public, hid by a facade of bravery. After Annabeth Judo flipped Percy, Jason introduced her to Reyna, saying that Annabeth usually didn't Judo flip people. Reyna asked if she was sure that Annabeth wasn't a Roman or an Amazon, and Annabeth, not sure if that was a
compliment, said that she only attacked Percy like that and shook Reyna's hand, which Reyna accepted. They ate dinner together, and when Octavian began insulting Annabeth was there in peace, then told her that Percy had spoken highly of her, which made Annabeth realize
she tried to make a move on Percy. Before Percy could invite Annabeth to walk around New Rome, Reyna asked to have a few words with Annabeth alone, giving her chills down her spine, reluctant to be alone and unarmed with a Roman leader. Reyna gave Annabeth a tour of new Rome, and told her
about New Rome. When Annabeth scowled. Revna laughed, and said she is definitely a warrior and has fire in her eves. Annabeth apologized and Revna said to not be sorry, and that she was a daughter of Bellona. Annabeth let Revna take Aurum and Argentum with them and Revna also gave Annabeth
hot chocolate. Reyna also explained to Annabeth that it is shocking that she's a daughter of Athena, since her Roman aspect, Minerva, didn't have children. As they talked, Annabeth trealized that she met Reyna before, and Reyna said they did, at the house of Circe. Reyna then called Annabeth brave for
refusing Circe's hospitality, and that there was a reason why Percy liked her. Reyna then showed Annabeth to tell her about Camp Half-Blood and show her she didn't make a mistake by trusting her, because she cannot trust Piper
and Jason had changed. Annabeth could recognize how alone she felt, but knew she didn't want pity, so she told her mother. Reyna began telling Annabeth about the Mark of Athena, until Leo, possessed by Eidolons, fired on Camp
Jupiter, Revna was angry and said that she betrayed her trust, but she realized she wasn't aware of the treachery, but knew someone must pay. After they left Camp Jupiter, Revna was angry at Annabeth and the Argo II, and raced across the country with the legion to stop them. As for Annabeth, she
wanted to explain everything to Reyna but she knew she wouldn't listen to her. Reyna and Annabeth met again in Charleston, when Annabeth tried to tell Reyna that what happened was because of the eidolons, but Reyna told her to save the
explanations for the trial. Annabeth then said that she shouldn't let Gaea drive the camps apart, and Reyna said that she knows that, but Octavian got the legion all riled up, and if she surrenders to her, she will be executed painfully and have an unfair trial, but it would stop further violence. Reyna said her
surrender would be the better option than letting her legion destroy Camp Half-Blood. Annabeth said she would follow the Mark of Athena to Rome and fix the grudge between the Camps, and Reyna reluctantly let her go and stalled Octavian, respecting her boldness, but she warned her that the next time
they met, it would be in battle, ending the friendship for now. In The House of Hades, Annabeth got a vision in Tartarus saying the Roman must bring it to Camp. Annabeth ended up sending a message from Tartarus to Rachel
Elizabeth Dare to give to Reyna. Annabeth wondered if Reyna would trust her, but she hoped so. Reyna was dumbfounded when she got the note, but when her dogs proved the legend was true, she decided to believe Annabeth, and told Marcus to get Scipio from the stables: she was going to meet the
Argo II and bring the statue to Camp, for Annabeth and the peace of the camps, showing how much she trusted her. When Reyna to join her and her friends for a picnic. Reyna and Annabeth talked and agreed that without her, Annabeth, Percy wouldn't make it out of a
paper bag, making everyone laugh. Before Reyna left, Annabeth gave her the Mark of Athena coin for good luck. Their last exchange was a hug, and Annabeth said she knew she would. In The Blood of Olympus, Reyna, Piper, and Annabeth became inseparable as
they helped the two camps get along, and roaming the camp to check the progress of the repairs. When Reyna thanked the Greeks for giving the Romans hospitality, after they almost killed them, Annabeth corrected her and said she almost got killed, and Reyna said "Whatever Chase", making the entire
crowd laugh. Reyna also told Annabeth that she and Percy could go to New Rome University, and then live in New Rome as long as they'd like. Family Athena, Annabeth that she and Percy could go to New Rome University, and then live in New Rome as long as they'd like. Family Athena, Annabeth that she and Percy could go to New Rome University, and then live in New Rome as long as they'd like.
with her other family members. In the The Lightning Thief, she states that she had been to Olympus with some other campers at the solstice. There, Athena gave her the invisible Yankees cap as a twelfth birthday present. When the Sirens sang to her, she saw her father and her mother together again
and happy. Annabeth holds her mother in very high regard, often trying to follow her example. She would often carry out her actions in accordance to what she thinks Athena would do, stating "Athena always has a plan". Likewise, her mother trusts Annabeth and sees her daughter as "her pride and joy".
They seem to discuss many things and have a set of plans in preparation for any catastrophe. Athena made Annabeth the new architect of Olympus after the damage caused during the Battle of Manhattan. Part of the reason Annabeth disliked Percy when they first met was because she felt that they
should hate each other because their parents do, though she later decided she liked Percy enough to be his friend regardless of what her mother would think. Athena disapproved of her daughter's relationship with Percy and claimed that keeping him alive would be dangerous to the gods, much to
Annabeth's grief. Though they love each other, Annabeth to have accepted it in the end, though reluctantly. However, her mother's Roman form refused to help Annabeth find Percy despite her pleas, as
Minerva hated the Romans and felt that if Percy had joined them then he should die too. This argument resulted in Annabeth had several issues with her father. Because of her status as a demigod attracting monsters and knowing that he had been
reluctant to take her in as a baby, Annabeth felt that he, along with the rest of her mortal family, hated her. This resulted in her running way from home at the age of seven and became a year-rounder at camp. While talking to Percy in The Lightning Thief, Annabeth told Percy that if it was her dad
imprisoned by Hades, she would leave him to rot. Although after encouragement from Percy and remembering how her dad wrote a letter asking her to give him another chance, Annabeth decided to go back to him and her step-mother for the school year. When the Sirens sang to her in The Sea of
Monsters, she saw her father and her mother together again and happy. After some time, Annabeth reestablished contact and occasionally met with her father. They tried to make it work three times, with the third try finally working out for the most part. Around The Titan's Curse, it seems her relationship
with Fredrick is getting better, especially after her father showed that he does care for her by helping Percy, Grover and Zoe find her, By The Last Olympian, she seems to be living with him again, though this isn't for certain because she is going to go to a school in New York near Percy's and her family
lives in San Francisco. At first, Annabeth had a terrible relationship with her step-mother, She would see the daughter of Athena as a danger to her children and would accuse her of purposefully endangering them when she was seven. Annabeth would soon run away from home, Eight years later, she
would come to regret her treatment of her step-daughter and has her friends tell her she has a home with them. The two would then patch up their relationship with her younger paternal half-brothers is currently unknown. Magnus Chase, Annabeth's cousin. Annabeth seemed to
have good relationship with her cousin Magnus in the end of The Sword of Summer. The last time they saw each other was when they would later meet again after his first death in the mortal world. She was shocked yet exuberant to see her cousin alive again and was
quick to offer him some assistance after realizing his demigod status. Despite the difference in pantheons, the daughter of Athena would help out the son of Frey however she could. Gods and Goddesses Other Annabeth was very close to joining the Hunters when she was a kid. Grover found a brochure
about the Hunt in her backpack and Thalia stated "Annabeth wanted to join the Hunters. Maybe you should think about why." A possible hint was when Percy and Annabeth were in the military school, they talked about her problems of moving to San Francisco. She said, "It's more serious than that. Percy
I...I should probably tell you something." This could possibly mean that she was going to join the hunt to escape monsters and her problems. In the end, Annabeth decides against it because she didn't want to swear off boys forever. Film The Lightning Thief Alexandra Daddario as Annabeth Chase
Annabeth is portrayed by Alexandra Daddario. Unlike the books, Annabeth has straight brown hair instead of blonde and blue eyes instead of gray. In the film, Annabeth is seen at Camp Half-Blood after Percy's battle with the Minotaur, fighting several campers at once and beating them all during a camp
tradition of Capture the Flag. She later takes on Percy during a game of Capture the Flag and very easily defeats him, until he goes to the water (the camp stream) to heal himself, which he then proceeds to fight her more forcefully and successfully disarms her. Later, Annabeth decides to go on the guest
with Percy and Grover. During the quest, Medusa specifically wants to kill her because her mother, Athena, cursed her. Grover saves Annabeth while Percy distracts Medusa; she drives the car that knocks Medusa to the ground to give Percy time to escape and behead her with his celestial bronze sword,
Riptide. Then, after securing Medusa's head for potential further use, Percy and Annabeth have a conversation by a motel pool the night before assaulting the replica of the Parthenon in Nashville, Tennessee. They discuss their parents and the conversation seems to be heading towards even more
personal subjects, but Grover interrupts them. Annabeth heads to the Underworld with Percy and Grover, then to Mount Olympus, Annabeth meets her mother for the first time. It is assumed that this was one of her lifelong wishes. She is a
formidable fighter and shows her book counterpart's ability to react to events that happened in Greek mythology, such as warning Percy about the Hydra in the fight in Nashville (which was in the guise of the replica Parthenon's janitors) and the story of Hercules and Hermes going to the Underworld. Also,
unlike her book counterpart, she and Percy are mutually attracted to each other from the start. The Sea of Monsters Monsters movie Alexandra Daddario reprises her role as Annabeth Chase (also played by Alisha Newton in a flashback) in The Lightning
Thief's 2013 sequel Percy Jackson: Sea of Monsters. The actress had chosen to dye her hair blonde for the flashback following
young Annabeth, Grover, Luke, and their friend Thalia Grace running towards Camp Half-Blood while being pursued by monsters. The group halts to a panicked stop when a tree falls on Grover, trapping his leg underneath. Thalia sacrifices herself for the protection of her friends as she meets her demise
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by indicting of the monthes. Young Anthabelt and Left femiles whereas Thale's ground himse a they and to be motified buildings and the month personal and the control of the motified buildings and the control of the cont
(as opposed to the various pantheons that are mentioned as existing or at least having people that believe in them, such as Apollo mentioning the Hindu god Indra and a man in Alaska telling Percy about the Inuit gods, and not counting the non-canon series of Rick Riordan Presents), as she has met all the Greek Gods, briefly encountered her mother while she was in her Roman state as Minerva as well as meeting the Roman gods without Greek equivalents Janus and Terminus, met the Egyptian goddess Nekhbet during a team up with the Kane siblings, and encountered the Norse god Loki at her cousin Magnus' funeral (though she wasn't aware that this was Loki due to his disguise as the priest conducting the service). She also met the Egyptian-Greek hybrid god Serapis in a team-up with Sadie Kane. When Rick Riordan originally told the story of Percy Jackson to his son Haley Riordan, Annabeth had brown hair. In the film adaptation of The Lightning Thief, Annabeth had brown hair, which came under heavy controversy from fans and led to the actress dying her hair blonde for the film's sequel. Ironically, in the Mark of Athena, Annabeth states that she wishes she had brown hair, as she

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