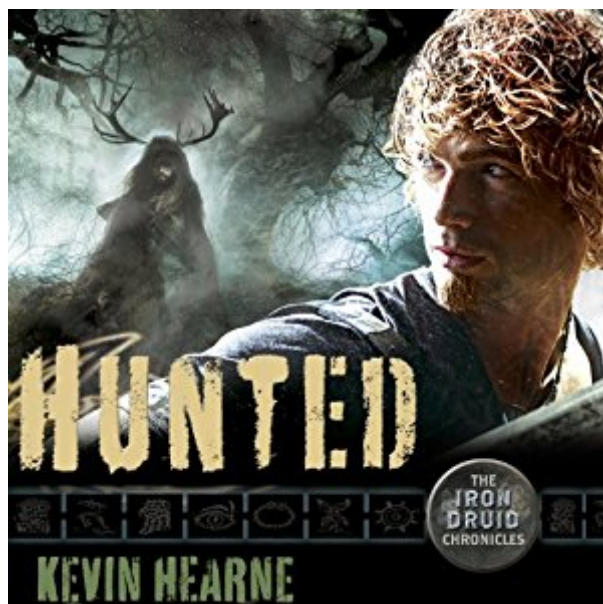


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Hunted: The Iron Druid Chronicles, Book 6



Synopsis

For a 2,000-year-old Druid, Atticus O'Sullivan is a pretty fast runner. Good thing, because he's being chased by not one but two goddesses of the hunt - Artemis and Diana - for messing with one of their own. Dodging their slings and arrows, Atticus, Granuaile, and his wolfhound Oberon are making a mad dash across modern-day Europe to seek help from a friend of the Tuatha D  f   Danann. His usual magical option of shifting planes is blocked, so instead of playing hide-and-seek, the game plan is...run like hell. Crashing the pantheon marathon is the Norse god Loki. Killing Atticus is the only loose end he needs to tie up before unleashing Ragnarok - AKA the Apocalypse. Atticus and Granuaile have to outfox the Olympians and contain the god of mischief if they want to go on living - and still have a world to live in.

Book Information

Audible Audio Edition

Listening Length: 9 hours and 52 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Random House Audio

Audible.com Release Date: June 25, 2013

Language: English

ASIN: B00CP5A2WO

Best Sellers Rank: #29 in Books > Audible Audiobooks > Fantasy > Paranormal #43 in Books > Audible Audiobooks > Fantasy > Contemporary #86 in Books > Audible Audiobooks > Fiction & Literature > Action & Adventure

Customer Reviews

I'm back to reading this series after a long time away (reading epic rather than urban fantasy for a change of pace). The first thing I would suggest is to read the bonus novella at the end prior to reading the main novel. Because some key hints are dropped in the novella about an event that occurs in the book (fairly early on), and some background storyline issues are resolved. (There's something regarding Odin in Hunted that didn't make a lot of sense to me until after I read the novella.) If you like the previous books in this series, and the characters, you will probably like this one as well. It is a little different in some regards in that there are pretty much no breaks for the characters. They are on the run, nonstop, until nearly the very end. It's exciting, for sure, but it leaves you wanting to take a deep breath. It was maybe a little too packed with action, as it didn't

have any of the fun world-building and character development of past novels (no anti-British old neighbor lady, no running a bookshop/tea shop in Arizona, etc.). Then again, by the sixth novel in a series, with recurring characters, it can be difficult to shed new light on their natures. If you are not familiar with this series, it is fun (perhaps not quite the same as the Dresden Files, but if you liked Harry Dresden and company, there is a good chance you will also like this series), but I'd suggest starting back at the first book. Because new characters are added in nearly every book, and subsequent books (like this one) refer back to past events from the other books of the series. As with other volumes in the series, there is a goal to this volume (reach safety in England, despite pursuit and many obstacles), but also overall development of the series arc.

I have just finished the 6th book of this series. And I have just realized I haven't review any of the previous books. Can't really say why. Mostly I'm afraid I won't do them justice... I can honestly say I LOVE this series. I'm starting the 7th one just after I'm done writing this, I'll tell ya that. Already in my kindle ^^ I'm not quite sure how to go on though (probably why I have t tried reviewing this series before ;) There's SO much I like. Or rather, I can't find anything I don't like. And ppl should know. I cannot be selfish and enjoy this all by myself. Ppl need to know xD These books are funny, geeky, smart, beyond interesting, geeky, awfully well written and researched, funny, engaging, action-packed, dark at times, sweet at times, geeky, funny and just plain brilliant. I mean, what's there to say about a Druid over two thousand years old who keeps up with the world and has an Irish wolfhound who he's taught to talk so they can communicate through a mental link, totally badass or what? And said hound, Oberon, loves bacon (and then again who doesn't? crazy ppl, that's who) watches Dirty Harry movies, quotes Star Wars and loves to get down and dirty with French poodles. He's loyal, loving, can't tell time well, loves stories (and they are the only way he'll get a bath) and he's basically a big geek who loves meat. Adorable (and far from it when in battle) Well, frakking awesome is what I say. AWESOME! There. I cannot think of a reason someone wouldn't enjoy this series. I mean, I know I strongly relate to the bacon and geek part, but still! Has a little of everything and then holy f*cking SOME.

Try as I might, I can't figure out a way to get Goodreads to let me give this as many stars as it deserves -- 6. I don't think it's possible for Hearne to write a bad book, but Hunted is beyond good. Not that Hearne has ever seemed anything but self-assured and capable (sorta like Atticus), but he's really firing on all cylinders here -- from the jaw-dropping and series-changing events of Chapter 1 through all the plot, twists, character moments, quips, action, and development that

follows -- Hearne delivers with verve and panache. I don't know how to describe the storyline without plunging neck-deep into spoiler territory, so let's just say that this picks up minutes (if not seconds) from Trapped and keeps going from there. Virtually every character from the previous five novels makes an appearance (if only with a name-drop), and we get a few new characters from the pages of myth (Irish, Greek and Roman predominantly, but most of Europe is well-represented here) as well from Hearne's own imagination. Our favorite Druids face off with a couple of new opponents, try to broker a peace with Greek and Roman pantheons, prepare for Ragnarok, and try to suss out who amongst the Tuatha Dé Danann might be working to bring about their untimely demise. (clearly, our heroes don't get a lot of rest in these fast-moving 300 pages to get all that addressed) Not that Atticus has had an easy go of it since the beginning of Hounded, but Hearne really puts the hurt on him this time around. He has two of the closest calls I can remember a first-person narrator dealing with in recent history -- and he gets both of them in one book!

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