



The Tomb of Hercules

Andy McDermott

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AN ANCIENT WARRIOR.

AN INCREDIBLE TREASURE.

A LETHAL ENEMY.

It's the opportunity of a lifetime—the chance to prove that a tomb containing the remains of the legendary hero Hercules actually exists. If American archaeologist Nina Wilde can locate it, it will be the most important historical find ever unearthed. But as Nina and her ex-SAS bodyguard, Eddie Chase, begin their search, it's clear that others want to find the tomb—and the unimaginable riches within—and will do anything to get there first.

Who will find the tomb of Hercules first, and what fantastic treasure does it hold? From New York to Shanghai, from Switzerland to the diamond mines of Botswana, Nina and Eddie must stay one step ahead of their enemies in a race to solve a mystery as ancient as civilization itself. But when a beautiful woman from Eddie's past joins the hunt, all the rules change—and in this life-and-death game, their next move may be the most dangerous one of all.

From the Paperback edition.

The Tomb of Hercules Details

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From Reader Review The Tomb of Hercules for online ebook

◇ Kimberly ◇ says

The book was full of action, great character building, and mystery. However, I found it a little dull after reading book one: The Hunt For Atlantis

Most of "The Tomb of Hercules" gave me a sense of dejavue. I probably wouldn't read it again.

Mark Muckerman says

It's like Dirk Pitt without the storytelling meets Matthew Reilly without the creative research. A decent book for reading on the beach and leaving behind for the next guy: an easy read and mindless brain candy; if you're in a hurry you can just read every other page and you won't lose the plot. As an actual book: disappointing. Weaknesses include thin plot, hackneyed writing, painful and resistive clichés (must every villain make the point that they're "not a James Bond villain"?), formulaic storytelling right out of grade 10 creative writing class, and, considering it's a follow up work to book two, character development is so bad they actually devolve rather than develop.

PLOT SPOILER: After being thwarted in her plot to nuke NYC, our villain shows up at the door the next day? With a dart gun? That is conveniently armed with a secret toxin? And she also happens to bring along two doses of antidote? Really??? All that's missing is Superman making the Earth spin backwards to make everything turn out alright. And what is Eddie - Wolverine??? I do a weekend of yard work and can't get out of bed on Monday. Über-Eddie takes multiple gunshot and knife wounds, beatings, high falls and at least two concussions in what, four days? Yet he just keeps bouncing right back up with that cheeky British mouth of his.

Premise: good. Story: bad. The only thing worse is that I bought all four books at once and my overdeveloped sense of order and thoroughness compells me to read them all. . .

Kill me, please.

BJ says

The second in this series, although I didn't enjoy this one as much as the first, I will go on to #3. Am enjoying the characters and the adventures. This one was a little bit over the top and I thought went on a little too long. Even though it took me awhile to read (I kept getting interrupted with library holds coming in!), I enjoyed it. Fun summer read!

Shelley says

Honestly, didn't finish this book, but am sending it and the rest of the series back to the library. I like the premise of the books, but one main character has begun to irritate me. So back they go. I have many more

books on the shelf waiting to be read.

Tony says

Don't be fooled by two things: 1) That the titular Tomb of Hercules plays much of a part in proceedings and 2) That Andy McDermott's sequel to the rip-roaring 'The Hunt for Atlantis' is nearly as exciting or blissfully fun. This reads more like an epilogue to that story stretched out to 600 pages, with McDermott choosing to focus way way too much on James Bond-esque outlandish spy-fi action beats than actually telling a truly interesting, history-weaving narrative as in the previous book. The fact he frequently has his characters quipping how 'Bondian' everything is may be his way of tipping the hat, but it's also indicative of the problem.

A major factor why 'The Tomb of Hercules' is disappointing however lies in Nina & Chase, who far from being an engaging chalk/cheese dynamic in their introductory novel, are here relegated to a pair of immature, irritating, squabbling teenagers for a sizeable proportion of the book. At first it's intriguing and a logical forwarding of their characters - by halfway in, you just want to bang their heads together. I'm sure that's the reaction McDermott wanted but it doesn't exactly make for enjoyable reading. Equally, it's hard to really get behind Sophia Blackwood as a villain - her motives are so obtuse, so convenient and indeed ridiculous, it becomes hard to really develop her beyond 1D, despite McDermott's efforts; rather than love to hate her, she just annoyed me. One twist too many grates after a while too - villains crop up and then disappear, plots are hatched and then overlaid, and McDermott seems the only way he can forward the plot with vigour is by having one of his leads routinely kidnapped. As I say though, the criminally small amount of time devoted to Hercules is the real con - the historical elements are just trappings, in reality this is an overblown espionage thriller and, well, we didn't quite sign up for that did we? And much as McDermott throws a few fun characters at us (Mac, Alderley), and a quite fantastic, sprawling action sequence in Botswana, it all just feels a little strained and watered down.

Not a great follow-up, then. 'The Tomb of Hercules' is ridiculous, loud, crude and aware of how fabulously daft it is, while McDermott is no great writer but a burgeoning supremo at making pages fly. Yet, it's not nearly as fun as the first time around - Nina/Chase, you deserve better.

Mike (the Paladin) says

Ooooookkkkaaayyyy..... This is an action thriller that really didnt have enough action to thrill me.

I read the first book in this series where Eddie and Nina set out to find Atlantis. This seems to have gone so well and been so successful that our writer decided that a search for another mythical place was in order and would be a great idea.

Except of course that things don't go a lot differently in this book than they did in the first.

Well they don't go that differently except for the addition of an annoying, nagging, bothersome angsty romance. We get the return of old love and the green eyed monster (that's jealousy for those of you lucky enough not to have read enough romances to know that). The book is filled...that's FILLED with angsty, emotional pointless conversations with our protagonists taking poy shots at each other.

Come here, come here, come here...get away, get away, get away.... Chase, go through trapped place (sort of

ala Indiana Jones) have a hostage situation....rinse repeat.

Ad nauseam.

If it's for you enjoy. I got through it, this one may be my last Wilde/Chase novel. Can't recommend it.

Patrick Gibson says

What do you call it when an author sets up a premise and promptly destroys it with a stupid sentence? There must be a term for it. Like 'shitass?'

For example:

"the scientists were normally able to conduct their explorations with no interference from the outside world. BUT NOT TONIGHT."

Or this gem:

"It was not a place where anyone in his right mind would choose to be. BUT SOMEONE WAS THERE."

How about:

"The dart guns were designed to fire tranquilizers. But these were loaded with something else. SOMETHING DEADLY."

And:

"They were following a set path, meeting up to confirm that all was well before turning back along their patrol routes. THEY WOULD NEVER MAKE IT."

Yet:

"There didn't seem to be any way Chase could rescue Sophia. BUT HE STILL HAD TO TRY..."

Look. The guy has some interesting ideas that would make a good novel. But he doesn't have an editor, or friends to proofread and tell him to cut out half the ludicrous moronic action sequences. Cut them because they are annoying, badly written and destroy whatever clever plot lines there might be, could be, should be—if he'd only shut up with the crap and write.

I suffered through his first book with hopes he would improve. Then I realized the second book could be combined with the first and make a pretty decent novel. After cutting at least half out of each. I mean come on... he flunked out of the Clive Cussler School. Never made it past 'Controlled Action Scenes 101.'

I have a high tolerance for bottom of the horse stable writing when it comes to action adventure—I mean, you sort of know what you are going to get when you crack the cover. BUT NOT THIS TIME!

I am not a writer. Never will be. Never want to be. But I could scratch out better dialogue sitting in a well used port-a-potty on a hundred and five degree day with a severe hangover.

Michael says

Fun read... If you like James Bond or Indiana Jones you'll enjoy these books... This is book 2 and I highly recommend reading the book 1 first which is The Hunt for Atlantis. Though this book does stand alone, reading the first book will give the read a better understanding of the lead character's relationships.

Emmie says

I like the series. It seems very promising. I'm not too sure about my feelings for the MC's. This series reminds me somewhat of the hunters series by Chris Kuzneski.

Dan says

Okay, so I know how I talked up this series after reading the 1st one. Granted, the genre is super-cliche but I thought Hunt for Atlantis was even good enough to get 5-stars. Why? Because that was an entertaining novel. McDermott apparently did not realize what made the first novel good because almost all of that gets lost here.

The Hercules stuff is good and this is where the book redeems itself a bit. But the problem is that it's not even really the main plot of the book! I won't get into the role it plays in the story but all I have to say is that you almost feel as if the title "The Tomb of Hercules" is a lie to what this book is really about. The action, while always fun when doled out in decent amounts, is extremely exaggerated and prolonged in this novel. It takes the fun out of it and the scenes overall less memorable. Botswana was cool, but after four chapters the action really needs to start drawing to a close.

The other thing that made me have to roll my eyes while reading this book was the dialogue. To put it simply, the characters sound like asses who aren't at all aware of what's going on around them. The epitome of this is when Eddie and Nina are running away from the Botswana Army and some other enemies but decide to hold up and talk about their RELATIONSHIP. I mean, you gotta be kidding me! This sequel features the two bitching at each other for almost the whole adventure, and at the most ridiculous moments. I could've seen this happening in Book 8 or 9 maybe, but I didn't feel like I knew the characters well enough yet to really give a shit.

I won't get started about the cheesy references either. All I gotta say is that it really seems silly to have characters make statements like they're surprised they're living out the genre, like how the villains keep

noting that they seem like Bond villains. Well...duh. It's like if Harry Potter had stopped his duel with Voldemort to comment "Wow, this is as epic as Return of the Jedi!" Ridiculous.

It's a bummer because it looks like this series gets more interesting down the road. Maybe I'll read the third sometime, but it probably won't be soon.

Lisabet Sarai says

I picked up a copy of this over-the-top adventure novel at a book swap, and read it on a long plane trip. Suffice to say that it kept be sufficiently entertained that I hardly noticed the discomfort of the cramped seats, screaming babies, and overly-enthusiastic air conditioning on my budget airline.

This book is apparently a sequel to McDermott's THE HUNT FOR ATLANTIS, which I have not read. In that book, archeologist Nina Wilde and her bodyguard/boyfriend Eddie Chase uncover the lost world of the sunken city and foil a plot for world domination. As THE TOMB OF HERCULES begins, Nina has been promoted to a position of power and influence in a UN archeological heritage organization, as sort of a consolation prize for the fact that her discovery of Atlantis must be kept secret. Nina's increased prominence and wealth puts a strain on her relationship with Eddie, a proletarian Brit formerly employed as a special operative. That strain increases when Eddie's glamorous and cultured ex-wife Sophia shows up at a UN function.

Nina is working on a new project--deciphering the cryptic lost commentaries of Plato in order to find the legendary Tomb of Hercules. She wants to make her mark in her profession. However, there are many other people who are seeking the tomb, for far less noble reasons.

Nina and Eddie are kidnapped and tortured. Again and again, in increasingly outrageous action scenes, they cheat death to escape the clutches of the ever-changing ranks of villains. Again and again, they plunge back into the fray, trying to thwart the evil-doers and/or to save one another.

The book is totally implausible, but huge fun, a tongue-in-cheek reprise of every cliché in every James Bond tale. McDermott does a good job describing the various settings for Nina's and Eddie's trials. The action unrolls almost like a film. The snarky dialogue works really well, too.

When I first started the book, I was rolling my eyes at its excesses, but I have to admit it pulled me in. By the final scene (involving a nuke set to destroy New York City in a matter of minutes), I didn't really want it to end.

THE TOMB OF HERCULES is a great choice if you're looking for quite well-written escapism and subtle humor. Just what you need to distract you from the miseries of modern air travel!

Joe Geesin says

After the discovery and destruction of Atlantis, Nina now works for a higher organisation and the plan to find the tomb of Hercules. The bad guys are those of James Bond, the action of Ben Hope.

There are twists and turns to the plot, as welcome as it is well written. The intensity is high (sometimes too high, there's no pause for breath), and interestingly large parts of the plot center on relationship difficulties that appear and are worked through. This largely works well, making the far fetched plot and action more plausible, but the "Fuck You" argument that takes up a third of a chapter was taking it a little too far. The notes it is left on definitely leave you wanting the next in the series.

Joe White says

This was a Hardy Boys setting of character types operating independently against James Bond style corporate madmen (women) bent on using their incredibly unbelievable network of world resources to gain more world domination.

In real life a person can't walk down the street without government intervention and the military or some special government agency is constantly monitoring and intervening in every country and in every unusual major corporate physical building or excavation site. Not in this book. Good old Chase is a single handed action figure with more lives than any three major comic book heroes. Dr. Nina Wilde can transcribe ancient Greek texts and decipher hidden cryptographic clues under extreme duress and physical fatigue with no reference resources at all. She should have been on the Dead Sea Scrolls team so that stuff could have been translated in a few weeks; or been around for that pesky Linear B script problem.

Nothing here was remotely believable beyond the concept that a tomb might exist. The submarine cavitation speed technique and the archeological principles connected with the tomb idea could have made a good read. However the author's strength is in writing endless pages of predictable suspense in which his one dimensional characters are indestructible and all the suspense is based on chase sequences combined with shoot-um-ups. Dialogue was kept to an elementary school level.

Skimming this book wasn't even any fun.

Truly says

Sebagai anggota jaduler di GRI, nama Hercules tentu punya daya tarik sendiri. Setelah memendam rasa sekian lama, akhirnya acara diskon di GI membuyarkan puasa beli buku yang sudah dicanangkan! Puasa batal demi buku ini... dan beberapa teman-temannya he he he

Bayangan cerita seru seperti yang sering ditayangkan di tv (sebelum Xina...) ternyata tidak ditemukan di buku ini! Sejak lembar pertama dibuka, isinya penuh dengan adegan perkelahian, tembak-menembak, kejar-mengejar, penghianatan, tentunya dengan bumbu cinta segi sekian (saking banyaknya yang terlihat. Sementara tokoh Herculesnya malah hanya dibahas sedikit. Paling hanya seputar tugas-tugas yang dilakukannya, dimana tugas-tugas tersebut jika diartikan secara harafiah akan menjadi pembuka jalan menuju ke makam Hercules yang penuh dengan harta.

Setiap lembar, memuat saya harus menahan napas karena ikut merasakan ketegangan yang ada, untung tidak salah urat! Walau isinya penuh dengan aksi yang pasti seru jika di filmkan, namun ada juga beberapa bagian yang membuat saya terharu dan tertawa. Adegan lucunya adalah ketika salah satu tokoh wanita, menggunakan sepatu hak tingginya untuk melawan pengejanya. Di kaki wanita cantik itu, sepatu hak tinggi itu menjadi senjata mematikan!

Jangan-jangan..., sitokoh terinspirasi dengan kasus yang pernah melanda pesinetron kita sehubungan dengan sepatu hak tinggi. Dimana khabarnya, sepatu hak tinggi si cantik dipergunakan untuk memukul kepala kekasih orang yang tidak disukainya.

Heubat yah.....! ini namanya efisiensi!
Dandan keren dapat...., keamanan diri juga dapat!
Belajar pake hak tinggi ah.... *mimpiON*

Pamela says

I enjoyed the first entry in this series, *The Hunt for Atlantis*. Unfortunately, *The Tomb of Hercules*, while still mindlessly entertaining adventure, gets bogged down in teenage angst-style relationship woes and a lack of focus.

18 months after discovering Atlantis, Nina Wilde and Eddie Chase are in a relationship. Alas, they fight about everything and Nina is more interested in getting wildly expensive haircuts and Armani suits to go with her new bureaucratic position than with actually going out and doing some Indiana Jones-style discovering. Eddie is frustrated, and about 90% of his dialogue is profanity, which is pretty pointless and not at all expository. All we get out of it is that he's mad. Whoop. Anyway, after a chance (or is it?) meeting with his ex-wife, Sophia, who's gorgeous AND a peer to boot, Nina and Eddie halfheartedly run around trying to find the titular tomb of Hercules, which makes a very early entrance in the book and isn't described very well. Mostly the story revolves around Eddie and Nina fighting like two year olds, then escaping from bad guys in spectacularly unbelievable ways, and then fighting again. McDermott mocks some of the crazy stuff that happens in Dan Brown novels (remember the falling out of a helicopter into the Tiber part? Yeah.) but turns right around and has his main characters slide down the outside of a skyscraper on a metal panel (!) and stop a nuclear bomb from going off by stuffing a dead body into it (!!!). Sorry for the spoiler there--but you knew they'd save the world, didn't you?

Hoping that the next one is more focused on the adventure and more clearly plotted. This one jumped around so much that it was really difficult to follow.
