Over Sea, Under Stone (The Dark Is Rising Sequence)


**Synopsis**

On holiday in Cornwall, the three Drew children discover an ancient map in the attic of the house that they are staying in. They know immediately that it is special. It is even more than that -- the key to finding a grail, a source of power to fight the forces of evil known as the Dark. And in searching for it themselves, the Drews put their very lives in peril. This is the first volume of Susan Cooper's brilliant and absorbing fantasy sequence known as The Dark Is Rising.

**Book Information**

Lexile Measure: 830 (What's this?)  
Paperback: 304 pages  
Publisher: Margaret K. McElderry Books; Repackage edition (November 1, 2000)  
Language: English  
ISBN-10: 0689840357  
Product Dimensions: 5.1 x 0.9 x 7.6 inches  
Shipping Weight: 12.6 ounces (View shipping rates and policies)  
Average Customer Review: 4.4 out of 5 stars  
(176 customer reviews)  
Best Sellers Rank: #48,812 in Books (See Top 100 in Books)  
#13 in Books > Children's Books > Fairy Tales, Folk Tales & Myths > Arthurian  
#698 in Books > Children's Books > Classics  
#1983 in Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic  
Age Range: 8 - 12 years  
Grade Level: 3 - 7  

**Customer Reviews**

Arthurian secrets, dark magic, the eternal clash of good versus evil, and a bunch of E. Nesbittian kids on an adventure. While Susan Cooper's "Over Sea Under Stone" is perhaps the weakest of the "Dark is Rising" books, it's a solid little fantasy story on its own. It's a sprightly, fast-moving little story without much complexity, but the depiction of the genuinely spooky villains and the ancient treasure-hunt are pretty gripping little subplots -- and of course, it sets the stage for the brilliant sequels. Simon, Jane and Barney Drew have arrived at their great-uncle Merriman's seaside house for a vacation -- and rapidly become quite bored. But when exploring the attic, they unearth a very, very old map that is somehow connected with the legendary King Arthur. As anyone else would do, the kids begin the search to find a golden grail. But they soon find that they are not the only ones who want the map. A seemingly genial pair of vacationers are being slightly too inquisitive, and
someone breaks into Merriman's house in search of the map. And Merriman reveals the origins of the map -- and an ages-old conflict between good and evil that hinges on who finds the grail first. Taken alone, "Over Sea Under Stone" is a solid, even excellent fantasy story; as part of a series, a little out of sync with the other books. However it sets excellent groundwork, has an intriguing storyline and a good mix of folklore and Arthuriana, and offers us one of the most mysterious and likable "magic mentors," Merriman Lyon. Say "Merry Lyon" really fast and see what you get. It starts off with every kid's fantasy -- treasure maps and ancient kings -- and rapidly blossoms into something that hints at an endless, epic clash between the Dark and the Light.

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