



Nearly one billion people lack access to safe water. **You can help change this.**

water.org



Reading Is Fundamental

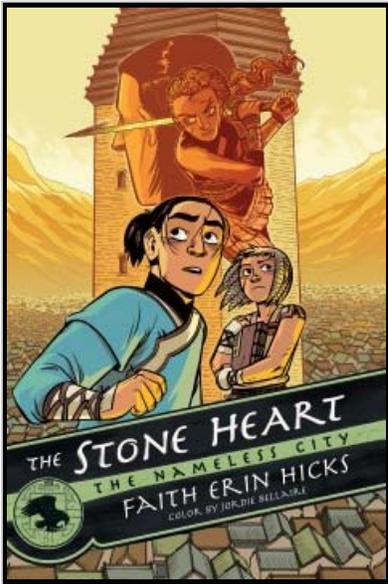


# BookFilter

A Book Lover's Best Friend

Home | Register | Sign In

[Home](#) > [Top Picks: All Books](#) > The Stone Heart



## The Stone Heart

by Faith Erin Hicks

Price: \$21.99 (Hardcover)

Published: April 04, 2017

☆☆☆☆☆

Rating: 0.0/5 (0 votes cast)

**From the Publisher:** Book Two of The Nameless City trilogy! Kaidu and Rat have only just recovered from the assassination attempt on the General of All Blades when more chaos breaks loose in the Nameless City: deep conflicts within the Dao nation are making it impossible to find a political solution for the disputed territory of the City itself. To complicate things further, Kaidu is fairly certain he's stumbled on a formula for the lost weapon of the mysterious founders of the City. . . . But sharing it with the Dao military would be a complete betrayal of his friendship with Rat. Can Kai find the right solution before the Dao find themselves at war?

### Share This Book

### About The Author

Faith Erin Hicks

Faith Erin Hicks is a writer and artist in Vancouver, British Columbia. Her graphic novels include *Zombies Calling*, *The War at Ellsmere*, *Brain Camp* (with Susan Kim and Laurence Klavan), *Friends with Boys*, *Nothing Can Possibly Go Wrong* (with Prudence Shen), the Bigfoot Boy series...

[More](#) +

### Release Info

List Price: \$21.99 (Hardcover)  
Published: April 04, 2017  
Publisher: First Second  
Pages: 256  
ISBN 10: 1626721599  
ISBN 13: 9781626721593

### Rate This Book

☆☆☆☆☆ | [Rate/Review](#)

[Add To Wishlist](#)

[Add To Bookshelf](#)

### Get This Book

Go to your preferred retailer, click to choose a format and you'll be taken directly to their site where you can get this book.

	<a href="#">BUY</a>		<a href="#">BUY</a>
	<a href="#">BUY</a>		<a href="#">BUY</a>
	<a href="#">BUY</a>		<a href="#">BUY</a>

[Personalize / Add More Choices](#) +

### What We Say

This is book two in the Nameless City trilogy and you are definitely plunked down right in the middle of the action. No question about it: you need to go back and read book one, *The Nameless City* by Faith Erin Hicks. Then you'll be glad the second of these graphic novels is waiting for you, rather than having to wait almost a year like the rest of us! It's a big story, so hold on. Centuries ago, an imaginary city sits at the crossroads of major trade routes. For many years, three powers have battled over this city. Each time one of them gains control, they rename the city in their own image. Then after a few decades, they're toppled and someone else takes over and renames the city yet again. The locals have given up

and simply dub their home The Nameless City. In Book One, we met two young people from vastly different realms. Kaidu is the bookish son of a warrior whose country rules over the City. Rat is a street urchin who found refuge among the monks when Kaidu's army slaughtered her family. Somehow, they become friends and are caught up in the endless political machinations that one finds in any Empire. After an assassination plot climaxed book one, this entry dubbed "The Stone Heart" focuses around the library/home of the monks that gives it this title. What's so effective here is how Hicks has created such rich characters who play off one another in unexpected ways. Kaidu may be a bookish lad who refuses to see the citizens of the Nameless City as trash, but his warrior father is actually quite sympathetic to his son's attitude. (It's the boy's mother who is the real warrior and savvy power broker.) Attempts to share control of the city with the other two major powers is met with derision and distrust both inside and out the City, not least among the warriors who don't fancy giving up power. Rat and Kaidu are always at the heart of things, but they don't have so much sway or ability that we see them as superheroes: they are simply young people desperately trying to stay above water in a world that is crashing down around them. It's exciting, vividly drawn and where the heck is book three? Think of this as a young adult graphic novel equivalent to the alternate histories written by Guy Gavriel Kay. Those who criticize Hicks for misappropriation of historical facts as if this were some Oriental stereotyping are confusing condescension with creativity. Yes, this is an historical work not set in any particular Asian time or place and it does make use of elements from different eras and societies, albeit with respect and specificity. Its panoply of characters of every race and hue (and heroes and villains on all sides) clearly shows a respect for genuine peoples and cultures that any reader will absorb and then hopefully pursue on their own with interest. - Michael Giltz

## What Others Say

---

Reviews for Book One Of The Nameless City Trilogy: Included in School Library Journal's and Kirkus's "Best of 2016" list, and NYPL's "Notable 100 Best Books for Kids". "The artwork is breathtaking...lending each panel a richness that appropriately reflects a multifaceted culture." —New York Times "Faith Erin Hicks breathes life into her characters with gale-force winds. The Nameless City makes you feel everything its heroes are experiencing inside and out, from adolescent angst to the scrape of terra cotta tiles under a leaping boot." —Bryan Konietzko, co-creator of Avatar: The Last Airbender "Faith Erin Hicks is one of the best creators working in graphic novels today and The Nameless City is a fantastic introduction to an exciting new series. Looking forward to reading more!" —Kazu Kibuishi, author of the Amulet series "This tale of unexpected alliances has everything: winning characters, a sumptuous setting, and sharp observations about power and history. Hidden depths abound in The Nameless City." —Scott Westerfeld, author of Uglies and Zeroes "The beauty and construction of the Nameless City will leave you breathless. Faith has created a world so detailed and believable, it makes...

[More](#) 

## What You Say

---

Filter by

No Reviews Found .....

---

The Mason can craft blocks, statues, and tools from stone, but to do it he'll need a mallet and chisel crafted by the carpenter. Our goal is to have a j.

Hey everyone! Today, the Stonehearth team is proud to announce the arrival of Stonehearth ACE, the Authorized Community Expansion (Pre-Release version 0.9). Helmed by Dani Angione, this intrepid group of community modders have added some truly magnificent features to the game, including but not limited to: A brand new Highlands Biome. Facebook is showing information to help you better understand the purpose of a Page. See actions taken by the people who manage and post content. Page created - December 3, 2013. People.

Enjoy our trailer for Ashes of Outland, Hearthstone's next expansion with the first-ever new class the Demon Hunter! It looks like you may be having problems playing this video. If so, please try restarting your browser. The Stone Heart. This is the other side, the eternal space hidden A world without skin and flesh, the perfect nightmare relents.

There is not fate, there is not regret, here there is no pain. In a clearing of the forest, suspended like a dark sun Shining in his gray solitude, there lies a silent stone heart. The stone heart remains, in a lucid inert place It does not do it does not live, it does not feel it does not believe. Awaiting his final existence, last events of foolish, dark solitary life Welcome to the Official Stonehearth Wiki, the Stonehearth reference written and maintained by players, for players. Please feel free to contribute by creating new articles or expanding on existing ones.

Stonehearth is a game about exploration and survival in an epic fantasy setting. Your job is to help a small group of settlers survive and carve out a place for themselves in a hostile land. You'll need to establish a food supply, build shelter, defend your people, and find a way to grow and expand, facing challenges at every step.

The heart of the game is city building and management. When you're just starting out, you'll need to juggle tasks like obtaining a sustainable food supply, building shelter, and defending your fledgling settlement from raiders and other threats. Once you've achieved a foothold in the world, it's up to you to write the destiny for your people. You have the flexibility to choose your own path in this game.Â The Mason can craft blocks, statues, and tools from stone, but to do it he'll need a mallet and chisel crafted by the carpenter. The Friar also tells them to find the 'Stone Heart' and put the broken dragon carving back to make amends for the damage George has done. But on the way the Gunner has sacrificed himself by breaking his promise sworn in the Maker's name to the Walker to try and save Edie, and ultimately falls into the clutches of the Walker. Welcome to the Official Stonehearth Wiki, the Stonehearth reference written and maintained by players, for players. Please feel free to contribute by creating new articles or expanding on existing ones. We are currently maintaining 1,983 pages (187 articles) . The Game. Stonehearth is a game about exploration and survival in an epic fantasy setting. Your job is to help a small group of settlers survive and carve out a place for themselves in a hostile land.