**Siege**

YA-This culmination of the trilogy is incredibly long and carries, besides the story, a dictionary of names, places, and other necessary information. It tells of the final battle between the forces of good and evil in the land of Osten Ard, a mythical place not unlike medieval Europe. Clearly, the author has been influenced not only by Tolkien, but also by Wagner's "Ring" story. Everything in Williams's narrative is larger than life-the individuals, the battles, the mysticism and magic. Yet his painstaking detail ensures that the world he creates is as believable and immediate as readers' everyday lives. The main character, Simon, is a reluctant hero. He is a superior warrior, yet he hates violence. He has been chosen as a seer by mystical beings who wish to aid his human counterparts, but he is never sure of his own worth. He understands cosmic truths, but considers himself ignorant. All action spins around Simon, but the book is replete with many other interesting characters, all fully developed. Enjoying the story's wealth of entertainment can literally take months, but for the author's fans it will be a treasure. It can also stand on its own.  
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