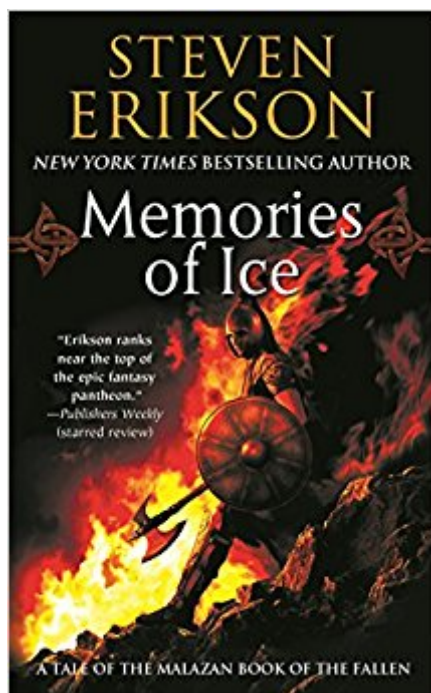


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Memories Of Ice (The Malazan Book Of The Fallen, Book 3)



Synopsis

The ravaged continent of Genabackis has given birth to a terrifying new empire: the Pannion Domin. Like a tide of corrupted blood, it seethes across the land, devouring all. In its path stands an uneasy alliance: Onearm's army and Whiskeyjack's Bridgeburners alongside their enemies of old--the forces of the Warlord Caladan Brood, Anomander Rake and his Tiste Andii mages, and the Rhivi people of the plains. But ancient undead clans are also gathering; the T'lan Imass have risen. For it would seem something altogether darker and more malign threatens this world. Rumors abound that the Crippled God is now unchained and intent on a terrible revenge. Marking the return of many characters from Gardens of the Moon and introducing a host of remarkable new players, *Memories of Ice* is both a momentous new chapter in Steven Erikson's magnificent epic fantasy and a triumph of storytelling.

Book Information

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Customer Reviews

Starred Review. Battle dominates the gripping third installment of Canadian Erikson's projected 10-volume series (*Gardens of the Moon*, etc.), set in the land of Malazan and featuring a host of gods, grunt soldiers, wizards and undead. Ganoes Paran is now captain of the Bridgeburners, part of Dujek Onearm's army that's trying to fight off the vile forces of the Pannion Domin. The author vividly details the horrors of hand-to-hand combat along with the cannibalistic tendencies of the Tenescowri (or peasant) rabble that fight for the Pannion Domin. The most intriguing new character is Itkovian, a commander of the mercenary Grey Swords who finds, after the battle of Capustan, that

his god has deserted him. For a giant fantasy series, this is tightly written, with no repetitious dialogue or exposition. Erikson ranks near the top of the epic fantasy pantheon. Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to the Audio CD edition.

“Erikson ranks near the top of the epic fantasy pantheon.” Publishers Weekly (starred review) on Memories of Ice “Homeric in scope and vision . . . Read and expect to be overpowered, not only by a story that never fails to thrill and entertain, but by a saga that lives up to its name, both intellectually and in its dramatic, visually rich and lavish storytelling.” SF Site on Memories of Ice

I don't know if I'm becoming a more acquainted with Steven Erickson's writing and thus I understood more of this book OR this book was just more readable than the first 2. Finally stuff is making more and more sense to me. But there is so much that happens in this book that it is really hard to sum it up in a review. However this is what I've now learned from Steven Erickson in this series: - My favorite Character will die. Seriously 3 books and in each one the character I liked the most ended up dead. Whether they die a true death OR simply ascend to something else is yet to be seen. - Someone will backstab someone else at a most inopportune time and get a lot of people killed. You would think that would go with #1 but it is its own thing. - Someone from the past will show up with a completely different name and you will have to try to figure out who they are. Sometimes it is easy and other times you really have to work for it. - A character that you used to like will probably do something that turns you against them or at least makes you question why you ever liked them. - Someone will make a sacrifice that is devastating. - The one relationship that you root for in the book will be torn apart or never really get any traction There are many other things I've learned but those are the main bits. Dujek, Whiskeyjack and the Bridgeburners were always one of my favorites from Gardens of the Moon and so I was happy to be with them again. I will say that there are some crazy things going on in this book like women from the Pannion Domin raping men who are dying on the battlefield because it is supposed to make a child born from that a seer. Alomander Rake is back with Moonspawn and that cursed blade. I loved that we get some history on how that blade was forged and that Alomander Rake was not the first to wield it. Paran actually has a really interesting arc going on and some unexpected changes in him. While I

don't get everything that his new position entails I think it means that he will be a big player at the end. I was really excited for him to be reunited with Tattersail in the form of Silverfox but alas that actually ended up being one of my least favorite parts of the story. Again see #6. Best new character award goes to Gruntle. I love that guy (that means he is doomed in the future > eyes #1 suspiciously). I wasn't really sure what to think of him at the beginning but his story actually ended up being my favorite for this book. I love that he doesn't care for the houses or the gods in them one bit and yet now he is attached to one. He probably isn't what that god wanted but he was in the right place at the wrong time and as the strips are with him forever now. Of course he was the person that I really was hoping would get a good relationship going with Stoney but alas again I was thwarted by #6. I love them together though. The end to this was chalked full of action and it was so sad. I am really heartbroken that things played out as they did. I'm still not sure how I feel, except I feel like I lost a good friend at the end of this. It is sometimes hard to believe that some of the characters in this book are not real people. There were deaths in the other books I was upset by but there is one in this that totally gutted me and we are only at book 3 so I'm not sure my tender notions are going to survive this series. But on to House of Chains and the new heartache that is sure to come with it.

This is the book where Erickson finally won me over. The previous books were good, complex, engaging, interesting... but so complex and with so many characters, it was hard to become invested in what was happening to people. I enjoyed them, but felt like I had to slog through them in parts. In this book, something clicked... I don't know if it was familiarity with the world and the people, or if there was a subtle change in how the author wrote, but I'm sold and can go from enjoying the series to recommending it. Complex, unique, epic fantasy with a colorful cast and complex plot.

I... am quite fond of these books. With such a rich, almost ridiculously detailed world (not quite epic feast passages a la George R. R.) to traipse around in, filled with surprisingly interesting characters, this series was a great find post Kingkiller Chronicles - unfinished series are killing me. That having been said, to the best of my knowledge, this series is complete. It is long, and it is wonderful. I have been consistently pleased with the level of articulation Mr. Erikson exhibits, and this book is no different from its predecessors in that respect, though I do tire of the word "febrile." Where this book does start to differ from the first two is the level of messed up-ness. The worst things that I can

think of doing to someone pale in comparison to some of the stuff the Tenescowri or others in the Pannion Domin do. Brutal. Most of the time you're like, "yeah, but they'll get theirs... right? PLEASE TELL ME THEY GET THEIRS" But you can't really know that, can you? Painfully suspenseful in that respect at times. At the end of the day, this book is more of the same, and that is most certainly not a bad thing.

After being introduced to a hub of new characters in *Deadhouse Gates*, we head back to the contents (roughly) that happened in the first book of the series (*Gardens of the Moon*) which to be honest I was very much happy about that. Throughout the series you will hop scotch back and forth on certain storylines. Nothing is ever really lineal. Again, in Erikson fashion he introduces new characters as well as a few older ones yet the ones he does bring feel fresh and very interesting. And of course there are a few main plots with smaller plotlines tricked in. Onearm's Host now ousted from the Malazan Empire are now focusing on a new threat. The Pannion Domin. Its based southeast of Genebackis and is ruled by the Pannion Seer. He leads an army of cannablistic Tenescowri and others forces named K'Chain Che'Malle and are reeking havoc on those who are in their way. Onearm's Host aren't alone in the fight. Anomander Rake's Tistii Andii along with Caladan Brood's forces and the White Face Barghast tribe go along for the ride. Also, a T'lan Imass army led by a new ruler named Silverfox lay their cards down to take the Seer out. Yet all these alliances seem to be a bit shaky and on cold thin ice. Silverfox is a new edition to the series. She is apparent heir to the T'lan Imass. She has much to learn and a ton of responsibility many doubt she is ready. Many even ponder if she is worth of such a title even though the forces inside her lead and shape her every move. A grand setting in the book is the Seige of Capsutan led by new editions to the series. Introduced are titles called Mortal Sword, Destriant and Shield Anvil. Each title represents a duty by a particular God. Itkovian is the Shield Anvil of God Fener. This book documents his struggles to hold for reinforcements yet are vastly overwhelmed and overmatched against the Seer's forces. Other meaningful characters are Toc and Tool who travel with Lady Envy and her Seguleh. They too are fighting The Seer but seem to have their own agenda for the most part. Again, these are just the main plotlines that take up a slew of the book. There are still hundreds of pages of important info with characters that I chose not to include in this review. If I mentioned every nuance in this review you wouldn't likely have read this far along. You'd be surprised how detailed Erikson writes, you have to pay close attention to these sorta things because trust me, he'll bring them back up a few books down the line.

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