



Water Sleeps

Glen Cook

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Regrouping in Taglios, the surviving members of the Black Company are determined to free their fellow warriors held in stasis beneath the glittering plain. Journey there under terrible conditions, they arrive just in time for a magical conflagration in which the bones of the world will be revealed, the history of the Company unveiled, and new world gained and lost...all at a terrible price.

Water Sleeps Details

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Author : Glen Cook

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From Reader Review Water Sleeps for online ebook

Markus says

The books must be written. The truth must be recorded even if fate decrees that no man ever reads a word I write. The Annals are the soul of the Black Company. They recall that this is who we are. That this is who we were. That we persevere. And that treachery, as it ever has, failed to suck the last drop of our blood.

Fourteen years ago, the last of the Free Companies of Khatovar marched out onto the Plain of Glittering Stone. After the most devastating incident in its history, carefully executed by an old nemesis, only a shattered remnant remained capable of escape. Those few continued to resist the tyrannic rule of the newly appointed Protector of All Taglios, all the while carefully waiting for the opportunity to go to the rescue of their lost brethren.

This was definitely an enjoyable book. It did not lack for action in any way. Still, it somehow reminded me too much of *Bleak Seasons*, another great book with very little plot advancement, where the most fascinating characters of the series were all absent. Sleepy started with the promise of becoming as great an annalist as Croaker and Murgan, but in the end I thought the writing was not as good as in the previous instalments.

That, however does not mean that the book was bad in any way. *Water Sleeps* does its job very well. And that job is to set the scene for the last of the Chronicles of the Black Company, and the conclusion to what is now one of my favourite fantasy series.

3.5 stars

Jack says

[I will agree that Cook did use more exposition than in past book, a

Gavin says

This was one of the best books in the series so far. It was entertaining and compelling from start to finish.

Things pick up 14 years after the shocking events that ended *She is the Darkness*. Sleepy is now annalist, standard bearer, and acting captain of what remains of the Black Company. The Company are in Taglios working to undermine the rule of Soulcatcher and the Radisha. The days of armies in the field are gone. The Black Company works from the shadows. The main goal is to discover a way to gain entry through the shadow gate so they can return to the Plain of Glittering Stone for a rescue mission.

Sleepy is a likable character with a distinct voice of her own. She was a very different sort of leader than Croaker, Lady, or Murgan. A new leader for a new time. Murgan's wife Sahra and her son Tobo play large roles and are both interesting characters. It was also great to see both One-Eye and Goblin feature more heavily than they have in recent books.

There was some exciting revelations towards the end that shed light on some long term mysteries. I'm looking forward to seeing how things develop in the next book.

Rating: 4 stars.

Audio Note: Macleod Andrews narrates this book and does a competent job. As he usually does.

Milda Page Runner says

Well, what's not to like?

- I always enjoyed reading about a women disguised as a men living among the guys and succeeding there.
- Imagine fighting guerilla/partisan war having two old mischievous wizards Goblin and One Eye on your team, not to mention the usual Black Company's bag of tricks - it's just pure fun.
- Mind blowing revelations about the Plain of the Glittering Stone.
- Encounters with semi-gods and demons.
- Dungeons'n'Dragons/ horror type adventure in Icy Caverns.

And all that spiced up with G.Cook's signature cynical sarcastic dialogues. I had a blast.

Eilonwy says

I'm feeling slightly overwhelmed. I'll try to come up with a coherent review later today!

Michael Campbell says

A bit slow going and reads more like a history lesson than a novel. Loads of backstory and questions answered but not a lot of actual plot or intrigue.

There are some interesting parts, The Black Company doing a bit of the back alley warfare it does best.

I enjoyed Sleepy as the Annalist more so than I did Murgan. She's a bit shaper than Murgan and not distracted by emotional attachments.

I think this one is very important to the story, and I believe it's leading up to a brillaint finale! All the same, it was somewhat of a chore to read.

Sumant says

After finishing this book, and gathering my thoughts regarding the black company books I have read so far, I think this has got to be by far the best book in the series after *Shadows linger*. Cook has experimented a lot with the way he has written the books, in a way that the narrator for the company keeps changing. Also some

books had two parallel story lines, finally merging at convergence. For the first few books we had *Croaker* as our annalist cum physician for the company, then we had *Lady* doing the job after which we had *Murgen* the standard bearer till the last book. But I think I liked *Sleepy* in the annalist job more because of the fact she gave us a very different perspective altogether. While *Croaker's* perspective was also wide enough but he seemed to be drifting to *Lady* time and again. *Murgen* too was very much self centered regarding his annals. *Sleepy* seemed to me like the most focused narrator in the series, also due to abusive past she basically joined the company as a boy and was *big bucket's* protege until finally *Murgen* started mentoring her.

The story basically moves forward the last book where the top mgmt of the company has been buried in the castle at glittering stone by *Soulcatcher*. Almost 15 years have passed since that event, with the head of the company cut off many have started to believe that the company is dead.

Fifteen years later...

In those days the Black Company did not exist. This I know because there were laws and decrees that told me so. But I did not feel entirely insubstantial.

But the company is like hydra, nowadays the company is headed *Sahra* and *Sleepy*, they are operating the company in a covert way by sabotage and rumors. The hierarchy of taglios has also changed a lot with *Soulcatcher* declaring herself as a protector of taglios and she has setup a puppet privy council consisting of

1. Radishdrah - The head of privy council
2. Chandrakant gokhale - The master of records.
3. Arjuna Drupada - The head purohit
4. Willow Swan - In charge of greys.

The company basically starts showing their presence, with removing the members of privy council one by one. They basically gather information from inside the palace by *sahra* and *Sleepy* posing as dimwitted women who gain entry into palace for doing daily chores like washing of clothes or cleaning etc, but they always find a way to over hear the important council meetings.

In this book *Sleepy* is also studying the annals in order to find a way to get back to the glittering stone and rescue brothers holed up there. The covert way in which company manages to snatch most of the privy council was definitely an edge of the seat reading for me. The way in which *One eye* and *Goblin* manage to capture *Narayan singh* and *Daughter of the night* was also fascinating to read.

The narrator of this book *Maclyod andrews* has basically captured the voice of *One eye* and *Goblin* perfectly for me, we get a lot of two wizards in this book, but we come to know that age has finally caught up with them and they are not as active as they used to be. They have basically taken *Tobo* as their protege.

Sleepy corners *singh* into giving information regarding the shadow gate, and she basically strikes a deal with him by which she agrees to his freedom in the exchange for the shadow gate key. Meanwhile the company gets involved in an audacious plan to kidnap *Radishdrah* from the palace itself, but tables get turned on them when *soulcatcher* comes to know of the plan and arrives in the palace to subvert it, from their basically a chase starts between *Goblin* and *Soulcatcher* and finally frog face manages to outsmart her.

The company then decides to leave taglios and via the grave of doom collecting the shadow key reach the

shadow gate. *Sleepy* starts taking the charge of situation from here, and we start to know that she will basically play an important role in the future of the company along with *Tobo*.

Once the black company enters the plain of glittering stone we are given a lot of information regarding the plain how it came to be and what is actually the plain. We also come to know about the origin of the company which sheds a light on lot of things which were previously told to us in the previous books. The company is able to rescue their brothers but not without a greater loss.

The only other author who has basically invoked such feelings me for his characters after *GRRM* has to be *Cook*. The loss of one of the most important characters in the series really left me sad. The company finally retreats to the land of unknown shadows in order to recuperate and rebuild. The black company lives in a world where *The good do unimaginable evil, and the evil show mercy but Soldiers Live through all this*.

One of the best books I have read this year 4/5 stars.

Lanko says

Surprised this happened 15 years after book 7. And not much expectations, after the problems I had with the ending of the previous book as well.

But this was really good. I loved the "urban guerrilla and infiltration" style of this one. The sabotages and terror tactics were both good and at times downright amusing.

Also, a lot of answers for a lot of questions that tormented me for a lot of books. The scope and worldbuilding were increased a lot, but the answers kept everything pretty tight and coherent. I think some other books will be rated higher on a reread, as a lot of stuff will make sense and all the foreshadow being detected.

The banter between members and philosophical bits were also extremely good.

There were some disappointing huge time jumps near the end when I wanted to see some events and characters as they happened, not as a summary, but not a big deal anyway. Probably we'll know it on the next books as certain POVs will return to the fray.

Eric says

They call me Sleepy. I was withdrawn as a child, hiding from the horrors of my childhood inside the comfort and emotional safety of daydreams and nightmares. Any time I did not have to work, I went away in there to hide. The evil could not touch me there. I knew no safer place till the Black Company came to Jaicur.

My brothers accused me of sleeping all the time. They resented my ability to get away. They did not understand. They died without ever understanding. I slept on. I did not waken fully till I had been with the Company for several years.

I keep these Annals today. Somebody must and no one else can, though the Annalist title never devolved upon me formally.

There is precedent.

The books must be written. The truth must be recorded even if fate decrees that no man ever reads a word I write. The Annals are the soul of the Black Company. They recall that this is who we are. That this is who we were. That we persevere. And that treachery, as it ever has, failed to suck to the last drop of our blood.

We no longer exist. The Protector tells us so. The Radisha swears it. Mogaba, that mighty general with his thousand dark honors, sneers at our memory and spits on our name. People in the streets declare us no more than an evil, haunting memory. But only Soulcatcher does not watch over both shoulders to see what might be gaining ground.

We are stubborn ghosts. We will not lie down. We will not cease to haunt them. We have done nothing for a long time but they remain afraid. Their guilt cannot stop whispering our name.

They *should* be afraid.

Somewhere in Taglios, every day, a message appears upon a wall, written in chalk or paint or even animal blood. Just a gentle reminder: *Water Sleeps*.

Everyone knows what that means. They whisper it, aware that there is an enemy out there more restless than running water. An enemy who will, somehow, someday, lurch forth from the mouth of his grave and come for those who played at betrayal. They know no power that can prevent it. They were warned ten thousand times before they gave in to temptation. No evil can preserve them.

4 1/4 stars

Choko says

***** 4 *****

Mercenaries, we are almost there!!! A buddy read at BB&B

We have been through a lot. War is tough on everybody. It has been especially devastating on the once vast and powerful, legendary Black Company. It has been 14 years since the core of the company, including the brains of Croacker, the Talent of Lady and the heart of Murgan, walked into the trap set for them by Soulcatcher in the Glittering Stone Plain.... Everyone presumes they are dead and the remnants of the Company scattered to the wind and mostly destroyed. No one has seen anything resembling the structure of a war mercenary unit since that time, The Catcher and Mogaba feeling very secure in their place of power, ruling together with Swan and the aging Princess over the ever poorer and increasingly disheartened populous of Taglios... Little bothers their sense of security, except the constant messages in forms of illusions, smoke, signs on the walls, or small hit and run attacks some pesky little group of agitants keeps coming up with... "Water sleeps!!!" and other small promises of revenging for brothers long gone... But it is

enough to still keep those tyrants on their toes...

Sleepy wishes for nothing more than to be able to cuddle up in a corner with a blanket and spend hours in sleep, dreaming of better times and prettier things... After all, that was the escape always available during a tough and cruel childhood... But at thirty something, the heavy responsibilities on Sleepy's shoulders are a far cry from childhood times. After all, back then personal survival was the only goal. Now, 14 years after Sleepy, Goblin, One Eye and several other soldiers of the Company were unable to reach the rest of the group before they entered the treacherous Plain of Glittering Stone, the only thing they can do is try to retain some semblance of a memory of what the company used to be. By virtue of being literate, and also the chosen by the Captain and Murgan annalist apprentice, Sleepy is the new record keeper and standard bearer of the barely existing company. Only few members of the gang are from the times before Dejagorie, and the rest are tag alongs, most attaching themselves for having no better choices, but having no true concept of what The Company stands for or is really supposed to be like. At this time, Sleepy has resorted to guerilla warfare, hit and run tactics, and trying to keep the flow of intelligence going in order to plan and plot.

See, because of Murgan's powers of sleep-walking and Astro-projection, the remainder of the gang has found out that the company brothers stuck in the Plain are ALIVE! They are just stuck in a magically induced stasis, thanks to Soulcatcher and her machinations. So, Sleepy has sworn that they are going to free them and once that is accomplished, recruit for the rebuilding of the Company and avenge themselves on all responsible for the treacheries perpetrated on them and the deaths of all their comrades. Some lofty goals for mere slip of a soldier...

This book was very different from any of the previous ones, mainly because it was written from the point of view of Sleepy. There is a feeling of distance, a much more objective way of recording this period in the Company's history, and it sounds almost clinical at times. We miss the humor of Croacker and at times the absolute self-absorption and importance Murgan wrote himself into the annals with. They had a self-centered way of storytelling which we could easily identify with. On the other hand, I think Sleepy was the perfect person for delivering the enormous information we acquire during this chapter. Sleepy is a local born and raised, the first one since we have been with the company, who is more religious than not, brought up in a culture where the individual is lesser than the whole. No wonder Sleepy will downplay personal feelings and achievements and concentrate on the overall picture. Also, the revelations which we deal with here are soooooo huge, that in order for us to truly grasp the scope of what is happening, a subdued, more quiet voice is the perfect vessel for our preparation to enter into the final phase of our journey.

So, once again Glen Cook knew exactly what he was doing, and this book did exactly what it was intended for - it set us and the Company in a perfect position for the big grand last hurrah!!! Honestly, this setup distresses me a bit, because I can taste in the air some big losses and maybe even unthinkable heartbreaks awaiting us in the last installment of this series, which makes me very nervous to reach for the book that will be our Good-buy!!!

If you love military Fantasy and have not yet this series yet, WHAT ARE YOU WAITING FOR??? READ IT!!! This series is unique in many ways, but most of all, we see this genre from the eyes of the rank and file up, not the other way around as is the tradition. I love it and already mourn the fact that all things, no matter how good they are, still have to come to an end... Glen Cook, you are one devious, and wonderful master of storytelling! Thank you!

I wish you all Happy Reading and may you never run out of great books!!!

Evgeny says

A group read with my fellow mercenaries Choko, Eilonwy, and Sarah.

The surviving members of the Black Company (this seems to be a common theme for the start of all books of the series) slowly biding their time carefully planning revenge on everybody who betrayed them in the last book. They keep reminding everybody the Company is beaten, but not killed. "*Water sleeps, but your enemies don't*" is the main theme of the book.

Two very unlikely people had to fill the positions of Company's Captain and Lieutenant as well as annalist. The revenge is a dish better served cold and they delivered in spades. They messed up plans of mightiest sorcerers and rulers; they kept showing the world it is never worth the trouble to double-cross the Company. After all the Company survived quite a few immortal sorcerers, but quite a few immortal sorcerers had not survived the Company. I am talking about mostly simple soldiers backed up by a couple of witch-doctors (One-Eye **was** trained as one).

We have a new annalist as all of the old ones are... well... busy (I am trying to avoid spoilers here). From the previous book it should be obvious who it is, but I will not reveal who it is. Suffice to say it is a broken person who found an accepting brotherhood among the mercenary band. Being a broken person, the annalist makes very impersonal tale, so personality-wise this tale has no hope of being equal to that of Croaker, Murgan, and especially Lady.

Does it mean the book is bad? Not in the least. The whole process of careful planning is great. The actual acts of revenge make up for some very intense moments. Goblin is the undisputed star of this installment; while reading one of the scenes in the beginning with his involvement I realized there is no power on Earth which would make me stop reading until the scene was over.

The mysterious people and entities finally spoke and their revelations while completely unexpected, cleared a lot of events happened after the Company went south. These explanations make obvious the series comes to an end and they were truly on the grand scale. We finally got to meet the last major player up close and personal.

So all in all the flat personality of annalist is completely overshadowed by the great action and overall picture of the happenings. I gave this book 5 stars after my first read and my reread left the rating unchanged. Haters gonna hate.

Jeremy Preacher says

Water Sleeps was actually pretty good, which was a nice change. Sleepy is a much, much better narrator than Murgan, and the immediacy of the guerilla campaign is much more interesting than the previous book's long march to nowhere. I did not love the increasingly obvious parallels to India - maybe I am misremembering, but they didn't seem so lazy in previous books, I mean, use some new names at least - and once they leave the city it starts to have some of the same problems with immediacy as the last book, but it's still much better.

The ending is... odd, enough that I may yet hunt up the next book, but I am not going to dwell too much on the announced but unwritten sequels after that. The Black Company was well worth reading for the first three books, and it's mostly been downhill from there.

Troy G says

The gist of this book is: the black company survives. I expected this as part of the story, because I knew there were 2 more books, but what I didn't expect was how well the series did without its major characters in a narrative sense.

The narrator of this book is Sleepy. She was mentioned in the pervious book, and appeared once or twice, but was a very minor character. Now, she is pretty much the only character left, and so keeping up the story is up to her.

The shift in narrative style and venacular was interesting. Sleepy comes from a different background from Murgan and Croaker, and this is evident in the way the story is told. I have alot of respect for Mr Cook being able to pull this off as well as he did.

Also kudos to Cook for making Sleepy such a different character from Croaker and Murgan (who were a tad too similar).

The difference in perspective allows Sleepy to see some things that previous narrators were blind to, especially when it comes to local politics / religeon / popular opinion.

Sleepy's commitment to the ideal of the black company lends so much meaning to those ideals, and the black company as a thing that is greater than its parts.

Sleepy is my favorite of the narrators, even though Croaker is a somewhat more interesting character. The events of the book have a smaller focus than the other books of Glittering Stone, but the conclusion is one of the strongest of all the books of the black company.

I recommend this book to anyone. I'd suggest you start with "Shadow Games" if your interest is tentative. If you love gritty fantasy, then you should start with the original "Black Company"

XX Sarah XX (former Nefarious Breeder of Murderous Crustaceans) says

? **Buddy reread** with the clueless new mercenary recruits Elena, Mark and Maria over at BB&B. Under the wicked supervision of our Ever-Stalking Black Company Overlord (ESBCO™), of course ?

Previous rating: 3.5 stars. *No comment.*

New rating: 12.45896785 stars.

► **And the moral of this reread is** : hallelujah to our Lord Shrimp and stuff! I finally **saw the light**, read this book **right**, and rated it **appropriately**! We are all saved! The world will not blow up and all puny human life on this planet will not be somewhat **terminally terminated**! Yay and stuff!

Okay. So. I have desperately been trying to understand how I could have read this slightly wondrous book **so wrong** the first time around, and finally came up with the following **theories**:

① I am a complete, total, utter **idiot**.

② I was **drunk as a hormonal puffer fish** on his first ~~night on the town~~ Mariana Trench pub crawl when I first read the book.

③ I was **high as a rabid barnacle** on crack when I first read the book.

④ My **evil twin momentarily took over** while I was reading the book and proceeded to read it revoltingly wrong on my behalf.

⑤ One-Eye cast an **extra strength confusion spell** on me, as suggested by my Nefarious Love Child, thus clouding my **ever foolproof judgement**.

⑥ ① + ② + ③ + ④ + ⑤

⑦ **All of the above.**

► **And the moral of the moral this reread is** : Shame is me and stuff. I think I better hide for a while, in a futile attempt to atone for my **most despicable sin**.

? **A very private message to Sleepy**: I might have previously said that you were a ~~flat, dull, unemotional character~~ not Glen Cook's most exciting character. Maybe. Perhaps. I might have been **a little wrong**. Maybe. Perhaps. Now will you please marry me? I think you're **kinda sorta amazing**. Maybe. Perhaps. And if you don't want to marry me, no problem. I'll just send the murderous crustaceans to **kidnap you**. And then I'll lock you up in the High Security Harem and stuff. **Tada!**

? **A very private message to Goblin**: I ?lurves? thee, you **cranky, dried-toad looking sorcerer**. Will you be my Double Great?

[Original review]

? **The Search and Rescue Mission is On Buddy Read** (SaRMiOBR™) with my fellow mercenaries Evasive, Slowpoke and Cleaver ?

Actual rating: 3.5 stars. *No, intergalactic amazement is not me this time.*

It's okay. I can do this. I rated a book in this series less than 18 stars. **But it's okay. I can do this.** Of course I can. I am strong. I am invincible. I have survived Stupidly Stupid Highly Flammable Ground-Breaking Crap (SSHFGBC™), I can surely survive a less than perfect instalment in the **Mostest Perfectest Series of all Time** (MPSoaT™). Come on, nefarious little me. NO CRYING. **Breathing in, breathing out. Breathing in, breathing out.**

Yeah, I know I could have used a different gif than the one in my pre-review. But guess what? I didn't. Ha.

Oh I know what you're thinking, my Little Barnacles. You're thinking I'm slightly exaggerating ~~again~~. I mean, a 3.5 rating is pretty good, right? Not in Glen Cook is a God Land (GCiaGL™) it isn't! Hence the **total despair, utter grief, and complete desperation**. BUT. Things are looking up. I originally gave this book a 3-star rating. Then I ~~DNFed~~ read How to Flirt with a ~~pathetically boring~~ Naked Werewolf. Horizons broadened, crap meter off the scale, **perspective restored** and stuff. Tada! 3.5 rating for Water Sleeps (~~And So Do I~~). If I was somewhat insane, it would probably have occurred to me that if I read enough **Pieces of Crap** (PoC™) back to back, I'd end up giving this book the 18-star rating it deserves. But I'm not, so I didn't. Oh no. **Absolutely not**.

But anyway. I'm pretty sure you are all terribly anxious to know what ~~went terribly wrong~~ didn't go so well in this instalment, so **let's get to it**.

Homework. Yes, that's right, homework. That's the main problem with Water Sleeps (~~And So Do I~~). *I wish I could say I came up with this brilliant analogy all by my little self, but I didn't. I shamelessly stole it from this very good review. Credit given where credit due, peace on earth and blah blah blah.* Yes, I'm afraid this book kind of felt like some **mandatory reading assignment** to me {insert screams of horror and dismay from my inner Glen Cook is a God Fangirl (GCiaGF™) here} Don't get me wrong, this instalment is **very interesting and very important** in the grand scheme of things. Because you learn tons of, well, **very interesting and very important** things. And stuff. Especially when it comes to the Company's origins and history. But **bloody hell, is it tedious**. Why, you ask? Here's why:

Meet our narrator and Master of Yawns, Sleepy. Such a perfect name for such a flat, dull, unemotional character. Sleepy seems to be dead inside. And I see the logic in it, but it doesn't make for a **very charismatic** MC. Yeah, yeah, yeah, I know, Sleepy's character is complex, conflicted and blah blah blah, but I felt no connection whatsoever there. Which pretty much **ruined the book for me**. And it makes me mad because Sleepy could have been an **amazing** character. Such a **devious** mind! Such **Machiavellian** plans! Such **cunning** awesomeness! This could and should have been a dream come true. **But it wasn't** {insert sighs of gloom and sorrow from my GCiaGF™ here}.

Sorry, can't help it.

The rest of the cast? THANK GOD GLEN COOK FOR THE VILLAINOUS VILLAINS! Had it not been for our **Bat-Shit Crazy Chick of the Thousand Voices** (BTCCofSV™), my rating would have gone down down down. I love that loony. She is such an **evil bitch**. It's absolutely divine. She could definitely teach Sleepy a thing or two when it comes to loosening up and **unleashing the wacky**.

Company-wise, things tend to get pretty dull when my favourite **Grumpy Wizardly Grandpas** and the **Problematic In-Laws** are not around. MY Murgen's wife friend has tons of potential but turns out to be a **dull bore**. Sigh. Had you told me only a week ago I **wouldn't give a damn** if most of the Company died, I would have had you suited up in a ~~straitjacket~~ **cute little white outfit** with very cool sleeves and sent off to ~~an insane asylum~~ a very relaxing place. But that was last week. **And now my life has no meaning**.

Yes, that's exactly how I feel right now. And no, I am NOT going to cry again. Absolutely not (view spoiler) ← oh please, don't tell me you didn't know I was going to do that! Silly Little Barnacles. You never learn, do you?

Oh, before I forget, there is one other thing this instalment desperately lacks: epic **battles** and uber cool **fight**s. Delightful **bloodshed**. Glorious **beheadings**. Delicious **dismemberments**. ~~And stuff~~. Okay, I guess that's more than one thing. Huh. No wonder I didn't like this book as much as I did the **previous ones**.

So at this point you're probably wondering why the freaking hell I didn't give this book a **0.9999 rating**, and decided to go for a 3.5 one instead. Some of the **boldest barnacles** among you might even doubt my sanity ← *this is an outrage. Fleet Admiral DaShrimp has been notified. Expect a visit from the murderous crustaceans shortly*. I have to admit that I am not -hum- **overly enthusiastic** about Water Sleeps (~~And So Do I~~). But. And this is a **BIG BUT** here. No, actually there are several **BIG BUTs** here (view spoiler):

① **This is Glen Cook** and Glen Cook is a God.

② **This is The Black Company** and The Black Company is the **Mostest Perfectest Series of All Time**. And for **All of Eternity**.

③ **See** ①

④ **See** ②

⑤ This book is **kidnapping heaven**.

⑥

QED.

You're welcome.

»» **And the moral of this review is:** Glen Cook, I still worship you, PLEASE PLEASE PLEASE **bring the AWESOME back!!!**

**pats herself on the back for managing to write this review without revealing Sleepy's biggest secret* (view spoiler)*

- **Book 0.5** (short story): Smelling Danger - *to be read*.
- **Book 1:** The Black Company ★★★★★
- **Book 1.2** (short story): Tides Elba ★★★★★
- **Book 1.3** (short story): Bone Candy ★★★★★
- **Book 1.5:** Port of Shadows - *to be released September 11, 2018*.
- **Book 2:** Shadows Linger ★★★★★
- **Book 2.2** (short story): Shaggy Dog Bridge - *to be read*.
- **Book 2.3** (short story): Bone Eaters ★★★★★
- **Book 3:** The White Rose ★★★★★
- ~~**Book 3.5:** The Silver Spike ★★~~ ← *pretending this one never happened*.
- **Book 4:** Shadow Games ★★★★★
- **Book 5:** Dreams of Steel ★★★★★
- **Book 6:** Bleak Seasons ★★★★★

- **Book 7:** She Is The Darkness ★★★★★
- **Book 9:** Soldiers Live ★★★★★

Worry not, brothers and sisters of the Black Company, for deliverance is near! We shall **behead, impale and generally slaughter** the wickedly twisted and villainous bad guys, and efficiently extricate you from your current predicament!!!! **BBB Mercenaries to the rescue!!!**

Robin Wiley says

Finally done!

Kids, I gotta be honest. This one felt kinda like homework.

Sleepy is our narrator this time. She's not fun or funny, which is a drag. But she is a genius at guerrilla warfare, and that is pretty great. She is in charge of a tiny ragtag bunch - Company members not cocooning under the Glittering Plain. We have the ancient but antic loving wizards One Eye and Goblin, Murgan's wife and son, and a few other newbies.

They are in the capital city, living in a super secret hideout, wearing disguises, instigating riots and other chaos against Soulcatcher (aka. Crazy Bitch That Just Won't Die). They are biding time, getting all their ducks in a row, so they can go rescue the rest of our beloved Black Company from the big nap.

City part of the book was fine. After they go through the Shadowgate and head to the rescue is very cool, but the in between was a drrraaaagggg. And for those of us keeping a tally of bad guys needing to die - there is NO Satisfaction. By the time they get to the Shadowgate, they have so many rotten bad guys caged up and in tow - it's like a damn circus parade.

Characters - still the Black Company!

Action - nothing really large, but they are still trying to stop resurrection of the goddess of death, Kina

Cool places - the Glittering Plain is very cool and the fortress in the middle of the Plain is fun

Creatures- shadow critters, a werepanther, a large, smelly goddess with accessories made of skulls and penises, and a couple of horses of unnatural size and breeding

Magic - oh Hell yeah, it's all over the place

The book wasn't bad, but nine books is a lot. The lack of bad guy killing has me quite vexed. I am very vexed. Makes the whole thing seem longer.

One last book. Once more into the breach!
