



## The Redemption of Althalus

*David Eddings , Leigh Eddings*

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## **The Redemption of Althalus** David Eddings , Leigh Eddings

*The Redemption of Althalus* is the first stand-alone, single-volume high fantasy saga written by the bestselling husband and wife team of David and Leigh Eddings. Their previous beloved series include the Belgariad, the Malloreon, and the Elenium, and although *Althalus* is bursting with all the daring escapades their multitude of fans expect, it is also an engaging departure for the authors. *Althalus* is a grand adventure that is bound to enthrall readers of the authors' previous, multivolume epics, but it features a precision of plot and language that can be achieved only by having an actual resolution.

Althalus is a young thief and occasional killer known for his skill and incredible luck. A number of capers end without much monetary reward for him, until he stumbles into a shrine built to the fertility goddess Dweia. Soon afterward he meets with the wizard Ghend, who hires him to steal the Book, a magical tome that can be found in the bizarre House at the End of the World. There, Althalus discovers Dweia in the form of a black cat and learns that she has chosen him to aid her in a war against Ghend and her evil brother, the destroyer god Daeva. Together Althalus and Dweia use the power of the Book and gather together a small team of questionable heroes who must battle Ghend's supernatural forces and armies. The thief Althalus can only hope his luck holds out for this one last task, since the very fate of humanity is at stake.

A stand-alone epic fantasy is a rarity in the modern-day publishing world and a concept that should be embraced more often. *The Redemption of Althalus* gives us all the action, sorcery, humor, and soaring imagination of a grand series but doesn't leave any loose threads, fractured subplots, or loss of momentum. A great deal of fun action and generally good-natured exploits are punctuated by the authors' usual satire on religion and high society. In one clever turn, Althalus enters a city where the wealthy are forced to hide their riches and live even worse than the poor in order to avoid taxation. *Althalus* is well-polished and smoothly constructed, with real storytelling muscle and a gratifying finale. The Eddingses should be praised for their willingness to put a cap on this particular story in an effort to offer other wonderfully developed worlds to their readers.

## **The Redemption of Althalus Details**

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Author : David Eddings , Leigh Eddings

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# From Reader Review The Redemption of Althalus for online ebook

## Alexander Draganov says

Charming story about a thief who becomes the saviour of the world. The main character is a very likable one, as well as the support cast and as usually Eddings blends his story with a lot of magic and mythology. If you like light, funny fantasy stories, this is a book for you.

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## Braden says

I wasn't really that impressed with this book, which is a shame because I love the other series that I've read by David and Leigh Eddings. This is 800 pages of everybody congratulating each other on how clever they've been. They defeat the enemy at every turn with very little effort, almost like a kid killing ants with a magnifying glass. The lack of real conflict in this book makes it feel sort of like a historical account rather than a fantasy novel. The greatest tragedy to me are the characters. There was absolutely no character progression, growth, anything. They are completely flat. I call this a tragedy because they had such potential! A thief/murderer turned father figure and savior, a mind-reader who was nearly burned at the stake by people who accused her of being a witch, a priest struggling with his faith (who falls for the "witch"), a boy genius, and a teenage queen who falls in love with the soldier who killed her father in war all gathered together to save the universe. That to me sounds like a group of characters to get excited about! But no. Nothing. They are each individually used for their abilities and then basically forgotten (except to be clever or congratulate someone else on how clever they've been...ugh). What's worse is that I know the Eddings' know how to create compelling characters. The Belgariad and The Malloreon are full of them! I honestly don't know what went wrong with this one, but I'm just going to chalk it up as a loss and try not to let it tarnish my opinion of these authors as I begin The Elenium.

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## Eric says

Let me start by saying I am a huge David Eddings fan. His **Belgariad** series is one of my favorite fantasy series -- in some ways more so than even the holy The Lord of the Rings trilogy.

That being said, I couldn't stand this book. He reused, recycled and regurgitated his characters and story-lines from his more successful works and threw them slapdash into this altogether uninspired and uninspiring book.

If you want to read something good -- no, fantastic -- from Eddings, read the **Belgariad**, a five-book fantasy series that begins with Pawn of Prophecy.

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## Angela says

I read this series about 12 years ago and could not put it down. The imagination, the humour and action. It just had it all for me. Plus it helps that David Eddings is one of my favourite fantasy authors.

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## Allison Hurd says

I dunno. This story was great the first two times I read it in the Belgariad and the Mallorean. But somehow, I didn't like it as much with the third set of the same but renamed characters.

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## Ippino says

Ridondante.

Sarebbe potuto durare la metà delle pagine, e gli avrei dato una stella in più.

Così è noioso, noioso, noioso.

Il problema più grande è che i personaggi continuano a ripetere gli stessi dialoghi più volte, raccontando un mucchio di volte le stesse cose.

Questo all'inizio non si nota molto, ma dopo la metà questo difetto assume proporzioni gigantesche.

Gli stessi personaggi poi, sono caratterizzati veramente poco, sia psicologicamente sia fisicamente: quelli principali avrebbero delle potenzialità, ma le loro azioni spesso sono guidate in modo illogico; in più non hanno particolari approfondimenti psicologici. Quelli secondari si dividono in militari tutti uguali fra loro, anche nei nomi, e "nemici al servizio del Dio del Male", senza qualità particolari se non il fatto di essere brutti, sporchi & cattivi.

Ah, tra l'altro il Dio del Male, che viene chiamato in causa ogni cinque pagine, non si vede nemmeno.

La trama è di una banalità allucinante: piatta, lineare, prevedibile... nessun sussulto, nessun colpo di scena.

L'unica trovata decente, e cioè le porte magiche che dal quartier generale dei buoni permettono di raggiungere qualsiasi punto dello spazio e del tempo per fregare i nemici, viene usata a sproposito. Invece di dosare bene questa idea, gli autori ne abusano, rendendo virtualmente invincibili ed onnipotenti i buoni, e facendo fare ai cattivi la figura dei fessi, sempre.

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## Izlinda says

I read this book years ago. My sisters and I were big fans of David Eddings and when this book came out, we were excited. While the characters are very much archetypes, I did enjoy it back then. Rereading it now, I may get a little frustrated at repetitions, but it's still an enjoyable read. I have favorite scenes I reread.

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## Casey says

I love this book, I find it a refreshing read in which cinematic battles are not the method of fixing the problem.

I do however acknowledge the complaints of those who have given this book one and two stars. It is the same tropes Eddings used in all of his series, simply condensed down into one book.

Personally I enjoy the characters, the setting and the reality of their situation. I also enjoyed the fact that their conflict is one of many in the universe, and it would only be important for the time they were living it. Once

their conflict was done, it was no longer important, a refreshing take on the importance of a hero.

Althalus is simply one of my all time favorite characters in existence and will continue to be so, his habit of looking at everything through the lens of humor is one that I find interesting, when many modern hero's are rather intense. He is more laid back and relaxed about things, though even he has his limits.

This may be my favorite book, but that doesn't mean that it is perfect, yes it does have it's flaws. Still, for the unconventional read, the character growth and multitudes of likable characters, it is hard to trump. I would have to say nearly all of it's flaws come into play because it is one book, but with enough ideas to last for two or three. Personally I think that would have ruined the pacing, but that is just me.

I highly recommend this book, I highly recommend Eddings, and I personally feel that if one has never read Eddings material, this would make for a great entry piece if they do not want to manage a six or twelve book series respectively.

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### **MarsianMan says**

Probably my favorite book from David and Leigh Eddings. It is a one book epic about a thief. Althalus has been having a run of bad luck when he is hired to steal a book (whatever that is) from the House at the End of the World. He thinks he has died or gone mad when he enters a room, hears a cat speak to him and notices the door no longer exists.

I don't really know what to say other than I really love this book.

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### **Marsha Ramnanan says**

This was such a strange little traipse through a world in which 3 Gods fought (or passively sat by) over the future of reality. Characters were quirky and original and the story itself was a good one.

To be fair - I don't know why it didn't appeal to me more.

Maybe it was because Althalus himself went from being such a rogue to being an extension of Dweia - even while trying to have his own voice, or maybe it was the neat pairings off that was a little too...well - neat. Or it could be that evil was too clearly evil and I don't feel like that's ever really the case.

It was a good read and I would recommend it for a nice rainy evening - but it won't be one of those books that I re-read when I have that 'want to visit with all friends' feeling, if you know what I mean?

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### **Venus Smurf says**

This is easily my favorite book of all time. I love David Eddings, because his characters are always so sarcastic and funny, but Althalus tops them all. After all, what's not to love about an assassin and thief who spends his time arguing with goddesses? Or a princess who just might be knife happy? This book is clever, funny, complicated, and just plain fun to read.

This is the book I tell everyone to get for themselves, because even though I want the world to read it, I'm

much too possessive of my own copy to lend it out.

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## **Freya Marske says**

Consider this a lesson in Not Revisiting The Problematic Faves Of Our Youth; I hadn't read this since high school, and remembered it vaguely as falling in the heist/con genre (which, vaguely, it does). It's about a thief who gets seduced into the service of a goddess and goes around collecting a ragtag bunch of misfits, you know the drill, so that they can defeat another inexplicable bunch of misfits who are SUPER EVIL and working for EVIL and they're all ugly and 'primitive' and 'insane' and sometimes coded as posh British (??) and did I mention EVIL. Fairly standard late-90s fantasy quest stuff.

### **THINGS I HAD NOT, UNFORTUNATELY, REMEMBERED ABOUT EDDINGS:**

- heterocentrism and weird, coy gender essentialism to a truly risible degree
- epithets up the wazoo
- every single possible variant of the word 'said'. sometimes used all on the same page. I have never felt so fond of 'said' as after a chapter's worth of exclaiming, objecting, replying, asking, agreeing, chuckling, demanding, protesting, noting, hissing and explaining.
- sometimes they even had MULTIPLE ADVERBS ATTACHED
- oh god so many adverbs
- so. much. unnecessary. banter. it's not even bad! it's just repetitive! and, not unlike a Joss Whedon show, every single character has the exact same Banter Voice.

This is a 900 page book and a good editor could probably have shaved 1/3 of the word count off, easy.

Anyway. I reread it. I felt fondly nostalgic, and I enjoyed many parts of the plot. I will now be donating the book to a charity fair without much regret, and I will probably be even more ruthless than usual with adverbs and dialogue tags in my own current projects, because OH MY GOD. I think I now have an allergy.

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## **Adam Reinwald says**

I read fantasy stories because I like to see epic stories of love and evil played out. I like to think that evil may win, and that good sometimes doesn't have a chance against overwhelming odds. I like to read grand battles where things...you know...happen. I like the evil side to be just as intelligent as the good side; an even match so you question the ending.

If you like these things, don't read this book.

It's predictable from start to finish. The "bad guys" as they so often refer to them are, well, stupid. They're incompetent bumbling fools held together by an evil god who never makes an appearance. If they had some substance to them, if you knew their personal motives, if they had some kind of complexity to them that made them interesting or cool, then we would have something!

The conflict is boring, the battles are boring, the characters are boring. I suffered through 726 pages of boredom in the hopes that the Eddings' would pull something out that would at least salvage this train wreck.

And the ENDLESS amount of exposition was incredibly tedious. How bad of a writer do you need to be to spell out the story two or three times for your readers? How stupid do you think we are? I don't care to read the entire Althalas and the Wolf Tunic story all over again, dragging it out for a good five pages or so.

Some have said that this was intended for a younger audience. Can someone point out to me where it says that on the dust cover? Did I miss something? I didn't find it in the young adult section... And even if I had, I'd be disappointed.

People remark on the characters falling in love, which I'm fine with if there were reasons! Just because two kids are teenagers won't make them fall in love! And a sexy woman and a priest...well, they apparently fall in love because he has pent up lust and she has a challenge. Wow.

It could have been really cool had it not been so shallow. No one grows. Nothing changes. No surprises. Don't waste your time.

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### **Carry says**

A really good book! I like the "doors" and I loved every follower of Althalus and "Emmy". I liked the dream concept, the the old english was getting on my nerves sometime... especially when it lasted long!  
Very good book though, I'm going to look for other books by these authors when I'm out of reading material.

If you want to read a refreshing fantasy novel, pick this one!

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### **anenko says**

Redemption of Althalus is all of Eddings' worst tendencies condescend into one novel. I wouldn't go so far as to say that the book is horrible, but there's no spark to the story, and no life to the characters.

One of the big problems with The Redemption of Althalus--and with Eddings' novels in general--is how convenient everything is for the heroes. The heroes just happen to stumble across the very person they need to recruit; the heroes just happen to overhear the villains discussing vital military matters' everything "just happens." Althalus tells the reader how cunning and violent the villains are, but in practice, they're inept morons. There's no sense of urgency or desperation; we \*know\* whose going to win from the get-go.

The reader is also subjected to frequent exposition dumps; having the same information repeated to a different character every several chapters isn't especially exciting. While there are some clever lines of dialogue, the characters aren't as witty as they--and the author--believe them to be. The banter feels forced and tired, and echoes the jokes from previous series.

There's something subtly off-putting about the way the female characters are written. I dislike how they are frequently "arch" or "sly;" the women come across as smugly superior when dealing with emotionally/romantically inept men. I dislike the idea that all men are morons when it comes to women, and that all women are schemers out to snare men. I hate how the lone female villain's appearance is her main characteristic; she is repeatedly referred to as a "cow" and a "hag" by the characters and within the narration itself.



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## **Vanessa says**

In my defense, I first read this book when I was twelve, so the sense of wonderment and excitement still stay with me till today, and seeing that I still remember the title of the book, as well as most of the plot, I'd say it made a pretty good impression on me when I first read it. And it's the experience of immersing myself in the story rather than the fancy language and vague visuals. When I finished the book I remember an especially vivid dream I had the same night, set in the world Althalus walked through and watched over.

So, in that context, I'd say it is a pretty damned good book.

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## **Matthew Harrington says**

Cheesy, but fantastic.

The Redemption of Althalus is, to me, David Eddings summed up in a single book. His characters are witty and lovable, the plot is engaging and epic in scale whilst still being simple and easygoing. This book was one of a few that got me into fantasy when I was younger, and while it's probably not the greatest book of all time- it's still a good story well told, if slightly lacking in depth.

As a standalone novel, it's perfect for the job- everything is all tidied up and resolved by the extremely cheesy finale and the decent length means you're not left with a gaping hole in your chest that begs for more of the book. My copy's been through a lot now, and has suffered the abuse of years of rereading and being carried about in bags that were far less waterproof than anticipated, but every time I pick it back up to read it's like spending time with an old friend whose company I can still enjoy years later.

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## **Robin says**

For a story by a “fantasy master,” this was incredibly disappointing...

Publisher's Weekly calls the main protagonist an “engaging young reprobate hero.” I found him irritating, inconsistent, repetitious, full of himself with no good cause, and frequently stupid. Face it, he couldn't have been very smart if it took him 2500 years to get his basic education from the mysterious “Book” of the god Deiws. That the goddess Dweia put up with his stupidity for so long makes me doubt her intelligence—which leads us to the rest of the characters. They were all remarkably alike, even down to quoting the same annoying phrases. It didn't take long at all to tire of Dweia calling Althalus “pet” and him responding to everything she said with either a “yes, dear,” or “if that's what you want.” I found it hard to care one way or the other about these cardboard characters. Mostly, they were snippy and thought they were funny. They weren't. “Watch and learn.” Everyone had a shot at that line at least once...

The book started slowly and took a long time to gain any real momentum. And when it did, and things finally started to look like they might possibly get interesting, the way was immediately blocked with great, huge rambling conversations that didn't just repeat information in the conversation itself, but from previous parts of the story.

The premise had some potential, but there was only one time that the “heroes” faced a real challenge—and that was easily solved. Everyone succeeded, all the time. I lost track of the number of times a scene started with one of the characters reminding another of how they were going to do something they’d gone over twenty times.

The book seriously needs a content editor—it could have been half as long and twice as good.

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## **Gareth Otton says**

As it was with the Belgariad and the Malloreon, so it shall be with the Redemption of Althalus as well...

I read the Rivan Codex some time ago and in it David Eddings admitted that he got into writing fantasy not out of a love of fantasy but because he found a tested formula from reading other fantasy novels that would allow him to write a good book of his own. When most of my fellow fantasy readers stumble across one of Edding's books it is obvious that his formula allows him to do just that, the problem arises however when you read a second novel by the same author.

David & Leigh Eddings don't just reuse their formula for their novels, they almost duplicate it time and again. So similar are their novels that the Redemption of Althalus was basically the same characters from the Belgariad only with different names.

In this novel Althalus (or Belgarath) is a thief who catches the attention of the goddess Dweia (or Polgara mixed with Aludr). She teaches him to use the magic of a book by imagining what he wants and saying a magic word from the book which causes his will to become reality (or the will and the word). Once he has mastered this which takes him a few thousand years he goes out into the world to gather to him a rag tag crew of various characters to help them save the world from his evil counterpart Ghend (who is basically Zedar, Ctuchick or Asharak from the the Belgariad).

This group all have been given certain tasks and they go about them in order to save the world. Amongst this group we find a young arum soldier called Eliah (bascially an alorn like Barak), a spoiled young princess named Andine (Ce'Nedra), a priest named Bheid (Relg) a witch named Lietha (this one is kind of original) and finally a young boy named Ghend who is really young but incredibly intelligent (sound much like Eriond?).

They proceed through the story at a steady pace enjoying relatively danger free jobs that are never too hard and the outcome which is obvious from the start. Whilst they are about their business, huge portions of the book are given to repeating things we already know as every time a new character is introduced one of the other characters sums up everything that has happened in the book up until that point. I am surprised this book made it past the editors desk as there are whole parts of the story that are literally repeated up to three times (I am talking about Althalus's tale of his time with Gosti Big Belly which is very tiresome by the end of the novel).

So why then with all these faults do I rate this book 4 stars?

Simply because I love it. Whilst it holds all of those repetitions and copied elements from Eddings other novels it is still a hugely enjoyable book to read. It is easy to follow, laugh out loud funny at times and like all of Eddings other work it makes you smile and leaves you with a happy feeling inside.

Like the Belgariad and the Malloreon before it this sits comfortably on my guilty pleasures shelf and being as it was amongst the first fantasy novels I ever read it is a nostalgic favourite of mine.

Personally I think it lacks the epic scope of the Belgariad but it is still a hugely enjoyable book so I recommend it to all.

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## **Lexis says**

Redemption of Althalus is not something I can compare to other fantasy books. This is because, generally speaking, I don't read these kind of books. The epic fantasies.

For the pure and simple reason that I have nothing to compare it to, I'm going to say that Redemption of Althalus is a good, clean, fun book. There are a sea of characters for readers to choose from, including the self-proclaimed best thief in the world, Althalus, and Gher, the eight-year-old with the brightest ideas on the planet.

Many don't seem to realise this, but this book was written by David and his wife, who as well as having a slightly darker sense of humour brings in a whole host of kickass female characters to enjoy.

As I have read in other reviews, this book's plot leaves much to be desired. I understand. It is hardly thrilling from a tactics point of view. The villains are notorious, but idiotic. I get it. But if you are the kind of person who doesn't usually read epic fantasies and enjoys to chuckle at the small pieces of dialogue that make books like these fun, then this is for you.

The books intimidating size daunts them, but I believe this book would be a fantastic read for 10-12 year olds.

From a girl who can't read Tolkien (the shame of it!), I think that Redemption of Althalus is epic enough and fantastical enough for me.

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