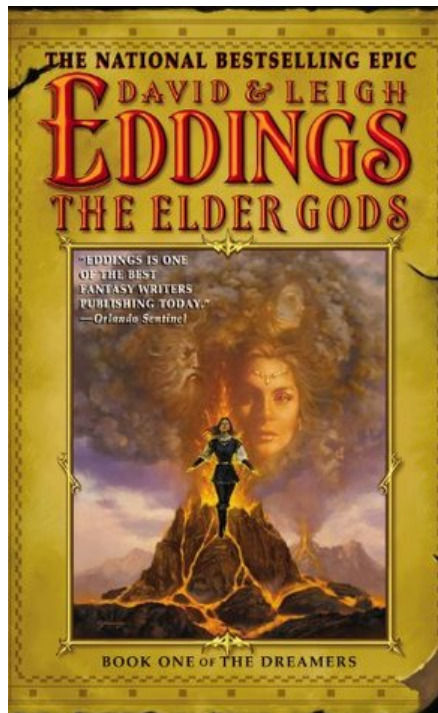




The Elder Gods

David Eddings , Leigh Eddings

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While most continents float freely on the face of Mother Sea, the Land of Dhrall survives anchored by the will of the Gods. All Gods, Elder and Younger, share the people and the land of Dhrall equally. But the one place they never enter is The Wasteland: a barren and hideous wilderness ruled by the Vlagh--a god-like creature whose young are evil spawn. Now, as the Elder Gods are about to transfer their power to the Younger Gods, the Vlagh plans to take advantage of their weakened state and neutralize them, eventually conquering the world. To do so, it is breeding a terrible force borne of monsters and demons. But one ray of hope shines through the darkness: four children called the Dreamers. They alone hold the power to change the course of history...and stop the Vlagh in its quest for total world domination.

The Elder Gods Details

Date : Published October 1st 2004 by Time Warner Book Group (first published 2003)

ISBN : 9780446613330

Author : David Eddings , Leigh Eddings

Format : Mass Market Paperback 448 pages

Genre : Fantasy, Fiction, Science Fiction Fantasy, Epic Fantasy

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From Reader Review The Elder Gods for online ebook

Hyann says

20 years ago, David Eddings was one of my favorite author with the Belgariad series, I still have all the books.

I finally decided to start this series... but I didn't enjoy this as much as I remembered liking his previous work.

First when you start with pink dolphins, it didn't get me into the story enthusiastically :)

The characters have the Eddings touch but the story is too long... I know he got to introduced a new universe, but my main complaint is that he repeats the same element too many times, I'm sure you could cut 100 pages and the books won't suffers. Ex. Two characters planned something and you follow the reasoning (great) but after that one goes to his boss and explain the same reasoning and idem for the other so you read three time the same thing (not great).

Eddings killed surprise: when characters suddenly taking interest in something, you know it will happen right there.

Eddings likes 'clever' characters but some characters are to clever for their background...

The Elders Gods could be a good idea.. but still on the fence.. not believable enough right now

I don't know if I judged this book too severely because I got huge expectation from Eddings.

But I will read the second book... I still can't believe the author I liked so much won't surprise me... three stars only because it's Eddings...

Hollis says

I think some of the reviews here are a bit harsh. This was an unpretentious, fun fantasy. Aside from that...well, there are a lot of things aside from that.

I mean...this book is so formulaic, it's almost as if Mr Eddings has cracked open his 'How to Write a Fantasy Novel' Handbook and just gone through it ticking all the boxes. Map at the front of the book? You know it. A bunch of good guys who live in the south? Yep. A horde of foul-smelling bad guys who live in the North? I think so. But...shock horror, the bad guys are going to invade the good guys! Cue four hundred pages of endless, stilted conversations among the good guys followed by a big battle in the end (which the author isn't going to describe because he can't be bothered).

I don't want to sound like a bullying critic here but seriously the dialogue (and the description as well, come to think of it) in this book was shameful and would insult the intelligence of a child. The most annoying thing about it which made me want to hurl the book across my room was the way in which every time a new development is pushed forward by the plot, the characters have to have a recap on what has happened. A character finds something new from another character. That character goes and repeats EXACTLY the same

conversation with some different people. The conversation is copied and pasted into the next scene with more characters. Argh, what are you thinking Eddings? Sorry David: it just wasn't very good. I'm a fan of some of the other stuff that Eddings has done but this was just rubbish.

Marcelo says

Want a fantasy epic without dwarfs, elves and orcs? A threat that doesn't involve dragons or dark lords? Want also a witty writing style that'll glue you to the pages? That's the Eddings. That's The Dreamers series!

For a long time I looked for fantasy stories that weren't Lord of the Rings clones. The alternatives were authors clearly influenced by Tolkien who desperately tried *not* to imitate «The Lord of the Rings». Then I found David Eddings and was saved.

This is a story about four gods who are reaching the point when they have to hibernate and let their domain to a second generation, in a cycle that span the aeons. But their land is threatened by a godlike creature that only thinks about wanton and destruction. So they each set to different continents to find people to fight for them. And my god how fun this saga is!

I fell in love with David and Leigh Eddings with The Redemption of Althalus, which I consider the best fantasy I've read in my life. «The Elder Gods» keeps it up. All the characters are very well constructed and it's incredibly enjoyable to follow their brilliant and witty stratagems to win — which they do with muscle but specially with brains.

«The Elder Gods» is a clever book that no fantasy fan should afford not to read.

Jeffrey Rice says

David Eddings is one of my favorite authors with the Belgariad and the Malloreon being at the top of my fantasy list. This series however was terrible. The characters had the same personality throughout most of the series, being almost indistinguishable through books 2 and 3. Only through the beginning of book 1 and the end of book 4 was there any real difference between them. The books also followed the same plot format so by book 3 it was easy to know exactly what was going to happen. It was the same story just in a different location. A good ending could have made things a little better but unfortunately he failed there as well. If it would have been any writer other than Eddings I would never have even finished the first book but I kept expecting it to get better. It didn't. Eddings is still in my top three for fantasy writers but I would suggest sticking to his earlier works.

Kris says

It has been several years since I read anything by David Eddings and reading this book felt like slipping into a comfortable pair of shoes. The writing style made it easy for me to be introduced to new characters (something I often struggle with). Being the first in the series, there were many necessary introductions. The story moves quickly and is engaging. The only drawback comes from repeated conversations as one character will refer to a previous conversation in near exact detail just a few pages after it happened.

Tina says

There is an evil entity in the Wastelands. It is creating minions to overrun the land of Dhrall. The four elder Gods of Dhrall attempt to combat this by creating young children known as dreamers (although these people aren't really young children and this is revealed fairly early on in the book). But the dreamers aren't enough and there aren't enough people in the land of the Dhrall to combat all the minions of the Vlagh. So the Elder Gods go out to recruit mercenaries from other lands and thus the beginnings of an epic is born.

I probably shouldn't be writing a review of a book I haven't finished, but...oh,well. I must preface this by saying that I've read and adored the Belgariad and The Elenium. So I was happy to see that Eddings has put out the beginning of a new book. However, I was quickly overcome with disappointment. The writing seemed overly simplistic and the characters are boring. The good guys so very intuitive with good ideas and great skills and they all become the bestest of best friends. They are simply too good to be true. I've gotten very used to reading fantasy series where the characters are flawed and emotional and aren't always "good". I found myself disinterestedly flipping the pages. I simply wasn't engaged in the story. And I was just fed up with the character of Eleria who was just too, too precious for words. She seemed to embody the worst characteristics of Flute, one of Edding's earlier characters. If I want to read a story that includes the character of Flute I'll go back and re-read the much better written and more interesting Elenium.

Hilleary says

I am almost done with it and i am loving it. David & Leigh Eddings really bring to life the world they create. I love the elder gods characters and it really has a great setting for the next 3 books.

Jared says

Very disappointing. David Eddings seems to have given up on creating anything new. He puts the same characters in slightly different worlds. The Belgariad was phenomenal. The Malloreon was a rehash of the Belgariad, but good. The Elenium was quite good. With the Tamuli everything started to fall apart: the quality of his writing worsened and it became evident that his creativity had gone with it.

In this one, all of the supposedly strong-willed characters fall right into line. The little goddess is exactly the same as Danae from the Elenium. The plot isn't very interesting, and the writing is completely flat.

Kirk says

Interesting idea (older angrier Gods cycle back as children), expressed in a stilted and overly formal way. The narrative is repeated again as every new player enters the story, so I feel like I've read it all four times. Yet I did enjoy it. There are some intriguing characters (Longbow, Red Beard) that despite occupying stereotypical roles I felt attached to and would like to continue their story.

Roberta says

I'm a huge fan of Eddings work and of the man himself. I probably come at this from a slightly emotional place because I remember him coming into a bookstore where I worked to pick up our order of his book, Regina's Song, to take them home so he and his bride could sign them. This was a perk, I suppose, of living/working near such an amazing, kind, and talented man. He would sign all copies of his books and he would order a book of poetry every Valentine's Day for "his bride" as he always called Leigh. I will be honest that this is not my favorite of his works, but at the time that Regina's Song came out I had started to wonder if he would ever put out more fantasy. Having been forewarned by our store owners and the manager that he would probably stop by and that he was a reserved man during his visits I curbed my excitement, helped him, and quietly told him that I had not read any of his fiction or joint works, but that I was a huge fan of his fantasy writing that I had read. At that point he thanked me and told me that he had several thousand words of a new fantasy work completed. After he left I went bouncing to the back office of our store where the store manager just shook her head and laughed at my enthusiasm. I never mentioned the new work to Mr. Eddings again, but when this book came out he remembered and he offered to personalize a signed copy. So I guess you can say that I was a fan who then grew a soft spot for one of my favorite authors. As for this book specifically...at times it moved a little slow, but I liked a number of the characters. Longbow dedicating his life to eradicating the object of his anger is somewhat trite, but it develops him for a larger purpose. He is that crusty character that you root for other, more easily likable, characters to succeed in cracking. Rabbit has many talents, but lives life dialing it back until his skills are leveraged for the cause. I've heard others say that these are recycled versions of older Eddings tales and I guess it's been long enough since I read them that I don't feel that way, but I also love each story for what it offers individually and I find that with each author I read there is a certain amount of carryover...themes that ring with them as they write and new twists as their own life experiences influence them and the way they write. I enjoy the developing interaction between the Maags and the Trogites as they are brought to help Zelana's people in Dhrall fight against the Vlagh. It's not perfect and the beginnings of their willingness to interact are tenuous and based in greed, but the bonds that grow as each side finds that their preconceived notions are not as solid as they thought add depth to what would otherwise be a straight, boring, they're paying us lets get it over with tale.

laureen says

Ouch. Redundancy is the name of the game in this book. Every time a new character is added we get to read a recap of what we've read so far. Its a lot like listening to a 3 year old tell you about the trip to the zoo you just took. Over and over and over again. I think I'd have enjoyed the story otherwise. It's not a great literary work but could have been enjoyed as a nice fluffy diversion of a read...instead it never truly gave you the opportunity to get into what was happening or to care about what was going to happen next.

Jim says

No one in my family liked this series & we were all thrilled with his Belgariad series. There are 4 of us with varying tastes in fantasy & not one of us wanted to get the second book. We just couldn't like or identify with the main character or his issues. Blech.

Monica says

So. Much. Dialogue.

90% of this was dialogue and it was made up of either exposition or war strategy.

This novel is very much an introduction to the series, and I am interested to see where it goes. Not sure when I'll pick up the next book however.

Jackie says

OK at best. Sloppy writing style, thin, unstimulating plot. Unimaginative characters, 2 dimensional, I couldn't form a bond with any of them, try as I might. And the gods themselves were dull and not that bright. The gratuitous usage of the word 'on' directly after verbs was just plain irksome; again, sloppy and distracted me in my annoyance. A few times OK, but all the time, it becomes intolerable rather quickly.

I find it hard to believe Eddings is touted as a great Fantasy Master. Maybe if he were a 12 year old writing for 12 year olds, sure, but for a grown man with a grown audience, no.

I was so excited to read this series, but after this first one, I won't be picking up the rest. I am so disappointed and I can't stand when that happens.

I have heard that his solo writing is much better. I have Pawn of Prophecy which I will read at a future date, but this will be his only chance to redeem himself in my eyes. And after The Elder Gods, I'm in no rush to experience Eddings any time soon.

Ashley says

I really enjoyed this book. It wasn't compacted heavily with pages upon pages of description and exposition when it really could've been. I found that it was very easy to read.

This book is kind of an adventure book whereas you travel a lot of the time. There are a few elements of this book - such as the powers/personalities of the dreamers, that I'd love to see further explored.

The book felt quite formal. Almost as if it took itself too seriously. But personally I found it to be more coherent this way - every little detail was explained in a way that wasn't too hard to understand.

The dialogue is probably where the most formality was noticeable. It could be called stiff but I didn't really mind it, at least it made sense and had some sort of flow.

Immediately picking up the next book!
