



Eulalia!

Brian Jacques

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Lord Asheye of Salamandastron, now old and blind, has a prophecy: a new Badger Lord must take his place and reign over the legendary badger fortress. But who is this young warrior who 'shuns both armour and sword'? And how is he to be found? Mad Maudie, a feisty haremaid of the Long Patrol, is just the one to do the job. Meanwhile, the unsuspecting future Badger Lord has been captured by an unscrupulous group of Sea Raiders led by the infamous fox, Vizka Longtooth, intent on conquering Redwall Abbey. It is up to our young badger hero to defend Redwall so that he may fulfill his destiny as leader of Salamandastron.

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From Reader Review *Eulalia!* for online ebook

Josiah says

"Is not the light of day a wondrous thing? It banishes all fears and worries of the previous night."

—*Eulalia!*, P. 57

For the first time since Cregga Rose Eyes, the Badger Ruler of Salamandastron is blind in *Eulalia!*, victim of the ferocity of his own youthful Bloodwrath. Lord Asheye is an elderly badger now, wiser and more cautious than when he was young, living his final seasons at Salamandastron mountain with the Long Patrol of warrior hares to daily assist him. Yet Asheye knows there's a shakeup in the offing, as his prophetic dreams have recently indicated. Badger Rulers of yore have appeared to him in visions and made it clear that Lord Asheye should anticipate important changes, though he isn't entirely sure what to expect. The futures of Salamandastron, Redwall Abbey, and their citizens are entwined with the fates of three young vagabonds wandering the countryside: two of them expelled from home for conduct detrimental to the ordered society in which they live, and one who never had a permanent home, only temporary quarters to fill until the time came to seek a more secure abode in one of the two legendary places for well-intentioned Mossflower creatures, Redwall or Salamandastron. Lord Asheye senses his long, glorious life is near complete, but doesn't want to pass on until he's seen the next generation and knows Salamandastron is in good hands. Given the dreams he's having, however, does Lord Asheye have that long to remain among the living?

Gorath is an orphaned refugee badger in the country, farming under the tutelage of his grandparents. One day his makeshift family is attacked by Vizka Longtooth, a cruel, marauding golden fox whose vermin crew slay Gorath's grandparents and capture the younger badger, chaining him to the deck of their ship and withholding food and water. Gorath is wracked by fits of Bloodwrath powerful enough to wipe out Vizka and his crew in minutes, but the restraints prevent him from doing so. All the better for the orchestrations of fate, for Gorath would not likely survive battle with hordes of armed villains in his weakened condition, though he would take most or all of them with him to Hellgates. Far away, at Redwall, young hedgehog Orkwil Prink has worn out his welcome by habitually stealing from residents of the abbey. Despite his parents deserting him as a babe, Orkwil grew up a sneak thief like them, and his petty burglary is causing unrest in Redwall. The elders decide to banish the mischievous hedgehog, though only for a single season. Carrying a pack of modest rations on his back, and smoldering resentment within him toward the abbey's creatures, Orkwil hits the road and begins devising a plan for how to pass his season in exile. Mossflower Wood can be a treacherous place for young ones, though, with villains like Vizka Longtooth on the prowl. Before long Orkwil has fallen afoul of the vermin, locked up beside Gorath on the ship's deck, his future very much in doubt. But Orkwil *is* an expert thief, and Vizka may not have counted on the volatile mixture of his captives' talents. If they can break free of their bonds, Gorath's Bloodwrath should prove more than adequate to provide an escape route, but first he and Orkwil must find a way out of the manacles that hold them.

Meanwhile, a young haremaid of Salamandastron, pugnacious Mad Maudie (the Hon.) Mugsberry Thropple, is banished for her inability to get along with her Long Patrol comrades. Maudie is an excellent cook, leaps and bounds better than any other chef available to the hares of the mountain fortress, but her mercurial temper renders her a liability to the societal cohesiveness of the mountain, and Lord Asheye makes the difficult choice to send her away. Halfway relenting at the last second, Lord Asheye redirects Maudie's exile into a quest for Salamandastron's next Badger Ruler, telling her the characteristics to look for in accord with Lord Asheye's recent dreams. If she finds his fated successor, all will presumably be forgiven. So Maudie

heads out on the trail to fill her role in Salamandastron history, knowing nothing about Gorath, Orkwil, or their fight for freedom from Vizka's bondage. But she won't stay ignorant long, for war with Vizka's lot is her destiny, flanked by Gorath, Orkwil, and their allies. And Vizka isn't the only enemy to reckon with: a gang of savage Brownrats under the command of humungous Gruntan Kurdly has taken to roaming Mossflower, making a deadly nuisance of themselves. As our trio of protagonists nears the safe haven of Redwall, they're certain to attract Gruntan's attention, and that's a grim crisis for the abbey dwellers. They must prepare not only for the onslaught of one army of vermin, but two: crazed rats, weasels, foxes, and other unsavories with no qualms about plundering and murdering the innocent. As the futures of Redwall and Salamandastron hang in the balance, a war commences unlike any in Mossflower history. Even if good ultimately triumphs, who will perish in the battle of virtue and vice?

I don't see *Eulalia!* as one of the better Redwall novels, but there are things to like. Gorath continues the heritage of fearsome badger warriors in a new way, as an untrained farmer rather than a master fighter. He has the strength to destroy any enemy, but not the combat experience, so he's somewhat handicapped against a weapon-master like Vizka Longtooth. The entire book seems to lead up to their final confrontation, but 'twill be no easy victory for Gorath. Physical strength isn't always a decisive advantage, as Tsarmina the wildcat learned untold seasons ago in her battle to the death with Martin the Warrior, a mouse. Another highlight of *Eulalia!* is some of the songs, particularly Asio Bardwing's charming owl ballad of romantic overture, on page seventy-eight. Aside from the wistful badger dirge of war, which plays a significant part in the story, Asio Bardwing's song is my favorite. All in all, it's a comfort that after eighteen full-length novels, there are still more new tales of Redwall and its endless struggle for peace-loving beasts to remain free and happy by staving off vermin who are willing to hurt anyone to establish their own comfort without having to work for it. There is a self-defeating philosophy in the end, because if everyone backbites and betrays, who can remain unvictimized by the duplicity for long? This is the advantage the creatures of Redwall have over their enemies, and it's enough to win the war every time. Good triumphs not as a result of luck, but its superior nature. Virtuous beasts inevitably die in the battle, however, and that is the drama and gravity of the Redwall stories. Evil will be eradicated, but the cost can be devastating. Steep sacrifice is required for the free to stay that way.

"Let me wander here forever, through the glades
where once I played,
Long ago in carefree seasons, mid the noontide
sun and shade.
I will see again before me, all those smiling
friends I knew,
gone alas to memory's keeping, faithful comrades
good and true.
Oh, those days of youth and splendour, when we
dreamed of glorious war,
vows were made to keep forever, and return back
here once more.
Then the clouds began to gather, winter came,
we marched away,
singing songs of love and valour, off we went
into the fray.
Comes a warrior returning, to autumn's gold-clad trees,
where the leaves do fall like teardrops, on the
gently sighing breeze.
Casting sword and shield aside now, I stand

weary and forlorn,
In the silence of the woodlands, I will rest
until the dawn.
Let me sleep and dream forever, of the golden
days of yore,
and those friends who marched off with me,
who'll return alas no more."

—*Eulalia!*, P. 346

I hardly need mention Brian Jacques's facility with words to those who have read all nineteen volumes to this point. His use of language is silky, majestic, and magical, the sensuous artistry of an awesome creative mind. This element of the Redwall series remains undiminished from the early entries, even as *Eulalia!* and most later books pack less punch overall than the first eight. I love reading any Redwall adventure, and look forward to immersing myself in this wonderful world many more times. *Eulalia!* isn't *Redwall*, *Mossflower*, *Mattimeo*, *Martin the Warrior*, *The Bellmaker*, or *Outcast of Redwall*, but it's an entertaining story, and I'm grateful for it. Long live the Redwall saga.

"Redwall really is the place of my dreams. They say that there is always a welcome there for those who are good of heart, and true to their friends. Who knows, perhaps we'll meet there one sunny day?"

—*Eulalia!*, P. 389

Isabelle S. says

I thought this book was exciting. When I picked up the book I knew I would like it, but I didn't think I would like it as much as I did. I was completely caught up in the book! I chose the book because I had read other books by Brian Jaques. I totally recommend this book, especially if you liked reading, *The Hobbit*. It was exciting, adventurous, and filled with action. The main characters, a young hedgehog named Orkwil, and a young badger named Gunthor, get fought up in the action when an army of vermin and an army of huge rats, threatens to attack Redwall Abbey. Orkwil was banished from the Abbey for a season because he was a thief. Gunthor is captured by vermin after they burned his home. Orkwil is transformed from a thieving hedgehog into a noble warrior. Gunthor learns how to control his Bloodwrath (a condition warrior badgers often have, they can't control their anger.) I enjoy Brian Jaques's books because they are interesting and I always get into the plot. I highly recommend!

Madison Straatman says

This is another great novel from the late Brian Jacques. *EULALIA!* is a tale of Bloodwrath and badgers.

It began as a night for raiding. Tired from a long day's worth of hard work, the young badger Gorath sleeps with his grandparents in their dwelling on the far Northern Isles. He awakes to find his home afire, and a golden-furred fox standing over him with a mace and chain. Twice Gorath is hit over the head with the mace, then goes unconscious. He is taken aboard the ship of the fox, Vizka Longtooth, and chained to the mast.

Over the course of many days of suffering, the ship travels to Mossflower. There Vizka captures the hedgehog Orkwil Prink, who has been cast out of Redwall for a season, due to his innocent thievery. Orkwil is then chained next to Gorath

Using his talent for picking locks, Orkwil sets them both free. Together, they travel to Redwall, where they alert the Abbey of the dangerous corsair crew.

Meanwhile, at Salamandastron, the ancient blind badger, Lord Asheye sends off one of his hares. Maudie Mugsberry Thropple, better known as Mad Maudie, journeys to Redwall to find the "Flame" mentioned in Lord Asheye's dreams. Her mission is to bring back the "Flame" as the new Lord of Salamandastron.

Brian Jacques brings these characters together, along with many more, in a well-written plot. Will Gorath overcome his Bloodwrath, which is worse than any badger has ever known before? Or will he let it consume him and lead him to his death?

Barbara says

I needed to cleanse my system after too much news and a Redwall tale of animals loving, battling vermin and enjoying life was just the ticket, especially with wise badgers taking control of things. These stories are every bit as fun as I remember when Cameron and his rowdy classmates listened as I read them at story time. My only complaint is that, even after the 19th volume, Jacques still doesn't know when to use a semicolon instead of a comma. Or better yet, two periods. Oh, well. Can't have everything!

Matthew McAndrew says

How could I NOT like a Redwall book with a warcry title that centers almost entirely around a Badger's bloodlust? Nay, such an idea is preposterous! I loved the fast pace and brutality of the battles in this book, and I remember being very satisfied with the third act in particular.

hedgehog says

A shaky 1.5*. The Kindle edition is full of comma splices. I'm not sure whether that's due to shoddy OCR or shoddy editing, but it is really noticeable. In the last third barely a paragraph goes by without at least one. Considering the publisher, that's just not acceptable.

The story itself is not great. The last handful of Redwall books are a mess plotwise and this one has the same problem with splitting up the narrative with too many storylines. There are two villain groups I couldn't keep straight and the protagonists get short shrift, too. Which is a shame, because this book introduces some nifty new lore and a critique of the Bloodwrath, the uncontrollable berserker rage that afflicts the badgers. Here, Gorath *chooses* not to succumb to the Bloodwrath, which is huge! Jacques goes out of his way to point out that the condition hurts friends as well as foes. (In other books it is treated as a force of nature, its destruction value-neutral except that it gets the job done, as it were. None of the characters *encourage* it but they don't go out of their way to get a badger to back off from it any more than they'd argue with a hurricane.) Unfortunately, the Tabura shows up in this book and nowhere else, but it's an excellent counter to the badger warrior stereotype and I wish Jacques had used the concept somewhere in the books following this one.

Albert Hsia says

It was boooky

It was also very boooky and vookish with lots of cookish included but there was not enough nookish or sookish

Kogiopsis says

Brian Jacques was one of the pillars of my childhood. I grew up with the Redwall series, pretty much literally; the full-cast production audiobooks were a constant on family road trip, and there were a lot of the books in my elementary school library. I now own nineteen of the books, plus three Tribes of Redwall booklets, the Map and Riddler, the official cookbook (and yes, I've made some of the famous feasting food; watershrimp and hotroot soup really is that good), two picture books, and the official Friend and Foe guide, which I suppose is now out of date. My dad used to have Lord Brocktree and Martin The Warrior... until I appropriated them. The jar in which my penny collection now lives has a red 'R' painted on the lid, because it used to be where I'd put all my money so that someday I could buy the official merchandise from the official website. I wanted a backpack like mad.

This is all to say that I will never, ever, ever rate a Redwall book less than four stars. I just can't. So even though yes, they're all very similar and yes, this one was plagued with run-on sentences that were really very distracting and yes, Salixa's introduction was not very graceful, I DO NOT CARE. It's a Redwall book. That's all it needs to be. I have other authors I turn to when I want new ideas or thought-provoking conflicts or deep characterization. This is my comfort food. This is where I turn when I want something simple, uncomplicated, with heroic good guys and dastardly villains, without any love triangles or paranormal nonsense, with more than its fair share of Fonetik Aksents (burr aye), with that undeniable Britishness that's just fabulous. No messages, no agendas, no politics. Redwall books never pretend to be something they're not, and I love them for it. Also, there's the fact that after so many years of listening to the audiobooks, I can hear Mr. Jacques' voice in my head when I read, and that makes me think that while he may be dead, he's never really gone, because he left us this beautiful legacy and I think I can safely say he changed my life.

So rest in peace, Brian Jacques, and know that you will always be remembered and loved by readers for generations to come. And thank you. Thank you so very much.

Hannah Schuck says

Great book and this is about as far as I got because it was like a repetition of the stories. A mouse or a few other creatures would go on an adventure and save others. Same thing in every book. So if your wondering why I didn't finish the series that's why. Oh and I read all these books before I got Goodreads so that's why I'm posting them on now.....

Nic says

Not as epic as the earlier books. I found none of the villains threatening. Usually, a Redwall book has at least one bad guy who is either smart or so crazy that you don't know what s/he might do - one who seems like a real threat to the protagonists. Here, you had the moronic Brownrats and the none-too-bright sea raiders. There were no epic hordes of vermin, either, nor real battle scenes. Certainly they were nowhere close to conquering Redwall or Salamandastron. Also, the two named-good-guy deaths that did happen seemed really contrived to me.

Most of the good that this book DID have came from the world that Jacques built in the earlier books. I've always been a fan of the Long Patrol, the Guosim, and, of course, Redwall itself. It bothers me, though, how he likes to throw in new customs and act as if they're old. For example, the Bladechant of the Guosim in this book: a cool idea, but their claim that they always do this when their Log a Log is killed is simply false. Did Jacques ever reread Mattimeo? You know, the one where Log a Log dies in battle and is put on a logboat and sent downriver? With no Bladechants? My favorite parts of Jacques' worldbuilding are the ones that are consistent, like the use of "Eulalia" as a war cry by hares and badgers, or the feasts of Redwall. The Tabura was another problematic thing that: when he hears of the Tabura, Gorath goes "*Gasp* You mean Tabura, the famous badger legend?" while the reader is going "Wha?" These things would be really cool if Jacques established them and stayed consistent.

I also had problems with Orkwil's character in general. It's never explored why he steals from others besides that his parents always did, and he learns in about twenty-four hours on his own that stealing is wrong. He's referred to as a thief, yet he only actually steals something about once in the book. And when he's elected captain of the ship Eulalia - yes, I know you're trying to show how much he's grown up and all, but your ship has two otters and a troop of Guosim! This is a young hedgehog who can barely stand up on the deck! Don't make him captain!

The Gorath/Salixa bit was a little painful. I kind of like Salixa, but I think Jacques writes epic way better than he writes emotional. Also, I can't really forgive Salixa for the line she has near the end - something like "I think we've all learned a lot, don't you?" Gag.

To add insult to injury, I don't know whether Jacques changed copy editors or what, but the copy of this book that I read was riddled with errors, plain and simple. Mostly run-on sentences, but once he even misspelled Maudie's name.

It basically bummed me out to read a book this mediocre from an author who's written stuff I like as much as Mossflower and Mattimeo.

Jeremy Michael Gallen says

Although this yarn of Redwall written by the late Brian Jacques occurs chronologically well beyond its initial entry, it contains a structure similar to the stories occurring temporally before Redwall, although the setting this time is the mountain stronghold Salamandastron, where a Badger Lord tells a story to his daughter. The first chapter after the prologue introduces some of the main antagonists, the crew of the vessel Blutgullet, spearheaded by the vulpine Captain Vizka Longtooth, with his entourage known as the Sea Raiders. Also introduced is the badger Gorath and his family, refugees that take solace in the stories of

Redwall and Salamandastron.

Meanwhile, Redwall is relatively at peace, although the vermin kidnaps one of its residents, the hedgehog Orkwil Prink, with the hares of Salamandastron, among them being the female Maudie, rendezvousing with the shrews of Guosim, its current Log-a-Log, actually with a name this time, Luglug. Another group of adversaries is introduced, the Brownrats led by Gruntan Kurdly, with the Redwallers ultimately facing off with both sets of antagonists. Overall, this is another enjoyable tale of Redwall, although like most of its predecessors most of its elements are derivative, such as depicting specific animals in black and white terms.

Joseph Leskey says

This was most top-hole and first-rate, and all that. I enjoyed it to no end, until it ended, of course, and within the reasonable bounds of possible enjoyment.

Riley says

Eulalia by Brian Jaques was a book I really enjoyed reading. The book was very well written with cool adventures the characters went on. The adventures kept you on edge wondering what the outcome would be. Throughout the story as a reader i began liking characters for their extreme and different personalities and purposes throughout the story. Each character had their skill sets and abilities making them unique and special to the story. at the end of the story i felt happy knowing their outcomes after being their throughout their journeys.

X says

Mild Spoilers

After so many *Redwall* books, even die-hard fans must admit they get a tiny bit predictable. However, this one did not turn out quite like I thought it would. The annoying little hedgehog banished for thieving does not have great adventures, become a hero and return victoriously to Redwall after his banishment ends, and some characters had different fates/demises than I had expected (though I should learn not to expect things from Jacques!). While I remain partial to some of the earlier books, this one is still great and original while still having typical Redwall themes.

Patrick says

Eulalia! Is a marvelous book written by Brian Jacques. It is about a young badger named Gorath who is captured by Sea Raiders and sailed all the way to Mossflower country. There the captian of the ship, Vizka Longteeth, decides to invade Redwall Abbey after capturing a small hedgehog named Orkwil Prink who is from Redwall. Orkwil then helps Gorath escape from the ship and they go back to Redwall.

Meanwhile over in Salamandastron, Maudie Thropple is being sent out to find Gorath. She is sent by the Badger Lord Asheye to find Gorath so that he might succeed Asheye. On the way she meets up with the GOUSIM shrews and a Holt of otters. They all group together and travel to Redwall, but along the way they encounter a horde of Brownrats. They flee to the Abbey and help fight off the Brownrats. The Brownrats retreat and are met by the Sea Raiders and Vizka Longteeth, they band together in their attempt to take over Redwall. They fail miserably and in the end Gorath gets his revenge against Vizka, snapping his neck in half and throwing him into the River Moss. They then all sail back to Salamandastron where Gorath takes his place as rightful ruler.

Jessica says

Eulalia is another Redwall epic from Brian Jacques. The basic storyline is that Gorath, a badger, has been captured by a crew of Sea Raiders led by Vizka Longtooth who decides to try to capture Redwall Abbey. The Sea Raiders aren't the only ones trying to capture the famous Abbey - Gruntan Kurdly and his Brownrat crew are also attacking the Abbey - and the Sea Raiders. Meanwhile, Maudie, a Salamandastron fighting hare, is trying to find a badger to fulfill a prophecy of Salamandastron. All these characters and more come together to save Redwall Abbey from the claws of vermin.

Geoffery Crescent says

I'm normally very critical of the later books in Brian Jacques' Redwall franchise. The general consensus within the fandom is that things started to go downhill around *Outcast of Redwall* (for me it's nearer *Marlfox*, but whatever) but *Eulalia*! is actually very decent. This is mostly due to its excellent cast of characters. Maudie is a refreshing addition to the series, never veering too far into Mary Sue territory as so many of Jacques' female characters are wont to do. Instead she's a fierce fighter on her own terms, a champion boxer, an excellent chef and an all-round capable hare who doesn't need a warrior/redemption arc to become a well-rounded character. Gorath the Flame is a bland but likable badger, with full kudos points for visible scarring, and his journey to conquer the blood-wrath and win the heart of Salixa, is never less than engaging. Salixa herself is another well-written female, handy with a sling and highly intelligent, but surprisingly gentle for a badger character. The supporting cast are predictably eclectic and endearing. I'm fairly sure Daucus is the first Abbot to lead a charge against oncoming vermin, and he has a beard so that's a winning combination. I only wish we could have seen a little more of Orkwil. His banishment and thievery arc was over far too soon, which is a shame as he had a lovely Martin and Gonff style relationship brewing with Gorath. I was also certain, thanks to some heavy foreshadowing and his obsession with getting Martin's sword back, that he was going to become a Redwall Warrior, but nothing really happened about that.

On the villain front, Vizka Longtooth was vicious but not particularly charismatic. His anti-thesis Gruntan Kurdly was more fun, with his endless quest for eggs and subsequent death at the beak of a swan. And you have to hand it to his Brownrat horde, most of whom were cut from the Punch-Clock Villain cloth, that settling down to a peaceful life by a watermeadow seems a sweeter deal than invading the Abbey.

This leads me on to my main sticking point with the novel, which is the plot, or lack of one. Once Kurdly is out of the picture his horde just give up being evil, settle down and are forgotten about. Once Gorath has had his revenge on Vizka, everyone just sort of pops off to Salamandastron and the rest of the book is told in

flash-back. I was hoping for an epic quest and what I got was a couple of woodland chaps bimbaling about and then leaving. We barely spend any time in the Abbey itself, but nor do we actually see much of Salamandastron. The woodlands are not particularly scintillating and Gorath himself spends a lot of the book asleep. Still, it all rattles along at a nice pace, and there's something endlessly delightful about Jacques' world, it might be the October Ale, it might be the shrimp and hotroot soup, it may even be Ambrows Spiks Faymiss Kopachir but as an old fan of the series it was lovely to immerse myself in Mossflower woods yet again. And how nice to have a Redwall story where even the characters find the riddles fairly obvious; I don't think I'll ever quite get over Tiria in High Rhulain: "I saw an otter who looked exactly like me, but slightly older, like me in the future, who could that have possibly been?" It's not the best Redwall novel by a long shot, but it almost lets me forgive the abominations of Triss and Taggerung. Almost.

Kelsey Hanson says

And once again I find myself reading a Brian Jacques novel after a disappointing Dystopia novel. This one is one of the last books that Brian Jacques wrote and so I haven't read it as many times as some of the others. This one has a lot going for it. I LOVE Maudie the slightly crazed, very opinionated heroine. I find hares in generally very amusing in Jacques' books and Maudie has a pleasant balance of courage and humor. The villain for this one was a bit more forgettable than most but I did admire the fact that the villain did actually have some care and feeling for his brother. I enjoy the made up battle cry used throughout the books "Eulalia" but it did seem a bit forced in this one. Jacques used it at every available opportunity. Still it was an enjoyable book and can't say enough good things about the audiobooks with Jacques' narration.

Bradman says

Brian Jacques is so amazing! He can put sadness, pity, joy and anger and many other emotions into just one book! One of my best reads of the year.

Wanda says

Ah, Redwall--would that I could visit there but at least I can visit it in the books.
