



Betrayal at Falador

T.S. Church

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First novel by T.S. Church based on the online computer game called Runescape and giving credit to Jagex for help. Hardcover with dustjacket.

Betrayal at Falador Details

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Author : T.S. Church

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From Reader Review Betrayal at Falador for online ebook

Starniliya Coleman says

Wonderful lore to add to the gaming experience. Even if you have never played Runescape it is a wonderful story that explains what is needed to understand all of the story. If you like knights, strong heroins and magic this is a book for you!

Niall-ryan says

Whether you like the game or not, Betrayal at Falador is a truly amazing novel. Church really has come through for RuneScape and medieval fiction fans alike. Another best read, gripping from start to finish. This book may be targetted more towards a younger generation, but is guaranteed to have readers of all ages and interests flicking through the pages with excitement and intensity.

Austin says

Betrayal at Falador is a fantasy book based on the popular browser game known as Runescape.

Although this book has strong elements from the game you can read it without having played it. That said, although it's easily readable without having played, you don't have AS strong of a relationship with characters or understandment of certain parts of the book than if you would have played the game.

Since I played the game, I found it very easy to follow and know a lot about characters and their stories before reading this book. Whilst reading I did my best to find things I would have no idea about or found confusing in the book if I had not played.

Some of which are:

- The gods; Saradomin (The God of Order), Guthix (The God of balance), and Zamarock (the God of chaos).
- Chaos Dwarfs and other races besides humans.
- Places in the story, ex. Falador, Varrock, and Taverly.

You get the general idea of them, but I feel they weren't explained thourghly. Especially the gods, they play such a big part in the driving forces behind the protagonists and antagonists, and the general world the book is set in.

The characters are all likeable and realistic. Though the heroine, Kara-Meir, may seem blunt and one layered at times. Church likes wars that go on page after page, which to me get boring but these were fairly bareable, and not as bad as some I have read.

Church did a good job of creating a world with magic that was still realistic. Magic was only able to be used if you had runes (ore type rock that each have a symbol relating to which type of rune it is) to cast the spell. And they're in limited resource.

Church also did a good job creating military plans and actions that seemed suitable for the time period the book is in. As well as good world building of Falador, but not so much the other cities.

The plot is a classic fantasy plot. Heroes overcome impossible odds at the last possible second. But he also killed some characters (not main ones, but well liked ones, mind you). There was also a love triangle, but it wasn't the focus or a huge part in the book by any means. And they did have losses of a lot of men, loss buildings, etc. It's the first book in a trilogy, but I feel it ties up well enough to stand alone.

All in all, I think any fantasy reader would enjoy this. And even with the above issues, this was a very good book adaptation of a video game. As well, something I found interesting... having played the game made me understand more of the book, and having read the book made me understand more of the game.

Jacob says

As a kid, RuneScape was a game I always loved to play. Reading this book brought me back to those days. It stays true to the lore of the game while offering a unique story with a dark twist. While I liked the book; however, there were many points in the story where I found myself losing interest and had to skip some paragraphs in order to pass the fluff (Hence why it took me almost 6 months to finish). Overall, if you played RuneScape as a kid and liked the game, and you are looking for a good story. This is one you will like.

William says

Based on the MMORPG, which I have played.

I spent a lot of time in the game fishing, chopping wood, mining, etc. That kind of grinding is absent from the book, for obvious reasons.

Features several interesting characters.

Impressive body count.

A few plot lines are left unresolved, preparing the way for numerous sequels.

Chad says

I really enjoyed this book. The aspect I liked most was the old-school-gaming feel of the tale and characters. It was like I was back in high school and college reading Gygax and Greenwood's early stuff. A really good time.

I look forward to the sequel.

Brian Turner says

Good fantasy novel, the knights of Falador have to deal with an invasion while also discovering there is a traitor in their midst.

Concentrates mainly on Squire Theodore as he learns the way of the knights, and Kara-Meir, a human raised by Dwarves, after her parents were killed by the leader of the invaders.

Plenty of large battle action and good characters.

Elisa Kay says

I loved this book. It made me see how much distance was between places in the world of Runescape. It also gave me an insight into some of the NPC characters, like Sir Tiffy and Sir Amik Varze. I gained a better understanding of some of the weapons used in the game and many of the races.

Can't wait to read the next one.

seak says

Subtlety.

Subtlety is an important thing in a novel. It allows the reader to at least think he or she has figured something out, like a mystery or important plot point. It allows for concepts to sink in gradually and become convincing to the reader.

Subtlety is not a concept this novel is remotely familiar with.

RuneScape: Betrayal at Falador is based on the most popular free MMORPG (Massively-Multiplayer Online Roleplaying Game), RuneScape, which, as is becoming a redundant theme around here, I have never before played in my life.

According to the back of the book:

In the kingdom of Asgarnia, though the Knights of Falador defend the land and protect the people, they face threats that clamor from all sides-and from within. Enemies mass at borders, and a killer stalks the night killing innocents and slipping away unseen.

When a young woman appears in the teeth of the storm, her sudden arrival launches a chain of events that endangers the very fabric of magic. And unless the knights can solve the riddle of Kara-Meir, everything they hold close may be lost.

Their one hope may lie in the hands, not of a knight, but of an untested squire named Theodore...

In a very cliché version of epic fantasy, Betrayal at Falador ("Betrayal"), has all your necessary components.

There's the good guys, the squire and the knights, plus the dwarfs, the wizards, the druids, etc. And then there's the bad guys, the ones from out of town who want to rule over everyone in sight...for no apparent reason than having power, the werewolves, the goblins, and even the chaos dwarfs (opposite of good guy dwarfs).

The bad guys want to conquer, the good guys want to prevent this, there's also a mystery of a possible traitor among the good guys...but that's what we get. Under impossible situation after impossible situation, I'm sure you can imagine who takes the cake at the end of the day.

Now, I'm sure I would have enjoyed this book more if I had actually played the game, but at the same time, I'm also quite sure that that amount would only be a pittance.

As I mentioned above, Betrayal is not a subtle novel. It kind of slaps you across the face with foreshadowing, almost SHOUTING at you that something is about to happen. Then, unsurprisingly, that event happens and it's really not all that great.

Maybe I've been involved in the legal profession too long already, but one of an author's main responsibilities is to convince the reader that a certain action taken by a character or a certain event is not only entirely plausible in the world that's been created, but that it's also perfectly rational. I want to be convinced that under the systems set up by this world, that it was a reasonable choice that a character made or that by some type of magic something was able to happen. This suspension of disbelief has to happen or I will remain unconvinced and you've lost me as a reader.

As you can imagine, this factor was not apparent in Betrayal. There were far too many moments in my reading experience where I thought, if only the author had just said, "and a spell came over them" to make the events happen in a certain way. That's all I needed and it would have been fine, and yet that never occurred.

The characters likewise lack a certain kind of subtlety. They are bland and boring and ... pretty much all the same. The lead character, Theodore, is considered a brown-noser at the beginning of the story and the problem is, who likes a brown-noser? Are we supposed to relate to that and feel bad for him that no one likes him? In law school, we call those people gunners and no one likes them. No one.

Why Read RuneScape: Betrayal at Falador?

I'm positive that if I read Betrayal when I was around 10-13 years old, I would have loved it. Characters from all walks of life band together to defeat the bad guy, yadda yadda yadda, but now it's just too obvious, too cheesy and over-the-top, and just plain poorly done.

2 out of 5 Stars (I'm probably being too generous)

OMG Daniel Reads Books! says

First off, I have given this book 3 stars because I had such a big reading slump during the reading of this book! I do not know if that was due to this book or not, but I just simply cannot give it a higher rating.

I have been a huge fan of the Runescape game for many years now, and originally purchased this book back

when it was published in 2008! It has sat unread on my bookcase ever since, and I only started reading it because I pulled its name from my Random Mug of Books raffle.

Anyway, this book is actually pretty good! At times it feels slow and repetitive, but on the whole I enjoyed it. I definitely would have enjoyed it a lot more had I not had a huge reading slump midway through, but I did like this book!

There are plenty of action scenes, however at times they do feel samey. The final battle is probably my favourite though, for obvious reasons. The characters are likeable, but I didn't find myself particularly caring what happened to some of them. Although there was a certain death I wasn't happy about! The plot is good, though at points there are minor plot holes. But yeah, I liked it.

I would recommend this book to anyone who likes fantasy, whether you've ever played the Runescape game or not. This book can be read and enjoyed even if you've never played the game. I know that the author went on to write another two Runescape novels and I may read them some day, but for now, it's time to read something else.

Betrayal At Falador, 3/5 stars.

Kera Price says

i used to play the game. the book was good and i think i might read it again.

Cameron Harris says

Betrayal at Falador is a novel based on the highly successful game, Runescape. As a person who played countless hours of Runescape, I was interested in seeing if the novel could expand the world of Runescape.

The novel begins in typical high fantasy style. A girl is found shivering in the rain and is taken in by a squire named Theodore. During a routine mission, Theodore is sent to the nearby city Taverly and is greeted by a powerful mage, Castimer, and a eccentric alchemist, Ebenezer. While Theodore, and his companions, fight off a nearby army of war mongers, a creature lurks in the shadow consuming innocent civilians in a quest to appease his dark master.

The story of Betrayal at Falador is a good introduction to those who have not previously played Runescape, and is filled with quite a few references from the game that many veterans (myself included) will enjoy. Overall the story does not add much to the fantasy genre, but it is enjoyable nonetheless.

The characters of Betrayal at Falador are pretty standard for a fantasy novel. The White Knight Theodore is the handsome warrior who is thrust into a world that runs counter to his beliefs. On the opposite end of the spectrum, Castimer is physically weak but his intellect allows him to get out of many situations. Where T.S Church takes a different turn from typical fantasy is with the characters Ebenezer and Kara Meir. At first glance Ebenezer's musings about the world appear to be eccentric, but they provide the only intellectual aspects throughout the novel. I have quite a soft spot for strongly characterized female protagonists, and Kara Meir was quite the strong female character. Unlike the typical female protagonist, Kara is a masterful

swordsman and is not afraid to be on the frontlines.

Since this was T.S Church's debut novel, there were quite a few issues that come with being a new novelist. Like new novelists, Church hampers the progression of the story with too many battles. Though I do like a rousing battle scene as much as the next guy, many of Betrayal at Falador's battles were forced and did not move the story along. Church also makes the mistake of cramming too much into his novel without heeding the amount of pages he has to tell his story. This leads to some parts of the story feeling rushed and not planned out.

Though the Betrayal at Falador did not add much to the fantasy genre, it should be read by those who enjoy/enjoyed playing Runescape. As for me, I feel a great urge to go dragon hunting in the actual Runescape game.

Cape Rust says

I actually read the third book in this series first and even coming late to the party I was impressed at Mr. Church's ability to get me up to speed thru the course of the story. This is the first in a series based on the world's most popular free-to-play MMO. I am normally extremely frightened of books based on video games. Several series based on video games have actually surprised me and this series will be added to video game book adaptations done well.

I do not play Runescape, not because I'm not interested, but more because I know that it would ruin several aspects of my life including my marriage and my table-top gaming habit. In a way I think going into this series cold was a good thing. Granted I didn't know the characters as well as Runescape players might know or know of them but my lack of knowledge acted as a good expectation management tool.

I will start by saying that this book will not change your life, it won't cause you to stop doing something bad or cause you to start doing something good, what this book will do is entertain you. It reeks of classic fantasy adventure. There is a bit of mystery and intrigue, but I almost got the feeling that Church didn't expect you to solve the mystery; he just wanted you to watch other people solve it, and it worked.

The characters are interesting, not unique but interesting. I actually embraced the lack of uniqueness and really appreciated it. I am tired of dark knights and anti-heroes. I want my paladins to be knights in shining armor. I want my wizards to wear robes and love books. I want that tuff sexy female barbarian. I want a gruff dwarf who loves wealth. For years authors have tried and often succeeded in breaking all of these genre foundations, it was pleasant to see an author go back to the days of yore.

This is a well paced interesting, meaty book. Weighing in at over 400 pages you really get your monies worth. If you enjoy books in this genre; I see no reason why you won't enjoy this one as well. If you play Runescape I'm sure this book will feel like a good meal at the restaurant you always go to when you want a good meal, nothing fancy, just good quality. I am excited to read the second book and I will keep you posted.

Spencer says

I found the plot very intriguing, especially the side plot involving the white knights and the involvement of Varrock

Jacob Roth says

I thought it was amazing. It was so good. There were a few minor plot-holes, but over all it was great. I really liked it, and I would recommend it to anyone, especially those who like fantasy/action/adventure books. This book is a very good read. I read it for more than four hours and thirty minutes straight. I also really liked the ending.
