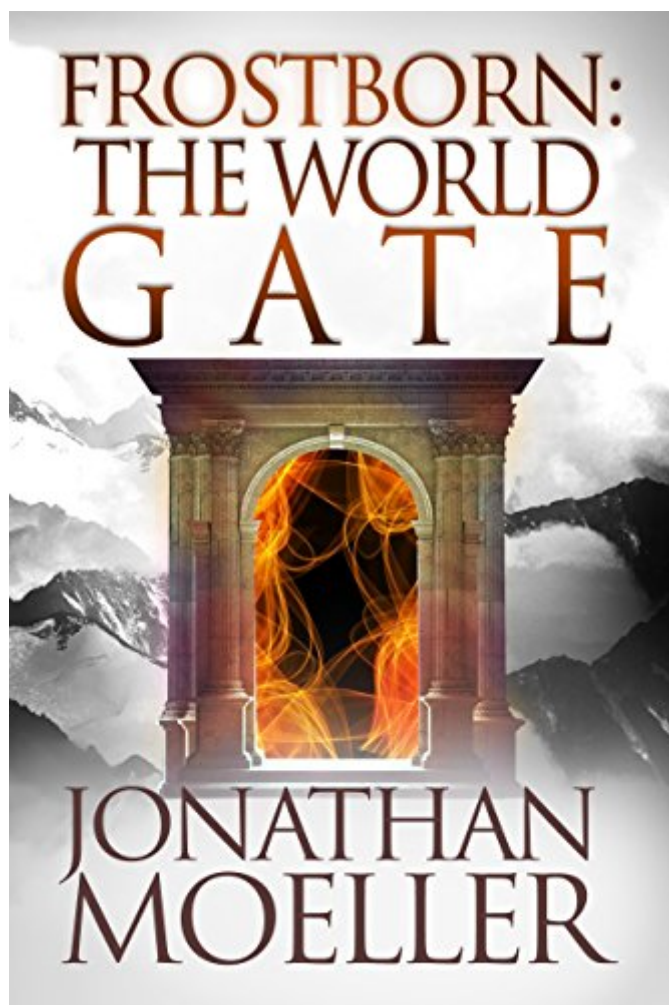


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# Frostborn: The World Gate (Frostborn #9)



## Synopsis

The end of the quest is at hand. RIDMARK ARBAN has sought to stop the return of the evil Frostborn. Now the malignant wizard Shadowbearer is ready to summon the Frostborn once more. Unless Ridmark stops him, Shadowbearer shall cover the world in killing ice. SHADOWBEARER has spent a hundred thousand years preparing for the end of the world, and his victory is at hand. No mere mortal shall stop him. ABOUT THE AUTHOR Standing over six feet tall, Jonathan Moeller has the piercing blue eyes of a Conan of Cimmeria, the bronze-colored hair of a Visigothic warrior-king, and the stern visage of a captain of men, none of which are useful in his career as a computer repairman, alas. He has written the DEMONSOULED series of sword-and-sorcery novels, and continues to write THE GHOSTS sequence about assassin and spy Caina Amalas, the COMPUTER BEGINNER'S GUIDE series of computer books, and numerous other works.

## Book Information

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## Customer Reviews

Poor Ridmark - guy can't catch a break. Really this book was a great transition to the next phase of

the series. The first phase built up to the encounter with the Warden, which was immensely satisfying. So much so that I expected a drop-off afterward, given how much effort went into getting the party to that point in the quest. Not the case. This book brings the struggle with Shadowbearer to a head. Some things stand out with this one. While Herr Moeller can describe a righteous action sequence, over the course of the series, they're oft repetitive. My overall feel of this book was a better balance. Sure you get your portion of brainings, but the story dominated this one nicely. I would have liked a little more foreshadowing of the last few pages regarding a certain character's finale, but will gladly continue with the series. One thing is certain - this man has the most astonishing output of any author I've read. Sure you have to read through a few typos, but I'd rather get the book sooner and deal with those than have a George Martin-style wait for the next volume. Cheers.

This is book 9. There are going to be 14 or 15 books total. Wish I had known this when I first read the trilogy that was available as a inducement purchase at \$0.99 for 3. At this point, for how cheap the books have been, I have hung in there and have gotten through book 12. Story starts out interestingly enough, but by this book (8), it was clear the author started to phone it in at some points. So help me if I have to hear how the main character was banished in the first place, why he is better with his staff (giggle, giggle) than most knights are with a sword, how he got his new staff and it's magical prowess (more giggling). Seriously, by book 9 all the readers are aware of the prowess of his staff and don't need all the page filling backstory ad nauseam. Author could get rid of some of the repetitive fight moves that seem to riddle the series. As for the setting of the series, a few different creature types are available outside of the standard elves, goblins, orcs of Middle Earth and they are descriptively written and well developed. Overall, I'm through book 11 at this point and it's entertaining enough to hang in there to see how the good guys will win. And on the plus side, the author churns them out quickly, so there is not a great deal of lag time between installments. I believe book 12 is available now. You could wait until 2017 and read them all through at once as the author's projected timeline for completion is the end of 2017. \*\*Reviewers note: sorry if this review is strikingly similar to the book 8 review, but the same adoration of his staff continued in this one.

This is the ninth book of a fifteen book series. If you're like me, you enjoy a long series more than a stand-alone novel or trilogy - IF it's well-written and original. This one is quite different; it's not often readers have an opportunity to discover interesting new worlds and entirely unique races, and there are many creative, unheard-of races in this series. I'd highly recommend the Frostborn series to

fans of the various Forgotten Realms sagas or any other fantasy series.

**Problems:**

- 1 - Lack of editing. We've all been there. You're losing yourself in a great story, forgetting about reality for a little while, then BAM! There's a typo, extra word, or missing word to ruin the flow, and as you do an involuntary double take the real world comes crashing back. I've definitely seen much worse, but the number of errors throughout this series is still a shame. If the author would just read over it once, or send it to a beta reader before publishing, his readers would have a much more enjoyable experience.
- 2 - Repetition. Summarizing each main character's back story in every novel seems unnecessary; people aren't going to start from book ten and go backwards. Also, having characters explain a situation, then restate it multiple times is annoying.
- 3 - As others have pointed out, the hero Ridmark Arban is overused. There's a whole group of colorful main characters here, but no matter how chaotic the fighting may become, it's usually Ridmark who strikes down a major enemy or accomplishes something significant.

**PRAISE:**

- 1 - Originality! I'm 35 years old and have been an avid reader all my life, but I've never heard of at least half the races he introduces in this series. Bravo, Moeller! Even the races we've seen before are so different in this story, they easily hold the reader's attention.
- 2 - Character development. As the Frostborn series progresses, so do many characters' personalities. Moeller allows readers access to their inner thoughts, feelings, and struggles so we can watch them grow. Though the repetition can be frustrating at times, I still appreciate those details and glimpses.
- 3 - Length of series. Some reviewers have said the series is dragging on too much. Personally, I enjoy the stalling and side adventures. When I find a good series, I always hate reaching the end. Moeller keeps his characters busy with unique, entertaining dilemmas and journeys. I applaud his expertise in stretching things out while keeping his readers interested.

TOO much fighting. I waited till I read all the books in this series before giving this review. The author had some very good ideas and this could have been great book. Certainly it has some originality but I think the author spent too much time playing Skyrim or World of Warcraft. He rolls from one fight scene to another, so much so that the book becomes too predictable. Each fight starts out the same with impossible odds that they couldn't possibly win; with Ridmark turning the tide each time. If the author spent more time on the background story it would have made better use of ink rather than the same description & explanations been repeated so much so that it becomes monotonous. The book is like reading a RPG game. If you like a book with continuous action but don't mind stereotypical characters with predictable outcomes you will enjoy this book

The continuing saga of Ridmark and his friends. My question is did you have to kill her off. Come on

Poor Ridmark. What a great story and characters, you will not be disappointed in reading this series. Do read from book #1, other wise you will miss out on a lot. Great Reading Everyone!!!!

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