



Gateway to Nifleheim

Glenn G. Thater

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When mad sorcerers open a gateway to the very pits of hell, releasing demons of darkest nightmare upon the world, only the intrepid knights of House Eotrus stand in their way. Claradon Eotrus takes up the mantle of his noble house to avenge his father and hold back the tide of chaos that threatens to engulf the world and destroy mankind. Claradon recruits Angle Theta and Gabriel Garn, mysterious knights of mystical power to stand with him. Theta and Garn take up their swords one last time against the coming darkness--a darkness from which only one will emerge.

The Harbinger of Doom saga centers around one Lord Angle Theta, an enigmatic warrior of unknown origins and mystical power. No mortal man is his match in battle. No sorcery can contain or confound him. No scholar or sage can outwit him. But for all his skills, he is but one of us: a man, a human, who shares our faults, our dreams, and our ambitions. He boldly strides across the land, fearless, peerless, and cloaked in mystery, all his will bent on righting such wrongs as he deems fit.

Until the day the Gateway opened and turned the world on its head. On that fateful day, Korrgonn came and washed away our dreams. And his infernal realms of Nifleheim set their unholy mark upon our world and claimed it for their own.

Only Theta and his companions see the enemies aligning against us. Only they foresee our end coming--the end of civilization, the end of the world of man. Only they can hope to turn the tide of madness and preserve all that we hold dear.

But no man, not even our greatest hero, can stand against the Lords of Nifleheim and the dark armies at their command. Fiends that infiltrate unseen within our ranks, that tear down our temples and our traditions, that devour us from within, unknown, unheralded, and unopposed until the hour grows far too late.

Through the murk and mist that hangs before our eyes, one man only sees true. One man pierces the veil of magic that blinds us all and marks the world as it truly is, revealing secrets, secrets of Angle Theta, so horrifying as to shatter a man's mind and call into question the very nature of good and evil.

Gateway to Nifleheim Details

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From Reader Review Gateway to Niflheim for online ebook

Jagged says

There are some people who are all about the little things. All the details. I am not one of them. I am not the kind of person to enjoy 90% detail and little action.

So, this was a rather slow read for me.

There are a lot of details. Yet, ironically, when the details are wanted, there are hardly any.

I would have loved more description when it came to the monsters. I don't think they were done justice because I don't have a complete picture of them. I needed to know what I was supposed to be so worried about.

There's not a lot of character development for the interesting characters. The characters I got a real feel for were Ob and the wimp of a wizard, but not Gabriel or Theta. So I didn't have much of an emotional attachment to anyone in the story.

What kept me interested was the plot. And the idea behind what was going on with the portal. And that Theta was not what I thought he would be. I had thought him something else.

The only thing that will keep me reading at this point is that two others are included with this one.

So, though it is not really my thing, I think people who enjoy the Aesir and lots of details would probably enjoy this.

Edit: Aug 6, 2015

I have now finished book 6. And let me say that I am wrong about this not being my thing or that the monsters are not done justice. This book is merely the first stepping stone in an epic journey, focusing more on the adventure than the actual characters, yet still giving you enough to get to know them. It is a fantastic series, and I am happy that I read the next book in the series or I would have missed out on something phenomenal.

John says

A great book!

Asia DeMayo says

An easy read, a little jumbled at times. Overall enjoyable

Peer Jones says

Great Read

I very rarely read the same book twice in the same year but this one has so much going on it's easy to

accidentally skip something. It may even get read a third time, I thought it that good

Lisa says

Better than expected. I liked the mystery of the age of the world and the tie to Norse mythology. Some of the modern speaking was annoying but I got past it. Ob was the perfect example of a grumpy skeptic old man. There is the silent hero who doesn't want to waste time explaining every word and he has a bit of mystery when the evil guys call him the traitor. I know, I want to know more about him. I was most disappointed when one character died - the others I didn't mind as much but this character also had that air of mystery and I wanted a few more books to get to know him.

Lana says

A novel of the epic fantasy genre, full of strong characters of valour and loyalty to their house on the one hand and the evil of the otherworld on the other! The knights have to fight to save their homes and their keep, but they are not prepared for what they had to face, thus the first group together with their lord are killed outright and there is hardly a trace left of them, but the others have an knight errant and his assistant on their side and he at least seems to know what he is doing. They still lose some of their most valiant comrades and two demons from the deep are loosed on the world through the portal which they managed to open. This first book has a lot of potential for an epic series but I do hope it won't turn out to be a dragged on forever type of series where nothing much other than fighting happens. The gnome Ob is so annoying and rude to Theta angle, he becomes a real pain yet Theta completely ignores him! Claradon Eotrus has lost his father, many friends and people he now feels it is his duty to protect but can such a young knight/priest do what his great father had not manged to do?

Marc Littleton says

Solid writing. Love the subject matter. My only real criticism is that the pace is a little slower than I would have liked.

Susan says

Gateway to Nifleheim opens with a group of would-be heroes about to do battle with some unknown dangerous screaming foe. Mighty warriors alone may not be enough to take down this deadly antagonist. Luckily, they have a wizard and a holy man. However, we learn with this first scene that even their powers aren't enough to get this band of heroes out of harm's way. It's dark and suspenseful, getting me hooked right away.

The story then switches to the walled city and castle of House Eotrus. Claradon Eotrus awaits the return of his father, King Aradron. Alas, he may never see him since there is an unknown villain outside the walls in the nearby forest. The howling is driving the dwarves mad since they have extra sensitive hearing. Plenty of candle wax is put to use stopping up ears. Men, dwarves, and gnomes are about to face monsters from Nifleheim and they have no idea what they are in for. Except for the enigmatic warrior Angle Theta and his

friend of many years gone Gabriel Garn. Once that six legged horse-like beast crashes through a window, then the rest get an idea of what terrors they face. I really liked that scene, by the way.

Let me start by saying that I really enjoyed this book. And now I will tell you that I love it despite it's one big flaw – no women. Yep. There are zero female characters in this book. A few of the men sometimes think about their moms or a woman they were romantically interested in but there are no female characters in the book. The Hobbit was the same way and I still love that book. You can love something even if it's flawed.

This story pulls together these strands of heroes set out on a specific task and yet they may end up saving the world, unknown villain(s) with unknown desires, and these two superheroes that have some tucked away knowledge on what the group faces. The whole story feels like it's happening in a thunderstorm. It's gloomy, grey, and constantly has the potential for the application of deadly force. I loved it. I wanted to listen to this book late at night during a rainstorm.

Claradon has to finish growing up fast as a group is assembled to seek out his father's group of warriors and potentially kill whatever is out there making all that racket. He joined a religious group of knights and this task takes on a spiritual quest feel to it. He wasn't my favorite character and I would have been OK with him making some big sacrifice to save another.

The dwarf Ob acts as the grumpy older guy and chief counselor to Claradon. I liked his gruff ways tho sometimes he used phrases that would be more at home in an old Western than in this Nordic-inspired monster hunt. Perhaps twice in this book, his odd phrases catapulted out the story as I said, 'Huh? Why is that phrase there?' but then I was quickly pulled back in by the tale.

I was most intrigued by Theta since he has this mysterious air to him. He comes from afar when he's needed most. His old friendship with Gabriel raises an eyebrow or two with Gabriel's fellow warriors since Gabriel has never mentioned Theta. Then there's the few scenes involving worship or invoking the blessings of this deity or that. Theta doesn't really take part and has some enigmatic things to say about the gods. Could he be Odin on walkabout? Perhaps, but I would have to read the rest of the series to find out for sure.

The story winds up with a big fight between the monsters of Nifleheim and this band of warriors. The monsters had this Cthulhu feel to them. Yes, there was at least one tentacled monster. There were also man-like creatures that wielded arcane weapons and magic. Honestly, I wasn't sure if anyone from this group was going to make out alive. It was edge-of-the-seat action as the fight went on. In the end, I had a satisfying conclusion to this tale while leaving it open for Book 2, which I'm looking forward to.

The narration by Stefan Rudnicki is amazing. He has the perfect voice for this story that is so full of suspense, action, and Save the World theme. He had a softer, more contemplative voice for Claradon while also having a wonderfully gruff, edgy voice for Ob. I liked his confident warrior voice for Theta as well. Once the monsters appear on the scene, Rudnicki had a variety of voices for them as well.

I received a review copy of this book through The Audiobook Reviewer.

Mary Good says

I am wondering if this is a subtle spoof of sword and sorcery fantasy. The characters are stereotypical. The names are odd eg. Angle Theta. The hero's mighty curse of Dagnabbit.

Kiran Kumili says

Volume One of the Harbinger of Doom Series by the author, who is an eminent scholar, scientist, engineering consultant, lecturer and also a forensic investigator. A very good hand on books related to sorcery, black magic, witchcraft, demonology etc which used to trouble kingdoms of ancient world.

Storyline: The House of Eotrus ruling the northern province of the Lomion kingdom is attacked by scary demons from the world of the dead, the Nifleheim. A patrol led by the king of Eotrus, Lord Aradron Eotrus, along with his brave Knights and House wizard, are brutally killed and their bodies mutilated, by these demons which took the forms of strange animals with different ugly shapes and exoskeletons. These fiends, backed by the demon Gods of Nifleheim, plan to enter the human world through a mysterious hole in the Vermion forest near Eotrus province and kill all the mankind to take over the mortal world. The son of Lord Aradron, named Claradon, along with the valiant Knights, Sir Gabriel and Lord Angle Theta (a foreigner who came to the rescue of the Eotrus), lead a second patrol to find out what happened to the first one. They, in the midst of Vermion forest come across a mysterious hole and an ancient temple, which is used as a gateway, by the demons of Nifleheim, to cast a spell on the humans and kill them brutally to capture their souls and convert them into their slaves. Sir Gabriel and Angle Theta fight bravely with all their skills against these ugly, nauseating, scary creatures and prevent them from entering the mortal world, in the nick of moment. In the ferocious tussle with Lord Korrgonn (son of Azathoth, the God of the Dead), Gabriel loses his life. His soul captured by the demon God. Though the patrol of Claradon was successful in driving the demons back to Nifleheim, they vow to avenge the brutal murder of Gabriel and also bring his soul back to human world, from the demonic clutches of Nifleheim.

Positives: A hair raising narration of one of the scariest stories of demons, the dead and the ugly creatures that invade the human and mortal world to capture their souls, through mystical powers and sorcery. Very interesting turn of events and near real life characters highlighted with deadly imagination and creativity. Will form a great video game for the kids if taken on the lighter side. One of the memorable epic fantasy stories. Triggers interest in going for the rest of the books in the series.

Negatives: The question of whether the mortal world can really face the powers of the dead from the other world is still unanswered. The characters like Angle Theta and Sir Gabriel are depicted as mortal heroes without magical powers but said to be just carrying some daggers and swords powered by some ancient witchcraft. Did not appear practical, when it comes to facing the mighty demons of Nifleheim, which were both physically and spiritually described to be much more superior.

My rating is 2.50 out of 5

Sarah says

<http://www.bookwormblues.net/2017/07/...>

Bruce Mackenzie says

Stilted writing, dialogue that tends more to diatribe and exposition than to communication. An overabundance of detail except in those places where some detail would help. And, OMG, I cringe every

time someone uses the word 'dagnabbit', which is often. That said, the storyline is compelling enough that I will brave volume two.

James Sundquist says

(This review is also on [Amazon.co.uk](https://www.amazon.co.uk))

Clearly the author is a fan of classic heroic fantasy--Moorcock, Howard, with maybe some Lovecraft thrown in (I haven't actually read any Lovecraft yet, but some of the prose is as I'd imagine his work, if that makes sense). This is not at all a Bad Thing, and was my primary reason for being excited about the book. It promised some a classic-style heroic tale grounded in Norse mythology, and with an Eternal Champion a la Moorcock to boot.

Unfortunately, it was a bit of a let-down to read. Instead of sparse Moorcockian prose delivering the tale at a good pace, full of twists, turns and tragedy, Thater is verbose to the point of killing the pace. It was more like Goodkind (Bad Thing), and only the determination to get to the end kept me going. Far from the historically-grounded tale I expected, it seems to be set in one of those pseudo-European manga/video game worlds with a few mytho-historical names thrown in, invented by someone with no grip on the source material (it has a prologue claiming historical sources, a device which falls flat when what follows is so far removed from history). The dialogue is over-long, tedious and full of jarringly anachronistic phrases ("Mr Fancy-Pants"?). Descriptions of people and places slow down the action in the wrong places. It's not quite clear who the protagonist is, and the "Geometry Knight" is kept at arms length to maintain his enigma (unlike Moorcock's champions). Maybe the novella version was a bit punchier (i.e. better), because some of this seems a bit tacked-on (from the looks of the reviews on here it doesn't look like it).

STILL, once it did get going, and I'd learned to live with the characters' constant chattering (especially Ob), there were some good bits. The final showdown is still full of relentless, thesaurus-thumbng description, but instead of being used to convey bland background it is put to better use in describing the horrors of the eponymous gateway. Proper heroic fantasy, at long last, and it just about redeems itself.

So basically it suffered from lack of critical editing, like most self-published stuff, which is a shame because I'd actually like to read more of the story but not if it's going to be such a slog.

But hey, at least it's not about a farmboy who learns he has a magical gift and goes to Wizard School to fulfil his destiny!

Elisabeth says

I should make it clear that really isn't the kind of book I usually read and enjoy. I read it as an experiment to try and branch out a bit in my reading. So, the fact that I completely despised this book may just have been personal taste.

It was set in a weird pseudo-Nordic universe. Apparently. The only similarities to Viking culture I noticed were the names of the gods and the setting (I think), not that I'm an expert. I personally didn't find the characters very engaging; Ob and Claradon really irritated me and Angle Theta (what's with that name?) was kept at arm's length. There was too much dialogue about things that didn't interest me, for example, Ob spent

about half a chapter describing the architecture of the local church to Angle Theta! I could have done without that. There were a lot of strange, out of context phrases (mostly courtesy of Ob) like "Mr Fancy Pants" and "it's giving me the creeps", which I felt was a bit careless.

I won't go into too much detail over the plot. It took a long time for the action to appear, and when it did I found that I didn't really care about the outcome. I wasn't invested in the characters at all.

However, this is just my opinion. If you are a big fan of Viking-sequence pulp fiction, then you will probably love this. It just wasn't my cup of tea.

Adam Windsor says

This is a serviceable enough (if rather short in actual content) tale, but it's very much hampered by uneven pacing and some rather incongruous dialogue. Medieval knights should probably not be saying "dagnabbit".

It's also weakened by a severe lack of clarity about who the protagonist really is. Is it Angle Theta, who has a silly name and is apparently Awesome At All Things? Certainly he's the guy with the mysterious background and the magic sword and he gets to be right about everything. Or is it Claradon, who -unlike pretty much anyone else in the book - actually gets some sort of character development? I think a decision one way or the other on who this tale is *about* would really have helped things gel better.
