



City of Light

Will Wight

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Simon has spent the last six months hunting Incarnations, and has begun to realize that his power alone won't be enough to stop a true enemy.

Leah is queen over a nation of refugees, driven from their homes by the power of Territories gone mad.

Alin rules his city with an iron fist, imposing the virtues of Elysia on an imperfect population.

Now, the three must stand united as the balance of the world shifts once more. A greater threat looms, and it has made its presence known...

The Incarnations are missing.

City of Light Details

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From Reader Review City of Light for online ebook

Philip Mastandrea says

Story was good. Ending was a little open for my taste but satisfying. My biggest problem with the series is the stories just were so shallow. Their motivations are unclear through three books. The world was interesting and the territories were all fun, I just wish the protagonists were as interesting. Not bad books but I'm not sure if I would recommend them as there is better stuff out there.

Eugene says

Interesting,

This was honestly, the most adventurous read I've read in a while. Bringing you from one section of the story to another section of a story in a blink of an eye. Perhaps its the element of fantasy-fiction, which allows the author to dictate the "laws of the story". The story is fine, if not a little predictable. The author adds in elements that are just over-powered. Some characters just gets some new power and then it go out slaughtering everything in its wake. Wow.

Its probably personal taste, but I find that the story is too flexible and unfixed. The author can add in many different prowess and many different powers for the characters and the readers can read on and on and never know the full extend of the truth. Or perhaps fantasy without boundary?

All in all, a descent read.

3 stars

Craig Watson says

Poor way of concluding the trilogy. Did nothing to build the character relationships or give them any depth and the story line was weak and predictable with every character doing the same thing as the previous one.

Francisco Godoy says

The star rating mostly relates to this book. I truly enjoyed the series overall and the first two books were fantastic. There are some flaws but they are not as bad as to stop you from reading.

What made this series unique: The real hero is not foretold by any prophesy, no one believes in him and is ridiculed throughout the series. The prophesied hero is a prince-charming-kind-of character who mostly cares about looking heroic and has no idea if what he's doing is right. There is a princess of course, though not the obnoxious type. She is a woman of action and a master spy. There is more too, so much more. The magic system for instance will drive you to read the short stories related to the series. There are travelers who can summon powers from their world but first need to earn them there.

Overall I wish the series did not end here. But it does and that is the reason for the 3 stars. I believe there is so much more to be told so many plots to close that this third book felt rushed. There are not many believable reasons behind the actions of the incarnations. There is an ascension to power that happens too fast and leaves you thinking that the author ran out of ideas and wanted to finish everything in one scene. And there are the "all but..." descriptions that are used too much to my taste and could be substituted with better descriptions.

I think Will Wight will continue to deliver great stories and you should read his books. This review is more of a call to attention to let him know that he should trust that whatever he wishes to tell us people will read. His worlds are fascinating and the action in his books is one of the bests. I will keep reading books in the series, if they ever come back, and hope that Will will trust us with the secrets of the House of Blades.

Terence says

The Incarnations are all loose as the Hanging Trees have been destroyed. Alin is transforming Enosh into a version of Elysia as the madness of Incarnation overtakes him. Leah, Simon, and Indirial hunt down Incarnations until the Incarnations mysteriously go missing.

City of Light was a fitting conclusion to the Traveler's Gate trilogy. The conclusion has many reveals including the beginning of the Hanging Tree process. The book also had some heart wrenching moments that I didn't really think it was capable of providing. Valinhall's Travelers find themselves on the front line assisting Leah in ending the Incarnation threat. They also played heavily into the story in more than a few unexpected ways which is always a good thing as far as I'm concerned.

Valinhall's Travelers and territory made the series for me. Simon, Indirial, Kai, and the Eldest all were incredibly interesting characters. At the end my favorite character was Simon. Simon's growth from House of Blades to City of Light was immense. Simon hardly resembles the scared boy caring for his mentally broke mother by the end. For a boy whose only desire was to be able to save a friend and fight Travelers, Simon achieved far more than he initially set out to achieve. It makes me smile thinking about it.

Unfortunately I have to say the other two key characters Leah and Alin never quite came to life for me. Leah was slightly interesting in City of Light which is an improvement over the last two books where I had no real interest in her. Alin was more interesting in this book than the prior two because his Incarnation created complexity in a vain generally unlikable character. His madness forced him to listen to the various color's thoughts which truly were far more interesting than Alin.

City of Light was a good conclusion to an enjoyable series.

Lazybee says

Usually, when i am about to finish a good series i feel sad(some good books i dragged reading a lot, because i was afraid to let go). But not this one, because it finished so fast. You will not realise the time flying past. The book is full of beautiful action sequences. And is an excellent end to a lovely series. Highly recommended.

P. S.: Will miss the dolls. They were awesome.

Rinaldo says

4/5

City of Light is the conclusion of *Traveler's Gate* trilogy by Will Wight. It concludes the main plots decently while leaving a lot of rooms for sequel.

Plot

The plot picked up directly from *Crimson Vault* and later skipped 6 months in the future. Simon is bound on a bigger mission, more dangerous than ever with higher stakes. There are internal conflicts within Valinhall and Simon has to deal with these problems while tackling the looming doom.

Action is all-time high in this book, to the point that it becomes too heavy and fatigued for me. I understand that Wight utilised action scenes as character building moments, but this approach is a hit-and-miss. Sometimes it works well when we watch Simon or Alin reflect and learn something in the midst of a battle. However, at other times the action scenes and conflicts feel gratuitous for me. I got impression that whenever it gets too quiet, Wight had to throw one or two fight scenes to keep things interesting.

The main plot is solved with a quite temporary solution. While this opens new avenues for interesting plots in the future, I feel that there are way too many questions and mysteries left unanswered. As a case study, in *Mistborn* original trilogy, Brandon Sanderson solved the major plots and answered the big questions satisfyingly. There are still mysteries, but these are relatively minor. With this book, there are still big questions left hanging.

Characters

Compared to the previous installations, *City of Light* is less organic. Some characters switch sides or allegiances relatively easily and the interpersonal conflicts are somewhat muted down. (view spoiler) On the flipside, it's quite interesting how far everyone has grown compared to the first book. Alin is the Elysian Incarnation, Simon is the Founder's Heir of Valinhall, Leah is the Queen of Damasca and sole Traveler of Ragnarus.

I think there are really interesting side characters in this book. Rebekkah with her extreme tendencies for violence becomes my favourite Doll in this book. The Eldest Nye has an interesting frenemy/rival dynamic with (view spoiler). Unfortunately, some other side characters' potentials are wasted, namely Erastes, Agnos family, Denner, and Kathrin. I think they should've been utilised better, and I have high hopes for them in the sequel series.

Elysian Colours

One of the charm of Elysia as a Territory is that how it is supposed to be the central Territory. Elysia meant to guide the other Territories into better place and their Travelers into better people. In this case, the City of Light features 9 districts that embody specific values, colours, and powers that correspond to the original 9 Territories.

For instance, Avernus is known as Territory of Birds that values bond between Travelers and the native birds. Elysia has the Orange District which embodies Loyalty, a value that correspond to such bonds. As a

result, the Orange District grants the power of flight to Elysian Traveler who is deemed loyal by the trials of the district.

In the omnibus/complete trilogy eBook, Wight compiled short stories of 9 original Territories. In the universe, these stories are written to teach its reader about a specific value of Elysian Colours. I think it's an interesting study of storytelling and worldbuilding. These stories reveal bits and pieces about the Territories that we don't get to see in the main story, however the quality really varies. Some are frankly mediocre while other are fun and insightful.

Conclusion

City of Light is a worthy end of *Traveler's Gate* trilogy, however it leaves too many questions answered for my taste while leaning too heavily on action.

Mark Halse says

Oh my! I finished this book three days ago but have been in denial that I will no longer tag along with Simon back to the House of Blades with all his creepy dolls! This was one of those series that break your heart when they're over because you just don't want to leave.

Amazing. These books are amazing. If you don't read these books you are missing out.

Recommendation: READ THE TRAVELER'S GATE TRILOGY! QUICK!

Jonathan Lupa says

I finally thought of the word I'm looking for (by book 3):

Shonen.

I don't usually read books which map so directly with potential video games, or anime plots.

But in for a penny, in for a pound. If you made it through book 1, every book after improves on the story.

Gareth Otton says

While not quite providing me with the ending I had hoped for, *City of Light* maintains the high quality of this series and was an excellent read.

After having nearly lost his life dealing with just one Incarnation, Simon must now find a way to battle the other ten. On top of this, he has struggles inside Valinhall that he must deal with and all in all, our hero is forced to reach much further than he ever has before just to survive, let alone win.

Leah, already struggling in her new role as Damascan Queen, has the extra weight of dealing with a new Ragnarus Incarnation that threatens not just the life of her people, but her position as queen as well.

Meanwhile, Alin must struggle to keep hold of his own personality and nature while his new powers continue to develop.

Overall, all three story arcs are fast paced, action packed and intriguing, which is what I would have expected from them. Will Wight proves once again that he can write engaging, well-imagined fantasy, and he finishes off a strong trilogy of work leaving me wanting more, which is surely the goal of all good ongoing series (and thankfully there is more to come as the author's note at the end mentioned he will be returning to this universe).

So, I can happily recommend this final book and this series as a whole. It is a well-told trilogy with strong characters, an interesting magic system, and plenty of intrigue and action to keep the pages turning.

It's an easy 4 stars for this book, and 4.5 stars for the series as a whole.

Stefan says

I think it's my ocd that made me finish the series. It's toned deaf, the world building doesn't exist, some of the jokes are alright. Other than that there is fighting, talking about fighting and some more fighting. I was bored for all the action.

To the end there is a moment where the author needs to actually conjure a quasi time stopping device, just so he can squeeze some exposition into the fighting.

Jason says

5 Stars

City of Light, book 3 in the Travelers Gate series is a 5 star awesome conclusion to the series. As a whole, the Travelers Gate series is a 5 star blast of a read that fantasy lovers will adore. Each of the three books are better than the last. The action is top notch. The cast of characters is large enough to have a little bit of this and a little bit of that. The plot and story progression of the series runs a straight line but it does so while showcasing the increase in tension and peril.

Simon will be an unforgettable protagonist. As will the territory of Valin hall itself and the power that it bestows. This series would make an amazing set of movies.

Wight brings the three books to a great conclusion. And I am happy to report that he does not resort to any gimmick or Godlike power to bring things to an end. With the nature of the Traveler's and the Incarnation's Wight could have lazily used a magic RED button to blow this whole series up. The ending was the best part of this series.

I wish I had the time to give this book the review it deserves. I can only hope that my friends and fellow fantasy readers will take a chance and pick this up. It is too much fun to be missed.

William Moses Jr. says

["What do you want?" (

Andrew Lukyanenko says

In general I liked the book and the series as a whole.

Alin turned out to be at least somewhat interesting (comparing with his character from the previous books), especially when we could see different perspectives through him.

It was sad that Valinhal Travellers turned out to be some unstoppable killing machines; some battles reminded me about anime fights, though this isn't too bad.

Incarnations were quite interesting in this book, I suppose we just didn't have time for them previously.

And there were some nice heart-warming moments.

Looking forward for reading short stories.

Hamza says

My rating for this book is 2.5 stars.

This is the final installment to the series although the author hints at possible additions in the future. I personally think this is a good idea as the series definitely has room for growth.

As for the book itself, it did not offer much above and beyond its prequels. I felt it got fairly predictable and repetitive. The author did not expend much effort towards world-building, character development or plot twists. Much of the elements in this book seem to borrow from fantasy tropes already established in previous fantasy literature and even RPG video games.

All in all, The Traveler's Gate was a light and fun read. Nothing ground-breaking, but still recommended.
