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# Critical Failures II (Caverns And Creatures Book 2)



## Synopsis

Finding themselves permanently stuck in this strange new world, the gang tries to make the best of it by finding the nearest tavern and getting shitfaced. The plan goes just fine until they lose Katherine and Chaz. They soon discover that they aren't the first players Mordred has sent to this world.

## Book Information

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## Customer Reviews

Critical Failures II: Fail Harder (Caverns and Creatures #2) by Robert Bevan picks up where book one leaves off. I bought the audio version and giggled and belly laughed all the way through this book! I listened to it while trying to clean house but had to stop and laugh so many times... That was the best time I have ever had house cleaning! I also listened to it at night before bed and couldn't stop. This book is addictive. Slapstick funny, childish, crazy, things you would never expect, but hilarious just the same! These gamers were magical sucked into a game by the game master. Now they are trapped. They are the characters they played in the game. Orc, half-elf, etc. They meet up

with others that the evil game master sent over. The story is so great! I am giggling thinking about the story!! I bought all four books and can't wait to hear the next book. I usually never buy audio because it takes so long to 'read' because I read so fast I could have several books read in the same time but the voices that are used in this book is so funny in themselves it just adds to it. I adore these books, esp. on audio! I would give it more than 5 stars if I could. These books are probable made for adult males that play D&D but I have never played games and I am a 60 yr old woman and laughing at this silly book. Funny as hell! I think this one was better than book one!

A very solid continuation of the first novel. I have a few more problems with it than I had with the first novel, but I'm not removing any stars because this is still fundamentally the same funny story and I really don't expect it to be all that internally consistent. Still, I find it strange that the people trapped in the world think that leveling up would be too risky. Typically level appropriate D&D encounters are not actually that dangerous for the PCs, especially once you're past level 1-2. If they were, most campaigns would be heavy on deaths, but it's pretty common to run a whole campaign without any undesired deaths. Also, in the real world, you're not rewarded with fabulous riches and magical powers for risking your life, you get nothing but s\*\*\*ty healthcare and permanent physical disabilities. I thought it was disappointing we weren't introduced to anyone aside from the middle school pets who took advantage of the world they were stuck in. Still, that's probably too serious of a criticism for this type of book :p

I was ecstatic to see Book 2 was released. Excellent addition. It took some turns and direction I wasn't quite expected and as I just finished it, I have to add, "Robert Bevan, I shake my fist in frustration that I have to now wait for another book!" Dave, Cooper, Julian and Tim are back together and are finding out more about their place in the land of Caverns and Creatures they are in. As hinted in the previous book, they were not the first sent there, and so it's interesting to see what kinds of people are there and why and how they've responded to being in such a place. It's laughable as the characters constantly get themselves into scenarios that only they can and then get themselves out of those situations (well, most of the time). I don't want to say too much as I don't want to ruin the hilarity. There are few books I have ever laughed out loud at as much as I do with these books. I keep expecting people to ask me, "What are you laughing at?" as I read. I got the first book in this series and read it. I was apprehensive at first, but as the book went on, I was enthralled. Once I was done, I looked for more. Robert released short stories and I bought those and devoured those, too. I checked and Book II was released! Awesome! Go to this author's page and

click on the right where it says "Update me whenever Robert Bevan releases something new" (not verbatim). Because the moment Book 3 is released, I want to know that second, because I enjoy the series so much.

I won't lie. When I started this series, I didn't think I would get very far. Pure boredom kept me reading. But gods be damned, Bevan, if I didn't get hooked the more I read. The characters somehow manage to skirt that line between cliché stereotypes and good cliché stereotypes. Now here I am finishing the second installment and seeing that the writing and story is only getting better. Guess I'll just get the next two books at the same time and put in for the fifth. May the magical black dice be ever in your favour, you bastard.

Another great book by Robert. I found myself reading 'over' the jokes and swear words because the story was drawing me in even further than the first. I was hoping this was going to happen and it did. We see more character development, more relationship building, and well, I'm almost making it sound boring when it wasn't. It was just plain awesome. I felt we lost the obvious 'antagonist' but the conflict was still high so I didn't miss that too much. There may have been more opportunity with the Four Horseman but I loved the Millard scenes. Some serious ethical issues were just blown off. Great. Get sick of reading about the pros and cons. Cooper is quickly becoming a favourite but all the characters are great. I'm undecided about the whole 'horse' idea but since another character doesn't like it either, it's all okay. Again, clever writing. It works so don't change it. I'd like to see a bit more Chaz development. I think he actually adds a different dimension to the story. But book 3 has been written so I'll have to wait to see if there is more on him. I have already bought it... Again, another great ending and again, poor Tim.

So, the adventure begun in the first book continues with more lowbrow gamer humor. Dick and fart jokes abound. A dildo is a major plot point. But don't take that as condemnation of this book. It is rather fun, and not poorly written. It just has no pretensions to being great literature. This is simply a quick, easy, fun read for gamers.

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