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Critical Failures (Caverns And Creatures Book 1)



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Synopsis

What if you and your friends got to live the game for real? What if you and your friends were assholes?After relentlessly mocking their strange new Game Master, Tim and his friends find themselves trapped in the bodies of their fantasy game characters, in a world where the swords, the magic, and the gastrointestinal issues are all too real. They learn hard lessons about tolerance and teamwork, and a new meaning for the term Ã¢â ¬Å“dump statÃ¢â ¬Â•. Ha ha. Just kidding. They don’t learn shit.Never before have comedy and fantasy come together so much like a train wreck, in which each train was carrying a shipment of burning dumpsters. You just can’t help but continue to stare.Don’t be the last of your circle of nerds to read this book. Shake the Dorito crumbs out of your neck beard, grab your large sack, and prepare to enter the world of Caverns & Creatures.

Book Information

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Customer Reviews

At first I thought this story was sophomoric, rude and uncouth. Turns out it is all of these and creative and utterly hilarious! It’s D&D come to life. If any of this sounds like fun, I urge you to get

the book and drop in at the local Chicken Hut and get started. This is the first book of a series which I am anxious to purchase. Oh, one more thing, If there is a guy wearing a cape at the Chicken Hut, for goodness sake, don't catch anything he throws at you. You've been warned!

A great book for those into fantasy and an excellent book for the Tabletop role-players out there. The characters are hilarious and easy to relate to in how they tackle the quests and problems thrown at them in the "Game" world of Caverns and Creatures. At first, I admit, when the book started and all you had was the initial dialogue from the main characters, the immature and insulting remarks almost made the book seem like it would be that way in its entirety but I was quickly corrected as I kept reading when Robert really began to paint pictures with his words to describe the scenes from the typical grubby food joint in the modern world to the massive city of Cardinia inside the Caverns and Creatures game. The four main characters really grew on me quickly as well due to how they remind me of myself and my friends. I also loved the way Robert Bevan mixed fantasy and modern cultures with how the NPC's (Non Player Characters) in the game actually believe their world is real and the fools talking about Hit Points and Ability Scores are completely out of their minds. The first book seemed to end rather abruptly and in a way I didn't expect but by the time I read the ending, I was eager to see what happened next and immediately bought the next book in the series and I wasn't disappointed at all. For those new to fantasy books and for those familiar with the genre, I highly recommend Critical Failures as well as the the d6 Caverns and Creatures short stories.

I started to love this series from the moment I started reading. The cast of characters are so damn funny and say the most outrageous things, I kept getting strange and irritated looks from laughing out loud.Anyone who has ever played a table top or RPG has played with characters just like the ones we meet here. You don't have to be a fan of role playing games though, to enjoy this series, it's a great and fun ride for all!Great series I recommend to any reader!

This is what went through my head when I considered buying:A D&D novel? YEAH, those are usually real good. Never mind.Only $.99..because it sucks?.Ha, that cover has got to be copied and pasted from a google search for a 'd20'. Nice cover man. I TOTALLY want to buy it now...4 1/2 stars?...135 ratings? What the hell...alright.So I read the first chapter and about five pages in, I started chuckling. At twenty pages in, I was full out laughing. This book is FUNNY. Very low brow humor sure, but it's such a nice change of pace from the usual books I read.Right now I'm reading

’My Struggle’ by Karl Ove Knausgard, who is hailed as the contemporary Proust. This was the PERFECT book to read in conjunction to it. No need to digest this book. No need for reflection and literary analysis. It’s more like a Mcdonald’s combo meal washed down with a 32 OZ code red Mountain Dew. Or maybe White Castle...something that ties into body fluid discharge might be more appropriate since at least30% of the jokes are body fluid jokes.The ’group of role-players stuck in the game world’ genre usually is not that good and not conducive to the length of a novel. Yes, I am looking at you ’Guardians of Flame’ and ’Quag Keep’. Critical Failures is the best book that I’ve read of this type.Is this great literature? Not really. If I hadn’t played D&D back in the day (2E!), and I had a rake up my ass, I probably would give this 3.5 stars. But for sheer enjoyment, I give this an easy 5 stars. It’s so nice to read something that doesn’t take itself too seriously. I look forward to Critical Failures II.

If you grew up playing D&D as a kid, this will bring back some serious memories.Where everything changes is when the Dungeo- I mean, Cavern Master, gets pissed off at being ridiculed and uses his magic dice to send the players into the game world itself as their characters, complete with stat sheets!The characters are really fun, the dialog and situations are funny, and I was so wrapped up in the story, that I purchased the complete 4 novel set to find out what happens next.This series is NOT for kids though, as the characters are in their 20’s-30’s and use plenty of raunchy language, sex, violence, etc.For the rest of us though, the tales are funny, and thrilling, with plenty of nostalgia, and fart jokes.I highly recommend this series and this author.Apparently there are some additional short story collections that take place in the same universe, and I’m looking forward to checking those out soon as well.Do yourself a favor...if you can download the first volume for free, do it, and I bet you’ll do what I did, and get the rest.Very fun read.

I picked this on up on sale .99 , so I thought it sounds interesting and I will give it a go. From almost the beginning I was caught of guard with explosive fits of giggles, to which I am not prone. I am not a gamer or a D&D fan but that is ok because it’s a short set up for this hilarious and well written book. I loved it so much I am going to pick upper whole the sale lasts. The characters are funny and likeable and other want to follow the series now.

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