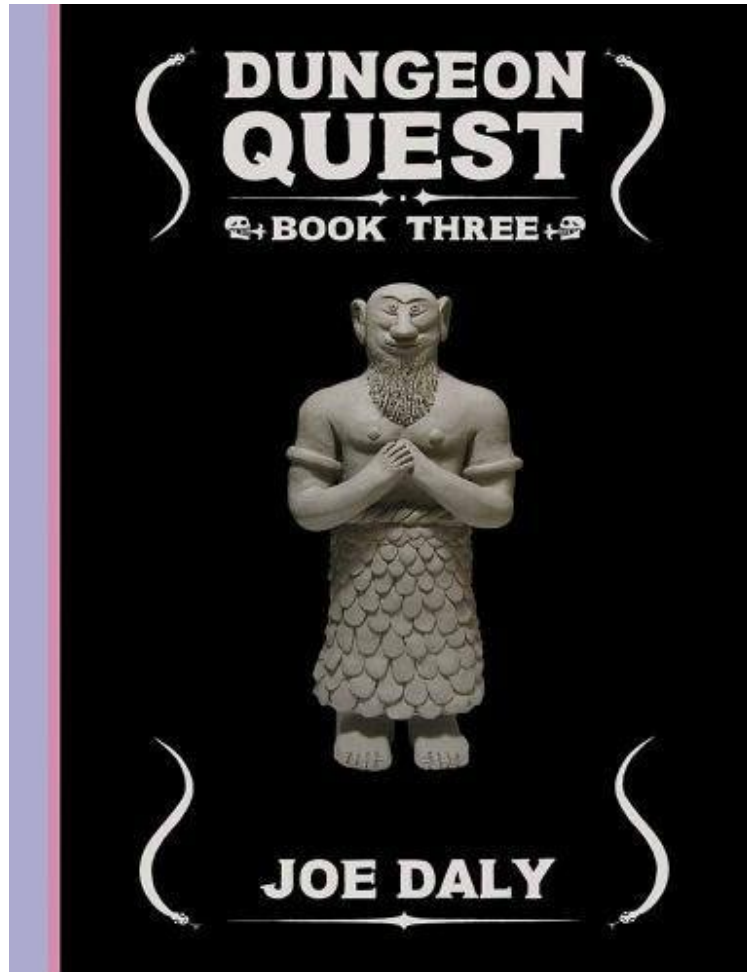


(Mobile pdf) Dungeon Quest: Book Three (Vol. 3) (Dungeon Quest)

Dungeon Quest: Book Three (Vol. 3) (Dungeon Quest)

Joe Daly

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Joe Daly : Dungeon Quest: Book Three (Vol. 3) (Dungeon Quest) before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeon Quest: Book Three (Vol. 3) (Dungeon Quest):

0 of 0 people found the following review helpful. Five StarsBy Travis NicholsI'm really looking forward to the next 20 volumes.Please?0 of 0 people found the following review helpful. The best of the seriesBy CoriollisThis last volume was, at double the length, very funny and good awesomely weird splash pages. The length also really helped narrative. More Atlantean resonator guitar parts please0 of 2 people found the following review helpful. A double dose of the slacker RPG adventureBy Andrew C WheelerThe Dungeon Quest series, as far as anyone can tell, is not based on any particular paper-RPG campaign -- in fact, the creator, Joe Daly, has said that he's been much more influenced by video game RPGs, and was never a DD guy.And that's surprising, since Dungeon Quest has the feeling of a particularly goofy campaign -- to find the pieces of and reconstruct the Atlantean Resonator Guitar, and, as we find out later, to use that to activate the Gogh Verbirator Vortex device to replace the Earth's missing second moon and put the world back

to rights -- as played by a bunch of slackers (three men and what I could swear is an NPC female, Nerdgirl, to give the party someone with decent ranged weapons -- she hardly ever speaks, and has no personality to mention) who are deeply fond of smoking weed, insulting each other, and sophomoric philosophizing. In Book Three, those three men -- Millennium Boy, Steve, and Lash Penis (see what I mean? those are *exactly* the kind of names a bunch of toked-up friends would think up during a long evening of playing and indulging at any college in the English-speaking world) -- learn the history of Atlantis and the true nature of that quest (the Verbirator and the bringing-stability-to-the-world thing), and then set off to do it. There's then a long prose section, as Millennium Boy reads from *The Romish Book of the Dead* (a secret ancient text from the Romish people, the heirs to Atlantis) for forty pages or so of goofy invented prehistory and anthropology -- this is indulgent and silly, but it fits the laid-back vibe of the series (and the deeply nerdy, and entirely self-invented, pseudo-knowledge of the kind of person it evokes), so there's no way to be annoyed at it. Eventually the story starts back up, and our heroes get further on their quest -- this time out, they gain another member of the party and have to deal with an ambush (which also results in the kidnapping of Nerdgirl -- it would have been nice for Daly not to have made the only female character a pure plot token, but I suppose that's also authentic for the kind of people he's writing about) along the way. Book Three is substantially longer than the first two books, but less happens here: Millennium Boy and his pals learn the full scope of their quest, but don't get any further into it, so the end looks further away from the end of this book than it did at the beginning. But *Dungeon Quest* is so mellow and stoner-joyful that there's nothing to do but go along with it. Unless you bounce off the premise entirely -- and I can see many readers, particularly women and the reflexively anti-druggie, doing that -- it's an entirely amiable, perfectly cromulent wander through well-emulated quest-fantasy tropes, enlivened by cursing, drugs, and just a hint of sex. (Though the sex is mostly the kind that teenage boys have by themselves up in their rooms.)

A double serving of the stoner DD epic. In 2011's *Dungeon Quest Book Two*, we left our heroes, Millennium Boy, Steve, Lash and Nerdgirl, in the Temple of Bromedes as they began their initiation into the mysteries of Atlantis under the tutelage of the androgynous forest mystic, Bromedes. In this third book, our heroes complete their learning with Bromedes and are guided towards further quests in Rufford Park and beyond, to the Zuur Plateau. However, they are not yet clear of the hazards of Fireburg Forest. Resurfacing to the forest floor (after hitting the strongest weed in the universe, Orangutan Daydream), they must survive a perilous cliff path, discover moon shrines, battle wild Womraxes, endure knock-out gas, hypnagogic visions, nakedness and deprivation and, finally, embark on a desperate and courageous mission to rescue Nerdgirl from cruel Forest Bandits and retrieve their stolen equipment. In this third book, by far the longest installment of the series so far (240 pages!), the reader is also introduced to the history and mysticism of *The Romish Book of the Dead*, a sexually avant-garde little forest man (who becomes the fifth member of the crew), Steve's newly discovered battle warping abilities (which Millennium Boy dismisses as being amere kundalini spasm), weapons and armor upgrades and a whole new level of bizarre comedy, rousing adventure and ass-kicking action all staged in front of fantastic backdrops replete with strange vegetation, ancient ruins and steampunk imagery. Black white throughout

...[A]nyone who enjoys alt-comics takes on fantasy and/or stoner humor will find this a sheer delight. . . level of craftsmanship and the way Daly shifts storytelling modes so quickly would at least interest other readers, especially those who enjoy deadpan absurdism . . . Above all else, he does for the reader what he does with his party: he keeps things moving even when his characters are navel-gazing. - Rob Clough, High-Low About the Author Joe Daly is a cartoonist from South Africa. Born in London, he studied animation for two years at Cape Town's City Varsity College. His work has been described as *Tintin Meets the Freak Brothers in the Cape of Good Dope*. His books include *Scrublands*, *The Red Monkey Double Happiness Book*, and *Dungeon Quest*.