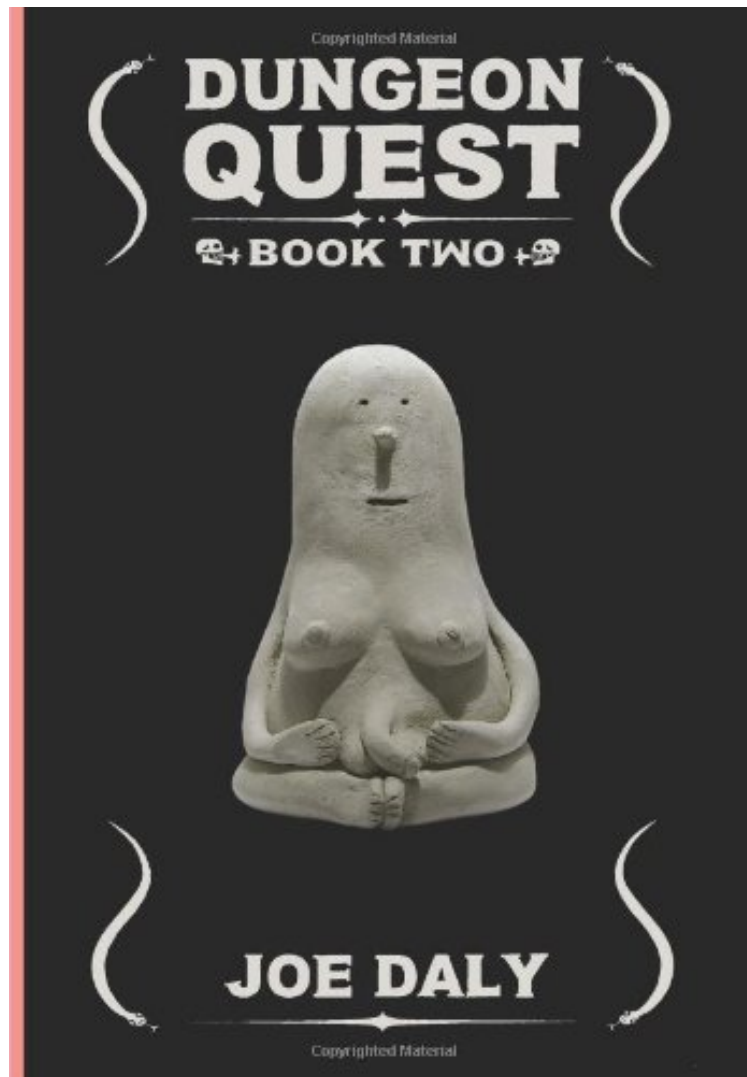


[E-BOOK] Dungeon Quest: Book Two (Dungeon Quest)

## Dungeon Quest: Book Two (Dungeon Quest)

*Joe Daly*

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

0 of 0 people found the following review helpful. SMOOTHIES!By pbachHysterical! Great gamer/stoner vibe. Really bold, vibrant art. Great cast of characters. Hopefully Nerdgirl will start talking soon. Cant wait for volume #3, Boit!0 of 0 people found the following review helpful. Profane, Drug Laced Adventure with Excellent ArtworkBy David SwanThe Dungeon Quest series is just totally out there. Is it as homage to Dungeons and Dragons and RPG video games? Is it a parody or even a mock? I think its just author and artist Joe Daly having fun. The previous book began with Millennium Boy, a young man with an enormous cranium, assembling a party of friends and mild acquaintances

to go on a quest. What followed was a crazy profanity and drug filled adventure. I really wasn't sure if the events were supposed to be real or imagined since the story starts in the city fighting thugs and then moves outside the city fighting Dungeons and Dragons type monsters. Again, I don't think it really matters, it's just Daly having fun, writing what he wants. The art is all black and white and Daly doesn't have the slickest art style but it's effective and works well with the story. I particularly enjoyed the backgrounds and although the drawings are a bit rough Daly clearly put a LOT of effort into them. There is no skimping in the artwork and I really appreciate the effort. In one part of the book the group is in a forest thigh deep in leaves and Daly draws each individual leaf. This is a STRANGE book. On the cover is some kind of crude figure with what appears to be both breasts and a penis. The main quest of the book is returning to him his penis sheath. Along the way the smoke pot, snort coke and in one case stick a charger up one of the fellows butt. This is not Alice in Wonderland kind of strange and it's not for people easily offended by drug use and strong language. This is for adults who grew up on Role Playing games and want something out of the ordinary. Ironically this is one of the best Dungeons and Dragons type stories I've read and far better than the licensed comics. 1 of 1 people found the following review helpful. The quest continues... By Sam Quixote The quest to find the Atlantean Resonator Guitar continues in Book 2 with the same gang as before going through a mysterious forest, encountering along the way bridge trolls and other monsters as well as smoking killer weed and snorting amazing coke. The format in this book remains the same with the team getting upgrades after each battle however the battles are more action packed and the upgrades are fewer allowing for a freer-flowing story. Joe Daly's artwork is improving with each book and there are some fantastic full page illustrations that are excellent, particularly the leaf monster sequence. The humour and writing remains the same with powerful amulets in the form of suppositories and so on. It's an enjoyably daffy stoner DD type adventure that's fun to read and a good laugh. If you liked Book 1 you'll like this too.

What if Cheech Chong lived in a RPG? In 2010s Dungeon Quest Book One, Millennium Boy decided to grab his hobo stick, his bandana, and his Swiss Army knife, bid his mom goodbye, and head off on a quest for adventure. Joined by his best friend Steve (weapon: baseball bat; clothing: wife beater, cargo pants and sandals), the muscle-bound Lash Penis, and the silent but deadly Nerdgirl, he began a mystical quest to find the missing parts of the Atlantean Resonator Guitar. In this second book, our heroes continue their quest by wandering through the primeval gloom of Fireburg Forest in search of the prophet and poet Bromedes, who can unlock the mysteries of Atlantis for them. Along the way, they encounter giant spiders, river trolls, and copious amounts of killer weed. Joe Dalys delightfully unique stoner/philosopher dialogue and distinctive character designs, coupled with hilarious over-the-top Role Playing Game action (complete with periodic updates for each characters status in ten criteria, including dexterity, intelligence, and money), propel Dalys story into heretofore unachieved action-comedy heights. 136 pages of black-and-white comics

From Publishers Weekly Anyone who ever got into fantasy role-playing games during their early adolescence no doubt remembers how those early forays into heroic adventuring could be fraught with profane characters, ludicrous moments during breaks from the quest at hand, and the strange, often puerile creations of a hormonally charged dungeon master. All of those elements fuel the entertaining world that Daly drops readers into with this continuation of a band of adventurers who quest after the scattered components of the Atlantean Resonator Guitar. There are encounters with monsters, violent battles, magical items to be gathered, eerie dungeons, and so on, but we are also treated to a hilarious bit where the characters get zooted on weed and cocaine while spouting drug-appropriate dialogue. With a visual style that's a gene-splicing of Charles Burns's Lynchian creepiness with an underground sensibility, this quirky work is every bit as entertaining as it sounds, spouting anarchic humor in every direction. (Apr.) (c) Copyright PWxyz, LLC. All rights reserved. Dalys parody of the trek adventure the template for ripping yarns from King Solomons Mines to King Kong to Indy Jones to scads of video games is a kind of slackers SpongeBob Squarepants, earthier (of course) but as ingenuously absurd... [and] magnetically amusing. - Booklist Above all else, Daly is funny, and never pursues cheap laughs. His line mixes clear-line simplicity with occasional psychedelic weirdness; bending the borders of reality is a trademark of his narratives. When Daly lays down a genre story over this template, the resulting stories are enjoyable on several levels. - Rob Clough, The Comics Journal What an oddly delightful little book [Dungeon Quest] is, a mash-up of Dungeons Dragons-type adventuring and stoner attitude ... Based on the strengths of this introductory volume... Im willing to go where the adventure leads. - Chris Mautner, Robot 6 About the Author Joe Daly is a cartoonist from South Africa. Born in London, he studied animation for two years at Cape Towns 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.