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Critical Failures: Caverns And Creatures, Book 1



Synopsis

Tim and his friends find out the hard way that you shouldn't question the game master, and you shouldn't make fun of his cape. One minute, they're drinking away the dreariness of their lives, escaping into a fantasy game and laughing their asses off. The next minute, they're in a horse-drawn cart surrounded by soldiers pointing crossbows at them. Tim now has the voice and physique of a prepubescent girl. Dave finds that while he lost a foot or two in height, he somehow acquired a suit of armor and a badass beard. Julian's ears have grown ridiculously long and pointy. And Cooper... well Cooper has gotten himself a set of tusks, a pair of clawed hands, and a bad case of the shits. He also finds that he's carrying a bag with a human head in it - a head that he had chopped off when they were still just playing a game. Shit just got real, and if they want to survive, these four friends are going to have to tap into some baser instincts they didn't even know existed in their fast-food and pizza delivery world. It's fight, flight, or try to convince the people who are trying to kill them that they don't really exist.

Book Information

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Customer Reviews

Should a Game Master use his magic dice to banish his four players into the world of their game, simply for not giving the game their undivided attention? How very rude! Really, people that own magical artifacts should be required to complete anger management counseling. Granted that all four guys seemed to want beer more than game play, and they were a little insulting to the guy that they invited to their game. But you'd think that someone that wears a purple cape and calls himself

Mordred (yes, really) would be a little more tolerant of the social inadequacies of others. I'm guessing he doesn't get out much. So it is that Tim, Cooper, Dave, and Julian find themselves inhabiting the bodies of their game characters, and minus the beer. They wake in the world of their game, and Camelot it is not. As low level characters with limited skills, they soon realize that perhaps beheading that soldier over a few routine insults had been a bad call. Ready or not, they must now "be" the game. Namaste. And that's just the beginning. There is nothing serious going on here, folks. This book is strictly for fun, and you need not be a fan of role playing games to enjoy it. I've never played, but Robert Bevan does a good job of explaining the game without bogging down the story. I had no trouble following the action and appreciating the humor. This is the first of several stories, but the ending is not unfinished. It's more like a "tune in next week for more adventure" type of deal. One note - this is definitely adult fare, not suitable for the younger set. It's also not for those easily offended by some profanity and a bit of crudeness. These characters are not Boy Scouts. But they are the good guys, and funny. I plan to read more of their stories.

Most of the plot of this book has been covered in other reviews, so I won't rehash it. In short, CRITICAL FAILURES is Jumanji meets The Hangover, or what would happen if Tucker Max wrote LOTR fan fiction. If you like adventure and ribald humor, if you still giggle when someone farts at an inappropriate time, and if you can't listen to certain classical pieces without singing dirty lyrics, you will get this book, and what's more, you will probably laugh your ass off. This is not a book for the high-toned old Christian women of Wallace Steven's poem, and if you fancy yourself a literary connoisseur, think "The Miller's Tale" by Chaucer, re-imagined by Piers Anthony and the cast of Animal House. High praise? Maybe it's low-brow praise and you just don't get it. I have a Master's in English, but I love books like this to cleanse my palate after an afternoon of James Joyce. This book sets out to be fun ... it shoots, it scores!

In Robert Bevan's "Critical Failures," a group of gamers find that their game has become all too real. Bevan uses this as a vehicle for action, adventure, and comedy, particularly when it comes to lampooning some of the rules we all know and love from Dungeons and Dragons (think of the type of humor you see in Order of the Stick). While reading this book, I laughed out loud in more than a few places. The jokes and funny situations around the rules echo a lot of the things we joke about in my own gaming group. Even more, I recognized these characters from years of table-top roleplaying games. They are a lot of the people I sat across from. The book is fun, and funny, and if you've been a gamer for any length of time you'll find that it often holds up a mirror in which you will see your

own gaming groups. Further, the ending is not what I anticipated - and that's a good thing. Check it out - it's worth the read.

If you've ever played a role playing game in your life, you HAVE to read this book. It has a few downsides (all the characters are very similar to each other), but the humor makes it worth every cent. It's the most I've ever spent on a kindle book and I don't regret it in the slightest. I can't wait for a sequel!

I laughed. I cried. I *howled*. Half a Waffle House stared at me in consternation. (Not kidding about that.) If you are now, or ever have been, the kind of relatively low rent guy or gal who gets together with a bunch of similarly low rent friends and gets hammered and hams it up alternatively over role playing your D&D characters and swapping over the top insults, you, too, will probably laugh, cry, and/or soil yourself reading this book. If all of that sounds more appalling than appealing, then this probably isn't for you. The author's plotting, writing, and character building skills are quite good - more so than you might expect from a book like this. But you will need an appreciation for low humor and the particular mindset of the working class to really understand where they're coming from. I wasn't kidding about the real, over the top laughter though. Or the stares I got in the Waffle House this morning. Now, if you'll excuse me, I'm gonna go buy the next book in the series.

First, full disclosure, the author and I endured creative writing in high school together with one of the weirdest teachers I've ever had. I was thrilled to find he had written and published a book and could not wait to read it. I've never been into games like Dungeon and Dragons, but my husband used to be (and I think has a secret longing my sons will be), so I went into the book thinking of him in his youth. The characters were really well defined, and the dialogue made them even easier to picture. Cooper and Julian are two of my favorite characters. Without giving too much away, the end made me wanting to know more about what happens to these characters. Great read. Well done, Bobby! Mrs. Land would be proud (or just pissed, I could never tell with her)

I am not even sure how to review this.. Sadly, I bought the entire series. I am not saying this is a horrible book or series, but the type of humor within wears thin after the 1000 time Cooper s***s himself. Just sayin. If you dont mind the most base type of juvenile humor... you may enjoy. If you like to eat while reading.. Skip it. To the author: Dude... you can do better. You have skills that most of us would die for. Write something worthy.

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