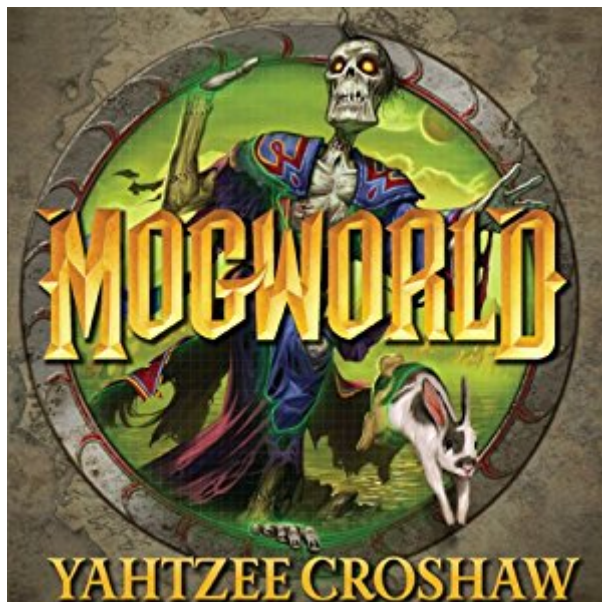


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# Mogworld



## Synopsis

In a world full to bursting with would-be heroes, Jim couldn't be less interested in saving the day. His fireballs fizzle. He's awfully grumpy. Plus, he's been dead for about 60 years. When a renegade necromancer wrenches him from eternal slumber and into a world gone terribly, bizarrely wrong, all Jim wants is to find a way to die properly, once and for all. On his side, he's got a few shambling corpses, an inept thief, and a powerful death wish. But he's up against tough odds: angry mobs of adventurers, a body falling apart at the seams and a team of programmers racing a deadline to hammer out the last few bugs in their AI. *Mogworld* is a comic fantasy novel in the tradition of Douglas Adams and Terry Pratchett, and is the debut novel from video-game icon Yahtzee Croshaw (*Zero Punctuation*).

## Book Information

Audible Audio Edition

Listening Length: 13 hours 8 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Open Book Audio

Audible.com Release Date: September 21, 2012

Whispersync for Voice: Ready

Language: English

ASIN: B009ECLFEA

Best Sellers Rank: #35 in Books > Science Fiction & Fantasy > Fantasy > Humorous #52 in Books > Audible Audiobooks > Fantasy > Paranormal #156 in Books > Literature & Fiction > Genre Fiction > Horror > Dark Fantasy

## Customer Reviews

As a quasi-faithful follower of *Zero Punctuation*, I felt that someone who is as acerbic in his reviews of games and such, would know how to make a book worthy of reading to prevent him from being 'torched' by reviewers. I was not disappointed. The first three chapters alone, which is the birth (unbirth?) of our protagonist Jim could have easily been made into its own book. There was a lot of fluidity and novel concepts all going very fast that would make for a shorter book or a D&D module just in those three chapters. The rest of the book are Jim's struggles to put an end to his existence once and for all. These struggles are filled with abject boredom, dry humor, and puns. Just right for someone who was happy with the status-quo before encountering Lord Deadgrave. It was a fun,

light, humorous parody of the fantasy genre with weird characters like Slippery John and Bob and Jim mixed with more 'serious' characters with names like Baron Civious, Bowg and Lord Deadgrave. Running gags like "it's a trebuchet" and the reaction to Jim's eyes are right up my alley and this seems to be repeated in his next book "Jam". Mogworld even managed to take a shot at the programmers with the arrival of Lord Si-Mon. The combination of the character names, the mix of medieval and current references (both material objects and slang terms), the running gags and the absurdity of the characters' outlooks on life and death kept me waiting to see what the chapter would bring. I enjoyed the "twist" where the big secret about the Deleters and the adventurers with the Syndrome. I have to admit that I didn't read any reviews or the back of the book where it spells out what is really happening, and was pleasantly surprised by the twist not so much as I hadn't already suspected it (they hint at it a lot), but the way it was revealed. Excellent work!

I picked this book up because I enjoy Yahtzee's YouTube channel with my husband. I will say that it was very easy to read the entire book in Yahtzee's voice and greatly added to my enjoyment. I'm sorely tempted to buy the audio book, especially after hearing the sample, and I don't like audio books! It also really helped me to prepare for Yahtzee's sense of humor. There were so many things in this book that made laugh. I've highlighted more passages from this book than any other in the past year. "This was the second time I'd been asked to justify being afraid of gnolls, and I still couldn't fathom why. It was like being asked to explain why old people should wear clothing." "This book is high fantasy. You've got sorcerers, undead, clerics, adventurers, etc. At the same time, it's as much about high fantasy adventure as Sean of the Dead is about zombie movies. It's a delightful combination of strong story and satire. As much as this book made me laugh, it was the characters and the story that kept me from putting the book down. Each of the main protagonists is endearing in their own way. Though I will admit I may have liked Slippery John more if he didn't keep referring to himself in the third person. That got very annoying very quickly, but it was quite consistent with the character. At the same time, I appreciated Yahtzee's less obvious jokes. At one point a character gets called out on saying the word "little" a lot: "Did you know you use the word 'little' an awful lot?" Then he proceeds to use words like "small", "tiny", "diminutive", "microscopic" etc. When I picked up on what was going on, I laughed even harder! And there are so many jokes like this, ones where you really need to pay attention. Their payoff is totally worth the focus required. Yes, some of the big reveals were kinda predictable, but the story and the characters are so worth reading. And the ending was so satisfying! It wasn't the ending I thought I wanted until I read it. I happily give 5 stars and have already added more of Yahtzee's books to my TBR!

I usually prefer books in text format, at least for the first time through. Having had some books spoiled for me by poor readings of their audio versions reinforced this, but after listening I think audiobook format was the way to go with Mogworld. In his game critic videos, the author/reader makes his living talking apparently nonstop through the magic of editing, which judging by Mogworld seems to have been good practice for audiobooks. The story itself won't be as entertaining for those with no familiarity with MMORPGs to get the references, but I have and I did, and I really enjoyed this book.

This is an extremely clever book--and equally macabre. The book starts when Jim is raised from the dead to be a minion of an evil Lord. And as the world spins out of control, as he is pulled into cataclysmic adventure, all he wants to do is find a way to die. The situations are surprising. The wit is razor sharp--and often dark. In the end, it even has some deep thoughts about identity and souls. Truly a unique book.

I normally plow through books, but this one took me four days to read. The reason why is because I kept looking for anything else to do. I liked the plot and the characters. I just could not lose myself in the story. I tried. I wanted so badly to love this book. Yet in the end I was mostly thankful that I had turned the last page and could move onto another novel.

My son recommended I read this. It's quite creative and more enjoyable than you'd expect of a story where the protagonist wants nothing less than oblivion. I would say more, but don't want to spoil the plot. It's a little frenetic and somewhat repetitive. But, it's a decent story.

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Mogworld

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