



# A Thousand Drunken Monkeys

*Eric S. Nylund*

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A Thousand Drunken Monkeys (Book 2 in the Hero of Thera series)

Continue Playing the Game? Yes / No

The Kingdom of Thera is a crossroads to many worlds and realities. Here a secret war between the gods plays out via their proxy mortal champions. These player-champions use all the augmented-reality interfaces and game mechanics that role-playing and video-gamers know and love.

Join Hektor Saint-Savage, Marine and martial artist extraordinaire; Morgana Nox, shapeshifting druid-thief and trickster; and the cantankerous dwarf, Elmac Arguson—as they punch, blast, stab, and slither their way through the second Hero of Thera novel.

Can they outwit, outfight, and outrun assassins? The Imperial Knight Champion of Chaos? Feisty gnomes with slide rules? A horde of a thousand inebriated simians?

There's only one way to find out...

Eric Nylund is the New York Times bestselling author of many novels—including HALO: The Fall of Reach. He has helped create over 50 video games like Gears of War. He lives near rain-drenched Seattle.

## A Thousand Drunken Monkeys Details

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Author : Eric S. Nylund

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## From Reader Review A Thousand Drunken Monkeys for online ebook

### Cameron says

#### One of my most anticipated sequels

I was incredibly interested in this sequel, and it did not disappoint. The sense of humor, the fun, everything I have come to expect from this author was delivered. 5 stars. Please write book 3!!!

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### Andreas Åslund says

#### Made me loose a lot of sleep

After staying away from the GameLit genre for a while, I decided to get back with the long awaited sequel to Hero of Thera. It was a really good read and I really liked the recap in the beginning. The only negative is that it felt a little short.

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### Shannon Wolf says

#### Another fun read

I enjoyed this story, but it felt like more of a warm-up to the big event. Kind of a let down on the drunken master train up motif, it was more of a side quest. Writing was pretty good, timing was fine as well. I don't know, but it seemed to lack the spark of the first book. Will definitely be looking forward to the next installment.

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### Rodger Nelson says

Loved this continuation of the story of The Hero of Thera. Although I do have to say I kind of am curious about one thing.... WHY THE HELL IS IT PENDRIC!!! Had to love Ermac though his reincarnated story is just hilarious. He is like yea I gave up my arm to be a combat mage. Then it turns out he is also is Bastard Nobility. Now that is kind of interesting. I am kind of sad for Hector though. I kind of hoped that he would be able to see his bodies family. That would have been awesome. Well hopefully he will some day make it bad to that temple and meet the monks. Also when will his intellect be addressed!!! He is still dumb as a box of rocks technically. If he is going to be a sort of mage he needs a little bit of smarts!

Other than those small things Had to say loved this story. Can't wait for the next story.

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### Asviloka says

Pretty good continuation of a well above-average litRPG saga, but this one doesn't conclude. It just ends, mid-scene, and I found it jarring and very unsatisfying. And there was the occasional typo (where instead of were at one point, I recall vividly) that also brings the score down. If it weren't for that and the ending being so abrupt I'd have ranked it higher.

Other than that, a highly enjoyable story which I look forward to continuing. I really appreciate the non-obvious unstructured way it proceeds, like a gamer wandering around a new world rather than a strict progression from beginning to end.

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## **Justin Wiemer says**

### **Author skill rank 10 with a +2 to story weaving**

The first book is the only one that I have ever reread because I was jonesing for the sequel. This book was even better, and leaving me wanting the third even more. Great characters, solid story with a great pace. Well done, sir. I like these stories with a more varied skill/class system that makes the creativity of the characters the true weapons.

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## **Chris Flores says**

### **Cliffhanger ending kills this series for me.**

I don't know about anyone else, but I hate cliffhangers, ESPECIALLY when they're done in the middle of some kind of confrontation. It's not shocking or adds too the story or any other positive excuse the author can give to justify ending the story. It comes off as lazy storytelling and predatory as a sales tactic only. Also, the author seems to forget his own item descriptions in a few places, like an item that says you can't unequip weapon without amputation but has it removed from him multiple times. If you don't mind cliffhangers then this book is a pretty good Litrpg, with the usual standard editing issues that are found in this genre right now.

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## **Adam Shook says**

### **Excellent**

A good book there are all to few monk builds in gamelit at least for the main character. Didn't really notice any typos but wasn't really looking. There was nothing to break the immersive but then nylund is an experienced author. The class choices were interesting though the line mage class wasn't quite what I expected though the mechanics made sense can't wait for the next book.

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## **James Kenna says**

### **Rules to live by**

I don't normally like to trash people works but I think Orson Scott Card said it best when he proposed that

fantasy can be anything. You build your world fantastic unique and wonderful, and you make your own rules. But once those rules are made, you live by them, because they are the rules of your world. I just felt this story had no rules, and things constantly changed or flexed and it took me out of the story multiple times. This author set rules but doesn't live by them.

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### **Hannah says**

#### **Solid LitRPG**

This guy knows how to write. From quick witted characters to interesting but not overpowered abilities he really sets the bar for litrpgs in my mind. Just enough numbers for it to be interesting and make sense but not swimming in them every other chapter using the much simplified dnd character structure. Plus I love the wuxia flavor of the main character and that SOMEBODY is writing an MC who decides not to go plain vanilla human. I mean come on you are presented with being an immortal elf and we are supposed to believe you choose weak short lived HUMAN? Anyway good book with solid writing and an interesting story.

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### **GaiusPrimus says**

#### **Weird ending**

I honestly don't know how we got to the end of the story.

The time between the first and second books also didn't help.

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### **carl grace says**

#### **I'm done.**

Seriously, what the hell?! I'm completely done with this series. First off, the over all plot of The Game, is fascinating. I just wish it actually progressed as the point in this book. Secondly, the side characters Elmec and Morgana, are awesome. Well written and level headed. But what ends the series for me is the main character, Hector. For such a supposed great gamer, with above average intelligence, he is very dimwitted. And emotionally very immature. To the point where I literally facepalm. And he **KEEPS WALKING INTO OBVIOUS TRAPS!!!!!!** This soooooo annoying!! And for a self described "perfectionist min-max" player, he's impulsive as hell. And no player ever should keep ignoring powerful gear, and abilities at their disposal. And he does so. Constantly. I nearly dropped the series by the end of the last book when after defeating a demon army, he sacrificed over 3000 levels. 3000!!!! **WHAT GAMER DOES THAT?!?! AND IF THE POINT WAS TO BE THE ULTIMATE FORCE FOR THE LITTERAL ENTITY OF BALANCE, I'D THINK KIND OF POWER WOULD HELP.** Nope, you cant make that make sense. And the book ends on a cliffhanger. Yep, done.

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### **Brandon says**

## **A truly great sequel**

The only critique that could be given of this book was the length of time that it took to get to readers. Just as with the first novel, Eric Nylund gives readers an almost near perfect book. The characters are all engaging, innovative and surprising. The story is layered, interesting and fun on both the gamer and fantasy book levels. Truly the next novel cannot get here soon enough!

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## **Johnny says**

### **Book two**

Mistakes:= I found none. I thought about dropping a star for that ending, but the author wrote a great book.

Plot: Interesting enough that you want to keep going because you need to know what happens next.

Everything flowed together smoothly leading to a nice twist at the end. I didn't like the cliffhanger ending though.

Characters: We still have the MC and both the main sidekicks. Everyone grew nicely. I do like the issue with the new implanted memories verses the memories from his old life.

9.7/10 Good job on the bit at the start to remind readers what happens in book one.

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## **Lewis Clymore says**

### **Read this series!**

What a blast! A different type of build from the usual, humorous in the right places, a protagonist with a flexible but still virtuous moral code with a healthy balance of introspection without becoming annoying. Plenty of action and very interesting character development.

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