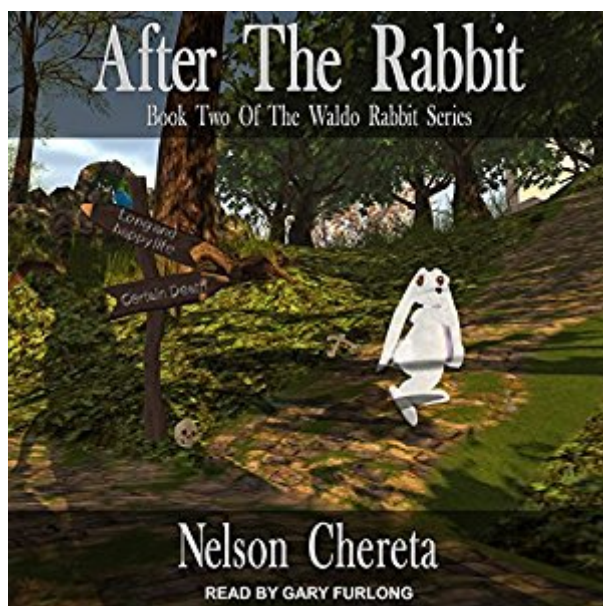


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# After The Rabbit: Waldo Rabbit Series, Book 2



## Synopsis

Waldo Rabbit is back! Waldo and Alice continue on their quest, now accompanied by the ogre Gronk. They are headed to Norwich, where they hope to find the third monster that will be Waldo's last familiar. But things are never as simple as they seem. An archlich, White Mage, and murderous rabbits all stand in the way. Yes, that's right, the murderous flesh eating rabbits make their appearance! Waldo is both the hunter and the hunted. Can he find his last familiar before his enemies find him? It looks like everyone is after the rabbit.

## Book Information

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## Customer Reviews

I really enjoyed THE (SORT-OF) DARK MAGE so I was eager to tear into this one. I'm going to not give as long a review as usual because there's not really all that much to say. The book is mostly very funny but it spends a long time repeating many of the jokes which were done in the first book and some of which had already started to wear out their welcome. There's also some DREADFULLY unfunny jokes which keep going and going. I also note this book seems to be about half the size of the previous one. That's not, necessarily, a problem but it's surprising and the progression of the plot is near zero. The premise is (sort of) Dark Mage Waldo Corpselover a.k.a. Waldo Rabbit and his (sort of) wife, Alice the Succubus, are looking for a third monster to complete the first part of Waldo's quest. The previous book ended with them picking up a homosexual BDSM-loving ogre named Grok. Now, I can imagine a story where there's a homosexual BDSM-loving ogre that's an interesting character but Grok isn't he. Grok is a walking stereotype,

albeit one 8ft tall and superhuman, which exists to make the prickly conservative Alice uncomfortable with all of his open homosexuality and kink. Did I mention he becomes a crossdresser too (despite none of those things necessarily having anything to do with each other)? None of which is funny and keeps going and going like the Energizer bunny. The fact Waldo doesn't see anything wrong with either is about the only redeeming quality. Waldo, Alice, and Grok head to a nearby city where monsters are not tolerated despite engaging in a brisk slave trade using goblins. Alice has a connection to the Duke's son and has recently discovered she has the ability to charm heterosexual men, an ability she loathes but Waldo finds staggeringly effective possibilities in. Unfortunately, they're being stalked by Waldo's archlich father who is entirely capable of raising an army to destroy cities (and has begun doing so). They're also being stalked by a White Mage but that's really a minor problem by comparison. The frustrating thing about this book is almost nothing of consequence happens. Yeah, they get into some funny situations but the book begins and ends with Waldo's story exactly where it was. They've managed to help wreck a city, killed a bunch of Thieves Guild members, and permanently tar the reputation of White Mages everywhere (not that they needed help) but the story feels largely insubstantial. Oddly, my favorite part of the story is the Lilith sections as we watch her in a much more serious "Game of Thrones"-esque plot against a rival house that ends on a sour sad note at odds with the rest of the series. I'm still going to read the next novel in the series but this book feels like it relied on some outdated, verging on offensive humor and didn't work for me. About the only reason it's still getting a positive rating is I really do love the characters and enjoy the amount of taking the \*\*\*\* out of popular fantasy tropes which made the first book so enjoyable. I will, however, say I could read an entire book about Lilith. 5/10

If you have not read the first book I strongly advise you to do that as it necessary to fully understand and enjoy this one. You may of course disregard my warning and in doing so deprive yourself. Even reading the reviews of the second book without the experience of having read the first will detract from not only discovering the Author's work in the proper manner but demonstrate your lack of character. \*\*\*\*\* Continue only if you have read the first book \*\*\*\*\* OK I am my own person (you know who you are) SUIT YOURSELF. Yes I gave this Book (?) four stars.... does not allow partial ratings and it deserves more than three. [The Bad] I liked this offering but as many have pointed out it is a bit short and most readers in general felt unsatisfied at the seemingly rushed ending. [The Good] Again there is a balance between two main [ related ] plot lines (A) Waldo and his Quest and (B) His mother Lilith and the country of Alteroth. There is also a balance between high adventure and low humor. Unlike like many I felt both the (A) plot line and Waldo advanced, keep in mind

several things Waldo is male and is sixteen; he has been extremely sheltered and has had no real exposure to the larger world; the elapsed time is at most but a few months [summer has not turned to winter. He is not only learning about Alice, relationships (etc.) but himself. Strangely, I think both Gronk and Cleptus will help him in his development. Note he now has three companions with different skills and worldviews. He has obtained a magical weapon. He has gained experience how long before (if) that translates to useful wisdom is unknown. In regards to the other (B) plotline many I feel are overlooking a larger storyline (i.e.) the conflict between Avalon and Alteroth and the (IMO) role Waldo has to play on that stage. Plus I like Lilith and the characters and subplots, history etc., surrounding her. That thread also has some (very dark) humor of it's own. As for Melissa I think her true value to the story is still developing and she is more interesting than the current limited view gives her credit. In closing I agree it is short much more a short story to introduce new ideas, characters, develop plotlines, fill in characters back stories etc., and to appease the readers. I just hope the Author does not make this the standard for the continuation of the "Saga". Hopefully Waldo and cast will outgrow the level of humor

If the dialog and action are the meat of a story while the plot and character development are the bones, this book is all meat and no bones. I thoroughly enjoyed the writing style and humor of this book, much as I did the first one. Gronk is hilarious, "Gronk smash!" However, this book suffers heavily from being an independent release and never seeing a professional editor. I finished reading this in a few hours (because it's much shorter than the first) and realized that literally nothing of significance happened. None of the characters were developed, none of the plot points related to the quest were advanced (I suppose you could count a failure as advancement). All of the major events happen in areas or to characters that are minor enough that looking back all I can think is "wow, I wish I had more Waldo and less \*those guys\*." And that's another tragedy of this book, because even as short as it is, and as little as it advances the plot of Waldo's quest, if it had spent more of it's length with Waldo, Alice, and Gronk and less time with the "B Team" of characters (despite most of them being very well written), it would have been much more satisfying. To summarize, more concrete plot advancement needed. More focus on Waldo and the main characters (although some side characters are ok, except for Melissa...that chick is the most boring character ever, seriously just kill her off). And make the book a bit longer. These things don't need to be long like the Wheel of Time or Song of Ice and Fire books. Kevin Hearne writes the Iron Druid books about every 1 to 1.5 years and they're pretty short, but something significant always happens in them. Overall this was a good and enjoyable book and I hope the author keeps writing, I love his

sense of humor.

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