



## The Valley of Thunder

*Charles de Lint , Philip José Farmer (Created by)*

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Trapped within the confines of a multilevel prison world, Clive Folliot and his fellow captives face a new death daily. Torn between continuing the search for his twin, Neville, and helping his comrades return home, Clive splits their forces to double their chances of success--or failure!

## The Valley of Thunder Details

Date : Published May 1st 1989 by Spectra Books (first published 1989)

ISBN : 9780553279580

Author : Charles de Lint , Philip José Farmer (Created by)

Format : Paperback 263 pages

Genre : Fantasy, Science Fiction, Science Fiction Fantasy

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## From Reader Review The Valley of Thunder for online ebook

### Jaimie says

It's normally quite difficult to come into a series in the middle (book 3 to be exact), but after I conquered the first 50ish pages I had things figured out. The characters are so distinct (or inhuman) that they are easily told apart, and the adventure plot keeps your mind distracted and entertained in the meantime. Unfortunately we're missing out on De Lint's signature style (since he's writing only one book in a lengthy series, that the series' tone takes precedence over his own), but he still gives us a roiling adventure through one of the levels of the Dungeon.

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### Space says

I'm afraid I'm going to have to abandon the rest of the series. I finished this book but the story is just so much of the same shit over and over I've grown bored of it. And rather than chasing nostalgia I would rather just read good stories instead. So long, The Dungeon. It was fun and magical. Half my life ago...

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### Kirk Macleod says

Three books into Phillip Jose Farmer's The Dungeon series, and I hit the first one written by Charles de Lint. Following the further adventure of Major Clive Folliot and company through the extra-dimensional world (possibly) of The Dungeon, the third novel continues the quest to find Clive's brother Neville.

De Lint does something rather clever with his book (part of why I'm such a fan), and separates the group into two; allowing him to switch the narrative back and forth between chapters to resolve the current cliffhanger faced by each team. This made for a much faster read, and as the groups moved through dinosaurs, spaceships, and a clear Tarzan-styled setting, it also allowed for a lot more range in the story.

Today I start on volume four, and I really hope the pace continues to increase as I'm finding the series a lot of fun.

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### Dan Schwent says

In this, the third volume of Philip Jose Farmer's The Dungeon, the gang splits up early on. Clive Folliot, Horace, and the cyborg Guafe go through one gate, and User Annie, Shriek, Sidi, and Finnbogg go through another. Clive's group encounters the Walking Mountains and their Herdsmen, while Annie's group runs afoul of feral sharkmen, only to be rescued by the ape-like Rohga. Will either group be able to overcome labyrinths, giant oracles, and fanatical cyborgs to finally catch up to Clive's brother Neville?

The shared world science-fantasy tale that is The Dungeon continues. I'd say The Valle of Thunder was the best one yet. When one book features giant brontosaurus, cyborgs, AND ape-men, it's hard to beat. It also happens to be the best written of the series so far, thanks to Charles de Lint. While the prose isn't as flowery as it would become later in his career, there are still flashes of brilliance.

I'd say the only major gripe I have with this book is the continued inconsistencies in User Annie's character. She doesn't refer to herself as User Annie more than a couple times in this one, her personality is different, her way of speaking is different, and suddenly she has a young daughter at home she never mentioned before. Other than that, I have a minor gripe. The budding pseudo-relationship between Clive and Shriek the spider-woman was dropped and never mentioned.

While the ending of the book has a big payoff, there are still tons of unanswered questions. Since I already own the next three, I'll be attacking the next one shortly.

So, while I'd recommend this to fans of PJF and pulp adventure tales, I would most definitely NOT recommend it to anyone who hasn't read the previous two. 3.5 out of 5 easily.

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### **Robert Negut says**

In this case, it's obvious the author is not the same as the one who wrote the previous book and it's also obvious he's not better than that one.

In this book, the characters don't move from one world to another, all the action being on the fifth world, minus a certain illusion at the beginning. In the first, they started on the Earth of 1868, wound up in the first level of The Dungeon and the end of the book caught them in the second level. In the second they really marched on, starting in the second level, passing it, then the third and fourth, with the end of the book catching them just as they're passing into the fifth.

The transition from world four to world five is troubling for Clive, as apparently the forces that run The Dungeon, and for whom they're mere pawns in a game, decided to test him by giving him an illusion of being back home and having all that he ever wanted. He didn't fall for it and was brought back, his memory of the event being wiped afterwards, though he still occasionally recalls troubling bits and pieces of it. The wondrous white suits given to them in the third world are also taken away during this transfer.

On another note, the author obviously likes dinosaurs and had to find a way to fit them into his book. Fitting them in was easy, but he made a slip: Chang Guafe calls them by their Earth names. His species never reached Earth, so how could he know all that?

About the story, Annie rebels when entering the fifth world, considering that Finnbogg kept her from exiting The Dungeon when she had the chance at the end of the second book, and wants to look for a way out. Clive wants to look for a way to the next level, still in search of his brother. So all the others choose who to follow. As expected, the group splits evenly, Smithe, Chang Guafe and Finnbogg going with Clive, and Sidi, rescued at the end of book two, Shriek and Thomas going with Annie. The two groups are followed in alternating chapters, their adventures showing two completely different parts of this fifth world. (view spoiler)

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### **Sher says**

love Farmer's sci fi

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