



The Adventure Zone: Here There Be Gerblins

Clint McElroy , Griffin McElroy , Justin McElroy , Travis McElroy , Carey Pietsch (Illustrator)

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Welcome to the Adventure Zone!

SEE! The illustrated exploits of three lovable dummies set loose in a classic fantasy adventure!

READ! Their journey from small-time bodyguards to world-class artifact hunters!

MARVEL! At the sheer metafictional chutzpah of a graphic novel based on a story created in a podcast where three dudes and their dad play a tabletop role playing game in real time!

Join Taako the elf wizard, Merle the dwarf cleric, and Magnus the human warrior for an adventure they are poorly equipped to handle AT BEST, guided ("guided") by their snarky DM, in a graphic novel that, like the smash-hit podcast it's based on, will tickle your funny bone, tug your heartstrings, and probably pants you if you give it half a chance.

With endearingly off-kilter storytelling from master goofballs Clint McElroy and the McElroy brothers, and vivid, adorable art by Carey Pietsch, *The Adventure Zone: Here There be Gerblins* is the comics equivalent of role-playing in your friend's basement at 2am, eating Cheetos and laughing your ass off as she rolls critical failure after critical failure.

The Adventure Zone: Here There Be Gerblins Details

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Author : Clint McElroy , Griffin McElroy , Justin McElroy , Travis McElroy , Carey Pietsch (Illustrator)

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From Reader Review The Adventure Zone: Here There Be Gerblins for online ebook

Demi says

This adaptation turned out great—I'm thrilled. I'm especially appreciative of the fact that each joke felt like it deserved to be in print, and not like you were missing something by not listening to the podcast. Good job, McElboys.

Charlotte says

Full disclosure: Merle has cast Zone of Truth, so this review is unreservedly honest.

If you are anything like me, you're coming to this book with years of feverish McElroy sycophancy under the belt, many of which have been spent urgently foisting The Adventure Zone and My Brother, My Brother and Me upon poor unsuspecting friends. (The Donald Duck impressions bit is my go-to introductory bit.) But whether you're a superfan or a newcomer looking to dip your toes in, I can say with full confidence that Here There Be Gerblins perfectly captures everything that makes McElboy content the wonderful, wonderful stuff that it is- the warmth and kindness, the zaniness and perpetual yes-and-ing of it all are just as present here as they are in the original TAZ podcast.

Let's just be honest: those first few episodes were a little rough. The jokes took a while to settle, and the flow of the narrative was a bit wonky at first. In Here There Be Gerblins, Clint has tidily spliced out the most egregious of the inappropriate dick jokes and all of the lengthy diversions into the minutiae of combat rules, while providing just the right amount of exposition and capturing all the best moments from the show. Carey's art style is perfectly suited to the story being told here - it is vivid and bursting with character, and she has a special knack for nailing Taako's expressions.

Reading this comic brought back all the excitement of my first listen through the Balance Arc. I closed the book with a full heart and a giant grin, so thankful for the incredible story that I'm now getting to experience all over again. Tres Horny Boys are just getting started, and I couldn't be happier to be along for the ride.

It's gonna be amazing.

Megan says

1. I cannot believe I snagged an ARC of this. Thanks, Macmillian. Honestly. I'm !!!!
2. ALL RIGHT, GUYS, HERE WE GO:

It's absolutely, 100%, exactly everything you always wanted.

Carey Pietsch did an absolutely MAGNIFICENT job with the character designs. And the environment designs. And literally everything, to be honest. All of the artwork is stunning. It's hard to translate something purely auditory into a visual medium, especially something so beloved that has millions of different people imagining millions of different versions of Griffin's descriptions. But Pietsch manages to synthesize an

amalgam of ideas into images that are *instantly* recognizable. Even if it's not exactly what you or I imagined when listening to the podcast, everything and everyone is somehow exactly what I expected. Magic Brian in particular. Guys, Magic Brian looks EXACTLY how Magic Brian sounds. It's *wonderful, darlings*.

The facial expressions in particular are so spectacular I had a few moments where I just had to stop and stare at the panels for a few seconds like, *damn*.

It's not an exact word-for-word transcription of the podcast, but there are enough of the exact jokes and phrases and descriptions in there that it *feels* like it's a word-for-word transcription. There's nothing missing. Any catchphrases you were worried about? Don't be. They're there. Any of Griffin's wacky descriptions? He pops up and gives them. Merle's Kenny Chesney jokes? Worry not. It's cleaned up a bit, polished and shiny, a little sleeker and more streamlined, but it's still everything that everyone loves so much about the podcast: irreverent, hilarious, with that backbone of absolutely brilliant storytelling that you can't ignore, and the characters that are lovable and disgusting and wonderful, terrible people that we all know and love.

I can't stop smiling about this book. It's beautiful and funny and heartfelt. It's everything I love about The Adventure Zone, bound up in a book like a hug. I can't wait for everyone to get to read it in July. It's going to be so worth the wait. It's going to be brilliant. It IS brilliant.

So even if you think you're good out here, please rush into it. Zone of truth here: you won't regret it. I promise.

11811 (Eleven) says

This is an authentic representation of the AD&D gaming experience. I got hit with a serious dose of nostalgia.

San says

the BEST thing to receive in the mail!!! still marvelling at how well done this is, holy cow. loving the art to bits, the expressions on each page kept giving me so much life that now I'm probably immortal

Patrick says

I'm a big fan of The Adventure Zone podcast. So when the McElroys asked me if I wanted to write an introduction for the upcoming comic book adaptation, I gave an enthusiastic hell yes.

I just re-read my Advance Reader Copy of the book, and rather than ramble on here, I'm going to print that introduction in its entirety, so you can see how I really feel about the book:

* * *

When it comes to the Adventure Zone, and the McElroys as a whole, I'll admit that I've been late to the game.

My friends have adored them for years. But I'm stubborn, so it wasn't until November of 2016 that I finally caved to peer pressure and began sampling their unique flavor of artisanal auditory delectation.

I listened to an episode of My Brother My Brother and Me, and the McElroys hit my life like a new religion. Within two months, I'd listened to over 250 episodes of MBMBaM. And I would have made it through the entirety of their archive shortly thereafter...

... but then I discovered the Adventure Zone.

If learning about MBMBAM was like a religious conversion. The Adventure Zone was like suddenly falling in love. Plus getting hit by lightning. Plus coffee. Plus hugging Lin-Manuel Miranda while eating an ice cream sundae.

Okay. I'm not doing a good job of this. Let me start again.

For those of you who may not know, I'm a fantasy author. My books have been translated into 35 languages and sell millions of copies all over the world. I mention this not to brag, but because it's the easiest way to prove I know a little bit about stories. I story for a living. I'm pretty good at it.

So let me say, honestly and sincerely, that The Adventure Zone is some of the finest storytelling I have ever experienced. In any genre. Ever.

I also know a little bit about role playing. I've played D&D since 1982. Worked my way through every edition. (Except 4th). These days I play D&D in packed stadiums with Acquisitions Incorporated. I guest star in with Critical Role. I've visited the D&D offices, and we're currently working on some secret collaborations together.

With that in mind, I'd like to say that The McElroys have done something with D&D I have never seen before. They've done something I didn't know it was possible to do. They've made something magical, and loving, and kind, and beautiful. The world is better because this story is in it.

I've listened to the entirety of The Adventure Zone more than three times over the last eight months. I'm not just a fan, I'm a missionary. I'm a zealot. I'm not saying I'm working on my Merle cosplay or anything.... But yeah. Fine. I'll admit it, I'm working on my cosplay.

What you hold in your hands is a brave experiment. An attempt to translate pure audio improvisational storytelling into a visual medium. I've done some work in comics, and I can't think of a harder transition for a story to make.

And I adore what they've done here. Not just in the reflected light of my affection for the Adventure Zone podcast, but as an entity distinct unto itself. I already know the story, but there are surprises here. I know what's going to happen, but I love seeing these good good boys beginning their marvelous adventure all over again.

Red says

I love this family, I love this show; I don't know what reading this would be like if you didn't listen to the podcast, but I L.O.V.E. it.

Crowinator says

After spending years of my life on Critical Role (my first and truest love), I have now expanded my D&D world to include the hilarious and sweet Adventure Zone graphic novel and podcast. This was just stupid great. I've only listened to three episodes of the podcast and I loved seeing it reflected in the graphic novel - they did an amazing job translating this in multiple ways: from live game to podcast to GN. Amazing.

(On a side note, I'd like to read the Critical Role graphic novel as well [and buy it for my library], but they didn't release it in a way that is widely available or affordable, and as such, no libraries have it. C'mon guys!)

Trin says

Doesn't quite capture the experience of listening to it, and I'm honestly not sure how clearly it would read to someone who *hasn't* listened, but as a supplement to the original podcast, it gave me a lot of warm fuzzy feelings of getting to hang out with a gang I love, back at the very beginning.

DeLani says

Thanks to the graphic novel release, I started listening to TAZ for the first time and I'm loving it so far. This book was beautiful done and the story was so lovingly crafted, I can't wait to consume the whole story in this format. Also, Magic Brian is my favorite villain of all time.

j says

It's really quite remarkable how they've been able to translate the feel of the podcast into a comic. Really well done. I truly hope all of the campaigns are adapted.

(And, oh, the foreshadowing! The pathos!)

Kathinka says

i love it so much im genuinely considering buying a second copy

Aaron Gertler says

For now, reviewing the book as a way of reviewing the podcast, which is a five-star piece of audio storytelling just as compelling as any book I've ever read. Listen to the first episode, and you'll find yourself laughing a lot/crying a little over the next few weeks.

Epizeuxis says

I would gladly take a bullet for any of my good, good McElroy boys, so pre-ordering their graphic novel seemed like the least I could do. Especially when I cry over this silly podcast on a regular basis now.

Tori says

I'M OVERJOYED!!!! I'm so lucky that TAZ: Balance hasn't ended with the podcast and my overwhelming love for it can transfer to graphic novels now too. The story and characters translated so well from audio to visual and this was a super fun adaptation of the first arc I am SO EXCITED for more and to hopefully someday own all of Balance on my bookshelf!!
