

## Dungeon Twilight: Vol. 4: The End of Dungeon

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*This conclusion to a graphic-novel series blends hilarity with wisdom as the fascinating characters work to save their planet.*

In this, the latest installment in Joann Sear and Lewis Trondheim's widely acclaimed Dungeon Twilight series, legendary warrior Herbert the Duck joins his friend Marvin the Dust King and a batch of young new heroes to save their planet, Terra Amata, as it breaks apart under the influence of the evil Entity.

The most remarkable of this volume's many strong points is the deft interlacing of satire with independent character and story development. Sly gags help to maintain the fresh take on Dungeons and Dragons fantasy environments while supporting the serious story. An important body switch between a princess and a warrior, for example, not only complicates the story but also allows the lady to realize just how much she loves bashing heads.

At this point, Herbert and Marvin the Dust King are aging, physically weaker but mentally stronger, and the dungeon that tested them is gone. Their progression into the role of sages happens in time with the rise of two new heroes: Marvin the Red, a warrior rabbit, and Zakutu, Herbert's daughter. Though this volume is theoretically the conclusion of Dungeon Twilight's chronological arc, it is easy to imagine these two finding "the most dangerous place in the world" and taming it together. The similarity to Herbert's early career, when he himself was a brash warrior looking for a fight, brings the series full circle.

Guest artist Alfred (*Why I Killed Peter*) departs from the heavy lines of his previous work to give *The End of Dungeon* a precision both easy on the eyes and in keeping with the original style of the series. Despite the variety of the chaos, including many battle scenes with unusual elements, the action flows naturally.

This graphic-novel series, originally satire, finishes as a rounded-out, stand-alone story that is more than the sum of its jokes. This volume is a strong recommendation to current fans, and the series represents a good next step for *Adventure Time* devotees looking for something equally snappy, but more adult.

ANNA CALL (Spring 2015)

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