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Monster Hunter Vendetta



Synopsis

Accountant turned professional monster hunter Owen Zastava Pitt managed to stop the nefarious Old Ones' invasion plans last year, but as a result made an enemy out of one of the most powerful beings in the universe. Now an evil death cult known as the Church of the Temporary Mortal Condition wants to capture Owen in order to gain the favor of the great Old Ones. The Condition is led by a fanatical necromancer known as the Shadow Man. The government wants to capture the Shadow Man and has assigned the enigmatic Agent Franks to be Owen's full-time bodyguard, which is a polite way of saying that Owen is monster bait. With supernatural assassins targeting his family, a spy in their midst, and horrific beasties lurking around every corner, Owen and the staff of Monster Hunter International don't need to go hunting, because this time the monsters are hunting them. Fortunately, this bait is armed and very dangerous.

Book Information

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Customer Reviews

Monster Hunter Vendetta picks up Owen Pitt's saga a few months after the events of the first book, Monster Hunter International. This time Owen is the hunted as much as he is hunter. The Dread Overlord (a sort of top-of-the-heap Cthulu monster) has put the word out to his minions on Earth that he wants Owen Pitt delivered to him in his dimension for torture and death. He blames Owen for what the Feds did to him during the last battle described in the first novel (something involving a tactical nuke), when Owen literally saved the world. This book fills in a lot of the back-story of the MHI fictional universe without getting in the way of the non-stop action. For a new writer Larry

Correia has great story-telling skills as he pulls the reader from one chapter to the next. Don't start this book on a night when you need to get some sleep. One could easily start this on a Friday night and finish it by Sunday. We learn more of the family history of the Shackelford's, four generations of which have owned and operated MHI. Some really big secrets of some agents of Monster Control Bureau (MCB) get spilled here. It does nothing to alleviate MCB's image as an evil-twin version of Men In Black. Even worse its top agent is a bloody-minded egomaniac who doesn't care if MHI is wiped out as long as he accomplishes his mission. The author does a great job of building up the powers of the villain, a British necromancer, to the point where you doubt that anything to stop him. The key is to make it believable when our hero does beat him and comes home in one-piece to marry the girl he loves - another monster hunter who shoots a rifle better than Owen. Good looks, brave and a great shot. That is my idea of a 21st century heroine/love-interest.

A true sequel should expand on the vision of the original while adding depth to the concepts and characters of its predecessor. This can be a difficult feat to accomplish, especially when the first book is a mind blowing success. A lot of sequels coast off the momentum of the first book without ever really establishing a name on their own. Larry Correia could have easily sat back and written Monster Hunter International 2, with all the fans he has attracted he could have easily sold a book without any improvement on the original formula. Instead Larry wrote Monster Hunter Vendetta, and I'm sure glad he did. Anyone who has read Monster Hunter International knows what to expect. Tough guys, big guns, and scary monsters. This novel features the return of our beloved mercenary monster hunters faced with a new unholy evil. A random passerby may see the front cover of this book (an awesome holographic illustration might I mention) and assume that it is a shallow violence ridden urban fantasy book. That, however, is so far from the case. What sets MHV apart from standard urban fantasy is Larry's knowledge of B-movie monsters and his personal experience with firearms. There's no supernatural problem a fully automatic twelve-gauge shotgun with an underslung grenade launcher can't handle. The action in this book is top notch, one of the fights continues on for pages but never gets boring. With some action-heavy books I tend to scan over what should be the most exciting parts. This is not so with MHV. Larry has a real talent for writing fight scenes and while you might be exhausted after reading it you will never be bored. The most surprising thing about MHV is by far the amount of depth added to the characters. The first book displayed some unique and fun characters to follow. Owen Z.

We recently reviewed MONSTER HUNTER VENDETTA at Elitist Book Reviews. Head on over

there to read more reviews, and also catch an interview with MHV author, Larry Correia.***THE REVIEW***We like our books with thought put into them. Characters in shades of gray. Plots that are epic, yet deeply personal. We like novels where the author challenges our minds, and makes us ponder humanity. And after we have read all that, we LOVE to read books that involve explosions. And zombies. And exploding zombies. And zombie elephants. Did we already mention explosions? How about heavy gunfire? Thank you, Larry Correia, for giving us another novel full of exploding monsters, and incredibly detailed gun-play: MONSTER HUNTER VENDETTA. You readers DO remember Larry Correia, right? It would be in your best interests to nod your head in agreement regardless of your actual answer. Larry has lots of guns. And he knows how to use them all. Apart from that, he is a good friend of ours, and a terrific storyteller. His first published novel, MONSTER HUNTER INTERNATIONAL (MHI), was completely awesome (we reviewed it as well). More importantly, it was FUN. Larry is the kind of writer that if his novel doesn't make you smile with giddiness while reading, he isn't satisfied with his work. With Larry's latest novel, MONSTER HUNTER VENDETTA (MHV), we are happy to report that it is indeed full of win. Now, no one will ever say that Larry has written the Great American Novel. Why the heck would he want to? Guns and monsters are WAAAAAY more better. (Yes, that bad grammar was intentional. Deal with it.) What Larry provides is lots of action, lots of guns, lots of explosions, and lots of fantastic characters. And we get it all at a lightening pace.

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