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Dragon Age Library Edition Volume 1: Silent Grove, Those Who Speak, Until We sleep

David Gaider

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#372132 in Books 2014-06-17 2014-06-17 Original language: English PDF # 1 12.08 x .95 x 9.28l, 3.49 #File Name: 1616553847240 pages | File size: 29.Mb

David Gaider : Dragon Age Library Edition Volume 1: Silent Grove, Those Who Speak, Until We sleep before purchasing it in order to gage whether or not it would be worth my time, and all praised Dragon Age Library Edition Volume 1: Silent Grove, Those Who Speak, Until We sleep:

1 of 1 people found the following review helpful. So freaking good!By Hayley CorbinThe art is flawless - truly some of the best I've seen for a comic in a long time, with each panel almost like a painting unto itself. A hand full of fan-favorite characters is back, as well as some great new ones (I especially loved Yavana and Maevaris, and hope they show up more in later Dragon Age content). The search for King Maric is wonderfully frustrating and the pay-off is absolutely insane! It was so amazing, it left me a slack-jawed. All the 'villains' are just the right amount of crazy and relatable - and some of the things we learn about the main characters leave us wondering exactly how much the 'good

guys' they actually are. The added back-stories and character growth are wonderful. Getting to see these powerhouses of awesome come together as friends to kick butt was epic. This is a perfect addition for any Dragon Age collection! That being said, I have a few nit-picks with !SPOILERS!: I agree that since he never wanted to be King and was forced into a loveless political marriage, that eventually Alistair would end up jaded, however I think it was far too rushed here and that his possible (I'm holding out hope she's actually still alive, like Flemeth in DA 2) murder of Yavana was not very complaint with his characterization up to that point - maybe after the loss of Maric (but not before) would this have been a more acceptable reaction. And Isabella is used as blatant eye-candy with constant breast and thigh shots, which left me kind of annoyed. And I really would have liked if they had spent more time on Maevaris! She had me captivated from the beginning, and I would have loved to have even more of her! 1 of 1 people found the following review helpful. The print is beautiful, colors are rendered well and the commentary is ...By Kenneth Hart I had these as digital comics. No way I could keep doing that. Comics were meant to be read on paper. Having purchased the Mass Effect Library Edition I knew that I wanted the heavy stock, and annotated version. The print is beautiful, colors are rendered well and the commentary is unobtrusive. The stories struck me as a bit disjointed but I'm going at it after playing each game at least 3 times completely. I can't figure out where these vignettes are taking place and I can't figure out why I should care. But the art is beautiful so I'll accept it for ambiance. 1 of 1 people found the following review helpful. I've loved the world of Dragon Age ever since I first ...By A.V. Lopez I've loved the world of Dragon Age ever since I first played Origins and this just added more to the already impressive world that Bioware has created with the games. I loved learning more about Isabela (who still remains one of my favorite characters of the franchise), the new characters Maevaris and Rasaan, and the existence of Great Dragons (as if regular High Dragons weren't bad enough). If you haven't read any of the Dragon Age comics then this is a worthwhile book to get as it is a collection of the first 3 Dragon Age comics in one book.

Helping set the stage for BioWare's hotly anticipated Dragon Age: Inquisition, this deluxe oversized hardcover collects every Dark Horse Dragon Age comic to date--The Silent Grove, Those Who Speak, and Until We Sleep an epic trilogy complete in one volume, written by Dragon Age lead writer David Gaider! This edition also features extensive annotations from the creators of the comics as well as a section of never-before-seen related material.

About the Author David Gaider is Senior Writer at BioWare Games Edmonton studio where he has worked since 1999. He is the lead writer of Dragon Age: Origins, Dragon Age II, Dragon Age: Inquisition and is responsible for story and setting design. Prior to Dragon Age he worked on Baldur's Gate, Star Wars: Knights of the Old Republic, and Neverwinter Nights. The author lives in Edmonton, Alberta, Canada.