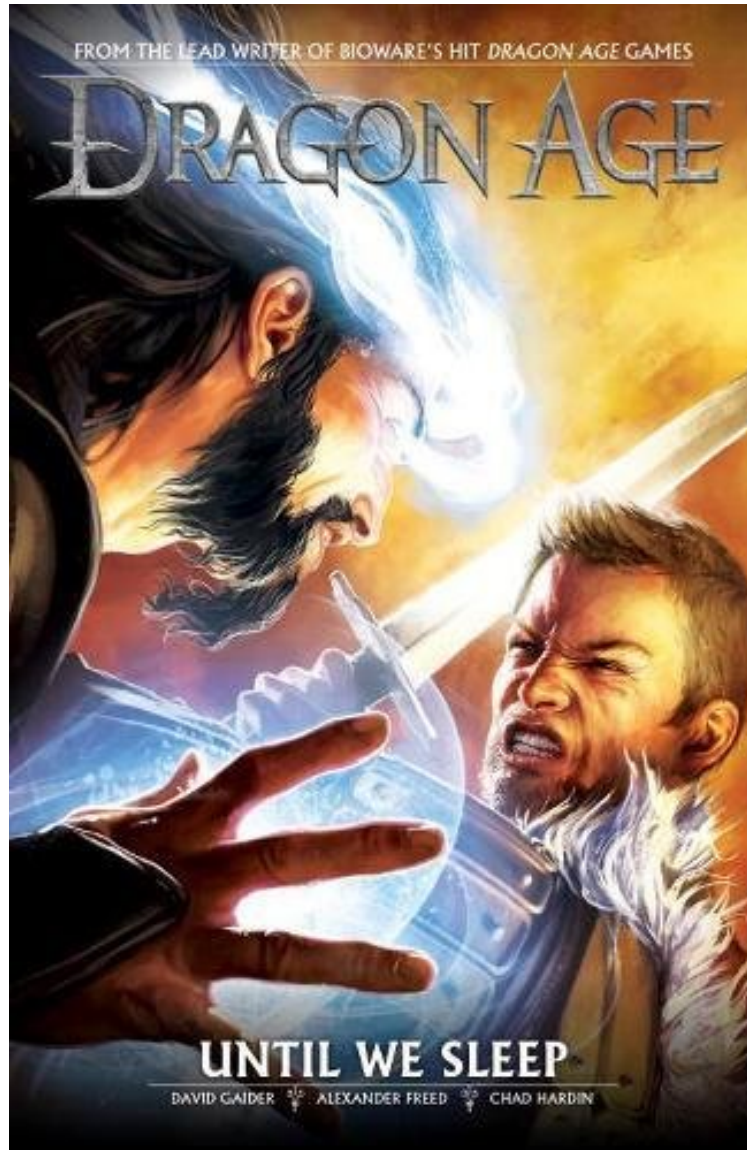


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Dragon Age Volume 3: Until We Sleep

David Gaider

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David Gaider : Dragon Age Volume 3: Until We Sleep before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dragon Age Volume 3: Until We Sleep:

9 of 9 people found the following review helpful. Satisfying Conclusion By D. Reed I should preface this review by saying that I love anything and everything about Dragon Age (yes, even Dragon Age II), so my opinion may be a bit biased. That said, I loved "Until We Sleep." While "The Silent Grove" focused on Alistair and "Those Who Speak" focused on Isabella, "Until We Sleep" focuses on Varric. can give you a plot summary, but the story is framed much

like Dragon Age II, with Varric narrating and occasionally breaking the fourth wall. While I was reading it, I felt like much of the wit from Origins that was lost in DAII returned. If you haven't read this series, I highly suggest you pick up these three books. The writing is good, the art is appealing, and a lot is revealed about the world of Thedas that hasn't yet been seen in the games. 4 of 4 people found the following review helpful. A good read, especially gearing up toward DA:IBy jugarteVolume 3 ties in everything that has happened on this journey to find King Maric, Alistair's father, and we see how powerful one Tevinter mage poses for the group. I would say reading Vol. 1-3 are a must for the upcoming DA:II game in 2014. We are introduced to new characters, their motives, and some new "concepts" like people having dragons blood in them. I really enjoyed the comic book, and I would say if you're a fan of the series this is a must read. Note that this follows "BioWare's canon" or the path that they chose to use for books, comics and other forms of media. Well worth it, and I would even go so far as to say that you can read this without knowing anything about the franchise. 2 of 2 people found the following review helpful. Entertaining? Yes. Blockbuster? No. By Rick AndersonAs a comic book, it's okay. The art and storytelling is competent but nothing to write home about. The thing is, I'm a HUGE Dragon Age fan, as far as I'm concerned, it's one of the best fantasy epics I've never read (on account that it's a video game), so anything that gives me more info about my favorite characters or the history surrounding the story is bound to attract my interest. So from that perspective, it's not bad. I've always been curious about Alistair's father, Maric, and it was nice to see what he and some of the other characters were up to since the first game's ending, so I was happy about that. Hopefully the designers of the game can give Darkhorse some more nuggets as to what's going on with the next game(s) to create a more worthy story for next time.

The lead writer of BioWare's hit Dragon Age games concludes King Alistair's epic quest in a journey beyond reality itself! Fans around the world have recognized the Dragon Age comics to be an integral addition to the video-game saga. Now, series writer David Gaider pits King Alistair and his noble companions Varric and Isabela against their most nefarious foe, the twisted blood mage Aurelian Titus! An essential read while you wait for Dragon Age III! from Dragon Age lead writer DAVID GAIDER!