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Dungeons Dragons: Legends of Baldur's Gate

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From IDW Publishing : Dungeons Dragons: Legends of Baldur's Gate before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dungeons Dragons: Legends of Baldur's Gate:

0 of 0 people found the following review helpful. Best DD comics I've yet read By Tim Bannock I've read the entire DD Classics (formerly the DC late 1980s series) as well as some of the newer adventures featuring the characters first introduced here, but Legends of Baldur's Gate is the strongest. It tells a complete story arc that pits a party of practically bumbling adventurers against the brother of one of their own, in a plot that sees said brother turn into a

dragon. It's cool, and just feels very, very DD. Here's the thing though: not only does the story feel complete (a major problem for the Shadows of the Vampire/Ravenloft arc that comes next, chronologically, as well as several of the 1980s DD comics), but the characters are fun. Very fun! They feel like individuals played by different player styles, so you've got Minsc Boo that are like the metagaming player who loves The Tick, you've got the wild sorcerer who's innocent and under-optimized but has a great backstory that informs the entire plot, and you've got the team-up of rogue ne'er-do-wells that are a bit optimized, roleplay a bit, but are mostly just there to deliver snarky remarks and occasionally have some random last-second contact to help move the plot along. But it works. It all comes together under these auspices to deliver a fun, action-heavy comic that is funny, thrilling, and even a little personal at times. 2 of 2 people found the following review helpful. Disappointing By Brendan Flood I am looking to soon run a 5th Ed. game in the Forgotten Realms world out of the city of Baldur's Gate, so I thought I'd check out the comic series for some ideas. I liked the simplistic artwork in this book and how it laid out a bit of the layout of the city. I found the story and dialogue quite simplistic, and it often felt I was reading a roleplaying rule book versus a narrative. I would have liked more emphasis on the personalities of the characters than the book spelling out what everyone's class is. I feel that anyone with no experience to DD might find this of some interest to whet their appetite. I also feel that the simple story/dialogue would be best read by a child of 10 or so years. As a one shot it was mildly entertaining and ended quickly before delving into any character, but it felt so paper thin that it didn't leave me satisfied. If you can find it inexpensively and want a quick, simple read in the FR world, it might be worth a look. 2 of 2 people found the following review helpful. at best, into an ENTERTAINING fantasy story By Long Tsun Minsc- the "beloved ranger" to those who played the 'Baldur's Gate' computer games- transforms what would've been a run-of-the-mill fantasy story whose cliched plot points would've earned it three stars, at best, into an ENTERTAINING fantasy story. Minsc's dialogue alone is worth the price of purchase- Max Dunbar's artwork and character designs are the very delicious icing on this cake.

Graphic novel tie-in to Dungeon's Dragon's new 5th Edition role-playing game! Generations have passed since the original Heroes of Baldur's Gate saved the city and the Realms. Now a new threat rises and an unlikely group of misfits are thrust into adventure with Minsc, the legendary Ranger do-gooder with a heart of gold, brain of lead, and hamster of pronounced wisdom.

About the Author Jim Zub is a writer, artist and art instructor based in Toronto, Canada. Over the past fifteen years he's worked for a diverse array of publishing, movie and video game clients including Marvel, DC Comics, Capcom, Hasbro, Cartoon Network, and Bandai-Namco. He juggles his time between being a freelance comic writer and Program Coordinator for Seneca College's award-winning Animation program. His current comic projects include Dungeons Dragons, a new series celebrating 40 years of the classic tabletop RPG, Thunderbolts, the return of Marvel's villainous superhero team, and Wayward, a modern supernatural story about teens fighting Japanese mythological monsters.