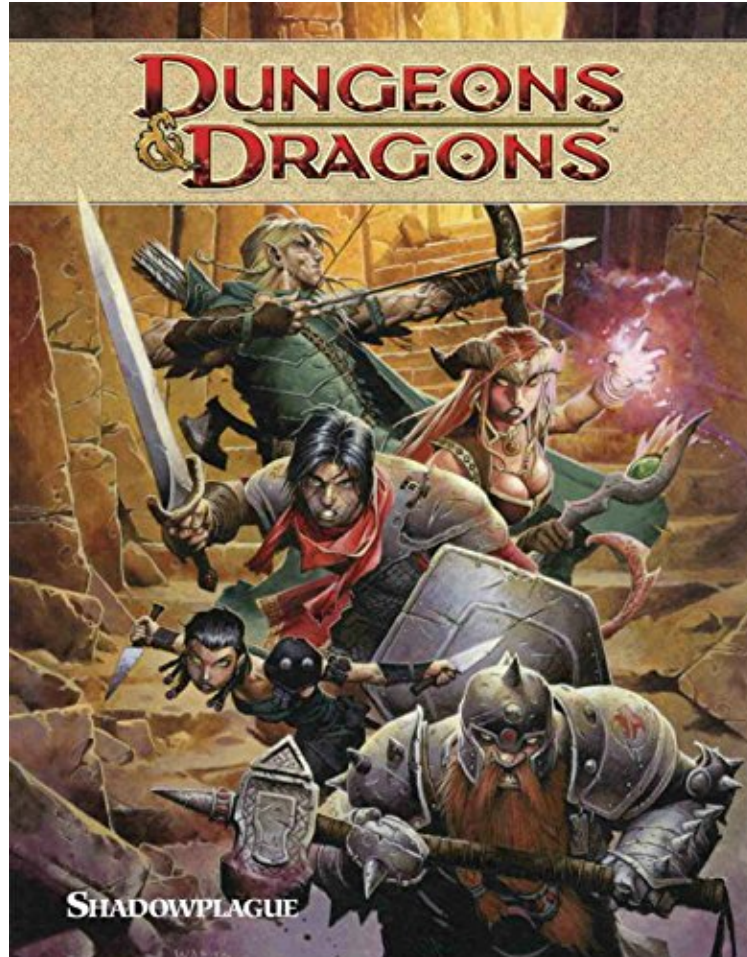


(Free pdf) Dungeons Dragons Volume 1: Shadowplague

Dungeons Dragons Volume 1: Shadowplague

John Rogers

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#797835 in Books Dungeons Dragons Comics IDW 2011-07-12 2011-07-12 Original language: English PDF # 1 11.38 x .57 x 8.881, 1.92 #File Name: 1600109225132 pages | File size: 20.Mb

John Rogers : Dungeons Dragons Volume 1: Shadowplague before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dungeons Dragons Volume 1: Shadowplague:

4 of 5 people found the following review helpful. Not Nearly Enough To Bring Me Back for Volume II By David Swan As a longtime fan of Dungeons and Dragons with no DD group to satisfy my craving I've looked elsewhere to recapture the fun. The licensed DD books are generally average to terrible and not worth my time. Only one new DD video game is released every few years at most and my PC is junk. I was happy to see some good buzz being generated by the DD series by IDW so I decided to give it a try. So does it send me back to my days in the late 80's playing DD with my friends or is it another disappointment? The series thrusts the reader immediately into the action with a group of adventures fighting a cave full of Gnolls. The group is composed of a warrior, thief, dwarf, elf and magic user. Not particularly creative but I'm cool with that because it sticks with the classic DD template. I also liked the use of Gnolls since they are fairly unique to DD. The next scene has the group conversing in a tavern when they

are suddenly beset by zombie like humans smashing up through the floorboards. Already I was becoming concerned. Things happen very abruptly in the comic with little to no scene transition. It had the feel of a writer who has yet to master pacing and storytelling. Several years back IGN gave issue 1 a 5.5 out of 10 which seems like a fair score. Where I part ways with IGN is on their assertion that the interactions of the characters was the saving grace of the issue. I actually found the snarky banter annoying and unfunny. I think back to the interactions in the Lord of the Rings and although they could be playful they were never goofy. Here, everyone is just on silly mode 24/7. I know people who I could lend this book to that I'm confident would find the dialogue hilarious but for me it was just a series of bad jokes from unserious characters. Maybe the writer was trying to emulate the chatter of people sitting playing DD but I would hope for something better than the level of teenagers trying desperately to be humorous. I will say that the issues presented in volume 1 improve through the book but never to the point where I would buy the second volume. The art is generic, the writing is unmemorable and it didn't rekindle the joy I had playing DD in the least. There was one very cool part where several of the issues were broken down into campaign modules including stats and experience points of the enemies but it just wasn't nearly enough to buy another book.

5 of 5 people found the following review helpful. No joke, this is really good! By BluntForce Krma I've been waiting for a comic to capture the way I wish my Dungeons and Dragons campaigns would go. The voice captured within this comic is fun, witty and appropriate. The art is excellent and detailed. Some of the art is so detailed that some of the sequential panels, especially with Bree the rogue and her "DD Like" moves, tell a story themselves. I highly recommend this book to any lover of fantasy, any one who played ADD, lovers of DD, or wished they could find people to play DD.

3 of 3 people found the following review helpful. Rogers rolled a natural 20 with this one! By P. A. Romei John Rogers and Andrea Di Vito bring to life an adventure that showcases the best aspects of a DnD adventure. Each step of the story is a blend of character, humor, and pell-mell encounters with a whose-who of fantasy aggressors. I find myself mentally tallying skill checks, encounter powers, critical hits, and what my DM calls "critical successes" or 1s. I find the story inspiring, and it makes me yearn to start a game of my own, and the hardback offers some interesting fodder to build encounters for my own epic story.

Beginning a new era in Dungeons Dragons history! The genre-defining roleplaying game gets its first ongoing series in years! Join writer John Rogers (Blue Beetle) and artist Andrea Di Vito (Annihilation) as they bring us a tale of high adventure and deep secrets. Adric Fell leads a band of heroes in a world where civilization has been reduced to a few scattered points of light amid a rising tide of shadows.