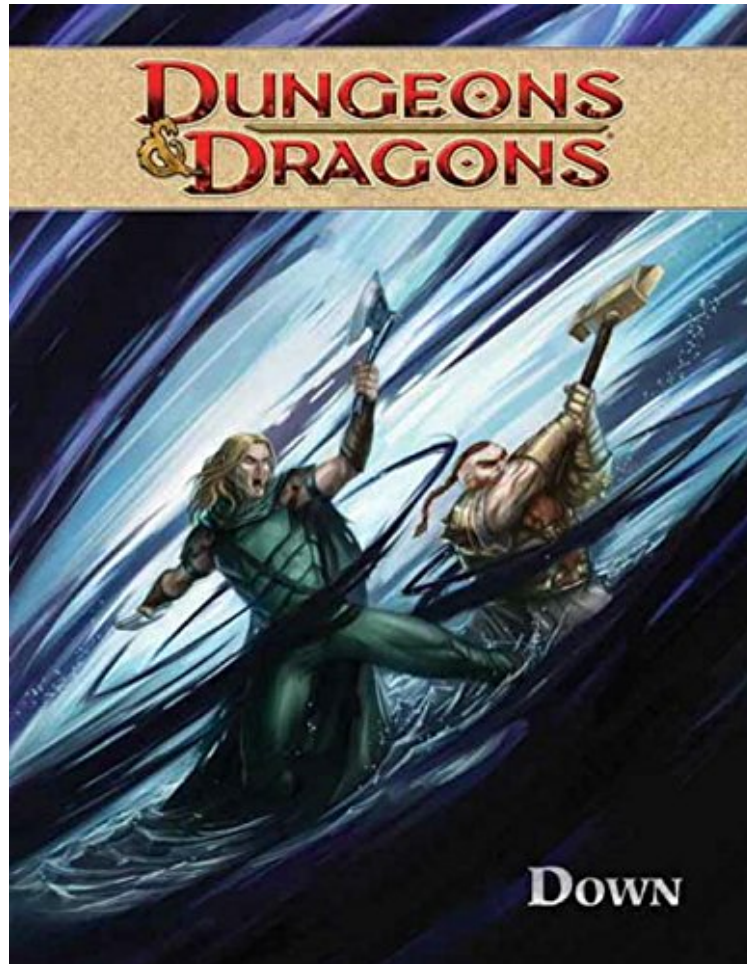


(Download ebook) Dungeons Dragons Volume 3: Down

Dungeons Dragons Volume 3: Down

John Rogers

*DOC | *audiobook | ebooks | Download PDF | ePub*



DOWNLOAD



+

READ ONLINE

#189852 in Books IDW Publishing 2012-05-08 2012-05-08 Original language: English PDF # 1 11.10 x .50 x 8.80l, 1.55 #File Name: 1613771789132 pages | File size: 67.Mb

John Rogers : Dungeons Dragons Volume 3: Down before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dungeons Dragons Volume 3: Down:

3 of 3 people found the following review helpful. Another excellent installment in the series. By Peter Faden So far, this has been a winning series in my opinion. For me personally, it's great to get these compilations, as I don't really have time to keep up with the monthly comic releases. As this has become my favorite current series, the hardcover releases are perfect. In this installment, our heroes, having finished defeating the Shadowplague find themselves travelling to Khal's dwarven home (from which he was exiled) to solve the mystery of what has happened to his lady love. The ensuing adventure is pretty typical of Fell's Five. Nothing goes as planned, but even when facing certain doom, they retain their sense of sarcastic humor, lol. As always, this is my favorite aspect of the series. It really brings home the type of interaction that can be had by playing a tabletop adventure. The clever, outside the box thinking, the constant humorous jabs and self deprecation, etc... Also, I don't know if it is just me, but the artwork seems to have improved

with each issue. The images are so vibrant and detailed, they are simply quite stunning. Even though fantastic in nature, they almost seem real. Very beautiful work. Another great release, and one I highly recommend. 0 of 0 people found the following review helpful. Good times! By JG Hovey First of all, I just want to say that I love how these comics are designed to look like game manuals, although you might find yourself accidentally losing your copies from mis-shelving! The story is light, fun, and very reminiscent of actually playing DD. My only regret is that there is not more. The art quality does become wildly inconsistent in a few pages in the series, which is unfortunate, but I don't think it is worth turning aside for just that. The story is solid and amusing. 0 of 0 people found the following review helpful. The game I remember By B. Chugg I love this run of DD comics by John Rogers. I have them all digitally, but when I saw them out in hardcover (and with the book style of game books) I couldn't resist physical copies. Also I have the digital version only in issues which don't have as much in the way of "extras" as the hardcovers seem to. What I find most endearing in the comic is that it reads as a mixture of classic DD tropes and modern sensibilities. It has all the things I expect from my DD with the advantage of modern ideas of storytelling and characterization. I can easily imagine a group of friends running these characters, cracking each other up with their antics and playing off each other's quirks. And I think it's that pleasant nostalgia for my youth when I gathered in a living room with a group of friends to tell cool stories (and kill things and take their stuff) that really attracted me. This is (clearly) the 3rd in the series of the adventures of Our Heroes, the ragtag (usually) heroes of Fell's Five. They are all fantasy tropes, but they hew closer to the modern DD (3E+ for character style and 4E for role/class) than the classic Tolkien model. The halfling thief is punked out and there is a tiefling warlock. Other than that we have an elven ranger, dwarven paladin and human fighter. The elf and dwarf are kind enough to call back to the Tolkienesque by bickering very amusingly. The dialog is witty and the story wastes no time rushing from adventure to catastrophe. Along with the entertaining leads and nice art, this is a great way to relive a youth "misspent" with RPGs.

More high-stakes adventure from Dungeons Dragons! The new story arc kicks off as Fells Five has returned home, only to find shattering news for Khal. And now that he's made up his mind, nothing will stand in his way!