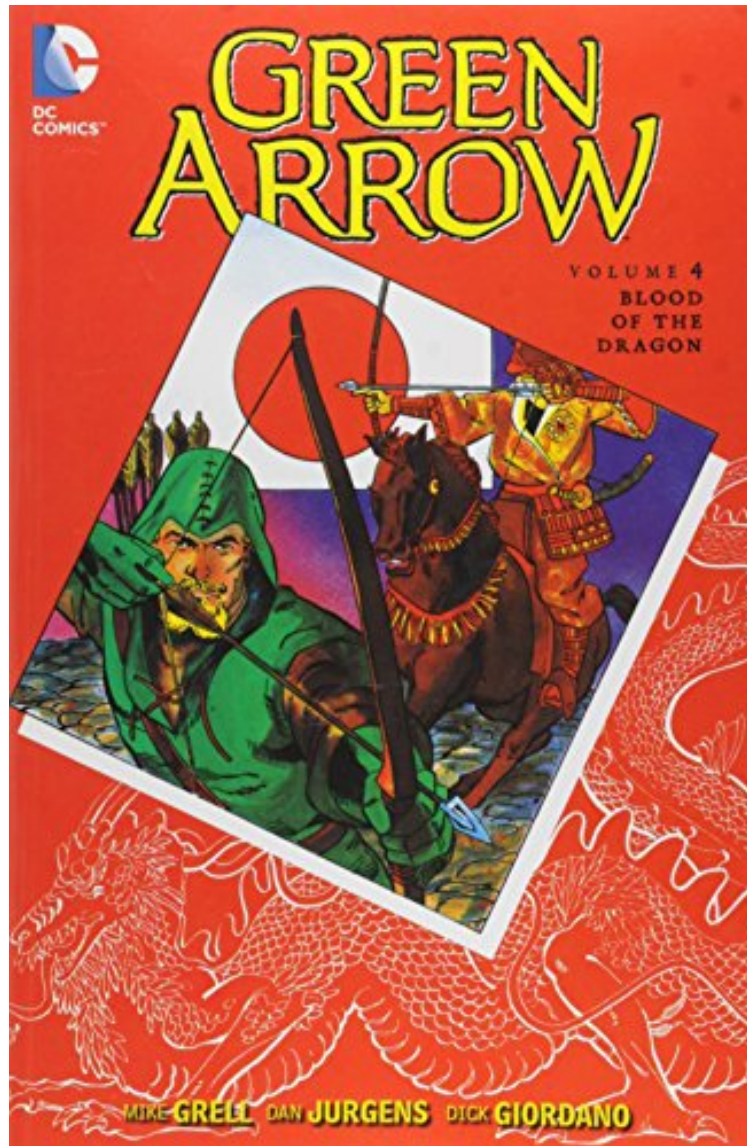


[Download] Green Arrow Vol. 4: Blood of the Dragon (Green Arrow (DC Comics Paperback))

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Mike Grell

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#652505 in Books Mike Grell 2016-01-05 2016-01-05 Original language: English PDF # 1 10.20 x .50 x 6.70l, .0 #File Name: 1401258220208 pages Green Arrow Vol 4 Blood of the Dragon Green Arrow DC Comics Paperback | File size: 25.Mb

Mike Grell : Green Arrow Vol. 4: Blood of the Dragon (Green Arrow (DC Comics Paperback)) before purchasing it in order to gage whether or not it would be worth my time, and all praised Green Arrow Vol. 4: Blood of the Dragon (Green Arrow (DC Comics Paperback)):

0 of 0 people found the following review helpful. It was the first time that the character had enjoyed a regular series of his own. Unlike the graphic novel he created, *The Longbow Hunters*, which featured his story and art, this series had other artist(s) assisting him. And while the art is good, for a Grell fan it lacks some of the dynamic visual impressions that made *Longbow Hunters* so special. This book has the special treat of a two part cross-over with the other character he was associated with, Travis Morgan *The Warlord*. That story was especially fun. The stories overall are fine, but in retrospect, seem a bit rushed or slow in pace, depending on what you are reading. Still, fun memories from childhood.

1 of 1 people found the following review helpful. The *Hunt Continues* By Gregory Cox This might be the overall weakest volume in Grell's series yet, while still being fairly good in my opinion. It consists of three stories, with the first featuring the return of Shado. I'll say right now that it isn't as good as the previous adventures Ollie had with her. This doesn't make it bad, but there's a surprising lack of dialogue. Words are still exchanged so you're not flipping through 4 to 5 pages without any, but a lot of scenes also take place without anything being said, specifically some of the action ones. This isn't necessarily bad, since the action doesn't really need words anyways and the artwork is able to convey things just fine. For the plot, Shado has had a son, gets attacked, and her son is kidnapped. He'll be killed unless she murders a politician in a few days time. Don't want to spoil anything else, but this is interesting in that even though Shado and Oliver technically win in the end, the bad guys behind everything win as well, accomplishing exactly what they wanted to. The next story delves into the mystical, seeing Oliver summoned to the UK in order to look into the death of an old man, possibly at the hands of his granddaughter, who many in the town accuse of being a witch. I really liked this story, as it takes place right in Sherwood Forest, which if readers aren't aware is the home of Robin Hood in pretty much every adventure he's ever had. It was nice to see Ollie lurk about in the land where his namesake sprung up. And this story really drove home Grell's previously used theme of Oliver being a Hunter first and foremost. The overall way he conducts himself here and his connection to the land/forest is a nice touch. The third story is probably my favorite, seeing Green Arrow run into Warlord, another character that Grell worked on for a while, who also happens to look almost exactly the same as Green Arrow. The main differences are that he's taller, has longer hair, and that his hair is also white. He's older too, as is noted in the story, but physically that doesn't really come across, except for perhaps the white hair. Now Warlord had his own series at the same time that this was going on, also set in the DC universe, but in a pocket dimension that was cut off from the likes of Superman. I don't know exactly what happened in it, as I've never read it, but for some reason he ends up in Seattle, where people mistake him for Oliver Queen and begin attacking him. Naturally, this eventually sees Warlord showing up on Green Arrow's doorstep in a pretty pissed off mood (I'd be angry too if some guy that looked like me was getting into fights, which got me in trouble). The resulting tale is fairly short, with Warlord's basic origin being detailed and featuring Ollie, Dinah, and Warlord fighting off a bunch of goons that are looking to take Queen down. Not really anything too deep to it, but I just enjoyed seeing the group work together. I'll also say that the beginning of this story is filled with some good Ollie/Dinah moments, as is the rest of the book as well. While this isn't the best volume, it is still filled with solid stories and I'd suggest picking it up, especially if you've read all of the previous volumes.

0 of 0 people found the following review helpful. Perhaps the Greatest Green Arrow Shado Story By Matthew D'Souza The Green Arrow Shado arc takes on a massive twist in this harrow tale of redemption and heroism from Mike Grell's prolific 80's run for *The Emerald Archer*. I highly recommend this comic.

More adventures with the star of the CW's hit TV series *Arrow*! As Green Arrow, Oliver Queen's life holds many secrets one of which comes calling when he gets a strange letter from Shado, the woman who saved his life and bore witness as he risked his soul. Leaving Dinah Lance, the love of his life, and his home in Seattle, he travels to Japan to help save Shado's soul and the life of her son from the merciless Yakuza. But as Ollie's quest bathes him in Yakuza's blood and international intrigue, he must come to terms with what he wants in life and what Shado means to him.

Collects GREEN ARROW #21-28.

About the Author/Artist Michael Jon Grell quickly made a name for himself in comics by tackling one of its most difficult assignments -- the seemingly infinite universe of the Legion of Super-Heroes. From there, Grell joined Dennis O'Neil for a well-received Green Lantern and Green Arrow revival and might have become a regular contributor to the Batman office if his creation WARLORD had not taken off to become DC's most successful fantasy title ever. Grell (whose other works of note include *Jon Sable*, *Freelance*, *Starslayer* and *GREEN ARROW*) still writes the occasional Batman tale.