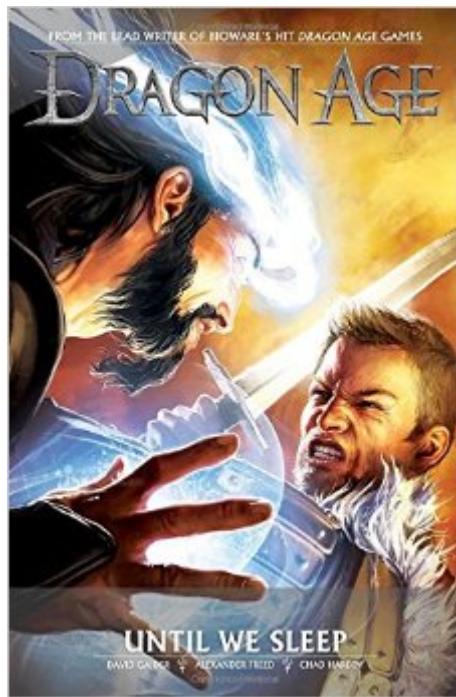


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Dragon Age Volume 3: Until We Sleep



Synopsis

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!

Book Information

Series: Dragon Age (Book 3)

Hardcover: 72 pages

Publisher: Dark Horse Books (August 20, 2013)

Language: English

ISBN-10: 1616552190

ISBN-13: 978-1616552190

Product Dimensions: 6.8 x 0.4 x 10.4 inches

Shipping Weight: 14.1 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars (See all reviews) (24 customer reviews)

Best Sellers Rank: #226,706 in Books (See Top 100 in Books) #40 in Books > Teens > Literature & Fiction > Comics & Graphic Novels > Media Tie-Ins #457 in Books > Comics & Graphic Novels > Publishers > Dark Horse #641 in Books > Teens > Science Fiction & Fantasy > Fantasy > Sword & Sorcery

Customer Reviews

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. I 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.

Volume 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 they 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.

It came in pretty good condition! But one of the pages had something sticky on it that kind of made a small tear on the page when I flipped through it. I didn't feel it was worth returning so I just kept it. Other than that it was in pretty good condition :) The story itself was very interesting, it had some slow parts but I like it overall. I think any Dragon Age: Origins, specifically, Alistair fans will like this conclusion to one of the King of Fereldan's most wondered about stories. :)

I'm a Bioware fan but I am not a comic expert by any means. I enjoyed the story in this and liked how they tied in so many characters from Dragon Age Origins and Dragon Age 2 throughout this graphic novel series. If you have played the game, give this a read. It expands upon the lore, especially the Calenhad family line. I also enjoyed the extra tidbits about the fade. It seems in both the books and graphic novels they expand the fade bit by bit. I assume that this understanding will help Dragon Age Inquisition be more clear as well when it releases later this year.

As 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 quality of the Kindle edition is disappointing, there is a white border on the top and bottom of each page that forces the page to be zoomed out just far enough for the lettering to be difficult to read and blurry even on my 10 inch tablet. The border isn't there on the other books in the series, they fill the whole screen and look great.

As the conclusion to the first set of Dragon Age Lore outside of the video games that I've read, this was overall pretty solid. One critique that I've always had of the series in general was the secretism regarding the histories and personal pasts of the Dragon Age II characters. The nice thing about this graphic novel series is that it has given readers some insight into the pasts of Isabella and Varric and helped me to understand the motivations of their characters more. All the characters are portrayed satisfactorily in-character, and the new characters that have been introduced are interesting and I'm hoping we will get an opportunity to learn more about them over time. This book specifically was given to me as a Christmas gift and I finally sat down to read it yesterday. The product itself is in really great condition and will be given a permanent place on my shelf for display. The cover art is eye-catching and vibrant, and the artwork done on this book (and the series overall) is beautiful to look at and enhances the story. The cover art by Anthony Palumbo for the comic book issues of Until We Sleep (#1-3) are showcased at the beginning of the book. The cover illustration for issue #1, however, takes up 1.5 pages--which places Varric's face directly in the crease of the book and pretty much ruins the artwork, which is disappointing. I highly recommend this book and graphic novel series to any Dragon Age fan and feel it is a stunning conclusion to King Alistair's quest to find his father.

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