



## Dragon Age

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Hailed as -the RPG of the Decade- by PC Gamer magazine, Dragon Age: Origins has redefined the modern fantasy roleplaying game. Now, the innovative game from BioWare becomes the latest hit comic from EA Comics!

In a time lost to history, a war ravaged the land. Mages, incredibly powerful wielders of magic, ruled the world through mastery of dark arts and forbidden spells. Their lust for power almost destroyed all existence, and unleashed an unholy pestilence, the Darkspawn, to plague mankind, trolls, faeries, and all the inhabitants of the realm. Now magic is carefully controlled, taught behind the sacred walls of the Circle of Magi, and monitored by the ever-vigilant Templars. It is in this arena that a new generation of Mages-in-training will arise -- warriors of sorcery who will defy the rules of the Templars and change the course of the world forever!

## Dragon Age Details

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Author : Orson Scott Card (Writer) , Aaron Johnston (Writer) , Mark Robinson (Illustrator) , Anthony J. Tan (Illustrator) , Jason P. Martin (Illustrator) , Raúl Treviño (Illustrator) , Moss Andres Jose (Illustrator) , Richard Starkings (Hand-letterer)

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## From Reader Review Dragon Age for online ebook

### **Jenny McD. says**

I really enjoyed it. Any Dragon Age fan who doesn't mind comics should have no problem enjoying this too. While there are no familiar characters that we are used to, all aspects of game with the Mages versus the Templars are present. The story was a real page turner as we follow Gleam a young mage who is being hunted by the Templars. Gleam has a secret of course that can cause trouble for more than just her. The first Volume has just left me hungry to get Volume 2 as soon as it's out. The only complaint my daughter has was that she wished the story was a book actually so she could read even more details of the characters.

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### **Rachael C says**

I was excited to learn of this new tale in the DA franchise, but was sadly disappointed by the lack of actual story and the strange artwork. The story itself was rather uninspired - forbidden love between a mage and a Templar in the Circle that leads to a tragic end is one any fan of the series is familiar with (Wynne's storyline to name one), and yet, without any recognizable characters to tether the reader, and without any plot twists to keep the reader engaged, this story fell flat and could have been part of any series and not one so beloved as Dragon Age.

Then there was the artwork. Reviews mentioned that the original artist had been replaced part way through, and while that was evident, the characters were often times given strange expressions that resembled the band Gorillaz.

This was the first in the series, but given the introduction, I don't think it's one I'll continue. A sad fact to admit given my completely rational affection for this fictional world.

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### **Alex Jones says**

A fun enjoyable tale which is definitely set in the Dragon Age universe as the plot follows a young apostate trying to escape the Templars. There are two ways to view this, as a tie-in novel for the excellent games or as a stand-alone work. I believe it actually works better as a stand-alone graphic novel.

As a stand-alone work we get to see some fun action as a young mage has her adventure with some family members as she tries to escape the Templars; a group who hunt down magic users and either force them to join and never leave the Chantry or kill them. It has a fair few twists and turns and the characters are all entertaining with their own unique personalities. A few cliched moments, but definitely enjoyable. Four stars :).

As a tie-in graphic novel it is more of the same we have seen in the games. Someone is on the run from the Templars because she knows how to use magic. The story goes from having a few cliched moments to being a pretty much re-telling of some of the quests in the game, with the main points of focus being ones I have seen before. It is done well, but with a world as large as Dragon Age's with so much lore it is a shame to focus on this one thing so much. Two stars.

As for everything else, the art is an interesting style and starts off exceptionally cartoon-y. As it goes on the facial expressions become a little more human and by the end it is much more realistic (and personally preferable). I haven't got many criticisms, it is a solid story and told well, just far too familiar for those who already love Dragon Age. This also is called 'Volume 1' but I believe no future volumes are planned, meaning the references to something bigger going on and all the foreshadowing goes to waste. Definitely worth reading for the amount I paid (£1.70ish) but nothing too special.

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### **Owen Williams says**

Review: 2/10

Honestly, this was so particularly bad on all fronts. I mean it's a property belonging to a video game and I was not expecting to read a masterpiece, but wow! Half the time I did not even know what was happening because the art was horrible. Literally the worst thing I've seen, and I literally couldn't see half of it. Faces looked completely different in every angle, which again didn't even matter because the book is so dark and everyone is shaped like some odd blob. The plot itself is nothing. Some weird story about forbidden love, they sleep together and he leaves her for no reason whatsoever, the guy gets jealous for no reason after they find out she's pregnant, he thinks it's with another guy, which it clearly isn't and her explanation is so valid, he kills her. Like what is this? Like it doesn't even have the charm of the games. It doesn't have anything to keep fans of the series gripping. Holy crap this was bad. But I have to keep reading because I have a weird thing about completing series I start, especially if it's all finished and it's short like this.

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### **Sara says**

#### **4 stars**

It was really interesting, for a short comic story. I really hated the cousin, but I was kinda sad with what happens to him. It's nice to see stories of other characters in the dragon age world from time to time, and also the impact of the society on other characters.

Would recommend.

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### **archdandy says**

[I didn't like how Gleam ended up in the tower and how she accepted Duty/Saddatt as her father. I felt like she should have fought harder against that considering he killed her mother, cousin and countless other mages. I found it hard to believe he would just change his tune so quickly. (hide spoiler)]

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### **Rae says**

Although it had potential the story feels rushed and pretty generic. There are no surprises whatsoever and the flat characters really give no reason to care about what's going to happen to them, no matter if they are good or bad. Most of the time you can already guess what's about to happen anyway.

It's nice to read more about Ferelden als a Dragon Age fan but this comic doesn't tell anything new or shows you any of the depths of this universe. The storyline is pretty basic and there is nothing in it to change the have-seen-it-too-many-times-feeling. Maybe it would've worked better as a novel with more in depth portraiture of the characters but as it is, it's pretty boring. The main character, Gleam, certainly has potential but the story doesn't make it possible for her to embrace it. Pitty.

As a fan of comics and Dragon Age I'm very disappointed.

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### **Laureen (Ms. Bibliophile) says**

It was an interesting story, and it gave a different view of Ferelden. I would have loved to see some of the more recognisable characters from the games, but as a side story, this was interesting.

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### **wildmary says**

This comic has little to do with Dragon Age, and I am sorry for anyone whose first introduction it is to this wonderful, robust fantasy series. "Dragon Age" by Orson Scott Card and Aaron Johnston is a lazily researched, generic misrepresentation of the world and lore built by other, more talented writers.

Here are some reasons why I didn't enjoy it:

#### **1) The story is generic and it is told poorly.**

*A woman falls in love with a guy from an opposing faction. He abandons her, but they have a baby. She flees.*

We don't care for any of the characters because we aren't given any time to grow to like them. This comic would rather waste pages upon pages showing how comically badly mages are being treated by its card-carryingly evil villains than let us know its main characters. The guy is stoic. The girl is brave. Everybody else is evil, except that one best friend who is desperately in love with her. Gleam cries a lot.

*The girl grows up. Stuff happens to her. None of it matters. There's an ominous Man of Light, but it is never explored.*

This comic is a testament to how bad Gleam is at hiding the fact she is an apostate. How hasn't she been arrested by the templars long ago? Somehow the Carta seems to want her, a random bunch of thugs murders her peasant adoptive parents (for fun), and she runs into a group of Fereldan bloodmages who worship the Old Gods with a straight face. All the while being hunted (unbeknownst to them) by templars. But still it feels like nothing happens in this series because all of it leads to anywhere interesting.

#### **2) It doesn't understand the world it is supposed to take place in.**

Characters act and talk in ways that don't feel consistent with the Thedas we know from other (better) media. Templars kill mages for whatever reasons. There is at least one Circle Mage who battles in sexy lingerie. Human characters have ridiculous, made-up names.

Actual examples of Fereldan names: *Alistair* (Scottish), *Theagan* (English), *Connor* (Irish & English), *Eamon* (Irish), *Loghain* (English & Scottish)...

Human names in this comic: *Veness* (once misspelt as *Vaness*), *Sadatt*, *Gleam* (once misspelt as *Gleem*), *Lomo*, *Datlin*, *Ormo*, *Agmo*, *Trogdor the Burninator*...

These are not Thedosian names.

### **3) The only canon character is out-of-character.**

In the games, Greagoir (misspelt here as Gregoir) is actually a decent guy despite the shitstorm that is going in the Circle Tower, but this comic decides to make him into a clerical fascist and a complete villain. He, for example, slaps a pregnant woman, threatens to kill mages for escaping, and spouts dialogue not fitting his moderate, even mage-sympathetic in-game persona.

My personal favorites of his ridiculous villain speech include:

- "Inform the Circle that two of their kind have been breeding."
- "If it were up to me, you both would be executed. The Chantry, however, believes that a child of dual mage heritage could be of great service to Ferelden."
- "Magic is a sin of pride. That's why we Templars exist, to keep mages from offending the Maker again."

### **4) "Magic is a sin of pride." and all other generic religion-sounding bullshittery.**

Another example of how no research went into this. The Chantry recognizes only two sins: The Original Sin is the worship of spirits, and the Second Sin is the corruption of the Golden City. This comic book, however, justifies Greagoir's poor treatment of his charges not only by completely shitting on his personal character, but also by spouting vague, religious-sounding nonsense that doesn't fit the actual religion.

### **5) The laughably evil treatment of mages in this comic.**

Fereldan Templars do not execute mages for having relationships. Templars don't execute mages for escaping. Only if someone was whipping out blood magic, then would killing them become an option.

### **6) The overall lack of research and care that went into this comic.**

The cover features three minor side characters that appear on 2 pages and one of which is, supposedly, a Circle Mage wearing Morrigan's outfit. Later that same mage is seen in sexy lingerie.

There are countless other inconsistencies and questionable moments:

- Dwarves walking in and out of Orzammar. Random humans walking in and out of Orzammar's slums.
- Gleam healing Datlin in front of commoners and nobody running to get a templar or a guard.
- Some Fereldan bloodmages worshipping the Old Gods.
- Gleam healing someone's arm back.
- A dwarf teaching Gleam how to heal venom through magic.
- Templars not investigating a sword forged by magic when seeing one next to a forge.
- Templars bragging about all the apostates they've killed.
- This random bunch of lowlifes that kills Gleam's adoptive parents JUST casually happen to be camping where Gleam and Agmo end up in.
- People constantly referring common things as dwarf gold, dwarf nature, dwarf metal, etc. ...

So many people were involved, and none of them gave a dwarf shit.

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### **Silas says**

This was a troubling volume. The basic story was alright, if a bit uninspired. Unfortunately, the art was kind of awful, and the writing was fraught with issues. There are a number of words and phrases used here that were fastidiously avoided by the writers of the game (to their credit), that are used casually here, which I personally found off-putting. Similarly, none of the characters speak in a way that suits the way they speak in the game. Similarly, aside from having characters with the three main classes from the game appear in the book, magic and combat don't seem to work the way they do in the game, to enough of a level that it seems like a story that was forced to work in this setting, with a few issues that were not ironed out in the transition. Between the deformed art, the lackluster story, and the setting issues, this just isn't a particularly enjoyable volume.

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### **Michel says**

Aan de ene kant: Orson Scott Card is een goede schrijver. Zelfs al had hij alleen maar Ender's World geschreven. En Dragon Age is een uitstekend spel.

Aan de andere kant: Orson Scott Card is een rechtse homofoob en Dragon Age is notoir niét homofoob. En comics van games zijn vaak toch maar bleh.

Résultat des courses: gho ja. Een standaard verhaaltje van kindje dat zijn echte ouders niet kent en voorbestemd is voor Grote Dingen.

Snel gelezen, blijft aan geen ribben plakken.

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### **Andrea says**

This is a cool side-story set in the Dragon Age universe. My one complaint is that the cover has nothing to do with the story in the book. Both are cool, but usually you expect the cover to have at least something to do with the book.

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### **Daken Howlett says**

Interessante spin-off della serie RPG di Bioware, a differenza dei romanzi questa volta sotto i riflettori finisce il rapporto tra maghi e templari, uno degli argomenti che ho trovato più interessante e approfondito in entrambi i giochi della serie, la storia rispetta le premesse dark e violente del videogioco originale, offrendoci un racconto dolorosamente "cattivo", senza buoni o cattivi in senso canonico.

Anche la parte grafica è molto interessante e dinamica.

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### **Spindrift says**

The art in the first few issues is decent enough (very Ramos like, at first I mistook it for Huberto Ramoss's work actually, since he does the covers). Halfway they switch artists, not for the better. The story and writing throughout the whole thing is ok at best, the pacing felt weird, especially in the first issue, characters are meh. I wouldn't recommend it to anyone but those who are die hard Dragon Age IP completionists XD, and even then, it does Dragon Age little justice.

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### **Wendy says**

I've heard bad things about this but read it anyway because. Dragon Age. The bad things were true. Orson Scott Card apparently took the basic notes he received from Bioware and, well, wrote a basic story filled with two-dimensional characters doing two-dimensional things. It starts with a templar and a mage falling in love and making whoopee. This is not a good thing at the chantry. Not good for the mage, that is, who is hunted down and killed when she tries to escape with her child. She manages to get the child to safety, but in a shocking twist of events, the child grows up to be a mage that is forced into situations that cause her to use her magic and attract the attention of her templar dad who has to hunt her down. The most entertaining and unpredictable part of this book are the awkward poses the cover artist draws the main character in.

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