



Tomb Raider Volume 1 : Season of the Witch

Gail Simone

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Superstar writer Gail Simone picks up Lara Croft's story where the smash hit "Tomb Raider" game left off in this collection of "Tomb Raider #1-#6"!

Lara and the other survivors of the Endurance are experiencing horrific visions after their ordeal in the Lost Kingdom of Yamatai. But the visions lead to a darker fate . . . can Lara survive the calamities that await her as she struggles to piece this new mystery, and her life, back together?

Tomb Raider Volume 1 : Season of the Witch Details

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From Reader Review Tomb Raider Volume 1 : Season of the Witch for online ebook

Michelle (In Libris Veritas) says

This has been on my to-read list since I finished the game last year. The reboot of the franchise was completely fantastic and a ton of fun, so I was hoping to find the same feel with this comic...unfortunately it didn't quite hit that mark but it was still a great read.

Gail Simone's script writing is definitely strong and I enjoyed seeing what Lara was up to after her return from the island of Yamatai. It's an action packed set of issues and plenty of twists, but my one complaint is how short this storyline was. Just when we're getting into the thick of it, the problem is "fixed" and this story arc is over. Typically volumes are only one story arc and only contain about 6 issues, so I'm not sure the issue length was the problem...maybe it was just too much for one complete volume and needed to be set up as a part 1 and part 2. However I did think that all of the characters read perfectly in comparison to their video game personas, and I really liked that Simone went into Lara's change in morality and how she struggles to come to terms with what happened on Yamatai. It was also pretty interesting to see just how the island affected her friends as well...though it honestly isn't all that positive.

I also wasn't too fond of the super simplistic art style. There were some panels that were gorgeous (mostly zoomed out photos of a wider scene), but I just craved details that were not included. The colors were not a mix of blended hues, but just one set color in each section of lines. It left a bit to be desired on that forefront.

I will be continuing this series despite the few complaints. I really love Lara and the strange storylines that she finds herself in, especially with this new series of games coming out.

Caroline says

I love Lara and Gail Simone did a good job at keeping her tone and character consistent with that of the remake game that this is a direct sequel to...but for the me plot was pretty weak and it was accompanied by a pretty bland art style. I was hoping for a more original adventure for Lara whereas this pretty much treads grounds already covered in the game. Yamatai had a great story to share and was a fun environment to explore...but I don't see the necessity of having the characters get dragged back into that story when it was tied up quite well already.

Luke says

Don't get me wrong: I'm a huge fan of Tomb Raider. I've loved it even before I hit the double digits. But this Tomb Raider graphic novel, along with the new game, lack what was featured in the previous Tomb Raider games. I have to admit, I preferred it when Lara went on adventures to Tombs for her own pleasure, with only adversaries to worry about. In the second reboot, she acts upon desperation and to save her friend, Sam. In the sequel to it, she's trying to find something to save Sam's life, or so I read. And I don't really like that pathway. I also don't like how they are making sound like it is her destiny to become a tomb raider rather than her own choice. But that's just me; you can agree and disagree. But overall, this graphic novel wasn't

bad.

Jonathan Maas says

I never thought I could get into Tomb Raider tales. It's either a video game or a flagpole movie. But Gail Simone's and Nicolas Selma's book brought me in. Very good!

Harry Lawrence says

A fairly average series which whilst it was good, did not live up to the expectations set by the game.

Chris says

Despite some strong moments and the solid development of Lara Croft's character, *Season Of The Witch* was a disappointing read. I was impressed by the rebooted entry in the video game series, although I preferred the adventure and fight for survival to the supernatural elements that were introduced as the story progressed. Unfortunately, it's those elements that are the basis for the plot here and it's still not particularly appealing. There's some welcome expansion on Lara's relationships with Sam and Reyes, but there's also generic cult worshippers and a laughably weak twist regarding a particular characters motivation during the final issue.

The artwork is a hindrance from the start, too. Lacking all of the stunning detail and atmosphere that made the island of Yamatai so enthralling in the game, even Lara and co's return to that setting during the course of the book is a real let down, as are most of the pages in this volume. Credit where it's due though, each character looks almost, if not exactly as they did in the game and there is the occasional eye-catching panel to be found.

It's Lara herself then who's the only real highlight. Her guilt and anguish after the events on Yamatai are well handled and her transformation into a stronger character is nice to see. It's just a shame that it wasn't part of a stronger story. None of the villains are very interesting and neither the plot or the artwork really pick up throughout. I'd still recommend this series to those interested in Lara's character development, and also readers who enjoyed the supernatural parts of the game. For me though, Tomb Raider is a bit of a missed opportunity to really expand on the great setting and characters.

Chad says

Actually not bad for a video game series. Great art. The story picks up after the end of the video game reboot. The Solarii are back and are going after Lara's friends.

Sam Quixote says

Spinning off from the enormously successful 2013 Tomb Raider reboot is a comic sequel of sorts, Season of the Witch, which is set after the events of the game. It also continues the trend of crap comics based on brilliant games!

Lara Croft and a small group of her surviving buddies have made it off of the cursed island Yamatai with some valuable booty. But the trinkets are acting as beacons to the evil island cult and each of her friends is being targeted. When her best pal Sam is kidnapped, Lara has to grab her bow and arrows and trusty pickaxe and head back to Yamatai to once more save the world!

This is probably some of Gail Simone's laziest writing I've read in some time. To be fair, this is obviously a cash-grab because of the game's popularity and I don't think Simone would say this was a passion project knocking around in her head for some time; rather, it's the work-for-hire opportunity it is, like all comics based on games, to make some scratch. As a result, not a lot of effort is put into it and it's not a very compelling read.

Season of the Witch is an international-spanning mystery involving ancient artefacts, which is very Tomb Raider, but seeing Lara go through the adventure without controlling her yourself is much less fun especially as a lot of the adventure is pretty generic: run away from the bad guys, leap across obstacle, fight, find the missing piece of the puzzle, etc. It's pretty unimaginative if you've played the game and seen her do all those things before.

Lara remains the only fully-realised character with the supporting cast appearing as more or less blanks. The bad guys – literally men in black – couldn't be more stereotypically bad guy-y if they tried and the new character introduced is very weakly written. His twist reveal at the end is shocking in how corny it is.

The comic is let down visually by the very bland artwork of Nicolas Daniel Selma, in stark contrast to the lush and highly detailed graphics from the game. It all looks hurriedly sketched with the bare minimum of effort – loooooots of blank space everywhere! That said, the characters all resemble their models in the game very closely.

Season of the Witch is lazy in how its researched too. In one scene set in Dublin, Lara takes advantage of the rivalry between Celtic and Aberdeen football clubs by mentioning to some Celtic fans that her attacker is an Aberdeen fan – anyone spot the problem here? Celtic (who are incorrectly referred to as Celtics, plural!) and Aberdeen are SCOTTISH football clubs, not Irish! Why would whole gaggles of them be in Dublin for a match!? Scotland and Ireland are both Gaelic nations but they're not interchangeable – the simplest google would've solved that stupid error!

I just followed my own advice and googled Celtic and Aberdeen rivalry – and there isn't one! Hearts and Celtic maybe, Aberdeen and Rangers yes, but a Celtic and Aberdeen rivalry? Nope! I understand with all the supernatural stuff in the comic that realism shouldn't be an issue but that scene felt deliberately included to add a specific grounded element to the story and it fell flat on its face. Sloppy work, Gail Simone!

Season of the Witch is an uninspired, uninteresting cash-grab comic that fans of both the recent Tomb Raider game and Gail Simone will be bored with. The good news is the true game sequel is expected later this year!

Patience Perry says

Somehow bland and entertaining at the same time.

Nikki says

I never got into Tomb Raider as a kid — though it helps I didn't have any games consoles until I was a teen — but I recently played the reboot and loved it. The survival aspects were great, and I needed to think tactically about taking out enemies, etc, etc. Season of the Witch doesn't, in my opinion, bring anything really new to the story. It deepens the stories around some of the relationships, but in many ways the actual plot is a re-run in miniature of the game — without such high stakes, it seemed; there weren't many characters to lose anymore.

You've got to love, though, the tension between Reyes and Lara, and the way that plays out; but especially the deep friendship between Lara and Sam. I hope that remains an essential part of the series.

Originally reviewed on my blog [here](#).

Wendy says

I had no intention of playing the new Tomb Raider game after its initial shitty marketing campaign. Gail Simone felt the same way at first and turned down Dark Horse's request to write this series. She was later convinced to try the game and discovered that their marketing department is full of idiots who thought showing sexual assault was great advertising. On Simone's recommendation, I tried it too and am glad I did, especially since it allowed me to better appreciate the particular scene within the intended context.

Anyway, I'm fairly certain that Simon played the game before writing this series because it might as well have been DLC. The return to Yamatai isn't unexpected, plot-wise, since the island did have such a hold on Lara and the crew of the Endurance, but the story could have taken a more inspired direction rather than rehashing the kidnapping and resurrection process players endured in the game, complete with the re-kidnapping of Lara's friend Sam. The game took the time to explain how Lara becomes the killer that she is, doing what she has to do to survive and protect her friends. This starts off with Lara dealing with the psychological and emotional aftermath of that. An important road to explore for the character, but it might have been more interesting if told on an adventure that wasn't so similar to her last one.

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Logan says

I like Gail Simone, but I could not get into this one really... So I just finished the 2013 Tomb Raider game, finally taking it out of my PS3 backlog, so I thought I'd give the comics a try since I really like this new iteration of Lara Croft! The comic is....well its better then that 'The Beginning' one shot I read a while back, in that Lara plays a big role In the story. but that's about it! The story is a bit confusing and uninteresting, I

feel mean for saying that, but that's just really how I felt! Artwork is by the same artist from the one shot but I never really like the art... In the end I'm disappointed in this one

Jesse A says

I don't know how the story fits with the game but it was pretty dull. The art was also atrocious.

Thomas Salerno says

A very exciting action-adventure comic that takes place after the events of the 2013 reboot of the *Tomb Raider* video game franchise. Full disclosure: I have not played any of the *Tomb Raider* games, but my brother really enjoyed the latest entry. So, when I heard there was a *Tomb Raider* title from Dark Horse Comics based on the new game, and that it was penned by the incomparable Gail Simone, I had to go out and buy it. Plus, I'm a huge fan of action stories that feature female main protagonists.

If, like myself, you haven't played the 2013 game I would strongly advise reading a detailed synopsis of its plot before diving into this comic.

Like the game that inspired it, this comic has everything: Intrigue, mysticism, and white-knuckle action. Archaeologist and adventurer Lara Croft is still dealing with the events that transpired on the island of Yamatai and soon finds herself inexorably drawn back to its deadly shores. There's plot twists galore. Unfortunately, not all of them make a whole lot of sense, and sometimes the villains' motivations came across as nonsensical. Granted, they are apocalyptic cultists and all, but at times I was left scratching my head wondering what exactly they were trying to accomplish and why they even cared.

Aside from a few inconsistencies, *Tomb Raider Vol. 1* is a solid action-adventure title with likable characters, great art, and pulse-pounding action. If you read as many superhero comics as I do, it can be a refreshing change of pace to delve into different genres. Dark Horse Comics continues to provide a wealth of options in that regard.

Kenny says

What makes Lara tick? A piece of the puzzle is deliciously revealed here. Action, mystery, mayhem, treachery, exotic locales are all nicely pieced together in a Gail Simone production. Artist Selma does a great job visually too.
