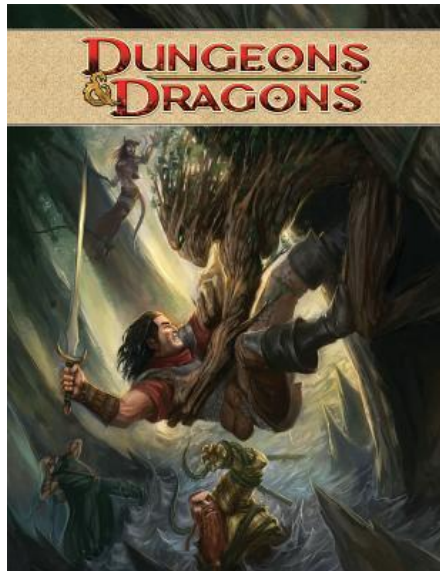




Dungeons & Dragons, Volume 2: First Encounters

John Rogers , Andrea Di Vito (Illustrator) , Denis Medri (Illustrator) , Horacio Domingues (Illustrator) , Juanan (Illustrator) , Guido Guidi (Illustrator) , Vincente Alcazar (Illustrator) , Nacho Arranz (Illustrator)

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This second volume of the acclaimed Dungeons & Dragons comic reveals how our favorite band of adventurers first came together But in present day, Fell's Five has found itself stranded in the mystical realm known as the Feywild, with few options for returning home. Join the party as John Rogers and Andrea Di Vito bring us a new chapter in their thrilling adventures of swords and sorcery

Dungeons & Dragons, Volume 2: First Encounters Details

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From Reader Review Dungeons & Dragons, Volume 2: First Encounters for online ebook

David(LA,CA) says

I'm still really enjoying this series, but I think this volume is a little weaker than the first one. Part of what I liked about the first volume was the interplay between the main characters. This one spends a third of its time in a flashback where some of the main characters first meet. So they don't know/trust/like each other well enough to do the making jokes at your buddy's expense thing. Plus that same third of the story is one of those game session standards that I would imagine everyone hates: Guard duty for the useless guy that should get his butt kicked.

Once it leaves the past behind, it gets better. But by that point, it's built a hole to dig itself out of.

Keith Irwin says

I felt like this volume of Dungeons and Dragons did a very good job of following the previous one. It shared the same pattern of characters scrambling to avoid impending doom while cracking wise which made the previous volume so fun. I didn't laugh out loud, but there were bits funny enough that my wife remarked on the big grin on my face. And there was some good filling in of backstory and characterization which gave the story some nice heft so it didn't feel too lightweight. All in all, I enjoyed it quite a bit.

Khairul Hezry says

Tells us how the band got together in the first place and continues where it left off from the first book. The one liners come thick and fast ("*I'm being disemboweled...horribly!*"). A fun read and if it wasn't for the inconsistency in the artwork I would have given this four stars.

Jeff Raymond says

About two-thirds of the way through reading this second volume of the *Dungeons and Dragons* comic, I was thoroughly enjoying myself. I put it down for a bit, but I didn't really know why - after all, if you're enjoying something you're reading, you don't necessarily want to stop.

The story isn't perfect, and it's filled with standard fantasy tropes and the type of lame humor everyone loves at the gaming table and nowhere else. The artwork is also classic, and combine all of it together, and I answer my question: the D&D comic is simply a perfect presentation of material that you almost certainly have a nostalgic feel for if you were actually driven to pick the book up. It's just fun.

Sadly, I believe there are only three volumes of this. I'm hoping John Rogers gets his *Arcanum* stuff into trade so I can continue having fun with this sort of setting and writing.

Jdetrick says

The arts a little rougher this time around than the first volume, but it's not bad and the story, dialogue and characters are still great. Highly recommended!

Shannon Appelcline says

An enjoyable volume, though not quite as amazing as its predecessor. It feels more like a fantasy adventure, while the first volume felt more like a fantasy RPG. Still, nice characters, nice backstory, and an occasional moment of humor.

Frans Karlsson says

The Fell five are thrown into the feyworld and has to fight for a way out. I enjoyed the story and the flashbacks to how they met each other.

Deckard Ra says

The second volume picked off from where the first volume ended. The protagonists finds themselves in even more ridiculous adventures. The humor and wit continues in this volume as well. It is truly satisfying when at the end of the book, all the previous adventures are revealed to be connected in a grand scheme. This book hardened my resolve to get another Dungeons and Dragons book. You can never go wrong with Dungeons & Dragons.

Michael says

Not as good as the first one, but still enjoyable.

Joana says

Muito bom!!!

Robert says

Does what a second volume should, fills in some of the backstory and expands the universe established in the first.

James Bowman says

(This review covers Vol. 2 and Vol. 3.)

Two more great volumes in a fun series. The highlight is their plan to steal the Guide of Gates in Vol. 2, but the rest is good too. It's such a pity the comic was so short-lived, I would have liked to see more with these characters... (A-)

Silas says

Like the previous volume, this is a fun Dungeons & Dragons adventure that both comes off as a tad generic and subverts your expectations for the characters. The fighter is the brains of the operation, and the dwarf is a poet. Of course, not everything is against type, so the tiefling is a warlock, and the halfling is a kleptomaniac, and the elf... we don't learn a whole lot about the elf, other than he is a ranger (though he does use axes, which is a tad unusual). Anyhow, the story here continues from the previous volume, with the main characters trapped in the Feywild, with flashback issue that comes first, and which ties in to the story as it progresses. It's surprisingly well done, and if you are already familiar with the baseline setting of fourth edition D&D, it is incorporated seamlessly, even down to some minor details. The art is clear and it is never hard to tell which character is which. This still hasn't gotten on to making itself a distinctive piece of fantasy, but it is another enjoyable story that clearly represents Dungeons & Dragons.

Gareth says

Another fun read. Get to explore a bit more backstory for the characters, while also exploring the Feywild and seeing the characters get into and out of various bits of trouble. Some nice tying up of loose ends at the end, though a couple still to be resolved. Characters are fun and rounded, and story is engaging.

Timothy McNeil says

Not as enjoyable as the first volume, but still solid D&D fun.
