



Legenderry: A Steampunk Adventure

Bill Willingham , Sergio Fernandez Davila (Illustrator) , Johnny Desjardins (Character design)

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Bill Willingham, the bestselling author of DC/Vertigo's Fables, reimagines the most iconic characters of the Dynamite stable in a gorgeous and expansive Steampunk universe! A mysterious woman named Magna Spadarossa searches the many kingdoms of her world to find her missing sister, Sonja. From glamorous airships to clockwork cities to primordial jungles, Magna evades the pursuit of strange and dastardly villains, thanks to the help of many brave heroes. Featuring Red Sonja, Vampirella, Green Hornet, Kato, Flash Gordon, The Phantom, Silver Star, Captain Victory, The Six Million Dollar Man, and Zorro, as you've never seen them before!

Legenderry: A Steampunk Adventure Details

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Author : Bill Willingham , Sergio Fernandez Davila (Illustrator) , Johnny Desjardins (Character design)

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From Reader Review Legenderry: A Steampunk Adventure for online ebook

Daniel says

3.5 stars, but I'm a nice guy so I'll round it up.

Now. I haven't read FABLES. I should and will read it eventually, but in the meantime I'm kind of grateful I haven't because it looks like a good chunk of the negative criticism LEGENDERRY is receiving comes from the comparison to Bill Willingham's long-running and critically acclaimed other series. But I haven't read it so I can't comment on how the two series' stack against each other.

OK, got that out of the way. I started reading LEGENDERRY because it was included in Dynamite's Humble Bundle several months ago. The first issue started off slow but by the second and third issues it got considerably better, especially with the appearance of Green Hornet and Kato. I found it fun enough to keep up with it on comixology.

I think I may be in a unique position to really enjoy the set-up here: I'm familiar enough with Dynamite's other licenses (Vampirella, Captain Victory, Six Million Dollar Man, and so on) to get a kick out of them appearing in the story (and their new stylistic presentation), but I'm not so devoted and attached to the characters to be disappointed in the execution. The exception is (view spoiler)

Sure, the dialog is a little goofy and strained and there are a couple instances where the artwork seemed off (a coloring issue? Or maybe it was only noticeable in the digital format? I typically read print comics). Hence the 3.5 star rating.

I found LEGENDERRY a fun, simple, light, goofy, and easy limited series to read, which is absolutely not a negative critique. I read and enjoy guys like Jonathan Hickman and Grant Morrison a lot, but I like the silly light-hearted stuff too. Gotta have some fun and flashy to balance out the dense and dreary. LEGENDERRY delivers in that regard.

Cale says

It's a novel concept - Dynamite took their licensed titles and smashed them all together in an alternate Steampunk world. It shouldn't work, but it does, both because the characters are familiar to their regular versions, but also aren't locked into it. Seeing characters like The Phantom and Zorro interact with Red Sonja and Vampirella in a consistent environment makes this work better than the Swords of Sorrow crossover did. It helps that the story is interesting, even if it is another take on villains gather to defeat heroes, and the dialogue is crisp and fun, especially Magda in all her incarnations. The climax is over-the-top but doesn't really close the story off, allowing for more adventures, and the world-building explaining how things got to be the way they are is fascinating, especially as to how it brings in some of the more far-flung licenses. All told, a very interesting experiment, and as a fan of steampunk, something I'd love to see more of, which they've been happy to provide in the character spinoffs.

Vasa Curcin says

Very disappointing effort from Bill Willingham. Humourless, with a cast of characters who fail to establish any personalities for themselves. Lavish artwork serves mainly as a distraction from a ridiculously slight story and soon becomes tiring - every single female character looks like they stepped out of a porn set and the artist generally seems unable to do facial expressions. One for hardcore fans only.

Lady Entropy says

Had some nice moments, but was, all in all, forgettable. I did like how steampunk did take a front and stage aspect, and the reveal about Sonja's location, but I think that the obsession with including so many characters from other properties cost it a bit of sparkly.

Alex Sarll says

Dynamite's revival of a slew of old pulp vigilantes has had some successes, but also - and most especially in the team-ups - a tendency to cluttered attempts at crowd-pleasing which fail to hang together as more than half-arsed theme park rides. Now, combine that with the tiresomely ubiquitous steampunk vogue, resulting in the Green Hornet et al draped in goggles, cogs and airships...and then flee, because it's quite staggeringly mediocre.

Michael Cairns says

This was a good fun read. Nothing mind blowing, but enjoyable. I liked Willingham finding yet another way to throw together a bunch of disparate, unconnected characters that the readers already knew, and I thought he did so with some panache.

I also loved the art, which suited not only the writing but the whole flavour of the comics.

My main complaint is the final issue, that wrapped everything up a little neatly whilst leaving plenty of loopholes open at the same time.

Recommended for fans of Willingham, Red Sonya and steampunk.

Natalya | natalyareads says

The story wasn't the best but I liked the artwork ?

Florin Pitea says

It was O.K. overall, but nothing to write home about.

Timothy Boyd says

Nice re-imagining of these pulp era characters into a Steampunk setting. Very good art and story make this a excellent read. If you are looking for something new with your old pulp heroes this is very recommended.

Joseph Gagnon says

There were more superheroes in this issue, I am sure of it ... I'm just not sure who they were. Steve Austin ... makes me think of the "wrestler." I was amused that it was a "lion," "tiger," and a "bear" that attacked the ship. That made me chuckle.

I did enjoy this one a bit better than the previous two ... but I'm not sure exactly what is going on. Magna's on the run ... on the swim by the end. She jumps ship right before it crashes into the ocean. I hope she knows how to swiiiiim.

It did occur to me that I could look up these characters, and get somewhat of an idea of what is going on ... but I feel like I should be able to understand and enjoy the story even without prior knowledge of the characters.

Read more commentary here: <http://www.rjspindle.com/content/lege...>

Merged review:

Well, the story doesn't continue to be any less clunky. I do understand something about the story from this second issue though ... there are superheroes in this universe. The Green Hornet and Kato to be exact. If others have been mentioned/featured (I wonder about Scarlet, and Magna's sister Red) I do not know them. I do not know superheroes well enough to know if I have missed any. I feel like I may have ... or I might as I go on. Not that it would be a big deal if I could get the story straight.

We seem to be following Magna. We've left Scarlet and her asskickery behind for the Green Hornet ... to tell you even more truth, people ... his appearance threw me. I was trying to get into the whole new universe going on here, and his entrance jarred me. Perhaps, if I had recognized a superhero sooner, I would not have been thrown so much ... or even thought it was neat. Personally, I don't feel like it added anything to the plot here. This could have been handled just as well by Scarlet ... if not better.

Iiiii dunno guys. This isn't looking good for me. On the one hand, I am glad this is a limited series ... I'd hate to stop a story in the middle. On the other hand, I am sad that my first steampunk adventure is so far a flop. We'll just have to wait and see what the next issue brings.

Read more commentary and add your own here: <http://www.rjspindle.com/content/lege...>

Merged review:

Meh. I'm disappointed. I wanted to like this ... but there were a bunch of things I couldn't get past while

reading. More than once throughout this issue I thought the dialogue was clunky and unrealistic. It was far too stylized. As far as I can tell, this story takes place in it's own universe. This is not set anyplace "real." Not even in a real country. So I can't really say if this is American or British steampunk. And even if it is it's own unique universe ... I feel like fancy turns of phrase were just thrown in to "make it feel steampunk."

The art was gorgeous. I did linger on some pages to take in on the glorious detail. I would love to see this art with a better story.

Even the story itself failed to capture me. I felt like there were a lot of stops and starts. Oh, a specific bit from the beginning that is confusing ... Scarlet (right before she kicks ass) basically says, "Two things before I do this. No three things. Actually no, two things. The first thing is really complicated and makes no sense. The second thing is that there is really only one thing and that is I am going to do this." And THEN she freaks out about the hitmen getting blood on her carpet when they attacked her staff ... but she freaks out by ripping a man's arm off ... thus getting more blood on another carpet, lol.

Iiiii dunno. It seems like a first draft. An idea. Something that could be good, but still needs more work. I hope the next issue pulls things together.

Read more commentary and add your own here: <http://www.rjspindle.com/content/lege...>

Greg (adds 2 TBR list daily) Hersom says

Legenderry is over the top -which was kinda a given- and some elements were just down right silly, But.. It was a damn fun to read.

Solace Winter says

I wavered between 4 stars and 5 stars on this, but ultimately it had to fall on 5 stars. The reason it's closer to 4.5 is that there is a LOT of dialogue, and while I don't mind reading, sometimes it felt like it was forced in situations where there should not be so much. At one point a character laments that another character talks too much, though at the same time this character often does as much, or more, speaking. It was almost as if the author was afraid to leave a page with just a pretty picture or with action taking precedence over a death speech.

However, that is my only criticism. The story is compelling and does an almost brilliant job of introducing all of the characters it wants in its universe for this steampunk adventure. Magna goes from one group to another in search of her sister, Sonja, and comes to meet many people along the way, such as Green Hornet and Vampirella, who do have their own Legenderry comics coming out. I'm keeping my fingers crossed for a Phantom one.

From start to finish, this novel kept the introductions going and the action moving. However, there is no solid conclusion to this. I hope that a conclusion is introduced later, or in another person's series, otherwise this story does become just a catalyst for a reason to reinvent a universe. It's great universe, and I'm happy to know they made it its own world instead of just going, "This is Britain, but re-written." I'm not much for historical reimaginings, at that point you might as well just create a new world with a time period you enjoy,

and Willingham did just that, with something familiar (characters) that anyone could enjoy.

MerryMeerkat says

Legenderry A Steampunk Adventure #1 5 Stars, buy it

Self Purchase, Comixology

I like how spunky and confident the main character is. The plot was a lot of fun and the main character, a woman kicked some serious bad guy ass. The woman owns a nightclub and mid dinner a woman comes running in screaming for help. The main character, whose name I can't remember, comes to her rescue and kills the men who were chasing her. It's determined that the woman needing help was looking into the disappearance of her sister and despite being told to stop looking she kept inquiring. The main character and her companion are determined to help the young woman.

A very promising comic (I think it's a mini comic in that there are only 7 issues). It's written by Bill Willingham who is the long time writer of Fables so it's no surprise its written well. My only complaint is that the women are all busty and are exploding out of their clothes. It's not a big deal but just a minor annoyance. It's supposed to be steampunk but so far, it only seems minorly so. In anycase, I really, really enjoyed this and if you like kick ass women and steampunk I really recommend this. Will go purchase the rest of the series now. :-)

Danielle The Book Huntress (Back to the Books) says

I will always compare everything Bill Willingham does to Fables, fair or unfair. And it seems to pale in comparison. I normally love when modern writers borrow characters from the classics, and Willingham has done this with characters from the pulp action, fantasy and adventure of the 19th and Early 20th century and integrated them into the Steampunk framework of his imagination. I was more inspired by the artwork than the actual story. As far as the narrative itself, it was vaguely interesting. I think the cameos were the most fascinating aspect. If my library gets the next volume, I would read it.

BellaGBear says

While the artwork was very impressive, - It must be a joy to draw and think up so much steampunk outfits - the story did not manage to capture me at all. it was not understandable to me why the characters did what they did.

Also I think it is very weird to walk around like the lady did and still claim to be a respectable women in sort-of victorian times :P.

Probably will not read more of this.

