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Wendy Pini , Richard Pini

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Elfquest: The Discovery Details

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Ian says

You know what? I think I remember now why I was mostly done with the Elfquest series. Yes, I have invested a large chunk of my life and oh so many dollars in following the series, but there comes a point where even great series just jump the damn shark.

The majority of this book concerns the replacement sea-elves (I dislike calling them Wavedancers, because to me that really refers to the original Wavedancers, who have been stricken from the canon after the legal wrangling between the Pinis and the people who came up with those original set of characters), who I've never been all that fond of. There are just too many of them and none of them are especially memorable or interesting, and they were usually just the story you had to wade through during the "omnibus/split story" comic books.

As such, I have no real interest in the water elves, plus their chief is kind of a dick.

The story does suffer a little from the same problem as the previous one... I feel like this is something that should have been the same length as, say, The Cry From Beyond or Kings of the Broken Wheel. It needs time to breathe. Both above and below the water. It does also feel like a lot of this ground has been travelled before... it feels very Blue Mountain-y to be honest. Yes, some details are different, but it's still similar ground.

And the fact that we're introducing even more characters into a world already stuffed to the gills (no pun intended) with characters. So old favourites don't get any story time at all, while plot service is played to Shuna and her storyline, as well as the introduction of the sea elves.

The art is more of a return to prime Wendy, with only a couple of small overuses of the star brush which marred the previous book. There are also a few instances where she's clearly worked on the image at quite a large size, almost as though it was going to be a full page, or half a page, but then it's been reduced down to less than a quarter of a page. So on the same page you can go from various quality or style (black linework vs coloured linework) of individual panels which just throws me out of the moment.

That's not to say that there's not incredibly lovely art... almost all of chapter four is absolutely stunning, especially everything with Cutter and Surge. And Reef, I'm a little bit in love with Reef in the couple of panels he appears.

But then you get Sunstream transformed into a damn tropical fish for less than four pages, which is ridiculous, both in his design (what? why?) and the time frame (he should have just stayed with the sea elves) which reinforces that the story doesn't have room to breathe.

Wai'ala says

All I can say is I really liked it. The art was different but still beautiful and the original plot still continues. I was glad that there was a actual full on meeting of the two tribes (wolfriders and weavedancers) and that the Pini's are incorporating their tales together now. I eagerly await a fallow up and look forward to what the

world of two moons holds in the future.

Jamie says

More Elfquest! And drawn by Wendy Pini too!

Ninon says

So nostalgic to return to these lovely elves!

Absolutely wonderful to get reunited, if but short, with Cutter and Skywise.. and so weird to see Suntop all grown up. (and there's even "leftovers" from Winnowill!)

The only poor thing about the comic, is the art.. it's so incredible that when Wendy started out, the drawings were super detailed and above all very, very beautiful..

In this comic they are crude, and seem to have been done in a hurry - and the colouring is also quite poor..

..regardless of the art-quality, it's always a pleasure to read elfquest and to continue reading about the ever expanding universe!

Andrew Huey says

I've had this mini-series sitting in my "to be read" pile since 2006. I was a big fan of the original Elfquest series, long ago, and read a lot of the stuff that came after that. But I dropped out of the Elfquest world at some point, when the Pinis were letting other people handle too much of the story and art, and the original vision was (IMHO) getting diluted too much.

This story is entirely by Wendy & Richard, and it's a classic Elfquest story, with great Wendy Pini artwork. I liked it a lot, though I did roll my eyes a bit at some stuff. I guess I'm getting too old and jaded to really enjoy a story like this without snickering at it a bit. But if you're not as bitter and cantankerous as I am, you might really enjoy this.

The_Mad_Swede says

ElfQuest anno 2006 is certainly not to be shunned. Having recently caught up with the Pinis' 2004 outing *The Searcher and the Sword*, I decided to move on to this volume (originally a four-issue mini series).

If Shuna's (and Treestump's) tale was somewhat more intimate in scale, *The Discovery* brings back a more expansive view of the *ElfQuest* universe, as Sunbeam (formerly Suntop) recognises a Wavedancer and a meeting of tribes is once again set in motion.

All in all, an enjoyable read, and Wendy Pini is really in good form, visually speaking. I am so looking forward to the upcoming *Final Quest* that the Pinis have announced online.

Jenevieve says

It's amazing how this comic series never fails to grab hold of me and drag me into it and I lose all track of there being some other world until the story is told and I can come up for air. This was no different. Gods, the artwork is phenomenal as always and the story tight. It seems I've missed some stuff between the last stuff I read and this so I need to go hunt it down because Suntop and Ember are now all grown and there are new cubs and OMG, Strongbow speaks! When the heck did that happen?!

In all, a lovely installment to this most incredible of all comics. Now to go see about tracking down some back stuff...

Elizabeth Wallace says

I took another look at this one today, and decided to get rid of it. Not kidding, the most disappointing Elfquest graphic novel yet. The writing's just not up to the standards they set in all their other books, and the artwork...bleh. You can pick out all the places where she drew a certain character, and then went in and pasted it down in a different background later on, scaled down or blown up as needed. It's REALLY obvious, and jarring. Ditto drawing a cover illustration, and then using it as a panel in the comic later. I never knew before know how cheap that ends up looking, because I've never seen anyone try to get away with it before. The entire thing feels "cranked out," like they were pressed for time and wanted to put something out there quick.

I've always complained about the Pini's turning Elfquest over to other, not quite as talented sometimes, artists and writers, but if THIS book is a sign of what's to come, I'd rather someone who actually cared a teeny bit more to take over. It's pretty awful.

Tim Greeley says

Very fun interlude between Sunwise and the WaveDancer that he is recognized with.

Katie says

Yup. Another re-read

Cayr says

As usual, the artwork was crazy beautiful, and it was interesting to see how Wendy is using Photoshop to enhance her already gorgeous work...but this wasn't one of my favorite EQ stories. I guess I've never really been that interested in the Wavedancers...but I had to read it to see how the story affected the Wolfriders. I

hope, even though the series is sort of on hiatus, that the Pinis will continue to develop the character of Sunstream, who doesn't seem as three dimensional as his sister, Ember.
