



Battle for Shadowland

James Patterson , Dara Naraghi , Bob Schreck (Editor) , Víctor Santos (Illustrator)

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In a blink of an eye, their world has changed, with the oppressive New Order declaring all magic as evil incarnate In this action-packed tale spinning out of author James Pattersons' bestselling novel, Witch & Wizard, sibling teenagers Whit and Wisty Allgood use their newly discovered magical powers to infiltrate the enemy territory of the New Order to gain control of the inter-dimensional Shadowland.

Battle for Shadowland Details

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Author : James Patterson , Dara Naraghi , Bob Schreck (Editor) , Víctor Santos (Illustrator)

Format : Hardcover 104 pages

Genre : Fantasy, Sequential Art, Graphic Novels, Young Adult, Fiction, Paranormal, Science Fiction, Dystopia

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From Reader Review Battle for Shadowland for online ebook

Ashley says

Not going to read his other ones.

WAAAAAY too campy for my taste.

I've read of a lot of young adult fiction...this one seemed the least polished.

I know what you're thinking "But it's James Patterson!" and I'm all "I know, right?"

...but that little sentence? That's the book. That's it. That's how it comes through. Very...let's call it 'straight-forward'. The world seems just too out of reach. I felt like I was reading a blog...or some sort of teen's attempt at his first fiction story.

I can't even really call this cute or adorable. I didn't like ANY of the characters.

...just nothing really of substance for me.

Cindy says

Whisty and Witt were taken away from their home one day by the new power in rule called the new order. It wasn't until they were imprisoned that they discovered that they had magical powers. With the help of Witt's dead girlfriend, they escape and discover how truly powerful they are, which also explains why the New Order wants them dead. There is a prophecy that says that there will be two children that will be able to save the world from the New Order, which explains why they want them dead. This story is told from both Whisty and Witt's point of view. It is definitely the start to a great series.

Travis says

I personally did not like this graphic novel. It was overly dramatic and corny. I mean "The One Who is The One" as a name come on. Parts like that made me as a reader feel shafted and upset, but this is for a younger audience and perhaps its simplicity is beneficial. I did like the sense of friendship and comradeship as the gang of youth face an army of adults. The dystopian society was different than normal and the realm to the afterlife was an interesting idea. I liked the realm to the afterword, because it helped the friends in the story cope with death more readily, because their friends were not dead, but spirits. It was interesting, but in my imagination poorly done.

Jacob Byrnes says

The main characters in this story are teenage siblings named Whit and Wisty. Their problem is the enemy, "New Order", is planning to steal people's magic powers to power portals. These portals lead to a place

called Shadowland. They plan to take control of all the different dimensions until the New Order controls everything. Wisty and Whit are nervous because its their first big mission with the new powers they discovered. But because they are still teenagers, Whit and Wisty don't understand how critical this mission is to Earth, as well as many other places. Throughout the story, the two kids get help from the rest of their gang and some old friends. Groups of them join together to find Intel on the war that the New Order is trying to start. Once finding themselves in enemy territory, they realize that the New Order is using cursed people called curves to open portals faster and keep them opened longer. This would be extremely helpful to the New Order in their conquering of all the worlds. This graphic novel, part one of a series, is a fictional book that will teleport you out of this world, into the land of reading...

Krista Bunny says

If you have not read Witch and Wizard prior to picking this up, STOP. You will enjoy this a lot more if you have read the book first.

Anyways, I love graphic novels based from books and this one is a great example. The characters look exactly what I thought of in my head when I read the book. I loved how the authors used the graphic novel genre to enhance the story, like the weasel blushing at the end, that's not something that would be included in the book, but used really well in this setting. I haven't read the Gift yet, but this has re-whet my appetite for this series. I loved Witch and Wizard and this was a great installment to the series.

Martip says

Said to be as delightful as The Harry Potter series and Hunger games. Didn't bring me to that place. Enjoyable aspects, characters are cool. Exciting events, but I'm not gathering more of the series....which as you know about me is something I do with an author whose series I enjoy. (Sorry)

Magila says

This deserves a 2.5.

The book was my first trip into the Witch and Wizard world. As a graphic novel, it wasn't a win. The art was reminiscent of Ben 10 and Archie, maybe Scoobie and the gang, and the writing was bleh. Even the bubble placement, something which normally doesn't even register, left a bit to be desired.

I have to add, the artist may have not been to blame for the book's shortcomings, it could have been the producers or ink. The original ideas provided by the artist were a little darker than the final version. If they had stuck to darker Batman and Robin-like images throughout the work, and left the bright colors for only the kids, it would have created a nice juxtaposition between the shadowlands and new world and holdout areas. Instead, it was all Garfield all the time.

Mostly, I would say this missed being a book suitable for everyone. The 9-12 year old boy crowd may like it ok, but for most it will leave a lot to be desired. I am not in a hurry to pick up any other graphic novels from the Witch and Wizard series, but the story was intriguing enough for me to want to try a novel.

Sara Thompson says

This graphic novel is based on the Witch and Wizard series by James Patterson. I was given the first issue of the graphic novel in exchange for an honest review. The full novel will be in stores October 2011.

I was a little disappointed with this work. The beginning felt stagnant and didn't draw me in as I had hoped. About half way through I started to feel as if this was something I wanted to read. There was just enough mystery that I want to read the next installment but I didn't connect enough to the characters to really care if I read it or not.

This is one of the problems with graphic novels, the development is different. I could see areas where the artist was attempting a connection but it was too far away for me. It's possible that Battle for Shadowland is not the first graphic novel series for Witch and Wizard. If that is so, then I suggest starting with the first to create a connection. If it's not, then perhaps that connection can only be made for those who have read the actual Witch and Wizard series.

Anne says

I'm doing something I'm calling the **Nick Experiment** for my review of this one. Which means, I made my kid read this book, and then tell me what he thought about it.

Good parenting, right?

No.

See, when I read it, I thought it was pretty lame. But every time I write a less than positive review about a middle-grade reader, some jackass always eventually makes a comment about how *You're not the target audience!*, or *How would you know what kids like?! My little Johnny loved this one!*...something along those line.

My son is in middle school, 8th grade to be exact.

Ta-Da!

Target. Audience.

My thoughts after I read it:

You're kind of dropped into the middle of a story that's already happening, and there's not enough backstory given throughout the entire thing. Kind of makes it had to figure out why these kids ended up fighting this weirdo anti-magic government.

The names of the bad guys are pretty juvenile.

The One Who Makes The Weapons, is an actual name for the dude who...makes weapons.

The One is the name of the guy who's in charge.

None of the characters are very fleshed out, and I couldn't care less about any of them. Both of the main characters are bland, and the side characters are even more so.

Art? Nope.

It's cartoony, but it gets a pass, since it's supposed to be for kids.

My Kid's Thoughts

** after sitting on the couch for about 10 minutes reading **

Hey, Mom? Are you sure this is the 1st volume? I mean, what happened before they, you know, started fighting these guys?

Heh. Point for Mom.

after he's done reading

Me: So what did you think?

Him: It was kinda dumb.

Me: Why?

Him: Well, the names were stupid. **The One Who Is The One?** I mean, I guess being in charge of everyone could give you a big ego, but...

Me: What did you think of the main characters Whisty and Whit?

Him: I dunno.

Me: Did you like them?

Him: **shrugs**

Me: Ok. What about the story itself?

Him: **blank look**

Me: Like, did you think it was cool that they could travel to these Portals?

Him: Not really. I mean, it seemed kind of pointless. Besides, why call something the Shadowlands, when nothing casts a shadow? And how dumb were those kids that got lost in there... **wiggles fingers oogga-booga style**... **The Lost Ones?** Stop going there if you're gonna turn into a zombie or whatever. Seriously, if I thought there was a chance I'd get stuck there, I just wouldn't go.

Me: Good point. Oh, and don't do drugs.

Him: What?

Me: Nothing. Keep going. Tell me what you thought about their magical powers.

Him: Um, I guess it was ok, but I don't know why they were outlawed.

Me: Yeah, I think that goes back to the no backstory thing.

Him: Uh-huh. Like, why was Whit still hung up on his dead girlfriend. All it did was show you a picture of her, and then say he still loved her.

Me: I thought it would have been better if they had explained that one, too. Also, girls carry lots of diseases, so sex is not a good idea.

Him: What? Mom! I don't want to talk about...Ugh. Can I go now?

Me: Almost. So do you want to read more about this?

Him: No. It was boring.

Me: Too bad, I've already checked out the second book from the library, and I need your opinion on it.

Him: **sighs** Can I go play video games now?

Me: I love you too.

Edit: We *did* figure out that this is some sort of a spin-off of the series after we read the second comic. If you haven't already read the books (and we haven't) this probably won't make sense to you.

Christy says

It's probably recommended that you read Patterson's *Witch & Wizard* novel before checking out this graphic novel. This is a GN between the first novel and the second (the Gift). Artwork was wonderful, and

captions/dialogue was easy to follow. Text was a little small, but not much can be done about that without effecting the artwork.

Story follows a brother and sister who have magical abilities. They are fighting against the New Order (NO), led by a man who wants to control the Shadowland, where witches & wizards can portal through and kids who have been killed survive as ghosts. As Whit & Wisty battle the NO, the question of who will win in the end looms as the book comes to a close.

Kaylabookworm22 L says

I had a lot of fun reading this! I loved it!

Randy says

A graphic novel falling between the first novel in this urban fantasy series and the one due next month.

The Allgood siblings fight a plot by The One Who Is The One to invade the Shadowland, that dimension kids with magic use as a shortcut highway from one area to the next.

Dj. says

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Tony Laplume says

For a reader who wants ambitions from writers, James Patterson will always be disappointing. Patterson crafted himself into a popular fiction machine on purpose, and there are plenty of readers who won't care. Those who do, who care about all the shortcuts he takes, will mildly despise Patterson. There's just no way around that.

Witch & Wizard is the Patterson young adult property that's more or less the Patterson version of Harry Potter crossed with *The Hunger Games* (I came up with that before noticing Patterson's own copy editor did, too). And what matters most to Patterson is keeping the action going. He doesn't care about anything else.

This graphic novel adaptation of the second book in the series (more or less; supposedly it could be for the first one or merely in the middle, or otherwise this observation doesn't matter at all in the Patterson mindset) tosses the reader directly into the action. And action happens. The problem, again, being that Patterson doesn't care how much thought he puts into any of this, just so long as he has something new for readers.

Take it or leave it. You don't win by reading just as you don't particularly lose, either. It's the James Patterson model. That's literally all you need to know. Rinse and repeat, next book...

Jessica Bronder says

This is a story after the first book, *Witch & Wizard*. It is the continued story of two young adults, Whit and Wisty, and a group of other teenagers that are being hunted down by the New Order. This edition has Wisty, Whit, and Byron Swain breaking into the New Orders building and stealing a hard drive that has information that they need to have.

After learning what the New Order is up to, the teenagers break up into two groups. One is to go to the Shadowlands and recruit as many half-lights as possible while the other group is to find out about some devices that are being made.

I admit that I have not read the *Witch & Wizard* series yet so I didn't know what to expect. I recommend that you do so, it make everything easier to understand. From there, this is a short graphic novel, one edition. The artwork is standard graphic novel. I got this as an Adobe Digital Edition and tried to put it on my Nook. You are not going to be able to read this with the Nook or Kindle. I just read it off my computer.

In the end, I am interested in the rest of the story so I will be reading *Witch & Wizard* at some point and will probably get a subscription to the graphic novel. If you follow the series, I think this is a good way to add to it if you like graphic novels.

I received this free from netGalley in exchange for an honest review.

Tina Haigler says

Story/Plot: 3 1/2 stars

Art: 5 stars

The art was really good! For the first time in a long time, I could tell the characters apart. I also knew what the action was from panel to panel. The use of color and different palettes for different places was very pleasing as well. The artist did a great job :)

The story, however, could use some adjustment. The mythology took a little getting used to but I think I caught on halfway through. In my opinion the plot was fine but it should've been reworked and certain key points should've been ordered differently or have happened in a different setting. It still worked but it just didn't have the emotional impact it could've had.

All in all, it was decent. Maybe I'll check out the novels it's based on.

Michy says

I'm 31. Too old for this. Captive enough to finish. Not reading more books in the series. Laughed out loud twice thinking of myself reading this book

Peter Barr says

This is a graphic novel by James Patterson. It threw me off at first. I had become used to reading the Japanese version which read from back to front and from right to left. In this story, the "New Order" has seized most power and a small resistance is trying to prevent the total takeover. There are three dimensions of existence. Our heroes, Whit and Wisty have magical powers as well. So the story starts. The art is excellent and the book itself is of terrific quality.

Jarred says

A good book but I should have read the first book of the series first.

Roger Royer says

A good effort into a hard to break into field. I am hoping book two will be better, story wise and art wise.
