



Lambda Sci-Fi

DC Area Gaylaxians



DIE (volumes 1 & 2 – containing issues 1-10)
 By Kieron Gillen, Stephanie Hans et al
 Discussed August 2024

Characters

Main Characters	Secondary Characters
<ul style="list-style-type: none"> • Dominic/Ash – Dictator (narrator) • Solomon – Maker and master of DIE • Angela (Dominic’s sister) – Neo cyberpunk • Matthew – Grief knight • Chuck – Fool • Isabelle – Godbinder 	<ul style="list-style-type: none"> • Dour and Delight – dwarves, Chuck’s drinking buddies • Case – Angela’s robot dog • Zamorna – vampire and deposed ruler of Angria • Augustus – Ash’s son by Zamorna • Fallen – flesh-eating automatons, people who’ve died in DIE

Discussion Questions

1. Did you like DIE? How do you think it stacks up against other “portal fantasies” that it draws inspiration from, like The Lion, the Witch, and the Wardrobe?
2. What do you think of Kieron Gillen’s narrative style? What about Stephanie Hans’ art?
3. What do you think about the story being told from Dominic/Ash’s point of view, even though Sol is the game master?
4. What do you think of the other main characters?
 - a) Did each character have a clear story arc?
 - b) What did you think of the characters’ RPG roles? How are they a mirror/foil for each person in the real world?

5. As queer characters, do Ash and Angela resonate?
 - a) In what ways does Ash seem to help drive the plot of DIE?
6. DIE, the book, and DIE, the world, took inspiration in part from the works of JRR Tolkien and Charlotte Brontë, who are also characters in DIE. How do you feel about that?
 - a) What do you think of Gillen including the Brontë siblings as co-creators of DIE (the world), and by implication, originators of fantasy and RPGs?
 - b) What other works of fantasy does DIE remind you of? What about horror?
7. What does DIE say about the nature of fantasy games, especially teenage fantasy games?
 - a) For those into RPGs, do you feel DIE captures aspects of gaming culture or gamer personalities?
 - b) What does DIE say about the gaming industry?
8. The timeline/evolution of DIE (the world) doesn't totally make sense, which the characters talk about. Does this bother you?
9. Do you plan to read volumes 3 and 4 of DIE? Have you read them already and if so, would you recommend them?
10. There's now a DIE RPG. Have you played or do you plan to?