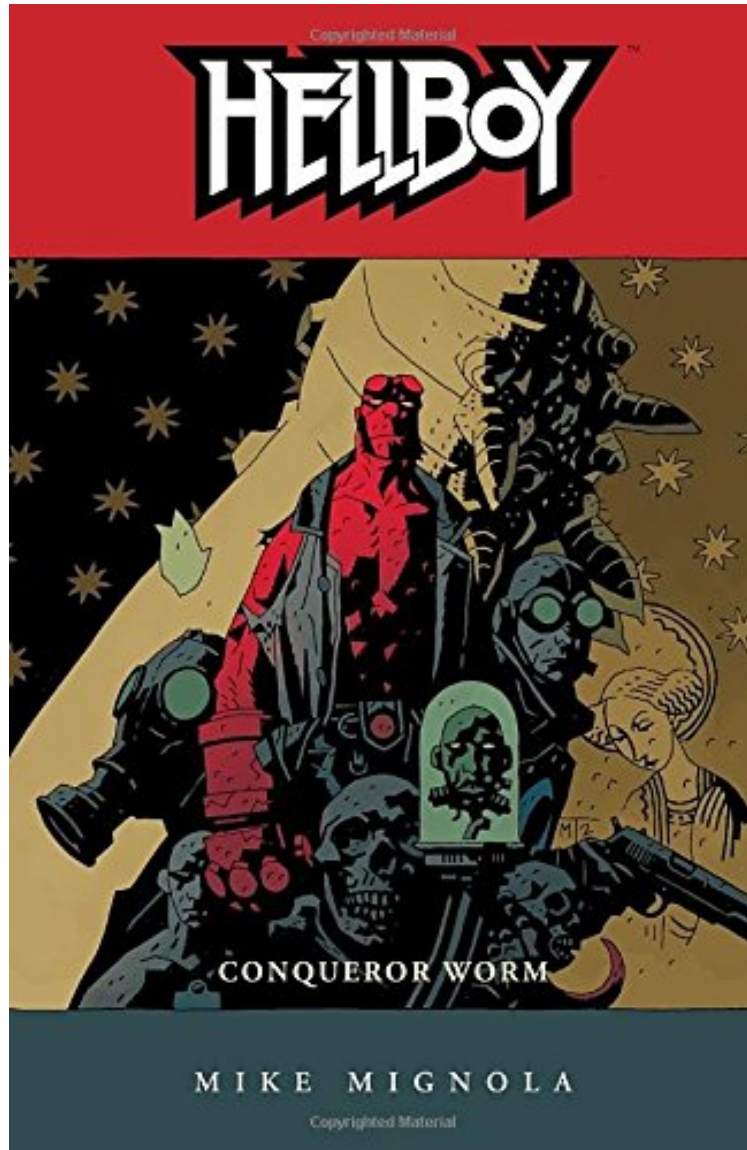


[Ebook free] Hellboy, Vol. 5: Conqueror Worm

Hellboy, Vol. 5: Conqueror Worm

Mike Mignola

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Mike Mignola : Hellboy, Vol. 5: Conqueror Worm before purchasing it in order to gauge whether or not it would be worth my time, and all praised Hellboy, Vol. 5: Conqueror Worm:

0 of 0 people found the following review helpful. An Excellent Turning Point By Trenton Bennett "Hellboy" is a clever and unique creation that's often hard to describe to someone who's never heard of it. The closest I've been able to come is this: it's like Raiders of the Lost Ark mixed with The X-Files. It's the light-and-dark inkwork of Frank Miller's Sin City, but with vivid use of color. It's got action and horror, gore and humor, and it's hard not to find something to like

about it. Even though this particular Hellboy story is fairly far along in the series, most of these graphic novel collections don't require that you know a lot of the background in order to enjoy them. Each reminds us that Hellboy is a magical being, was created/summoned by the Nazis during World War II (but fell into the hands of the Allies), and works for the fictional "Bureau for Paranormal Research Defense" (B.P.R.D.), an organization that exists to track down odd happenings and put the monsters down. Each graphic novel also contains one or more complete story arcs, and that makes for a good read: you know you're not going to be left hanging or left in the dark. When you look at Hellboy stories, this novel is probably the most pivotal. From the beginning, we have a paranormal-Nazi tale that points to earlier adventures, we're told that Hellboy's love interest Liz is temporarily out of the picture, and we're introduced to another odd new character in Mignola's pantheon: "Lobster Johnson". Last, the opening scenes put a rather nasty spin on the B.P.R.D., the agency for which Hellboy works. The title is taken from Poe's "Ligeia", and it weaves dialog from the poem into the story well. If you're a fan of the series, you won't be disappointed. If you're new to the world of Hellboy, you might enjoy some of the earlier stories, but you can easily start here if you wish.

2 of 2 people found the following review helpful. it's Hellboy By Dr Skylaser This is an important volume in the Hellboy story--big things happen. Fegredo's art is perfect for Mignola's world, and Mignola's clearly been cooking some of this stuff for a while. Editor Scott Allie's preface is weirdly and unnecessarily ungracious to a previous attempt at getting somebody to do the art, and Jane Yolen's introduction is sort of self-aggrandizing, but if you come for the Mignola or the Hellboy, you won't be disappointed. Even the last thirty pages or so of sketchbook art, which often feels like padding, is worthwhile.

0 of 0 people found the following review helpful. One of my must haves!! By J. Bowman Wow!! Great art and story! And you get to check it all out in large size in hard back. GREAT!!

Dark Horse presents new editions of the entire Hellboy line with new covers, beginning with *Seed of Destruction*, the basis of director Guillermo del Toro's upcoming film. Hellboy is one of the most celebrated comics series in recent years. The ultimate artists' artist and a great storyteller whose work is in turns haunting, hilarious, and spellbinding. Mike Mignola has won numerous awards in the comics industry and beyond. When strangeness threatens to engulf the world, a strange man will come to save it. Sent to investigate a mystery with supernatural overtones, Hellboy discovers the secrets of his own origins, and his link to the Nazi occultists who promised Hitler a final solution in the form of a demonic avatar. "The best horror comic in a generation. This Mignola guy is a wizard"- Frank Miller

From Publishers Weekly Winner of the 2002 Eisner Award for Best Limited Series, this story promotes Guillermo del Toro's upcoming film by reminding readers how fine Mignola is as a visual creator and how skilled he is at setting up outrageously melodramatic scenes to illustrate. Hellboy was a baby demon retrieved by psychic investigators who couldn't bring themselves to destroy the little imp. They brought him up to be a not-especially-secret agent of the Bureau for Paranormal Research and Defense. In this story, the massive, red-skinned hero is sent to investigate the ruins of a castle where Nazis conducted occult/scientific experiments, accompanied by his colleague Roger the Homunculus and supposedly aided by a blonde Austrian agent who isn't what she seems. They soon encounter undead Nazis, space aliens and the early 20th-century costumed crime fighter Lobster Johnson. Meanwhile, a space capsule launched from the castle in 1939 is about to land, containing an evil spirit from the stars. From here, the plot sails into even weirder territory. Readers who let themselves be carried along, however, can enjoy beautifully designed pages full of dark shadows and images of skulls and gargoyles. Hellboy might look silly on a midtown street corner at high noon, but it's hard to laugh at him as he fights monsters in dark gothic crypts draped with tattered swastika banners. Mignola counts on the power of the art to push his readers through thickets of absurdity until they come out the other side, into a state of delirious wonder. Sometimes he succeeds.

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About the Author Mike Mignola's fascination with ghosts and monsters began at an early age; reading *Dracula* at age twelve introduced him to Victorian literature and folklore, from which he has never recovered. Starting in 1982 as a bad inker for Marvel Comics, he swiftly evolved into a not-so-bad artist. By the late 1980s, he had begun to develop his own unique graphic style, with mainstream projects like *Cosmic Odyssey* and *Batman: Gotham by Gaslight*. In 1994, he published the first Hellboy series through Dark Horse. There are thirteen Hellboy graphic novels (with more on the way), several spin-off titles (*B.P.R.D.*, *Lobster Johnson*, *Abe Sapien*, and *Sir Edward Grey: Witchfinder*), prose books, animated films, and two live-action films starring Ron Perlman. Along the way he worked on Francis Ford Coppola's film *Bram Stoker's Dracula* (1992), was a production designer for Disney's *Atlantis: The Lost Empire* (2001), and was the visual consultant to director Guillermo del Toro on *Blade II* (2002), *Hellboy* (2004), and *Hellboy II: The Golden Army* (2008). Mike's books have earned numerous awards and are published in a great many countries. Mike lives in Southern California with his wife, daughter, and cat.