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Hellboy, Vol. 6: Strange Places

Mike Mignola

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Mike Mignola : Hellboy, Vol. 6: Strange Places before purchasing it in order to gage whether or not it would be worth my time, and all praised Hellboy, Vol. 6: Strange Places:

0 of 0 people found the following review helpful. MonstersBy Chris NortonYeah this is the best and anyone who doesn't have anything that Mike Mignola himself has drawn is totally trippin because obviously this guy is the best at his craft.0 of 0 people found the following review helpful. Cool but confusingBy KezCool but confusing. I don't know really anything about the Hellboy world but the artistic style and the story were pretty awesome.2 of 4 people found

the following review helpful. Mignola Tiring of Hellboy?By rampageous_cussI adore the artwork of Micheal Mignola, one of the rare current artists whose work, IMHO, puts him in the pantheon of classic comic-book graphic artists. I also get a huge kick out of his Cthulhu-mythos-inspired character, Hellboy. However the horror-action-adventure fun doesn't automatically put Hellboy in the category of great graphic novel, and this outing is not nearly, IMHO, on the level of masterworks like CONQUEROR WORM or WAKE THE DEVIL. The tales here ramble A LOT and the thrust of the earlier stories, where Hellboy struggled against his 'destiny' to determine his own fate, is severely weakened. Nevertheless the art is the usual great stuff!Having quit the BPRD Hellboy finds himself in Africa with a sympathetic shaman (shades of Solomon Kane!) However a decidedly UNSympathetic sea witch has designs on our hero and sics a trio of dim mermaids on him. The Otherworld weighs in once again to add some additional gloom to the darkness of the deep.In chapter II Hellboy surfaces to find himself on a cursed island and is faced with a new problem person: an undead (and long-winded) priest of the Ogdru Jahad who lays out the prehistory of our boy's dark destiny.Mignola finishes up this trade paperback with unfinished artwork for the original version of part II, which was originally somewhat more inspired by parts of the William Hope Hodgson tale, the "Boats of Glen Carrig." It's a nice view of how a comic story is developed visually.If you're new to Hellboy, don't start here!

Mike Mignola returns with his first new Hellboy collection since 2002's Conqueror Worm. After leaving the Bureau for Paranormal Research and Defense, Hellboy's travels take him briefly to Africa, then for a two-year stint at the bottom of the ocean. An ancient witch doctor, a giant fish woman and keeper of the secret history of the universe force Hellboy to either accept his role in the coming apocalypse, or have that role stolen from him. Weird undersea creatures and talking lions populate this turning-point adventure, which reveals secrets buried since Hellboy's very creation. This volume collects Harvey-and-Eisner-award winner Mike Mignola's Hellboy series The Third Wish and The Island with over a dozen unused pages and a new epilogue.

From Publishers WeeklyMignola's first collection in his popular Hellboy series (since the 2004 film based on it) features two odd, bleak fables. The first and more successful is "The Third Wish," in which the demonic hero has an enchanted nail driven into his skull and encounters an enormous talking fish who grants her own granddaughters' wishes with fatal consequences. In the process, Hellboy learns that he may be fated to bring about the end of the world. The ending is unremittingly dark, with all the surviving characters trapped by prophecies that have the crushing power of myth. Mignola admits in his notes that he struggled with "The Island," which has to do with "the entire secret history of the world," a dragon, some centuries-dead Crusaders and a bunch of Lovecraftian monsters, and ultimately it doesn't make a lot of sense. Fortunately, Mignola's moody, jagged, chiaroscuro-crazed artwork makes everything look lushly sinister and engaging, even when the story threatens to collapse into action scenes. Hellboy himself is a terrific contrast to his grim surroundings: a hard-boiled demon who shrugs off death itself with a "yeah, yeah" and is convinced, against all the evidence, that he's one of the good guys. (Apr.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.From BooklistIn the first collection since his hit (or not, depending who you ask) movie, good-guy demon Hellboy tussles with a fish-witch (not at all like Mickey D's) and a revenant sorcerer in two chronologically successive long stories that Mignola says inaugurate a string of Hellboy jaunts to strange places. The fun begins with the Bog Roosh (i.e., the fish-witch) promising three mermaids that she'll grant the greatest wish of each if they'll pound a nail into Hellboy's noggin. Meanwhile, Hellboy keeps an appointment with a 200-years-dead African witch doctor, who gives him a bell and sees him off into the ocean to encounter the Bog Roosh. After lotsa underwater spookery, H-b washes up on an island to face the revenant, who claims to know the prehistory of God, which entails a crew of malevolent great spirits. Mignola's potent mixture of dynamic though gloomy narrow-palette artwork and dialogue in which wisecracking Hellboy deflates the supernatural villains' windy portentousness makes both stories simultaneously scary and funny. Good to the last panel for horror fans. Ray OlsonCopyright American Library Association. All rights reserved