

(Ebook pdf) The Autumnlands, Vol. 1: Tooth and Claw

## The Autumnlands, Vol. 1: Tooth and Claw

*Kurt Busiek*

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**Kurt Busiek : The Autumnlands, Vol. 1: Tooth and Claw** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Autumnlands, Vol. 1: Tooth and Claw:

6 of 6 people found the following review helpful. The Autumnlands is weird. And I love it.By H. P.The Autumnlands is weird. And I love it. Its old school, pulpy stuff: walking, talking animals, magic, floating cities and airships, walking chairs, gigantic winged insects as mounts, and a time-traveler from the past with scifi implants. Its all very well written and absolutely beautifully drawn.The Autumnlands takes place in a land filled with sentient, humanoid animals (key

characters include a terrier, a warthog, an owl, a coyote, and a bison), whose aristocracy wield magic and live in a confederation of floating cities. But magic is declining, and a cabal of magic users in the Seventeen Cities are desperate to bring the magic back. They resolve to reach back through time to grab the Champion who opened the gates of magic. It shouldn't be much of a spoiler to admit that the champion is a human. And in fact, as strange as the world of *The Autumnlands* seems, that champion appears to be a soldier from our world, sometime in the future. In fact, he has sci-fi implants, giving the whole thing a sword and planet feel. Bringing him back crashes one of the Seventeen Cities to the ground and things start to get really messy. Depleted magic means help isn't on the way anytime soon. Goodfoot the Coyote trader has designs on robbing the wrecked city blind. Sandorst the Owl is more concerned with political machinations and increasing his own influence than with the good of the people. The ground-dwelling bison are bitter and Seven-Scars is plotting revenge. The good guys like Dusty the terrier and Gharta the warthog don't stand a chance. Or they wouldn't, if Learoyd, their Champion, didn't play by an entirely different set of rules. It's inventive and different, chock full of cool worldbuilding and explosive action.

2 of 2 people found the following review helpful. Rollicking high fantasy from the writer/creator of *ASTRO CITY* By Christopher B. Derrick  
What can one say about Kurt Busiek? He's a legendary writer in the comics field, particularly with his fan-favorite *ASTRO CITY* (which I do find enjoyable). How *THE AUTUMNLANDS* has the chance to be his crowning achievement? Why do I say that? Because he doesn't need to rely on any superhero tropes, and he's telling a longer story and than any 2 or 3-issue story arc (as is his norm with *ASTRO CITY*). High fantasy has its share of tropes and clichés and things we've done before, and there are a great many elements in *THE AUTUMNLANDS* that are recognizable, but the way this story is told... the anthropomorphic animals are an amazing angle to get into this story of a waning culture. The names of the characters are ripe high fantasy, and that gives them some additional fun. The mythical champion, who is supposed to save anthropomorphic animals, turns out to be a human plucked from somewhere else in space-time, creates a level of storytelling tension and reverses expectations for the characters in a delightful way. The art is fantastic; colorist Jordie Bellaire gives grace to dozens of comic books, but this might be my favorite work of hers yet. The color palette, while in a narrow tonal range, is still vibrant, arresting, and crucial in telling the story. A great deal of the "cinematography" of comics comes from the composite work the penciler, inker, and the colorist... yet the colorist is rarely spoken in the same breadth. Benjamin Dewey's line art must be seen to be believed... the splash pages are full of detail, the page layouts are never dense and convey the emotion and meaning of the story the way you want it without having to re-read a page or series of panel to collect the building action.

1 of 1 people found the following review helpful. I Want More Tooth and Claw! By Skinner Sweet Book Club  
I got into Kurt Busiek from his *Astro City* stories, which are unbelievable and amazing. But they are also kind of an anthology series, so I wanted to try this one out and see how Busiek handles the long form. He handles it very well. This is a sprawling epic that genre mashes sci-fi and fantasy. *The Autumnlands* are a place where animals walk upright and wield magic. There are the sky people and the land dwellers. The problem for the sky people is that magic is dying out. A great wizardess convinces a team of wizards to help her cast a spell to bring from the past *The Champion*, who supposedly created magic as it exists in the *Autumnlands*. The spell, however, uses up too much magic, and their floating city, which is held up by magic, crashes to the ground. Land dwellers (bison tribes) attack and slaughter any who survived the fall. The sky dwellers are saved by *The Champion*, who is a human. He is from a past that looks very much like our future and has all kinds of neat technical tools. But the bison tribes are reuniting to take out the remaining sky dwellers and their *Champion*. This is one of the longer graphic novels I've read, at 150+ pages, and it was only Volume 1, so I feel like you get a good deal for the price you pay. There is a lot of great story in this book, and I am only touching on the broadest strokes. This one is worth reading.

When a secret conclave of wizards brings a legendary hero back from the forgotten past to save their dying world, they get a hero unlike anything they expected, and trigger a crisis none of them may survive. From *New York Times* bestselling writer Kurt Busiek (*Astro City*, *Marvels*), rising-star artist Benjamin Dewey (*I Was the Cat*, *Tragedy Series*), and award-winning colorist Jordie Bellaire, *The Autumnlands* begins an epic fantasy tale of survival and adventure in a world of beast-wizards, sorcery, brutality, and hope. This specially-priced volume collects the first six issues of the hit series for adults that *Wired* calls "...deep, rich and quirky enough to stand leagues ahead of its competition."