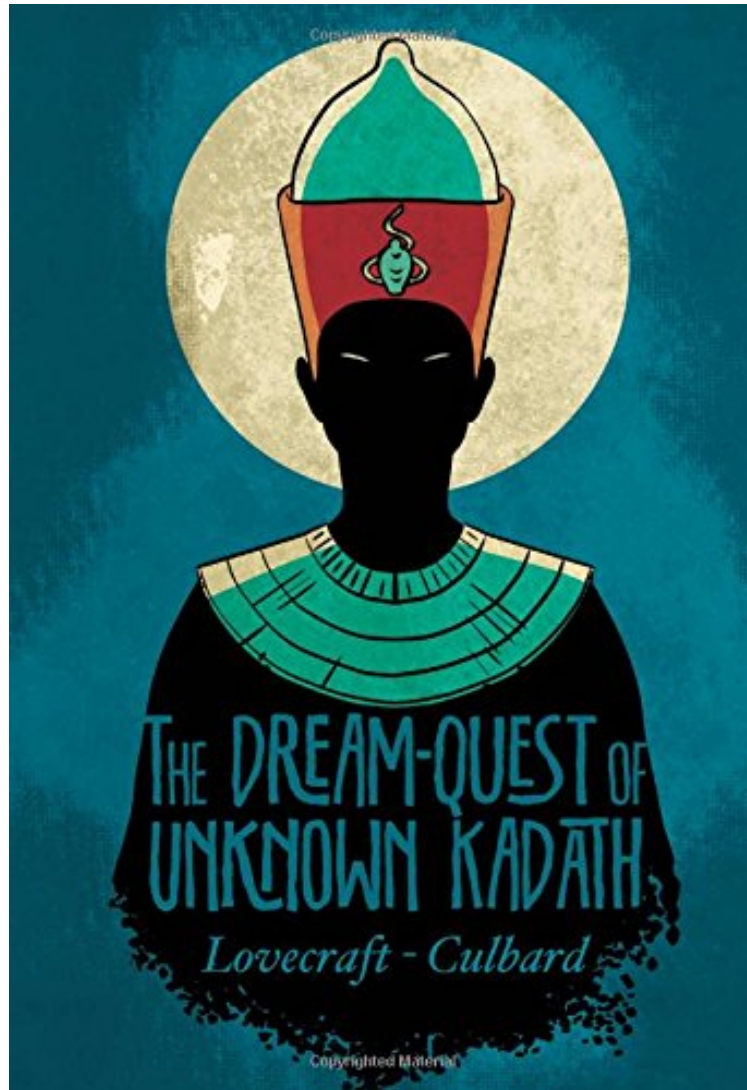


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## The Dream-Quest of Unknown Kadath

*H. P. Lovecraft*

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**H. P. Lovecraft : The Dream-Quest of Unknown Kadath** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Dream-Quest of Unknown Kadath:

7 of 7 people found the following review helpful. Solid.By Ancient HistoryThe milestone for graphic adaptations of Lovecraft's novel "The Dream Quest of Unknown Kadath" remains Jason Thompson's work from Mock Man Press; all other adaptations have to measure themselves against that standard. Culbard's effort doesn't equal Thompson's - the while fairly faithful to Lovecraft's story, and with the clever (if not uncommon) twist of making Randolph Carter a doppelganger for Lovecraft himself, and the art is more than sufficient to the task, the whole just doesn't quite come

together into anything really awesome. Text and images just don't quite seem to mesh, and Culbard's little flourishes on Lovecraft's story, while interesting, are never pursued. The coloring in particular is exceptional, as is usual with Culbard's other graphic novels, and in general the landscapes and backgrounds are terrific, but some of the character and monster designs are lackluster. Dream-Quest is a story which should inspire greater extremes of fantasy in terms of character design - and in that regard, the book does fail to deliver. Even the ghoul Richard Upton Pickman is little more than a corpse in a bad suit, not just at odds with Lovecraft's text but devoid of any visual interest - in complete contrast to Culbard's vision of Nyarlathotep, which is terrific. But these criticisms should not be taken as a reason not to buy the book; they're quibbles regarding what is a substantial and excellent work. While I maintain that this is not the best adaptation of "The Dream-Quest of Unknown Kadath," it is at least a close second, and a worthy addition to the roster of graphic adaptations of Lovecraft that Culbard has already completed.

2 of 2 people found the following review helpful. Worthy addition to the Lovecraft comic book canon

By Matthew T. Carpenter

Before considering INJ Culbard's version I would like to review the other illustrated adaptations and comic books. Pride of place goes to the wonderful version by Jason Thompson. It is available in a compilation book with other dreamland stories such as The White Ship and The Strange High House in the Mist. Mr. Thompson's adaptation has been used in an animated 'movie' of sorts; it is all in black and white. I've heard some readers are turned off by his use of a stylized human figure for Randolph Carter, the Mockman. Mr. Thompson has used the Mockman for years and it did not detract from my enjoyment. Charles Cutting did a partial adaptation, which he titled The Dream Quest of Randolph Carter. However, it is only the first part of the novella. I don't know why it was never completed, although his Indigogo funding effort did not succeed. I like the surreal art but have to say that Randolph Carter comes across as an unsympathetic jerk. You can buy a copy of the physical comic on line, as the free link no longer works. Tom Sutton did an adaptation available in Graphic Classics: HP Lovecraft. It is the least successful version. Finally there is a newly published edition of The Dream-Quest of Unknown Kadath from PS Publishing with copious illustrations by Peter Von Sholly. I find it gorgeous but check out some of the art online before you buy to see if it's in your taste.

This brings us to INJ Culbard's adaptation for Selfmadehero. Mr. Culbard has been exploring the longer works of Lovecraft in the graphic novel format. He has presented intriguing editions of The Case of Charles Dexter Ward, The Shadow Out of Time and At the Mountains of Madness. This also means we as readers have had time enough to become familiar with his strengths and weaknesses. The Dream-Quest of Unknown Kadath offers the artist many opportunities to exercise his creativity. Mr. Culbard did not completely convince me but for the most part I was impressed.

First of all, the illustration of Nyarlathotep on the cover (and in the rest of the book) is magnificent, I think maybe my favorite single image by Mr. Culbard. The cosmic visions at the end were wonderful. I like the moon beasts, although they are more hinted at than explicit. In fact, some of the more fascinating creatures are mostly left to the reader's imagination, with the barest outline shown, such as the night gaunts and the shantak bird. For a change, the human figures are quite appealing. I also love the depiction of ships on the water and at close quarters. I was not enamored of Richard Pickman, the zoogs or the gugs. I was also a bit surprised by the rather muted palette, which does suggest the vagueness of dream. My preference would be vivid and sometimes surreal colors, more striking than the waking world. As far as the adaptation goes it is mostly faithful to the text, although the original section about the moon wine is excluded.

When I try to give a rating to this book, I guess I have to rely on my visceral impression. When I opened the package I was so excited I immediately sat down to read it. I finished it in about a half hour and then spent about a leisurely hour perusing the art. Like Randolph Carter I was swept away into the world of dreams. Please read the novella first, preferably with Van Sholly's art, then do a google image search and see how others have expressed their vision of the Dreamlands. Find the trailer online for the pending film adaptation. And after that, get a copy of this wonderful book from INJ Culbard, have a glass of moon wine and take a 2 day zebra ride to Ngranek. You will be happy that you did.

0 of 0 people found the following review helpful. An ordinary dreamscape

By Stephen Hunt

HP Lovecraft is a man of brilliant, staggering ideas - and some of the wildest are in his Dreamlands stories, of which The Dream-Quest of Unknown Kadath is one of his most extensive explorations. Sadly, this adaptation makes the Dreamlands look oh-so-very ordinary. This is a world full of vibrant, astonishing flights of imagination - and yet the art here doesn't reach for those same extremes. Equally, I'm not sure how easily newcomers to Lovecraft's work would take to the story, with the adaptation drifting along from location to location, with characters that move in and out of the story without any real impact - unlike the original material, which while still very slippery in its nature as it deals with a journey through the Dreamlands, is much more strongly interconnected. The plot makes jumps along, and some of the characters you have to wonder why they are there at all, not serving to clarify the story in the adaptation. The art style is solid, but perhaps too timid for the material it is adapting, making it look more like a Tintin adventure than a descent into a nightmarish swirl of madness.

Three times Randolph Carter dreamed of the marvelous city, and three times was he snatched away while still he paused on the high terrace above it. Randolph Carter embarks on an epic quest across a world beyond the wall of sleep, in search of an opulent and mysterious sunset city. When he prays to the gods of dream to reveal the whereabouts of this magical city, they do not answer, and his dreams stop altogether. Undaunted, Carter resolves to go

to Kadath, where the gods live, and beseech them in person. However, no one has ever been to Kadath, and no one even knows how to get there but that won't stop Randolph Carter from trying.

About the Author H. P. Lovecraft (1890-1937) was one of the most influential horror writers of the 20th century. I. N. J. Culbard is an award-winning artist and has adapted several Lovecraft novels, including *The Shadow Out of Time* (SelfMadeHero, Fall 2013) and *The Case of Charles Dexter Ward* (SelfMadeHero, Spring 2013). He lives in Nottinghamshire, UK.