

The Strange Adventures of H.P. Lovecraft Volume 1 TP

Mac Carter

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Mac Carter : The Strange Adventures of H.P. Lovecraft Volume 1 TP before purchasing it in order to gage whether or not it would be worth my time, and all praised The Strange Adventures of H.P. Lovecraft Volume 1 TP:

2 of 4 people found the following review helpful. Excellent comics about the origins of HPL's stories By Matthew T. Carpenter Ever since I've been reading Lovecraftian fiction there have been authors who have used HPL as a character in their stories, often as someone who knew the awful truth and wrote it disguised as fiction to warn the world. I bet a complete listing of such stories would comprise quite a bibliography in its own right. For the life of me I cannot figure out the appeal; it spoils the world building. Whenever I see this plot device I am immediately predisposed to be

annoyed (with the caveat that I have not read probably the most ambitious of the books, *The Lovecraft Chronicles* by Peter Cannon). Lately it has been an especially prominent trend in Lovecraftian comics. *Howard Lovecraft and the Frozen Kingdom* showed similar weird adventures for HPL as a child; for me it was not a success partly due to unattractive art. *Lovecraft* by Hans Rodionoff had good monsters and a good story but, again, I was not happy with the depictions of HPL. HPL even made an important appearance in *Atomic Robo and the Shadow from Beyond Time*. This last book was quite fun. Maybe I've been beaten into submission but dang it, *The Strange Adventures of HP Lovecraft* is a hugely entertaining graphic novel. I was hooked beginning to end. These individual comics were originally released by Image Comics in 2008. I am very glad for the compilation as I completely missed them in the original run; it's pretty easy to miss an important Lovecraftian book or comic these days, what with the pace of publication and so many companies getting on the Cthulhu bandwagon. The creative team included story by Mac Carter, pencils and ink by Tony Salmons, colors by Adam Byrne and flats by Keaton Kohl. Mac Carter worked on the award winning documentary *Spellbound* and a movie about DC Comics; I am not aware of anything specifically Lovecraftian he has done otherwise. This book lists for \$16.99 but can be had at for a nicely discounted \$12.23. Page count is a generous 184, and includes a cover gallery, always appreciated in a graphic novel. Minor spoilers may follow so skip if it bothers you.....After a prologue that details the fate of Abdul Alhazred in wonderfully gory fashion we skip ahead to the 1920s. HPL is living in Providence with his aunts, worrying about his mother in Butler Hospital and trying to overcome his writer's block. He pines fruitlessly away for a childhood flame, Sylvia St. Claire (this book is peopled with real figures from HPL's life and some who are entirely fictional). She works in the John Carter Brown Library. As he rushes to a missed appointment with her, HPL passes a new display, an ancient tome just acquired by the university. The book seems to communicate with him. Nothing in Howard's life remains mundane after that. The walls of dream and reality begin to warp; the world becomes much more dangerous for those who have been making life difficult for him. The police begin to suspect HPL in a series of grisly events and as his understanding grows, he desperately seeks a way to protect Sylvia. I really liked this book. The story was tautly written with a propulsive plot, good dialogue and lively characters, including the bit parts. Tony Salmons made the story come alive on the page with excellent action drawings. His otherworldly dimensional beings were quite good, particularly his shoggoths, but I give special kudos to his drawings of HPL, his aunts and his mother. The ending was spot on excellent for this kind of story. I breathlessly finished it in an hour or so and then did a much more leisurely re-read, enjoying it more the second time. I can't imagine a fan of Lovecraft and comics would not enjoy *The Strange Adventures of HP Lovecraft*. I only hope the creative team will give us more stories, either further adventures of HPL, or maybe some straight up Cthulhu mythos books. 0 of 0 people found the following review helpful. Tony Salmons Kills It By Abbie M. Storm Tony Salmons brings it and it is beautiful. One of the most underrated illustrators in comics, Tony deserves your praise and your attention here. 0 of 0 people found the following review helpful. Great graphic approach to Lovecraft By ZURlocker Sure, it's not a real biography. But it's a good story and one that weaves in elements of Lovecraft's writing with facts from his life. Great artwork, good story. A nice introduction to Lovecraft; great to have the whole set in one volume.

Chilling! Uncanny! Macabre! The wall that separates reality and nightmare comes fast and undone in this, the complete, horrific chronicle of young H.P. Lovecraft! Is he a harmless writer of supernatural fiction or a secret god of destruction and despair? This is one strange tale, indeed!

From Booklist Oh, the tortures that modern authors put Howard Lovecraft through. The impulse is understandable. Lovecraft's utter commitment to his style and mythos certainly felt, well, suspicious. Could he have possibly written the way he did without some inroad into the supernatural? This graphic novel suggests not, and has a ball casting the skinny, down-on-his-luck scribbler as unwilling combatant against the forces of evil. Lovecraft's editor at *Weird Tales* thinks he's a loony; Lovecraft's erstwhile librarian girlfriend, Sylvia (fabulously outfitted as a flapper), has moved on to a new gent; and Lovecraft himself is deep within the throes of crushing writer's block. For better or worse (and, believe me, it's worse) the library's newest acquisition the *Necronomicon* somehow channels wild, tentacled monsters who slaughter Lovecraft's enemies while he sleeps. It's an above-par action-horror comic written in a voice almost flowery enough to be Lovecraft's own. Salmons' dynamic and shadowy art, meanwhile, hits its stride when given opportunity to stretch out, as in the lavish spreads of the *Old Ones*. It is indescribable, except in fragments, thinks Lovecraft, and he's right. --Daniel Kraus