

(Mobile book) Ragemoor

Ragemoor

Jan Strnad

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Jan Strnad : Ragemoor before purchasing it in order to gage whether or not it would be worth my time, and all praised Ragemoor:

0 of 0 people found the following review helpful. The art makes it.By Reviewer from TerraI love a lot of what Strnad and Corben do together. This was quiet Poeish to me, but it felt like something just a little too good for Eerie and Creepy. Unlike their Aladdin story, this didn't have much re-readability for me. Worth A read though.2 of 3 people found the following review helpful. Not bad, but pretty familiar, and a bit thrown-together-feelingBy Orange NewtMy

first reaction on opening RAGEMOOR was -- "Oh. Not color art." But the first few pages of Corben's subtly shaded, atmospheric black-white-and-gray-toned work got me over that pretty quickly. The story features the last few members of a family dwelling in a weird, isolated castle, with monstrous servants, and even more monstrous things burrowing in the depths beneath ... a Lovecraftian tale, reminding me of the adaptations of stories by Lovecraft (of course), Clark Ashton Smith, and others that Corben did for backups in his Fantagor Press releases of DENSAGA and other titles, and of Corben and Simon Revelstoke's adaptation of William Hope Hodgson's HOUSE ON THE BORDERLAND -- actually, it reminds me of those so much that everything here is pretty familiar. But Strnad doesn't really either tell a straight "traditional" tale of the genre, or ring in any majorly original changes in the formula. Instead, a lot of the story elements feel just kind of dropped in, like a cook would throw almost-random chunks of this and that into a stew pot. Those "monstrous servants" are brought on-camera without any kind of drama ... there are man-sized, skull-faced "baboons" roaming around the castle; where'd they come from? (and where do they go? they figure prominently in Chapter 2, but then appear on only one page of the second half of the book) and where is this supposed to be taking place, anyway? The setting is left entirely vague and generic. The 96-page story has only a few characters, and as another reviewer more or less puts it, they start out crazy and get crazier, so there's not a whole lot to see there ... The first chapter is a good beginning, but then things go kind of wobbly. And in fact, the art ended up being something of a disappointment, as well. The richly shaded, modeled, detailed art that initially reconciled me to the lack of color begins to fade out in places in Chapter 2, and is entirely gone by Chapters 3 and 4; compared to Chapter 1, the art in the second half of the book is simpler, flatter, sketchier, with fewer detailed backgrounds -- fewer panels with backgrounds at all, for that matter -- and fewer of the imaginative visual treatments that make a reader go wow! It's as if Corben had all the time he wanted or needed to work on the first episode, a little less for the second, and by the third and fourth was being forced by deadline pressure -- or something -- to cut corners and just get the basics on paper. If the art all the way through had been like the art in Chapter 1, I would probably have overlooked a lot of the things that made me feel dissatisfied with the story; but it wasn't. RAGEMOOR is not bad; it's just not nearly either creator's best or most imaginative work. 1 of 1 people found the following review helpful. Richard Corben. That's all that needs to be said. By King Ed RaI've been a fan of Corben's work since his days in HeavyMetal magazine. He hasn't lost a step in this horror comic mini series that was one of the best reads of 2012. What's more, Jan Strnad's writing captures the right mix of dread and grand guignol that takes full advantage of Corben's art.

From the creators of Mutant World! Ragemoor! A living castle, nurtured on pagan blood, harboring deadly monsters! A fortress possessed of its own will and ability to change itself, with the power to add and destroy rooms and to grow without the help of any human hand. Its servants aren't human, its origins are Lovecraftian, and its keeper must fend off the castle walls from the terrible race of worm men! Collects the four-issue miniseries. * A gothic nightmare la Poe and Lovecraft! "Richard Corben and Jan Strnad are like the Jack Kirby and Stan Lee of post-EC monster comics, responsible for classics like The Last Voyage of Sindbad and Mutant World. To see the two of them back together and a project like this is just exciting as hell." Mike Mignola