

Ravine Volume 1

Stjepan Sejic, Ron Marz
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Stjepan Sejic, Ron Marz : Ravine Volume 1 before purchasing it in order to gage whether or not it would be worth my time, and all praised Ravine Volume 1:

1 of 1 people found the following review helpful. Magnificent BeginningBy Matthew RiesI have been an admirer of the fantastic artwork of Stjepan Sejic for years and could not wait to get my hands on Ravine after seeing preview pieces on his DeviantArt account. The books is named after the continent on which this epic fantasy story takes place in numerous kingdoms amongst several different cultures and religious beliefs that influence the world in which the

main characters find themselves and by the end of the book the reader finds out those two characters are not well thought of. Dragons, humans, and in-between half-blood species form the populace of the continent of Ravine separated into several kingdoms and tribes, however there are some individuals that are not bound by borders or laws Wanderers. These individuals are the hands of Fate, bonded to their magical grimlas weapons and we follow two of them Stein Phais and Lynn de Luctes. Stein begins Ravine as a notorious Wanderer while Lynn is a dragonrider-in-trainer and ends the book a newly bonded Wanderer. Between following these two individuals Sejic builds the world they inhabit especially the growing tension between the sectarian and religious powers in the continent's grand Alliance, but Sejic also teases a look at the nefarious elements that are making those tensions worse because of their own plans. After around 140 pages of story, Sejic ends the book with almost 20 pages worth of worldbuilding material that further develops the background of the continent of Ravine and makes the reader interested in seeing what will happen in Volume 2. Characters, story, and art all make Ravine a must read for any epic fantasy comic readers and those who just enjoy epic fantasy in any medium. Stjepan Sejic's 11 year development of his world results in a magnificent first installment.

0 of 0 people found the following review helpful. A hallmark for fantasy comics! By Jacob Sindic An excellent start to an excellent series! There are far too few good fantasy comics circulating in the comic industry, and this one has the hallmarks of an exceptional one. I've already said my peace on the brilliant talent of Stjepan Sejic on his Death Vigil trade paperback review (another excellent, more modern fantasy series he does) but this one is his older, traditional fantasy brainchild. The story opens rapidly into a deep, engaging fantasy world and a myriad of intriguing characters, and if you are a fan of comics or fantasy to ANY degree I guarantee you will find something to love about it. The characters are exceptional, even the lesser developed ones, and the story's plot and pacing keep you engaged and interested on all fronts. His trademark art style is nothing short of brilliant, and just looking at the richness of every page would be enough for any art lover out there. I recommend on every possible level.

11 of 12 people found the following review helpful. High fantasy done right By Yggdrasil There is a plethora of fantasy comics in France (Servitude for instance is such a masterpiece) where I come from, but since I moved to USA, somehow, I couldn't find many. I tried the horrendous DC Demon Knights, but it was so bad I just wanted to give up on Fantasy comics here. But here comes Ravine, and finally, a really good high fantasy graphic novel. First, the lore, mythology, and magic system is interesting and really intriguing. A lot of stuff is left in the shadow for now, but I like it, it's not spoon fed to the readers. Apparently 11 years in the making, and you can feel it, good world building, the characters feel right, but it's just an introduction, we'll see how the characterization evolves in the next books. The book looks gorgeous. Really fantastic, highly detailed, impressive, the colors are vivid, in one word: gorgeous. The character design is also top notch (except Stein's hat, what's up with that?). The book also includes a map at the beginning, and at the end a glossary, a short tale divinely illustrated and more lore. There is maybe 30 pages of added material, I hope the next volumes will continue on this trend. The very minor drawbacks to me: - Sometimes, the book tends to be borderline "info-dump". For example when Lynn receives the book of the old world's gifts, and you get a 2 pages spread of text explaining these gifts. I wished it could have been integrated more tastefully in the story without having to dump that much information on the reader in one go, but I guess that's the drawback of having a really rich lore/mythology. - Ok, I might infuriate some people here, but at times (rarely, don't worry) the art felt a bit unnatural and "digitally processed". It happens only here and there in an otherwise gorgeous gorgeous book. It's really nitpicking, it must be the most beautifully drawn comic I read this year. Anyway 5 stars, a lot of work went behind it, and it's a really promising start. 11 more issues to go!

In a fantastic world far from our own, an ancient magic spell almost split the world in two and left an endless ravine in the north. One man, Nebezial Asheri, driven by the deaths of his wife and daughters, will attempt to reclaim that magic and bring his loved ones back to life. The forces of an entire city, Paladia, will rise to oppose him, but his greatest foes will be a ragtag band of an outcast wizard, a dragonrider, and their allies.