



Hellboy Library Edition, Volume 3: Conqueror Worm and Strange Places

Mike Mignola

[Download now](#)

[Read Online](#) ➔

Hellboy Library Edition, Volume 3: Conqueror Worm and Strange Places

Mike Mignola

Hellboy Library Edition, Volume 3: Conqueror Worm and Strange Places Mike Mignola

Hellboy Library Edition Volume 3 collects three pivotal stories of Hellboy's journey, as he leaves behind the world of men and journeys into the unknown: the award-winning Conqueror Worm, which brings back some of Hellboy's earliest foes, in the story that ends his career with the B.P.R.D., and marks his first run-in with the fan-favorite masked hero Lobster Johnson; the haunting fairy tale The Third Wish; and The Island, a dark and surreal glimpse into the true origin of the Right Hand of Doom and Hellboy's own destiny; along with a new, expanded sketchbook of never-before-seen Mignola artwork.

Hellboy Library Edition, Volume 3: Conqueror Worm and Strange Places Details

Date : Published October 13th 2009 by Dark Horse

ISBN : 9781595823526

Author : Mike Mignola

Format : Library Binding 328 pages

Genre : Sequential Art, Comics, Graphic Novels, Fantasy, Horror, Graphic Novels Comics

 [Download Hellboy Library Edition, Volume 3: Conqueror Worm and S ...pdf](#)

 [Read Online Hellboy Library Edition, Volume 3: Conqueror Worm and ...pdf](#)

Download and Read Free Online Hellboy Library Edition, Volume 3: Conqueror Worm and Strange Places Mike Mignola

From Reader Review Hellboy Library Edition, Volume 3: Conqueror Worm and Strange Places for online ebook

Brenton says

The deluxe reprinting of the Hellboy catalog continues! Again, all the same praise I gave to the first two Library Editions (<http://www.goodreads.com/review/show/...>, <http://www.goodreads.com/review/show/...>) in terms of the physical printing and contents applies here, too; these are sturdy, gorgeous books with rich coloring jobs and fun sketchbook extras complete with notes from creator Mike Mignola, along with the introductions from the original trade paperbacks, a foreward by series editor Scott Allie, and an afterward by Mignola. I've come to appreciate these forwards and afterwards a great deal, as Allie and Mignola recount and analyze the progression of the narrative over the years.

Thus far into the publication of Hellboy, Mignola has given us two major categories of tale - those of the pulpy, noirish main story arc that have to do with Lovecraftian elder gods, occultists of the Third Reich and such, and those of Hellboy's younger days, often self-contained stories that appropriate from or re-imagine myth, folklore and legend. The Nazi/elder god story arc has dominated the series, while the folklore and mythology bits have served as fun asides that flesh out the world of Hellboy a bit more. Library Edition Volume 3 is a pivotal collection; this is where you can see Mignola shifting gears from the first of those story categories to the second, bringing the mythological side of Hellboy's universe into the forefront.

First, we witness Hellboy's final battle against the Nazi remnants in *The Conqueror Worm*. This can be viewed as the last part in a trilogy of Hellboy Nazi tales, and it culminates in Hellboy quitting the Bureau for Paranormal Research and Defense and setting off on his own to figure out his destiny. The three Nazi books are solid adventure, and as I've said before, Mignola nailed it with his combination of Lovecraftian horror, Nazi goons, old abandoned European castles, and good ol' Indiana Jones-style duking. But even with as fine a creator as Mignola at the helm, such a concoction bears the risk of going stale. If there's one major complaint I've had about adventure/hero comics, it's that nothing ever changes, and everything gets recycled - the same plot elements and McGuffins are repurposed over and over and over. Mignola seems to be allergic to this, and he puts an end to this stage of Hellboy's life at its peak, and takes his character into a realm with infinitely more possibility: that of myth and legend and folklore.

This is the vista that opens up before us as we read the contents of trade paperback six, *Strange Places*, which contains two stories: "The Third Wish" and "The Island". It is in these pages that we come to understand that Mignola has stretched, cracked his knuckles, and embarked on something very different from the noir-ish pulp of the Nazi trilogy. Hellboy seeks direction from an African witch doctor, and soon finds himself sparring with mer-people, an ancient sea-witch, and other denizens of the deep ocean. Emerging from the sea two years later, he shares a bottle of rum with some ghost pirates before stumbling across another of the Lovecraftian demi-god creatures that he tussled with from time to time in previous stories, and ultimately learns the secret history of earth from a very strange, and very dead, Spanish monk. It is here that Mignola fills in great swaths of the overarching mythology of his fictional world, a mythology that has only been hinted at or revealed in shadow up to this point in the comic series. This anchors the Hellboy narrative in a new place, telling us that the Nazi/noir/BPRD themes that seemed to be defining elements of the Hellboy franchise in the earlier books were merely a segment of Hellboy's life, and a segment of the greater story that Mignola wants to tell. *Strange Places* was the setup for the next major 'trilogy' of Hellboy adventures that would delve more deeply into this world of myth and legend, and we can no doubt look forward to that story arc being collected in the future Library Editions.

Aildiin says

Three story in this one :

- Conqueror Worm which is a major Hellboy universe story. (it ties into B.P.R.D., and Lobster Johnson and marks a key point in HellBoy's adventures.
- 3 Wishes and the Island : Slightly shorter stories where we see HellBoy wandering the earth alone for the first time.

The Island is the weirdest HellBoy story so far.

Lindsey says

So far this has been my favorite of the library volumes. Conqueror Worm is just a great overall storyline and Strange Places does indeed take us to a few (haunted banana trees, anyone?). I really can't recommend the library editions enough. The binding is great and because of the extra borders you don't miss any of the pictures or dialogue.

Andy says

Mignola continues to weird me out in the best possible way. This is great stuff!

Felix says

All in all I found this collection highly enjoyable. *Conqueror Worm* held up to the high standard of quality of the previous Hellboy stories and contains everything one has come to expect from them: Nazi villains doing occult research in Gothic castles, mixed with Lovecraftian creatures, ghosts and apocalyptic visions. Enter Hellboy: boom, Boom, BOOM .

The Third Wish is also very good, less Nazi-Gothic, more weird witchcraft and eclectic myth-mixing reminiscent of *Wake the Devil*.

While the final storyline collected in this volume *The Island* is also quite good, it feels a lot more patched together. In his afterword Mignola describes the problems he had writing it and the several different preliminary versions of the story, how he wrote, abandoned and re-wrote it. While the finished version we see here is not bad, I for one think that it seems more disparate than the other storylines. There's the Coleridge-skeleton-pirate thing that gets the story going but seems curiously unconnected with the rest of the story which in itself remains a bit enigmatic. How the deuce did the strange old man and the Inquisition come to this Island? Somehow these plot elements do not seem to fit the remote pirate island setting.

All of these tales are illustrated in Mignola's minimalist-expressionist artwork and extremely terse writing, that have become the trademark of the Hellboy series. Almost no words are needed, since the tightly-knit web of allusions relies heavily on the reader's familiarity with the conventions of the Gothic Novel, pulp

super-heroes, Lovecraftian weird tales etc. There's almost no information about characters and their motivation, since they are provided by the original contexts their stereotype derives from. This makes the comic more demanding but also makes for a pleasurable (and at times highly ironic) reading-experience.

Last but not least another praise for the additional material included in the Library edition. In this volume we do not only get extracts from Mignola's sketchbook-drawings of various monsters and character studies. The real treat are the drafts of the various stages of *The Island* enabling the reader to retrace how the story developed and how the story might have been, had it gone as originally planned. This edition is well-worth its price!

Pinkerton says

English (but not so good) / Italiano

Shadows of war from the past in this story that brings into play probably the most weird villain of the series: Von Klempt with his ape! There is nothing to laugh however considered the bitter truth that comes out and, nevermore B.P.R.D. for Hellboy.

The consequent mystic journey in Africa wasn't so exciting, too dreamlike and inappropriate to a pragmatic character as this. It's like HB was listening Toto...

Toto - Africa

Nice the underwater adventure, meanwhile in the background a little big bastard called Gruagach cries revenge.

Italiano

Ombre di guerra dal passato in questo racconto che vede in gioco il villain probabilmente più strambo di tutta la serie: Von Klempt con la sua scimmia! Non c'è nulla da ridere però date le amare verità che emergono e, mai più B.P.R.D. per Hellboy.

Il conseguente viaggio mistico in Africa non è stato così appassionante, troppo onirico e inadatto ad un personaggio pragmatico come questo. E' come se HB si fosse messo ad ascoltare Toto...

Toto - Africa

Bella invece l'avventura sottomarina, mentre sullo sfondo un piccolo grande bastardo chiamato Gruagach grida vendetta.

Ed van der Winden says

I put off finishing the last of the three Hellboy collections because I knew that I would regret finishing them. It is the Mignola's art that makes this series such a high point of comics for me. That and the character of Hellboy himself, a laconic teenage boy in a huge evil-looking body who is an utterly good person. The strength of the stories varies, but this matters only little to me. Mind you, some of the stories are great, especially the longer ones (The Conquerer Worm is really good). And there are some little gems among the shorter ones (The Nature of the Beast is one of my favorites).

The look-and-feel of the books differs from the Hellboy movies, although I like these too.

I love these books! 'Nuf said.

Tom says

The first half of this volume features the Conqueror Worm story arc, and I really enjoyed it. Mostly, I like how Roger the Homunculus is developed, with his perception of himself changing from being a thing to a person. This dehumanization of Roger by many around Hellboy in Bureau for Paranormal Research and Defense also creates a good reason for the disillusionment of Hellboy leading him to take a sabbatical from BRPD.

I really like the style of Hellboy by Mike Mignola. I don't want to call it simplified, distilled might be a better way of expressing the high contrast illustrations. Even with this style, a lot of information is passed on. It seems like he really influenced people like Eric Powell of The Goon, Volume 0: Rough Stuff in capturing a certain spirit with illustration, or maybe the tone of these series, blending horror and humor, causes me to incorrectly conflate the two.

Last, this book has a nice mix of delving into arcana and esoteric information, while also making it navigable to people who haven't read a lot of folklore. There are even little footnotes referencing other Hellboy story arcs and the like. This is so much more reader-friendly than some people like Grant Morrison or Alan Moore, who seem to delight in being unapproachable.

Jonathan says

Mike Mignola continues his strong work on Hellboy. The high quality art and intriguing narrative from the previous two volumes continues here and the new insights into the Hellboy mythos is worth the read alone.

The first story arc is very much in line with the previous volumes. Nazi related, dark castle, exciting but very similar to the previous two story arcs. The second story really shakes things up. Due to events in the first half of the volume Hellboy travels to Africa and the events that spin out of that prove to be both visually and narratively riveting. A much different story but still a great piece of Hellboys journey.

Very much looking forward to the next volume.

Arlomisty says

Another great Mike Mignola!

Travis says

This large collection is wonderful, and the bonus art in the back made my day.

Nicolo Yu says

I'm tempted to give this new Hellboy collection as it is quite underwhelming compared to the first two releases. The fact that this contained "Conqueror Worm" saved as this story changed the Hellboy status quo and the gave rise to the very good "BPRD" series.

It also introduced Lobster Johnson, a character Mike Mignola created in the same vein as the pulp heroes of the pre-comic or pre-Action Comics #1 past.

I'd recommend this for Hellboy completists only.

Clint says

Conqueror Worm has it's faults, but is excellent for those who were already introduced to Lobster Johnson -- He was introduced in a backup story to... *Box of Evil?*, and it was great to see him again when this first came out.

Three Wishes was completely excellent. Even though a majority of it takes place under the ocean, it's surprisingly bright for Hellboy (color pallete wise) and that's a treat. To me, it's the most interesting story in this tome.

The Island is not so good. It harbors the sin of "magic" working in mysterious ways that save the hero without making real sense (even for magic). I was surprised by the fresh take on a "saviour" whose "blood" held the key to salvation, but, as Hellboy points out himself in the book, this guy is monologuing harder than anyone in the history of the Hellboy universe. It was grating.

In the afterward, Mignola explains why *The Island* ended up the way it did, and it makes sense why he did it, but it still doesn't make it good. However, I was glad the explanation, and 8 pages of cut story, made it into this library edition!

David Leslie says

There's only really 3 things you need to know to decide if this book is for you-1)Even if you already own the 2 trade paperbacks that are collected here the quality of the library editions in general(especially compared to the Dark Horse paperbacks which are infamous for...well falling apart)are immaculate,huge pages that show off imo the finest artist in modern comics,great binding & looks great on any bookshelf.2)This volume contains arguably the best longer length(it covered a full TPB)Hellboy story 'The Conqueror Worm' & if that was the only story in this book that would be worth the price tag which on a sidenote is a steal compared to DC's Absolutes,these are essentially the same thing from Dark Horse but even bigger/wider.3)If you have even a passing interest in the Hellboy mythos whether threw the films or the comics I would highly recommend this but previous reading of 'Seed of Darkness' & 'Wake the Devil' which are the 1st 2 collected paperbacks,while not essential they would definatley fill in some backstory but this really can read as its own book so don't let that put u off from buying the best Hellboy book so far imo,with 2 of the best storys 'Mignola has penned Conqueror Worm & The Island which goes into the whole mythos more than any other story.The middle story is a really good adult fairytale where Hellboy is trapped in the oceon having to defeat the Bog Roosh to gain his freedom.1 of the easiest 5 stars ever,a total no brainer.OVERSIZED MIKE MIGNOLA ARTWORK enough sayed!

Brian Dickerson says

BCDER: 94

The Conqueror Worm - Maybe my favorite Hellboy story. 5 stars based on it alone.

Three Wishes - Another favorite of mine, love the whole Bog Rosh aspect.

Island - Hmmmm... I think I need to read it another time. Lots of background details, somewhat complex.
