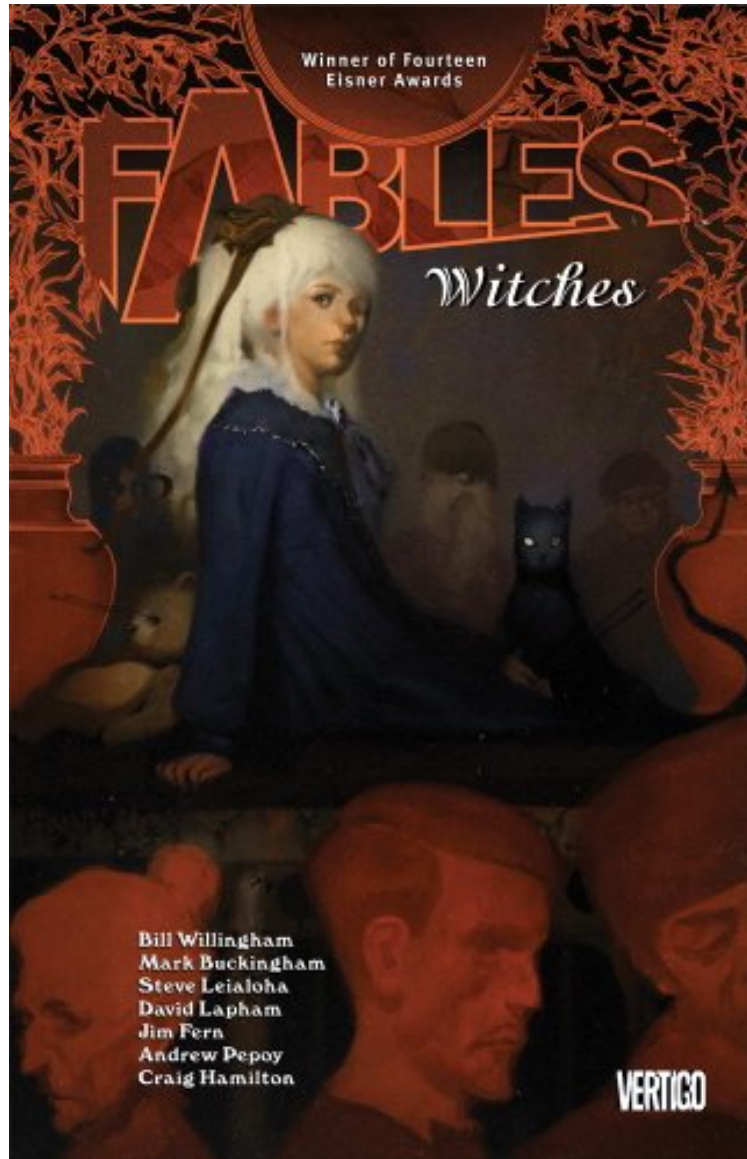


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Fables Vol. 14: Witches

Bill Willingham

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#82868 in Books DC Comics 2010-12-07 2010-12-07 Original language: English PDF # 1 10.20 x 1.20 x 7.40l, .55 #File Name: 1401228801192 pages Vertigo | File size: 45.Mb

Bill Willingham : Fables Vol. 14: Witches before purchasing it in order to gauge whether or not it would be worth my time, and all praised Fables Vol. 14: Witches:

0 of 0 people found the following review helpful. It's really up to you to continue it By Michael Haywood It's a nice introduction to a very original world that I wouldn't mind exploring. However, The first volume doesn't really leave you with a good first impression. It's sort of slow, Very basic in terms of the actual plot, and can be rather cheesy at

times. Especially with the ending where Bigby wraps up the case by explaining who done it and why at a huge public gathering. I'm sure it will get better as time goes on but at this point, I think a 3 star rating is fair. It's a good set up to a large world that can be explored in great detail. I just think they need to come back with a better story.

0 of 0 people found the following review helpful. A murder mystery!

By Wistful Angst

Volume one of the Fables' graphic comic series is fun. It is a detective mystery, using characters from fairy tales who have been forced to immigrate to New York City through a witch's magic portal to our universe. Their own lands were invaded by a being they call 'The Adversary'. The author has written a straightforward mystery, but there is irony in the roles the fairytale characters play. The Big Bad Wolf is the private detective hired to solve the murder of Rose Red, party girl and sister to Snow White, assistant to the mayor. Suspects for the murder are Bluebeard and Jack the Giant Killer, Rose Red's boyfriends. Meanwhile, harassing Snow White for money, Prince Charming is hanging about, flitting from bed to bed while pleading for a loan to tide him over until the time the fairy tale folks decide to fight The Adversary and get their lands back. Snow White regrets that she ever loved the loser, but she arranges for a lottery to be held, the winner of which gets the Prince's title and lands if and when they are able to return to Fableland. Very cute, and I did not guess who did it!

6 of 6 people found the following review helpful. An excellent Series

By Customer

There are a few series that have continued to be excellent throughout their entire run and I expect to be excellent well into the future. Fables is always interesting, full of twists and turns and excitement. Though the great Fables war was easily the best, this focuses on the children of Snow White and Bigby, the wolf. This is the kind of thing that Disney could never do. They would never be so brutal with their characters. They want happy endings, but the original fables, handed down through history, do not always have happy endings. Fables understands that. There are times when I get to the end of a plot and realize that it feels like an old story. Fables can be sweet and painful all in one moment, and this latest volume does both.

While the meek and mild flying monkey Bufkin is trapped in Fabletown's collapsed business office with the evil witch Baba Yaga, Frau Totenkinder and the witches at the Farm upstate prepare to deal with Mister Dark down in what's left of Fabletown.

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Continuing from where *The Dark Ages* (2009) left them, the scattered Fables of ruined Fabletown in Manhattan prepare for the onslaught of the superbaddies unleashed by the downfall of Geppetto's empire. In this arc, one of that baleful number, Baba Yaga, seems to be handily dispatched by humble Bufkin the flying monkey. The volume ends with a shorter tale set in Haven, the utopian kingdom of the formerly frog prince, Flycatcher. A well-executed, congenial arc to begin an acquaintance with the Fables and decide whether to go forward from here or from the very beginning, in *Legends in Exile* (2003).

--Ray Olson

About the Author

Bill Willingham has been writing, and sometimes drawing, comics for more than 20 years. During that time, he's had work published by nearly every comics publisher in the business, and he's created many critically acclaimed comic book series, including *Elementals*, *Coventry*, *Proposition Players*, and of course the seminal Vertigo series *Fables*, as well as its spin-off series *Fairest*, *Jack of Fables* and *The Literals*. His work has been nominated for many awards, including the Eisner, Harvey, and Ignatz comic industry awards and the International Horror Guild award. He lives somewhere near a good poker room.

Born in 1966 in the English seaside town of Clevedon, Mark Buckingham has worked in comics professionally for the past twenty years. In addition to illustrating all of Neil Gaiman's run on the post-Alan Moore *Miracleman* in the early 1990s, Buckingham contributed inks to *The Sandman* and its related miniseries *Death: The High Cost of Living* and *Death: The Time of Your Life* as well as working on various other titles for Vertigo and Marvel through the end of the decade. In 2002 he took over as the penciller for Bill Willingham's *Fables*, which has gone on to become one of the most popular and critically acclaimed Vertigo titles of the new millennium. When not in Clevedon, Buckingham can be found with his wife Irma in the Asturias region of northern Spain.