

(Free) Fell Vol. 1: Feral City

Fell Vol. 1: Feral City

Warren Ellis

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#345742 in Books Ellis, Warren/ Temple Smith, Ben (ILT)/ Eliopoulos, Chris (ILT) 2007-06-05 Original language: English PDF # 1 10.00 x .20 x 6.501, .69 #File Name: 1582406936128 pages | File size: 58.Mb

Warren Ellis : Fell Vol. 1: Feral City before purchasing it in order to gauge whether or not it would be worth my time, and all praised Fell Vol. 1: Feral City:

0 of 0 people found the following review helpful. Ellis's work with this detective is fantastic By Frank L. Greenagel IIA true 5-star cop fiction book. Ben Templeton's art is gorgeous and sets the noir tone that these stories deserve. Snowtown is grey, blighted and dirty - sad sacks, never-wases and washouts live out their days there. Templeton's art deftly handles the mix of despair, psychosis and horror that fill these stories. An expert writer, each issue in this

volume can stand alone as a wonderful crime story. Each one is different. Yet, there are some overarching storylines that run through each issue as well, thus making this an outstanding cop fiction collection. Lt. Fell has left "the city across the bridge" because of some problem and found himself in the reek hole that is Snowdown. The chief sits at his desk, pops pills, complains about staffing and has a number of great lines. Even better is the coroner, who sups with horrors and has even better quips than the chief (coroners often seem to be larger than life, off color characters in books, movies, and tv shows). Dive in. This is great.

30 of 31 people found the following review helpful. Dark, Moody, Disturbing, Fascinating...a look into the Dark Human Heart

By MirI noticed issue #1 of this comics series at my local comics store and, though at that time I had never heard of Ellis or Templesmith, I was attracted to it simply by the beauty and atmosphere of the cover. When I read the first issue, I was hooked, and began to get the following ones. Then, I decided to wait for the bound edition, and pre-ordered it as soon as .com allowed. Only cause I prefer bound to individual. Easier to shelve for me. This series grabbed me because the art got my interest. I like Templesmith's style. I'm not art major or historian, so don't ask me to explain what it's like. Do a google and find panel examples from the series. It's a very evocative style, with this really cool use of colors that pop for emphasis--red in this panel, white in those. It's the story of a cop who--and we don't know why--has done something that he thinks is right (but got him into trouble) in his previous town and is sent "across the bridge" to Snowtown. Snowtown is like the worst urban landscape from various major cities mashed together. No one seems to be undamaged. No one seems to be normal. Fell seems to be the most together of the lot, but he's harboring dark bits, although we sense a moral core. Or, as Mayko, his barkeeper girlfriend says, he's a good man--but one who sometimes does not so good things for the right reasons, we sense and, later, see. He lives in a place void of real light--Snowtown seems to be enshrouded with some miasma of muted colors. His boss is a loony. There are only a couple other detectives (3 and a half to be precise, cause one lost his legs) on the Snowtown force. But Fell becomes a one-man crusade to make a damn difference. And we see him solving cases using his key talent: the ability to read people. He's observant and he's somewhat fearless. And Snowtown needs him. But there may be something very much larger than Fell and darker than night hovering over this accursed place, that does make one think of hell. But the worst parts of urban environments can seem like hell to its residents and the cops who have to work the darkness. I really want to see where the characters of Fell and Mayko go, and what is the thing that controls this Inferno. Interesting stuff. Visually very cool and very noir.

Mir2 of 2 people found the following review helpful. Wonderfully different!

By UltimateFan Warren Ellis (Transmetropolitan, Iron Man: Extremis) and Ben Templesmith (30 Days of Night, Welcome To Hoxford) are both favorites of mine; and they both shine brightly here. This is one of the coolest graphic novels I've ever read. I've tried to find something out there that is similar to this, and I have yet to find anything. It's just so unique. It has this David Lynch-esque feel that gives off a weird, surrealistic vibe. It's this strange detective/crime drama with a dose of suspense, horror, mystery and bizarre humor injected deep into its muscle, releasing each ingredient at all the right times. Ultra cool stuff here. Ellis scripts this story with a tantalizing plot, intriguing characters, dialogue that is quirky and compelling, and fantastically odd atmosphere. There is nothing bad to say about his writing when it comes to this book. I would say that is true for most of the graphic novels he's written; although this book is probably my favorite. Templesmith's artwork perfectly compliments the tone of the book. He has a very stylized look to his work that really plays up the surrealistic, hazy feel of the story. The whole thing kind of feels like a dream. This fits beautifully with Ben's expressionistic style. The avant-garde nature of it focuses more on creating an emotional experience in the reader rather than focusing on a more physically realistic, more 'house style' appearance. His art is realistic enough, but it distorts things a bit to evoke mood. I like it, and it works well here. I can't think of another artist who I would want to see on this title. Which brings me to the one downside to reading this graphic novel. There is no volume two. And to my knowledge, there isn't one in the works. I read somewhere that Ellis had the next several issues (I forget how many exactly) stored on file in his computer. Then for reasons I can't remember (it's been awhile since I read about it), they were lost. This led Ellis to just give up on the title and move on to other things. This is HUGELY disappointing! There are so many questions I had about the characters and what was going to happen next. The story is left open-ended, and finding out after reading it that it would stay that way was really upsetting. Part of me wishes I could go back and just never read this story to begin with because the pain of knowing that it will not be finished is so strong. In the end, however, it is just too brilliant a book to not want to have read - despite the open-ending. So, if you can handle reading a graphic novel that will completely suck you in, taunt you with a longing to want to find out more, then just end without ever getting answers to the bountiful questions you will no doubt have, then I would highly recommend you check this one out. If, on the other hand, you are the kind of person who will go completely off your rocker knowing that you will never get anymore of this extremely addictive story, then I'd suggest that you maybe skip it. Still, having read it, I have to give it 5 stars. Though the fix is short and leaves you feeling like you're going to get severe withdrawals unless you get another fix really fast, the high is so amazing that I think it's worth the suffering.

Detective Richard Fell is transferred over the bridge from the big city to Snowtown, a feral district whose police investigations department numbers three and a half people (one detective has no legs). Dumped in this collapsing urban trashzone, Richard Fell is starting all over again. In a place where nothing seems to make any sense, Fell clings

to the one thing he knows to be true: everybody's hiding something.