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Providence Act 2 Limited Edition Hardcover



Synopsis

The second arc of Providence is unveiled in this special hardcover-only edition. Robert Black came looking for a story but what he found is a world of misery and woe. He's becoming a broken man, only beginning to accept the horrors of the Lovecraftian world are real and hiding in plain sight. Alan Moore's quintessential horror series has set the standard for a terrifying reinvention of the works of H.P. Lovecraft. It is being universally hailed as one of Moore's most realized works in which the master scribe has controlled every iota of the story, art, and presentation. The result has been a masterpiece like no other and a true must-have addition to his essential works in the field. We present a collected Providence Act 2 Hard Cover edition that contains Providence issues #5-8, and all the back matter, in this one-time printing of this edition.

Book Information

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Customer Reviews

It is SO rare that I get to read something where I feel like I'm reading something historically great and it's been years since I've read something from Alan Moore that I felt was historically great. My first introduction to Alan Moore was when he took over Swamp Thing back in the mid 80's so I knew he was fully capable of writing horror. The reason Lovecraft almost always fails to translate into other mediums is because Lovecraft was a master of cerebral horror. It's never as scary once you actually see the monster because it never lives up to your imagination. Moore wisely includes very few

monsters and in the few moments when he does I feel like maybe he shouldn't. The story continues writer Robert Black's investigation through New England as he tries to gather information on some mysterious books on the occult as well as formulate ideas for his own fictional novel. Moore weaves in elements from Lovecraft's stories to create a weird, surreal and often frightening world in which Black travels.

Moore's writing somewhat reminds me of Roman Polanski's two brilliant horror movies, *Rosemary's Baby* and *The Ninth Gate* where he kept the horror just on the edge of the viewer's peripheral vision. The things Black sees would drive a movie character insane but he generally takes them in stride which is probably the way an ordinary human would react. If you were walking along and saw yourself as a passenger in a car driven by a man from a dream, how would you react? It would be shock followed by disbelief and then you would move on with your life chalking it up as just a particularly peculiar moment. What if you read a centuries old book that seem to be relating the events of your recent activities? We, as readers of a horror story think, "hey dummy, this book is talking about you". However, Robert Black does not even acknowledge or consider the possibility that the book is talking about him because who would? It would make no sense in the real world and that's what gives the story a sense of authenticity. The scariest stories are stories that feel real as if they exist in the world we share. Anyone who can take the Lovecraftian world and make it work in comic form is a genius. I love the world of Lovecraft and I wish more artists and creators could do it justice. I have fond memories of playing the original *Alone in the Dark* on the PC although I have a feeling that time has improved the actual experience. *Re-Animator* is one of my favorite horror films but it hardly had anything to do with the Lovecraft story it's supposedly based on. In my opinion this is the best Lovecraftian story not written by Lovecraft. It's a mistake to think that Lovecraftian horror is about fish people and octopus headed gods. It's about intelligent horror and unearthly weirdness as if the author's mind was legitimately not in tune with the rest of the world. Turns out Lovecraft actually exists in this world and actually meets Robert Black at the end of volume 2. Not sure where Moore is going to take this. There have been five major theatrical releases based on Alan Moore's books and not one has had his name attached. Moore has vowed never to have his name included in any film adaption in which he does not own the intellectual property. Could this be the first film with Alan Moore's name in the credits? I haven't read volume 3 yet but based on the first two volumes I think this would make a fantastic film and could be the greatest Lovecraftian film ever. There was to be a big budget release of it. At the

Mountain of Madness, directed by Guillermo del Toro, but that film appears to be indefinitely put on hold. Providence has definitely renewed my interest in Lovecraft and hopefully it won't be the last five star homage to come out.

Fans of Moore and Lovecraft will love. I feel that Moore is in his element writing mythos work.

In this, the second volume of the set, things really begin to get exciting. The story is good, verging on great. The telling is part sequential art and part journal entries, with some overlap of the two (there is some similarity here to the Watchmen books, if you're familiar with those, but the journaling is all done by the protagonist, not "excerpted" from various sources as in Watchmen); it definitely draws you in. You see more than the protagonist does, but only because he isn't that bright and is constantly doubting that he's seen anything strange and explaining it to himself as something he has misunderstood. It mostly follows this character throughout, with very few events depicted which are not immediately related to him. The artwork is very clean, honestly cleaner than feel congruous to the story, but then that sort of fits what with Mr. Black's naiveté. Everything within each panel is rendered to a similar level of detail (characters, backgrounds, etc.), and all in one style and level of realism; the consistency from panel to panel and page to page locked down and disciplined. Every layout is on a 1x4 grid. I highly recommend this book, but having the companion volumes is a must.

This is proving to be one of Alan Moore's best creations since Watchmen, V for Vendetta, and From Hell. One thing I really like about this particular story is its pervasive sense of humor. The church newsletter in the previous volume reads like a Yankee version of Finnegans Wake, while Massey's lines about not exactly living here, and Jenkins being a familiar name, had me laughing out loud. However, I have to admit that having a couple of his characters comment aloud on humor only served to dampen things just a tad for me. Also, I can't say whether this series is reduced in size relative to the original comic books, but at times I find it difficult to read without extra light and/or magnification. Nonetheless, I eagerly await the concluding volume.

Following the excellent Vol. 1, Providence Vol. 2. is nothing short of brilliant. The narrative and artwork are top-notch, and one gets a definite sense of the eerie escalating drama as things start to unfold (the dream-sequence references to Lovecraft stories are wonderful). I believe that Providence ranks among Moore's best efforts, ever. Yes, it's that good! Thoroughly engaging, I've found myself eagerly awaiting release of Vol. 3 (and the conclusion of the series).

Matt Wagner, Tim Truman, Alfred Hitchcock and David Lynch influences of Jacen Burrows storytelling and the human element of exploration and suspense in what exist and what is yet to come. The story is noir and as such has humor and an element of you being able to figure out what happens as the process of the story continues.

What do you need to say it is Alan Moore either you love it or hate it. Personally I love this story and line of his work.

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