



Five Ghosts, Volume Two: Lost Coastlines

Frank J. Barbiere, Chris Mooneyham (Illustrations)

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In 'Lost Coastlines', Fabian joins his old flame Jezebel on a trip across the sea to Japan and the mythical Island of Dreams. On their perilous journey they'll encounter pirates and a dark shadow from Fabian's past.

Five Ghosts, Volume Two: Lost Coastlines Details

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From Reader Review Five Ghosts, Volume Two: Lost Coastlines for online ebook

Ron says

Fabian and company work on stealing a ship, but are then ambushed by pirates and end up on a very strange island. The question is open as to who set Fabian up and who is hunting for whom.

Scott Waldie says

Continues to blow out the setting and deliver more of Fabian's international adventures, but it doesn't seem to forward its narrative all that much, even if it fills in a few detail. Still, love the art and a lot of the characters and creature designs are distinct. Fans of the Mignolaverse would like it, I think.

Ashley says

Many of the inconsistencies from the first trade, like a rushed pace and lack of character development, were resolved in this stellar second issue from Barbiere. The Indiana Jones-style adventure gets cranked up to 11 here with two storylines that further the fate of Fabian Gray. The first story is a shorter line that takes place in Japan and recounts Fabian's early martial arts training in a dojo while showing the reader the current circumstance of the dojo and its keeper, an old flame of Fabian's. The lines and coloring were impressive for this story, and the vividness helped it jump off the page.

The second story gives even more information on Fabian's background when some of the men he used to associate (re: rob tombs and ancient graves) with catch up to Fabian. The sepia-colored, sketchy flashbacks into Fabian's memories help flesh the kind of person he was in the early days. The changes to the Fabian of the current story are that he calmed down, but he still hasn't lost his insatiable desire for things outside of his reach. The timeline of the second story becomes a bit confused when we're following two dreamstone bearers, Fabian's memory, and then Fabian's story itself, but the elliptical style works for the jagged, surreal setting of the Island of Dreams. I wasn't sure the resolution for this story was as satisfying at the first story, particularly as it ends on an unrelated cliffhanger. On the other hand, the spirit of winsome and dangerous adventures remains and makes this volume a fun read.

A recurring theme for Barbiere is the prominence of women in Fabian's life, but it comes like a Bond wannabe in some ways. Both stories prominently featured women were romantically involved with Fabian in the past, and there's a hint that there may still be a spark there. Attention is shifted away from romance in favor of action, but the previous lovers are definitely used as plot devices, maimed and murdered as a means for Fabian to go super saiyan with his dreamstone powers to gain revenge. By the end of the volume, this plot device felt tired and I found myself urging the women to go have adventures of their own, particularly because in their introductions, they were portrayed as tenacious, intelligent, and resourceful. The Women in Refrigerators effect is strong with this story, and I'm hoping this theme will be avoided in the upcoming third volume.

Overall, these are fun, adult adventure stories with gorgeous art and enough originality with the plot to be

interesting. Many of the side characters are little better than archetypes, but the main story involving Fabian's attempt to reclaim his sister to keep me reading.

47Time says

This volume is so packed with action sequences that it could have stretched to another issue or two, but I'm not really complaining considering it's a unusually fast read. Our hero will be captured and will escape multiple times. It's almost funny how many times this happens. He will prove himself against all his foes and to his friends as well, especially after the difficult choice he makes at the very end.

Fabian Gray is asked by his former master's daughter Hisano to help her defend her family and possessions from a rival clan. They want to steal a fabled sword called Masamune. (view spoiler)

A man named Klaus organized the Japan operation with the goal of retrieving the Masamune. Elliot, one of his employees, brings the feared pirate captain Asif Quintano into the mix. Asif wants to take revenge on Fabian for his brother's death. His brother was a thief Fabian used to run with and eventually killed for having no respect for his enemies' lives.

Fabian is joined by cat burglar Jezebel who has a map to the Island of Dreams. The others in his team are Salty Jim, Handsome Jack and Amon who help steal a ship for the journey. Their goal is to search for more of the Dreamstone, but their plan is put on hold when their ship is captured by Asif's men with help from Asif's Dreamstone that disables Fabian's abilities.

(view spoiler)

Teresa says

This review is for volumes one and two.

This series is interesting, to say the least. It features a treasure hunter named Fabian Gray who have a piece of Dreamstone embedded in his chest. The Dreamstone causes him to be haunted by five literary ghosts: Robin Hood, Count Dracula, Merlin, Miyamoto Musashi, and Sherlock Homes. Each ghost can take over Fabian's body and gives him the power of that character, such as katana skills as Musashi or magic and wisdom as Merlin. As Fabian discovers new places and new treasures with his research assistant, Sebastian, trouble continues to find him. Throughout the story, someone seems to be after Fabian, but it is unclear just why yet,unless they want his Dreamstone. There are also sprinkled snippets about his sister having lost her spirit or some such event, which is also unclear, but what is clear is that Fabian is trying to find something to bring her back. In the second volume, Fabian joins his thief friend Jezebel as they search for the Isle of Dreams, leading Fabian to decide between his past and present.

Initially, I gave The Haunting of Fabian Gray a 3/5 and Lost Coastlines a 4/5 resulting in a 3.5/5 for the first two volumes. The first volume was interesting, but it took awhile to figure out what was doing on and to be drawn into the story. The end didn't have me caring much to continue, but I had the second volume anyway,

so why not see where it goes. The second volume develops more of the story and ends well with potential for more adventures. The art itself even has an adventurous feel to it, like 1950's movie posters. Overall, I enjoyed the story and feel like it has potential, just not enough to bring me to volume three...

Danial Gibson says

Fabian's quest to revive his sister has him cross paths with former allies as well as new ones, who force him to face consequences for past actions. At the same time, the mysterious Council continue to pull strings from behind the scenes to retrieve the dreamstones in-bedded in Fabian Gray's chest. The volume concludes on the Isle of Dreams where Gray is made to choose between his desires and the needs of those around him.

Lindsay says

My review of volume one still stands, this comic is just not for me. Lack of importance of the main characters mission to help his sister and issues filled with random exploration events just doesn't hook me. Love the illustration though.

Douglas Cosby says

3.5 stars -- A little better than Volume 1. Fabian is still searching for his sister (and best friend's wife). First chapter is a standalone story set in Japan, but does have a tie-in with the main plot line that some bad, secret group is trying to get their hands on Fabian. The rest of the book takes place on the sea with many pirates and much swashbuckling. As with the first book, great art and mediocre writing. I realized that the plot is pretty good, but the dialog is a bit comic book cliche.

Jason Caldwell says

This volume was good but not great. I am enjoying the story but I did lose interest in some places. Backstory is well and good but too much and I lose sight of the present.

Brad says

A one issue short followed by a longer, multi-part story that doesn't ever really get going. The first little short may be the best part of the entire volume since everything after suffers from a bit of a slow pace and some murky/uninteresting/inconsequential backstory. Luckily the art is still great and the concept leaves enough room for some interesting things to happen down the road. Looking forward to three, but a little worried it might not pick back up.

Murry says

Really great comic! I finished it so fast it was impossible to put down.

Travis Hartman says

More of the same fun, pulp adventures of treasure hunter Fabian Grey from the team of Barbiere and Mooneyham. If you're a fan of Doc Savage style pulp comics than this is the series for you.

Daniel says

About the same as the first. not bad. entertaining

Erica Robyn says

Immediately after reading Vol. 1: The Haunting of Fabian Gray, I had to dive right into Volume Two!

My thoughts:

I enjoyed this volume a lot! I found it far less confusing than the first and less rushed. Of course, this volume was much longer than the first, so we were able to get more content as well.

I really enjoyed learning about Fabian's past in this volume and how he and his sister had trained together once long ago. I also enjoyed that we were introduced to a new character named Jezebel, who also has dreamstone embedded in her face and also has a "ghost."

Again, I thought that the artwork and coloring was absolutely stunning. There were many pages where the artwork guided the story, which I always love.

My favorite line:

We've all made deals with the devil. It's where we go from there that counts.

I could not put this volume down! I cannot wait to get my hands on Volume 3. Unfortunately, it isn't available in my local library system...so it may be awhile. :(

Frank M says

Didn't like this story as much as the first trade. Offers more backstory of the main character. The art on the villain was shaky sometimes.
