



Weirdworld, Volume 1: Where Lost Things Go

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The strangest realm on Battleworld is now the most mysterious region of the Marvel Universe! And Earth girl Becca is stuck in this land of sword and sorcery -- with no experience with either! She has only one mission: get home alive. But will becoming apprentice to Goleta the Wizardslayer aid that quest, or render it even more unlikely? In a land of myths, monsters and...muscle cars? Becca and Goleta will brave the Enchanted Village and Fang Mountains, seek aid from Catbeast and the Dog-Fighters, and find themselves in the middle of a war between Lava Men and Man-Things. But most dangerous of all is Morgan Le Fay -- Becca had better hope she never falls into the sorceress's evil clutches! Join Becca's quest, and brave the dangers and uncover the secrets of Weirdworld!

Collecting: *Weirdworld* 1-6

Weirdworld, Volume 1: Where Lost Things Go Details

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Author : Sam Humphries (Writer) , Mike del Mundo (Illustrator)

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From Reader Review Weirdworld, Volume 1: Where Lost Things Go for online ebook

Christy says

Weirdworld isn't just a story, it's an experience made possible by art and script written completely in sync.

You'll fall in love with WeirdWorld and all of its characters. You'll wish for Becca to have something finally go right (which happens briefly in the last issue). Truly, the comic is a literal and figurative trip!

Tim says

A great book that was cut way too short. Humphries is such a great character writer and del Mundo's art was fantastic, I really wish this would have had a solid conclusion.

Ed says

It's a terrible shame this series only lasted 6 issues and had to end mid-story. If this had been published by Image or some other publisher, it would have had an easier time finding its audience. It's a feminist fantasy story, not a super-hero comic by any stretch. Yes, it happens in the Marvel Universe, uses a handful of previously existing (albeit super obscure) characters and has a few tossed off references to the Avengers. But it works if you don't read any Marvel comics and it would work if it was totally independent of the Marvel Universe. It's so sad that this got lost in the shuffle of Marvel's post-Secret Wars explosion of new titles.

I'll stop with the mourning and get to why you should read this. Mike del Mundo is the artist and he creates a truly bizarre, ugly and beautiful world in Weirdworld. The character designs are uniformly fantastic, and his painted art truly looks like nothing else in comics today. Weirdworld is technically a sequel series to a Secret Wars mini-series that was written by Jason Aaron with art by del Mundo, but del Mundo's art, a few supporting characters and the general setting are all that carries over.

Sam Humphries ditches Arkon, a Conan-esque figure who has been kicking around the Marvel Universe since 1970, for two original characters: Becca Rodriguez, a human from Earth who accidentally ends up in Weirdworld and Goleta the Wizardslayer, a mountain of a woman who slays wizards, drives a sick muscle car, pounds drinks and completely rules. Goleta busts through the page in her first appearance and is immediately one of the most exciting and well-rounded new creations Marvel has had in a few years. It will be a real shame if she doesn't show up again.

The plot is a fairly straightforward quest narrative, but what makes it special is all the bizarre and fun characters and settings that Humphries and del Mundo create along the way. You get evil candylands, a kaiju battle, dog fighters that are actually dogs, and a Morgan le Fay that is equally villainous and sympathetic.

Scott says

Volume 0 really annoyed me (my review dismissed it as paint by number sword and sorcery), but I'm a completist when it comes to Man-Thing and Jennifer Kale and was pleasantly surprised by this volume. The big disappointment is that it wasn't really a miniseries, and thus was canceled without an ending. This still has nothing to do with the Doug Moench *Weirdworld*, and also draws off *The Infinity Gauntlet* and *The Saga of Crystar, Crystal Warrior*, which contrary to popular belief was not a licensed title, but a concept Marvel shopped around to toy companies. Becca Rodriguez is an interesting, down to earth character with a very conflicted relationship with her mother. She gets two mother substitutes in Goleta the Wizard Slayer and Morgan Le Fay. Anyone who has any familiarity with either Marvel or the Arthurian legend knows that the latter is a ruse. The former goes from just a hater to someone whose rage against wizards has an origin.

It does dip into cliches as badly as the Jason Aaron volume, just not as frequently. The peak is in #4 when the candy town is really a monster. I'm pretty sure I've seen exactly this concept before. It of course has its origin in "Hansel and Gretel," but I've definitely seen this more exact concept used.

In the '60s and '70s, Marvel would always give their stories some sort of conclusion in an ongoing title if a series got canceled (and maybe get some more interest in the canceled character for future use), but it doesn't seem like they do that anymore.

I would recommend reading this if you wanted to like the Jason Aaron volume and couldn't quite warm up to it. This is compromised, but a definite improvement.

Paul E. Morph says

I really had a blast reading this one. I really liked the use of some really obscure parts of the Marvel Universe, I thought Becca's story was a really touching one, I really liked the downright *wackiness* of the whole kit and caboodle! Oh, and the artwork was *beautiful*!

The only reason I haven't given this five stars is that the story felt truncated, probably due to the premature cancellation of the title. I'm not *surprised* this was cancelled (some of the more 'out there' books can struggle to find an audience) but I, personally, will miss it.

Chad says

Mike del Mundo is a talented artist whose style is suited perfectly for this book. My only complaint is he often uses colors that are so close together on the spectrum that it's difficult to make out what's happening. This was pretty much right up my alley. I love reading about fantastical worlds where adventurers go on quests. Unfortunately, it was cancelled mid-story. Becca's still sitting in *Weirdworld* waiting for the rest of her story to be told.

Tony says

Weirdworld was one of the best tie ins to Secret Wars. It stood alone and didn't worry about the main story or spend too much time reinventing existing characters or story lines. It was simply a solid fantasy comic that happened to take place in a lackluster Marvel event.

This spin off is, thankfully, more of the same. Becca, an Earth girl with emotional baggage gets sucked into Weirdworld and is just looking to get home. During her quest she befriends all sorts of weird characters like Goleta the Wizard slayer (whose ax blade is a giant G) and Catbeast and fire breathing flying cat (formally a wizard until Goleta, well, slayed him) and fights against Morgan le Fay.

The series is unfortunately short and the main plot does not get resolved but it is a fun ride and well worth the read. The characters are fun to read and simultaneously sympathetic and ridiculous. The pacing is great, you don't go long between action scenes or something else happening.

I haven't been a fan of Sam Humphries other Marvel work (Star Lord, Avengers AI) but this title has me wanting to check his other work out.

Finally, the art is fantastic. Mike Del Mundo does a fantastic job. The pages are vibrant and he conveys the surreal nature of Weirdworld in every panel. As shown here with Goleta on the hood of her car cutting a sand shark in two.

Gianfranco Mancini says

Awesome art but I just liked much more the Secret Wars tie-in previous storyline.

Fizzgig76 says

Reprints Weirdworld #1-6 (February 2016-July 2016). Becca has been tasked in taking her mother's ashes back to Mexico. When their plane is hit by strange turbulence everything seems to turn upside down. Becca finds herself in Weirdworld and teamed with a warrior woman named Goleta the Wizardslayer and a Catbeast transformed wizard named Ogeode. Becca is also the target of Morgan Le Fay who realizes Becca's possession of the Wuxian Seed could benefit her...but Becca's only chance at returning to Earth could be the Wuxian Seed. As Goleta and Becca travel Weirdworld to restore Ogeode, Morgan Le Fay and her armies are closing in for a battle that could cost Becca everything!

Written by Sam Humphries, Weirdworld Volume 1: Where Lost Things Go is the continuation of the story which originally appeared as part of Marvel's event series Secret Wars. Following Weirdworld Volume 0: Warzones!, the series features art by Mike Del Mundo.

Weirdworld was a fun little adventure in the Secret Wars series. It was unexpected that the Marvel Comics' "Elfquest-esque" series would get its own standalone series and it was populated by characters like Arkon, Morgan Le Fay, Man-Thing, Skull the Slayer, and surprisingly Crystar and his allies (from the Remco toy series of the '80s and Marvel's The Saga of Crystar). With these strange ingredients, the comic series was

fun and even better granted a continuing series after Secret Wars...unfortunately (in my opinion), the format changed.

I really liked Arkon as the lead for Weirdworld. I was disappointed that his story (which also was incomplete) wasn't continued in the new series. I loved the inclusion of the "weird" characters like Crystar and Marvel's oddball assortment of people who populated Weirdworld (I always was a Man-Thing Jennifer Kale fan). I looked forward to see what Arkon would do and how Crystar would factor in to the battle...none of which were answered here (at least Skull and Jennifer returned).

That being said, I also like Becca and Goleta. I think both characters could prove to be interesting and Humphries starts to develop them. While I prefer sticking with Arkon, I was ok with both of these leads and the series kept up the spirit and the style of the limited series. It just wasn't quite the same series, but Weirdworld's demise is more of a comic book industry problem if nothing else.

Weirdworld was never going to survive. The comic book market is tight and ruthless. A small essentially independent comic inserted into the Marvel Universe probably wasn't going to sell enough to stay afloat despite a strong (but small) fanbase. Weirdworld became a strange almost PG equivalent of Saga. While I feel that the miniseries was a better series, I still enjoyed Weirdworld and wish that it had a longer life...as it stands now, we might never know what happens to Becca, Goleta, and Morgan Le Fay's quest...which is too bad.

Adan says

This book features a Mexican-American Earth girl and a warrior woman from Weirdworld accidentally wading into the middle of a war between Morgana Le Fay and the Swamp Queen Jennifer Kale. And nearly every other major character is female too, from the Grand Mechanic to Eta, the Watcher of Weirdworld, which shouldn't be as awe-inducing as it is in this day and age. But beyond that, this is a story of two awesome people going on a proper quest and fighting the craziest fantasy creatures Sam Humphries could get Mike Del Mundo to draw, and they all look amazing, while going through some heavy emotional stuff to boot. In short, this book is fantastic and everyone should read it.

Gary Butler says

39th book read in 2018.

Number 663 out of 699 on my all time book list.

Book 0 was amazing. This one is just crap. Where did the magic go?

Felicia says

Damn. This was excellent. I'm not usually a huge fan of Sam Humphries but this story hit me with all the feels. And the art, man, Del Mundo's art was lushly, gorgeously amazing.

Kendra Lee says

Another fun romp in Weirdworld, this time with Becca, a girl thrown from Earth to the craziest place in existence. Through her journey home she becomes a more empowered woman and makes a lifelong friend. A true girl-power story that everyone will love.

Tiago says

Weirdworld is the perfect vehicle for Mike Del Mundo's awesome art, once again he shows he's one of the best artists working for Marvel right now, but the story... meh, its pretty much the first book, but this time, blatantly directed for young women and feminists alike, literally every character in this book is a female, apart from the dumb, enslaved minion men that show up once in a while, and the Disney's influence? yeah, all over the place.. no, thank you.

Lainy122 says

"One person can be lost, but two are always going somewhere."

I liked this one! Brilliant world building, amazing characters, just the right blend of funny and kickass, very cool art. Highly recommend!
