



# Jim Henson's The Power of the Dark Crystal, Vol. 1

*Simon Spurrier (Creator) , Jim Henson (Creator) , Kelly Matthews (Illustrations) , Nichole Matthews (Illustrator) , Juan Useche (Inker)*

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**Jim Henson's The Power of the Dark Crystal, Vol. 1** Simon Spurrier (Creator) , Jim Henson (Creator) , Kelly Matthews (Illustrations) , Nichole Matthews (Illustrator) , Juan Useche (Inker)  
An official sequel to Jim Henson's cult classic fantasy film *The Dark Crystal*.

Years have passed since the Dark Crystal was healed and peace was restored on Thra. Though Jen and Kira have ruled as King and Queen, they have become distracted by power. The planet is sick and those on the surface of Thra are not the only ones effected. A mysterious race of creatures called Firelings live in a realm near the planet's core, hidden from the Gelfling and their kingdom. A young Fireling named Thurma is tasked with stealing a shard of the Crystal to restore power to her world. Along the way she'll befriend the young Gelfling Kensho, conjure the Skeksis and Mystics, and embark on one incredible adventure.

Written by Simon Spurrier (*The Spire, X-Men Legacy*) and lushly illustrated by Kelly and Nichole Matthews (*Toil & Trouble*), *The Power of the Dark Crystal* includes behind-the-scenes materials on the making of this sure to be classic tale of wonder.

## Jim Henson's The Power of the Dark Crystal, Vol. 1 Details

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Author : Simon Spurrier (Creator) , Jim Henson (Creator) , Kelly Matthews (Illustrations) , Nichole Matthews (Illustrator) , Juan Useche (Inker)

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## From Reader Review Jim Henson's The Power of the Dark Crystal, Vol. 1 for online ebook

### Nicole says

Imagined as a sequel to the cult favorite *The Dark Crystal*, Jim Henson's *The Power of the Dark Crystal* volume 1 takes up about 100 years after the thrilling climax of the film. Jyn and Kira are the rulers of Thra, and they are a peaceful people. The crystal is opened to all people in need of healing. But all is not what it seems. When a castle page tells them of trouble outside of their walls, they do not believe it, and when a fireling girl from inside Thra comes to ask them for a shard of the crystal to save her people, Kira and Jyn have their doubts. The Fireling breaks the crystal, and the UrSkeks (the Urs and the Skeks) are brought out of the crystal once again. But, as the Urs are still peaceful and meditative, the Skeks are still power hungry. Will Jyn and Kira be able to save their world once again, or are they doomed to repeat the mistakes of history--is it too late to save Thra?

I really enjoyed this, and am happy that I waited until the first few issues were collected before I read it. I love the art, and Archaia has done a lot with the franchise (and the Henson name in general) to warrant my fan-girl level of love. I cannot wait to hear more--I am also hoping there's a map or a guide of sorts to Thra, especially before we get that Netflix series!

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### Chad says

Adapted from a screenplay intended to be the sequel to *The Dark Crystal*. This is official cannon from the Jim Henson Company. The story is set 100 years in the future. Gelflings are in charge, but they are perhaps little better than the Skeksis. A firekin arrives who needs a shard of the crystal to save her people. That's when it all hits the fan.

The book is gorgeous. Kelly and Nicole Matthews pen a lusciously rendered world that looks like the set of *Dark Crystal*. Spurrier does a fine job of adapting the script so that it feels like you never left Thra. The Boom hardcover edition is oversized with heavy paper stock. Although it's a bit pricey at \$25 for 4 issues. This is a world worth revisiting.

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### Expelliosa says

I am always wary of anything that re imagines or returns to a world I love and cherish. *The Dark Crystal* was and is one of my favorite movies. I was overjoyed to learn that not only was this comic book series made with the blessing of the Jim Henson Company, but it was based on the screenplay written by the writers of the original movie.

The art in this book is gorgeous! I felt like I was being pulled right back into the world of Thra. The overwelming nostalgia may be talking here but I truly love this comic and can't wait to read the rest of the series. I did notice that there are a few parallels to the movie that could be intentional calls to a repeat in history or it could be lazy writing but I choose to believe the former. And who doesn't love that loud little Fizzgig, who spoiler is still barking after all these years.

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### **Jason says**

I was at the target age when *The Dark Crystal* was in theaters and loved it. From an intellectual standpoint, I found the story interesting, but had a hard time feeling emotionally attached to the characters the way I do when I see the movie. I'll probably keep reading for now, just because I want to see what happens.

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### **Martha says**

Art: 3

Story: 2

Why do you revisit an old franchise? Is it because you want the same thing you had before, or because you want to see the story expand out and change? How you answer this will probably determine whether you agree with my review or not, because I am *definitely* in the latter camp. The premise of this book intrigued me: set a hundred years after *The Dark Crystal* (my favorite movie as a child), the gelflings who control the Cyrstal are failing to notice the slow degradation of the world of Thra until a fireling from the world beneath the earth comes searching for a shard of the crystal to save the world. It promised new characters, new species, new places, and at first it was delivering on that...until halfway through where a plot twist sort of ruined the book for me. Spoilers and how much of a nerd I am about the movie follows:

(view spoiler)

but regardless, this retreading of old ground means this feels like a case of missed opportunities. In addition, the art is only okay. The gelflings are all rather same-facey, relying on costuming for differences, and the chapter title pages by Sana Takeda make me wistfully wish she could have done the entire series. I may check out the next volume on Hoopla (I had to ILL this one) just to see if the plot takes a turn back to the more original, but as of right now I'm disappointed.

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### **David Edmonds says**

Picking up 100 years after the events of *The Dark Crystal*, the land of Thra is lush and vibrant, a world basking in the glow of the healed Crystal. Or, at least that's what the Crystalline Eminence wants everyone, including Jen and Kira, to believe. Jen and Kira slumber in the glow of the Crystal, trusting that the world of Thra is still at peace. In their absence, the Crystalline Eminence has convinced the inhabitants of Thra that in order for them to bask in the glow and be healed by the Crystal, they must bring tributes to the Crystal, and without a tribute, they are turned away. This is not the world that Jen and Kira dream of in their slumber. Thra is sick, and they are unaware.

When Thurma, a young Fireling (beings who live in the flames of the core of Thra), is sent to beseech help from the Gelflings who rule Thra, she sets in motion events that she does not truly understand, because she is sent to request a shard of Crystal, which her elders say will rekindle the dying flames of their world. When she is turned away, Thurma takes matter into her own hands and cracks the Crystal again, freeing once again both the Mystics and Skeksis. As she flees the Castle of the Crystle, Thurma is entirely unaware of the evil

that she has let loose into the world again.

I loved this story. Based on a script that was written as the sequel to the film, this reads just like the original movie feels. All of the characters from the film make an appearance, including Aughra and Fizzgig, and everyone feels like themselves. Simon Spurrier has expertly captured the characters voices and personalities. Kelly and Nichole Matthews' art is spot on perfect for this project, with a lovely natural flow to the art that breathes life into the land people of Thra.

I wish this had been made into a film; I'm wildly curious as to how they would have created Thurma in puppet form. However, being given the opportunity to read what could have been in film is still just as thrilling. If you're a fan of *The Dark Crystal*, this is essential reading.

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### **Billy Jepma says**

Jim Henson's "The Dark Crystal" is a strange movie. It shouldn't work. It shouldn't have succeeded in being made, realistically. But it did, and it's a bizarre and beautiful and gleefully strange movie. If you liked the movie even a little bit, or weren't sure if you liked it—as I did—then this comic book sequel is worth reading. The plot is more-or-less a rehashing of much of what we saw in the movie, but with enough compelling twists to the formula to reignite that weird and wonderful spark of fantasy.

The artwork is lovely, and the bright colors, expressive characters, and broader sense of the world we only glimpsed in the movie make this graphic novel worth the price of admission on their own. The fact that the story is actually very exciting, and develops what we know from the film and evolves it into a natural yet intriguing direction, make this a fantastic success and something I very much look forward to continuing when the next volume release.

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### **Sarah Teal says**

I loved this book. I read it in one sitting; I couldn't tear myself away. The art is gorgeous and it's a delight to watch the plot unfold against the scenic painted views of a gorgeous world populated by fascinating little creatures. A phenomenal example of world-building done right, the animal life, inhabitants and architecture of Thra are believable and cohesive. They never detract from the plot, but provide a bounty of fascinating little details. I adored the characters, particularly the heroine, and I think fans of the movie will feel that she is a worthy inheritor to Kira and Jen.

possibly my favorite aspect though - apart from the artwork, it really is gorgeous - is that, despite being an all-ages series, it doesn't feel like it talks down to the reader, beats them over the head with platitudes or reveals the climax and denouement in the prologue; a personal pet peeve.

I am immensely looking forward to picking up volume two.

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### **Lena says**

It's been a hundred years and somehow there are tons of Gelflings again where once there were two. And now they are the masters of Thra... and the assholes of Thra.

But the Crystal grows dim, an alien from Mithra has come to court, and the sleeping heroes wake...

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### **Peacegal says**

3.5 stars -- The illustrations and presentation of this book are a delight. It's nice to see that the Dark Crystal, once sadly overlooked, has since its release built up an impressive fan base and high-quality materials continuing the story of this fantasy world.

That said, I agree with other reviewers who say the story is a little too generic, and the action rather uninspired--even when characters are in great peril. For example, the battle sequence was among the dullest I've encountered in comics--the opposite sides primarily stood in one place and shouted insults at one another until one side ends up (somehow?) imprisoned.

That said, I'm still happy to visit the Dark Crystal universe again...or as my spouse calls it, "that movie with all of the ugly creatures and weird noises."

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### **Perry Gough says**

Love the original film but maybe it was the puppets that made it special

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### **Robert Jersak says**

First things first: the artwork in The Power of the Dark Crystal is absolutely brilliant. Kelly and Nicole Matthews are able to incorporate their own deft style within the existing detailed and textured world of Thra. The characters are perhaps a bit cleaner and softer than we're used to, but it's beautiful work throughout the volume.

However, it's in the service of a messy and irritatingly talky screenplay. Like many of my generation and geek-leanings, I loved the Dark Crystal because it felt immersive, mythic and primal. Here, the sequel feels small and forced. Rather than deepen our walk into this unique world, we're stuck in the castle, with the same set pieces, the same characters and many of the same image beats (Garthim rumble, Chamberlain stripped, Crystal broken, Aughra grumbling). The characters that are new just aren't that interesting or engaging.

It looks like many other reviewers have enjoyed this book quite a bit, and you might too. Actually, the excessive familiarity that I hated about this story might be the thing that makes other readers feel close to it. I'll admit my own preference here: I always felt that Jim Henson and his team were visionaries, leading us into new storytelling territory by playing with epic themes and intricate characters. I didn't want to return the

the squabbling Skeksis and the humble Mystics - I wanted to see how the narrative evolved beyond what we'd already seen. The core of the plot holds some promise - that the healing of one world has brought about the destruction of another - but the promise of that premise is never realized. At least, not to me. At least, not yet.

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### **Mark says**

I really wanted to love this, but found it a bit vanilla. Don't get me wrong, I enjoyed it. It just felt like all the elements were a bit re-hashed from the original. It's enjoyable to see all the old characters, but it felt a little off that after one hundred years, none of the original characters really changed that much, aside from Jen and Kira, who apparently just got old. Aughra, Chamberlain, the Skeksis and the Mystics all act exactly the same. The main character's Thurma and Kensho (and their small fuzzy "Fizzgig-esque pet) are basically just new versions of Jen and Kira, set upon a very similar mission. I think it's a serviceable comic for maybe younger readers but as an older long time fan of Jim Henson's work, and of the original Dark Crystal movie, I thought it was... you know, okay. To be fair though, I do plan on reading the entire series. It's not bad, I was just hoping an official sequel to The Dark Crystal, after all this time, would be a notch above.

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### **April Helms says**

This graphic novel serves as a sequel to the movie. I had mixed feelings about it. There were rumors for years that there would be a sequel movie; the graphic novel reads like the plot of the rumored movie (which was debunked). The story itself was more complex than I thought it would be, and the drawings are beautiful. In the story, Jen and Kira have been the rulers for one hundred years, but for much of it they remain in a crystal-induced stasis, allowing other gelflings to rule in their stead. It's not hard to imagine that this arrangement does not go well. The powerful ruling class wind up taking advantage of the poorer gelflings and pod people. However, things come to a head when a Fireling, a creature whose kind lives in the planet's core, comes to take a shard of the crystal. Now, I'm OK with the story so far (I'm willing to overlook the fact that Jen and Kira were supposed to be the last of the gelflings, perhaps other remote tribes were found later.) But here's where the story really strays from canon, and I don't feel that it needed to. Thurma, the Fireling, steals the shard and runs away, bringing back the repulsive Skeksis and the passive UrRu. Now, I thought that the UrSkeks had left the planet, from both the movie and from The World of the Dark Crystal. I'm willing to read the next installments, perhaps I'll change my mind, but I'm skeptical that bringing these two back was needed.

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### **Tiago says**

A wonderful sequel to a very unique movie, beautifully narrated and illustrated.

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