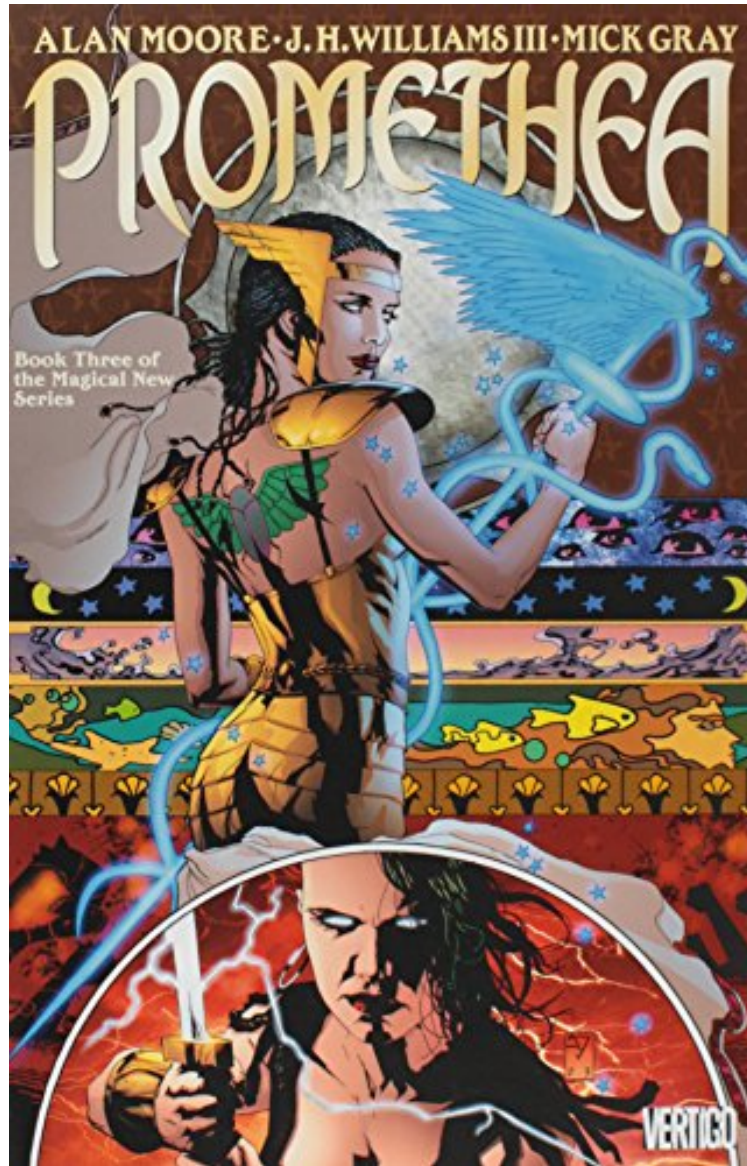


(Download free pdf) Promethea, Book 3

## Promethea, Book 3

*Alan Moore*

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#134819 in Books Alan Moore 2003-08-01 2003-08-01 Original language: English PDF # 1 10.20 x .40 x 6.60l, .59 #File Name: 140120094X160 pages Promethea Book 3 | File size: 69.Mb

**Alan Moore : Promethea, Book 3** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Promethea, Book 3:

1 of 1 people found the following review helpful. The Magick gets a bit tedious By Ryan  
The volume where Moore's work begins to slide. The weakest part of this volume is the final issue, the Tarot issue. In it, Promethea is given a lesson in the significance of the Tarot cards -- each one "represents" some moment in the creation of the universe and

signifies a step in the path to enlightenment. Yeah, whatever. The issue itself is quite well-done, combining multiple levels of visual and verbal narration. There's one thing you can't deny about Promethea as a series and that's that it pushed the limits of graphic story-telling in fabulously inventive ways. But the structural schematics of Moore's cosmology is, at base, crude, over-simplified, and frankly, very juvenile. As with all attempts to map reality onto a human-made conceptual framework, the supposed "discoveries" of the "truths" within the Tarot are, in fact, projections of Moore's own cultural vocabulary. That is to say, he doesn't uncover any meanings in the Tarot, he creates them based on ideologies that organize his thinking. But besides this one hiccup, the series itself is still quite good at this point. As a meta-fictional tale about the nature of imagination, it's insightful, if not earth-shattering, and Moore's sense of humor and imagination, when he gives it full rein, is wonderful. He should probably get an award for the single greatest creation ever, the Weeping Gorilla. It's a comic-strip within the world of Promethea; each one is just a sad Gorilla crying while thinking about some utterly banal inconvenience of life that is so pathetic as to be tragic. Example: "Everyone said I should upgrade to Windows 95." Love it. 0 of 0 people found the following review helpful. Symbolism, a History By Jonathan Lau An appropriately metaphorical journey through the essence and history of symbols, dotted with action and drama all told by symbols. In a world that values the material and grasps for the definitive while eschewing the cosmology of the watcher in all of us, this is an introduction to the facets of the lens by which we see the whole of our universe. Materiality is a certain lens, experience is another, and a truth beyond mere words is the synthesis of the eternal dialectic of humans and their interaction with reality. It's an entertaining text book on symbols and how even though we ignore them these days, they are as relevant as ever since we've only really changed in the quantifiable and measurable ways that science has introduced. The more fundamental question of the human experience necessitates the more creative brushstroke with which we must each paint the picture of the human journey. This series is most people's first set of water colors for that attempt at describing our journeys. Invaluable. 3 of 3 people found the following review helpful. Promethea so far is my favorite work from Alan Moore By Rodney It exceeded my expectations! Promethea so far is my favorite work from Alan Moore; I know most would agree on Watchmen, but I'm more into the mystical side of storytelling. It's surprising, deep, imaginative with a good solid grounding in true spiritual, philosophical, eastern wisdom. A treasure for the true comic book collector!

The third thrilling collection of the critically acclaimed, award-winning PROMETHEA is back, offered as a softcover version of the original hardcover! PROMETHEA BOOK THREE is a 224-page trade paperback from AMERICA'S BEST COMICS reprinting PROMETHEA #13-18, written by Alan Moore with art and cover by J.H. Williams III Mick Gray. Featuring the first half of a cosmic road trip, this volume finds Promethea and Barbara traveling an unlikely path. Their wanderings take them through the many realms of Heaven and Hell, visiting manifestations of great visions and visionaries. Meanwhile, back on Earth, Stacia is the acting Promethea protecting and serving the people of New York while Promethea is away. Is she up to the task?

From Booklist With his realistic approach to superhero comics, Moore prompted a minor revolution in the 1980s. Of late he has returned to the genre with a line of new costumed adventurers. Of them, teenager Sophie Bangs, the latest in an age-old line of embodiments of the mystical heroine Promethea, seems closest to his heart. Standard superhero fare (crime fighting, slugfests, etc.) takes a backseat to philosophical and moral issues here, but the stories most reflect Moore's long obsession with magic, mysticism, and the occult; with the Tarot, the spheres of the Kabbalah, and astrology. In this collection, Sophie follows her recently killed mentor, just-previous Promethea avatar Barbara, into the afterlife, where they visit heaven and hell and meet famous occult figures. In Sophie's absence, however, a temporary Promethea is creating problems on Earth. Artist J. H. Williams' intricate, imaginative illustrations, which veer from surrealism to psychedelia, make it all work. Although her costume suggests Wonder Woman, Promethea may appeal to the normally comics-eschewing fans of the wildly popular Sandman series. Gordon Flagg Copyright American Library Association. All rights reserved About the Author Alan Moore is one of the most respected and admired writers in comics today, with a host industry awards and accolades. His credits include The Ballad of Halo Jones, Watchmen, V For Vendetta and Swamp Thing. He is currently working on his own line of comics, including Tom Strong and The League of Extraordinary Gentlemen.