

(Mobile book) Prophet Volume 3: Empire TP

## Prophet Volume 3: Empire TP

*Brandon Graham, Simon Roy*  
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**Brandon Graham, Simon Roy : Prophet Volume 3: Empire TP** before purchasing it in order to gage whether or not it would be worth my time, and all praised Prophet Volume 3: Empire TP:

0 of 0 people found the following review helpful. Things start to add upBy C. D. VarnIn this volume of Graham's Prophet, the actual relationship to the prior Rob Liefeld comic becomes clearer--and there is a relationship. As well as the identities and motives for many of the characters within the series. Several clones start to develop distinct personalities, and the stakes of the past and current world-building start to really add into a coherent picture. It is still

utterly alien, but the familiarity that was hinted at in earlier volumes becomes clearer and clearer beyond the repetition of names for Rob Liefeld's earlier comics. Furthermore, one definitely gets the feeling that Graham is pulling from Alexandro Jodorowsky's work in *Incal* and the *Metabarrons* for inspiration. The art is stunning, and more varied than in other trades, although the bio-technological atmospheres are maintained as well as an hugeness of scope that is rare. All four artists involved vary the art and yet maintain a consistent feel to the world. 1 of 1 people found the following review helpful. Another gem in a line of mind-bending books. By Peeze I'm a sucker for Brandon Graham, at this point. I have yet to see him do wrong. Admittedly, his style can be challenging for those used to the more straight-forward funny-book delivery, but to fans of the medium the liberties he takes and the borders he pushes are charming and exciting. This book is another glimpse into the bottomless pit of Graham's imagination, ably illustrated by a team of artists, and it moves the multi-galactic, scattershot story forward to a rapidly-building tension and hints at an imminent climax. It would be hopeless to try to describe the joy of this book any further than that, it defies simple summary, but believe me when I say it will be well worth your while. Just make sure you catch up on Vol's 1 and 2 beforehand, or you'll probably just be lost. The only downside to the story is that it serves as a reminder that Graham's promised end-date for the series is fast approaching. A sad day that will be. 0 of 0 people found the following review helpful. Not running low on ideas. By Clay Robinson I wondered when I saw the review for this third volume was half a star less than the previous two if it was worth continuing. It is. I tend to think a lot of image comics start with a grand idea and about 10 good issues they run out of concept and start making up stuff and getting crazy. This one proved Prophet could go beyond that. Slight spoilers ahead: Okay I started writing stuff but deleted it. Lets just say that it ties the first and second graphic novels together in a way that was so satisfying that about every 10 pages I had to stop and just say holy f\*\*\*, sit there for a while and contemplate.

The Earth Empire is now rebuilt and gaining a stronger grasp on Earthspace. Facing an even more menacing new threat, Old Man Prophet and his team look for the help of an old ally.