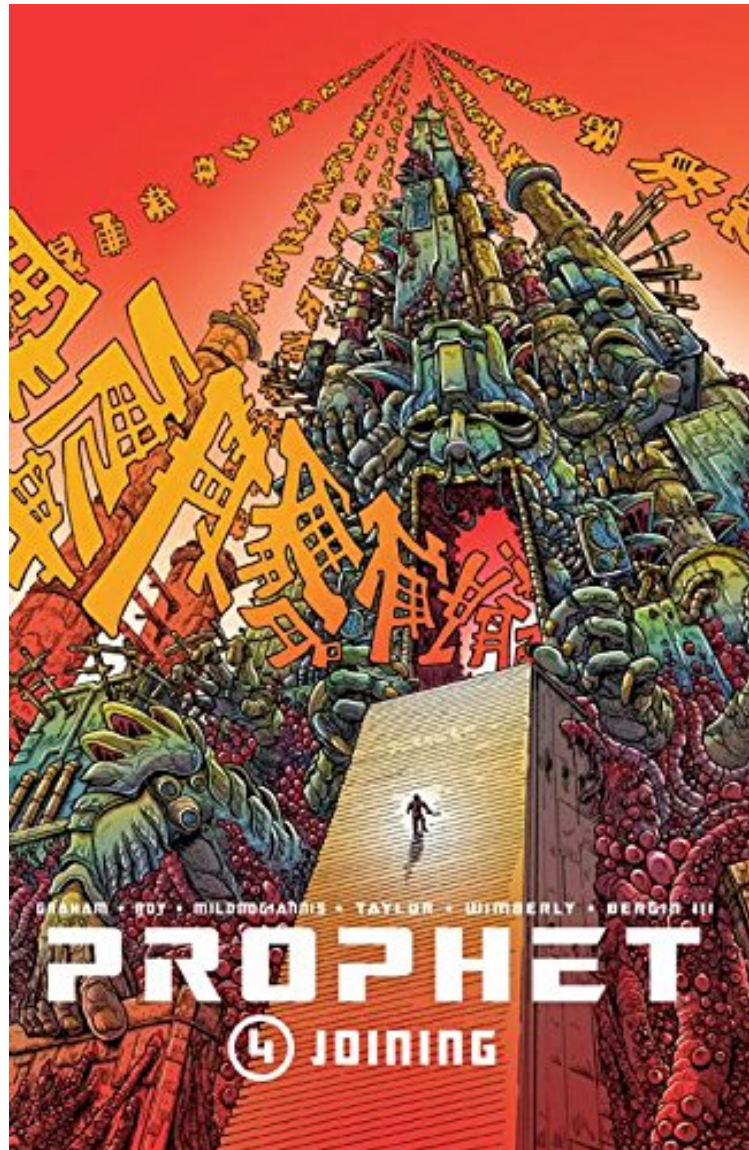


(Free pdf) Prophet Volume 4: Joining (Prophet Tp)

Prophet Volume 4: Joining (Prophet Tp)

Brandon Graham, Simon Roy
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Brandon Graham, Simon Roy : Prophet Volume 4: Joining (Prophet Tp) before purchasing it in order to gage whether or not it would be worth my time, and all praised Prophet Volume 4: Joining (Prophet Tp):

15 of 15 people found the following review helpful. Gloriously IndecipherableBy Scott William FoleyJoining is gloriously indecipherable. Ive followed this series since the beginning, and its utter disregard for the audiences sensibilities and needs are refreshing.This is science fiction at its frustratingly best. When you open a volume of Prophet, you are doing so on the narrators terms. You are entering a universe you do not recognize, and, such as with

the real world, life goes on and has always done so despite your opinions on the matter. Prophet has some of the most detailed technology, alien life forms, and religion I've ever read in a book, yet the narrator delivers only the surface level of these things. Most of it confuses the reader, yet, at my core, I believe there is great depth to everything the reader encounters we simply don't understand. In Prophet, we are the true aliens. In the hands of different writers or artists, Joining could be an absolute mess. But it's not. There is something beautiful about it, something otherworldly and transcendent. However, if you asked me to tell you what it's actually about, I wouldn't have a clue. Take heart, though, there is a little guide at the back of this volume that offers accounts of things we've previously wondered. I wouldn't go so far as to say it explains anything clearly, but it does offer a new perspective. I'm afraid I am not completely happy with Joining, though. The characters from Youngblood continue to make appearances in this title. And while I know they all originate from the same place, Prophet has entered a world all its own and it's jarring to see characters like Shaft and Badrock in such an otherwise original work. Keep in mind, I said the same thing about Diehard when he first appeared, but he has now won me over. I don't know where this title is going, nor do I particularly care. I'm simply glad to experience it.

0 of 0 people found the following review helpful. Through a future darkly

By C. D. Varn At once indecipherable and yet also where the narrative is the most clear, Graham really lets his Alexandro Jodorowsky style world building really show through. The disregard for convention is, indeed, a breath of fresh air, but it is actually building towards a narrative and that is clearest in this book. However, it is impossible to tell if this is the end of a series or really the beginning of it. Graham is definitely operating on the ice-berg theory: most of the detailed religions and history are only shown as surface. Only through the flash-backs of Old Man Prophet and Diehard's collective memory do you get the most coherent hints at the development of the universe in which Graham is operating. Liefeld's creations are important to mythos though and some of this reads like a thought experiment on what would happen if such over-powered beings were allowed to exist for eons and how time would warp them. Again, despite the high number of artists, this comic still has coherent atmospheric and consistency in art style. The inclusion of Prophet: Strikefile at the end does actually clarify what some of the Liefeld creations have morphed into, although how and why still remains somewhat arcane. The upcoming Prophet: Earthwar will probably clarify the stakes and give an ending to the entire series.

1 of 1 people found the following review helpful. Inspired Sci-fi

By Jonnie Sparko Prophet, its one of the great sci-fi comics, deserving multiple readings. And you'll probably gain new insight on every reading. The series has been all over the place, cosmically and even spiritually. At times it might be difficult to fully comprehend, but the story is out there, it really asks you to immerse yourself in what could be. The themes, the characters, the flow, they play in the realm of obscurity meets imagination, meets possibility, meets what the hell just happened? There's one more trade coming, and probably about a year away, it can't come soon enough. The art is by various artists and such an integral part of the story. For something different than most stuff out there, try Prophet.

The super-being Troll's plans to lure out Badrock come to a head! Collects Prophet #39-45.