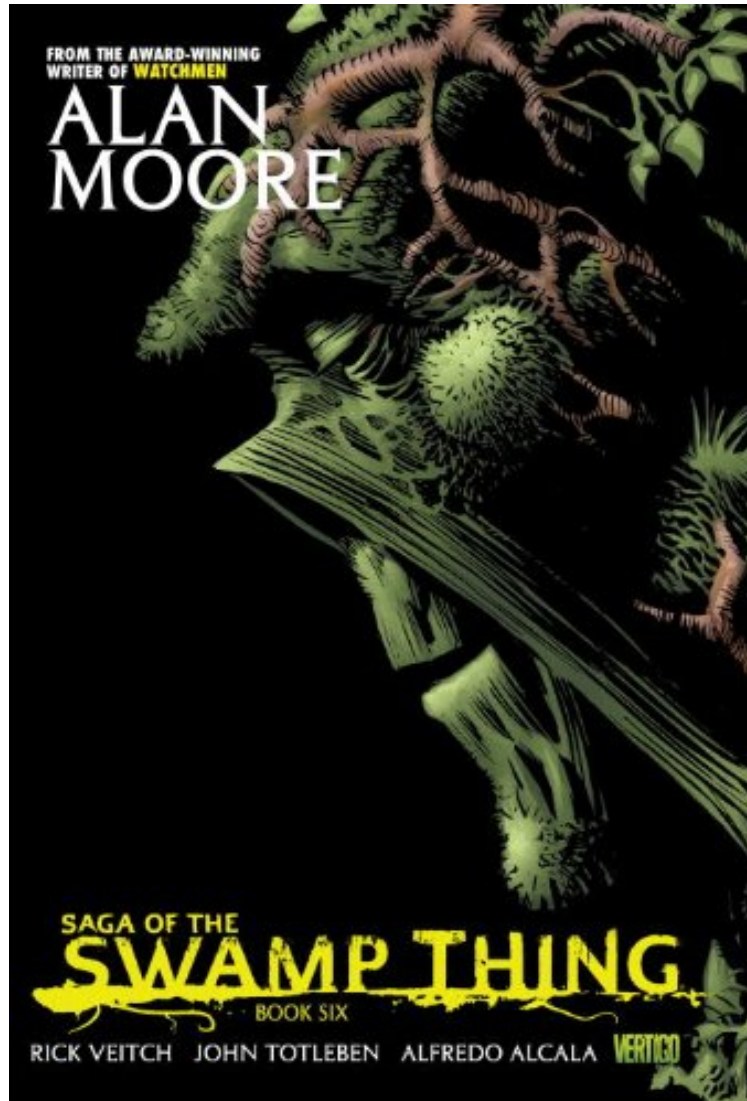


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Saga of the Swamp Thing, Book 6

Alan Moore

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Alan Moore : Saga of the Swamp Thing, Book 6 before purchasing it in order to gauge whether or not it would be worth my time, and all praised Saga of the Swamp Thing, Book 6:

3 of 3 people found the following review helpful. Swamp Thing reaches the end of autumn. By James B. After six large volumes comprising over 40 comic issues, Alan Moore's time as writer of Swamp Thing comes to a close. This series has reached epic heights, run into some occasional rough patches, and now finally ends as well as any long running issue can be expected to. Swamp Thing's journey across space brings him into contact with a number of familiar faces in the DC universe, including the Thanagarians and the green lantern corps. While one issue in this volume didn't quite

work (and that was more of an issue of weird-even-by-Moore-standards rather than actually being badly written) it's amazing to see how easily Swamp Thing slips into all these chunks of the DCU. One of the most impressive things about this volume is how well it sets itself up for future conflict and yet still manages to feel complete. DC could have ended this series here and no one would have blinked. If you haven't already bought the rest of the volumes in this series, please do so. Then you can read this conclusion.

0 of 0 people found the following review helpful. A Swamp of a Thing, it is!

By PHANTOM Where to begin? I had first experienced the story of Alan (aka: Swamp Thing) in the 1982 film adaptation starring the well-endowed woman of most notably 70's sitcom "Maude" and of films "Creepshow" and John Carpenter's "Escape from New York" Adrian Barbeau. Now because the film introduced me first on the character of DC's ST, it did not inject interest in checking out the books since I felt Marvel's "Man-Thing" was the original "muck of yuck." But it was always in the back of my mind of probably taking a stab at it someday. Well, after the success of the tv show version it still did not hit me to view the book history, BUT now I'm a full fledge fan and DAMN PROUD OF IT TOO. From the beautiful illustrations to the creepy, yet piercing narrative and/or the cast of multi-layered characters of goth-ridden and psychological paradoxes is a work of art, in more detail and abstract imagination to enter into this world as a participant than a reader only. The utilization and integration of guest stars were well chosen and executed as support but never to overshadow ST, such as: The Justice League, The Demon/Jason Blood and even Arcane. I was really taken by the explanation of what ST is and how its origin is reinterpreted with more empathy and compassion than just as another human casualty. I'm looking forward to reading the rest of Alan Moore's take on this life of plants and vegetation for a long time!

0 of 0 people found the following review helpful. Evil is the opposite of good?

By Roberto Freitas And we come to the end of the arc "American Gothic" and the final confrontation between light and darkness. In these stories the role of Constantine grows from a mere assistant to a key partner of the Swamp Thing, responsible for his "training" to achieve a new semi-divine status. In these stories becomes even clearer the mastery of Alan Moore's writing on various perspectives, giving depth to the characters. And it is clear also that both Neil Gaiman and his Sandman owe a lot to Moore, the mood of the stories, the use of characters such as Cain and Abel and Constantine himself and the entire idea behind Doll's House. This is the last work of Bissette and Tottleben in the title, and they've been absent in several stories, despite all the substitutes maintain the same style, which ensures the fluidity and uniformity of the stories. The first story "Windfall" is a moral tale about the effects of the fruit that falls from the Swamp Thing and the way it affects different people. "Bogeymen" features a serial killer which we never see his face since the story is always told by his point of view, what he sees and thinks. He mentions previous encounters with colleagues, which Gaiman used in the Doll House arc of Sandman. "Ghost Dance" is one of the best stories of Moore, taking advantage of the American love of guns to tell the story of the house of a gun manufacturing dynasty (who really existed), haunted by those who were slaughtered over the years by their guns, endlessly repeating the deaths. Break visitors are confronted with their weaknesses and betrayals. "Revelations" is part of the crossover Crisis on Infinite Earths and Moore will show that battle between light and darkness is much worse than the nightmare of meeting the multiple earths. In "The Parliament of Trees" Swamp Thing went to Brazil, led by Constantine, to find a board of ancestral trees that share the same origin with the creature and finally revealed his true nature. However the meeting is frustrating because the monster does not understand what it is passed to him by his mates. In "A Murder of Crows" Constantine and his allies along with Swamp Thing will try to stop a group of magicians known as Brujeria in Patagonia. Their plan is to awake the darkness that exists before the creation of the world to confront God. As we know Moore is not intimidated by metaphysical themes. All goes wrong and the mages, even defeated, can conjure the spell that will awake darkness. The next story "The Summoning," Moore vent his nerd side as a connoisseur of obscure Golden Age characters and summons all mystics DC characters like Baron Winter, Sargon the Sorcerer, Dr. Occult, Zatara and his daughter Zatana to help Constantine on Earth, while the Swamp Thing stands in the limits of hell with Edrigan, Spectre, the Stranger, Deadman and the Doctor Fate to face the darkness awakened and ready to swallow light. In the special edition we have the conclusion of the battle between light and darkness, "The End" where all the allies of Swamp are knocked out one by one and two colleagues of Constantine are incinerated. So Moore came with a disturbing final (and somewhat heretical), offering the proposition that evil and good are parts of the same spectrum, and light and darkness are complements of the same divine being.

This collection of issues #57-64 of SWAMP THING begins across the galaxy, where the Swamp Thing's consciousness has been hurled. Trying to find his way back to Earth, Swamp Thing stops over on Thanagar, home of Hawkman; Rann, home of Adam Strange; and encounters the Green Lantern of a world of sentient plants.

About the Author Alan Moore is perhaps the most acclaimed writer in the graphic story medium, having garnered countless awards for works such as WATCHMEN, V FOR VENDETTA, SWAMP THING and MIRACLEMAN. He is also the mastermind behind the America's Best Comics line, through which he has created (along with many talented illustrators) THE LEAGUE OF EXTRAORDINARY GENTLEMEN, PROMETHEA, TOM STRONG, TOMORROW STORIES and TOP TEN. As one of the medium's most important innovators since the early 1980s,

Moore has influenced an entire generation of comics creators, and his work continues to inspire an ever-growing audience.