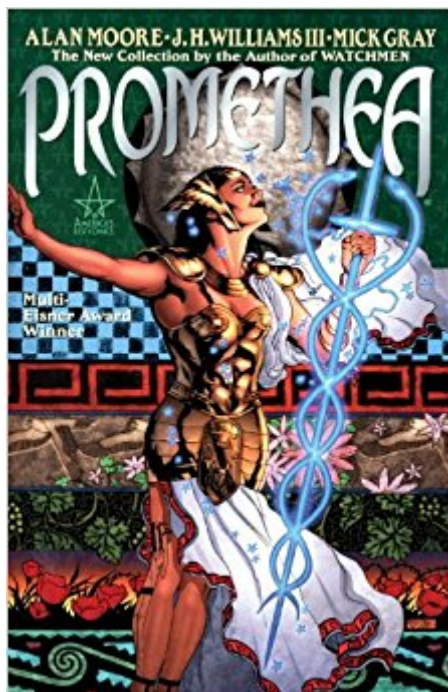


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# Promethea, Book 1



## Synopsis

Originally published in single magazine form as *Promethea* #1-6.

## Book Information

Series: *Promethea* (Book 1)

Paperback: 160 pages

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Average Customer Review: 4.0 out of 5 stars 60 customer reviews

Best Sellers Rank: #74,617 in Books (See Top 100 in Books) #54 in [Books > Comics & Graphic Novels > Graphic Novels > Historical & Biographical Fiction](#) #250 in [Books > Comics & Graphic Novels > Publishers > DC](#) #282 in [Books > Comics & Graphic Novels > Fantasy Graphic Novels](#)

## Customer Reviews

Alan Moore, like Neil Gaiman, constantly flirts with the too-smart-for-his-own-good aesthetic without alienating his readers. *Promethea* weaves Moore's trademark scholarly mysticism with wild, fun swipes at post-everything culture in a complex tale based on the importance of story. Following a teenage girl, whose interest in an obscure and possibly real heroine leads to her assumption of the heroine's role, *Promethea* draws on a century of comics art to express themes of history and fiction. Action, intimacy, fantasy, and ennui all find their place, and when it's over, the reader will hunger for the next collection. --Rob Lightner

Alan Moore gives us magic and fables with nothing new. I feel like Alan Moore has just simply written better. This story and *Promethea*'s character and world is not that interesting. I don't think I'll continue reading this series. J.H. Williams III's art work is absolutely gorgeous and the colors are incredible as well. I just didn't find the story compelling. Read Moore's *Saga of the Swamp Thing*, *From Hell*, *V for Vendetta*, *Watchmen*, *The League of Extraordinary Gentlemen*, or *The Killing Joke* instead.

*Promethea* has problems. Problems that stop it from being the truly great comic that it has the

potential to be. Problems that writer Alan Moore, the guy who came up with Watchmen and wrote the best Swamp Thing arcs, really ought to know better than to use. On the plot side, Promethea introduces us to the Dreaming, I mean the Immateria, the collective imagination of all humanity. Promethea hails from here, being the embodiment of imagination. Decent idea, if nothing the Sandman didn't already do. But the problem is in how it is executed. During these six issues, Not much happens other than set-up for some of the characters, the literary references that inspired the comic, and the world. Alan Moore can write these kind of set-up bits well, but it carried on for too long. But the real problem is the characters. The main character Sophie is too much the bland every-woman character other novels fall into. She needs to be rescued a lot, and even when she does help it's on accident. Her main friend is just comic relief, and nobody else is really developed enough to be worth mentioning. At least the artwork is good. This is filled with the type of trippy imagery that was the only saving grace of League 1969. This might get better in later volumes once the set-up of the world is complete, but I don't intend to keep going to find out any time soon.

IMHO, the later Promethea series books got a little long-winded, as Moore did an extended tour of magic and imagination in books 3-4, which wore on me after a while, although they were still very interesting, and then there was a little too much crossover in book 5 with the rest of the America's Best Universe, which to me didn't work all that well. I still loved them, but the first two books were the best, I think, where Moore and J.H. Williams were only really dealing with Promethea and her adventures. Beautiful, beautiful books.

I was expecting great things from Promethea, considering it comes from Alan Moore, and overall I'm disappointed with this graphic novel. The visuals are stunning, truly beautiful inking and coloring going on here, but the storyline is conventional fantasy with nothing new to contribute. I expected more from Moore. The plot line involves a young college student who is researching a legendary hero called Promethea, who appears in artistic works over the ages as a heroine. On her way to doing this research the college student, one Sophie Bangs, becomes the latest incarnation of Promethea and fights off various sorcerors, demons, elementals and so forth that have been sent to kill her by various entities that have crossed paths with Promethea in the past and have grudges to bear. I thought this book was pretty much predictable, once you settled into it, but the first-rate art earned it an extra star. The book is pleasant to look at and read, and that helped make up for the dull storyline. I can truly only recommend this book if you're deep into comics and nothing better is available to you or if you're a dedicated Moore fan and want to check out ALL his works. Otherwise

you can safely give this one a miss, and only be out some good artwork.

I can't speak for the later tpbs but this one was dang boring. Usually I love Alan Moore but not this time. Read The Invisibles instead.

In terms of writing, Promethea may be not of the same league of Watchmen or V for Vendetta, but it can be ranked amongst the best works by Alan Moore. When we consider the art, there is a big jump. The drawings and layouts are so impressive and splendid that the result can be listed among the best comics of the last decades. It is a must read.

This is a review of the kindle edition. The kindle version of this comic is very poorly formatted. I should really reconsider the way they digitize comics and let you zoom into the entire page so you can pan around as you like (this is how google does it). The zoom-into-panels feature is too often buggy such that it zooms into the wrong areas of the page or it clips out the edges of the panel. Sometimes the panels are also traversed in the wrong order. To make things worse, for this particular comic, there are many two-page spreads, so if the zoom-into-panels fails, there is no way you can read the text, because the size is too small. What happens is that two pages are crammed into the display area of one page but it gets even worse because they are displayed horizontally within the vertical display area of a single page - so they fill less than half of that area and it doesn't matter whether you keep the tablet in horizontal or vertical position because the reader insists to frame the horizontal layout into a vertical one. Very disappointing.

I really enjoy the storyline and the art is good too. There is or was a bit of a problem with the zoom feature on the kindle and some pages were hard to read, but in general it was pleasant to click through and a fun story that hooked me in to the series.

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