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The Invisibles, Vol. 3: Entropy in the U.K. Details

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Download and Read Free Online The Invisibles, Vol. 3: Entropy in the U.K. Grant Morrison , Phil Jimenez (Illustrator) , John Stokes (Illustrator) , Tommy Lee Edwards (Illustrator) , Paul Johnson (Illustrator) , Steve Yeowell (Illustrator) , Dick Giordano (Illustrator) , Mark Buckingham (Illustrator) , more... Mark Pennington (Illustrator) ...less

From Reader Review The Invisibles, Vol. 3: Entropy in the U.K. for online ebook

Bonnie G. says

This had cool venom like suits, voodoo, more psychic warfare - lots of good stuff

Sesana says

Hm. On one hand, I'm consistently fascinated by what Morrison is going to pull out in this series. Anything goes, it seems. But this storyline in particular felt a bit drawn out to me. And could the characters be any thinner? Still, I'm enjoying myself far more than not, and there have been some really stellar issues, even here. Boy's origin story, in particular, just worked on every level.

StoryTellerShannon says

In the third installment the leader of the Invisibles finds himself battling against a brutal interrogation that wishes to know all the secrets of the Invisibles and their cells scattered all over the world. It's also focused on how Boy and how she joined the Invisibles as well as more on the rebellious, subconsciously dream suppressed Jack Frost, the chosen Messiah who is likely the only one who can truly deal with the Archons, advanced beings that basically want to suck the life out of our world/reality and then destroy it. It seems that in every volume

Jack begins to realize parts of his experiences have been submerged and are arising. Definite nods to the works of author Philip K. Dick's works (he even shows up in this volume) as well as alternate realities and even nods to mystical religions like Gnosticism and other philosophies that speak of a good and evil God that created this world or had a deep impact on its makings. Some of the ideas are convoluted and will therefore be chaotic in the eyes of some readers but if you like these ideas and stick with it you should find the ending satisfying enough. Mister Six is introduced at the very end as another Invisible in another cell who is seeking the mysterious Moonchild.

To me the art is good but never great. I suppose that's partly because they were going to a different look that doesn't do a lot for me. This is considered one of the classics and was said to have shaken up a stagnant period for comics/graphic novels. BBC started a TV series but it never saw the light of day. This series may have very well influenced movies like THE MATRIX and other such types.

ARTWORK: B to B plus; STORY/PLOTTING: B plus; CHARACTERS/DIALOGUE: B to B plus; THEMES/INNOVATION: B plus; WHEN READ: early March 2012 ; OVERALL GRADE: B plus.

Jon says

Now we're cooking with alien dimension gas!

Sam Quixote says

King Mob and Lord Fanny have been kidnapped by Sir Miles and The Conspiracy and are being tortured for information on The Invisibles - will Ragged Robin, Boy and Jim Crow save them in time? Meanwhile, Jack Frost is still coming to terms with his role as saviour of humanity as the next incarnation of the Buddha, and a new member of The Invisibles is introduced who is looking for the Moonchild.

I really love Grant Morrison's writing, I do, but his Invisibles series just isn't clicking with me in the way his Batman, We3, All-Star Superman and Seaguy comics, to name just a few, do. So Entropy in the UK is the third book in the series and nearly the halfway point in the series as a whole (there are seven volumes), but I'm still having a hard time trying to give a damn about any of the characters. King Mob is tied up in a sterile lab and is being psychically interrogated by Sir Miles – and I don't care. Am I supposed to be rooting for King Mob? I suppose so, because he and the rest of the Invisibles are fighting the baddies right? But that's the only reason to care and, to be honest, it's a really flimsy one. You're basically telling the reader to like the hero because he's the hero, rather than giving the reader reasons why they should like the hero – to use the oft-repeated writing maxim, show don't tell, and there's a lot of telling in The Invisibles.

To be fair to Morrison he does continue to slowly build up other characters. In the last book it was Lord Fanny, in this book it's Boy whose backstory is revealed (and is much less convoluted than Fanny's was), but Boy is really a minor player in the book who doesn't get nearly as many pages as King Mob when we as readers should be learning more about him in order for us to actually care about what's happening to his character.

Entropy is another decent sized volume, coming in at 230 pages, but the story is very thin on the ground. King Mob is tortured, Fanny makes a voodoo doll, Dane confronts his destiny, the rest of the Invisibles putter about, and then a rescue is launched. The torture sequence in particular is very drawn out and if there's one thing I'll take away from reading The Invisibles it's how much the Wachowskis ripped off the series for their first Matrix movie. Sir Miles torturing King Mob is EXACTLY like the scene when Agent Smith is torturing Morpheus, trying to find out the location of Neo and co. Combine this and other scenes from the first book the Wachowskis used and I'm surprised Morrison didn't get a credit in the movie!

Then again, not everything Morrison's doing is exactly original. I'm not the biggest Philip K. Dick fan but I have read some of his stuff and The Invisibles feels more and more influenced by his work than ever in Entropy. The numerous spiritualism scenes and discourses on Eastern beliefs and the way King Mob claims to really be a writer called Morrison are very much aspects of Dick's writing. The author even has a cameo here! And the design for the Archon of the Outer Church is very Xenomorph-y.

However even if the story is stretched for much of the book, there are still flashes of sheer brilliance peppered unexpectedly throughout like King Mob's psychic defences against Sir Miles which are pretty impressive (his alter-ego Gideon Stargrave is a kind of campy James Bond but not as silly as Austin Powers) and artist Phil Jimenez does an incredible job with the artwork for his issues. The way Sir Miles interrogates King Mob by holding up a note stuck to a mirror saying "facial disease" and King Mob seeing himself with a facial disease was quite brilliant, and the way The Conspiracy keeps people in check from a young age using a code-word, which is the alphabet, was inspired.

Morrison's ambition and enormous vision can't be faulted. I love the mad, chaotic moments that his

imagination throws out onto the page like the sentient satellite Barbelith and the way Dane is forced to absorb the collective suffering of humanity to understand why he has to stop running and face his destiny. It's just the way Morrison writes it that keeps me from connecting to the material in a meaningful way. The characters remain barely realised and the story remains an abstract idea. Maybe I'd feel more positively toward the series if I were as into chaos magic as Morrison but seeing the Invisibles and their enemies engaged in psychic combat made me laugh more than anything. I kept thinking of that scene from South Park where the "psychics" are having a battle and it's just a bunch of weird people in costumes making "pew pew" noises and waving their arms at one another with nothing at all happening (sorry if you're into chaos magic – this is just what it looks like from the outside).

I'm going to keep going with the series because I am interested to see where Morrison is taking all of this but from what I can tell about The Invisibles so far is that it's a series more interested in portraying semi-philosophical ideas and esoteric magic concepts rather than memorable characters or a meaningful story, which simply doesn't make for a riveting reading experience unless you're already interested in this kind of material.

Fox says

Volume 3 of The Invisibles and the last volume before the new first issue and second installment.

What a blast!

More Jim Crow, a character I seriously adore. The leanings towards Voodoo are something I am particularly fond of in this series, along with the sheer opaque nature of it all. Teasing the reader with switches in time, perspective, and who knows what else - I'm loving it, though I can understand why Grant Morrison is an author that severely polarizes readers in general.

The evolution of Jack Frost is something that I'm terribly interested in. The bits and pieces that fill in the blanks of his time with Tom O'Bedlam are something I'd love to see further explored. While we're on the subject of fleshing out characters further, I am also terribly interested to see more of Ragged Robin. She's one of the characters I particularly love in this series, so imagine my joy when she was paired up with Jim Crow during the exploration of the House of Fun. Great stuff there, seriously great.

The Lovecraftian leanings of the Archeons twiggled the proper amount of disgust. I was also happy that the final issue in this volume, dealing with Mister 6, brought back the Monster of Glamis in uh.. some sort of form. How bloody disgusting was that tape? The mere thought of that is enough to turn my stomach. Thus: wonderful writing, wonderful plot, and a good gross-out factor that didn't quite overdo it for me.

I am incredibly happy that I picked up this series, and it has certainly gained a place upon my list of favorites. I'll be happy to read just about anything Grant Morrison has put out at this rate, and shall shamelessly stalk David Katzman's recommendations for the remainder of my life.

If that isn't appreciation and admiration, then what is?

Sarospice says

I was waiting for this series to kick in and blow my mind and this volume does. Is it wrong my favorite character is Sir Miles, who drops the knowledge on the limits of true expression and the flaccid role of the rebel in society. Where can they go from here when the ultimate big bad has shown them the futility of fury? I suppose you rage on, invisible to what goes on around you.

Ahimaaz R says

The three-parter Entropy in UK is sheer brilliance and I would read it any day instead of having to watch Matrix or Inception. How I Became Invisible, the back story of Boy, that follows is tonally distinct and is a great read.

Jimenez' entry here for art is a strong plus and this is where perhaps this series catches its proverbial fire.

Damian Mxyzptlk says

Better than the previous one. Morrison gets too wordy sometimes and for me that doesn't quite work, but otherwise it's not bad.

Sh3llraiser says

This volume is book 3 and collects issues 17-25 of the series. The following stories are included:

Entropy in the UK (3 parts)
How I Became Invisible (Boy's origins story)
Liverpool
House of Fun
The Last Temptation of Jack
Good-bye Baby Rabbits
And a Half Dozen of the Other

So... this series is really hard to summarize because it's all over the place, chaotic, and just plain effed up. But, the first 3 stories make up "Entropy in the UK," which mainly focuses on King Mob. He is the "leader" of The Invisibles and a true bad-ass. Not only is he well-trained in physical combat and weapons, but he is also a master of psychic combat and the occult. He knows magick. Don't try to get in his head. He'll rip your aura off without blinking.

Well, anyways, in this one, he and Fanny have been kidnapped by the powerful human minions of the Archons and is being tortured. (In this world, humanity is being controlled by multidimensional monster-like beings who use certain humans to work for them.) Lord Miles, the main minion, gets into Mob's head and we

find out some of his backstory.

Boy's origin story was not all that interesting, but she is still a cool character. I actually didn't like this one as much as the first two, but it's still a solid 4 stars. Jim Crow is back to help rescue Fanny and King Mob.

Jack/Dane is probably the most interesting part of this. He is still evolving and really becoming a bad-ass with his psychic powers. I'm not quite sure what is going on with him, but he is mixed up with aliens and all kinds of WEIRD.

As usual, there is a lot going on. "House of Fun" was crazy. One of the female human minions (Miss Dwyer) becomes a transhuman insect creature with impenetrable armor that's alive.

I love this series. If you like weird (and I mean REALLY weird) and have an open-mind, this is an awesome series. It's philosophical and even has mystical spirituality in it. Also, there's a lot of occult stuff. Definitely not for everyone, but for us weirdos, it's the shizz.

Faisal says

Rating: 3.5 stars

Michael says

So King Mob is tortured, and Morrison (who looks and sounds suspiciously like KM!) had some horrible health issues at the same time. Hence, Grant's belief that he can write reality. No surprise, KM gets a hot girlfriend in v. 4!

Jimenez draws three issues focusing on KM and Fanny's time in captivity and the twisted mind games Sir Miles of the conspiracy plays in KM's head, while Ragged Robin recruits Jim Crow to rescue her teammates and Boy tracks down Jack. Tommy Lee Edwards draws a flashback issue explaining Boy's introduction to the Invisibles, and Johnson returns for another one-off Jack Frost story in which Jack decides to commit to the cause finally. Original artist Yeowell returns for three issues, as KM and Fanny escape, while their allies come to the rescue. Builds to a nice climax, although KM does a lot of ass-kicking for a guy who's lost half his blood and features a collapsed lung! Buckingham draws the final issue, which sets up a villain for the next run of the series.

Funny, reading it all now, despite all the pseudo-magical/philosophical dialogue, it's very traditional structurally. The good guys escape just as their allies fight to their side, the boy messiah faces down the ultimate foe and saves King Mob's life, and then all the characters (except Robin) get a solo spotlight handled by their own artist. Morrison imagines himself as a striking Phil Jimenez-drawn hero, no surprise!

Issue count of artists to draw an issue during v. 1: Jill Thompson 8, Steve Yeowell, 7, Phil Jimenez 3, Paul Johnson 2, Chris Weston 1, John Ridgway 1, Steve Parkhouse 1, Tommy Lee Edwards 1, and Mark Buckingham 1.

Julian says

This is where *Invisibles* really takes off. We've finished all the prefatory explanatory gubbins and now the gloves are off and we meet the bad guys. And what a ride it is: extraordinary mystical journeys, mind-games of the highest order, horrifying alien bio-technology that make the Borg look cuddly, and even more horrifying ultraporn.

Okay, it's not entirely easy to understand, but Morrison is setting up a very interesting synthesis of any number of ideas which neatly sets any number of standard religious tropes on their heads. It's a common idea, from the ancient Mesopotamian religions, to Zoroastrianism, Jewish mysticism, Manicheanism and hence some (heretical) branches of Christianity that the physical world is somehow flawed, and what we want to do is to revert to the pure form of the energy of God outside it. But what if it were the other way round, and the outside is the true evil and is intent on destroying the only possible source of positivity? Who knows? And I'm sure Morrison will do several switches before he's done.

A couple of points worth noting. First, there's a clear and growing debt to Philip K. Dick. One of the key ideas is clearly borrowed from *VALIS*, and there are repeated references to ideas such as the great iron prison and the phrase 'the empire never ended', both of which come straight out of Dick's *Exegesis*. Rather amusingly, Phil even has a cameo appearance.

The second point is that you may well notice more than a few similarities to *The Matrix* and its sequels. Please note that this was first published years before the movie came out. In other words, the Wachowskis did another botched comic-book adaptation, but unlike *V for Vendetta*, here they didn't even acknowledge the source.

Joe says

For me this one slid a bit too much into overdoing the epic metaphysical good vs. evil demon battle thing - like the less interesting parts of Alan Moore stuff.

Daniel C. Fox says

The *Invisibles* are scattered and in serious peril. Can they even survive the magic of the trans-dimensional beings that have arrayed against them? King Mob is being tortured and is on the brink of death. But Jack Frost, seeming to be a chosen one, is still missing. He seems to be the key to everything. They will require the whole team to save him, if they're that lucky.

Terribly violent and loaded with magic and monsters galore, this installment is the best one yet. Don't read this if you're squeamish, but it is fantastically cool.
