



Eternity Girl

Magdalene Visaggio , Sonny Liew (Illustrations)

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Caroline Sharp has been a lot of things, including both a superhero and a super-spy. But when Caroline finds herself unfulfilled and depressed, she is given a choice to end her eternal life; she just has to destroy the rest of the world first. *Eternity Girl* is a brand-new DC's Young Animal miniseries spinning out of the Milk Wars event, written by GLAAD Media Award-nominated writer Magdalene Visaggio (*Kim and Kim*) and illustrated by Eisner-winning artist Sonny Liew (*The Art of Charlie Chan Hock Chye*).

But now, with those days behind her and her powers proving unreliable, Caroline finds herself stuck in a life weighed down by her depression and an inability to change. You see, Caroline is going to live forever, and there is no escape to be had. The very act of living reminds her that to the rest of existence, she is an anomaly. All of that could change, however, when her old foe, Madame Atom, comes to her with an intriguing offer. Madame Atom can give Caroline the power to end her life; she just has to destroy the rest of the world.

From writer Magdalene Visaggio and artist Sonny Liew comes the all-new series *Eternity Girl*. Collects issues #1-6 of the hit limited series.

Eternity Girl Details

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Author : Magdalene Visaggio , Sonny Liew (Illustrations)

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From Reader Review Eternity Girl for online ebook

Dakota Morgan says

Eternity Girl is a serious acid trip of a book, all vibrant colors, shifting perspectives, and unclear timelines. It also made zero sense and I think I liked parts of it? So yeah, an acid trip.

The general idea is that Eternity Girl is an immortal shapeshifter who wants to die. Solid concept! Unfortunately, this simple idea is tossed in the bin as Magdalene Visaggio spends the next 150 pages exploring the meaning of life, death, chaos, order, etc., etc., etc. If there's a foundational principle she can dissect, it's dissected. Sometimes I appreciated the philosophy lecture, but most of the time it went in one ear and out the other.

What really brings *Eternity Girl* down are the multiple unclear timelines all taking place at once. She's with her friend, with her therapist, with her old agency, with her archnemesis, and by herself all at the same time...I think. Since Eternity Girl's sub-atomic particles are infinite, she has infinite existences...I think. In any case, the book jumps around far too much with no explanation. I couldn't make heads of tails of it, and worse, couldn't be bothered to try.

The part I really liked? Sonny Liew's art. It's gorgeous and psychedelic, but at the same time much more clear than the story-telling. I'll definitely look for his name on a cover again.

Artemy says

Much like the rest of DC's Young Animal line of books, Eternity Girl is a cheap knockoff of Grant Morrison's and other prime 90's Vertigo books. While it doesn't directly use any existing characters, this book touches on the same philosophical and existential themes as, say, Morrison's Flex Mentallo, or Milligan's Enigma, or even Gaiman's Sandman. Unfortunately, Eternity Girl is nowhere near as good or smart as those books, and doesn't have anything new or interesting to say about life, choice, existence, the universe or even just superhero comics. If I were 14 again and have read this book, I would have probably thought that this is the hottest shit ever. Reading it as a 26 year old who went through numerous nervous breakdowns, existential crises, bouts of depression and other mental episodes, Eternity Girl was just a really dull and tiring read with an almost indecipherable story with a message you could just as well get from a random "inspiring" quote or a sitcom episode.

That Sonny Liew artwork was stunningly gorgeous, though.

Andre Habet says

Wow. I loved this comic even moreso than I thought I would. Surreal without ever losing heart. The art always work in service of the story, and it's the rare comic that leaves me feeling empowered to do better in the way Mind MGMT did when I read it. I more often than not feel disappointed by comics that are going for big ideas these days because most big ideas still seem so steeped in the same shit of this world, but here those big ideas are all put to work to clarify one person's sense of self and their ability to make another

choice about how to move through the world. I am moved by that so much. I am gonna reach out and make another attempt to make another choice again tomorrow.

Felipe Assis says

Blé... I think that I already ready a lot of stories that looks like the same, kinda generical for me.

Hannah Givens says

Shade the Changing Girl is my favorite of the Young Animal books. Eternity Girl is very similar, the same kind of surrealist thoughts and meditations, but further dislodged from traditional storytelling. I loved the way the scenes were kind of deconstructed, with dialogue from the "real" world blending into dialogue from the past and future and the "behind-the-scenes" world. That kind of thing is usually really confusing, but here it worked, because there's a very limited cast of characters and only one theme. The commentary on characters being reused and reimagined until they mean nothing also works well, just pointed enough, although it would've worked better with a preexisting character who really had gone through all those versions. It settled in better over the course of the book, as some of her other versions are shown on the page.

CN: The whole book is about suicide and suicidal ideation.

Laraka says

4.5 stars

Visually and narratively stunning! Can't say much without getting into spoilery details. But Visaggio and Liew really outdo themselves here!

Only one thing missing: The book should have a trigger warning/content note at the beginning "suicide, self harm".

Andrew says

This book is frontloaded with some very Grant Morrison-like commentary on the endless cycle of reboots, retcons, and resurrections in superhero comics and how that, like, totally connects to spiritual concepts of reincarnation and eternity. Once you get past that, it turns into a more interesting (and seemingly personal) story about depression, chronic pain, and unemployment. The script still gets kinda ponderous at times, especially when the Jim Starlin-like "Lords of Chaos and Order" show up to pontificate on the nature of the universe. But Sonny Liew's artwork is consistently impressive and occasionally transporting. Liew does an excellent job of combining big psychedelic spectacle with a more subtle cartooning technique that draws you in to the protagonist's pain and depression.

Alex Sarll says

Remember the Element Girl issue of *Sandman*? Never met anyone who said it was their favourite, but it's quite good. Well, if you wanted the serial numbers filed off and that turned into a miniseries, you're in luck. It also has meta elements familiar from Alan Moore's *Supreme* and much of Grant Morrison's superhero work, with characters becoming aware in-universe that their continuity is constantly being revised around them, but that loses much of its power when you apply it to a newly created character for whom it's not mirrored by their publication history in our world. And yeah, it's always nice to see Sonny Liew art, but I associate his stuff with good times, so giving it this greyed-out palette and applying it to a tale of a superhero who's having a breakdown but can't even kill themselves...well, it's not the project I would have chosen. Especially when she then decides that, since it appears to be the only way she can check out, she's absolutely fine with destroying the entire universe and the potential of any other universe ever happening again. I mean, I find the whole book group vogue for sympathetic protagonists somewhat trying, but there are limits, y'know? Things do perk up halfway through, when issue 4 takes us through iteration after iteration of the protagonist's struggle, each rendered in an excellent pastiche of a particular classic comic - though part of the impact for me might have been seeing *WicDiv* used as a touchstone comparable to the likes of *Peanuts*, which, well, let's not get into my whole thing about the concluding moment of *DC One Million*, but that. And thereafter it at least feels like a more lively Morrison pastiche - the penultimate issue's investigation of what makes a weapon recalled the first issue of *Final Crisis* - but I had come to expect a little more than that from a Young Animal book. Launching out of the largely underwhelming crossover *Milk Wars*, a second sad sign that Gerard Way's imprint wasn't bulletproof after all. And indeed, the last new project to come out of the imprint before its indefinite hiatus was announced.

Will says

Fun, fast-paced and filled with some solid trippiness at home with early Vertigo, TNG and Doctor Who. Eternity Girl is at once both her own distinct character with a life we feel but one that is barely touched on, and a relatable one. This book is probably heavier than I feel it is. And I loved the art! My only quibble is that some lines are repeated throughout but those are borderline mantras, so you could say they are fitting.

jer•din says

Instantly one of my favourite graphic novels/comic mini-series. There's only really one artist who could do justice to this fantastic script, and it's Sonny Liew. Good thing he did it.

I don't know if it's deliberate or if I'm just seeing things, but Visaggio's story felt strongly influenced by Buddhism, and that really touched my Chinese Buddhist heart.

Do yourself a favour and give this a read. Take your time with it. The ideas and the art deserve your time.

Simon says

What if Flex Mentallo and Enigma... but bad?

Norman Cook says

This book takes some effort to get into, but it's well worth it. This is an inspirational story of a young woman dealing with depression and attempted suicide. What I ultimately liked about the book was how Visaggio and Liew conveyed shifting realities. It reminded me, in a very good way, of how Philip K. Dick wrote about the nature of reality and how perception influences our thoughts and behaviors. I think this is a book that young adults will find very compelling. Liew's artwork is clean and modern. Chris Chuckry's coloring tends towards pastels, and enhances Liew's line work.

Geoffrey Payne says

I picked up the first issue of this miniseries when it was a “pick of the week” at my LCS and I thought the cover looked interesting. After I read it I was hooked and added it to my pull list. Now that all the issues have come out it ended up being a pretty great series overall.

I really love how Caroline/Eternity Girl was characterized and how the book worked through her dilemma of never being able to die. I did find the story a little hard to follow at times reading it month-to-month but I doubt that would be a problem if I reread the issues together as they are collected in this trade. Even if the writing wasn't good (it really is great though) the artwork alone is worth the cost of the book. Such vibrant colors and interesting paneling pair perfectly with the fun and interesting character designs.

I think what really makes this a fantastic book is how it blends the very fantastical/strange elements with the real world problems of depression and mental illness. I feel that too often comics have characters that have pretty severe mental illness and we don't really get to see them work through that (especially not in a positive way). This book is quite blatantly about that and I think it really grounds the story in a way that is both realistic but still very interesting.

Definitely do yourself a favor and don't miss out on this one. 4.25 stars!

Nore says

This was.... okay. Interesting concept, but unnecessarily wacky storytelling, flat characters, and merely okay art made this a bit of a drag to read. (Some of the covers are ffffantastic, though!) I was not surprised to find that Visaggio has also worked on Kim & Kim, which is another comic I found very interesting on the face of things, only to get my hands on it and realize it was merely okay for pretty much the exact same reasons.

At least I managed to get through this one instead of DNFing it! Chalk it up to better (but not great) art. I'll be avoiding Vissagio in the future, though - it's pretty clear that this style of writing is not to my tastes.

Chris says

It showed potential in the middle but in the end it's disappointing. Another rushed ending and the story got wrapped up with a fat chunk of words explaining. If I want to read another chunk of philosophical words trying to show the alternate to depression I'd read a book. I read a comic because I want to be shown a story. Plus stop trying to show us depression can be magically killed by some magic word. You give a speech and boom everything's good. It doesn't work like that.

The idea of the story is very similar to Façade. It developed into something that could be great. But sadly it didn't live up to it.
